

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11-19	x	3	Rule of 22 Vuln or 21.5 N.Vuln (HCP's+length+quick tricks). Maybe light.	Inverted Minor (note 6); Jump resp major on minor weak. 2NTresponse=GF in major(7); Bergen raises with support for major(8); Splinters.	
1♦	11-19	x	3			
1♥	11-19	x	4			
1♠	11-19	x	4			
3 bids	5-10	x	6	Pre-emptive	Change suit –force 1 round	
4 ♣/♦	n/a	x	6	9 tricks in ♥/♠	Bid 4♥/♠ if weak	
4♥/♠	6-10	x	7	Pre-emptive		

DEFENSIVE METHODS AFTER OPPONENTS OPEN					
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes	
Simple overcall		ATV (maybe 4 cards)	new suit forcing except after prev. P hand,		
Jump overcall		ATV- NV =Weak & 6-card suit; (V= Int 10/16 HCP & 6cards)			
Cue bid		Michael's cue bid 2-suited	2NT=which minor	10/2	
1NT	Direct: Protective:	15-18 11-14	As for 1NT opening		
2NT	Direct: Protective	Lowest two unbid suits(see note 10) usually 5/5+, or 5/4+NV. Responses- 1.choice. 2. Jump – invitation. 3. Bid game. 4. CueBid opp suit – forcing game interest (jump cue even stronger) 5. Own suit sign off.			
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes	
Precision/ Strong 1♣		Truscott: X = ♣ & ♥; 1NT = ♦ & ♠ suit = that & 1 higher (4/4+); 2♣=♣, 2♦=Multi2♦,2♥/♠=Lucas2, 2NT=2 suits in minors			
Short 1♣/1♦		Natural or Double=take out			
Weak & Strong 1NT		Double = penalties; (over strong 1nt X=single suit) Cansino 2♣ = at least 443 in ♣ & 2 others; 2♦ = at least 443 in ♦ & majors; 2NT=5/5 both minors/majors. 4 th Seat X = SINGLE suited hand.			
Weak 2 or Multi 2• & Lucas Two Type Bids		A suit natural; X = 13/15 or 19+(can be Unbalanced) 2NT = 16/18 Bid their suit – asks for a stopper in their suit for NT after x, suit at 3 level invite game. Or 2NT forces 3C & that is pass or correct			
Weak 3		Natural or Double = take out			
WEAK 4		Double = penalties; 4NT=Take Out (2 places to play)			

SLAM CONVENTIONS	
RKCB 4NT(for5 cards)	5♣ = 0 or 3 keys; 5♦ = 1 or 4, 5♥ = 2 no Q; 5♠ = 2 + Q. 5N+5 Then next suit asks for Q. (Step 1=denw. any other bid positive)
then 5NT for 3 kings	bid the K you have; 6NT=2xK's. or 6 level bid is Q trumps & that king
After their interference, Ignore their X	over 5C/5D –DOPI-X=0or3,Pass1or4,other norm. Over 5H/S-DEPO-X=0 or 2,Pass 1 or 3, step 1=4.

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents- X up to 2S for take out				
Level to which negative doubles apply		3NT		
Special meaning of bids		Cue bid = describe hand		
Exceptions / other agreements		Jump raise pre-emptive ; inverted minor		
Agreements after opponents double for takeout (Exception after note 6 & 7 & 10 below)				
Redouble	9+ HCP	New suit	Forcing	Jump in new suit = non-forcing
Jump raise	Pre-emptive	2NT	Good raise to 3 level	Other

Other agreements concerning doubles and redoubles				
All X at 2♠ or less are non-penalty, EXCEPT, after weak NT, or a double already converted to penalty. Unless conventional, XX = SOS.				

OTHER CONVENTIONS				
Fourth Suit Forcing: artificial, asks partner to describe hand further. After 1♣ - 1♦ - 1♥, 1♠ is natural and 2♠ is FSF.				
Unassuming Cue Bids Opposite partner's overcall- a cue bid shows a good raise 9+, request game bid if opener opening hand; a jump cue bid shows 15+.				
Splinter Bids Response of 3♣/4♣/4♦ to 1♥ opening; or 4♣/4♦/3♥ to 1♠ opening shows a raise to 4♥/4♠ with 4+ trump support and singleton or void in bid suit. Similarly, double jump after partner raises (e.g. 1♠-2♠-4♦). Splinters bid when better than game.				
Long suit trial bids – requests help in that suit bid for game.				

