

OTHER OPENING BIDS				
	HCP		Minimum	CONVENTIONS & SPECIAL RESPONSES
1♣	10*-19		4	* Rule of 20 (good 19 NV) Splinters
1♦	10*-19		4	Openers 1 level rebid forcing for one round. 2NT Jacoby
1♥	10*-19		4	Fit Jumps by passed hand
1♠	10*-19		4	Blackout after Opener's 4 card fit, 9-11 HCPs, & 5 reverse Lower 4 th suit or 2NT cards in bid suit
3 bids	<10		7	3 & 4 level Pre-empts: 1 st & 3 rd weak; 2 nd constructive
4 bids	<10		7	
Opening in 3rd seat – Drury – see below				
Opening in 4th seat use rule of 15 or bid Strong 2's as Acol				
Michaels: Bid Opener's suit when strong or very weak; 5:5 Majors or Maj & Min: LM = Leaping Michaels 2NT response asks for minor. 3 level bid of opener's suit is Game Forcing				
Unusual 2NT = 5:5 in two lower unbid suits only strong ie good suits				
Jacoby 2NT = 4 card support for Major & <7 losers. Opener's 3 level new suit rebid = splinter: a new suit at 4 level = 5 card 2 nd suit. 4 of bid major to play				
DEFENSIVE METHODS AFTER OPPONENTS OPEN				
OPPONENTS OPEN A NATURAL 1 OF A SUIT		CONVENTIONAL MEANING		SPECIAL RESPONSES
Overcall (natural)		8+ pts and good 5+ cards; 10+ pts at two level.		
Jump overcall		Weak, good 6 card suit with 7-11 pts vul & 5-10 pts. Non-Vul in suit bid		
Cue bid		Michaels See above Bid better suit 0-9 one up; 10+ jump		
1NT Direct: Protective: 3 rd		16-18 (or good 15) As for 1NT opening but if 11-15 (can be a K short) interference natural		
UCB & Jump UCB		With 4 card support bid opponents suit after partner's overcall; Jump cue = 4 card support, 8-10 and 2 quick tricks		
Unusual 2NT		5:5 lower 2 suits; Bid better suit 0-9 pts; Bid one level up 10+ pts.		
OPPONENTS OPEN		DEFENSIVE METHODS		special responses
Strong 1♣		1 level bid a natural Overcall; X for TO; Gromoeller (see below)		
Short 1♣/1♦		1 level bid natural O'call; X for TO; Gromoeller		
Weak 1NT		Gromoeller; X in 2 nd penalties; 4 th seat after 2 passes natural 5 card suit		
Strong 1NT		Gromoeller; 4 th seat after 2 passes bid 5 card suit & 6+ pts		
Weak 2		X =TOX 13-15; new suit 19 2NT 16-18 stops systems on ; 2 of suit; Lebensohl; L.M.		
Weak 3		X =TOX 13-15; After TOX new suit 19 3NT to play; Suit O'call natural; L.M.		
4 bids -♣/♦/♥		X =TOX 13-15 suit bid = 8 tricks; 4NT = 5/5 in lowest unbid suits; 4♠ see below		
Multi 2♦		X =TOX 13-15; After TOX new suit 19 2NT=16-18 & stop; 2 of suit & Lebensohl;L.M.		
