

**OPENING LEADS : 2nd & 4th, strong K at NT at trick one, might small from T at NT**

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

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

A/K above 3N for attitude/count.  
From AK doubleton, whatever feels unusual.

**CARDING METHODS**

	Primary method v. suits	Primary method v. NT contracts
Partner's lead	low for even number low to encourage (AQ lead)	same but low for even on K lead
Declarer's lead	low for even number	same
Discarding	primarily low for even number, negative overtones	

Other carding agreements

Count HI=ODD : Attitude HI=BAD : Spare cards usually suit preference

If COUNT is first given on later play of a suit, HIGH=even remaining

If dummy short or honours known, suit preference (unless length matters)

**SUPPLEMENTARY DETAILS (continued)**

Responses to 1♣:

- 1R shows 4+ in next suit
- 1♠: flat or ♣&♦ or ♦; then 1N 11-14, 2N 18-19
  - After 1N, 2m=to play, 2♥=range ask, 2♠/2N 2-up transfers
- 1N/2N=5+♣, 8-10/11-12: 2♣/2♦=club supp GF/invite; 2M=low end weak two
- After 1♣-2♣, 2♦=any weak NT hand and 2N/3N=18-19 with/without ♣
- 3m inv to 3N; 3M constructive pre-empt; 2N natural (nf)

After 1♣-1♦/♥:

- 1M weak • 1N 17-19 • 2R reverse – all <4 cards in M;
- 2/3M wk/gd raise • 2N strong raise with 3R re-transfer, other suits=shortage;

After 1♣-1♦/♥-1M/N (&1♥-1♠-1N): 2♣ for 2♦ to play/invite • 2♦ any GF,

- 2N for 3♣ or to show shortage in 4M5♣ hand • 3lower = GF 55+hand

Intervention over 1♣ : X leaves system on (except 2♣=weak raise, plus XX=clubs); any suit in 2<sup>nd</sup> or 4<sup>th</sup> cancels system and 1♣-suit-2♣ natural NF; after 1♣-(1N) : play system as over 1N opener

1♣-<2level>: we bid as if partner opened 1N (2L NF, 2N Lebensohl, etc)

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**prepared ♣-with-transfers, strong NT, three weak-2s**  
*we respond very light to a 1♣ opener*

### 1NT OPENINGS AND RESPONSES

**Strength** 15-17 Possible singleton

**Resp** 2♣ Stayman (followed by 3m GF, 2♦-3/4♥ NF 55 both majors)

2♦ shows suit above, then new suit GF, jump splinter, raise NF; j-raise  
2♥ slam try; transfer break=xx/3M (max/min, not 4333)+re-transfers

2♠ Transfer to club (2N=poor fit) 2N Transfer to diamonds (3♣ is  
then suit=short <3♦) then suit=short

**Others** 3X = shortage, 4♣ ace ask; 4R transfers (even if intervention)

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

Action after natural  
overall 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♦-2N is 22-24 flat  
2♦-2♥=(KOKISH) hearts or GF flat (2♠ asks)  
lowest suit=second negative/waiting

2♦ Weak Two, varies with  
2♥ vulnerability & position, 3-7  
2♠ through to 6-10 and 10-13. 2N asks (3♣=min/min etc)  
new suit F1 (but NF in competition);  
jumps splinters

2N Balanced 20-21 3♣ asks 5M (3♦=some 4M then puppet  
with 4♣/4♦=both) 3R/4R transfers;  
3♠=both minors 4♣=single suited minor

### OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

3N opening is Gambling style (little else in 1<sup>st</sup>/2<sup>nd</sup>) and 4♦ asks singleton  
4N opening asks for specific aces (5♣=none, 5N=two, 6♣=clubs)

After 1♦-1M: 1N shows about 5431/5422 about 15-17 hcp (2N same 18-19)  
with standard checkback after 1N.

## OTHER OPENING BIDS

		len	MEANING	RESPONSES
1♣		1+	clubs or 4441 or balanced	artificial – see back page
1♦		5+	unbalanced	1M-1N extras short M, NF; 2♣ GF; 3M splinter 2♦ GF; 2M low end weak2; 3♣ GT with ♦
1♥		5+		raise top end 3cd; 1♥-2♠ low weak2; by NPH 1M- 3♣=4cd raise (3♦ ask); 1M-3R=long R,invite; 2N GF-4cd support; anyDJ=splinter,3N=np spl
1♠				
3m 3M		6+	constructive in 2 <sup>nd</sup> /4 <sup>th</sup>	new suit F1 (3N denies support) 3higher-4♣/3♣-4♦=slam try in opened suit

