

OTHER OPENING BIDS						
	HCP	See note	Min length	Meaning	Special responses	Notes
1♣	10+		3	Walsh 1♦ inverted raises 3 WJS, 3X = nat, 2NT = nat		
1♦	10+		3	Inverted raises 3 WJS 3♣=6+inv, 2NT = nat		
1♥	10+		5	1NT=semi forcing 2NT=GF raise 3x=inv NF 1		
1♠	10+		5			
3 bids			6	3NT=gambling others=pre-emptive		
4 bids			7	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		
Simple overcall		Natural, can be 4 @ 1 level		2NT=M value raise unassuming cue bids jump cue=mixed raise fit jumps		
Jump overcall		Weak 5+ cards (better suit vulnerable)				
Cue bid		Michaels 5/5				
1NT	Direct: Protective:	15-18 11-14		as for 1NT opening as for 1NT opening		
2NT	Direct: Protective	Unusual NT 19-21		as for 2NT opening		
Opponents open with		Defensive method				
Strong 1♣						
Short 1♣/1♦						
Weak 1NT		X=pen 2♣=majors, 2♦=1 major, 2M = 5+M/4+m				
Strong 1NT						
Weak 2		X=takeout Lebensohl 2NT=16-18 Leaping Michaels				
Weak 3		X=takeout				
4 bids		X=takeout 4NT=2 suited, strong				

Multi 2♦	
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COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	All the way	
Special meaning of bids	2NT=fit with support cue bid=mixed raise	
Exceptions / other agreements		
Agreements after opponents double for takeout		
Redouble Values/Penalties	New Suit Natural	Jump in new suit Frequently fit
Jump raise Pre-emptive	2NT Sound raise	Other
Other agreements concerning doubles and redoubles		
Generally takeout until we find a fit Game try at 3-level when opps bid 3 of suit below ours Doubles of 2 suited overcalls generally suggest penalties, further doubles are penalty Doubles after we open 1NT are takeout initially		
OTHER CONVENTIONS		
Lebensohl	Kokish	2 way checkback (4) 4SF game Italian cues Drury (5)
SLAM BIDDING		
RKCB 1/4, 0/3, 2/5, 2/5+Q, 2+ void, 6suit = 1 + void bid suit, 6trump suit = 1 + higher void EKCB 0/3, 1/4, 2/5, 2/5+Q, 2+ void, 6suit = 1 + void bid suit, 6trump suit = 1 + higher void 5NT King ask with 1 King bid it, with 2 bid the one you don't have Action over interference DOPI/ROPI		
SUPPLEMENTARY DETAILS		

1. 1M-2NT=GF, responses: 3♣=min (then next suit asks for shortage) 3♦=balanced non-minimum
3♥=short clubs 3♠=short diamonds 3NT=short other major 4x=second suit
2. 2♣-2♦-2NT = 22-24 balanced 2♣-2♦-2♥ = GF with ♥s or 25-26 bal (2♠ relay clarifies)
3. after inverted raise step one=weak NT 2NT=18-19
4. 2♣= puppet to 2♦ or any invite 2♦=GF, 3NT = puppet to 3♣ to play or slam try 5431
5. (from passed hand) 2♣=3/4 card support and max pass
6. completing transfer shows at least Hxx support new suits above 3m are shortage

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	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 <u>x</u> x	<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> K x (<u>x</u>)	<u>A</u> <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 <u>x</u> x	<u>10</u> 9 x	9 <u>8</u> 7 x	10 <u>x</u> x x	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:-							
2/4 vs. NT Lead of King vs. NT asks for unblock							
CARDING METHODS							
Signals		Primary method v suit contracts			Primary method v NT contracts		
On Partner's lead		Current count (HiLo=even) or if requested attitude (Low=encourage)					
On Declarer's lead		Current count (HiLo=even)					
When discarding		Current count (HiLo=even)					
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
McKenney suit preference where obvious							
SUPPLEMENTARY DETAILS (continued)							
If they overcall showing 2 suits, the lower cue = good raise the higher cue = natural and forcing bid of unbid suit							
After a reverse rebid of responder's suit is forcing for one round cheapest of 4 th suit and 2NT is blackout other bids are natural and forcing							

GENERAL DESCRIPTION OF BIDDING METHODS

5 card majors, 2/1GF, 15-17NT, 3 weak 2s

1NT OPENINGS AND RESPONSES

Strength	(14+) 15-17		
Shape constraints	5cM and 6cm both possible		
Responses	2♣ Stayman		
2♦	5+♥ (break to values)	2♥	5+♠ (break to values)
2♠	6+♣ (complete with fit) (6).	2NT	6+♦ (complete with fit) (6)
Others	3♣=5cM ask	3♦=both minors GF	3M=short in that major
Action after opponents double		XX=to play	
Action after other interference		Double=takeout Lebensohl(FASS)	

TWO-LEVEL OPENINGS AND RESPONSES

Meaning	Responses	Notes
2♣	23+bal or GF unbal or 9+tricks (any) 2.	2♦=neg/waiting others=good suits 2
2♦	Weak	2M= constructive non forcing, 2N asks for feature
2♥	Weak	2N asks for feature
2♠	Weak	2N asks for feature
2NT	20-22 bal	3♣=Stayman RST Smolen 3♠=msS 5

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

In 4th seat 2♦/2♥ and 2♠ are natural intermediate weak 2's

2NT is rarely natural in competitive auctions

Both players of a partnership must have identically completed convention cards.
Cards must be exchanged with opponents for each round. (Word V 1.0)