

DEFENSIVE METHODS AFTER OPPONENTS OPEN		
<b>OPPONENTS OPEN A NATURAL ONE OF A SUIT</b>		
Simple overcall	Simple suit overcalls at the 1 level show 8-16 and at the 2 level 10-16 card suit. A 2 level overcall requires a 6+ card suit or a very good 5 card suit.	
Jump overcall	Jump overcall is weak 5 to poor 10 and good 6 card suit	
Double	Shortage in opening suit and opening points or 17+ points	
1NT	Direct: Protective	1NT shows 15-17 with at least 1 stopper, with 18+ double
2NT	Direct: Protective	This is the Unusual 2NT – see “Other Conventions” In protective position, 2NT is 18-20 pts fairly balanced with at least 1 stopper
<b>OPPONENTS OPEN WITH</b>		
Strong 1♣ or Short 1♣/1♦	Bid naturally	
Weak 1NT	Bid naturally with 16+ pts, also see Landy	
Strong 1NT		
Weak 2, 3 & 4	Double = take out	
Multi 2♦		
<b>SLAM CONVENTIONS</b>		
Name	Meaning of Responses	Action over interference
Blackwood	Player calls 4NT, Partner responds 5♣ with 0 or 4 aces; 5♦ with 1 ace, 5♥ with 2 aces; 5♠ with 3 aces To ask for Kings, player then calls 5NT. Partner responds 5♣ with 0 or 4 kings; 5♦ with 1 king, 5♥ with 2 kings; 5♠ with 3 kings	
Cue Bids	after trump suit agreed indicating first or second round controls	
4NT quantitative	Use after 1NT or 2NT opening to Invite partner to bid a slam	
<b>OTHER CONVENTIONS</b>		
<b>Fourth Suit Forcing</b> - A bid in the fourth suit is artificial, showing no particular holding in that suit but requesting partner to describe his/her hand further After 1♣ - 1♦ - 1♥, 1♠ is forcing		
<b>Unassuming Cue Bid</b> - Bid opens suit in response to partners overcall with at least 3+ card support and 10+pts asking for more information. Partner will rebid overcall suit with less than 12pts		
<b>Negative Double</b> - After partner opens and is overcalled. Shows 8+ pts and 4cards in other major. If forcing partner to bid at 2 level 9+pts required. (1♦-1♥-1♠- negative double shows 5♠)		
<b>Landy</b> - A 2♣ overcall of 1NT shows both majors, promising at least 5-4 in the majors with 9-15 pts.		

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<b>Michaels</b> - Bid of Openers Major shows 2 sound 5 card suits and 8 pts. Other major and a minor. Bid of Openers Minors shows two 5 card Majors. <b>Normal Response to MCB</b> , preference, jump pref to level of fit, game bid, raise Cue with game try or better hand <b>2NT response to MCB</b> asks which minor				
<b>Unusual 2NT</b> - Overcalling opener with 2NT shows 2 - 5 card suits in lowest unbid suits. Applies over 1NT opening as well as Suit openings. <b>Responses to 2NT</b> , preference, jump pref to level of fit, game bid, raise Cue with game try or better hand In Direct Position 8+ pts, In Protective position it is 18-20 fairly balanced with at least 1 stopper				
<b>COMPETITIVE AUCTIONS</b>				
Agreements after opening of one of a suit and overcall by opponents				
Level to which <b>Negative Doubles</b> apply			2♠	
Exceptions / other agreements			Jump raise pre-emptive	
Agreements after opponents double for takeout				
Redouble	9+ HCP	New suit	Forcing	Jump in new suit forcing
2NT	Good raise	Other		
Other agreements concerning doubles and redoubles				
<b>CARDING METHODS</b>				
	<b>Primary method v suit contracts</b>	<b>Primary method v NT contracts</b> <small>Note 18</small>		
<b>On Partner's 1<sup>st</sup> lead</b>	Attitude - low encouraging, high discouraging			
<b>Partner's other leads</b>	Count – HELO - High Even, Low Odd			
<b>On Declarer's lead</b>	Count – HELO – High Even, Low Odd			
<b>Discards</b>	low encouraging, high discouraging			
<b>Suit preference signals</b>	High – higher ranking other suit Low – lower ranking other suit <ul style="list-style-type: none"><li>Given by Partner on lead when leading for ruff by partner.</li><li>When dummy comes down with a singleton or void in a suit contract.</li><li>When clearing a suit</li></ul>			

