


OTHER OPENING BIDS				
	HCP	See note	Min length	SPECIAL RESPONSES Notes
1♣	10-19	(1) (10)	1	Transfers, inverted raises. Includes all 4441 shapes
1♦	10-19	(1)	5	Inverted raises Can be balanced
1♥	10-19	(2) (6)	5	Bergen, Splinters, JACOBY 2NT, 1♥ – 2♣ = weak 1NT response is forcing (not by passed hand)
1♠				
3 bids	Weak		6	
4 bids	10+		7	Better than 3-level bids
DEFENSIVE METHODS AFTER OPPONENTS OPEN				
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	See Note
Simple overcall		Natural		
Jump overcall		Weak		
Cue bid		Michaels (weak or strong)		
1NT	Direct: Protective:	15-17 (11-14)	As 1NT opener	
2NT	Direct: Protective	2 lowest suits (19-21) bal. In 4 <sup>th</sup> seat		
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	See Note
Strong 1♣		X = ♥♠, 1NT = ♣♦, WJO's		
Short 1♠/1♦		2m natural if <3 cards (2NT = mm)		
Weak 1NT		HOWARD (Double = penalty)		(3)
Strong 1NT		HOWARD (Double = penalty)		(3)
Weak 2		X = Take-out + Lebensohl, Leaping Michaels		
Weak 3		X = Take-out		
4 bids		X / 4NT = Take-out, X of 4♣ = penalties		
Multi 2♦		X = 14-16 bal. or strong hand, 2NT = 17+ with stop		
SLAM CONVENTIONS				
Name	Meaning of Responses		Action over interference	
Roman Key-Card	5♣ = 1 / 4 key cards, 5♦ = 3 / 0 key cards		ROPI / DOPI	
Blackwood	5♥ = 2 K-C, no trump Q, 5♠ = 2 K-C, + trump Q 5NT = no meaning 6x as 5-level plus a void			

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	3♣	
Special meaning of bids	UCB, fit-jumps, support doubles, DAB's	
Exceptions / other agreements	Cue bid = game-invitational raise	
Agreements after opponents double for takeout		
Redouble	9+	New suit Forcing
Jump raise	Pre-empt	2NT Raise to 3
		Other: Jump in new suit fit-showing
Other agreements concerning doubles and redoubles Responsive / Competitive to 3♣		
If our NT is doubled, pass forces opener to redouble, suits are lowest of 2 touching, Rdbl forces opener to bid 2♣ Lightner, Support doubles (by opener only). After we double 1NT all doubles up to 2♦ are penalty of their actual suit(s), all passes forcing.		
OTHER CONVENTIONS		
<ul style="list-style-type: none"> <li>&gt; Lebensohl (see note 8), Two-way Checkback (2♣/2♦) (see Note 9)</li> <li>&gt; Fourth Suit Forcing (Game-forcing in all cases).</li> <li>&gt; 'Leaping Michaels' over weak 2's (cue asks for a stop, 4♣ or 4♦ is 5/5 with other major)</li> <li>&gt; When our transfers or Stayman bids are doubled, pass shows no stop then redouble repeats.</li> <li>&gt; In GF auction with major agreed, 3NT is no slam interest. Other bids cues.</li> <li>&gt; 1M – 2M = semi-constructive, 8- 9 HCP, 3-card support (6-7 via 1NT inc. passed hands)</li> <li>&gt; Splinters (show 10-14 HCP)</li> <li>&gt; Kokish</li> <li>&gt; Puppet Stayman 3♣</li> <li>&gt; Non-serious 3NT</li> </ul>		
SUPPLEMENTARY DETAILS		
<p>(1) Inverted raises: (do not apply by passed hand or after intervention)  1♣ – 3♣ or 1♦ – 3♦ = weak (no 4-card M), 1♣ – 2♣ or 1♦ – 2♦ = nat, GF, may have 4-card major  1♣ – 2♦ or 1♦ – 3♣ = invitational in suit opened. Also weak jump responses (see front)  1♣ – 1♦/♥ - 2NT = transfers apply</p> <p>(2) Bergen: 1♥/1♠ - 3♣ = 7-9, 3♦ = 10-12 with 4 card fit</p> <p>(3) HOWARD: 2♣ = 4♥ + longer other or 6+ ♥, 2♦ = same for ♠. Support shows 4  2♥/ 2♠ = 5 card suit + a minor suit. 2NT = minors. (2♦ may be 5-5 in ♠♥)</p> <p>(4) Multi 2♦ = weak 2 in major or 20-22 bal. After opener shows 20-22, we play 4-level red suit trf.  4th in hand 2♦ intermediate, 6+ M, about 12-16 HCP (2NT = Blue Club ask) or 20-22 bal.</p> <p>(5) 2♦- 2♥/ 2♠ - 2NT - 3♣ = both minors (Stayman)</p> <p>(6) JACOBY 2NT: 1M - 2NT is game raise or better. Now 3M is minimum. 4M = 5332, bad hand.  4x = 5-5. 3NT = extras - no shortage. 3-level suits are singleton or void</p>		

