


OTHER OPENING BIDS			
	HCP	Min length	SPECIAL RESPONSES
1♣	Rule	4	SPLINTERS; 2NT = 16+; 3NT = 3-3-3-4
1♦	Of	4	SPLINTERS; 2NT = 16+; 3NT = 3-3-4-3
1♥	19	4	2NT = JACOBY (SEE NOTE 4); 3NT = FLAT RAISE TO 4
1♠	“	4	
3 bids	Weak	6	Usually 7 – may be weaker 1 <sup>st</sup> N-V
4 bids	Weak	7	Usually 8 – may be weaker 1 <sup>st</sup> N-V
DEFENSIVE METHODS AFTER OPPONENTS OPEN			
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES
Simple overcall		5 (Very occasionally 4)	
Jump overcall		ATV (SEE NOTE 5)	
Cue bid		MICHAELS (SEE NOTE 6)	2NT = Strong Ask
1NT	Direct:	15-17	SYSTEM
	Protective:	11-14	SYSTEM
2NT	Direct:	MICHAELS (SEE NOTE 6) 19-22	SYSTEM
	Protective		
OPPONENTS OPEN WITH		DEFENSIVE METHODS	
Strong 1♣		DBLE = 4/4+ COLOUR; 1D = 4/4+ RANK; 1NT = 4/4+ ODD	
Short 1♣/1♦		(SEE NOTE 7)	
Weak 1NT		MULTI LANDY (SEE NOTE 8)	
Strong 1NT		MULTI LANDY “	
Weak 2		DBLE = T-O; 2NT = 16-18 then LEBENSOHL (NOTE 2) applies	
Weak 3		DBLE = T-O	
4 bids		4C/4D DBLE = T-O; 4H/4S DBLE = values	
Multi 2♦		DBLE = 12-15 or 19+; 2NT = 16-18	
SLAM CONVENTIONS			
Name	Meaning of Responses		Action over interference
ROMAN KEY CARD BLACKWOOD	30/41 then 2+ no trump Queen, then 2+ trump Queen		D/R0P1
GERBER over opening 1NT	Steps upwards		D/R0P1

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	3 Spades	
Special meaning of bids	Forcing except limit raises	
Exceptions / other agreements	FIT JUMPS (SEE OTHER CONVENTIONS)	
Agreements after opponents double for takeout		
Redouble 10+	New suit FORCING	Jump in new suit FIT JUMP
Jump raise	2NT	
PRE-EMPTIVE	JACOBY (4) over major, GOOD RAISE over minor	
Other agreements concerning doubles and redoubles		
COMPETITIVE to 3S		
RESPONSIVE to 3S		
GAME TRY DOUBLES only when opponents bid and support suit below ours		
OTHER CONVENTIONS		
FOURTH SUIT FORCING (Not 1 Spade) TO GAME		
FIT JUMPS by passed hands or over intervention guarantee at least 5 cards in bid suit and at least 4 cards in partner's suit		
FIT NON JUMPS; new suit by passed hands over partner's overcall shows 5+ in own suit and 4(good 3)+ in partner's suit		
GAZILLI; over 1NT response to a major a 2C rebid is either natural or any 16+ hand then 2D shows 8+ and is GF; a 2NT rebid over a 1NT response shows a strong 6-4 hand		
SUPPLEMENTARY DETAILS		
NOTE 4 Over a major suit opening 2NT shows a good raise to at least 3. Opener responds 3C with any minimum hand; 3D with a strong balanced hand; 3H/3S/3NT with a shortage in rank order; 4C/4D/4H with a void in rank order in an otherwise weak hand. Over a 3C response to 2NT 3D is a further ask for a shortages in rank order.		
NOTE 5 Jump Overcalls are <u>WEAK at favourable vulnerability</u> (similar to a Weak 2 opening), <u>INTERMEDIATE at equal vulnerability</u> (6 card suit and an opening strength hand) and <u>STRONG at unfavourable vulnerability</u> .		
NOTE 6 Michaels (an immediate cue bid) shows both majors over a minor suit opening and the other major and a minor over a major suit opening; an immediate 2NT over a one level opening shows the two lowest outstanding suits. Strength as above but slightly wider.		
NOTE 7 Over 1 Club (short): Dble shows an opening strength hand with clubs; 1S is non-specific t-o of 1C; 2C shows both majors; 2D is multi – weak 2 or strong balanced; 2M is 5 plus 4 in a minor; 2NT is minors		
NOTE 8 Multi Landy over a 1NT opening 2C shows both majors; then 2D asks length & strength; 2D shows one major then 2NT is a game try; 2H/2S shows 4+ in the suit and 5+ in a minor then 2NT is a game try.		