SLAM CONVENTIONS				
Name		Meaning of Responses		After interference
4NT = RKCB (1430) Majors		5♣ = 1/4, 5♦ = 0/3, 5♥ = 2, 5♠ = 2+Q trump: ROPI & DOPI		
4♣/♦ Minorwood (1430) NT & Minors		Stepped responses as RKCB : As above		
Italian Cue Bids after fit agreed		Suit bid shows 1 st or 2 nd round control below game and 1 st round control above game		
5NT after 4NT response is specific King asking		Eg if spades agreed 6♣ = K; 6♦ = K (no ♣K); 6H = K (No ♣ or ♦Ks); 6♠ = no side Ks		

COMPETITIVE AUCTIONS			
Our use of X after 1 of a suit opening bids by either side. Negative X applies at any level: egs re majors. 1C – (1D) – X = 4:4 in majors; 1H – (1S) – X = 4:4 in minors; 1C – (2D) – X = 4:3 in majors; (1H) – X – (P) – Advancer 2H forcing cue bid – no direction; 1D – (1S) – 1NT – (P) – ? Responder's 1NT does not deny necessarily 4 cards in hearts. If opener rebids hearts – support; if opener rebids first suit – show hearts; but if opener rebids 2C – return to D. TOX applies at any level: X followed by advancer's suit bid then a change of suit bid by overcaller = 18-19 TOX in 4 th seat (borrow K) eg 1 of suit – P – (P) – X; Partner must deduct K Responsive X e.g. (1H) – X – (2H) – X denies 4 spade & asks for a minor Then, (1C) – X – (1D) – X Advancer asks overcaller to bid his better major with equal length in both (1NT) – P – (P) – X = 13+ (borrow K) TOX after Opener's 1 of a suit & 1 level o'call 1C – (1H) – P – (P) – X by opener does not promise 3 spades TOX in Advancer seat after LHO opens 1 of a suit & RHO stretches e.g (1H) – 2C – (2/3H) – X has 4 spades			
Agreements after Opponents Overcall		Cue Bid = Good Raise & stop; Single raise = weak & 4 cards: Jump raise 5+ cards preemptive	
Agreements after Opponents WJO		2NT initiates Lebensol – see below	
Agreements after Opponents X for Takeout			
Redouble	9+ HCP	New suit Forcing	Jump in new suit Forcing
Jump raise in suit Pre-emptive		2NT Good raise to 3	
CONVENTIONS			
Checkback – After 1♥ – 1♠ – 1NT (15-17) & no interference 2♣; N.B.1♥ – 1♠ – 2NT = 18/19 then 3♣ same Responder's 2/3♣ (alert!) with good 7+ initiates Checkback; 7-9 is game seeking, but is used to explore for a slam if Opener's 1NT is maximum. Opener's rebid options after 2♣: 2♥ = Min hand & shows a 5 th card in opener's major 2♠ = Min hand, denies a 5 th card in opener's major but shows 3 cards in responder's major 2♦ = Min hand & no 5 th card in opener's major nor 3 card support for Responder's Major; 3♥ = Max hand shows a 5 th card in opener's major 3♠ = Max hand, denies a 5 th card in opener's major but shows 3 cards in responder's major 3♦ = Max hand & no 5 th card in opener's major nor 3 card support for Responder's Major; 1♥ – 2♦; 2NT* (15-19) – 3♣ also Checkback: 3♥ = a 5 th heart, 3♠ = 4 spades 3♦ shows neither *2NT = GF Lebenshol (FASS) after Opponents Overcall our 1NT Opener They O'call a suit they do not have – X = the suit & weak; other 2 level bids natural & weak, direct 3 level bids forcing; direct cue bid shows major(s) GF; direct 3NT & stops; bid one of suits they've shown = something in suit not forcing; bid of the only suit shown - distributional and TO; They O'call a suit they do have – X = TOX; 2 level bids natural & weak; direct 3 level bids GF & stop; Cue bid shows major(s) & stop; 2NT initiates Lebensohl for everything else. Opener rebids 3♣ – pass or correct; 3NT now = game + no stop; rebidding 3 level suit which could be bid at the 2 level is GF. They overcall at the 3 level - X = TO; suits natural & forcing; 3NT game points with stop(s) Lebenshol (FASS) after Opponents Open a weak 2 2 level bids natural, weak; 2NT 16-18 + stops; Leaping Michaels; X initiates Lebensohl; direct 3NT & stop; direct 3 of overcalled suit asks for stop GF; all other 3 level bids GF & stop or no fear; but (2♠) – X – (P) – 2NT by advancer = 0-11 HCPs; Opener rebids 3♣ – pass or correct to 3♦ 0-7 HCPs; 3♥ = invite no stop; 3♠ no fit, no stop, GF; 3NT = game but no stop; rebid 3 level suit which could be bid at the 2 level GF; If responder has bid eg (2♥) – X – (3♥) – ? Advancer's options are Pass, Bid own suit, game or TOX Lebenshol (FASS) when opponents make a 2 level natural WJO after our 1 of a suit opener Support with a fit eg 1♥ – (2♠) – 3♥ = GF; so 2NT initiates Lebensohl - continuations as above; Drury – Partner opens 1♥/1♠ in 3 rd seat. Responder's 2♣ = 4 of bid Major & 10+ asks if K borrowed? Opener will repeat major at two level if weak, rebid 3♥/♠ invitational, or 4♥/♠ game. Inverted Minors 1♦/♣ – 2♦/♣ stronger (10+) than 1♦/♣ – 3D♦/♣ weak (0-6) 4 card support & no 4-card major. 1NT response (7-9) 4333 shape & no 4 card major. Opener's rebids 2♥/♠ = 3+ cards & stop; 2NT =15-17 balanced; 3 of other minor shows 5:4, 3NT = 18-19 NB If opponents X or Overcall Barrage where possible. CUE bid now with good support			

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).					(Hatch over this box if using non-standard leads).		
