

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

v. suit	<u>A</u> <u>K</u> <u>Q</u> J x H x x <u>x</u>	<u>A</u> <u>K</u> x <u>J</u> 10 x H x x <u>x</u> x	<u>K</u> Q 10 10 <u>x</u> <u>x</u> H x x <u>x</u> x x	<u>K</u> Q x <u>10</u> 9 x <u>x</u> x	K <u>J</u> 10 9 <u>8</u> 7 x x <u>x</u> x	K <u>10</u> 9 10 <u>x</u> x x x <u>x</u> x x	<u>Q</u> J 10 H x <u>x</u>
v. NT	<u>A</u> K x (<u>x</u>) <u>Q</u> J x H x x <u>x</u>	A <u>J</u> 10 x <u>J</u> 10 x H x x <u>x</u> x	<u>K</u> Q T9 10 x <u>x</u> H x x <u>x</u> x x	K <u>Q</u> Tx <u>10</u> 9 x <u>x</u> x	K <u>J</u> 10 9 <u>8</u> 7 x x <u>x</u> x	K <u>10</u> 9 10 <u>x</u> x <u>x</u> x <u>x</u> x x	<u>Q</u> J 10 H x <u>x</u>

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

A/K above 3N for attitude/count. (Reverse)

If giving count on second/third round, high-low=current evening.

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 to encourage	Same but high for odd on K lead
Declarer's lead	Low for even number	Same
Discarding	Low for even number	Same

Other carding agreements

Count HI=ODD : Attitude HI= BAD : If honours known, count (HI=odd).

Attitude with respect to the obvious switch; if switch certain and 2 options, then suit preference.

SUPPLEMENTARY DETAILS (continued)

After 1M-3N : 4C=strong slam interest, 4D=some slam interest, 4M=minimum hand
After a reverse at 2L : suit at 2L is F1, 2N puppet to 3C for weak hands, any suit at 3L is GF.

After 2L response a jump in a new suit is shortage agreeing the last bid suit.

- 1H-suit--3H-4m : new suit is cue with hearts, rebid of suit is natural
- 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.

Name **Patrick Shields**
 Partner **Peter Waggett**

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GENERAL DESCRIPTION OF BIDDING METHODS

Strong NT, 4cd Majors and 3 Weak Twos

1NT OPENINGS AND RESPONSES

Strength 15-17 Occasional singleton

Resp 2♣ Stayman (followed by 3m GF, 2D-3M NF majors 55/64)

2♦	Hearts, then 3L new suit GF, jump splinter, raise NF	2♥	Spades, then new suit GF, jump splinter, raise NF
2♠	Clubs (over which 3♣ shows +ive support), then 3M short	2N	Diamonds (over which 3♦ +ive support), then 3M short

Others 3X = shortage, 4♣=ace ask (count), 4R = transfer

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

Action after natural overcall 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 GF flat, 2♠ asks

2♦ Usually 6+ and 3-10 hcp New suit : F1R (raise else OGUST)
 2♥ Varies with position and vulnerability 2M-2N : asking, promises GT+ values; still applies if they X or make 2M overcall; gets 3N=solid, repeat=min, suit="stopper"
 2♠

2N Good 20-22 balanced 3♣ Stayman, 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)

OTHER OPENING BIDS

		len	MEANING	RESPONSES
1♣		4+	natural	1N (2N) rebid 11-14 (18-19) with 3-way checkback over 1N (cancelled if they have bid); 1any-2lower is GF, 1any-2higher=low end wk2, 1any-3lower=invite; 2N 3cd support/NF; 1M-3N=4cd support GF 1m-2m=forcing suit double jumps over 1M=shortage
1♦		4+		
1♥		4+		
1♠				
3m 3M		6+	constructive in 2 nd /4 th	3m-4om and 3M-4♣ artificial slam interest over which step1=bad hand else RKC response
4X				

DEFENSIVE METHODS AFTER OPPONENTS OPEN NATURAL 1X

Simple overcall	wide range	J-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 over majors, OM + a minor sandwich : RHO suit=natural	over 2M, 2N asks range (3m=min,3M=extras+that m)
1N	Direct: Protective:	15-18 11-14
J 2N	Direct: Protective:	at least 55 two lowest suits (weak or strong, not basic opener) Protective=18-19 flat + system on.
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES
Strong 1♣	X/1♦/1N are two suits same colour / rank / odd	NT acts as cue bid if partner overcalls a suit
Short 1♣/1♦	over 1♣ : 2♣ nat, 2♦ majors and 2N minors; over 1♦ unchanged	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=min); over 1N-2N bid better minor
Weak 2	X takeout, else natural, cue shows MM or m+OM, 2N shows 16-19 with system on	2N over X forces 3♣ (Lebensohl)
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.	

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, 6X=odd#+void; Qask : NO=trumps suit after 4N, then 5N asks to bid kings count with 4♦=0 and 5♣ for kings similarly Exclusion RKC when obvious (step1=0/3)	PDB=steps else PEDO

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 at 3L is fit jump; jump at 4L splinter		
Exceptions +			
Agreements after opponents double for takeout			
Redouble	9+ penalty seek	New suit	F1 Jump in new suit fit jump
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 by 4th seat is general values, second X by 2nd shows extra values & willing to defend Of opponents transfer after 1N: X shows that suit (usually overcalling strength) Of opponents 3N : : if they have bid suits X suggests bad breaks and holding dummy's suit : else if we have bid one suit suggests leading that : else if we have bid two suits suggests leading the less obvious one. X of expected lead discourages that			
OTHER CONVENTIONS			
FSF (above 1S) : asks partner to describe hand : is GAME FORCING 3-way checkback : 2C puppet to 2D for weak D or any invitation; 2D GF; 2N puppet to 3C. After jump 2N rebid (1any-1any-2N): four suited transfers			