

OTHER OPENING BIDS					
	HCP	See note	Min length	Special Responses	Openers 2 <sup>nd</sup> bid
1♣♦	11-19	R19	4	Inverted Minors 5-8=3m, 9+=2m  1c-2c eg- 2x showing a stop and denying stop in suit bypassed - 2n = 15-19 balanced - 3x = splinter	- Jump shift = 16+ HCP  - Reverse = 16+, forcing for one round after 1mM response. Forcing to game after 2Mm response
1♥♠	11-19	“	4	Jacoby, Pudding, Splinters	- 1S-2H = 5+ H - 3-level Reverse game force
3 bids	5-10		7	New suit = natural and forcing. 3NT to play.	
4 bids	5-10		8	Ditto.	
First bid after Suit Agreement = Trial Bid. Cue bids follow.					
DEFENSIVE METHODS AFTER OPPONENTS OPEN					
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING		SPECIAL RESPONSES	
Simple overcall		Natural, wide-ranging, 5+ cards in suit. Support to level of fit			
Jump overcall		NV - Weak, as 2 or 3 level opener. VUL – Intermediate, same length.			
Cue bid		MICHAELS, 5-5 or very good 5-4. Bid to level of fit			
1NT	Direct: Protective:	15-18 with stop. Double then min NT = 19-22. System always ON. 11-15. Double then min NT = 16-19. System always ON.			
2NT	Direct: Protective	UNUSUAL – lowest 2 unbid suits, at least 5-5. 2 NT opener. System ON.			
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES	
Strong 1♣		X = Majors, 1NT = minors, 2NT = Major & minor			
Short 1♣/1♦		2 Clubs / Diamonds = Michaels			
Weak 1NT		MULTI LANDY			
Strong 1NT		MULTI LANDY			
Weak 2		Double for take out, 2NT constructive (1.5+ stops), 3NT to play, also			
Weak 3		Double for take out, 3NT to play (1.5+ stops)			
4 bids		Double for take out with support for other suits/optional			
SLAM CONVENTIONS					
<ul style="list-style-type: none"> <li>ROMAN KEYCARD BLACKWOOD (14-30). Next suit (below trump suit) is Q ask – trump suit = no, suit = yes plus that King, 5NT = yes but no Kings.</li> <li>5NT asks for specific Kings upwards or bid a grand.</li> <li>Standard 4♣ GERBER (0/4,1,2,3) over NT opener.</li> </ul>					

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	3S after a simple overcall.	
Special meaning of bids	Unassuming Cue Bids – support and points	
Exceptions / other agreements		
Agreements after opponents double for takeout		
<b>Redouble</b> 10+ (all subsequent doubles for penalty)	<b>New suit</b> 1 level new suit bids are forcing for one round	<b>Jump in new suit</b> As weak opener in that suit
<b>Jump raise</b>	<b>2NT</b>	<b>Other</b>
Weak, 4+ M support (5 m)	10-12, 3+ card support	1NT = 6-9 balanced
Other agreements concerning doubles and redoubles		
After a penalty double of 1NT all doubles are for penalties.		
OTHER CONVENTIONS		
<ul style="list-style-type: none"> <li>After an intervening <u>natural</u> bid over 1NT: DOUBLE = take out, bids at the 2 level are natural, 5+ cards and weak. If the intervening bid is <u>unnatural</u>, DOUBLE shows the suit bid and is weakish.</li> <li>3 LEVEL BIDS IN A NEW SUIT ARE FORCING.</li> <li>If opponents overcall 1NT at the 3 level then DOUBLE = take out, suit bids are natural <u>and forcing</u> and 3NT shows a stopper.</li> </ul>		
SUPPLEMENTARY DETAILS		
<ul style="list-style-type: none"> <li><b>4<sup>TH</sup> SUIT FORCING.</b> Forcing to game except at 1 level.</li> <li>Over 1 suit 4+ support: <ul style="list-style-type: none"> <li><b>UCB</b> – if interference</li> <li><b>PUDDING 3NT</b> = 12+ points, 4333 balance..</li> <li><b>SPLINTER</b> - a void or singleton in the bid suit</li> <li><b>JACOBY 2NT M.</b> <ul style="list-style-type: none"> <li>3 of the suit is extra length/strength</li> <li>3 new suit – singleton or void</li> <li>3NT = 15+ balanced</li> <li>4 side suit is good 5+</li> <li>4 of suit = 5+ minimum hand 7 losers</li> </ul> </li> </ul> </li> <li><b>CHECKBACK 2/3♣</b> over 1NT and 2NT. 3 of my major or 5 of yours? Rebids (show H first).</li> </ul>		

