

OTHER OPENING BIDS					
	HCP		Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES Notes
1 ♣	10+		3	Rule of 19	)Inverted minor <b>Note 16</b>
1 ♦	10+		3	Rule of 19	)suit raises <b>Note 16</b>
1 ♥	10+		5	Rule of 19	Splinters. GF Jacoby. Drury. <b>Notes 4, 8</b>
1 ♠	10+		5	Rule of 19	Splinters. GF Jacoby. Drury. <b>Notes 4, 8</b>
3 bids	6+		6	2 of top 3 hons in a minor 1 <sup>st</sup> & 2 <sup>nd</sup> seat.	
4	7+		7		
DEFENSIVE METHODS AFTER OPPONENTS OPEN					
OPPONENTS OPEN A NATURAL ONE OF A SUIT			CONVENTIONAL MEANING	SPECIAL RESPONSES	
Simple overcall			Occasionally 4 cards	1NT= 10-12	
Jump overcall			WWII - According to Vulnerability		
Cue bid			1M – 2M is Michaels see <b>Note 9</b>		
1NT	Direct:	15 to 17 pts	As for 1NT opening		
	Protective:	11 to 14 pts			
2NT	Direct:	Unusual. 2 lowest unbid suits			
	Protective:				
Opponents open with		Defensive Methods		Responses	
Strong 1 ♣				<b>Note 14</b>	
Short 1 ♣/1 ♦		Treat as natural			
Weak 1NT		“Modified” Cappelletti		<b>Note 7</b>	
Strong 1NT		As for Weak 1NT except double = minors			
Weak 2		Double = T/O 2N shows 16 – 18pts. 3N to play		Lebensohl	<b>Note 3</b>
Weak 3		Take out Double. 3N natural			
4 bids		Double penalty biased; 4NT = two places to play			
Multi 2 ♦		See <b>Note 12</b>			

SLAM CONVENTIONS		
Name	Meaning of Responses	Action over interference
Roman Key Card	5♣ = 0/3 K.C. 5♦ = 1/4K.C., 5♥ = 2KC without Q 5♠ = 2KC+Q Jump shows useful void	DOPI/ROPI
Exclusion Key Card	After agreeing suit 5 level bid asks for 5 KC as in RKCB but excluding the suit bid at the five level	
Minor Key card Blackwood	When minor suit agreed or after NT, 4♣/4♦ asks for key cards in that suit. After 4♣: 4♦ = 0/3, 4♥ = 1/4, 4♠ = 2 without Q♣, 4NT= 2+ Q♣. Next suit up is Queen ask. Steps are similar over 4♦ except 4NTsays nothing about Q♦.	

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		Unassuming cue bids. Good raise to 2	
Exceptions / other agreements			
Agreements after opponents double for takeout			
Redouble	Poor fit 9+pts	New suit Forcing	
Jump raise	Pre-emptive		Other
Other agreements concerning doubles and redoubles			
Lightner Double. Double of a slam requests unusual lead			
OTHER CONVENTIONS			
Fourth Suit Forcing			
Unassuming Cue Bids			
Long Suit Trial Bids			
Escape from 1NT doubled <b>Note 1</b>			
Michael's Cue Bid <b>Note 9</b>			
Lebensohl <b>Note 2</b>			
"Modified" GF Jacoby 2NT <b>Note 4</b>			
Muppet Stayman: After 2NT opening bid 3C asks for 4 or 5 card major - <b>Note 6</b>			
Grand Slam Force. 5NT asks for number of honours in trump suit. 6 level shows 1 of top 3, 7 level			
Checkback. 1 of a minor, 1 of a major, 1 NT rebid - 2♣ asks about strength and holding in majors			
Lucas Twos <b>Note 11</b>			
Multi 2♦ <b>Note 10</b>			
Gambling 3NT – Shows a solid minor with no more than a King outside - <b>Note 5</b>			

