

OTHER OPENING BIDS					
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	RO19	<input type="checkbox"/>	2	1NT rebid = 12-15	IMR Weak Major Jumps
1♦	RO19	<input type="checkbox"/>	4	1NT rebid = 12-15	IMR Weak Major Jumps
1♥	RO19	<input type="checkbox"/>	5	1NT rebid = 12-15	Splinters Fit Jumps, Jacoby 2N
1♠	RO19	<input type="checkbox"/>	5		Splinters Fit Jumps, Jacoby 2N
3 bids		<input type="checkbox"/>	6	Pre-empt	
4 bids		<input type="checkbox"/>	7	Pre-empt, 4C &	4D= SA Texas
DEFENSIVE METHODS AFTER OPPONENTS OPEN					
OPPONENTS OPEN A NATURAL ONE OF A SUIT			CONVENTIONAL MEANING	SPECIAL RESPONSES	
Simple overcall					
Jump overcall			WWIS (3C=CRO 2 odd suits)		
Cue bid			CRO <b>C</b> olour, <b>R</b> ank, <b>O</b> dd		
1NT	Direct: Protective	15-18, 11-14			
2NT	Direct: Protective	CRO			
OPPONENTS OPEN WITH			DEFENSIVE METHODS	SPECIAL RESPONSES	
Strong 1♣			Pre-empts		
Short 1♣/1♦					
Weak 1NT			Multi Landy		
Strong 1NT			Multi Landy		
Weak 2			TO dbl + Lebensohl		Leaping Michaels
Weak 3			TO dbl		
4 bids					
Multi 2♦					
SLAM CONVENTIONS					
Name			Meaning of Responses		Action over interference
Roman Key Card			30/41, 2 without Q, 2 with Q		ROPI / DOPI
After quantitative			Sequence 4NT is normal		Blackwood
Exclusion RKB			Jump to suit at 5 level after		trumps agreed

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply		3S	
Special meaning of bids			
Exceptions / other agreements		Jacoby 2NT, Inverted Minors	
Agreements after opponents double for takeout			
Redouble	8+	New	5 card
Jump raise		Jump in new suit	
Weak		2NT	Good raise to 3
		Other 1NT = Good raise to 2	
Other agreements concerning doubles and redoubles			
Responsive Dbls			
Lead Directing Dbls			
OTHER CONVENTIONS			
UCB = Cue bid of oppo suit after partner has overcalled = sound raise + defensive values.			
DAB = Cue bid of oppo overcall asks for stop in oppo suit.			
FSF			
Trial bids 3+cs showing			
Helmic			
Defence to Prec. Club CRO X=Colour, 1D=Rank, 1N=Odd			
1C-P-1D ROC X=Rank, 1N=Odd, 2C=Colour			
SUPPLEMENTARY DETAILS			
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).			
Multi 2D responses = 2H pass/correct, 2S okay in spades/ game try if hearts <b>2N (forcing)</b> - 3C – 3D- 3H/S strong weak 2. 3D 8 tricks, 3H/S weak weak 2, 3NT 8 tricks in clubs			
2. CRO even over artificial minor suit opener.			
RDBL – over a majors denies support, over a minor is like a negative dbl.			
3. Woo 2s dbl of intervention is penalties, 2NT = pick minor			
4. Multi dbl of intervention is penalties, 3H is pass or correct			
5. After 2D/2H/2NT, 5 Card Stayman – 3D =s 4H or 3/4S etc			
6. !N-P-2C-DBL Pass =C stop, XX= Pen (denies 4M)			

