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GENERAL DESCRIPTION OF BIDDING METHODS

5-card majors, Better Minor, 2/1 GF, Weak-only Multi, 2M shows 5/5

1NT OPENINGS AND RESPONSES

Strength 15-17 Tick if artificial and provide details below ☐

Shape constraints 5M, 6m normal Tick if may have singleton ☐

Responses 2♣ Stayman+Smolen

2♦ Hearts 2♥ Spades

2♠ Clubs or a 2NT bid 2NT Diamonds (now 3♣ = bad)

Others 3♣ = puppet stay, 3♦ = 5/5 minors, 3M = (13)(54), 4m = xfer to 4M

Action after opponents double Sys on if ART. XX = one suit, bids = two suits if pens

Action after other interference X = t/o, Transfers from 2NT

TWO-LEVEL OPENINGS AND RESPONSES

Meaning	Responses	Notes
2♣ GF/22-24 balanced	2♥ = dbl negative, 2N = hearts	
2♦ Weak-only Multi. Can be 5 1 st /3 rd NV	2M/3M/4H = pass-or-correct, 3m = NF 2N = INV+ask, 4C and 4D ask for major	7
2♥ 5M5m. 0-9 fav, 6-10 unfav	3C/4C/5C = pass-or-correct, 2N INV+ask, 3D = INV+raise	
2♠		
2NT 20-21	Stayman+smolen, xfrs, 3♠ = minors	5

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

Transfer responses to 1♣ (1♦ = 4+H, 1♥ = 4+S, 1♠ = 4+D)

1NT rebid range is 11-14 1st NV, 12-14 otherwise.

After a GF 2/1, two-level reverses don't show extras but three-level reverses do show extras.

1M:1N, 2m can be a balanced 14 (1st/2nd seat only)

OTHER OPENING BIDS						
	HCP	see Note *	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣		<input type="checkbox"/>	3	1♦ = 4+H, 1♥ = 4+S, 1♠ = 4+D, 2♣ = 11+, jumps = weak		1, 6
1♦		<input type="checkbox"/>	3	2♦ = 11+, 3♣ = invitational, other jumps = weak		2, 6
1♥		<input type="checkbox"/>	5	2M = 7-10 if balanced, 3M = 0-5 4T, 3♣ = 4T 6-9, 3♦ = 4T INV, 2NT = 4T GF. Splinters. 1♠:3♥ = invitational		3, 4
1♠		<input type="checkbox"/>	5			
3 bids		<input type="checkbox"/>				
4 bids		<input type="checkbox"/>				
*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).						
DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPEN A NATURAL ONE OF A SUIT				CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall				Can be light with good suit	Cue = raise, new suit = NF but constructive	
Jump overcall				Weak	As over weak two	
Cue bid				Michael's. (1♣) 3♣ = S+D	(1M) 2M (P) 2N = INV+ask	
1NT	Direct:		15-18		System on	
	Protective:		11-15			
2NT	Direct:		Two lowest unbid			
	Protective:		19-21		System on	
OPPONENTS OPEN WITH				DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣				Dbl = MM, 1NT = minors (same after 1C-P-1D)		
Short 1♣/1♦				Treat as natural		
1NT				X = pens, 2♣ = H+S, 2♦ = 6+H or 5+S, 2♥ = 5H4m, 2♠ = 4S5m, 2N = 4H6m		
1NT (passed hand)				Same		
Weak 2				X = takeout (now 2N = pick a minor) 4m = 5M5m, good hand but NF		
Weak 3				X = takeout		
4 bids				X = takeout		
Multi 2♦				X = 13-15 balanced or any good hand		
SLAM CONVENTIONS						
Name			Meaning of Responses		Action over interference	
1430						
Exclusion 0/1/2/2						

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents

Level to which negative doubles apply	4♥
Special meaning of bids	Transfers (system on) after 1♣-(1♦)
Exceptions / other agreements	

Agreements after opponents double for takeout

Redouble	Points	New suit	Forcing*	Jump in new suit	Weak
Jump raise	<10	2NT	Good raise (4+cards)	Other	*Transfers on over 1♣-dbl

Other agreements concerning doubles and redoubles

Support doubles and redoubles up to two of responder's suit. Applies in all positions – including:

After 1♣:1♦, after 4th seat bids 1NT, and after 1♣ (1♥) 1♠ showing five.

Also applies when opener has a “free double” at the three-level e.g. of a mixed raise.

OTHER CONVENTIONS

4th suit forcing to game.

Two-way checkback after a 1NT/2NT rebid. (2♦ = GF checkback; 2♣ puppets 2♦ to sign off in diamonds, invite in any suit or show 5M332 with a 3NT bid. Similar after a 2NT rebid except 3♣ then 3M is an attempt to sign off). 1♣:1R, 1N:3♣ is “to play”.

Defence to 1NT overcalls: Double = penalties. **If partner opened 1m then 2♣ = Landy.**

SUPPLEMENTARY DETAILS

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).

- 1 1♣:1R, 1M shows 11-15 with three cards or v.bad with four (now 1♠ = F1 and 2WCB)
- 2 1♦:1♥, 1NT can be 4S3H but not 4S2H.
- 3 2♣ Drury after 3rd/4th seat 1M opening. **On after they double or overcall 1♠.**
- 4 Over Jacoby: Three-level shortage, four-level 5-5 shape, 4M very min, 3N non-min, 3M 15+.
- 5 Over 2NT: 4♣ = slam-try with diamonds, 4♦ = slam-try with hearts, 4♥ = slam-try with clubs.
Slam-tries with spades transfer at the three-level and rebid 4♥.
- 6 Two-level jumps over our one-level opening are upto 8 points. Bidding the suit, then rebidding it when partner shows an unbalanced hand, is invitational. Jump-rebidding it is game-forcing.
- 7 Over 2NT ask – 3M = minimum. 3♣ = medium/maximum with hearts, 3♦ = medium/max with spades -
now 3M = to play opposite a medium, 3M-1 = “I don't know what strain to play in”, 4m = cues for M

OPENING LEADS

For all the card combinations shown, clearly mark the card normally led if different from the underlined card.

Hatch over or shade this box if
using non-standard leads.

v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>A</u> K Q	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x x	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x x	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	x <u>x</u> x x x
v. NT contracts	<u>A</u> K x (<u>x</u>)	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x x	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x x	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	x <u>x</u> x x x

Other agreements in leading, e.g. high level contracts, partnership suits:-

We lead 9 from H987 and sometimes from H98x. **AKx** but **AKQx**, **AKQJx** etc hoping to get a count signal.

When leading from the ten – typically T8xx, Txxx, T87x.

CARDING METHODS

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	High encouraging	
On Declarer's lead	High even	
When discarding	High encouraging on 1 st discard	

Other carding agreements, including secondary methods (state when applicable) and exceptions to above

Suit preference when there is a singleton, or a no loser suit, in the dummy.

SUPPLEMENTARY DETAILS (continued)

[illegible]