

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	9+	A	2 (1)	NAT or BAL	TRANSFER responses, WJS	
1♦	9+	A	4	Open 1♣ BAL 18-19(20)	2-level JS=4-8 6 cards NF 2NT=bad raise; 3 raise =7-10	
1♥	9+	B	5 (4)	1♠ ART <FG, 1NT 5+ ♠ F1	2NT = FG raise 3♣+ raises	C
1♠	9+	B	5 (4)		(1♠-3♥ NAT)	C
3 bids	0+	<input type="checkbox"/>	6	Pre-empt / 3NT Good 4M bid	3NT NAT or save suggesting	
4 bids	0+	<input type="checkbox"/>	6	Natural Pre-empt	4m – 4NT Natural	
*(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		Wide range	New suit F1			
Jump overcall		Weak, wide range may be 5 cards at 2-level, Intermediate in 4 th				
Cue bid		(1m)-2m = Majors, 1♠-2♠ = ♥+♦, 1♥-2♥ = ♠+♦ 5-5 or better				
1NT		15-18	Stayman, 4-suit transfers (xfer to opener's suit=long or short)			
2NT		1m-2NT= ♠+other minor, 1M-2NT=♣+other major 5-5 +				
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣		x/1♦/1NT = CRO others NAT	Min NT = FR			
Short 1♣/1♦		As to natural 1m, double more emphasis on majors				
Weak 1NT		2♣ MM				
Strong 1NT		2♦ = ♥ or ♠+m 2♥=5♥+m, 2♠ NAT 2NT = Good 3m overcall, DBL PEN	Passed Hand: DBL 10+ vs WK NT; >=14 DBL = 5m 4M	After Pen x Pass F/2m (WK NT only); x take-out		
Weak 2		x take-out, 4m=bid m + other M lebensohl				
Weak 3		x take-out; 4m=bid m+M 4NT Nat, cue good raise; 3NT-4♣ relay				
4 bids		x take-out; (4m) – 4NT NAT; (4M)-4NT 2-suiter				
Multi 2♦		x 12-15 BAL or strong unbal/19+ bal Lebensohl				
SLAM CONVENTIONS						
Name	Meaning of Responses		Action over interference			
RKCB 4NT (M agreed)	(4♠ RKCB for ♥) 14 / 03/2 / 2+		DOPI / ROPI			
4NT Encourage/Discourage	when minor agreed: 4NTdisc if NT bid naturally, 5m ENC; other way round if NT not bid naturally (4NT RKCB if a jump with a minor agreed)					
5NT GSF (5S in clubs)	6 trump suit none, 6NT two, others define honours/length in trumps					

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	Any, but x more general vals 4♠+, 1-level x = xfer	
Special meaning of bids	Transfers at 1-level, bids ART after 2-suited overcall	
Exceptions / other agreements	jumps fit; 2NT (after 1M) & cue good raise	
Agreements after opponents double for takeout		
Redouble	M: 9+ (then x t/o) m: transfer	2NT Weak raise (m) Good raise (M)
Jump raise	Weak	New suit 1♥ x 1♠ NAT F1 else TRANSFERS
Jump in new suit: Weak at 2-level after 1♣ Jump in OM = Weak raise Otherwise FIT		
Other agreements concerning doubles and redoubles		
Double t/o even in FP auctions other than: after a pre-empt, after a 2/1 FG, after we have made a penalty pass or double, of a suit partner has bid (but 1♣ (2/3♣ natural) x t/o). (1 suit) x (1♥/1♠) x shows +4 cards in doubled major. "Action" – x by pre-emptor in non-FP auction shows extra offence. x of any response to a pre-empt is take-out of pre-emptor's suit. Support x: x by opener of 4 th hand simple overall shows 3-card support for responder's suit Redouble only SOS if cannot be strong. Rosenkranz xx: (1 suit) 1 suit (x) xx = Hx + some values.		
OTHER CONVENTIONS		
Lebensohl after take-out doubles and after partner's overcall when strength undefined; otherwise 2NT in response to a take-out double= 2 or more places to play; 2NT reverse good/bad in 5 th position. 4 th -suit ART FG 2♦+, even in already forcing auctions (BUT 2♣ is ART if 4 th suit). H) 2NT/3♣ xfer positive; 3red=sound weak two in next suit; 3♠ 5-5 MAJ 4-8		
SUPPLEMENTARY DETAILS		
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).		
A)	Open 1♦ with 4 & 11-14 BAL but may open 1♣ on a min or with bad diamonds. 1-level responses to 1♣ transfers (1♠=♦), show major before longer ♦ unless FG. Opener completes transfer to 1M on 11-14 BAL/semi-BAL or min with 3-card support. 1♣ - 1red – 1NT = 18-20 BAL; 1♣ - 1red - 2NT = INV+ major suit raise; 1♣ - 1♦ – 2♠ ART (FG in ♠ or 3+ ♥ raise); step 1 asks 1♦ - 3♣ is NAT INV. 1♦ - 1NT-2♣ = F1, 1♦-1NT-3m weak 1♣-2♣-2♦ = NAT or 12-14 BAL (then 2♥=FG relay) 1♦-2♣-2♥ = 4441; 2♠ = FG ♣ raise; 2NT = 18-19; 3♦ = FG; 1♦-2♣-2♦-3♣ = FG 1♦-2♣-2♦-2♥ ART FG Relay 1♦ – 1♥-2♥-2♠ enquiry, other non-jumps NF, jumps splinters; also after 1♦-1♠-2♠ After a WJS in a major 2NT asks for shortage. After 1m – 1x – 2-level reverse, lower of 4 th suit and 2NT is lebensohl, others forcing. 1♦ - 1M - 2♠ / 2NT = Artificial	
B)	1M may be a good 4-card suit in 3 rd seat. Min. (9-13 HCP) hands with 5M may open 1M or 2M in 3 rd seat; 14-16 hands 5332 with 5M tend to open 1M but may open 1NT Many of opener's rebids & continuations after opening 1M are artificial.	

