

Opening Bids	Point range	Min Suit	MEANING	SPECIAL RESPONSES
1♣ 1♦	10+	2 4	Short club [Rebid not promised 15] Inverted Raises; Jump shift = 14+, 5 card; 2NT = Game Force (No 5 card Maj) [12] Checkback [9]	
1♥/1♠	10+	5	Splinters ; Jacoby 2NT; Balanced 3NT raise [11] Bergen raises [14]	
1NT	14-16		See front. Stayman /Transfers 2♠=1 minor or both. now 2N prefer ♦	
2♣	Strong		Strong 2 or bal 23+. 2N rebid 23/24. 3N rebid 27+ [8]. 2♦ Denial [8]; less than A+K 2N 2 <sup>nd</sup> Denial.	
2♦	Multi		Weak Major OR 21/22 or 25/26 Bal	[1, 8]
2♥/2♠	6-12*	5, 4	Muiderberg = 4/5+ Major & 4/5+ Minor. Vun & position sensitive [4]	
2NT	6-12*	6	Minor suit pre-empt 3/4♣/♦ pass / correct new suit forcing	18
3♣/♥	6-12*	5,5	Two suited pre-empt. 3♣ = ♣/♦, 3♥=♥/♠	new suit forcing 18
3♦	6-12*	6	Pre-empt in either ♥or♠. 3♥/♠ pass or correct	new suit forcing 18
3♠		7	Gambling (solid minor) or 4♣ = show minor 4♦ = show singleton ? 8+ card wk pre-empt in a minor:	
3N	6-12*	6,5	Pick a major game. Weak / Intermediate	
4 bids	6-12*	7	Pre-emptive (4♣/4♦ = Namyats [2] )	

\* Point counts position, vulnerability, shape adjusted. Generally about 6-10 NV 8-12 vulnerable

### DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
<b>Simple overcall, inc</b>	Over 1♣ or 1♦ opening. X=I would have bid 1♣ as opener. Systems on		
<b>Jump overcall</b>	Weak, 5-6 card suit (except over 1♣ or 1♦ when bids are as if opening)		
<b>Cue bid</b>	2 suited hand (except over 1♣ or 1♦ when bids are as if opening)		
<b>1NT</b>	<b>Direct/Prot:</b>	15-18 / 11-15	As for 1NT opening
<b>2NT</b>	<b>NOT over 1♣/♦</b>	Lowest two unbid suits (except over 1♣ or 1♦ when bids are as if opening)	

OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
<b>Strong/short 1♣</b>	X I would have bid 1♣, as opener. Otherwise bid as opener		
<b>Strong 2♣ 2♦</b>	Double = both majors; other bids Multi Landy style		5
<b>Weak/strong 1NT</b>	Double = penalties; Multi Landy		5
<b>Weak 2 / 3 / 4</b>	Double = take out		10
<b>Multi 2♦</b>	2NT=17-20 balanced, systems on After 2♦ (X) (showing 13-16 bal or strong), Lebensohl responses. In 4th/6th seat X = take out of last suit		

### SLAM CONVENTIONS

4N 1430 Roman Key Card Blackwood. 5♠= 1 or 4 key cards; 5♦= 0 or 3 key cards;  
5♥= 2KC no trump Q; 5♠ = 2KC with trump Q. Over interference: D14P30 X = 1or 4 keys etc  
After 5♣ or 5♦ next non-trump suit up asks for Q trumps. Responses: 5 Trump suit NO Q, other responses show Q + that King, 5N shows Queen and 2Kings. 6Trump suit = Q and no Kings.  
4♣ or 4♦ if suit has been bid or implied, minorwood RKCB step principle, sets trump suit.  
IF 4 major possible contract this response shows desire to play here, so is **omitted from steps**  
5NT asks for kings other than K trumps. 6Trump suit = 0. 6 other suit lowest King. 6C shows lowest king OR king above trump suit. 5NT skipping 4N = pick a slam. 5suit skipping 4N, exclusion RKCB. Show aces excluding bid suit on step principle, 1430

### COMPETITIVE AUCTIONS

<b>Agreements after opening of one of a suit and overcall by opponents</b>	
<b>Level to which negative doubles apply</b>	4♥
<b>Special meaning of bids</b>	Cue bid = good raise
<b>Exceptions / other agreements</b>	Jump raise = pre-emptive

### Agreements after opponents double for takeout

<b>Redouble</b> 9+ HCP	<b>Other – Similar to no double:</b> (extended) Bergen (14), inverted minors, game force etc
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### Other agreements concerning doubles and redoubles:

After double by partner 2N is usually Lebensohl

### OTHER CONVENTIONS

**Fourth suit forcing:** requests partner to describe his/her hand further.

After 1♣ 1♦ 1♥, 1♠ is natural and 2♠ is fourth suit forcing.

