



J Smeaton (18580):M Hammett (10391) (Jan22)7
Weak NT & 3 Weak 2s

OPENING BIDS	Point Range	Min Length	MEANING & RESPONSES
1 suit <i>Note 1</i>	10-19	4	<i>Limit raises with 4-card support, simple raise 6-9; 3-level 10-12; 4-level 13-15: 1NT response 6-9; 2NT 10-12 (minor only); 3NT 13+ Forcing: new suit at 1-level 6+HCPs: at 2-level 10+HCPs (2♥ over 1♠, must have 5+cards) Jacoby (major only) – Note 11 Opener - Rule of 20: Responder- Rule of 14</i>
1NT	12-14		<i>Stayman, (weak only with 4/4 or 5/4 in majors) 3 suit transfers (to Minor 8+HCPs & 6+cards)</i>
2♣	23+	or 9+ PTs	<i>2♦ negative/waiting response (<7HCPs) 2NT 8+ bal; suit bid with 8+ HCPs & 5+cards</i>
2♦2♥2♠	6 - 10	6	<i>Pass or raise to level of fit: Note 2 or 2NT Artificial response Note 3</i>
2NT	20-22		<i>Stayman, major suit transfers: < 3 HCPs Pass</i>
3 bids	4-10	7/8	<i>NAT pre-emptive (Rule of 500)</i>
4 bids		8 +	<i>Strong pre-empt, solid suit, little outside</i>

DEFENSIVE BIDS MEANING AFTER OPPONENTS OPEN		
1NT	DOUBLE = 15-17hcp for penalties	suit bid=Natural (min 5 cards) 'Landy' 2♣ <i>Note 4</i>

1 of a SUIT

DOUBLE = Takeout: 12 + HCPs shortage in Opener's suit & no 5-card major
 OVER-CALLS: Simple = NAT, 5+card good suit *Note 5*
 Jump = 6-10, same rules as opening pre-empt bid **DO NOT BID AGAIN**
 Dble Jump = as Jump e.g., 1♣3♥ shows 7♥ weak

1NT: Direct =15-18, Protective (4th seat) =11-14; Balanced with stopper/s
 2NT: 'UNT' Convention *Note 6*
 Cue Bid: 'Michaels' Convention *Note 7*

Double then Bid New Suit = 16+HCPs & 6+ card suit or 18+HCPs & 5 card suit

ACTION AFTER OPPONENTS INTERVENE WITH...

Simple Overcall Dbl =Negative Bids =NAT, forcing for 1 round *Note 8*

Jump Overcall Dbl = Negative to 4♦ Bids =NAT, forcing for 1 round *Note 9*

Double Redbl over 1NT Opening Bid = 'Wriggle' *Note 10*

OTHER UCB – 3+ cards in partner's overcall suit & 10+HCP bid 2/3 of opps suit
4th SUIT FORCING – to game

SLAM CONVENTIONS	Meaning of responses	Over interference
Blackwood 4NT over suit opening	5♣=0/4; 5♦=1; 5♥=2; 5♠=3 RKCB 3041 5♣ = 3/0; 5♦=4//1; 5♥=2 exc Q; 5♠=2 inc Q	
Over 1 (or 2) NT opening	4NT 19-21HCPs (11-12HCPs) Slam Invitation Pass with minimum opening values or Sign Off 6NT	
Or	6NT 22-24HCPs (13-14HCPs) Sign Off to play in Slam 7NT in our dreams.....	
Gerber 4♣ Over 1 (or 2) NT opening only	4♦=0/4; 4♥=1; 4♠=2; 4NT=3	

OPENING LEADS	v suit contracts 4 th highest, 2 nd highest from weak suits
	<div> <div>AK K109 109x Hxx</div> <div>AKx QJ10 987x Hxx</div> <div>KQ10 QJx 10xx xx</div> <div>KQx J10x Hxx xx</div> <div>KJ10 10xx Hxxx xxx</div> </div>
Other Leads	v NT contracts 4 th highest, 2 nd highest from weak suits
Trump leads – lead lowest.	<div> <div>AKxx K109 10xx Hxxx</div> <div>AJ10x QJ10 109x Hxx</div> <div>KQ10 QJx 987x xx</div> <div>KQx J10x Hxx xx</div> <div>KJ10 10xx Hxxx xxx</div> </div>
CARDING METHODS	Describe primary method. State alternative in brackets
On partner's lead	Attitude – high encourages (high-low = even number)
On declarer's lead	Count - high-low = even number
When discarding	McKenney suit preference 2/3/4 = low, 7/8/9 = high, 5/6 = no pref
Exceptions to above	

Note 1 With 2 x 5-card suits always open higher ranking
 Open 1♥ with both 4- card majors, 1♣ with both 4- card minors, or with one major/one minor 4-card suits, open with the major
 4441 hand H(ot)C(old) – black singleton 1♥, red singleton 1♣

Note 2 Eg, with 3-card support plus opener's 6 = 9, go to 3-level except, when vulnerable without singleton or void, raise to one less than level of fit

Note 3 2NT response means

16+HCPs & 0 or 1 card in preempted suit

15+HCPs & 2 low cards

14+HCPs & 3 low cards or 2 incl H

OGUST Responses by Opener to 2NT

3C = minimum hand, 6/7HCPs, poor suit

3D = minimum hand, 6/7 HCPs, good suit

3H = maximum hand, 8/10 HCPs, poor suit

3S = maximum hand, 8/10HCPs, good suit, where “good suit” means only 1 likely loser opposite low doubleton, e.g. AQJxxx

Note 4 Landy = 8+ pts & 5/4 in major suits..

NB most HCPs to be in the major suits

Note 5 Suit Quality Test: No of cards in suit + no of H cards in that suit = Total is maximum number of tricks you may bid. Eg, 5-card suit with 3 Hs can be bid at the 1 or 2-level

Note 6 Unusual 2NT Convention shows 2-suited hand in the lowest ranking unbid suits, about 8 - 12 HCPs and 5 -5 in each suit

Note 7 Michaels Cue Bid when bid Opener's suit directly over his Opening

Bid to show a 2-suited hand one or both being major suit.

Over 1C: 2C or 1D: 2D, Michael's Cue Bid shows both majors.

Over 1H: 2H or 1S: 2S Michael's cue bid shows the unbid major and unspecified minor ('Michaels' for Majors)

Note 8 Negative double used when overcall has taken up our bidding space over 1 of a suit opening: promises at least 4-card in unbid major.

Note 9 Negative up to 3-level: 4-level & above for penalties

Note 10 'Wriggle' Over 1NT X, XX says have too few HCPS to support or length to use Stayman or transfers but do have 5-card minor suit. Opener rebids 2♣: responder passes if that is his 5-card suit or bids his 5-card suit. 5 card MAJOR suit – bid the suit

Note 11 Jacoby 2NT Must have 4 card support & game forcing (or better) values. Opener responds as follows: bid new suit at 3 level or with strong 2 suited hand jump to 4 level. With no void or singleton, bid game at agreed level or bid 3 of agreed major with extra values or rebids 3NT with extra values but poor trumps