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GENERAL DESCRIPTION OF BIDDING METHODS

Strong Notrump 16 - 19

Short 1♣, 1♦/1♥/1♠ = 5+ card suit, Weak Twos in Majors, 2♣/2♦ **STRONG**

1NT OPENINGS AND RESPONSES

Strength 16 - 19 Tick if artificial and provide details below

Shape constraints May contain 6 card minor suit or any 5 card suit. Tick if may have singleton

Responses 2♣ Shape enquiry shows **6+ points** – Responses 2♥/♠ = 5 card suit (min)
 (3♥/♠ = max with 5 cards) 2♦ = 4 card major, 3♣/♦ = 6 card (max). 2NT = min, 3NT = max.

2♦ Transfer to 2♥ 2♥ Transfer to 2♠

2♠ 2♠ = transfer to 3♣ 2NT Transfer to 3♦

Others 3♣/♦ = inv to 3NT 3♥/♠ = inv to 4♥/♠ (not 3NT) 4♦/4♥ transfers 4♠ = 5/5 minors + A

Action after opponents double Redouble = bid 2♣

Action after other interference 2NT requests 3♣, 2 level competitive, 3 level forcing

TWO-LEVEL OPENINGS AND RESPONSES

Meaning	Responses	Notes
2♣ Strong Forcing (artificial)	Reverse Control responses/transfers.	A
2♦ Strong Forcing (artificial) 2NT:20-22 semi-balanced or 4441:20+	2♥ = weak relay, 2♠ = strong relay Suit bids = game forcing, show single suited, unbalanced hands.	B
2♥ Weak (5 – 9) (6 – 10 v) 6+ card suit [intermediate in 4 th pos] - 6 card suit	2NT enquiry New Suits non-forcing no fit.	
2♠ Weak (5 – 9) (6 – 10 v) 6+ card suit [intermediate in 4 th pos] - 6 card suit	2NT enquiry New Suits non-forcing no fit.	
2NT 21 – 22 balanced (No 5 card suit)	Baron 3♣, 3♠ = 5 spades+ 4hearts 4♦/4♥ transfers 4♠ = 5/5 minors plus A	

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

Intermediate Jump Overcalls (except 3♣)

On 5+/5+ hands, 2 of opponent's suit = highest and lowest, 2NT = 2 lowest, 3♣ = 2 highest

Opening 3NT = solid minor with no outside K (may have outside strength 3rd/ 4th in hand).

OTHER OPENING BIDS

	HCP	see Note *	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10-20	<input type="checkbox"/>	1		1♦ relay, 1♥, 1♠ = 5+ cards 2 of minor = 9+ : no 4 card major	
1♦	10-20	<input type="checkbox"/>	5		2♦ natural, no 4 card major.	
1♥	10-20	<input type="checkbox"/>	5		2NT = Forcing Trump Raise	
1♠	10-20	<input type="checkbox"/>	5		2NT = Forcing Trump Raise	
3 bids	<10	<input type="checkbox"/>	6(7v)			
4 bids	<10	<input type="checkbox"/>	6(7v)	1 st or 2 nd position 4H/S =	8 Playing Tricks	

*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	Natural (lead directing)		
Jump overcall	Intermediate (except 3♣)		B
Cue bid	Shows 5+/5+ in highest/lowest suits	Bid of 'other' suit asks 'how strong'	B
1NT	Weak take-out of bid suit < 16pts	2♣/♦ =< 11, denies 5 card suit unless ♣/♦	
2NT	Direct: 5+/5+ in lowest 2 suits Protective: 5+/5+ in lowest 2 suits		
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	X shows Clubs, suits natural		
Short 1♣/1♦	Treat as natural		
Weak 1NT	Landy [2♣ shows 5/4 in majors], X is Take Out	X asks for 2♣ unless another 5 +card suit or values to pass or bid 3 NT	
Strong 1NT	Landy [2♣ shows 5/4 in majors], X is Take Out	X asks for 2♣ unless another 5 +card suit	
Weak 2	X for take out, 2NT = 2 suited. Suits constructive - not forcing.	2NT requests 3♣, 2 level competitive, 3 level forcing	C
Weak 3	X = strong take out. Game bids to play, 3 level suits natural		
4 bids	Optional Doubles		
Multi 2♦	Direct X = 16+, 2 nd round X = 12 - 15		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
Roman Key Card Blackwood	0/3, 1/4, 2/5 minus Q , 2/5 + Q	DOPI E
Sliding Gerber over NTs	Roman Key Card Type Responses	

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents

Level to which negative doubles apply	3 Level (Note - new suits at 2 level by responder are not forcing)
Special meaning of bids	Direct Overcall of opponents suit = at least good raise to 3
Exceptions / other agreements	Support jumps are pre-emptive. Jumps in opps suit = Cue Bids

Agreements after opponents double for takeout

Redouble	10+	New suit	competitive	Jump in new suit	Pre-emp (no fit)
Jump raise	Weak	2NT	Good raise to 3+	Other	1NT (8/9) no fit

Other agreements concerning doubles and redoubles

X of opening bid = 16+ (or compensating shape)

Bid of lowest suit following Double is Negative (5pts or less does not show suit bid)

Doubles of Conventional bids are penalties/lead directing

Doubles after passing after an overcall are for penalties

OTHER CONVENTIONS

Fourth Suit Forcing

1NT rebid = 11 – 15 with modified Crowhurst.

2♣ over 1NT rebid = strength/shape enquiry

Over 1NT, 2NT & 2NT rebid to 2♣/2♦ opening - 4♦/4♥ **are transfers.**

SUPPLEMENTARY DETAILS

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).

A Reverse Step/Transfer Responses to 2♣

2♦ = at least A and K or 3 Ks

2♥ = A or 2Ks

2♠ = at most 1 K

2NT to 3♥ are Transfers to suit above with 6+ card suit and less than A and K

Over acceptance:

new suits bid in transfer suit show lowest 1st/2nd round control in a hand containing an A or K.

3NT by transferer denies A/K,

4 of agreed suit shows A or K trumps and denies lower control.

Opener can break transfer with no fit. New suit = good 5/6 card

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

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

In partner's suit lead an honour except from Kxx (then third highest)

A for attitude, K for count

CARDING METHODS

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	Reverse Attitude	Reverse Attitude
On Declarer's lead	Suit Preference	Suit Preference
When discarding	Reverse Attitude	Reverse Attitude

Other carding agreements, including secondary methods (state when applicable) and exceptions to above

- 1 **False card where signal/lead may help Declarer**
- 2 Where attitude in the suit is not relevant then Suit Preference
- 3 Strong 10's from length (promise J + A or K)

SUPPLEMENTARY DETAILS (continued)

B Responses to 2♦/2NT rebid = 5 card Stayman

3♣ asks for 4/5 card majors (answer of 3♦ shows a 4 card major 3♥/♠ show 5 card)

3♦/♥ transfers

3♠ = 5♠ & 4♥

4♠ = 5/5 minors + A

4NT in certain circumstances may not have Roman Key Card responses (if A already shown).

C Defence to weak or strong 2s (8 Playing Tricks)

Double for take out (Responses – 2NT asks for 3C, 3C weak without clubs, 3 of suit forcing, 3 of opponents suit = strong no stop, 3NT to play.)

[Note Direct Xs are strong – 4th in hand are weaker]

2NT shows minors over majors/majors over minors – not strong, 2♥ 2♠ competitive

3 level bids are non-forcing – good suits 11 - 15

3 of opponents suit = Strong (17+) with singleton/void in suit bid – support for other suits.

3NT to play 4♣/♦ show 5/5 other major/bid minor.