OPENING LEADS: 4 <sup>th</sup> highest from strength, 2nd from poor suit or M.U.D.							
For all the card combinations shown, clearly mark the card normally led if different from the underlined card.					Hatch over or shade this box if using non-standard leads.		
v. suit contracts	<u>AK</u>	<u>AK</u> x	<u>KQ</u> 10	<u>KQ</u> x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J10
	<u>Q</u> Jx	<u>J</u> 10x	10x <u>x</u>	10 <u>9</u> x	<u>9</u> 87x	10 <u>x</u> x <u>x</u>	Hx <u>x</u>
	Hxx <u>x</u>	Hxx <u>x</u> x	Hxx <u>x</u> xx	<u>x</u> x	<u>x</u> xx	<u>x</u> xxx	
v. NT contracts	AKx <u>x</u>	AJ <u>10</u> x	<u>KQ</u> 10	<u>KQ</u> x	KJ <u>10</u>	K <u>10</u> 9	<u>Q</u> J10
	<u>Q</u> Jx	<u>J</u> 10x	10x <u>x</u>	10 <u>9</u> x	<u>9</u> 87x	10 <u>x</u> xx	Hx <u>x</u>
	Hxx <u>x</u>	Hxx <u>x</u> x	Hxx <u>x</u> xx	<u>x</u> x	<u>x</u> xx	<u>x</u> xxx	
<b>Suit Contract.</b> Ace & Queen for attitude. King for Count							
<b>NT Contract.</b> 4 <sup>th</sup> highest, or 2 <sup>nd</sup> highest from poor suit. <b>Strong 10s.</b> King asks to unblock							
CARDING METHODS							
	Primary method v suit contracts				Primary method v NT contracts		
On Partner's lead	Reverse Attitude. Suit Preference if switch required				As v suit contracts		
On Declarer's lead	Standard Count				Standard Count		
When discarding	Italian. Odd encourages. Even may be McKenney.				McKenney.		



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GENERAL DESCRIPTION OF BIDDING METHODS			
5 CARD MAJORS – PREFERRED MINOR – WEAK NO-TRUMP (12-14) MULTI 2♣ - MULTI 2♦ - LUCAS TWOS			
1NT OPENING AND RESPONSES			
Strength		12-14	
Shape Constraints		May contain 5 card major or 6 card minor.	Tick if may have singleton <input type="checkbox"/>
Responses		2♣ Promissory Stayman	
2♦	Transfer to ♥ ( <b>Note 17</b> )	2♥	Transfer to ♠ ( <b>Note 17</b> )
2♠	11 HCP or better	2NT	Transfer to 3♣
3♥/ 3♠ Inviting to slam. <b>GF</b>			
3♦/ 3♣ is invitational to 3NT			
Action after opponents double		<b>Note 1</b>	
Action after other interference		<b>Lebensohl - Note 2</b>	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	notes
2♣	<b>Multi:</b> Weak 2 in ♦; weak 5/5 min in ♥ and ♠; any GF hand or 22-23	2♠ Enquiry	<b>Note 15</b>
2♦	<b>Multi.</b> Weak 2 in M 5-9 HCP's or Strong 2 any suit or 20-21 balanced	2NT Enquiry	<b>Note 10</b>
2♥	<b>Lucas 2. 5-9 HCP's. M +m.</b>	2NT Enquiry	<b>Note 11</b>
2♠	<b>Lucas 2. 5-9 HCP's. M +m.</b>	2NT Enquiry	<b>Note 11</b>
2NT	Weak>both minors. At least 5/5		<b>Note 3</b>
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
after one level response 1NT rebid is 15-17, after one level response 2NT rebid is 18-19, after two level response 2NT rebid is 15-19 and game forcing.			
<b>1NT responses</b> 2NT could be weak or strong in a minor, relay to Clubs, partner can now Pass/Correct or with a strong hand 3H shows slam interest in Clubs and 3S shows slam interest in Diamonds			

Both players of a partnership must have identically completed convention cards.  
Cards must be exchanged with opponents for each round.

