


OTHER OPENING BIDS					
	HCP	See note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10+		3	May be 3	Splinters; 2♠/♥/♦ are weak; inverted m 1♦ response often bypassed to bid M
1♦			3	3 IF 4432	Splinters; 3♣ = weak; 2♠/♥ are weak
1♥		1	5		1NT is up to 11; 2NT/3♠/♦ +2♠ or 3♥ are 4 cd support. 2♣ by passed hand is Drury.
1♠		1	5		
3 bids	5+		6		
4 bids	8+		7		
*(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	
Simple overcall		5+	Useful Space Bids (note 7) UCBs. Fit jumps.		
Jump overcall		6+	Weak when natural		
Cue bid		MICHAELS; weak or v. strong 2NT = game try (note 5).			
1NT	Direct: Protective:	15-18 11-14	Systems on “		
2NT	Direct: Protective	Lower two suits 19-21	Systems on		
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES		
Strong 1♣		X = good hand; WJO.			
Short 1♣/1♦		X = normal TO; Cue = Michaels; Jump cue = bid 3NT with stop			
Weak 1NT		X Pen, 2♣ = Ms, 2♦ = 1M, 2♥ = H + m, 2♠ = S + m, 2NT = ms (note 8).			
Strong 1NT		X Pen, 2♣ = Ms, 2♦ = 1M, 2♥ = H + m, 2♠ = S + m, 2NT = ms (note 8).			
Weak 2		X = T/O; Leaping Michaels; Lebensohl; Cue asks for stop.			
Weak 3		X = T/O; non-leaping M over 3M; multi-landy over 3m			
4 bids		X = T/O			
Multi 2♦		X=13-16 bal or v strong; 2♥/♠ = natural; 2NT = m, pass & 2NT = 17-20.			
SLAM CONVENTIONS					
Name		Meaning of Responses		Action over interference	
RKCB		5♣=1 or 4, 5♦=0 or 3, 5♥=2, 5♠=2+QT		X = 1 step pass = 2 steps	
GERBER OVER 1NT		4♦ = 0/4, 4♥ = 1, ETC			
GSF		6♣ = 1 of top 3; 6♦ = 1 of top 2 + e; 7♣ = 2 of top 3			
Exclusion KCB		As for RKCB but excluding bid suit			

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply		4♠ (note 4)
Special meaning of bids		
Exceptions / other agreements		
Agreements after opponents double for takeout		
Redouble	New suit	Jump in new suit
10+(XX + raise = 3 card full value)	F1	Pre-emptive (see Note 9)
Jump raise	2NT	Other
pre-emptive	See note 9	
Other agreements concerning doubles and redoubles		
Support x (show 3 card support after 1♣/♦ -P - 1♥ - 1♠ or equivalent) – through 2♥ XX of cue bid = 1 ST round control Competitive, Responsive and Game Try.		
OTHER CONVENTIONS		
Walsh responses to 1C i.e. 4,5 or 6 card diamond suit is by-passed in favour of a M unless you have a GF hand. <u>Defence to two suited overcalls</u> Unusual v Unusual NT (After 2 suited overcalls then X is pen in 1+ suit. Opener bids if weak distributional. When suits known then cue of lower shows game invite + in partner’s suit and higher cue shows 5+ GF in other unbid. 3 of partner suit is fair 2 bid (4 suit) and other M is NF. If only 1 key suit then cue = invite + in partner suit and 3 other M is forcing		
SUPPLEMENTARY DETAILS		
(Please cross-reference where appropriate to the relevant part of card, and continue on back).		
1. Jumps to 4 level are limited splinters. Jump to other M = Fit + any void and next bid asks. 3♣/♦ are limit 4 card raises. After passing 2♣ Drury shows invitational 3 card raise.		
2. Over 3♣ then 3♥/♠ show 5, 3♦ shows 4M and 3NT denies M. Over 3♦ then reverse ♥/♠ response and 3NT denies; 4m shows both M (4C = slam interest). 3♠ shows both m 5/4 or better.		
3. 2♠ over 1NT asks for min (2NT) or 5 cd max, 3♣ shows max and no 5 carder		
4. New suit after –ve double is not GF.		
5. 2NT = game try and lowest m is to play in partner’s second suit		
6. Break with 4. To 3 trump suit = weak, to 2NT = strong and to a suit = strong with weak doubleton.		
7. Non jump suit bids of opening suit or above are transfers in response to our o’call or protective o’call. Systems on after pass or double but “off” after any other intervention.		
8. 2NT is a F enquiry over all 2 level bids.		
9. After 1M is overcalled by opponents then systems on and cue is good 3 card raise..		
10. Inverted minor suit raises. Can stop if either of us bids 3m or 2NT. Otherwise GF. Systems off after intervention.		
11. After e. g. 1C – 1S – 2D then 2H = 4 th suit; 3D and 3C are GF; 2S = F1; weak via 2NT		

