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## GENERAL DESCRIPTION OF BIDDING METHODS

**Acol : 12-14 NT : 3 weak 2s**

### 1NT OPENINGS AND RESPONSES

Strength and Shape: 12-14, no singleton

Responses:

2♣ Stayman

2♦ Hearts (note 13) 2♥ Spades (note 13) 2♠ 11-12 or 18+ HCP

2NT Minors (note 8)

3♣/3♦ 5+ card suit game/slam interest

3♥/3♠ 5+ card suit slam interest

Action after opponents double: Redouble shows a 5-card suit, a suit bid at the two level is the lower of two 4-card suits.

Action after other interference: Lebensohl (note 9), cue bid is Stayman, X = takeout

### TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	Strong	2♦ neg.	
2♦	Weak (6-10 HCP)	Ogust 2NT is 15+	4, 6
2♥	Weak (6-10 HCP)	Ogust 2NT is 15+	4, 6
2♠	Weak (6-10 HCP)	Ogust 2NT is 15+	4, 6

### 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: Cue bid = good raise

Exceptions / other agreements: Jump raise pre-emptive

Agreements after opponents double for takeout

Redouble:	9+ HCP	New suit:	Forcing	Jump in new suit:	Fit jump
Jump raise:	pre-emptive	2NT:	10+, support		

Other agreements concerning doubles and redoubles

After redouble, all further doubles are for penalties.

Double of a splinter asks for a lead of the next lower suit.

Responsive doubles show both majors over a minor and both minors over a major.

After suit opening, suit response and suit overcall, double shows 15-17 points without a stop.

After a penalty pass, redouble is for takeout.

OTHER OPENING BIDS					
	HCP	Min Length	Note	Conventional Meaning	Special Responses
1♣	12-21	4	14		
1♦	12-21	4	14		
1♥	12-21	4	14		Splinters, Jacoby
1♠	12-21	4	14, 15		Splinters, Jacoby
3 bids	6-10	6/7	6	Pre-emptive	
4 bids	6-10	7/8	6	Pre-emptive	
DEFENSIVE METHODS AFTER OPPONENTS OPEN					
Opponents open a natural one of a suit					
Response	Conventional Meaning		Special Responses	Notes	
Simple overcall	wide range, from 7+ at 1-level				
Jump overcall	Weak 6-10, good 6-card suit			2	
Cue Bid	2 suited (Michael's)			11	
1NT	15-18 HCP		As for 1NT opening		
2NT	Lowest 2 unbid suits (UNT)			12	
Opponents open with	Defensive Methods			Notes	
Strong 1♣	Natural				
Short 1♣ / 1♦	Natural				
Weak 1NT	Double = penalties; Landy			5	
Strong 1NT	DONT			16	
Weak 2	Double = take out; 2NT = 16-19 with stop				
Weak 3 / 4	Double = take out up to 4♦, only take out to potentially making contracts above.				
Multi 2♦	Natural; 2NT = 16-19 balanced; double for takeout				
SLAM CONVENTIONS					
Name	Meaning of Responses		Action over Interference		
Roman Key card Blackwood	5♣ = 1/4; 5♦ = 0/3, 5♥ = 2 w/o Q; 5♠ = 2 with Q				
Italian Cue Bids	First or second round control, in ascending order				
OTHER CONVENTIONS					
<p><b>Fourth Suit Forcing:</b> A bid in the fourth suit is artificial, showing no particular holding in that suit, but requesting partner to describe his hand further. At the two level it is forcing for one round. A 3 level bid, 3 level response and 6<sup>th</sup> bid are all game forcing. After 1♣ (-) 1♦ (-) 1♥ (-) 1♠ is natural and 2♠ is FSF.</p>					
<p><b>Unassuming Cue Bids:</b> After opposition's overcall a cue bid shows a good raise.</p>					
<p><b>Splinter Bids:</b> Double jump in a new suit following a 1M opening shows a raise to 4♥/4♠ with 4+ trump support and singleton or void in bid suit. Double jump or jump reverse by</p>					

opener over partner's major suit response is a game force / slam invitation with a singleton or void in the bid suit.

**Help Suit Game Tries:** After a raise to 2M, shows a suit with 2+ losers. After raise to 2m, shows NT interest with stop in suit bid.

**Jacoby 1M - 2NT:** Balanced / semi-balanced with 4+ card support. Game forcing. 3-level rebid in new suit is splinter. 3NT (6 losers) and 3M (5 losers) responses are slam invitations.

**Checkback:** After a 1NT (2NT) rebid by opener, 2♣ (3♣) asks for extra features.

**OPENING LEADS**

.v. suit contracts	<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> J 10
	<b>Q</b> J 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> x <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	<b>x</b> <b>x</b> x	x <b>x</b> x x	

Lead of A or Q asks for attitude, lead of K asks for count or unblock.  
When raised partner's suit, highest from three small.

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

Lead of A or Q asks for attitude, lead of K asks for count or unblock.

**CARDING METHODS**

These are general carding methods to be used when appropriate. Carding can also be used to mis-lead.

On Partner's lead	Attitude: high encouraging, low discouraging If attitude is obvious, high card = even no., low card = odd no. Against suit contract, if no losers in dummy, low asks for lower ranking suit, high for higher ranking.
On Declarer's lead	Count (if relevant): high-low=even no. of cards (Note 3); upwards = odd no.
When discarding	Attitude: high encouraging; low discouraging
Suit preference signals	High = higher ranking other suit Low – lower ranking other suit

## SUPPLEMENTARY DETAILS

1. **2 suited overcalls:** 1m 2m shows 5+ -5+ in majors; 1M 2M shows 5+ in other major and a minor. 1any - 2NT shows 5+ in two lowest unbid suits.
2. **Weak jump overcalls:** Can be wider ranging and/or shorter in third position after partner has passed.
3. **H/L in trumps** is 3 or more trumps and looking for a ruff
4. **Ogust Responses to 2NT after weak 2:** 3C weak points/weak suit, 3D weak/strong, 3H strong/weak, 3S strong/strong, 3NT all 3 top honours.
5. **Landy:** 2C asks for a major. 2D response asks for 5 card suit. 2NT shows 13+ pts
6. **2-4 level pre-empts:** Can be weaker and/or shorter in third position after partner has passed.
7. deleted
8. **1NT-2NT:** Shows one or both minors, strength unknown. Opener rebids 3♣.
9. **Lebensohl:** 1NT-2X-2NT requires opener to bid 3C.
10. deleted
11. **Michael's Cue-bid:** Over a minor, this shows both majors. Over a major, it shows the other major and an undisclosed minor. 2NT reply requests the minor. Suits must be at least 5-5.
12. **Unusual NT:** Suits must be at least 5-5.
13. **Transfer Super-accept:** A jump reply by opener shows 4-card support and a minimum opening. A 2NT reply shows 4-card support with a maximum opening and requires a re-transfer.
14. **Rule of 20:** Can open with fewer points if sum of points and cards in longest two suits adds to 20+.
15. **Rule of 15:** Can open 1♠ in last seat if sum of points and number of spades is 15+.
16. **DONT:** Double shows 6-card suit (2♣ relay). 2♣/♦/♥ shows bid suit and higher at least 5-4. 2♠ shows 6+♠ (weaker than double).