


OTHER OPENING BIDS					
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	12*-20	6	4		Inverted minors, Light openings possible 2NT Jacoby raise to 3/5 3NT = raise to 4. Splinters
1♦	12*-20	6	4		
1♥	12*-20	6	4		
1♠	12*-20	6	4		
2 bids	5 -10	<input type="checkbox"/>	6*	Usually 6	
3 bids	5 -10	<input type="checkbox"/>	7*	Usually 7	
DEFENSIVE METHODS AFTER OPPONENTS OPEN					
OPPONENTS OPEN A NATURAL ONE OF A SUIT			CONVENTIONAL MEANING		
Simple Overcall		Natural			
Jump Overcall		Weak			
1NT Overcall by Us		15 – 18 System on.			
Overcall Oppo 1NT		Landy - 2C = 5, 4 in Majors Other bids natural			
2 suited overcalls		2 of suit opened = 5 – 5 Same Colour		Usually	
		2 NT = 5 – 5 Same Rank		Weak or	
		3C = 5 – 5 Other 2 Suits		Strong	
OPPONENTS OPEN WITH		DEFENSIVE METHODS			
Strong 1♣		Natural			
Short 1♣/1♦		Assume bid natural			
Weak 1NT		Double – 16+ Unlimited			
Strong 1NT		Double – 16+ Unlimited			
Weak 2		Double = take out or Bid naturally at 2 Level			
Weak 3		Double = take out			
4 bids		Double = take out (all doubles up to 4S)			
Multi 2♦		Double = values Bid naturally at 2 Level			
SLAM CONVENTIONS					
Gerber Roman Key Card		Only after 1 NT & 2NT 14-30; Redwood			

COMPETITIVE AUCTIONS		
After opening of one suit and overcall by opponents – Cue bid = raise to 3+		
Level to which negative doubles apply	All bids up to 3 level	
Special meaning of bids		
Exceptions / other agreements		
Agreements after opponents double for takeout		
Redouble 9+ HCP	New suit forcing	Jump in new suit game forcing
2NT raise to 3+		
Other agreements concerning doubles and redoubles		
OTHER CONVENTIONS		
Fourth Suit Forcing: for one round		
After 1♣ - 1♦ - 1♥, 1♠ is natural and 2♠ is 'fourth suit forcing'.		
Responses to 2NT		
5 Card Puppet – 3C – asks 4/5 Card Major - 5H / 5S shows 5 Card Major Suit		
3D – Shows at least 1 4 Card Major – Responder then bids 4 card Major he hasn't got If he has one, 3NT if Neither and 4D if both.		
SUPPLEMENTARY DETAILS		
1 Balanced hands (not 12 - 14) - Show major if 2 4 card suits		
2. Unbalanced hands: With 2 5-card or longer suits open the higher ranking.. 4 4 4 1 - Red Suit singleton bid Suit below, Black Suit bid suit in middle.		
4. NT rebids: After 1 level response 1NT = 15-17 ; 2NT = 18-19		
5. NT rebids: After 2 level response 2NT = 15-19 (Game force)		
6. May be 3 points light in Protective Seat		
7. Checkback after NT rebid		
8. J/Oc may be stronger opp passed hand		
9. Inverted Minors		
10. Unassuming Cue Bid		
11. Splinters		
12. Jacoby 2NT – 4 Card Fit .		

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Hatch over this box if using non-standard leads).			
v. suit contracts	<u>A</u> K	<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 x <u>x</u>	<u>10</u> 9 x	<u>9</u> 8 7 x	10 x x <u>x</u>	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 x <u>x</u>	<u>10</u> 9 x	<u>9</u> 8 7 x	10 x x <u>x</u>	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			
On Partner's lead	Attitude: high encouraging, low discouraging						
On Declarer's lead							
When discarding	High encouraging						
Suit preference signals:							
SUPPLEMENTARY DETAILS (continued)							

			
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GENERAL DESCRIPTION OF BIDDING METHODS			
3 Weak 2's – Not 5 Card Majors			
1NT OPENINGS AND RESPONSES			
Strength	12-14 HCP		
Shape constraints	Balanced	Tick if may have singleton <input type="checkbox"/>	
Responses	2♣	Stayman	
2♦	Transfers	2♥	Transfers
2♠	Mild game try or 6cd Minor	2NT	Stronger game try
Others			
Action after opponents double	System on Redouble relay to 2 Clubs. Sign off.		
Action after other interference	Dbl Takeout.		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Game forcing or 23+ balanced	2♦ negative	
2♦	Weak 5-10 Points 6cd Suit	2NT Game Interest	Feature if Max
2♥	Weak 5 -10 Points 6cd Suit	2NT Game Interest	Feature if Max
2♠	Weak 5 -10 Points 6cd Suit	2NT Game Interest	Feature if Max
2NT	20 – 22 may be unbalanced	5 Card Puppet Stayman	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
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