**Unassuming cue bids:** Opposite partner's overcall a cue bid shows a good raise.

**D14P30** (Like DOPI)

### SUPPLEMENTARY DETAILS

**1 MULTI 2♦** = Weak 6+ Major (5-10 / 7-11 pts) OR 21/22 pts (bal)

2♥ = Relay Bid (Asking for hand-type)

2NT = Asking Bid (For suit strength)

3♣ / 3♦ = upper end ♥/♠; 3♥ / 3♠ = lower end

2♠ = Sign off if weak ♠ OR to play in 3♥ or more

3♥ = Pre-emptive - to play in 3♥ OR 3♠

(After opponents **X our 2D** the principles above apply plus **pass=2DX** may be best place to play, **XX**=bid if they pass otherwise leave it to me, 2♥ and 2♠ will be at least invite in other suit)

**2** open 4♥/4♠ natural and weak. **4♣/4♦ Namyats** (5 losers or better in ♥/♠). Bid p's major if weak, next suit up shows slam interest, 4N RKCB

**3 After 1NT (X)** pass is forcing opener to xx, other bids are modified **exit transfers** (XX shows 5+♠ or 5+♦, 2♣ = **stayman**, 2♦ = 5+♥ etc); after 1NT (P) (P) (X) bids are natural except XX which asks 1NT bidder to bid lowest 4 card suit. After 1(any suit) X XX is 9+ HCP.

**4 After Muiderberg 2♥/2♠.** 2N or X strong relay\*. 3♣ pass/correct. Responses as \* below

**5 Defence to 1NT** Multi Landy 2♠ shows both majors, 2♦ shows 6 card major or occasionally long weak minor, 2♥/2♠ shows 5 card major and 4+ minor. Responses as \* below, 2NT shows both minors. Bid at 3 level is invitational to game, typically 6 card suit, 15+

\* **Following partner's strong 2N relay of [4] or [5] above**

3♣ = Weak & lower ranking 4+ suit; 3♦ = Weak & higher ranking 4+ card suit; 3♥ = Stronger & lower ranking 4+ suit; 3♠ = Stronger hand & higher ranking 4+ card suit 3NT = 12+ points

**6 2 suited overcalls** (Michaels) (1M) 2M shows 5+/4+ in other Major and a minor, 2NT shows 5+/5+ in two lowest unbid suits. . Continuations similar to [4] or [5] above

**7** After 2N rebid puppet stayman, transfers, 2S=minors. 3N rebid stayman, transfers

**8** 2♦ and 2NT rebid shows 21/22, 3NT shows 25/26. 2♣ and 2NT rebid shows 23/4 3NT rebid shows 27+.

**Over 2N rebid:** Transfers and 5 cd puppet stayman. 2♠ = one or both minors

**Over 3N rebid** transfers and 4♣ is major suit enquiry. Responses: 4♦ = no 4 card, minimum

4N = no 4 card and maximum. Now 4N is to play, 5♠ is RKCB step principle, 1430, K♥ if no suit. 4♠ over 3N rebid = one or both minors

