



Name: **PETE COLE [2]**

EBU No. **501375**

Partner: **SUE TADMAN [147]**

EBU No. **425018**

### OPENING LEADS

v. suit contracts	A K	A K x	K Q 10	K Q x	K J 10	K 10 9	Q J 10
	Q J x	J 10 x	10 x x	10 9 x	9 8 7 x	10 x x x	H x x
	H x x x	H x x x x	H x x x x x	x x	x x x	x x x x	
v. NT contracts	A K x (x)	A J 10 x	K Q 10	K Q x	K J 10	K 10 9	Q J 10
	Q J x	J 10 x	10 x x	10 9 x	9 8 7 x	10 x x x	H x x
	H x x x	H x x x x	H x x x x x	x x	x x x	x x x x	A Q 10 x

NT STRONG 10s: 10=touching card(s) & a non-touching higher honour / J=no higher honour

Other agreements in leading: In NT, if partner leads K then play A or J to unblock

Low card generally promises an honour. When leading partner's suit use natural leads.

### CARDING METHODS

	Primary method v suit contracts	Primary method v NT contracts
On Partner's lead	High to encourage*	High to encourage*
On Declarer's Lead	Count	Count
Other carding agreement:	DISCARDS: "HELD" (high to encourage & low to discourage)	

\*Lead of Ace (first time suit played) asks for 'attitude' (or suit preference if switch expected)

\*Lead of King (first time suit played) asks for 'count' (OR in NTs play A or J to unblock)

After winning trick on partner's lead, give current count with return lead

### SUPPLEMENTARY DETAILS (continued)

[Note 6] **CAPPELLETTI** (<=7 losers, either direct or protective)

2♣=6-card suit [2♦=which suit?] (double of an overcall also asks which suit)	
2♦=5/4 or 4/5 in ♥+♠ [2NT=which is 5-card?]	10+ hcp N-V and 12+ hcp Vulnerable
2♥=5♥ +4 of a minor [2NT=which minor?]	10+ hcp N-V and 12+ hcp Vulnerable
2♠=5♠ +4 of a minor [2NT=which minor?]	10+ hcp N-V and 12+ hcp Vulnerable
2NT =5♣ and 5♦ (<=7 losers)	
Same meanings in fourth position	

[Note 7] After partner doubles Op's 1NT any bid is for transfer (2C=D 2D=H 2H=S 2S=2C)

[Note 8] **LEBENSÖHL** After Weak 2 and double by partner:

2NT <=8 pts / partner bids 3♣. Responder then passes or bids their suit
Other response 8+hcp natural
But if over 2♥, 2♠=0-7 *2NT/3♣/3♠ =invite and 3♣ direct =forcing

### GENERAL DESCRIPTION OF BIDDING METHODS

**4-CARD Majors, WEAK No-Trump, REVERSE BENJI, Inverted Minors**

### 1NT OPENINGS AND RESPONSES

<b>Strength:</b> 12-14hcp	<b>Shape Constraints:</b>	May have 5-card Major
<b>Responses:</b>	2♣ <b>STAYMAN*</b> (non promisory) 1NT-2♣-2♦-3♦ asks for 3-card major	
	2♦ 5+ Hearts, non-forcing	2♠ 11 hcp balanced, no 4-card Major
	2♥ 5+ Spades, non-forcing	2NT 12 hcp balanced, no 4-card Major
	3♣/♦ 6+2 top honours (invitational to 3NT)	3♥/♠ 6 of suit (forcing to game)
	4NT bid 6NT with max (or pass)	5NT bid 7NT with maximum (or 6NT)

Action after opponents double: **HALMIC [Note 1]**

Action after other interference: Simple Lebensöhl (bid 5card suit 2-level <=10pts or 2NT-3C-suit)

### TWO-LEVEL OPENINGS AND RESPONSES

Meaning	Responses
2♣ 23+ hcp (game force ex 2♣-2♦-2NT)	2♦=0-3 2♥=4-6 2♠=7-9 [2NT-3♠=Stayman] 2N=10+hcp
2♦ 16+hcp & 8PT any suit or 21-22 balanced	2♥ relay after which opener bids suit or 2NT=21/22
2♥ 6-10 hcp with <=8 losers, 6 in suit	2NT asks for more info: 3♣=6-7hcp <2/3top honours
2♠ & 2+ of 10-A (may have 4 other Major)	3♦=6-7 2/3top 3♥=8-10 <2/3 3♠=8-10 2/3 3NT=AKQ
2NT 19-20 hcp, balanced	<b>PUPPET STAYMAN</b> / Red suit transfers / 3♠=5♠+4♥ [NOTE 2]
	4♣=GERBER (also when bid directly opposite 1NT or 2NT)

### OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Opening bids use losing trick count <=7 losers & (Rule of 20)

1NT rebid by opener=15-16hcp & 2NT=17-18hcp (over 2-level response 2NT=15+hcp forcing to game)

\* **CHECK-BACK STAYMAN** (also after 2NT rebid)

After opening 1 of suit and response 1♥/1♠ and rebid 1NT [15-16hcp] 2♣= >=8pts and 5 of suit bid

2♦= 15 hcp, no 3-card support, no 4-card other Major / 2NT = same but 16hcp

2 of bid Major =3-card support / 2 of other Major =no 3-card support but 4-card suit