## SUPPLEMENTARY CARDING DETAILS

**1 Escape from double 1NT.** Pass requires partner to redouble or bid 5+ card suit, may show two non-touching 4-card suits or strength to pass opener's redouble. Redouble shows a 5-card suit. Suit bid shows two touching 4-card suits. **Note.** When the double comes from the 4<sup>th</sup> seat bid lower of non-touching 4 card suits.

**2 Lebensohl.** Shows 3 hand types- to play (at 2 level), invitational (via 2NT) or forcing (at 3 level). Used after interference over opening 1NT and in response to partners double of a weak major 2 and multi 2♦. Direct bid of 3NT (denies a 4-card major) or 3 level cue bid (showing the other major or staymanic over a minor), does NOT show a stop (Fast arrival denies stop – **FADS**). Double is penalty biased.

**3 Responses to 2NT opening bid.**

3♣/3♦ is pass/correct and NF

**4 GF Jacoby.** 1M > 2NT is GF (4 card support), Bergen Raises: 1M > 3♣ is 7-9, 1M > 3♦ is 10-12 (both with 4 card support and 8 losers); 1M > 2M is 0-9, > 8 losers. 1M > 3M is 0-6 + about 8 losers. Bergen raises off after intervention but on after a X. Cue bid after intervention is good raise to at least 3M.

**5 Gambling 3NT.** Partner passes with suitable hand or bids clubs for opener to pass or correct.

**6 Muppet Stayman.** 2NT- 3♣ asks for a four or 5 card major. 3♦ response shows at least one four card major, responder bids 4 card M he does not have. After 3♦, 4♦ = both majors, opener bids 4 card suit he does have. 3♠ = 5 spades; **3♥ denies a 4 or 5-card major**; **3NT = 5-card heart suit.**

**7 Modified Cappelletti.** 2♦ = one suited major; 2♠ = both majors, usually at least 5/4, could be 4/4 with opening values; 2♥ = hearts and a minor at least 5/4; 2♣ = ♠ and a minor at least 5/4; 2NT = both minors at least 5/5. **3♣/3♦** is a 6 card suit.

**Responses:** Over 2♣, 2♦ = equal ♥ & ♠, 2♥/2♠ to play. Over 2♥/2♠, 3♣ = pass or correct.

**8 Drury:** After 1M opening in 3<sup>rd</sup> or 4<sup>th</sup> seat, 2♣ = raise to 3M with 3-card support, 2♦ = raise to 3M with 4-card support, 1NT = 6-11 HCP without support for major. If RHO doubles, XX = 10-11 HCP with no support and 1NT reverts to 6-9 HCP.

NB. Drury takes precedence over Bergen raises

**9 Michaels cue bid: 1M > 2M** is at least 5/5 in the other major and a minor, weak or strong. 2NT asks for minor and range. 3♣ = weak with ♣, 3♦ = weak with ♦, 3♥ = strong with ♥; 3♠ = strong with ♠.

**1m > 2m** is both majors, at least 5/5. 2NT asks for range (3♣ = 5/5 with 5-7 HCP, 3♦ = 5/5 with 8-10, 3♥ = 6♥+5♠, 3♠ = 5♥+6♠, 3NT = strong).

**10 Multi 2♦** in all seats shows either; Strong hand in any suit, Weak 2 in either Major or a Balanced **20-21**

**Responses:** 2♦ > 2♥ relay > **pass** if weak 2 in ♥, correct to 2♠ if weak 2 in ♠.

2♦ > 2♠ (shows some values, can tolerate 3♥) > **pass** if weak 2 in ♠. Bid 3♥ if weak 2 in ♥.

2♦ > 2NT is a strong ask and forcing

2♦ > 2NT > 3♣/3♦ = acol strong 2 in m or lower range weak 2 in ♥/♠

2♦ > 2NT > 3♣/3♦ > 3♦/3♥ (which is it?) 3♥/3♠ = lower range weak 2, 3NT = strong in minor

2♦ > 2NT > 3♥/3♠ is upper range weak 2 in suit bid

2♦ > 2NT > 4♥/4♠ = Acol strong two in suit bid.

