


OTHER OPENING BIDS						
	HCP	See note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11+		2	2♣ FG, 2 /♥/♠/3D=pre. raises: 2♦=GT/3♣=lighter		
1♦	11+		4	2♦ FG. 2 or 3M=pre. raises : 3♣=GT/3♦=lighter		
1♥	11+		5	Jacoby 2N, 2/1 GF, Bergen Raises: Jump oM = 3 card INV. 3♣ = 4 card limit. 3♦ = 4 card mixed. 3M = PRE, lowest DJ=any spl. higher=void		
1♠	11+		5			
3 bids	0-9			3m-4om = RKCB. 3M-4♣ = Generic S/T M		
4 bids	4-12			4♣-4♦ and 4♦-5♣ are RKCB. 4M-4N is RKCB		
*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).						
DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING		SPECIAL RESPONSES		Notes
Simple overcall		Natural, agg @ 1 level sound @ 2 level. UCBS./2NT good raise of M				
Jump overcall		Weak (2N asks stopper over ♦, short over M)				
Cue bid		Michaels Style – over 1M-2M:3♣ resp = P/C, 2N asks with interest				
1NT	Direct: Protective:	15-17 11-14 if minor, 11-16 if major		After 11-16, 2♣ asks range and shape		
2NT	Direct: Protective	Unusual 19-21		System ON: Stayman, Smolen and Transfers, 2under STry		
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		X = Majors 1NT = Minors over 1C and 1C-any neg				
Short 1♠/1♦		2♣ = Natural, 2♦ = MM				
Weak 1NT		2♣ = ♥/♠, 2♦ = ♥ OR ♠, 2M = 5M 4+m, X = Pens (run 2m, P=F, X=P)				
Strong 1NT		2♣ = ♥/♠, 2♦ = ♥ OR ♠, 2M = 5M 4+m, X=pen in 2 nd , 5m4M in 4 th				
Weak 2		Takeout X, Lebensohl, Leap Michaels				
Weak 3		Takeout X/ 3NT overcall has system see “other conv”				
4 bids		Takeout X				
Multi 2♦		X = 13-15 or STR. After X, 2N is LEB, 2M is weak, 3L = INV				
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
3014 RKCB		over overcall = pass/step 1/double= step 2 etc				
3014 EKCB		over double = ignore				
Splinters		4N-5N=2 keycards and useful void, 6L=1/3+void		5N for kings get king we have or king we lack		

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	4H	
Special meaning of bids	New suit Forcing/UCB : JACOBY STILL ON	
Exceptions / other agreements	1mi (1H) x = 4 or more spades/ 1mi (1H) 1S = TO	
Agreements after opponents double for takeout		
Redouble Penalty Seeking	New suit Natural, F1/ Xfer if 1M	Jump in new suit Fit Jump (Pre if 1♣ opener)
Jump raise	2NT	Other
WEAK	Limit Raise +	
Other agreements concerning doubles and redoubles		
Most doubles are takeout UNLESS: We have agreed and shown an 8M fit, we have already penalised the opps in another strain OR we have made strength showing XX. After we double 1N for penalties: next X is takeout		
OTHER CONVENTIONS		
(3any) 3NT now		
<ul style="list-style-type: none"> o 4C asks =partner to bid 4D and responder bids or 4S to play/ mild slam tries 12-14. o 4C-4D-4NT = 12-14 mild slam try o 4D/4H are transfers to H/S and then 4NT=RKCB and 5N=pick a slam o 4S = slam try in other minor (over 3C/3D pre-empt) o 4N = 15-17 o 5 mi cue = 5-5M slam force 		
SUPPLEMENTARY DETAILS		
(Please cross-reference where appropriate to the relevant part of card, and continue on back).		
1m-4m or 1m-2m-4m or 1m-2m-2x-4m are all RKCB for the MINOR.		
After Jacoby: 3♣ = any min (then 3♦ asks and 3♥/♠/N shows ♣/♦/oM shortages) 3♦ = Balanced extras (then 3♥/♠/N shows ♣/♦/oM shortages) 3♥/♠/NT show ♣/♦/oM shortages, 15+		
When passed hand and partner opens 1M we play 2♣ and 2NT as DRURY. 2♦ is natural NF.		
When the opps make a 2 suited overcall and we know both suits, we play the lower cue is for the lower suit and then higher cue is for the higher suit		
After (1NT) 2♦ overcall: 2NT asks 3♣/♦ = min ♥/♠ and 3♥/♠ are max ♥/♠.		
After (1NT) 2M =2NT asks/3C=p/c, 3D agrees M and is invitational asks shape: bid shortage or if 5/4/2/2 and max bid 3NT (ditto in Michaels situation)		
FSF is Game Forcing, and jump in fourth suit always agreed last bid suit		
Over any reverse : 2N Blackout, 2suit=F1 but next bid might be passed, 3L=GF		
1M-<2N=minor>-X = 4+OM and values		