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Shade this box grey if using non-standard 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	<u>K</u> <u>J</u> 10	<u>K</u> <u>10</u> 9	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> 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 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 (<u>x</u>)	<u>A</u> <u>J</u> 10 x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	<u>K</u> <u>J</u> 10	<u>K</u> <u>10</u> 9	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> 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 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:-							
A & Q for reverse attitude, K for standard count; J & 10 for reverse attitude vs. NT Small from three small in partner's suit. Current count when return or later play on suit led Occasionally lead Q from KQ to get reverse attitude							
CARDING METHODS							
Signals	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Hi = Even or discourage			Hi = discourage or even			
On Declarer's lead	Hi = Even			Hi = Even			
When discarding	1 ST discard = reverse attitude then current count						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Smith Peters v NT (Hi Lo by partner = like, by leader = switch); small from 3 small in partners suit; Suit preference in trumps. Occasional Mckenney if switch required.							
SUPPLEMENTARY DETAILS (continued)							
MAJOR SUIT RAISE STRUCTURE							
With 2 trumps: 1M - 1NT							
With 3 trumps: 1M - 2M = 6-9							
1M - 3M = 10-12							
1M - 3NT = 13-15 very balanced							
With 4 trumps: 1M - 2NT = 13+; 3 suit = splinter; 3T = good; 3NT = serious slams try; 4 suit = source of tricks.							
<u>Note:</u> 2NT by passed hand = natural and 1M - 2♣ shows good 3 card raise							
1M - Bergen 3♣ = 10-12							
1M - Bergen 3♦ = 7-9							
1♥ - 2♠ & 1♠ - 3♥ = GF void + 4T; 8-12 points							
Double jumps are splinters; 8-12 pts							
Note: some changes after interference.							
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GENERAL DESCRIPTION OF BIDDING METHODS				
2 /1 GF (EXCEPT IN COMPETITION) 5 CARD MAJORS, WEAK 2 ♦/♥/♠ Standard Count; Reverse attitude; Discards are rev. attitude then current count				
1NT OPENINGS AND RESPONSES				
Strength		15-17		
Shape constraints			All balanced in range	rare singleton
Responses		2♣	Stayman	
2♦	Hearts (note 6)		2♥	Spades (note 6)
2♠	Baron enquiry (note 3)		2NT	Weak in ♣ or ♦ or GF both m
3L	All 3 bids natural and forcing			
4L	4♣ = Gerber			
Action after opponents double		xx by opener = 5 cd suit; by responder = 2x4 cd suits		
Action after other interference		Lebensohl style. (after 1NT, fast shows Major and X = val for 2NT)		
TWO-LEVEL OPENINGS AND RESPONSES				
Meaning			Responses	
2♣	Very strong hand. 2♦ -ve;		Kokish	
2♦	5-9 with 6 (5) suit; 2♥/♠ constructive NF; 2NT = feature enquiry ; 3♣/♥/♠ = natural & F			
2♥	5-9 with 6 (5) suit		2NT = feature enquiry; new suit GF	
2♠	5-9 with 6 (5) suit		2NT = feature enquiry; new suit GF	
2NT	20-22 3♣=5 card stayman, red transfers – complete with 3T; 3♠=m (note 2). 4♣/♦ are natural and forcing; 4♥/♠ are to play.			
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE				
(Please include details of any agreements involving bidding on significantly less than traditional values).				
PREEMPTS 1 st in hand n/v versus v = may be very weak 1 st or 2 nd in hand V 3♣/♦ = two of top 3 honours 3 rd in hand = variable otherwise = traditional 4 th suit is GF 1 NT over 1M is up to 11 points 2♣ by passed hand in response to 1M is Drury and shows invitational 3 card raise				