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).					NON - STANDARD		
v suits	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Qx	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x 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	<u>A</u> K x ( <u>x</u> )	<u>A</u> J 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x 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:-							
A or Queen = Rev. Attitude? K = Rev. Count? We treat the 10 as an honour							
CARDING METHODS							
Signals	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Reverse count			Reverse count			
On Declarer's lead	Reverse count			Reverse count			
When discarding	Reverse count*			Reverse count			
Other carding agreements, including secondary methods and exceptions to above							
*First discard = reverse attitude subsequently reverse count Suit preference when obvious							
SUPPLEMENTARY DETAILS (continued)							
(7) LUCAS: 6-10 HCP (6-12 in 3rd) 5/4 in ♥ / ♠ and a minor. (In 3rd/4th seat 5/4 in ♥ / ♠ and any other)							
(8) Lebensohl After 1NT - (?) etc. Direct cue = Stayman no stop, delayed cue = Stayman with stop. After 2NT - 3♣ suits are to play, 3NT shows stop. Direct 3NT no stop and no major							
(9) After 1NT rebid or if opener completes transfer after 1♣ - 1R now 2♣ demands 2♦ then any further bid is invitational. The 2♦ checkback bid is artificial, GF							
(10) After 1♣ - 1♠ - 2NT, 3-level bids show minor(s), no slam interest. 4-level bids show minor(s) with slam interest.							

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GENERAL DESCRIPTION OF BIDDING METHODS			
5-CARD MAJORS, STRONG NT, GAME FORCING 2 OVER 1'S			
1NT OPENINGS AND RESPONSES			
Strength	15-17		
Shape constraints	May include 5 card major, any singleton N.B.		
Responses	2♣ 5-card Stayman, invitational or better. Opener responds at 2-level if		
2♦	Transfer to ♥ (Break with 4)	2♥	Transfer to ♠ (Break with 4)
2♠	Transfer to ♣ Break with A / Kxx	2NT	Transfer to ♦ (Break with A/Kxx)
Others	3-level bids have no meaning		
Action after opponents double	Bids = lower of 2 touching, Pass forces Rdbl. Rdbl. forces 2♣		
Action after other interference	Lebensohl (direct denies) Note 8		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	
2♣	Game-force or 23/24 bal.	2♦ = all 0-7 or bad 8+, Suits 5+ 8+ points, 2NT = bal. 8+	
2♦	2-way Multi (note 4/5)	2NT enquiry. 2♥/2♠ non-forcing	
2♥	LUCAS – Note 7	2NT enquiry. 3m = nat. min. 3♥ = Max + clubs	
2♠	LUCAS – Note 7	3♣ = Max+ Diamonds. In 3rd, 2M can be any 2 suits.	
2NT	6-10 HCP 5/5 in minors	6-12 in 3rd seat. 3♣ / 3♦ to play. 4♣ / 4♦ pre-emptive	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
A 1♣ - 1♦, & 1♣ - 1♥ = transfers ( 4+ suits). 1♣ - 1♠ shows 5+♦. 1♣ - 1♦ / 1♥ - 1NT = 12-14 <3 support, 1♣ - 1♦ - 3♦ = GF with 4 hearts. 1♣ - 1♦ - 1♠ = natural 1♣ - 1NT natural			
B 1♣ - 1♦ - 1♥ = Weak NT & 3-card support, 1♣ - 1♦ - 2♥ = 4-card support			
C 1♣ - 1♦ - 3♥ = 4-card heart support, invitational. 1♣ - 1♦ - 2NT = 18 - 20 with < 4 hearts.			
D If opponents overcall 1♣ with a suit bid, bidding reverts to natural. If the overcall is 1NT then Howard applies (see note 3) but only shows responding values. If 1♣ is doubled, system is still on			
E Weak jump responses to our 1♣, 1♦ & 1♥ openers (then Blue Club 2NT enquiry applies)			