

OPENING LEADS : initially 2nd & 4th, strong K at NT, T can be high card at NT

v. suit	A K Q J x H x x x	A K x J 10 x H x x x x	K Q 10 10 x x H x x x x x	K Q x 10 9 x x x	K J 10 9 8 7 x x x x	K 10 9 10 x x x x x x x	Q J 10 H x x
v. NT	A K x (x) Q J x H x x x	A J 10 x J 10 x H x x x x	K Q 10 10 x x x x	K Q x 10 9 x x x x	K J 10 9 8 7 x x x x x	K 10 9 10 x x x H 9 8 x	Q J 10 H x x H 9 8

Other agreements in leading, e.g. high level contracts, partnership suits:-

Sometimes 6th best leads

If giving count, original 4th on second round

From AK doubleton, whatever feels unusual.

Strong K at NT (for unblock) : only trick one and not in a suit shown by third hand

CARDING METHODS

	Primary method v. suits	Primary method v. NT contracts
Partner's lead	low for even number	Same but low=enc on A/Q at NT
Declarer's lead	low for even number	
Discarding	first discard if signalling low=enc else low for even number	
Other carding agreements		
Suit preference: SMITH PETERS (high=wakeup)		

SUPPLEMENTARY DETAILS (continued)

> After 1M-2N : newsuit=short (3M=min, 3N=extras,4L=good suit) : 3M+1 by either hand is non serious

> After a reverse at 2L : lowest of FSF/2N puppet to 3♣ for weak hands, suit at 2L is F1, any suit at 3L is GF.

> After 2L response : 2M promises 6, 2N is weak NT or very strong, jump to lower 3L suit is 55 concentrated, 3mysuit=strong7cnds

- 1M-suit-3M-4m : new suit is cue with support, rebid of suit is natural cue
- 1M-1N-3M-4m : natural and forcing

> Intervention over asking bids: pass if they bid above your bid, X if they bid your bid, respond as normal otherwise.

FSF (above 1S) : asks partner to describe hand : is GAME FORCING : jump in fourth suit below 3N is 55 GF (above=support and short if partner's first suit), over FSF lowest suit bid=neutral/stuck, repeat of FSF is asking again

P-1♥-2♣/P-1♠-2♦ : good raise; P-1♥-2♦/P-1♠/2♣ show OM;

LEB after 1C/1N-<2-level> and <wk2>-X : 2L nf, 2NT puppet, 3L nat/gf, 3NT to play, 3Mcue=4OM no stop. 2N-3C-3M=stop+4OM, 2N-3C-3N=stop-not4OM.

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GENERAL DESCRIPTION OF BIDDING METHODS

5-card M, prepared club, unbalanced diamond

1NT OPENINGS AND RESPONSES

Strength 15-17 occasional singleton

Resp 2♣ 4cd ask (then 3-level GF (m nat, 3M=4M5OM); 2♦-4♥=55)

2♦ hearts then 3L new suit GF, jump spl, raise NF, game raise is
2♥ spades slam invite, break to strength with 4 (and always re-tfr)

2♠ raise to 2N or flat slam 2N weak 1m or strong 2m (3♣
interest (2N=min, else suits) forced, 3M=short)

Others 3X=strong 1 suiter, 4♣=ace(#, 4R = transfer, 4♠=to play

Action after X XX=bid 2♣, suit=lower of 2, P-P-XX=5cd suit

Action after natural overcall transfers always cancelled (4L on if jump); X takeout @
2L/3L, 2N puppet to 3♣, 3X GF, 3N no stop.

TWO-LEVEL OPENINGS AND RESPONSES

2♣ Strong 2♦ nothing better to say
2♦-2♥ is hearts or 22-24 flat, 2♠ asks

2♦ Usually 6+ and 3-10 hcp new suit : F1R
2♥ Varies with position and 2M-2N : asking shortage, promises GT+
vulnerability values. Still applies if they X or make 2M
2♠ overcall. (2♦-2N : nf, invites)

2N Good 20-21 balanced 3♣ ask (3M=5, 3D=4M), 3/4R transfer,
3♠=♣+♦, 4♣ one minor (4♦ asks)

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

3N opening is Gambling style (little else in 1st/2nd) and 4♦ asks singleton

4N opening asks for specific aces (5♣=none, 5N=two, 6♣=clubs)

GOOD/BAD 2N : by opener, in comp a puppet to 3♣

over 1♣: 2♣=54MM(8-11)

