

OTHER OPENING BIDS						
	HCP	See Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10-21	<input type="checkbox"/>	3	For choice of opening - note (1) Light openings possible in 3 rd seat For opener's NT rebids – note (2)	Inverted minors (10) 1NT = Semi-forcing 2NT = Jacoby (3) 3NT = void splinter Weak jump shift/Int. jump shift at 3 level. Fit jump by passed hand	
1♦	10-21	<input type="checkbox"/>	3			
1♥	10-21	<input type="checkbox"/>	5			
1♠	10-21	<input type="checkbox"/>	5			
3 bids	4-10	<input type="checkbox"/>	6	Pre-emptive		
4 bids	0+	<input type="checkbox"/>	7	Pre-emptive		

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall		Wide range, from 7+	Fit Jumps (8)	
Jump overcall		5-10 can vary, 6+ card suit		
Cue bid		Michaels (4)		
1NT	Direct: Protective	15-18 10-14	As over 1NT	
2NT	Direct: Protective	Anti-Michaels (4) 19-21	As over 2NT	
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣		X = majors, 1NT = minors, 2♣ = natural, 2♦ = Michaels (4)		
Short 1♣/1♦		2♣ = natural, 2♦ = Michaels (4)		
Weak 1NT		Penalty Dbl, Asptro (5)		
Strong 1NT		Penalty Dbl, Asptro (5)		
Weak 2		Dbl = take out then Lebensohl (6) Leaping Michaels (9)		
Weak 3		Dbl = take out, Michaels (4), 4NT shows lowest unbid suits (5)		
4 bids		Dbl = take out		
Multi 2♦		Dbl= 13-15 balanced or v strong; 2NT = 15-18 balanced		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over Interference
Roman Key Card Blackwood	14/30	DOPI, ROPI (7)
5NT = King Asking	Specific Kings (if GSF, it is top 3 honours)	
Queen Asking (lowest forcing bid)	5/6x(agreed suit)=sign off without; otherwise bid specific kings	
Exclusion Key Card Blackwood	30/14	

COMPETITIVE AUCTIONS

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

Level to which negative doubles apply	4♥		
Special meaning of bids	Cue bid = good raise (Major is 3, Minor is 4), Raises 1-2 pts fewer		
Agreements after opponents double for takeout			
Redouble 9+, lack of support	New suit	Forcing	Jump in new suit Fit Jump(9)
Jump raise	Pre-emptive	2NT	Jacoby 2NT Other Partner can raise 1-2pts lighter

OTHER CONVENTIONS

Fourth Suit Forcing: A bid in the fourth suit is artificial (if 3 natural suits have been bid before), showing no particular holding in that suit but requesting partner to describe their hand further.

Long suit trial bids Used after a simple raise, showing a suit with 2 losers.

Cue Bid After a suit is agreed, it shows a first round control, then second round

Unassuming Cue Bids Good (10+ HCP) 3-card raise

SUPPLEMENTARY DETAILS

1 Balanced hands not 15-17: Open 1m without 5cM

2 NT rebids: Lowest level rebid= 12-14; Jump Rebid = 18-19; then two-way checkback stayman: 2♣ (weak/INV) forces 2♦ after which responder describes hand shape or 2♦ (FG) after which opener describes Major shape

3 Jacoby 2NT 1M (or m)- 2NT 4 card support GF (12+pts), 3♣min (12-15) (3♦ asks for splinter), 3♦ max (16+) no splinter, 3♥splinter in♣(or♥), 3♠ splinter in♦ (or♠) , 3NT is splinter in other major (or minor).

4 2 suited overcalls 1m-2m shows 5+ - 5+ in majors; 1M-2M shows 5+ - 5+ in other major and a minor; 1m-2NT shows 5+ - 5+ in other m and a M; 1M-2NT shows 5+ - 5+ in minors. Similar over weak 3s 3x-4NT shows 2 lowest unbid suits, 3x-4x is as above is both majors if minor opened, or the other major and an unspecified minor if major opened

5 Asptro 2♣=Hearts and another, 2♦=Spades and another, if both Majors, anchor to the shorter suit. Next suit up is a relay denying 3 card support

6 Lebensohl After 2x-dbl-p-L, 1nt-overcall-L, 1x-1nt -2x-L: 2NT almost forces 3♣ which is pass or correct or stronger without a stop in opponent's suit. Fast Shows stop, Slow Denies.

7 DOPI/ROPI Pass shows 1/4 key cards, dbl(or rdbl) is 0/3 cheapest bid is 5♥ equivalent

8 Fit Jumps A jump shift shows four card support for partner and a good five card suit in the suit bid



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OPENING LEADS							
v. suit contracts	<u>A</u> <u>K</u>	<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> 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	
v. NT contracts	<u>A</u> <u>K</u> x (x)	A <u>J</u> 10 x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> 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	
2 nd & 4 th leads. A/Q= rev. attitude, K = count							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Reverse Attitude: low encouraging, high discouraging EXCEPT lead of K asks partner to unblock or give count.						
On Declarer's lead	Count: high-low=even no. of cards; upwards = odd no.						
When discarding	Reverse Attitude: low encouraging; high discouraging, standard count						
Suit preference signals: High/Low – higher/lower ranking other suit (excludes current and trump suits)							
SUPPLEMENTARY DETAILS (continued)							
<p>9 Leaping Michaels, Weak 2x -4x, shows 5-5 in the majors, Weak 2x- 4 minor shows 5 cards in that minor and a 5 card major</p> <hr/> <p>10 Inverted minors, 1m-2m shows 4+ card support and 10+HCP, opener rebids next suit up to show 12-14 BAL, or 2NT to show 18-19 BAL. Opener rebidding another suit is showing a stop, trying for 3NT and 3x is min. 1m-3m is a 5+ card raise, 5-9 HCP.</p> <hr/> <p>11 Broad-Griffith P is to play in 1NTX, XX forces 2♣ which is P/C with a 5-card suit, 2x is the lower of 2 4-card suits</p>							

GENERAL DESCRIPTION OF BIDDING METHODS			
5 Card Majors, Better minor, Strong NT, 2/1 GF			
1NT OPENINGS AND RESPONSES			
Strength	15-17	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints	Can contain 5 card major	Tick if may have singleton <input type="checkbox"/>	
Responses	2♣ Non-promissory Stayman		
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	Transfer to clubs	2NT	Transfer to diamonds
Others	3♣ = 5/4 minors GF, 3♦ = 5/5 minors GF, 3♥/♠ = Splinter with 4 in other M GF		
Action after opponents double	Broad-Griffith (11) if Penalties, otherwise system on		
Action after other interference	Lebensohl (6)		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	GF or 23+ balanced or 8+ tricks	2♦ waiting, Kokish relay	
2♦	Weak 2	2NT feature ask	
2♥	Weak 2	2NT feature ask	
2♠	Weak 2	2NT feature ask	
2NT	20 – 22; 3♣ 5-card Puppet Stayman, 3♦/♥ Transfer; 3♠ 5S+4H		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
Light opening bids in 3 rd position.			
OTHER CONVENTIONS			
Gambling 3NT , solid 7 or 8 card minor, asking partner to pass with stops, bid 4♣ or 5♣ which are pass or correct bids			