SUPPLEMENTARY DETAILS				
1 Balanced hands not in NT range. With four ♥ and four ♠ open 1♥. Otherwise open the longest suit or the higher ranking of 2 4-card suits or 1♠ (min 3) and rebid NT.				
2. Any X of our Michael's Cue Bid then Pass =C & XX=D. Plus see note 10				
3 NT rebids: After 1 level response 1NT = 12-16; 2NT = 17-18; 3NT = 19. After 2-level response 2NT=15+ GF (except when responder rebids suit).				
4. Crowhurst After 1N rebid, 2♣ = Range asking & 5 th card in opener/partners suit, Replies 2N = max & GF. 2D=min. Raise in suits= 3 cards & min.				
5. SWINE- Defence 1NT,x; Pass= either good hand or touching suits requires XX from opener; XX=promises a 5 card suit requires 2C from opener, responder converts; 2C = clubs & hearts; 2D = diamonds and spades. OR after 1N,P,P,X,P, then XX-5 card suit, a bid is lowest 4 card				
6 Inverted Minor applies after pass, X, or bid. Simple raise = 10+ HCP forcing to 2N. Bid 1N with support & 8-9 HCP. Jump to 3 level is 4+, and less than alternatives.				
7. Major Suit Raises 1H:2NT or 1S:2NT shows 4 card support & game forcing; sub bids at 3 level=splinters. 3 Major=extra length. 3NT=extra values. 4C/D 2 nd suit. 4major nothing to say.				
8 Major Suit Support / Bergen Raises: After 1H/S then(a) 2H/S is 6/9hcp & 3 card support or <6hcp & 4 card support (b) 3H/3S 4H/S to level of fit. (C) 3♣ = 4+card support & 6-9 HCP ; (d) 3♦ =4+card support & 10-12.				
9. after 2c, ANY ,2NT or 2D, any, 2NT- Over 2NT, –Resp-3C = 5 card stayman, 3♦ =5 card in H's. 3H=5 cards in S. 3S=trf to minors. 4C/4D transfers to 4H/4S.				

2nds & 4ths		OPENING LEADS				Strong 10s	
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Hatch over this box if using non-standard leads).			
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K J <u>10</u>	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 <u>x</u> x	10 <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> x x	H <u>x</u> x
	H x <u>xx</u>	H x <u>xxx</u>	H x <u>xxxx</u>	<u>x</u> <u>x</u>	x <u>x</u> x	x <u>x</u> x xx	
v. NT contracts	<u>A</u> K x (<u>x</u>)	A J <u>10</u> x	<u>K</u> Q 10	<u>K</u> Q x	K J <u>10</u>	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 <u>x</u> x	10 <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> x xx	H <u>x</u> x
	H x <u>xx</u>	H x <u>xxx</u>	H x <u>xxxx</u>	<u>x</u> <u>x</u>	x <u>x</u> x	x <u>x</u> xx	
CARDING METHODS							
On Partner's lead		COUNT – (EXCEPT lead of A& Q asks partner to give attitude).					
On Declarer's lead		Count: high-low=even no. of cards; low/high = odd number.					
When discarding		Mckenney or Losing Cards					
Suit preference signals: High = higher ranking other suit/ Low = lower ranking other suit. Trumps- may show mckenney tolerance							
SUPPLEMENTARY DETAILS (continued)							
10 2 suited overcalls 1minor-2m = 5+/5+ in majors; 1Major -2M = 5+/5+ in other major and a minor. 1any - 2NT = 5+/5+ in two lowest unbid suits. 5 might be a good 4							
Unusual over unusual 2NT, defence to their 2 suited overcalls.							
11 Lebensohl – only after 1NT, interference. Then 2 level suit = NF. 3 Level=Game Force. VIA 2NT/3C (relay)= invitation. X= showing points & essentially for take out- can be passed or bid. Sequence 1NT:any: 3NT = NO STOP. Sequence 1NT:any:2NT:3C::3NT = STOP. DIRECT DENIES. Sequence 1NT:any:cue bid their suit:= other major NO STOP; or via 2NT/3C a stop.							
13. Kerri -After 1NT, 2C forces 2D reply. Responder (a) 2H/2S game invite shows 4 or 5 card major. (b) Or 3C/3D game invite with 6 card minor. Opener if minimum either passes, bids 2S or 2NT. With good minimum 3C. If Max then opener bids 3D-max 4333, 3H-3 heart support & doubleton, 3S-4spades support & 2 hearts, 3NT- denies 4 spades or 3 hearts. 4H-4 hearts & doubleton. (c) 1NT,2D,2H,2S –invite game with 4:4 in majors. (d) 1Nt,2C,2D,2NT-game force- opener rebid=3Cno 5 card major(responder can then bid 3D to ask for 4 card major), 3D=4333,3H/3S – 5 of major. (e) After 1NT, transfer to major, 2NT is game force & shows 5 of the major & a 4 card minor. CONTINUATION 3C asks what's your Singleton/void; (3C means only 2 card sup), REPLIES 1. Bid the singleton/void; 2.if singleton is in C';s bid the major, or 3N if no short suit. Following singleton/void bid – bid 3N if that is stopped OR bid minor. Or CONTINUATION 3D asks which minor, (3Dmeans 3 card sup & slam interest) REPLIES- If slam interest then either 3H-Clubs, or 3S-diamonds, THEN bid 4C/4D to fix the minor suit & to say slam interest. Or sign off in 4 of major. OR sign off in 4 of major. OR bid 4NT if slam interest in major. Or Other CONTINUATIONS- 3SDoubleton support & 5 spades; 3N – to play, 3H is STRONG support for major. 4H is WEAK support for major. (f) After 1Nt, transfer to major, 3C/3D is game force & 5/5. (g) 1Nt,2NT is transfer to clubs responder can (i)pass,(ii) 3D –both minors(GF),(iii) 3H- 5 clubs&4 hearts (GF),(iv) 3S-5clubs&4 spades(GF). (h)1nt:3C=singleton D, 3D=single H, 3H=single S, 3S=single C.							