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 <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	<u>9</u> 8 7 x	10 x <u>x</u> x	H x <u>x</u>
	H x <u>x</u> x	H x x x <u>x</u>	H x <u>x</u> x x x	<u>x</u> x	x x <u>x</u>	x x <u>x</u> x	
v. NT contracts	<u>A</u> K x (x)	<u>A</u> <u>J</u> 10 x	K <u>Q</u> 10	K <u>Q</u> 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	<u>9</u> 8 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/Q for reverse attitude. K for std count (Demands unblock vs NT). 4th/2nd spot card leads. Low from xxx partner's suit when unsupported, high if we supported. MUD							
CARDING METHODS							
Signals	Primary method v suit contracts	Primary method v NT contracts					
On Partner's lead	Rev att (Count)						
On Declarer's lead	Count (SP) smith peter when defending NT						
When discarding	Rev Att (Count/SP)						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Smith Peter vs NT - High/low encourages the lead. If you lead A and there is Qxx in dummy, I will give you count							
SUPPLEMENTARY DETAILS (continued)							
<p>When we agree a Major at the 3 level and know we have an 8 card fit, if neither side is limited OR i have already denied a shortage, then Step 1 is NON SERIOUS: EGs 1♠-2♦-2♠-3♠ (Both unlimited so 3N is Non Serious) or...1N-3♥ (I have opened 1N thus denied a shortage, so 3♣ here is NON SERIOUS and 3N is ♠ control)</p> <p>When either side is Limited then we play shortage/non shortage slam tries, for example look at these: 1♣-1♥-3♥ : Opener is limited as he made a 3♥ limit bid, so 3♣ is a slam try with no shortage and 3N/4♣/♦ are shortages in ♣/♦/♠ respectively 1N-2♥-2♠-3♣-3♠: Opener is limited to 15-17, therefore after this auction 3N is 5-2-2-4 slam try, 4♣ is 5-5 slam try, 4♦/♥ are shortages in those suits and a slam try.</p> <p>When we open 1C-1M-3D = 18/19 balanced with 4 card support for Major / 1C-1M-3M = (14)15-17 with 4 card support: next step asks for shortage After 1x-1M-2M uncontested, step 1 is a relay, asking, so 2♠ when ♥ and 2N when ♠. After the relay, natural continuations, but 3M is min with 4 and 3N is maximum balanced with 4M After 1x-1y-2NT – we play transfers: 3C= forced tr to 3D but /3D – trs to 3H complete with fit/ or bid 3S/or bid 3NT for eg. Ditto 3H trs to 3S..complete with fit or bid 3NT</p>							