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).							
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K 10 <u>9</u>	<u>Q</u> J 10
	<u>Q</u> J	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x	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	A <u>K</u>	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K 10 <u>9</u>	<u>Q</u> J 10
	<u>Q</u> J	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x	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	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
CARDING METHODS							
Signals	Primary method v suit contracts		Primary method v NT contracts				
On Partner's lead	Count (high = even). Reverse attitude						
On Declarer's lead	Count (high = even). Reverse attitude						
When discarding	McKenney – even discard. Preferred – odd discard						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Double of oponents suit which requires a relay – Lead directional (e.g. 1NT(P)2C(X) =- lead clubs							
Other Conventions							
<ul style="list-style-type: none"> <li><b>LEBENSÖHL</b> After partner X's weak 2 . &lt; 8 – bid 4+ suit or 2NT then suit 8-11 bid 4+ suit at 3 level</li> <li><b>LEBENSÖHL</b> After partner's 1NT is overcalled <ul style="list-style-type: none"> <li>5-card suit Weak – bid at 2 level if available or bid 2NT then 3 level bid</li> <li>5-card suit Invitational – bid 2NT then bid suit level above overcall</li> <li>5-card suit Strong – bid at 3 level</li> <li>4-card suit – Pass if not game points</li> <li>4-card major, game points and stopper cue bid stopper in opos suit or bid 2NT n cue bid opos suit.</li> <li>Other game point hands – with stopper bid 3NT otherwise bid 2NT then 3NT</li> </ul> </li> <li><b>MULTI-LANDY</b> - 2♣ = 5/4 majors, 2♦ = 6+ major, 2♥ = 5♥&amp;4+minor, 2♠ = 5♠&amp;4+minor, 2NT = 5/5 minors</li> </ul>							

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GENERAL DESCRIPTION OF BIDDING METHODS			
<b>ACOL – Weak NT, 3 Weak 2s, Rule of 19 (NV), Reverse Attitude, Even McKenney, RKCB 14 30</b>			
<b>1NT OPENINGS = 12 - 14 – No Singleton</b>			
Responses	2♣ = Stayman	2♦ 2♥ 2♠ = Transfers (3♥3♠ transfer break = 4+, 14hcp)	2NT = Balanced 11-12
Other 1NT Responses	3♣♦♥♠ is game forcing, sets the trump suit and shows slam interest. Cue bid upwards. 4♣ is Gerber. (0/4,1,2,3). 4/5 ♦♥♠ = to play. 4NT = slam invitation (pass or bid 6), 5NT = pick a slam (bid 6 or 7). 5NT = quantitative to 7NT. Bid 6NT, 7NT or 7 of a suit with a good 5 carder en route.		
Opponents X 1NT	HELVIC WRIGGLE - XX - 5 card suit. 2♣ Relay by opener Or bid lower of 4 card suits. Partner passes with 3 or bids own 4 card suit		
Opponents X Transfer	Completing transfer shows 3 cards, Pass shows 2 cards Need 4 cards to complete transfer at the 3 level		
TWO-LEVEL OPENINGS AND RESPONSES			
Meaning		Responses	
2♣	23+ or 8 PTs Game force.	2D denies: 8 HCP or more with at least one ace or king / an ace and a king / 5-card suit headed by at least AQ. Jump with solid 6+ card suit.	
2♦ 2♥ 2♠	5-10, 6 card suit.	2NT is Ogust forcing enquiry. Responses 3♣ 3♦ = 5-7 points etc New suit = 5+ cards natural and constructive. Raise suit is pre-emptive. Raise to game is to play and may be pre-emptive.	
2NT	20-22,	3♣ Puppet Stayman. Opener - (3♦ - 1 or 2 4cm, 3♥♠ - 5cm 3NT - No 4 or 5cm) Responder - (3♥ = 4♠, 3♠ = 4♥, 3NT = to play, 4♦ = 4♥ & 4♠) 3♦ 3♥ Major suit transfers, 3♥ = 5♥ & 4♥. Quantitative 4NT as with 1NT	