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Multi 2D, Lucas 2's – RKCB (3041)			
1NT OPENINGS AND RESPONSES			
Strength	NV : 10-12; 10-12; 10-14 ; 12-14 V : 14-16; 14-16; 14-16 ; 12-14	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints	Possible 5-card major, 6 of minor	Tick if may have singleton NO	
Responses	2♣	Kerri - forces 2♦ reply see note 13	
2♦	Transfer to hearts (maybe 4 cards)	2♥	Transfer to spades (maybe 4 cards)
2♠	Range Asking (reply: 2NT=min;3C=max) Continuation of new suit is single suit & thenRKCB	2NT	Transfer to Clubs
Others	South African Transfers- 4♣/4♦=Transfers to 4♥/4♠- (same over 2N 20-22)		
Action after opponents double	SWINE – see note 5. OR after 1N,P,P,X,P,Pthen XX-5 card suit, a bid is lowest 4 card		
Action after other interference	Lebensohl – only after 1NT, direct denies - note 11		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Either GF (23+ HCP's- suit rebid guarantees min of 5 cards) or 23+ balanced: (Not GF over 2NT rebid)	2♦=8-10; 2♥=4-7 HCP; 2♠=0-3, 2NT11+	
2♦	Multi2♦: Either 1. Weak major (V.6:10 or NV 4:9 HCP; 2. 20/22 balanced ; OR 3. strong minor (9+ tricks)	Over 2D - 2♠ = heart support, less than opening hand; 2NT = Opening hand ; Otherwise 2♥= relay After 2NT rebid then 3C is stayman (4or5 cards), 3D/3H – transfers, 3S=Transfer to minors, 4C/4D transfers to 4H/4S. Over 2D/ 2N a) response then 3C/3D either C/D or weak two H/S stronger. b)3H/S = weak two	9
2♥	Dutch Muiderberg Lucas 2's=5 card Major & 4+ in a undisclosed minor (Less than an opening hand: say 5-9 or 8 losers NV, or 6-10 with 7 losers Vuln; maybe weaker in 3 rd seat)	2N = asks which minor 3♣ = Pass or correct 3♦ = Invitation in suit bid (reply 3 of major-Min,4 of major -Max)	
2♠			
2NT	BOTH MINORS at least 5/4 NON VULN – weak - less than opening hand. Reply – 3C/D/H/S & 3NT all to play VULN or 4th seat - HCP 11-15 & 5/5/both minors – 3C/3D & 3NT to play. But 3H/3S are forward going hands H=C and S=D.		
Can be light opening in 1 st or 3 rd seats & when green, against red (maybe as low as an overcall)			
Overcalls might be 4 card suits. All bids might be +/- 1 HCP based on rounding/shape. 2 level rebid 10+. Overcalls or X after partners pass then hand maybe light.			