J Smeaton (18580) / D Middleton (17913) (Jan22)
Weak NT & 3 Weak 2s

OPENING BIDS	Point Range	Min Length	MEANING & RESPONSES
1 suit *Note 1*	*10-19*	*4*	**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
1NT	*12-14*		Stayman, (weak only with 4/4 or 5/4 in majors) 3 suit transfers (to Minor 8+HCPs & 6+cards)
2♣	*23+*	*or 9+ PTs*	2♦ negative/waiting response (<7HCPs) 2NT 8+ bal; suit bid with 8+ HCPs & 5+cards
2♦2♥2♠	*6 - 10*	6	Pass or raise to level of fit: **Note 2** or 2NT Artificial response **Note 3**
2NT	*20-22*		Stayman, major suit transfers: < 3 HCPs Pass
3 bids	*4-10*	7/8	NAT pre-emptive (Rule of 500)
4 bids		*8 +*	Strong pre-empt, solid suit, little outside

DEFENSIVE BIDS
MEANING AFTER OPPONENTS OPEN

1NT	DOUBLE = *15-17hcp* suit bid=Natural (min 5 cards) for penalties 'Landy' 2♣ **Note 4**

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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

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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	4th highest, 2nd highest from weak suits			
	A**K**	**A**Kx	**K**Q10	**K**Qx	K**J**10
	K**10**9	**Q**J10	**Q**Jx	**J**10x	10x**x**
	109x	9**8**7x	10xx**x**	Hxx**x**	Hxx**x**x
	Hxx**x**	Hx**x**	**x**x	x**x**x	x**x**xx
Other Leads	v NT contracts	4th highest, 2nd highest from weak suits			
Trump leads – lead lowest.	**A**Kxx	A**J**10x	**K**Q10	**K**Qx	K**J**10
	K**10**9	**Q**J10	**Q**Jx	**J**10x	10x**x**
	10xx**x**	**10**9x	9**8**7x	Hx**x**	Hxx**x**x
	Hxx**x**x	Hxx**x**	**x**x	x**x**x	x**x**xx

CARDING METHODS	Describe primary method. State alternative in brackets
On partner's lead	Attitude – low 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