**Opener's strong responses over the 2♥ relay.** 2♦ > 2♥ > 3♣/3♦/3♥/3♠ shows Acol strong two in that suit. 2♦ > 2♥ > 2NT shows 20-21 balanced..

**11 Lucas Twos.**

At least 5/5 minimum when vulnerable. Can be 5/4 when non-vulnerable.

2♥ = min five ♥ and either minor. 2♠ = min five ♠ and either minor.

**Responses.** 2NT asks for other suit. 3♣/3♦ = 5-7 HCP, natural. 3♥ = 7-9 HCP + shows ♣ (lower minor), 3♠ is 7-9 HCP + shows ♦ (higher minor).

3♠ = pass or correct.

**12 Defence to Multi 2♦**

**2nd seat:** X = 17+. Suit = 6-card/ intermediate

**4th seat:** X = 15+ balanced or any strong hand able to bid again. Suit = natural (5+ cards)

**6th seat:** X = 12-16 without a stop; 2NT = 12-16 with a stop. Suits = natural (5 card, in the context of having passed in 2nd seat)

**8th seat:** Pass or balance, showing a hand unable to bid in 4<sup>th</sup> seat

**14 Defence to Precision.**

**Over Precision 1♣:** CRO (x = 2 suits of same colour; 1♦ = 2 suits of same rank; 1NT = 2 'other' Suits; minimum 4/4). 1♥ and 1♠ are natural. All two level bids are natural; 2♥ and 2♠ promise 6-card suit. All ATV.

**Over Precision 1♦** response to 1♣: ROCK (x = 2 suits of same rank, 1NT = 2 'other' suits; 2♠ = 2 black suits; 2♦ = 2 red suits, minimum 4/4). 1♥ and 1♠ are natural, 2♥ and 2♠ are natural and promise a 6-card suit. All ATV.

**Over Precision 2♣:** CRO (x = red suits; 2♦ = majors; 2NT = ♦ and ♠; minimum 4/4). All three level bids are natural, except 3♣, which is a take-out of clubs. All ATV.

**15 Multi 2♠**

Opening bid of 2♠ is either weak (5-9 HCP) with diamonds, weak (5-9 HCP) with both majors; 22-23 or 26-28 balanced, or any Game Force hand.

Responses:

- 2♦ = relay (opener passes if weak with diamonds, bids 2♥ if weak with both majors; 2NT = 22/23 balanced and 2♠, 3♣ and 3♦ are natural and GF)

- 2♥ = some values, prefers ♥ to ♠ and happy to play in 3♦ if opener is weak with diamonds. Opener converts to 3♦ if weak with diamonds or to 2♠ if weak with both M. Bids of 3♣, 3♥ and 3♠ are GF and natural except 3♣ shows clubs or diamonds (3♦ then asks and 3♥ shows ♣, and 3♠ shows ♦). 2NT = 22-23 and 3NT = 26-28, balanced).

- 2♠ = some interest in game, depending on opener's holding. Opener's responses are:

3♣ = lower range weak two in diamonds

3♦ = upper range weak two in diamonds

3♥, 3♠, 4♣ and 4♦ are natural and GF

2NT = 22/23 balanced

3NT = 26/28 balanced

**16 Inverted Minor Suit Raises**

A raise to 2 of the minor shows 10+ HCP, at least 4-card support and is forcing to 2NT. Subsequent bids at the 2 level show stops for NT but not necessarily a suit. A jump to the 3 level asks for a stop in that suit.

A raise to 3 of the minor is equivalent to a raise to 2 in standard methods.

Inverted minor suit raises are on after a double but off after interference.

**17 Breaking a red-suit transfer over 1NT**

With 4-card support, opener can break the transfer. 3♣ shows maximum (14 HCP and/or 7 losers), 3♥/3♠ shows minimum (12 HCP and/or 8+ losers), in each case with 4 card support.

Both players of a partnership must have identically completed convention cards.  
Cards must be exchanged with opponents for each round.