			OPENING	LEADS			
A cts	۹ <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
v. suit contracts	<u> 7</u>	<u>J</u> 10 x	10 <u>x</u> x	<u>10</u> 9 x	9 <u>8</u> 7 x	10 <u>x</u> x x	Н х <u>х</u>
> <u>5</u>	Ч х х <u>х</u>	H	H	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
L s A	۹ К х (<u>х</u>)	A J <u>10</u> x	<u>K</u> Q 10	<u>K</u> Q x	K J <u>10</u>	K <u>10</u> 9	<u>Q</u> J 10
v. NT contracts	<u>J</u>	<u>J</u> 10 x	10 <u>x</u> x	10 <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> x x	Н х <u>х</u>
> <u>5</u>	Ч x x <u>x</u>	H	H	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	A Q 10 <u>x</u>
NT STRON	IG 10s:	10=touchin	g card(s) & a	non-touchin	g higher hon	our / J=no ł	nigher honoi
Other agreeme	ents in lead	ling:	In NT, if partn	er leads K the	en play A or J t	o unblock	
ow card genera	ally promises	an honour. \	When leading p	artner's suit ι	ise natural lea	ds.	
		(METHODS	6		
		Primary	method v suit	contracts	Primary r	nethod v N	T contracts
On Partner's le	,			High to encourage*			
On Declarer's	Lead	1	Count		Count		
Other carding a	agreement	DISC	ARDS: "HEL	D" (high to		low to diag	
strier caraing t		. Diod	ANDO. HEL	D (nigh to	encourage &	low to ulso	ourage)
	<u> </u>						
Lead of Ace (1	first time s	uit played) a	sks for 'attitud	le' (or suit p	reference if s	witch exped	cted)
Lead of Ace (f Lead of King (first time s (first time s	uit played) a uit played) a	sks for 'attituo asks for 'coun	le' (or suit p t' (OR in NT	reference if s s play A or J	witch exped	cted)
Lead of Ace (1 Lead of King (first time s (first time s rick on par	uit played) a uit played) a tner's lead, g	sks for 'attituo asks for 'coun	le' (or suit p t' (OR in NT punt with ret	reference if s s play A or J urn lead	witch expect to unblock)	cted)
Lead of Ace (i Lead of King (first time s (first time s rick on par	uit played) a suit played) a tner's lead, g SUPPLEM	sks for 'attituc asks for 'coun give current co ENTARY D	de' (or suit pr t' (OR in NT bount with ret ETAILS (d	reference if s s play A or J urn lead continued)	witch expect to unblock)	cted)
Lead of Ace (1 Lead of King (After winning to Note 6] CAPP	(first time s (first time s rick on par S PELLETTI	uit played) a suit played) a ther's lead, g SUPPLEM (<=7 losers	sks for 'attitud asks for 'coun give current co ENTARY D s, either direct	de' (or suit pr t' (OR in NT bount with ret ETAILS (or or protectiv	reference if s s play A or J urn lead continued) e)	witch expector	cted)
Lead of Ace (1 Lead of King (Ifter winning to Note 6] CAPP	first time s (first time s rick on par \$ PELLETTI 2♣=6-card	uit played) a suit played) a ther's lead, g SUPPLEM (<=7 losers suit [2•=wh	sks for 'attituc asks for 'coun give current co ENTARY D	de' (or suit pr t' (OR in NT pount with ret ETAILS ((or protectiv ible of an ove	reference if s s play A or J urn lead continued) e)	witch expect to unblock)	cted)
Lead of Ace (1 Lead of King (Infer winning to Note 6] CAPP	first time s (first time s rick on par \$ PELLETTI 2♣=6-card 2♣=5/4 or 4	uit played) a suit played) a ther's lead, g SUPPLEM (<=7 losers suit [2∳=wh /5 in ♥+♠ [2	sks for 'attitud asks for 'coun give current co ENTARY D a, either direct ich suit?] (dou	de' (or suit pro- t' (OR in NT- bount with ret ETAILS (<i>tor protectiv</i> able of an ove 5-card?]	reference if s s play A or J urn lead continued) e) rcall also asks	witch expect to unblock) which suit) nd 12+ hcp Vul	Inerable
Lead of Ace (1 Lead of King (After winning tr Note 6] CAPP	first time s (first time s rick on par S PELLETTI 2€=6-card 2€=5/4 or 4 2♥=5♥ +4 c	uit played) a uit played) a tner's lead, <u>c</u> SUPPLEM (<=7 losers suit [2♦=wh /5 in ♥+♠ [2 of a minor [2	sks for 'attitud asks for 'coun give current co ENTARY D s, either direct ich suit?] (dou 2NT=which is	de' (or suit provide' (OR in NT ount with ret ETAILS (or for protectiv able of an ove 5-card?] inor?]	e) rcall also asks 10+ hcp N-V ar	witch expect to unblock) which suit) nd 12+ hcp Vul nd 12+ hcp Vul	Inerable