OPENING LEADS 3rd & 5th v. suits, 2nd & 4th v. 1/2 NT, Attitude vs 3NT+

(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	9 8 <u>J</u> x	10 x <u>x</u> x	H x <u>x</u>
	H x <u>x</u> x	H x x x <u>x</u>	H x <u>x</u> x x x	<u>x</u> x	x <u>x</u> <u>x</u>	x <u>x</u> <u>x</u> x	x x x x <u>x</u>
v. NT contracts	<u>A</u> K x (x)	A J <u>10</u> x	K <u>Q</u> 10	K <u>Q</u> x	K J <u>10</u>	K 10 <u>9</u>	Q <u>J</u> 10
	<u>Q</u> <u>J</u> x	J <u>10</u> x	10 x <u>x</u>	10 <u>9</u> x	9 <u>8</u> 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> <u>x</u>	H x x <u>x</u> x <u>x</u>	<u>x</u> x	<u>x</u> x x	<u>x</u> <u>x</u> x x	<u>x</u> <u>x</u> x x <u>x</u>

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

***RUSINOW in bid suit.** K for count/unblock (NT). Count on K in suits if not poss. Bath Coup. Lead top of low cards vs. suits if length known. Lead top of 3, second from 4 low against NT.

CARDING METHODS

	Primary method v suit contracts	Primary method v NT contracts
On Partner's lead	Rev. Att. (Suit Pref.)	Rev. Att. (Suit Pref.)
On Declarer's lead	Suit Pref. (Std Count)	Smith Peter (Count, Suit Pref.)
When discarding	Rev. Attitude (Suit Pref.)	Rev. Attitude (Suit Pref.)

Other carding agreements, including secondary methods and exceptions to above

Suit pref. on partner's lead if attitude irrelevant. Current count when returning partner's suit against NT, switches usually attitude (count in cash-out positions). Suit pref. in trumps. Smith Peter against NT (high-low encourages the suit led at trick 1 from both sides). With known 6+ length in a suit, middle encourages, high/low suit preference.

SUPPLEMENTARY DETAILS (continued)

- C) 3♣ limit, 3♦ 11-14 unspecified shortage, 3M+1 7-10 s'ton somewhere, higher = void
- D) Overall usually constructive+ (2m cue may be fairly weak NV) 2NT if available is INV+ raise.
- E) Later doubles take-out if their suit defined, else treated as take-out but may be t/o of the other major. Dixon doubler usually needs a strong hand to double again but may compete NV at pairs.
- F) Double = some values by partner of a 2♣ opener, balanced by opener at 2-level; higher doubles by opener PEN; all cue bids of opponents' suit natural if sensible. Positive response usually F4NT. Positives lighter in competition.
- G) After 2♣ overcall or artificial double with no anchor suit, system ON, double = a 2♣ response; after 2m overcall with one anchor major cue = 5 cards in other major INV. Transfers after any overcall up to 3♦, bids nat FG over 3♥ or higher



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GENERAL DESCRIPTION OF BIDDING METHODS

5-CARD MAJORS - 2/1 MAJOR FG - TRANSFER RESPONSES TO 1♣

1NT OPENINGS AND RESPONSES

Strength	(14)15-17	Tick if may contain a singleton	<input checked="" type="checkbox"/>
Shape constraints	may have 6m, 45 M/m. Rarely 5M or a singleton (more common in 3 rd)		
Responses	2♣ Major suit & range enquiry at least INV+ does not promise a 4CM		
2♦	Transfer to ♥ (weak or FG if 5 cards)	2♥	Transfer to ♠ (weak or FG if 5 cards)
2♠	INV no major / FG ♣+major	2N	Transfer to clubs (weak or FG)
Others 3♣ xfer to ♦, 3♦ FG ♦+major, 4m m/M 2-suiter, 3M 3-suited short in bid major			
Action after opponents double		System on if x is art., else Nat; xx by opener 5+ suit	
Action after other interference		x t/o of NAT bid else values, 2NT+ transfers (G)	

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	FG or good 22+ BAL	2NT+ ART (transfers); 2♥ rebid nat or 25+ Bal	(F, H)
2♦	Flannery in 4 th (5♥+4♠ 14-17) else	2NT Nat, 2M NF constructive	
2♥	Weak (sound in 2 nd and 4 th seat, random in 3 rd ; may be 5-card suit NV or in 3 rd seat)	2NT asks for shortage, 3-level NAT F1, 4♣ RKCB, 2♠ NF	
2NT	Good 20- poor 22 BAL	5CM Muppet Stayman, 4-suit transfers	

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).
We open nearly all 11-counts. Opening bids are not forcing but we may respond with 0 HCP.
1♣ opening NAT or balanced, includes all good 17-bad 20 bal even with longer diamonds.
1♣ may have a 5 hearts or longer diamonds in 11-14 if min / bad suit.
In 3/4 seat ♣ may have 6 diamonds or be 4441 or any 5422 with long minor if strong
1♥ - 1♠ is artificial, denies a game force, usually 0-4 ♠ but may have 5+ ♠ if also 3+ hearts.
1♥-1NT = F1 with 5+ spades.
Double usually take-out including in many low-level Forcing Pass sequences.

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