

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 reverse Lower 4 <sup>th</sup> suit or 2NT 4 card fit, 9-11 HCPs, & 5 cards in bid suit
3 bids	<10	7	3 & 4 level Pre-empts: 1 <sup>st</sup> & 3 <sup>rd</sup> weak; 2 <sup>nd</sup> constructive
4 bids	<10	7	

Opening in 3<sup>rd</sup> seat – Drury – see below

Opening in 4<sup>th</sup> 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<sup>nd</sup> 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 <sup>rd</sup>	16-18 (or good 15) 11-15 (can be a K short)	As for 1NT opening but if 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 <sup>nd</sup> penalties; 4 <sup>th</sup> seat after 2 passes natural 5 card suit	
Strong 1NT	Gromoeller; 4 <sup>th</sup> 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 <sup>st</sup> or 2 <sup>nd</sup> round control below game and 1 <sup>st</sup> 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<sup>th</sup> 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
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Agreements after Opponents WJO	2NT initiates Lebensohl – see below
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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<sup>th</sup> card in opener's major

2♠ = Min hand, denies a 5<sup>th</sup> card in opener's major but shows 3 cards in responder's major

2♦ = Min hand & no 5<sup>th</sup> card in opener's major nor 3 card support for Responder's Major;

3♥ = Max hand shows a 5<sup>th</sup> card in opener's major

3♠ = Max hand, denies a 5<sup>th</sup> card in opener's major but shows 3 cards in responder's major

3♦ = Max hand & no 5<sup>th</sup> card in opener's major nor 3 card support for Responder's Major;

1♥ – 2♦; 2NT\* (15-19) – 3♣ also Checkback: 3♥ = a 5<sup>th</sup> heart, 3♠ = 4 spades 3♦ shows neither \*2NT = GF Lebensohl (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)

Lebensohl (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

Lebensohl (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<sup>rd</sup> 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



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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> )	<u>A</u> J 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)							
<p><b>Non-Promissory Stayman</b> 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 &amp; 4♠ in spades 'cos 2♠ = 11/12pts</p> <p><b>Gromoeller Overcall of Opponent's 1NT opening: 11+ HCPs, or 18+ Jump O'call as below</b>            2♣ = 5/5 or good 5/4 in majors; or 6+ in minors, or Spades &amp; 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 &amp; minor: Pass to play, 3♣ pass or correct. 11+ 2♣ = 3+♥; 2NT denies ♥.            2♠ = 5/4 spades &amp; 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.</p> <p><b>Defence to Unusual 2NT overcall</b> (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 &amp; 5 card suit but Pass also if very weak and 4-3-3-3. Nowhere to go.  <b>Trial Bids</b> - 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 &amp; Invitational.            After same sequence 2NT by opener also trial bid = 15+ &amp; balanced &amp; 'stops' in opponents suit.</p>							

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 <b>See N.P.S. note</b>	
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 1NT	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)			
<p><b>2NT 20-24 &amp; 5 card Puppet Stayman</b> 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 opener's 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.</p> <p><b>Weak 2's defence:</b> (NB: TOX 13-15, &amp; rebid 19 2NT 16-18 &amp; STOP; 2 level bids &amp; 3♣ to play) Lebenshol  <b>Leaping Michaels*</b>            Over 2♦: 3♦ asks for stop; 3♥/3♠ 16-18, 6 cards; 4♣ = ♣ &amp; a Major; 4♦ = ♥ &amp; ♠ both 5/5 4 losers            Over 2♥: 3♥ asks for stop; 3♠ 16-18, 6 cards; 4♣ = ♣ &amp; ♠ 5/5 strong; 4♦ = ♦ &amp; ♠ 5/5 4 losers            Over 2♠: 3♠ asks for stop; 3♥ 16-18, 6 cards; 4♣ = ♣ &amp; ♥ 5/5 strong; 4♦ = ♦ &amp; ♥ 5/5 4 losers  <b>Multi 2♦:</b> 3♣/3♦ natural; 3♥/3♠ 16-18, 6 cards; 4♣ = ♣ &amp; a Major; 4♦ = ♦ &amp; a Major            Over 3's - 3♣/3♦ - 4♥/4♠ natural: 4♣/4♦ same suit = both majors, other minor = Major &amp; suit            Over 3♥ - 4♣ = ♣ &amp; ♠; 4♦ = ♦ &amp; ♠; 4♥ game force 2 suit (♠ &amp; Minor); 4♠ natural; 4NT = 5♣/5♦            Over 3♠ - 4♥ natural; 4♣ = ♣ &amp; ♥; 4♦ = ♦ &amp; ♥; 4♠ huge 2 suiter (♥ &amp; 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 &amp; red); 5♦ (reds); Overcaller passes or corrects.  <b>Break &amp; Bounce after a Red suit transfer Break with a maximum 1NT &amp; 4 cards in requested major by Opener rebidding 2NT saying 14 or good 13 points &amp; 4 in the transfer suit. Responder re-transfers (so stronger hand plays contract) or if weak rebids 3 of major to play.</b>  <b>Bounce with 12 non vul &amp; values AK of suit not QJ. Note never bounce with a flat 4333 hand or when vul &amp; opps are not. Never break holding 'quacks' All others are OK.</b></p>			

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Cards must be exchanged with opponents for each round.

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