## DEFENSIVE METHODS AFTER OPPONENTS OPEN NATURAL 1X

Simple overall	wide range	new suit=F1R 2N/jump cue = GT/weaker 4cd raise
Jump overall	weak, except strong over weak	2N over 2M game try enq (responses as weak two)
Cue bid	over minor, majors over majors, OM + a minor Jcue=stop ask	over 2M, 2N asks range (3m=min, 3M=max that m)
1N Direct: Protective:	good 15-18 11-14	system on
Jump 2N Direct: Protect:	at least 55 two lowest suits (weak or strong, not basic opener) Protective=18-20 flat + system on.	
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES
Strong 1♣	X=majors, 1N=minors, weak jumps	
Short 1♣/1♦	2♣=nat, 2♦=majors, 2N=minors ♣/♦ in 4th is natural unless needed as a cue bid	bid of opened suit natural except is a cue bid when partner overcalls
Any 1NT Gambling 3N 1m-P-1N our1C-<1N>	2♣=hearts {long or +other} 2♦=spades {long or +other} (bid 2♣ with 55) 2N minors or GF 2-suiter	2♣-2♦ / 2♦-2♥ asks and responder shows 5cd suit 2m-3m is GF ask over 1N-2N bid better minor
Weak 2	X takeout, cue shows MM or asks stop, 2N shows 16-19 with system on, 4m=m+OM	2N over X forces 3♣ (Lebensohl even over 2♦)
Weak 3 4 bids	X takeout, cue is MM or m+OM; over 3N system as 2N opener X takeout over m/values over M; 4N natural over 4m	
Multi 2♦	X balanced 13-16 or strong, P then 2N minors. 4m=55+ corresponding major+any minor	

## SLAM CONVENTIONS

Name	Meaning of Responses	
<b>NO EXCLUSION</b> 4N ace asking  4C ace ask 5N jump	<b>STEP1=NON-SERIOUS</b> if 3M sets trumps 5♣=1/4, 5♥=2-noQ, 5♠=2+Q, 5N/6X=even/odd KC+void; Qask-trumps=no; after 4N, 5N asks to bid K count with 4♦=0 and 5♣ for kings similarly if suit agreed trump ask (6C=0)	X/XX=0 kc P=1 kc bid = 2kc

## 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; 1N-X, 1any-1N-X: all penalty		
Special meaning of bids	jump is fit jump up to 3♠; d-jump or 4L is splinter; 1♣-<2level>: we bid Lebensohl as 1N opener Jacoby cancelled if they overcall		
Agreements after opponents double for takeout			
Redouble	9+ penalty	New suit	F1
Jump raise	pre-emptive	2NT	high card raise
			Jump in new suit weak over 1♣ else F1 FJ

Other agreements concerning doubles and redoubles

Responsive X denies 4OM unless GF; can be game try if no other available  
 Of slam (except sacrifice) or by pre-emptor : asks for unusual lead

After 1N-X-suit: X by 4th seat is general values; other bids Leb-style as after 1N  
 opener and intervention; second X by 2nd shows extra values & willing to defend;  
 If they double our artificial bid: if Stayman then {response/P} {shows/denies}  
 stopper, if transfer then {response/P} {show/denies} support.

If freed from response to artificial raise, weakest bid is our suit at level intended.

Raising minor: 3m weaker than 2m except in competition when cue=good raise  
 and jump raise pre-emptive

## OTHER CONVENTIONS

FSF : asks partner to describe hand : is GAME FORCING; in response lowest suit  
 is neutral (stuck). JFSF=55 GF hand. 1any-X-suit-X is that suit

After a reverse at 2L : suit at 2L is F1, 2N puppet to 3♣ for weak hands (3♦ for  
 any refusal to sign off), any suit at 3L is GF.

After JACOBY 2N (1M-P-2N and 1M overcall-any-2N) : 3M=minimum, 4M=sub-  
 minimum, 3L short, 4L good suit and 3N=extras now shortage

1M-2lower-2N : either 11-14 (semi-)balanced or 18-19 balanced

1M-2lower-reverse/3lowerstill : shows shape and does not promise extra values

1M-2lower-jumpnew : splinter with support.

P-1M-2♣=good raise (DRURY), P-1M-3lower=fit jump

Over their transfer responses

1C – P – transfer bid – X = that suit

1C – P – transfer bid – cue = takeout of their suit

1C – X – transfer bid – cue = natural

1N – P – 2R – X = that suit

1N – P – 2R – cue = Michaels

1N – P – 2R – P – 2M – P – P – X = takeout

### PJS REMINDERS

- 1N-3any = shortage
- 1N-4R is transfer and is still on in competition
- Weak2-2N: gets step1=min/min etc
- 2N-3C asks for five and then puppet with 3C-3D-4m=both
- 1M-3m=min/med raise but FJ for a PH
- 1C-1S-1N: 2H is range ask, and 2S/2N transfers
- 1C-1N is 5+C NF, 1C-2D is 5+C, invitational
- 1C-2C is GF clubs and then 2D=any weakNT hand
- 1C-1R-1M/1N-2N = puppet to 3C
- 1C-X gets system on, 1C-suit gets system cancelled
- 1C-<2L>:: bid as if 1N opener with Lebensohl etc
- 1D-3M is splinter
- 1M-3N is flat raise, P-1M-2C=good raise
- 1M-2N: then 3M=minimum, 4L=good suit
- HOWARD after 1N and after 1C-<1N> and 1m-P-1N
- Over their 2M, Leaping Michaels
- RKC: 5N is void with even kc : 5N asks to bid kings up the line
- NO exclusion

TO DO

