



## Weak to Intermediate 2♥/♠9 to poor 12

Action after other interference X=TO, 2N=Lebensohl

2NT Weak pre-empt in 1 minor      3♣=pass or convert. Not in 4th      #2

2NT opener shows a weak pre-empt in one minor  
(denies 2 of the top 3 honours)

OTHER OPENING BIDS						
	HCP	see Note *	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1 ♣	10-20	<input type="checkbox"/>	3	Only 3 card if 4,3,3,3 weak ♠	Splinters, 2N= GF with 4+ ♣	
1 ♦	10-20	<input type="checkbox"/>	4		Splinters, 2N= GF with 4+ ♦	
1 ♥	10-20	<input type="checkbox"/>	4		Splinters, 2N=4+ ♥, Invit or GF	#3
1 ♠	10-20	<input type="checkbox"/>	4		Splinters, 2N=4+ ♠, Invit or GF	#3
3 bids	<10	<input type="checkbox"/>	6	3NT=Solid 7+ card suit in ♣ or ♦	4 ♣= Play if suit ♣ or bid 4 ♦ 4 ♦= Asks for shortage	
4 bids	<10	<input type="checkbox"/>	7			
*(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			Normally 5+ cards, up to 18 HCP	Fit Jumps, Cue=Fit		
Jump overcall			Weak	Raises=Limit		
Cue bid			Michaels ♣/♦=Majors, ♥/♠= M+m			
1NT	Direct:		15-18	As over 1N Opening		
	Protective:		11-14			
2NT	Direct:		Lowest 2 unbid suits	Stayman, 3 ♦/♥=Xfers	3 ♣= Puppet	
	Protective:		19-20			
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES	Notes	
Strong 1 ♣		TRAP:1 ♦/♥=Xfers, CRO, 2 suit= WJO or showing shortage				
Short 1 ♣/1 ♦		Treat as natural				
Weak 1NT		2 ♣=♥& another, 2 ♦=♠& another 2N= minors		2N=Forcing Relay		
Strong 1NT		As above				
Weak 2		Dble=TO		Lebensohl in response to Dble		
Weak 3		Dble=TO				
4 bids		Over 4 ♣/♦ Dble=TO, 4 ♥/♠=Values				
Multi 2 ♦		Dble = Balanced 13 to 15 or 19+				
SLAM CONVENTIONS						
Name			Meaning of Responses		Action over interference	
Roman Key Card Blackwood			5 ♣= 0/3, 5 ♦=1/4,5 ♥=2,5 ♠+Key Q		DOPI, ROPI	

## COMPETITIVE AUCTIONS

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

Level to which negative doubles apply	4♦ (shows values after a 4♥/♠ overcall)
---------------------------------------	---

Special meaning of bids	
-------------------------	--

Exceptions / other agreements	Cue bid is stronger than jump raise
-------------------------------	-------------------------------------

Agreements after opponents double for takeout

Redouble	9+	New suit	NAT F1	Jump in new suit	Fit Jump
Jump raise	Weakish	2NT	Raise to 3+	Other	

Other agreements concerning doubles and redoubles

(1N)-P-(2art)-Dble= Penalty Dble of 1N if weak. Lead directing if 1N was strong

After we pre-empt, dbles by us are penalties. i.e. 2♥-(3♣)-Dble

## OTHER CONVENTIONS

Lebensohl2N only after reverses, intervention over 1NT openers& after we double a weak 2 bid

1N rebid = 15/poor to 18 (2♣ checkback), 2N rebid = good 18 to poor 20), 3N rebid = long running suit

UCBs after openings and overcalls show support and are stronger than a double raise

Leaping Michaels over weak 2♥/♠, (4♣/♦ = Bid m + other M)

4<sup>th</sup> suit forcing at the 2/3 level are GF. Note: 1♣-1♦-1♥-1♠ is natural and F1

1m-1M-3N = 15 to 18 with 4 card support. 1m-1M-4m shows 3 of Major

Long suit trial bids

## SUPPLEMENTARY DETAILS

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

#1 After 1N-2♣-2♦: 3♥=invit 4♠/5♥, 3♠=GF 4♠/5♥, 3♦/♣=Natural GF

After 1N-2♦-2♥: 2♠=11-12 bal, 2NT=♣invit+, 3♣=♦invit+, 3♥=invit 6♥

After 1N-2♥-2♠: 2N=♣invit+, 3♣=♦invit+, 3♦=♥invit+, 3♠=invit 6♠

After 1N-2♠(minor ask): 2N=not both ♦/♣ min, 3♣=both ♦/♣ min, 3♦=any max

After 1N-4D/H=Xfers

After 1N-4♥/♠-4N=RKCB

After 1N-2♣-Any-4N=Quantitative

After 1N-Xfer to 2M-Non-break-4N=Quantitative

After 1N-Xfer to 2M-Break-4N=RKCB

After 1N-Xfer-Breaks are 3M=5 card support, New suit=Good Suit+Max, 2N=Any other Max with support

If appropriate 3 or 4 of agreed of suit below major is a re-transfer

## OPENING LEADS

Basic method = 4<sup>th</sup> & 2<sup>nd</sup> 1st or 3rd in partners suit

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 <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	<u>10</u> xx	10 <u>9</u> x	9 <u>8</u> 7 x	10xx <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>xx</u>	H x x <u>xxx</u>	<u>x</u> x	x <u>xx</u>	x <u>xxx</u>	x <u>xxxx</u>
v. NT contracts	A K x ( <u>x</u> )	A <u>J</u> 10 x	<u>K</u> Q 10	K <u>Q</u> 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	10xx	<u>10</u> 9 <u>x</u>	9 <u>8</u> 7 x	10 x <u>xx</u>	H x <u>x</u>
	H x <u>xx</u>	H x <u>xxx</u>	H x x <u>xxx</u>	<u>xx</u>	x <u>xx</u>	x <u>xxx</u>	x <u>xxxx</u>

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

Ace & Queen for attitude, King for count

## CARDING METHODS

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	Attitude	Attitude
On Declarer's lead	Count high/low = even number	Count high/low = even number
When discarding	1 <sup>st</sup> attitude others count	1 <sup>st</sup> attitude others count

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

On the lead of the Ace or Queen from partner we play high to encourage

On the lead of a King from partner we play count (high/low=even number)

Discards, leads during play and signals may have suit preference overtones (low=lower ranking suit)

## SUPPLEMENTARY DETAILS (continued)

#2 Over 2N opener. 3♣/♦=pass or correct, 3M=forcing, 4♦=Asking (4♥=♣, 4♠=♦ then 4N=RKCB)

In 4<sup>th</sup> 2N opener = 20-22 Bal

#3 1♥-3♠=singleton in ♣, ♦ or ♠, 3N asks which. 1♠-3N singleton in ♣, ♦ or ♥. 4♣ asks which. 4 level=void

1♥/♠-2N asking bid. Responses. 3♣=min, 3♦=15+ no shortage, 3N=15-18 Bal, 3♥=short ♣

3♠=short ♦, 4♣=short in non-agreed major