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q	<u>K</u> Q x	K <u>J</u> 10	K <u>T</u> 9	<u>Q</u> J T
	<u>Q</u> J x	<u>J</u> T x	T x <u>x</u>	<u>T</u> 9 x	9 <u>8</u> 7 x	T 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>)	A <u>J</u> T x	<u>K</u> Q T	<u>K</u> Q x	K <u>J</u> T	K <u>T</u> 9	<u>Q</u> J T
	<u>Q</u> J x	<u>J</u> T x	T x <u>x</u>	<u>T</u> 9 x	9 <u>8</u> 7 x	T 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	
Carding vs NT as above							
Leads Defending Suits: as above							
**Never lead from Doubleton unless Partner has bid suit then high low as shown above.							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Declarer's lead	Revese Count = High = odd ; Low = even						
When discarding	In Suits = Reverse Attitude; In NTs = Revolving						
Discards: Suit Preference: Reverse Attitude							
CONVENTIONS (section 2)							
Non-Promissory Stayman Responder bids 2♣ with 11/12 HCPs but NOT promising a 4-card major. 2♦ by Opener denies a 4 card Major. 2♥/2♠ by Opener = 4 cards in ♥/♠. If Responder has NO 4-card major can now bid 2NT - shows 11-12. With 4-4 major fit, Responder supports at 3 or 4 depending upon strength. If Opener shows 4♥, a 2♠ bid now by Responder is Checkback showing 4 cards in spades. Without 4 cards in spades opener bids 2NT; with maximum HCPs bid 4♠ if 4-4 ♠ fit or 3NT if not. So 1NT 2♣ 2♥ 3♠ is 13+ HCP's & 4♠ in spades 'cos 2♠ = 11/12pts							
Gromoeller Overcall of Opponent's 1NT opening: 11+ HCPs, or 18+ Jump O'call as below 2♣ = 5/5 or good 5/4 in majors: or 6+ in minors, or Spades & Clubs 5:5 or 4/5. 2♦ = 6 card major or good 5: 2♥ relay; pass or correct to play. With 11+ 2♣ =3+♥; 2NT =3+♠ 2♥ = 5/4 hearts & minor: Pass to play, 3♣ pass or correct. 11+ 2♣ =3+♥; 2NT denies ♥. 2♠ = 5/4 spades & diamonds: Pass to play, 3♦ pass to play. 11+ 2NT = 3+♠; 2NT= 5/5 in minors; 3 minor to play; 11+bid game, with major stops 3NT. If Responder makes a bid or TOX after any overcall consider Pass; XX, or level of fit bid.							
Defense to Unusual 2NT overcall (immediately as responder!) NB Pass if no interest in auction X – at least 1 of known suits All subsequent Xs are for penalties; want to play in 3NT – bid it; Support but insufficient strength – stretch raise; Own suit insufficient strength bid at lowest level; if proper support and invitational strength or unbid suit with at least invitational strength, cue bid 1 of opponents suits as follows: A bid of opponents known lower ranking suit = the lower rank of the other 2 suits eg partner opens 1♥/♠ – (2NT = ♣/♦) – 3♣ shows opener's major, 3♦ shows other major. Jump to 3♠,4♣,4♦ is splinter GF; 4NT Ace asking. NB After partner X opponents INT: Pass for penalty; Takeout with 4 HCPs or less & 5 card suit but Pass also if very weak and 4-3-3-3. Nowhere to go.							
Trial Bids - After 1♥ - (P) - 2♥ - (P), opener's 2♠ is Trial bid (not a reverse) After 1♥ - (1♠) - 2♥ - (2♠), 3♥ by opener is a Barrage. But 1♥ - (1♠) - 2♥ - (2♠), 3♣/♦ by opener is a Trial bid & Invitational. After same sequence 2NT by opener also trial bid = 15+ & balanced & 'stops' in opponents suit.							