### OTHER OPENING BIDS

	hcp	min length	special responses
1♣	11+	4	1NT=6-9 no 4-card Major * non-forcing if partner has passed
1♦	11+	4	1-2=10+pts+support no4M *(new=asking/jump=splinter) 1-3=<10pts+support+di
1♥	11+	4	1NT=6-9 or 2NT=JACOBY(support & forcing to game unless partner has already passed)
1♠	11+	4	
3 bids	6-10	7	Opener: 3H/S=5 losers, 3N=6 losers, 4H/S=7 losers or 3 of new suit=singleton/void & 4 of new suit=5cards+2/3hons
4 bids	6-14	7M / 8m	

### DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	8+ hcp, 5+suit	Change of suit=forcing	[NOTE 5]
Jump overcall	6-10 hcp 6+suit		
Cue bid	Michael's		[NOTE 3]
1NT Direct:	16-18 hcp with stop in suit bid	Stayman & transfers	
Protective:	11-14 hcp (double if 15+)	Stayman & transfers	
2NT	Over 1 of a Major=5+5 in minors / over 1 of a minor=5 other +5 Hearts		
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong/short 1♣/1♦			
Weak 1NT	X= 16+hcp (or 15 with good suit) / CAPPELLETTI		[NOTE 6&7]
Strong 1NT	X= 16+hcp (or 15 with good suit) / CAPPELLETTI		[NOTE 6&7]
Weak 2 *system on	2NT=16-19hcp +stop* / Michaels / X=Take-out [LEBENSORH]		[NOTES 4&8]
Weak 3	X= Take-out [3♣-4♣ or 3♦-4♦ = 5-5 in Majors <=5 losers]		
Multi 2♦	2♥/♠ for take-out or X= other hand with opening points (2NT=Lebensohl)		

### SLAM CONVENTIONS

Name	Meaning of Responses	Action over Interference
GERBER over 1NT/ 2NT	4♣: 4♦=0/4 4♥=1 4♠=2 4NT=3 Aces [5♣ asks for Kings 0/4 1 2 3]	
CUE BIDS	(after suit agreed at 3-level) = first suit up the line with first round control	
ROMAN KEY CARD BLACKWOOD	4NT for key cards: 5♣=3/0 5♦=4/1 5♥=2-q 5♠=2+q 5NT=5 then either 5NT asks for Kings 0,1,2,3 or next non-trump suit asks partner about Q-trumps. Reply no / yes+0K / yes+1K etc	D=0/3, P=1/4, +1=2-q, +2=2+q

### COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents			
Level to which negative take-out & negative apply	3♠		
Exceptions / other agreements	INVERTED MINORS & JACOBY 2NT		
Agreements after opponents double for takeout			
Redouble	10+hcp, no fit	New suit	Natural
Jump Raise	Pre-emptive	2NT	JACOBY
			Jump in new suit
			Good suit, forcing
Other agreements concerning doubles and redoubles			
Opening - overcall - double = 8+pts & "I have been robbed of my bid" [over major =4-other Major]			

### OTHER CONVENTIONS

Fourth suit forcing (except at one level) (forcing to game)
Gambling 3NT opener (long solid minor with top 3 honours and no outside Ace)
Inverted minors (no 4-card Major) 1-2=support&10+hcps, 1-3=support&<10hcps+distribution (also over interf)
Trial bids after 1 Major - 2 Major (asks for help for game i.e. A or K or <=2) Respond 3M no / 4M yes
Splinter bids (double jump into new suit with void or singleton) 11+pts. Game forcing
Double of conventional bid is lead-directing
Double of opponent's 1NT response to their partner's opening 1 of a suit, is for take out
When opps bid 1NT & transfer, bidding transfer suit is for take-out
4NT after opp's 1M-4M indicated no defence & distributional 2-suited hand. Look for fit to compete.
4NT opening =24+ points, asking for specific ACES (5C=none 5D/5H/5S/6C or 5NT=2 Aces)

### SUPPLEMENTARY DETAILS

[Note 1] HALMIC: response to 1NT doubled (double by fourth hand = pass by opener then "wriggle")
Pass = to play or 3-3-3-4 <8hcp / opener redoubles / responder =pass or 2♣ / opener picks suit
** = a 5-card suit <8hcp / opener=2♣ / responder bids 5-card suit
2♣♦♥ = <8hcp lowest of more than 1 4-card suit / opener passes with 3 or bids to find 7-card fit
[Note 2] PUPPET STAYMAN: 2NT - 3♣ asks for 5-card Majors
3♦ =no 5-card but at least 1x4-card Major / 3♥ =5+H / 3♠ =5+S / 3NT =no 4 or 5-card Major
After 3♦ bid non-4-card Major, or with both, 4♣ =slam interest [4NT=Aces?] 4♦ =no slam interest
[Note 3] MICHAEL'S CUE BIDS 1♣-2♣ or 1♦-2♦ =min 5♥+5♠ / 2NT=choose suit
1♥-2♥ or 1♠-2♠ = 5-5 in other Major & a minor / 2NT=which minor?
[Note 4] LEAPING MICHAEL'S (<=5 losers)
2♥-4♠/♦ or 2♠-4♠/♦ = 5-5 in other Major & that minor / pass or 4♥/♠
[Note 5] UNASSUMING CUE BID - opposite overcall, cue bid of opponent's suit asks whether overcall was an opening hand. Simple raise = no, any other bid =yes.