

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 1M:2♣ = 2+, 1♥:2♠ INV with one 6+ minor, 1♠:3♥ INV, other jumps are raises	6
1♠	10,21	<input type="checkbox"/>	5		
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: Protective	15-18 11-15		1M-1N-P-2D to play	
2NT	Direct: Protective	Two lowest // 19-21			
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 Note 4
Jump	mixed	2NT	Jacoby	
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 suit s	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 NT s	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		



Bell

Mike

Ben

Synthese

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

☐

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)

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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	3♣ NF, 3♦ own major, 4♣ asks	
2♠	unfav	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