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GENERAL DESCRIPTION OF BIDDING METHODS			
3 Weak 2s / 4-card suits / 11-14 NT			
1NT Openings and Responses			
Strength 11 to 14 Shape Balanced			
Style constraint: fixed by ability to rebid, can upgrade or downgrade A4.5, K3, Q1.5, J0.5, T0.5			
Responses	2♣	Non Promissory Stayman See N.P.S. note	
2♦	Transfer to hearts	2♥	Transfer to spades
2♠/2NT	Minor suit transfers (9+ game try with 6 card suit)	3♣/♦	2NT/3♣ Break if not 3 cards & 1 of 3 top honours. Correct to 3♠/♦ if weak
Others	3♣/♦/♥/♠ = 6+ card suit and slam interest.		
Action if opponents X 1NT		Helvic Wriggle (XX = a 5-card suit, Opener bids 2♣. Pass or correct If suit bid = lower of two suits, Pass = 4333 so opener must XX and responder bids clubs and opener passes or bids his longest suit.	
Action if opponents overcall our INT		Lebenshol	
Two-level openings and responses			
	Meaning	Responses	
2♣	G.F 2♦ Relay: Others 8+ & 5 cards; 2NT 8+ balanced. Responder's 2NT rebid 0-3		
2♦♥♠	Weak 2, 5 -10 HCPs + good 6 card suit ; 2NT(15+) Features (K or A)**** Bid a Feature**** where the No of honours in the long suit plus points is 10+		
CONVENTIONS (section 1)			
2NT 20-24 & 5 card Puppet Stayman Responder bids 3♣ with 3+ of major asking for a 5-card major. Opener bids 3NT with 3 or less but 3♦ with 4 cards. Responder bids 3NT with 3 but bids the other major with 4. Opener reverts to 3NT with no fit. If responder has both majors he bids 4♦ over openers 3♦, asking him to choose. Responder's 3♠ after 2NT is a slam enquiry in minors holding 5-5. Allows RKCB, or RKCB or Cue Bid controls as seems fit.			
Weak 2's defence: (NB: TOX 13-15, & rebid 19 2NT 16-18 & STOP; 2 level bids & 3♣ to play) Lebenshol			
Leaping Michaels*			
Over 2♦ : 3♦ asks for stop; 3♥/3♠ 16-18, 6 cards; 4♣=♣&♠ a Major; 4♦=♥&♠ both 5/5 4 losers			
Over 2♥ : 3♥ asks for stop; 3♠ 16-18, 6 cards; 4♣= ♣&♠ 5/5 strong; 4♦=♦&♠ 5/5 4 losers.			
Over 2♠ : 3♠ asks for stop; 3♥ 16-18, 6 cards; 4♣= ♣&♥ 5/5 strong; 4♦= ♦&♥ 5/5 4 losers			
Multi 2♦: 3♣/3♦ natural; 3♥/3♠ 16-18, 6 cards; 4♣= ♣&♠ a Major; 4♦= ♦&♠ a Major			
Over 3's - 3♣/3♦ - 4♥/4♠ natural: 4♣/4♦ same suit = both majors, other minor = Major & suit			
Over 3♥- 4♣= ♣&♠; 4♦=♦&♠; 4♥ game force 2 suit (♠& Minor); 4♠ natural; 4NT=5♣/5♦			
Over 3♠- 4♥ natural; 4♣= ♣&♥; 4♦=♦&♥; 4♠ huge 2 suiter (♥ & Minor); 4NT = both minors.			
*Advancer bids for slam enquiry: RKCB based on the suit bid; Cue Bid opponent's suit for non bid suit and then using key card responses as a ladder.			
NOTE: Over 4♣, 4♦, 4♥ - X = TO; 4NT = Unusual 2NT style; A suit bid = 8 tricks;			
Over 4♠ 4NT = 5:5 in 2 suits. Advancer's 5♣ (black & red); 5♦ (reds); Overcaller passes or corrects.			
Break & Bounce after a Red suit transfer Break with a maximum 1NT & 4 cards in requested major by Opener rebidding 2NT saying 14 or good 13 points & 4 in the transfer suit. Responder re-transfers (so stronger hand plays contract) or if weak rebids 3 of major to play.			
Bounce with 12 non vul & values AK of suit not QJ. Note never bounce with a flat 4333 hand or when vul & opps are not. Never break holding 'quacks' All others are OK.			

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Cards must be exchanged with opponents for each round.

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