Lead of Ace (1 Lead of King (After winning tr Note 6] CAPP	(first time s (first time s rick on par S PELLETTI 2=6-card 2=5/4 or 4 2=5\$ +4 or	uit played) a uit played) a tner's lead, <u>c</u> SUPPLEM (<=7 losers suit [2♦=wh /5 in ♥+♠ [2 of a minor [2	sks for 'attitud asks for 'coun give current co ENTARY D a, either direct ich suit?] (dou 2NT=which is 2NT=which m NT=which min	de' (or suit provide' (OR in NT ount with ret ETAILS (or for protectiv able of an ove 5-card?] inor?]	e) rcall also asks 10+ hcp N-V ar	witch expect to unblock) which suit) nd 12+ hcp Vul nd 12+ hcp Vul	Inerable
Lead of Ace (1 Lead of King (After winning tr Note 6] CAPP 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	first time s (first time s rick on par S C C C C C C C C C C C C C C C C C C	uit played) a suit played) a tner's lead, c sUPPLEM (<=7 losers suit [2♦=wh /5 in ♥+♠ [2 of a minor [2 of a minor [2	sks for 'attitud asks for 'coun give current co ENTARY D s, either direct ich suit?] (dou 2NT=which is 2NT=which min NT=which min losers)	de' (or suit provide' (OR in NT ount with ret ETAILS (or for protectiv able of an ove 5-card?] inor?]	e) rcall also asks 10+ hcp N-V ar	witch expect to unblock) which suit) nd 12+ hcp Vul nd 12+ hcp Vul	Inerable
Lead of Ace (1 Lead of King (After winning tr Note 6] CAPP 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	first time s (first time s rick on par S PELLETTI 2 2 = 5 - card 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - c 2 - c 2 - c 2 - c 2 - c 2 - c 2 - 2 -	uit played) a suit played) a ther's lead, g SUPPLEM (<=7 losers suit [2+=wh /5 in ♥+♠ [2 of a minor [2 of a minor [2 nd 5+ (<=7 nings in four ubles Op's 1	sks for 'attitud asks for 'coun give current of ENTARY D ENTARY D a, either direct ich suit?] (dou 2NT=which is 2NT=which min losers) th position INT any bid is	te' (or suit pro- t' (OR in NT: bount with ret ETAILS (of f or protectiv ible of an ove 5-card?] inor?] nor?]	reference if s s play A or J urn lead continued) e) rcall also asks 10+ hcp N-V ar 10+ hcp N-V ar 10+ hcp N-V ar	witch expect to unblock) which suit) nd 12+ hcp Vu nd 12+ hcp Vu nd 12+ hcp Vu	Inerable Inerable
Note 6] CAPP	first time s (first time s rick on par S PELLETTI 2 2 = 5 - card 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - c 2 - c 2 - c 2 - c 2 - c 2 - c 2 - 2 -	uit played) a uit played) a ther's lead, <u>c</u> SUPPLEM (<=7 losers suit [2♦=wh /5 in ♥+♠ [2 of a minor [2 of a minor [2 nd 5♦ (<=7 nings in four <u>ubles Op's 1</u> After Weak	sks for 'attitud asks for 'coun give current of ENTARY D ENTARY D ENTARY D 2NT=which is 2NT=which min losers) th position INT any bid is 2 and double	te' (or suit provide ' (OR in NT: bount with ret ETAILS (<i>c or protectiv</i> ble of an ove 5-card?] inor?] nor?]	e) rcall also asks 10+ hcp N-V ar 10+ hcp N-V ar (2C=D 2D=H	witch expect to unblock) which suit) nd 12+ hcp Vul nd 12+ hcp Vul nd 12+ hcp Vul nd 12+ hcp Vul	Inerable Inerable Inerable
Lead of Ace (1 Lead of King (After winning tr Note 6] CAPP	first time s (first time s rick on par S PELLETTI 2 2 = 5 - card 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 2 + 4 0 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - card 2 2 = 5 - c 2 - c 2 - c 2 - c 2 - c 2 - c 2 - 2 -	uit played) a uit played) a ther's lead, g SUPPLEM (<=7 losers suit [2♦=wh /5 in ♥+♠ [2 of a minor [2 of a minor [2 nd 5♦ (<=7 nings in four ubles Op's 1 After Weak 2NT <=8 pt	sks for 'attitud asks for 'coun give current of ENTARY D ENTARY D a, either direct ich suit?] (dou 2NT=which is 2NT=which min losers) th position INT any bid is	te' (or suit provide ' (OR in NT: bount with ret ETAILS (<i>c or protectiv</i> ble of an ove 5-card?] inor?] nor?] <i>c for transfer</i> by partner: ds 3 * . Resp	e) rcall also asks 10+ hcp N-V ar 10+ hcp N-V ar (2C=D 2D=H	witch expect to unblock) which suit) nd 12+ hcp Vul nd 12+ hcp Vul nd 12+ hcp Vul nd 12+ hcp Vul	Inerable Inerable Inerable



