


OTHER OPENING BIDS					
	HCP	See note	Min length	Special Responses	Openers 2 nd 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">• 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.• 5NT asks for specific Kings upwards or bid a grand.• Standard 4♣ GERBER (0/4,1,2,3) over NT opener.					

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		
Redouble 10+ (all subsequent doubles for penalty)	New suit 1 level new suit bids are forcing for one round	Jump in new suit As weak opener in that suit
Jump raise	2NT	Other
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">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.3 LEVEL BIDS IN A NEW SUIT ARE FORCING.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.		
SUPPLEMENTARY DETAILS		
<ul style="list-style-type: none">4TH SUIT FORCING. Forcing to game except at 1 level.Over 1 suit 4+ support:<ul style="list-style-type: none">UCB – if interferencePUDDING 3NT = 12+ points, 4333 balance..SPLINTER - a void or singleton in the bid suitJACOBY 2NT M.<ul style="list-style-type: none">3 of the suit is extra length/strength3 new suit – singleton or void3NT = 15+ balanced4 side suit is good 5+4 of suit = 5+ minimum hand 7 losersCHECKBACK 2/3♣ over 1NT and 2NT. 3 of my major or 5 of yours? Rebids (show H first).		

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 1 <u>0</u> 9	<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	
	<u>x</u> x						
v. NT contracts	<u>A</u> K	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K 1 <u>0</u> 9	<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	
	<u>x</u> 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">• LEBENSÖHL After partner X's weak 2 . < 8 – bid 4+ suit or 2NT then suit 8-11 bid 4+ suit at 3 level• LEBENSÖHL After partner's 1NT is overcalled<ul style="list-style-type: none">○ 5-card suit Weak – bid at 2 level if available or bid 2NT then 3 level bid○ 5-card suit Invitational – bid 2NT then bid suit level above overcall○ 5-card suit Strong – bid at 3 level○ 4-card suit – Pass if not game points○ 4-card major, game points and stopper cue bid stopper in opos suit or bid 2NT n cue bid opos suit.○ Other game point hands – with stopper bid 3NT otherwise bid 2NT then 3NT• MULTI-LANDY - 2♣ = 5/4 majors, 2♦ = 6+ major, 2♥ = 5♥&4+minor, 2♠ = 5♠&4+minor, 2NT = 5/5 minors							

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GENERAL DESCRIPTION OF BIDDING METHODS			
ACOL – Weak NT, 3 Weak 2s, Rule of 19 (NV), Reverse Attitude, Even McKenney, RKCB 14 30			
1NT OPENINGS = 12 - 14 – No Singleton			
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. Responses3♣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♦-1or2 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	