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GENERAL DESCRIPTION OF BIDDING METHODS

Natural, 4 card majors, multi 2♦

Weak to Intermediate 2♥/♠9 to poor 12

1NT OPENINGS AND RESPONSES

Strength 12-14 Tick if artificial and provide details below

Shape constraints Often a 5 card major Tick if may have singleton

Responses 2♣ Non-promissory Stayman (see #1 for further agreements)

2♦ Xfer to ♥ 2♥ Xfer to ♠

2♠ Asking bid for minors 2NT Xfer to ♣

Others ,3♦=5 card Stayman, 3♥/♠=4144 or 1444

Action after opponents double XX=show a 5 card suit, bids= suit+higher ranking

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

TWO-LEVEL OPENINGS AND RESPONSES

Meaning	Responses	Notes
2♣ Bal 23-24 or GF	2♦=Weak but maybe just a relay	
2♦ Multi Weak 2♥/♠=4-8 HCP, Strong 2♥/♠, Bal 20-22	2♥=Pass or correct, 2♠= Heart support, 2N= asking bid	
2♥ 6 card, 9 to poor 12	3♥=Unconstructive, 2N=Asking	
2♠ 6 card, 9 to poor 12	3♠=Unconstructive, 2N=Asking	
2NT Weak pre-empt in 1 minor	3♣=pass or convert. Not in 4th	#2

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

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

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+♥, Invite or GF	#3
1♠	10-20	<input type="checkbox"/>	4		Splinters, 2N=4+♠, Invite 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: Protective:	15-18 11-14	As over 1N Opening	
2NT Direct: Protective:	Lowest 2 unbid suits 19-20	3♣= Puppet Stayman, 3♦/♥=Xfers	
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)
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Special meaning of bids	
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Exceptions / other agreements	Cue bid is stronger than jump raise
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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)

4th 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 = 4th & 2nd 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	10xxx	H x <u>x</u>
	H x <u>xx</u>	H x <u>xxx</u>	H x <u>xxxx</u>	<u>xx</u>	x <u>xx</u>	<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 <u>xx</u>
	H x <u>xx</u>	H x <u>xxx</u>	H x <u>xxxx</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 st attitude others count	1 st 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 4th 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