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GENERAL DESCRIPTION OF BIDDING METHODS

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

1NT OPENINGS AND RESPONSES

Strength:	12-14hcp	Shape Constraints:		May have 5-card Major	
Responses:	2 STAYMAN*	(non promisory)	1NT-2	-2+-3+ asks for 3-card major	
	2♦ 5+ Hearts, no	on-forcing	2♠ 11 hcp balanced, no 4-card Major		
	2♥ 5+Spades, no	on-forcing	2NT 12 hcp balanced, no 4-card Major		
	3 ♣/♦ 6 +2 top honou	rs (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 Lebensohl (bid 5card suit 2-level <=10pts or 2NT-3C-suit)

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses
2 🏶	23+ hcp (<i>game force ex 2</i> ◆ -2 ♦ -2NT)	2♦=0-3 2♥=4-6 2♠=7-9 [2NT-3♣=Stayman] 2N=10+hcp
2♦ 1	6+hcp & 8PT any suit or 21-22 balanced	2♥ relay after which opener bids suit or 2NT=21/22
	6-10 hcps with <=8 losers, 6 in suit	2NT asks for more info: 3♣=6-7hcp <2/3top honours
2 ♠ ⁸	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 PUPPET STAYM	AN / Red suit transfers / 3 ≜=5≜ +4♥ [NOTE 2]
	4 ♣ =GERBER (also when bid directly op	pposite 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 response2NT=15+hcp forcing to game * CHECK-BACK STAYMAN (also after 2NT rebid)

