

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11+	<input type="checkbox"/>	3		.Inverted m, 1m -2x weak, 1m -2N (0-5 ,6cs) 1D -3C intermediate 1M- 2N GF <sup>8</sup> , 1H -2S wjs 1M-3x IJS, 1M-3M 10-11 4cs. (Ogust after wjs)	
1♦	11+	<input type="checkbox"/>	3			
1♥	11+	<input type="checkbox"/>	5			
1♠	11+	<input type="checkbox"/>	5			
3 bids	0+	<input type="checkbox"/>	6	Pre-emptive	Rule of 500	
4 bids	6+	<input type="checkbox"/>	7	Pre-emptive	Rule of 500	

DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes		
Simple overcall		wide range, from 8+ at 1-level				
Jump overcall		Weak 6-11, good 6-card suit				
Cue bid		Michaels <sup>1</sup>				
1NT	Direct: Protective	15-18 11-14	As for 1NT opening			
2NT	Direct: Protective	Lowest two unbid suits – <sup>1</sup> 20-22 balanced	As 2NT opener			
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣		X = both majors; 1NT both minors, weak jumps				
Short 1♣/1♦		1♣ - 2♣ natural, 2♦ = MM				
Weak 1NT		Double = penalties; 2♣ = MM, 2♦ = ♥ or ♠, 2M=5M 4m.				
Strong 1NT		Double = penalties; 2♣ = MM, 2♦ = ♥ or ♠, 2M=5M 4m.				
Weak 2		Double = take out		2NT Lebensohl <sup>3</sup>		
Weak 3		Double = take out				
4 bids		Double minors = take out,		Majors penalty		
Multi 2♦		X= 13-15 bal or v strong then 2NT Lebensohl <sup>3</sup> ; 2NT = 16-18 bal				

SLAM CONVENTIONS		
Name	Meaning of Responses	Action over interference
RKCBBlackwood	5♣ = 4/1 aces; 5♦ = 3/0, 5♥ = 2; 5♠ = 2 + trump Q	
5NT = King ask (or after +ve Q resp)	Cue the king or if 2, cue the suit in which no K DIPO, RIPO	

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		2N 4cd raise all suits,		
Exceptions / other agreements		Cue = 3 cd raise M, Directional ask m		
Agreements after opponents double for takeout				
Redouble	9+HCP	New suit	N&F	Jump in new suit - fit jump
Jump raise	Pre-emptive	2NT	Good raise	
Other agreements concerning doubles and redoubles				
Lightner, lead directing, game-try Support doubles				
OTHER CONVENTIONS				
<b>Fourth Suit Forcing:</b> Game Forcing				
After 1♣ - 1♦ - 1♥, 1♠ is 'fourth suit forcing', 2♠ natural				
<b>Splinter Bids</b> Response of 3♠/4♠/4♦ to 1♥ opening or 4♣/4♦/4♥ to 1♠ opening shows a raise to 4♥/4♠ with 4+ trump support and singleton or void in bid suit 11-15				
<b>Long suit trial bids</b> Used after a simple raise, showing a suit with 2 losers.				
<b>Forcing Pass</b> if we double 1NT, they can't play in 2m undoubled. If advancer cooperates by passing or doubling they can't play at 2 level undoubled. (X =TO)				
SUPPLEMENTARY DETAILS				
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).				
1. <b>2 suited overcalls</b> 1m 2m shows 5/5+ in majors; 1M 2M shows 5/5+ in other major and a minor – 2N asks for minor. 1any - 2NT shows 5/ 5+ in two lowest unbid suits. If 1♣ =2, then 2♣ natural, 2♦ = MM.				
2. <b>Defence to 1NT</b> X pens, 2♣ = MM, 2D H or S single suited, 2H/S 5M+4m, 2N asks)				
3. <b>Lebensohl</b> – fast arrival shows stop. (Blackout after reverse)				
4. Impossible 2S. 1H 1N, 2m 2S, shows 4+ m 10+hcp, 3M 5cnds, 7-9hcp				
5. 1N rebid 2 way Chkbk , 2D GF, (only 4 in major) 2C (2D forced) non GF with 5cM.				
6. 1C-2C 2D= 12-14 balanced or D, 2N = 17-19.				
7. Drury, P 1M, 2C= 3cM 9+, 3D = 4cM 9+				



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(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> <u>K</u>	<u>A</u> Kx	<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> <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> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x <u>x</u> x	H x <u>x</u> x x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	<u>x</u> x x x	

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

AQ for reverse attitude K for standard count

**CARDING METHODS, REVERSE ATTITUDE STANDARD COUNT**

	Primary method v suit contracts	Primary method v NT contracts
On Partner's lead	A/Q Attitude: low encouraging, high discouraging / Other reverse Count. Suit preference when dummy has no losers	
On Declarer's lead	Count: high-low=even no. of cards; upwards = odd	
When discarding	Reverse attitude then standard count.	

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

Suit preference on declarers lead after giving count.

**SUPPLEMENTARY DETAILS (continued)**

- 8. 1M -2N 3C any min with x, then 3D asks for shortage, 3H=C, 3S = D, 3N = other M 3H/S/3N as above 15+, 3D =15+ bal, 4M 12-14 bal.
- 9. 1N tf, breaks are 3M min, 3 suit nat, 2N max no suit.
- 10. after 2N rebid use other minor checkback.
- 11. 2♦, 2♥, 2N = strong 4441, 3♣ asks, bid suit below singleton, bid of single then Asks for 2-1 points, next suit is 5-6, then 7-8 etc. responder is captain - picks contract.
- 12. 1C p 1H (1S), 2N natural but may have 4H.

**GENERAL DESCRIPTION OF BIDDING METHODS**

**5 CARD MAJORS, 2/1, 15-17 NT**

**1NT OPENINGS AND RESPONSES**

<b>Strength</b>	15-17	Tick if artificial and provide details below <input type="checkbox"/>
<b>Shape constraints</b>	May have 5CM	Tick if may have singleton <input type="checkbox"/>
<b>Responses</b>	2♣ Stayman – non promisory (Smolen)	
2♦	Transfer to hearts <sup>9</sup>	2♥ Transfer to spades <sup>9</sup>
2♠	Transfer to clubs (2N no fit)	2NT Transfer to diamonds (3C nf)
Others	3♣=54mmGF, (3D? 3H=C, 3S =D) 3♦=55mm GF, 3♥/♠= single (4 in other major), Transfer to M then new suit is suit GF	
Action after opponents double	XX= 5cs, suit is lower of 2, pass is values	
Action after other interference	X = TO (natural for artificial bids), 2 level NF, 2N lebensohl, 3 level GF.	

**TWO-LEVEL OPENINGS AND RESPONSES**

	Meaning	Responses	Notes
2♣	Game forcing or 23+ balanced	2D relay, Kokish	
2♦	Multi M 9-11 hcp, strong 4441 <sup>11</sup>		
2♥♠	Weak 4-8 hcp	2NT (asks for feature)	
2NT	20 – 22; 3♣ 5CPStayman,	3♦/♥ Transfer; 3♠ 5♠/4♥	

**OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE**

Inverted m raises, 2 over 1 GF. 1N response to opener is semiforcing (5-11) denies 4cM, impossible 2♠<sup>4</sup>. Weak jump shifts.

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