

OTHER OPENING BIDS				
	HCP	see Note	Min length	SPECIAL RESPONSES Notes
1♣	11,22		2	Natural or balanced 2♦ INV+5+C, 2♥ GF 5+D, 2♠ 4S5C NF
1♦	11,22	<input type="checkbox"/>	4	4D5C ok 2♥ 4+D INV+, 2♠ weak
1♥	10,21	<input type="checkbox"/>	5	1NT semi-forcing, 1♥:1♠ shows five
1♠	10,21	<input type="checkbox"/>	5	1M:2♣ = 2+, 1♥:2♠ INV with one 6+ minor, 1♠:3♥ INV, other jumps are raises 6
3 bids		<input type="checkbox"/>	6	
4 bids		<input type="checkbox"/>	6	
DEFENSIVE METHODS AFTER OPPONENTS OPEN				
OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes	
Simple overcall	Natural	new suit NF		
Jump overcall	Weak			
Cue bid	Michaels, (1m) 3m = extremes, (1M) 3M = stop ask		2	
1NT	Direct: 15-18 Protective: 11-15	1M-1N-P-2D to play		
2NT	Direct: Two lowest // 19-21 Protective:			
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes	
Strong 1♣				
Short 1♣/1♦	2♦ majors			
1NT	Passed hand: Dbl = 4M5m or 5H4S, 2X = 4X5M Weak NT: Dbl = pens, 2♣ = 4+M5+m, 2♦ = majors Strong NT: Dbl = 4M5+m, 2C = majors, 2♦ = 6M, 2M = 5M4+m			
Weak 2	leb, leaping michaels (NF), cue = stop ask (majors over 2♦)			
Weak 3	X = t/o, (non-)leaping michaels (NF)			
4 bids	X = t/o, 4N over 4m = natural			
Multi 2♦	X = 13-15 bal/strong			
SLAM CONVENTIONS				
Name	Meaning of Responses	Action over interference		
3041 Kickback		X/XX = 0/3, P = 1/4		
		Step 1 = 2 without		
Non-serious 3NT		Step 2 = 2 with		

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles	4♥		
Special meaning of bids	System on over 1♣ (1R). Xfers, NFBs		
Exceptions / other agreements	Jump to 3M-1 = weak raise, etc		Note 4
Agreements after opponents double for takeout			
Redoubl values	New	Note 3	Jump in new suit
Jump mixed	2NT	Jacoby	Note 4
Other agreements concerning doubles and redoubles			
Game-try doubles XX of ART overcall = scramble.			
Support doubles only after 1♣ (P) 1♦ (1M) XX of one-level overcall = Hx			
OTHER CONVENTIONS			
4th suit forcing to game			
1: Completing xfer to major = 3+cards. Next bid = NLMH shortage up-the-line.			
Higher bids: 4♣ = diamonds, 4♦ = hearts (not a slam-try), 4♥ = clubs			
With a sign-off in spades transfer then retransfer if necessary.			
SUPPLEMENTARY DETAILS			
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).			
2 – Over (1M) 2M, 3♣ = PoC, 2NT asks (3m = min, 3♥ = clubs GF; 3♠ = diam GF)			
3 - Over Dbls - XX shows values. System on over 1m. Transfers over 1M			
4 – After a 1M opening and intervention, jumps, if available, are:			
3M mixed; 3M-1 weak 4T (no game opposite 18-19 NT); 3M-2 INV 4+T.			

2NT is Jacoby (system on) if a jump to 3M-2 is available and INV+ 4+T if it is not.		
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.	
vs suits	A <u>K</u> <u>A</u> K x <u>A</u> K <u>Q</u> x <u>K</u> Q K <u>J</u> K <u>10</u> 9 <u>Q</u> J x <u>J</u> 10 x <u>10</u> 9 x	
	Low = odd without A/K/Q or even with A/K/Q	
vs NTs	A = AK (no queen); K = KQ/AKQ or asks for unblock of queen. Q = QJ/KQJ/AQJ or asks for unblock of jack. Jack and ten are standard.	
	H x <u>x</u> <u>x</u> H x x <u>x</u> H x x <u>x</u> x <u>x</u> x <u>x</u> <u>x</u> x x <u>x</u> x x H <u>x</u> <u>x</u>	
Other agreements in leading, e.g. high level contracts, partnership suits:-		
@5-level or vs 4m: Ace asks for king, king asks for count.		
CARDING METHODS		
	Primary method v suit contracts	Primary method v NT contracts
On Partner's	Std Attitude	Std Attitude
On Declarer's	Smith at first opportunity, count after	
When discarding	Std Attitude	
Other carding agreements, including secondary methods (state when applicable) and exceptions to above		
SUPPLEMENTARY DETAILS (continued)		
5 1N (3♣) now 3♦ = H, 3♥ = S, 3♠ = D		
1N (3♦) now 3♥ = S, 3♠ = H		
6 2N = GF 4T, 1M:3♦ = 4M INV, 1M:3♣ = 4M mixed		
3M+1 = minor singleton, 3M+2 = minor void, 4M-2 = oM singleton, 4M-1 = oM void		
P:1♠, 2♣ = 5+hearts, 2♦ is Drury.		
7 1N:2♣, 2R:2N = INV with five spades. 1N:2♣, 2♦:2♠ = 5C weak/a 2N bid/4441		



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<h1>Synthese</h1>			
5-card majors, 1♣ = 2+cards nat/bal, 1♦ = 4+cards usually unbal			
1NT OPENINGS AND RESPONSES			
Streng	15-17		
Shape	5M/6m ok	Tick if may have singleton	<input type="checkbox"/>
Response	2♣ Stayman (may be INV with 5 spades or 4M5m weak)		7
2♦	Hearts	2♥	Spades
2♠	Clubs or range ask	2NT	Puppet Stayman
Other	3♣ = Diamonds, 3♦/♥/♠ = minors GF, 4m = xfer to 4M		
Action after opponents	XX = clubs or 2 suits without clubs, 2♣ = C+other		
Action after other	Xfers from 2NT (cue = SHORT, 3♠=minors) 5		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Strong	Rebids: Kokish, 3M = 4M5D	
2♦	Wk 2 in Maj. Can be 5 1 st /3 rd NV	2M/3M/4♥ = Pass/correct	
2♥	5H5m. 0-9 fav, 6-10 unfav	3♣ NF, 3♦ own major, 4♣ asks	
2♠		3♣/4♣/5♣ PoC, 2N INV+ ask	
		3♦ INV+ raise	
2NT	20-21	Stayman, Xfers, 3♠ minors	1
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
1♣ on most 12-14/18-19 NT hands. Usually 1♦ on 5D weak NTs and 4D5C 11-15			
1♣ responses: 1♦ = 4+H; 1♥ = not 4H, not 5S; 1♠ = 5+S; 1N = 6+H			
1♦ responses: 1♥ = no 5cM; 1♠ = 5+S; 1N = 5+H; 2♦ = 5+H,4+S NF			
1♥:1NT could have four spades, 1♠ shows five. 1M:2♣ = GF, natural or balanced			
By a passed hand over 1♠: 2♣ = 5+hearts, 2♦ = good raise, 1NT denies 5H or 3S			