

Name
Partner

ASHOK KW

Last changed
25 Mar 19
24-4-20

OPENING LEADS : initially 2nd & 4th, strong K at NT

> suit	<u>A</u> <u>K</u> <u>Q</u> J x H x x <u>x</u>	<u>A</u> <u>K</u> x <u>J</u> 10 x H x x <u>x</u> x	<u>K</u> Q 10 10 x <u>x</u> H x x <u>x</u> x x	<u>K</u> Q x <u>10</u> 9 x <u>x</u> x	K <u>J</u> 10 9 <u>8</u> 7 x x <u>x</u> x	K <u>10</u> 9 10 x x <u>x</u> x <u>x</u> x x	<u>Q</u> J 10 H x <u>x</u>
> NT	<u>A</u> K x (<u>x</u>) <u>Q</u> J x H x x <u>x</u>	A <u>J</u> 10 x <u>J</u> 10 x H x x <u>x</u> x	<u>K</u> Q 10 10 x <u>x</u> H x x <u>x</u> x x	K <u>Q</u> x <u>10</u> 9 x <u>x</u> x	K <u>J</u> 10 9 <u>8</u> 7 x x <u>x</u> x	K <u>10</u> 9 10 x x <u>x</u> x <u>x</u> x x	<u>Q</u> J 10 H x <u>x</u>

Other agreements in leading, e.g. high level contracts, partnership suits:-

A/Q for attitude (low=like), K for count (high=odd) – or UNBLOCK at NT.

Middle-Up-Down

When first card not count, next card is HIGH for even remaining, LOW for odd.

CARDING METHODS

	Primary method v. suits	Primary method v. NT contracts
Partner's lead	LOW to encourage	Same except on KING unblock or show count
Declarer's lead	High for even number	Same
Discarding	High for higher suit; Low for lower suit (aka McKENNEY)	

Other carding agreements

Count HI=EVEN : Attitude Low=GOOD : first count card is always current count

SUPPLEMENTARY DETAILS (continued)

Mixed raises : suit – new_suit – raise_new_suit – raise_suit : always forcing going back to a minor, always non-forcing going back to a major

In a competitive situation, keep 4N as unusual – at least (often more than) 5-5 is two lower suits.

New suit by responder after suit rebid by opener is one round force (and jump is splinter)

In all competitive situations raises are pre-emptive; cue for good raise.

1N/2N : transfer via 2R then raise to 4M invites slam, transfer then 4N quantitative

1N/2N : transfer via 4R then 4N is ace ask

If they double Stayman/Transfers : P with no stop (XX asks again) and normal response promises a stop. After 2L response : new suit F1, jump splinter, jump rebid GF

GENERAL DESCRIPTION OF BIDDING METHODS

Weak NT and 3 Weak Twos

1NT OPENINGS AND RESPONSES

Strength	NV (seats 1-3) 11-14 else 12-14		No singleton expected	
Resp	2♣	Stayman promises M (then 3m GF, 2♦-3♥/♠ invites 55/64)		
2♦	hearts (break=2cd), new suit GF, jump splinter, raise NF		2♥	spades (break=2cd), new suit GF, jump splinter, raise NF
2♠	Game try (11-12pts) with (a) flat (b) long m. Responder bids lowest choice they'd refuse, 3N to accept all.		2N	Weak 1m, or strong ♣+♦. Opener must bid 3♣ and responder P 3♦ with weak, bids shortage with strong.
Others	3 any=good suit and slamming, 4♣=ace ask (count), 4R transfer			
Action after X	XX=bid 2♣, suit=lower of 2			
Action after natural overcall	X takeout @ 2L/3L, 2N puppet to 3♣, 3X GF single suited, 3N no stop (SLOW SHOWS)			

TWO-LEVEL OPENINGS AND RESPONSES

2♣	Strong; forcing to suit agreement (new suits F1)	2♦ nothing better to say; then lowest <u>suit</u> over opener's suit rebid = 2 nd negative 2♣-2♦-2♥ = ♥ or GF flat (2S asks)after 2♠, any 3L promises hearts+that
2♦	usually 6 and 3-11 hcp by seat & vulnerability (10-13 in 4 th seat)	2M/3m: forcing 1R (but NF in competition)
2♥		2♦-2N ask 3♣/♦=min/med, 3M=max+stop
2♠		2M-2N, any 2-suit : asking (steps for bad hand-bad suit, bh-gs, gh-bs, gh-gs). Still applies in comp (if they X or 2M overcall).
2N	Good 20-22 balanced	3♣ Puppet Stayman, 3R/4R transfer, 3♠=♣+♦, 3R-3M-4M invite, 4♠=1m tbc

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

4N opening asks for specific aces (5♠=none, 5N=two, 6♣=clubs)