	Name	Diana	EBU No.
	Partner	Cheltenham	EBU No.
	Teams:	Draft	
GENERAL DESCRIPTION OF BIDDING METHODS			
5cM, 15-17 NT, 3 weak 2's, 2/1 GF			
1NT OPENINGS AND RESPONSES			
Strength	15-17	If artificial give details below and make obvious by shading in grey the cell on right. Grey?	
Shape constraints	5M, 6m, Some 5422 OK	If may have singleton make obvious by shading in grey the cell on the right Grey?	
Responses	2♣ Promissory Stayman (3M after 2♦ response is 5oM 4M)		
2♦	♥ (Or Bal INV no M)	2♥	♠ (Break to small xx, or 2N)
2♠	♣ (3♣ = Fit, then new suit short)	2NT	♦ (3♦ = Fit, then new suit short)
Others	3♣=5cd puppet stayman, 3♦=2/2/5/4either, 3M=singleton 4♣/♦ = Transfers to ♥/♠. 4M NAT		
Action after opponents double	If Pens, XX = 5 carder. If ART, XX = Str, other sys on		
Action after other interference	TOX 2NT and above = Rubensohl		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	FG or 22+ Balanced	2C-2D-2NT= 24/25	
2♦	Weak but with good 6 card suit: 2NT asks for feature, new suit F, 4C = fit		
2♥	Nv:3-9 1st in: 2NT asks:3C/3D 5cs min/max 3H/3S 6cs min/max then 4C asks shortage		
2♠	other 6-10 6cs: 2NT asks:3C min (3D asks shortage?3D –shirt D non min etc		
2NT	20-21 Bal	Muppet Stayman, RST, 3♠ = Minors, 2 Under STs	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
After 1N opener, 1N-2♥-2♠-3♥ is 5-5 FG. 1N-2♠-2♦-3M shows 4 in the bid M and 5 in the other M and a GF hand.			
After 2♣-2♦, 2♥ is either 22-23 Balanced OR 2 suited with 5+ hearts. Then 2♠ asks, after which 2N is Balanced, 3L is L and ♥ (longer or equal ♥)			
2♣-2♦-3♥/♠ = 4♥/♠ and longer ♦ GF. 2♣-2♦-3♣-3♦ is Staymanic, 2♣-2♦-3♣-3M is 5+.			
After opening 2NT (or relays over 2C), RST we complete with fit, next suit is ST with second suit After opening 2N-3C(muppet)-3H : 3S shows five spades			

When we Double a weak 2

Doubles need 13+ and shapely hand or 15+ and less so as not suited to 2NT

When we double 2D weak

- (2D) x (p)
 - 2M = to play, less than 8 points
 - 2NT forces
 - 3C to play or
 - 3M 4cs invitational
 - 3M direct = invitational with 5cM
 - 3D = to Game force with 1/both M
- (2D) x (3D) now
 - x = Take out
 - 3H/3S = 4+ suit to play 8-10
 - 3NT = to play
 - 4C = Forcing with clubs
 - 4D = pick a Major
- (2D) x (2H) now
 - x = Take out with 4 Spades
 - 2S = 8-10 with 5 spades
 - 3D = invitational 5-5 Sp and clubs
 - 3H = GF 5-5 S and clubs
 - 3S = forcing with spades 11+

When we Double 2H/2S – Lebensohl (eg with 2H)

- Doubles = Take out 13+ or less if shortage
 - 0-7 points = bid suit at 2 level or use Lebensohl 2NT to sign off in suit below the pre-empt suit
 - 8+ and 4+ card suit bid at 3 level directly or use Lebensohl to bid suit above pre-empt suit
 - 2NT is Lebensohl puppet to 3Clubs which may be passed or responder may see below
 - Note with a 19 count when partner uses Lebensohl.... you may need to ignore this....or you may have to cue opponents suit looking for a stopper....without a stopper P must bid 4C.

Examples in Action

- (2H) x (p)
 - 2S = to play, less than 8 points
 - 2NT forces
 - 3C to play or
 - 3D = to play or
 - 3H = GF with 4S + no stop
 - 3S = invitation 4S
 - 3NT = GF with 4S + Stop
 - 3C/3D = *+ natural constructive
 - 3H cue = GF no 4S and no Stop
 - 3S = invitational 5S
 - 3NT = GF no 4S + Stop
- (2H) x (3H)
 - Double = TO without Spades
 - 3S = 8+ points + 4+Spades
 - 4H = good 4 spades
- 4S = to play