OPENING LEADS							
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	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 <u>x</u> x	<u>10</u> 9 x	9 <u>8</u> 7 x	10 <u>x</u> x x	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	
v. NT contracts	<u>A</u> K x ( <u>x</u> )	A <u>J</u> 10 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 <u>x</u> x	<u>10</u> 9 x	9 <u>8</u> 7 x	10 <u>x</u> x x	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:-							
CARDING METHODS							
	Primary method v suit contracts		Primary method v NT contracts				
Reverse Count,	Reverse Count, Rev. Att. on Ace		Reverse Count, Rev. Att. on Ace				
			Lead of honour is unblock				
			with honour below				
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Discarding: Reverse Attitude							
McKenney suit preference signals							
SUPPLEMENTARY DETAILS (continued)							
Over gambling 3NT 4D asks 4H = H s/v, 4S = S s/v, 4N = 7222, 5C/D s/v in other							
1 major, dbl, 1NT = good raise to 2							
After 2C Crowhurst jump to 3H/S = max, 3 card support and ruffing value							
Jump to 3NT = max, 3 card support, flat hand							
3H shows 4H does not deny 3S							
After 2NT (20-22) 3S is minor Stayman, 3NT =no minor, 4C/D. 4NT is sign off							
5 card Stayman, 3D is 4 H/S or 3S							



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GENERAL DESCRIPTION OF BIDDING METHODS			
STRONG NT, 5 CARD MAJORS, (WOO TWOS), MULTI			
1NT OPENINGS AND RESPONSES			
<b>Strength</b>	<b>16-19</b>		<input type="checkbox"/>
<b>Shape constraints</b>	May have singleton Ace		<input checked="" type="checkbox"/>
<b>Responses</b> 2♣ Range asking Stayman			
2♦	Transfer to Hearts	2♥	Transfer to Spades
2♠	Quantitative	2NT	Transfer to Minors
Others 3C/D Invitational, 3H/S Slam try in C/D after 2NT above			
Action after opponents double		Natural	
Action after other interference		Lebensohl (FADS)	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	23+	CAB 2D=0 or 1, 2H=2, etc	
2♦	Multi = Weak 2 in Major, 8PT any suit, or 20-22 balanced (5.)	2H/S non forcing, 2N forcing	1
2♥	Woo 2 5-9 pts, 5H + 4 minor	2N = relay	
2♠	Woo 2 5-9 pts, 5S + 4 minor	2N = relay	
2NT	Minors weak or strong		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
Multi Landy 2C= majors, 2D = single major, 2H/S = major/minor			
2N= Minors, 3C/D = good suit, 3H/S = pre-empt			
1S-2S, 3S not invitational			

Notes.

1. Opening 1NT – 2C – 3NT max, flat hand 4 card minor
2. After 1NT rebid with both majors bid up the line  
1C – 1H  
1NT – 2C  
2H could still have 4 spades  
3NT is flat hand with 3 card support
3. Over 1 of a minor all weak jumps
4. Splinters - all jumps, cue bid after several rounds of bidding
5. Opening 4H/S could have void  
After 4C/D cue bids
6. Queen Ask After 5C/D lowest bid (not trumps) asks for Q  
Responses: lowest bid = no Q  
6 of agreed suit = Q only  
Any other bid shows that K + Q of trumps
7. 5NT for Kings  
Hearts Trumps 6C= KC or 2 others  
6D = KD or 2 others  
6H = no outside K  
6S = KS or 2 others
8. 1N Pass 3N Dbl asks for a spade, If RHO has bid a suit dbl asks for that suit even if dbler has bid a suit
9. 1N p 2C dbl Pass by opener says I have a club stop, RDBL says I have a good club suit. Responder can now pass or Rdbl to continue range ask Stayman.
10. Dbl of 1Nt by a passed hand shows a single suited minor.
11. If partner leads an A if there is QXX (or more) in dummy show count not attitude. If partner leads a K and there is Axx or xxx in dummy show attitude rather than count to avoid the *Bath Coup*.
12. 1NT can contain 5 card major if 16/17, If **18/19 open the major**
13. In general from AKXX lead A for attitude, from AKXXX lead K for count
14. Watch every pip. Count Count Count Play Slowly think Twice

15. 1C-1D-1H or 1S may be only 4 cards

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