

OTHER OPENING BIDS

	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11*-19	<input type="checkbox"/>	3	* Light openings possible For opener's NT rebids – note 1	1NT response = 6-9 Jump to 2♥♠ weak (4-8). Note 10. Response to 1♣♦ – Note 3 Response to 1♥♠ – Note 2	
1♦	11*-19	<input type="checkbox"/>	3			
1♥	11*-19	<input type="checkbox"/>	5			
1♠	11*-19	<input type="checkbox"/>	5			
3 bids	<10	<input type="checkbox"/>	7	Pre-emptive		
4 bids	<10	<input type="checkbox"/>	8	Pre-emptive		

*(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		Natural		
Jump overcall		Weak, usually 6 card suit. 3♣ is 5-5 in highest suits.		10, 9
Cue bid		5-5 in the extreme suits.		9
1NT	Direct: Protective:	16-18 11-14	As for 1NT opening	
2NT	Direct: Protective:	Lowest two unbid suits Lowest two unbid suits		9
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣		Double= both majors; 1NT both minors		
Short 1♣/1♦		Natural		
Weak 1NT		Double = penalties;		8
Strong 1NT		Double = penalties;		8
Weak 2		Double = take out, 2NT=~16-18		6
Weak 3		Double = take out		
4 bids		4NT=2 suited. X=Values (takeout of 4♣♦)		
Multi 2♦		16+ pts. 2N=19-21bal, 3N=22-24bal, X=takeout (Lebensohl)		

SLAM CONVENTIONS

Name	Meaning of Responses
Roman Key Card Blackwood	5♣=0 or 3 KC; 5♦=1 or 4. 5♥=2, no trump Q; 5♠=2+ trump Q. Later 5NT asks for number of kings. Next non-trump bid after 5♣♦ asks for trump Q – then new suit shows trump Q + K suit, lowest of 5 trump/5NT denies trump queen, otherwise 5NT shows trump Q and 2 outside K. Interference: After X or 5♣♦ normal responses + pass, X for 5♣♦. After 5♥♠, X/pass = odd/even number of KC, 5♠/NT=2 with trump Q. Normal blackwood if no natural suit bid.
Gerber	4♠ is Gerber after 1N or 2N opening.

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply		3♠		
Special meaning of bids		Cue bid = Forcing		
Exceptions / other agreements		Jump raise pre-emptive		
Agreements after opponents double for takeout				
Redouble	9+ HCP	New suit	forcing	Jump in new non-forcing
Jump raise	System on	2NT	System on	
Other agreements concerning doubles and redoubles				
Lebensohl applies after a double of a weak 2 opening or 1 suit-pass-2 suit-X				
Double of 1 st response of 1NT is suit takeout e.g. 1♠-P-1NT-X				
OTHER CONVENTIONS				
Fourth Suit Forcing: Game forcing. After 1♣-1♦-1♥, 1♠ is natural and 2♠ is FSF				
Unassuming Cue Bids Opposite partner's overcall a cue bid is forcing with support.				
Long suit trial bids: 1♥♠-2♥♠, 3 suit is invitational, showing where support is helpful				
Splinters: Unusual jump e.g. 1♥-3♠ is game forcing and shows a shortage.				
SUPPLEMENTARY DETAILS				
1 NT rebids: 1♥-1♠-1NT = 12-16(17); 1♣/♦-1x-1NT=12-14; 1x-1y-2NT = ~18-19(17); 1x-1y-3NT=long suit. After 1♥/♠-2x (10+ points), 2N=15+ game forcing, 3N = 15-16 balanced. After 1♦-2♣, 2NT=12-14, 3NT=15+. After 1NT or 2NT rebid, lowest ♣ bid is checkback.				
2 After 1♥♠ opening: Simple raise=3+ cards and ~4-7 points, jump raise=3+ cards and ~8-9 points with distribution or flat 10 count. 3♣/3♦ is invitational with 3/4 card support (opener will cue bid if strong). 2NT is game forcing, 3NT is a flat 13-15 points. no key cards (then 4NT is RKCB for Kings), 3NT=max with no key cards (then cue is K or singleton, RKCB for kings), 4 level=splinter, other 3 level = cue bid.				
3 After 1♣/♦ opening: Simple raise=~4-7 points, 5 card support; jump raise=~8-9 points with 5 card support; 2NT=10+ points with 5 card support; 3NT=13-15 flat. After 1♣-2NT, 3♣ is min. After 1♦-2NT, 3♣, 3♦ is min with 3, 4+ diamonds.				
4 Stayman: 1NT-2♣ asks for 4 card major. Extended S: 1NT-2♣-2♦-3♦ asks for 3 card M. Minor suit S: 1NT-2♣-2x-3♣ asks about minors. Then 3NT=0 or 2 4 card m, 3♦=a 4 card m, 3♥/♠ = 5 c/d. After 1NT-2♣-2x-3♣-3♦, 3♥ is asking, with 3♠/3NT responses showing c/d.				
5 After Lucas 2♥♠: Raise in ♥/♠ is preemptive. Next suit asks for 2 nd suit, other suit is to play. 2NT is game interest: 3♣♦♥♠ 3NT=clubs/diamonds min/other major min/other major max/diamonds max. After 2♥/♠-2NT-3♣, 3♦ asks for range with 3♥/♠ = min/max. After intervention: 2♥/♠-3♣/♦, X=pen, suit to play; 2♥-2♠, X asks for 2 nd suit or 2NT if S.				
6 2NT rebid after 2♣/♦ opening or 2N overcall of weak 2: 3♦♥=Transfer; 3♠=5♠+4♥; 3♣ is 5 card stayman: Bid a 5 card major, 3♦ with a 4 card major or 3NT to play. After 3♦, responder bids lowest 4 card major, 3NT to play. Similar system after a 3NT rebid (after 4♣ 4♦, 4♥♠ is natural, not puppet)				