## SUPPLEMENTARY DETAILS

**1 Balanced hands not 12 to 14.** Open higher of 4 card suits, except if spades and hearts

**Unbalanced hands:** always open the longest suit. With 2 5-card or longer suits always open the higher ranking. Consider Rule of 20 for light openings

**4441 hands** 4441 hands bid the suit below the singleton if the singleton is red, else bid the middle suit – Roast Beef Boiled Mutton

**2 Rule of 20:** If HCP + length of 2 longest suits is 20+ consider opening with 10 HCP

**3 NT rebids:** After 1 level response 1NT shows 15-17; 2NT shows 18-19

**4 After Opponents × 1NT;** Halmic wriggle - Redouble asks for a response of 2♣, which is either passed or corrected to show a 5 card suit and bid the lower of 2 four card suits. Opener passes with 3 cards in the suit bid or bids the next suit up. This guarantees finding at worst a 4/3 fit and hopefully a 4/4 fit.

**5 After 2NT response to weak 2 opening.** opener rebids suit if in the lower end of the range, otherwise bids a feature (e.g. A or K) or bids 3NT with AKQxxx

**6 After 1♣-1♦-1♥;** 1♠ is natural and forcing

**7 Double of a conventional bid** - indicates a holding in that suit eg 1NT-P-2♣× Indicates a holding in clubs. And is lead directing.

**8 Responding to partners double**

**Unbalanced**

0-8pts bid at lowest level  
9-12pts single jump bid  
13+ bid game

**Balanced**

6-9pts bid 1NT  
10-12pts bid 2NT  
13-15pts bid 3NT

A NT response to a TO double shows at least 1 stopper

**9 Up to 2 level double is for takeout thereafter for penalties** – exceptions –when partner has doubled a weak 3 or 4 bid this is for takeout and when partner has doubled 1NT which is for penalties

**11 2♣ Opener** followed by 2♦ - 2NT is not forcing

**13 All bids natural** after interference.

**15 Weak two** in 4<sup>th</sup> position should be fairly strong as it has ltd use as a pre-empt.

**16 4NT Opening** requests information on Aces.

5♣ = 0 Aces, 5♦ = A♦, 4♥ = A♥, 5♠ = A♠, 2NT = 2Aces, 6♣ = A

**18 Carding Method vs NT Contracts** Establish a long suit, lead top of run with honours or top of an inside run – lead second highest of long suit without honours.



**Name**

**Club No**

**EBU no**

**Partner**

**Club No**

**EBU no**

## GENERAL DESCRIPTION OF BIDDING METHODS

**Acol With Weak Two's in Three Suits** -- / -- / --- /

### 1NT OPENINGS AND RESPONSES

**Strength** 12 to 14pts

**Shape constraints** Only one doubleton, no singleton.

**Responses** 2♣ Stayman >=11pts reqd. Can be varied, depending on ability to cope with response

2♦ Transfer to Hearts 2♥ Transfer to Spades

2♠ Transfer to Minors 2NT Good 11pts or 12 pts - Balanced

Others 3♣/♦/♥/♠ = 5+ card suit and slam interest.

Action after opponent's double See [note 4](#)

Action after other interference Bid naturally,

Action after suit opening raised by opener to 1NT Bid Naturally

### TWO-LEVEL OPENINGS AND RESPONSES

**Meaning**

**Responses**

2♣ 2C opening is 23+ or 'game going' (min 16 points), 2♦ response is 0-6 . (Game going means reasonable chance of game opposite a hand where partner would pass a 1 level response)

2♦, ♥ or ♠ Weak two, 5-poor 10 pts and good 6 cd suit [note 15](#) 2NT 15+ pts, asks for more info see [note 5](#)

2NT 20 – 22 balanced Stayman & 3♦/♥ Transfer

### OTHER OPENING BIDS

	HCP	Min leng	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	12*-19	4	For choice of opening - <a href="#">note 1</a>	1NT response = 6-9
1♦	12*-19	4	* Light openings possible - <a href="#">note 2</a>	2NT response over a 1-level suit bid shows 10-12 pts
1♥	12*-19	4	For opener's NT rebids - <a href="#">note 3</a>	2NT response over a minor = 15+pts
1♠	12*-19	4		
3 bids	5- poor 10	7		
4 bids	5- poor 10	8		