fter 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			Agreements after opening of one of a suit and overcall by opponen				nents
1♣	11+	4	1NT=6-9 no 4-card Major * non-forcing if partner has pa			Level to which negative take-out & negative apply 3				
1♦	11+	4	1-2=10+pts+support no4M *(new=asking/jump=splinter)1-3=<10pts+support			Exceptions / other agreements INVER			INVERTED N	MINOF
1♥	11+	4	1NT=6-9 or 2NT=JACOBY(support & forcing to game			Agreements a	ifter opponents do	ouble for takeout	·	
1♠	11+	4	unle	ess partner has already pa	assed)	Redouble	10+hcp, no fit	New suit	Natural	
3 bids	6-10	7	Opener: 3H/S=5 losers, 3I	N=6 losers, 4H/S=7 losers or		Jump Raise	Pre-emptive	2NT	JACOBY	
4 bids	6-14	7M / 8m	3 of new suit=singleton/void & 4 of new suit=5cards+2/3hons			Other agreem	ents concerning c	loubles and redo	ubles	
	DEFEN	ISIVE ME	THODS AFTER OPP	ONENTS OPEN		Opening - ove	ercall - double = 8-		en robbed of m DNVENTION	-
OPPONENT	S OPEN A	CONVENTIONAL SPECI		SPECIAL	Nataa	Fourth suit forcing (except at one level) (forcing to game)				
NATURAL ON	E OF A SUIT		MEANING	RESPONSES	Notes	Gambling 3NT opener (long solid minor with top 3 honours and no o				no ou
Simple overc	all	8+ hcp, 5	+suit	Change of suit=forcing	[NOTE 5]	Inverted mino	rs (no 4-card Major)) 1-2=support&10+h	ncps, 1-3=suppor	rt&<10
Jump overca	ıll	6-10 hcp	6+suit			Trial bids afte	r 1 Major - 2 Majo	r (asks for help fo	or game i.e. A o	or K or
Cue bid		Michael's			[NOTE 3]	Splinter bids (double jump into new suit with void or singleton) 11				11+pts
1NT	Direct:	16-18 hcp	with stop in suit bid	Stayman & transfers		Double of con	Double of conventional bid is lead-directing			
	Protective:			Stayman & transfers		Double of opponent's 1NT response to their partner's opening 1 of a				
2NT		Over 1 of a l	Major=5+5 in minors / over 1	of a minor=5 other +5 Heart	ts	When opps bid 1NT & transfer, bidding transfer suit is for take-out				
OPPONENTS OPEN WITH DEFENSIVE		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes 4NT after opp's 1M-4M indicate						
			METHODS	RESPONSES		4NT opening =	24+ points, askin			
Strong/short	1♣/1♦							SUPPLEMEN		
			X = 16+hcp (or 15 with good suit) / CAPPELLETTI [NOTE 6&]			[Note 1] HALMIC: response to 1NT doubled (double by fourth hand				
Strong 1NT			o (or 15 with good suit) / CA	·	[NOTE 6&7]					
Weak 2	*system on		· · ·	X=Take-out [LEBENSOH]	NOTES 4&8]	-				
Weak 3			ut $[3 \bigstar - 4 \bigstar \text{ or } 3 \bigstar - 4 \bigstar = 5$			2♣♦♥ =<8hcp lowest of more than 1 4-card suit / opener passe				
Multi 2		2♥/≜ for ta	ke-out or X = other hand v	with opening points (2NT=	Lebensohl)	[Note 2] PUP	PET STAYMAN:	2NT - 3 ♣ asks	for 5-card Maj	iors
		S	LAM CONVENTION	S		3	=no 5-card but at	least 1x4-card Majo	or / 3♥=5+H /	3 ≜ =5
						fter 3♦ bid non -4-ca				
Nar			ning of Responses	Action over		[Note 3] MICI	HAEL's CUE BID	S 1 ≜-2 ≜ or 1♦-2	♦ =min 5♥+5♠	/ 2NT=
GERBER ove	er 1NT/ 2NT	4	4 4 ♥ =1 4 ♠ =2 4NT=3 A	ces [5♣ asks for Kings 0/	4 1 2 3]	1	♥-2♥ or 1♠-2♠ = 	5-5 in other Major &	k a minor / 2NT=\	which I
CUE	BIDS (after suit agreed at 3-level) = first suit up the line with first round control				[Note 4] LEA	PING MICHAEL'S	, ,			
ROMAN K		4NT for key cards: $5 \neq = 3/0$ $5 \neq = 4/1$ $5 \neq = 2+q$ $5NT=5$ D=0/3,then either 5NT asks for Kings 0,1,2,3 or next non-trump $P=1/4,$ $+1=2-q,$					2 ♥ -4♣/♦ or 2♠-4♣	•/♦ = 5-5 in other	Major & that mi	inor /
BLACK						[Note 5] UNA	SSUMING CUE	BID - opposite ove	rcall, cue bid of c	oppone
BEAGINIOOD		suit asks partner about Q-trumps. Reply no / yes+0K / yes+1K etc +2=2+q				was an opening hand. Simple raise = no, any other bid =yes.				

COMPETITIVE AUCTIONS							
ments after opening of one of a suit and overcall by opponents							
to which negative take-out &	k negative apply	3♠					
otions / other agreements		INVERTED MINC	NVERTED MINORS & JACOBY 2NT				
ements after opponents doub	le for takeout						
uble 10+hcp, no fit	New suit	Natural Jump in new suit					
Raise Pre-emptive	2NT	JACOBY Good suit, forcing					
agreements concerning dou	ubles and redoubl	les					
ing - overcall - double = 8+pt	ts & "I have been	robbed of my bio	l" [over major =4-other Major]				
	OTHER CON	IVENTIONS					
n suit forcing (except at one	level) (forcing to	game)					
oling 3NT opener (long solid	minor with top 3 l	honours and no c	outside Ace)				
ed minors (no 4-card Major) 1-	·2=support&10+hcp	os, 1-3=support&<1	Ohcps+distribution (also over interf)				
oids after 1 Major - 2 Major (a	asks for help for ç	game i.e. A or K o	or <=2) Respond 3M no / 4M yes				
er bids (double jump into ne	w suit with void o	r singleton) 11+p	ts. Game forcing				
e of conventional bid is lead	-directing						
e of opponent's 1NT respon	se to their partne	r's opening 1 of a	i suit, is for take out				
opps bid 1NT & transfer, bi	opps bid 1NT & transfer, bidding transfer suit is for take-out						
after opp's 1M-4M indicated i	no defence & dist	ributional 2-suite	d hand. Look for fit to compete.				
pening =24+ points, asking f	or specific ACES	(5C=none 5D/5H	H/5S/6C or 5NT=2 Aces)				
SUPPLEMENTARY DETAILS							
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							
2] PUPPET STAYMAN: 2NT - 3							
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							
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?							
4] LEAPING MICHAEL'S (<=5 losers)							
2♥-4♣/♦ or 2♠-4♣/♦ = 5-5 in other Major & that minor / pass or 4♥/♠							
5] UNASSUMING CUE BID - opposite overcall, cue bid of opponent's suit asks whether overcall							