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).

infractv. suit	A <u>K</u>	<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 <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	
infractv. NT	<u>A</u> K x (x)	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	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 or Q asks for attitude, K for count

CARDING METHODS

	Primary method v suit contracts	Primary method v NT contracts
On Partner's lead	Count: high-low = even no. of cards; upwards = odd no. Except, A or Q asks for attitude.	
On Declarer's lead	Count: high-low=even no. of cards; upwards = odd no.	
When discarding	Italian: Odd is encouraging, even is McKenney	

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

Suit preference signals

SUPPLEMENTARY DETAILS (continued)

7 Multi 2♦: 2♦-2♥ is a relay: pass=weak 2 in H, 2♠ = weak 2 in S, 2NT=20-22, 3 suit = 9+ playing tricks. 2♦-2♠ = short S, 3+ H, good hand: pass=weak 2 in S, 3♥/4♥ = poor/good weak 2 in H, 2NT=20-22, 3♣/♦/♠ = 9 playing tricks, 4 level = cue bid with strong 2 in H. 2♦-3♥ is pre-emptive with 3H and 3S. 2♦-3♣/♦/♠ to play (weak). 2♦-2NT is asking: 3♣/3♦ = H/S 8-10pts, then 3♦/3♥ asks for outside A or K; 3♥/♠=H/S 6-8pts; 3NT=20-22. After intervention: 2♦-2♥, X=good hand -opener should pass with weak 2 in ♥ otherwise describe hand, 2♠ to play. 2♦-3♣/♦, X=pen, 3♥ = play or convert.

8 Defence to 1N: 2♣=5+ in any suit or 5-5 in majors and strong (2 response is pass or correct). 2♦=5+♥ 4+♠. 2♥=5+♠ 4+♥. 2S=5+♣ 4+♠. 2N= minors. 3 suit is pre-emptive.

9 2 suited overcalls: 2NT=lowest 2 suits. 3♣=highest 2 suits. Cue bid=extremes. 1 suit, pass, 1 suit, 1NT shows 5-5 in other 2 suits.

10 After weak jump overcall or jump shift, 2NT=Ogust: 3♣♦♥♠ response= min bad suit, min good suit, max bad suit, max good suit. 3NT = AKQ (AK after WJS).



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GENERAL DESCRIPTION OF BIDDING METHODS

5 card majors, strong no trump, Lucas twos, multi 2 diamond

1NT OPENINGS AND RESPONSES

Strength 15 to 17 Tick if artificial and provide details below

Shape constraints Tick if may have singleton

Responses 2♣ Stayman, Extended Stayman, Minor suit Stayman (note 4)

2♦ Transfer to hearts 2♥ Transfer to spades

2♠ Range enquiry. 2N if min, or lowest 4 card suit. 2NT Transfer to a minor

Others 3♥/♠ = 6+ cards, forcing. 3♣/♦ = 6+ suit and 2 of AKQ, not forcing.

Action after opponents double XX=5 card suit, 2♣/♦/♥ = lowest of 2+ 4 card suits, pass requests XX

Action after other interference Lebensohl: Cue bid of anchor suit is Stayman Direct cue bid or 3NT denies a stop, via 2NT shows a stop. Double of natural bid shows values for at least 2NT

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	Game forcing or 23+ balanced	Controls (A=2, K=1). 2♦=0/1, 2♥=2, 2♠=3, 2NT=4 etc. 3♥/3♠ = 6 cards, 0-3pt, no controls.	6
2♦	Multi: Weak 2 in major, 20-22 balanced or 9 playing tricks		7, 6
2♥♠	Lucas: 5+ card suit and 4+ other suit. ~6-10nv, ~7-11v (not usually 5-4-2-2 v)		5
2NT	5+♣, 5+♦ ~6-10nv, 7-11v: ~4♣♦ preempt, 3♥♠ forcing, 3N to play		

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

Light openings possible in 3rd position