

SPECIAL USES OF DOUBLES:

Competitive Doubles 1♦ 1♠ 2♣ 2♦ X competitively.
 Responsive Doubles 1♥ 2♥ X responsively.

SLAM CONVENTION	Meaning of Responses	Action over interference
Name KEY CARD* BLACKWOOD 0314	5♣ = 0 or 3; 5♦ = 1 or 4; 5♥ = 2 without Q; 5♠ = 2 with Q. see sheet	DOPI ROPI

Other Conventions:

SPLINTERS, support and singleton
 LEBENSÖHL*
 FOURTH SUIT FORCING
 TRIAL BIDS* (from length)
 CHECKBACK
 UNASSUMING CUE BID
 Over 1NT X
 XX Bid 2C Pass or correct to 2D
 2C Stayman
 2H/2S Transfers

OPENING LEADS	v suit contract	4th..and 2nd..MUD.....
	AK K109 109X HXXX	AKX QJ10 987X HX
	AKX QJ10 987X HX	QJ10 QJX 10XXX XX
Other leads	v NT contracts	4th..and 2nd strong 10s..A&Q attitude.....
	AKX(X) K109 10XXX HXXX	AKX QJ10 QJX 109X 987X XX XX XX
(In all the card combinations shown, circle the card normally led if different from standard i.e. undefined card.)		

CARDING METHODS	Describe Primary Method. State alternative in brackets.
On Partner's lead	High/Low Even, Low/High Odd, High - encouraging
On Declarer's lead	High/Low Even, Low/High Odd
When Discarding	Odd encouraging. Even McKinney
Exceptions to above	

UCB after Opponents overcall

A lowest level cue bid shows 4+ card support, 10+ hcp, and asks about strength of opening
 With a min opening, opener rebids suit (even if only 4 cards) at the lowest level
 Any other bid describes hand and is a game force.
 Raises after overcall are preempt - single is 6-9 hcp, double weaker and shape
 Other bids are forcing. Jump cue asks NT stop

UCB after our overcall

A lowest level cue bid shows 3+ card support, 10+ hcp, and asks about strength of overcall.
 With a min. overcall (< opening bid), opener rebids suit at the lowest level
 Any other bid shows a feature and invites further competition
 Raises of overcall are preemptive. Other bids are constructive but not forcing.

Trial Bids

After a **minor** suit raise, a new suit is cheapest honour feature aiming for 3NT
 Without NT interest or with min. raise, responder returns to the minor suit

After a **major** suit raise, a new suit bid asks for support (Hon or shortness).

With support (but not min) or a max. raise, responder should bid game

Openers 1NT is doubled

Pass Content (8+ hcp) or nowhere to go.
 Other bids are weak, 0-7 hcp
 XX Opener must bid 2C and pass 2D, if bid
 2C Stayman
 2D/H Transfers to 2H/S
 Transfers Over 1NT, 2D trans to 2H, 2H trans to 2S, 2S trans to 3C and responder passes or corrects to 3D