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Shade this box grey if using non-standard leads).			
v. suit contracts	<u>A</u> <u>K</u>	<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	<u>K</u> <u>J</u> <u>10</u>	<u>K</u> 10 <u>9</u>	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> x	<u>J</u> <u>10</u> x	<u>10</u> <u>x</u> x	<u>10</u> <u>9</u> x	<u>9</u> 8 7 x	<u>10</u> x x <u>x</u>	<u>H</u> <u>x</u> x
	<u>H</u> <u>x</u> x <u>x</u>	<u>H</u> <u>x</u> x <u>x</u> x	<u>H</u> <u>x</u> x x x x	<u>x</u> <u>x</u>	<u>x</u> <u>x</u> x	<u>x</u> x x <u>x</u>	<u>H</u> x
v. NT contracts	<u>A</u> <u>K</u> x ( <u>x</u> )	<u>A</u> <u>J</u> <u>10</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	<u>K</u> <u>J</u> <u>10</u>	<u>K</u> 10 <u>9</u>	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> x	<u>J</u> <u>10</u> x	<u>10</u> <u>x</u> x	<u>10</u> <u>9</u> x	<u>9</u> 8 7 x	<u>10</u> x x <u>x</u>	<u>H</u> <u>x</u> x
	<u>H</u> <u>x</u> x <u>x</u>	<u>H</u> <u>x</u> x <u>x</u> x	<u>H</u> <u>x</u> x x x x	<u>x</u> <u>x</u>	<u>x</u> <u>x</u> x	<u>x</u> x x <u>x</u>	<u>H</u> x
Other agreements in leading, e.g. high level contracts, partnership suits: McKenney when obvious							
CARDING METHODS							
Signals	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Reverse Count, except lead of A or Q asks for reverse attitude						
On Declarer's lead	Reverse Count (high-low = odd; low-high = even.)						
When discarding	Reverse attitude						
SUPPLEMENTARY DETAILS (continued)							
<p><b>9</b> Two way checkback. After 1X, 1Y, 1N 2♣ forces 2♦. 2♦ is game forcing. 2♥/♠ invitational</p> <p><b>10</b> Lebensohl style responses opposite take out double of opponents' weak two.</p> <p><b>11</b> <b>Jacoby</b> Response of 2NT shows 11+ HCP, 4+ support, max 7 losers and no shortage. Opener rebids 3♣ if minimum else 3♦ = singleton ♦, 3 of agreed major = single♣, 3♥ = single♥, 3♠ = singleton/void ♠, 3NT = no shortage, 4♣ = void club, 4♦ = void ♦, 4♥ = void ♥.</p> <p>Response of 3NT to 1♥/1♠ shows 3 card support, 13-15 HCP and no shortage.</p> <p><b>12</b> <b>Modified Baron / responses to minor suit opening.</b> After our 1♣/♦, all one level replies can be passed. Responder forces with inverted minor raise, jump shift or 2NT. Jump shift = 5 card suit, 6- loser OR 12+ HCP game forcing. 1m 2m = 4+ support, no other 4 card suit and max 8 losers. Now bid stop, looking for NT. Double jump shift = splinter 2NT = 14 HCP, no 5 card major, game forcing. Now bid 4 card suits in ascending order</p> <p><b>13</b> <b>Agreement after opponents intervene:</b> Bergen if bid still available. New suit forcing one round. Splinters if intervention below 3 of major</p> <p><b>14</b> <b>Bergen Raises:</b> 2 major = 9 losers &amp; 3 card support (if less losers, change suit first) 3 major = 10+ losers &amp; 4+ card support; 4 major = 7 losers &amp; 4+ card support 10 or less HCP 3♣ = 9 losers &amp; 4+ card support; 3♦ = 8 losers &amp; 4+ card support; 2/3♠/3♥ Other major = splinter agreeing major ..... after partner's 1 major opening, doubled: 2♣ 9 losers &amp; 3 card support, 2♦ 8 losers &amp; 3 card support 2M 10+ losers &amp; 3 card support</p> <p><b>15</b> <b>1m 1M pass:</b> Opener may pass a 1 major response with 3/4 cards in major and 8 loser hand. See 12</p> <p><b>16</b> <b>Super Accepts:</b> 3 trump= doubleton with A or K, unspecified suit; 3 suit= useless doubleton; 2NT= no doubleton, 4 suit = singleton.</p> <p><b>17</b> After 1N 2♣. 2N shows preference for ♦, 3♣ shows no preference or clubs. If responder now bids another suit or 3N this shows a hand with both minors and game forcing.</p> <p><b>18</b> Alder contns: After 2N or 3♣: 3♥ = game/slam try. Now 3s = Qx or better in ♠. 3N = Qx or better in ♥. Now responder picks place to play, or minorwood. 4N blackwood in major After 3♦ or 3♥. 4♣ is game force enquiry. Now 4♦ is minimum</p>							

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GENERAL DESCRIPTION OF BIDDING METHODS				
<b>5 Card Major, Short club, 14-16* NT Muiderberg 2's, Multi 2♦, Bergen + Inverted Minor Raises</b>				
1NT OPENINGS AND RESPONSES				
Strength	14 – 16*		If artificial give details below and make obvious by shading in grey the cell on right.	
Shape constraints	May contain a singleton			
Responses	2♣		Stayman promissory	
2♦	Transfer to hearts note 16		2♥	Transfer to spades 16
2♠	Single minor or both minors 17		2NT	Invitational
Others	3♣/3♦/3♥/3♠ = 6+ suit and slam interest. Now 3N to play, other confirms suit			
Action after opponents' double	Exit transfers and Stayman after 1NT-(X) (see Note 3)			
Action after other interference	X = Penalty, Lebensohl (FADS)			
TWO-LEVEL OPENINGS AND RESPONSES				
	Meaning	Responses	Notes	
2♣	Acol type strong 2 or 22+ balanced	8	2♦ relay 2— control points	
2♦	2 way multi (weak major, 21/22 or 25/26NT) 2♥ or 2♠ pass/correct. 2N enquiry 1&8			
2♥	Muiderberg: 5+ Hearts & 4+ Minor, weak	2N enquiry. 3C pass/correct		4
2♠	Muiderberg: 5+ Spades & 4+ Minor, weak	2N enquiry. 3C pass/correct		4
After 2C/D-2NT	3♣ Puppet Stayman, 3♦/3♥ transfer, 3♠ game forcing, 1 or both minors slam interest. Now 3N prefer diamonds			6
2NT	Pre-empt in ♣ or ♦, 6+ suit		3♣ pass or correct, new suit forcing 18	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE				
* When judging any NT hand strength we may upgrade or downgrade (Banzai)				
Minor suit 1 level opener doesn't promise a rebid [15]				
NT rebids: Lowest level: 11-13*, Jump to 2NT = 17-18* Jump to 3NT game values. After 3N rebid 4♣ stayman and transfers, 4♠ Suggests slam in a minor				
Bergen [14], Jacoby [11] splinters after 1 major openings, including after intervention below 3 Major				
<b>Over 1 minor openings by opps, we bid as if opening ourselves. X = I would have bid 1♣</b>				
as opener Responder systems on as if we had opened 1♣.				
1N response to opening 1suit =5-9. Unusual 3 level openings (Alder preempts)				
Compete vs transfer responses to 1♣. X shows values, opps suit is take out double				