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	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 10 <u>9</u>	<u>Q</u> J <u>10</u>
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	<u>9</u> 8 7 x	10 <u>x</u> x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
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 10 <u>9</u>	<u>Q</u> J <u>10</u>
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	<u>9</u> 8 7 x	10 <u>x</u> x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
King lead demands reverse count							
Ace or Queen lead demands reverse attitude							
Lead of 9 or 10 shows 0 or 2 higher honours							
CARDING METHODS							
Signals	Primary method v suit contracts		Primary method v NT contracts				
On Partner's lead	Reverse count (except when reverse attitude demanded as above)						
On Declarer's lead	Reverse count						
When discarding	First discard <b>ODD = ENCOURAGING</b> then reverse count						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
<b>SMITH PETERS</b> (in suit and no trump contracts) - high then low by either defender in first suit played by declarer shows a liking for the original lead							
If dummy is entryless outside the suit played then we give reverse count							
SUPPLEMENTARY DETAILS (continued)							
Over 1NT rebid 2C = RELAY TO DIAMONDS (usually weak, followed by pass or sign off – 2NT is a poor game try); 2D, 2H, 2NT, 3C = TRANSFERS, at least invitational; 2S is a good game try in NT							
Over 2NT rebid 3C = RELAY TO DIAMONDS, 3D & 3H = TRANSFERS, at least invitational; 3S = SLAM TRY IN RESPONDER'S SUIT							
If partner doubles an opening bid and RHO bids a suit, double promises four of the suit bid and a bid of the suit shows five of the suit bid.							
A jump rebid of 2S by opener shows a hand with a good six card suit, precisely 3 card support for partner's suit and a hand not quite good enough for an opening 2. It says nothing about spades.							
Weak twos vary according to position and vulnerability.							
November 2024							

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GENERAL DESCRIPTION OF BIDDING METHODS			
<b>ACOL</b>			
1NT OPENINGS AND RESPONSES			
Strength	15 - 17	Preferred opening in range without good 5 card major	
Shape constraints	6-3-2-2 or better balanced	Very occasionally with singleton honour	<b>Grey</b>
Responses	2♣ 5 Card Puppet Stayman		
2♦	TRANSFER TO HEARTS	2♥	TRANSFER TO SPADES
2♠	ASKS FOR 5 CARD SUIT (Game forcing)	2NT	RELAY TO CLUBS – may not have clubs ( <b>SEE NOTE 1</b> )
Others	3 LEVEL = SLAM TRY; 4C = GERBER; 4D/4H = TRANSFERS		
Action after opponents double	RDBLE = BID 2C; SUIT = LOWER OF TWO		
Action after other interference	LEBENSOHL ( <b>SEE NOTE 2</b> )		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	GAME FORCE or 23+ Balanced or 9PT 2D = No suitable positive; 2 <sup>nd</sup> Neg		
2♦	WEAK, 4-10, Usually 6 Diamonds	2NT asks; 2M non-forcing	10-12 in fourth
2♥	WEAK, 4-10, Usually 6 Hearts	2NT asks; 2S non-forcing	10-12 in fourth
2♠	WEAK, 4-10, Usually 6 Spades	2NT asks; suit forcing	10-12 in fourth
2NT	20-22 BALANCED - may include any 5 card suit ( <b>SEE NOTE 3</b> )		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
NOTE 1 Over 3C responder passes or bids diamonds with a long minor and no game interest; bids of 3H or 3S by responder show a singleton in that suit and at least 5-4 in the minors with slam interest.			
NOTE 2 Lebensohl applies when opponents intervene over 1NT, over our double of opponents' Weak 2 and in other competitive situations where 2NT is not needed as a natural bid. Double shows the values for 2NT with at least a doubleton in opponents' suit (but shows the suit if the bid is conventional); 2NT is a transfer to 3C, strength according to available steps. Game going hands go through 2NT to show a stop in opponents' suit.			
NOTE 3 Over 2NT 3C = 5 card puppet Stayman; 3D/3H are transfers; 3S shows both minors; 4C shows one minor then opener bids 4D with support for both, 4H/S with support for C/D respectively or 4NT with no suitability.			