OTHER OPENING BIDS				
		len	MEANING	RESPONSES
1♣		4+	natural 1N (2N) rebid 15-17 (18-20) and over 1N with 3-way checkback (still on if they have bid); non-jump 2N rebid GF (3♣ ask, 3♦=max)	2N shows 16+balanced; DJ in suit is GF splinter
1♦		4+		2N shows 4cd support and GF values (Jacoby) even if they bid; DJ suit shortage; 3N raise no shortage
1♥		4+		
1♠				
3L		6+	constructive in 2 nd /4 th	4♣ (4♦ over 3♣) - slam interest
3N			solid minor (little else in 1 st /2 nd)	4♣ : pass/correct to play m 4♦ : spl ask (M=short, 5m=short om) 4N : asks for 8 th card, F1
4X			natural	
DEFENSIVE METHODS AFTER OPPONENTS OPEN NATURAL 1X				
Simple overcall		wide range new suit=F1R, cue with good raise 2N=nat		
Jump overcall		weak, except strong over weak 2N over 2M game try enq (responses as weak2)		
Cue bid		shows MM or m+OM; jump cue asks for stopper over 2M, 2N asks range (3m=min, 3M=max corresp m)		
1N	Direct: Protective:	15-17 11-14 stayman/transfers as over 1N		
J 2N	Direct: Protective:	at least 55 two lowest suits (weak or strong) Protective=20-22 flat + system on.		
OPPO OPEN		DEFENSIVE METHODS		SPECIAL RESPONSES
Strong 1♣		all natural		
Short 1♣/1♦		2♣ natural; 2♦=majors (55+) 2N = both minors ♣ ♦ in 4 th is natural unless needed as a cue bid bid of opened suit natural except is a cue bid when partner overcalls and they pass		
any 1NT gambling 3N over 1m-P-1N (even if short club)		2♣=hearts + other 2♦=spades + other (show shorter of 54 majors) 2N minors or GF 2-suiter; 2♣-2♦ / 2♦-2♥ asks and responder shows 5cd suit (perhaps passing); over 1N-2N bid better minor		
Weak 2		X=takeout, 2N=17-19, cue asks stop, 4m=5m+5OM NF (aka Leaping Michaels) 2N over X forces 3♣ (Lebensohl)		
Weak 3		X takeout, cue is MM or m+OM		
4 bids		X takeout (~values over M); 4M-4N=2PP, 4m-4N=nat		
Multi 2♦		X=13-16 flat or strong, P then X weaker, 2N=17-20		

SLAM CONVENTIONS					
Name		Meaning of Responses		Interference	
4N ace asking		5♣=1/4, 5♦=0/3, 5♥=2-noQ, 5♠=2+Q, 5N=even KC+void, 6L=odd KC+void Qask:trumps=no, else shows Q and side K after 4N, then 5N asks simple count of kings		DOP1B2 ... ROP1B2 ...	
4C ace ask		count with 4♦=0 and 5♣ for kings similarly		simple	
Exclusion		TBC triple jump or 5L jump (when clearly not natural)		count of	
Exclusion		responses same as after 4N		KC	
COMPETITIVE AUCTIONS					
Level to which negative doubles apply		4♥, higher doubles increasingly values less takeout; 1N-X, 1any-1N-X: all penalty			
Special meaning of bids		jump is fit jump; d-jump is splinter			
Exceptions +					
Agreements after opponents double for takeout					
XX	9+ penalty	New suit	F1	Jump in new suit	fit jump
Jump raise	Pre-emptive	2NT	4 cd support and good raise to 3L; 3M signoff and others show values; jump shortage		
Other agreements concerning doubles and redoubles					
Of slam (except sacrifice) or by pre-emptor : asks for unusual lead					
After 1N-X-suit: X by 4th seat is penalties, second X from either hand shows (extra) values & willing to defend					
Of opponents transfer after 1N: shows that suit (usually overcalling strength)					
Trial bids show length over major, stopper over minor.					
Unassuming cue bids. Responsive X to 3S.					
After 1♣-1♦: X shows both majors and 1M might be 4					
OTHER CONVENTIONS					
Intervention over asking bids: pass if they bid above your bid, X if they bid your bid, respond as normal otherwise.					
After 1M-2N (which is GF) : 3♣ is minimum, 3X is shortage with 3M for clubs, 3N balanced extras, 4X void bid and minimum.					
FSF as fourth bid : asks partner to describe hand : GAME FORCE					
After a reverse at 2L : suit at 2L is F1, 2N puppet to 3♣ for weak hands, any suit at 3L is GF.					
Checkback responses: 3-way with, after 1N, 2♣ puppet to 2♦ for all invites, and 2♦ as GF, and 2N as puppet to 3♣.					
After non-jump 2N rebid, 3♣ asks strength (3♦=max, else not)					

Additional Notes for 1N/2N slam interest in other.

FOURTCds, and 4N is used to bid 2-suited hands.