P-P-1M-P-jump=mini-splinter

OTHER OPENING BIDS

	len	MEANING	RESPONSES
1♣	2+	clubs or balanced	1♣-1N=4+♣ max 10; 1♣-1M-2♦=3-way 1m-2m=GF(2♦=any wkNT), 1m-2N=nat inv, 1m-3m=invite, 1any-2higher= bad weak2; 1any-2lower is GF; 1any-3lower=invite 1M-2M=top end 3cd raise with transfers from 2N J3N rebid usually long suit; 1M-2N shows 4cd support (GF over P); 1M-djumps: lowest=any SPL, others voids; 1♣-4m=game in corresp M 1♦-3M=SPL; 1♥-2♠ and 1♠-3♣ are 4cd M raises 1♣-1M-2♣-2♦=general GF
1♦	4+		
1♥			
1♠	5+	natural	
3x	6+	constr in 2 nd /4 th	

DEFENSIVE METHODS AFTER OPPONENTS OPEN NATURAL 1X

Simple overcall	wide range	no transfers advances, FJs, jump-2N is GT+ 4cd support
Jump overcall	weak, except strong over weak	2N over 2M game try enq (responses as weak two)
Cue bid	over minor, majors (2♣=54) over majors, OM + a minor sandw:LHO=2elseRHO is nat jump cue ask 3N with stop	over 2M, 2N asks range (3m=min, 3M=extras+that m) and 3D=GT our major
1N	Direct: Protective:	15-18 11-14 stayman+ if 1m-1N, transfers if 1M
J 2N	Direct: Protective:	at least 55 two lowest suits protective=18-20 flat; stayman+ if 1m-P-P-2N, transfers if 1M
OPONENTS DEFENSIVE METHODS SPECIAL RESPONSES		
Strong 1♣	X/1♦=H/S and 1M/1N are two suits same colour / rank / odd	NT acts as cue bid if partner overcalls a suit
Short 1♣/1♦	over 1♣ and 1♦ : 2♦ 55M over 1♣ and 1♦ : 2N minors	bid of opened suit natural except is a cue bid when partner overcalls
Any 1NT Gambling 3N over 1m-P-1N	2♣=majors; 2♦=one major 2M = that M + a minor 2N minors or GF 2-suiter;	2♣-2♦ asks; 2♦-2M/3M pass/correct; 2♦-2N asks (3m=max)
Weak 2	X takeout, else natural, 2N shows 17-20 then as nat J2N, 4m=5m5OM GF	2N over X forces 3♣ (Leben, slow show)
Weak 3	X takeout, cue is MM or m+OM	
4 bids	X takeout over m/values over M; 4m-4N is natural	
Multi 2♦	X balanced 12-16 or strong, P then 2N minors. 4m in 2 nd or 4 th =any m+corresponding major	

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
4N ace asking 4C ace ask	5♣=1/4, 5♦=0/3, 5♥=2-noQ, 5♠=2+Q, 5N=0/2+void, 6♣=odd#+void; Qask : NO=trumps suit after 4N, then 5N asks bid-K or missing-K STEP1 after 3M sets trumps=non serious count with 4♦=0 and 5♣ for kings similarly Exclusion RKC in major at 5L jump (step1=0/3)	D/R= 0/3 kc P=1/4 kc bid=2 kc

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents					
Level to which negative doubles apply	4♥, higher doubles increasingly values less takeout; only 1N-X and 1any-1N-X are penalty				
Special meaning of bids	jump up to 4♦ are fit jump 1♣-1♦-X=both majors				
Exceptions +	if bidding over 2M after takeout X : lebensohl applies X of artificial-2suiter-bid is seeking a penalty				
Agreements after opponents double for takeout					
Redouble	9+ penalty seek	new suit	1M-X transfers from 1N	jump in new suit	weak over 1♣ else FJ
Jump raise	pre emptive	2NT	4 cd support, good raise		
Other agreements concerning doubles and redoubles					
Responsive X denies 4OM unless GF hand; can be game try if no other available Of slam (except sacrifice) or by pre-emptor : asks for unusual lead. 1any-X-suit-X is that suit; After <1N>-X-<suit>: X of 2m penalty (P of 2m forcing), X of 2M takeout Of opponents transfer after 1N: X shows that suit (usually overcalling strength) but double of weakNT-2♣ is good hand If opponents double stayman/transfers : P=lacking stop, else normal. 1♣-<suit>-2♣ : natural/nf, 1M-2lower-2N=bucket bid 1♣-3M=good preempt but 1♦-3M=splinter 1M-2lower : 2N is bucket bid, 2M promises 6, reverse doesn't promise extras					
OTHER CONVENTIONS					
3-way c/b: 2♦ puppet to 2♦ for weak ♦ or any invitation; 2♦ GF; 2N puppet->3♣. 1♦-1M gets 1N/2♦ are transfers, 2♦ promises 4 hearts, 2N is good M raise 1M-P-1N-P : gets transfers with 2M (NF) promising clubs 1♣-1M-2M : step1 asks with natural responses; 1♣-1M-2N : gets 4 transfers Over their UNT: low cue=fourth suit GF and higher cue=GT+ support					