

OTHER OPENING BIDS			
	HCP	Minimum	CONVENTIONS & SPECIAL RESPONSES
1♣	10*-19	4	Splinters 2NT Jacoby Fit Jumps by passed hand = 4 card fit, 9-11 & 5 card bid suit Jump Shift – trump setting Inverted minors Trial Bids as good raise to 3 of suit fit
1♦	10*-19	4	
1♥	10*-19	4	
1♠	10*-19	4	
3/4 bids	<10	7/8	3 & 4 level Pre-empts: 1 st & 3 rd weak; 2 nd constructive

Opening in 3rd seat – Drury

Opening in 4th seat use rule of 15 or bid Strong 2's as Acol

DEFENSIVE METHODS AFTER OPPONENTS OPEN		
OPPONENTS OPEN A NATURAL 1 OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES
Overcall (natural)	8+ & 5+ cards; 10+ at two level.	
Jump overcall	Weak, 6 card suit & 5-10	
Ghestem	3♣ = outside suits, over 1♣/1♦ 2♣/2♦ = Majors, Over 1♥1♠ 2♥/2♠ = alt M & ♦	
1NT Direct: Protective:	16-18 (or good 15) As for 1NT opening but if interference natural	
UCB & Jump UCB	With 4 card support bid opponents suit after partner's overcall; Jump cue = 4 card support, 8-10 and 2 quick tricks	
Unusual	5:5 lower 2 suits	
OPPONENTS OPEN	DEFENSIVE METHODS	special responses
Strong 1♣	1 level suit is natural; X = majors 5/4; 1NT = minors 5/4; 2NT = maj & min 5:5	
Short 1♣	1 level suit & 2♣ natural; 2♦ = majors 5:5 ie NOT weak 2D; X for TO	
Weak 1NT	2♣ = 5:5 majors; suits natural 5+; X = penalties 2 nd seat; TO in 4 th seat 2 passes	
Strong 1NT	2♣ = 5:5 majors; others natural 5+; X in 4 th seat after 2 passes = TO	
Weak 2	X = TO; 2NT 16-18 systems on; Leaping Michaels; After TOX 2NT = Lebensohl	
Weak 3	X = TO; 3NT to play; Natural overcall; Leaping Michaels	
4 bids - ♣/♦/♥	X = TO; Suit bids natural; 4NT = Unusual; 4♠ see below	
Multi 2♦	In 2 nd seat: X = 13-15 bal or v strong (19+ bal); Suits natural; 2NT=16-18 sytems on;; Leaping Michaels (4/5 losers) In 4 th seat: as above but X is TO of bid suit	

SLAM CONVENTIONS		
Name	Meaning of Responses	After interference
4NT = RKCB (1430) - Majors	5♣ = 1/4, 5♦ = 0/3, 5♥ = 2, 5♠ = 2+Q trump: ROPI & DOPI	
4♣ RKC Gerber (1430) - NT & Minors	Stepped responses as RKCB	: As above
Italian Cue Bids after fit agreed	Shows 1 st or 2 nd round control below game and 1 st round control above game	
5NT after 4NT response is specific King asking	Eg if spades agreed 6♣ = K; 6♦ = K (no ♣K); 6H = K (No ♣ or ♦ Ks); 6♠ = no side Ks	
Voidwood	Playing 1430 1 st step	
Splinter Bids	A double jump agrees bid suit as trump	

COMPETITIVE AUCTIONS		
Our use of Doubles	Negative X applies at any level:	TOX applies at any level:
	X of weak NT opening = penalty	X of 1NT response = TO
Agreements after Opponents Overcall	Cue Bid = Good Raise & stop; Single raise = weak & 4 cards: Jump raise 5+ cards preemptive	
Agreements after Opponents WJO	2NT initiates Lebensohl – see below	
Agreements after Opponents X for Takeout		
Redouble	9+ HCP	New suit Forcing
Jump raise in suit	Pre-emptive	2NT Good raise to 3

CONVENTIONS (section 2)		
Jacoby 2NT - 4 card support for Major & <7 losers. Opener's 3 level new suit rebid = splinter: a new suit at 4 level = 5 card 2nd suit. 4 of bid major to play Checkback - After 1NT rebid by opener (15-17) or 2NT rebid (18-19) & no interference 2/3♣ checkback Opener's rebid options after 2♣: 2♥ = Min hand & shows a 5 th card in opener's major 2♠ = Min hand, denies a 5 th card in opener's major but shows 3 cards in responder's major 2♦ = Min hand & no 5 th card in opener's major nor 3 card support for Responder's Major; 3♥ = Max hand shows a 5 th card in opener's major 3♠ = Max hand, denies a 5 th card in opener's major but shows 3 cards in responder's major 3♦ = Max hand & no 5 th card in opener's major nor 3 card support for Responder's Major; 1♥ – 2♦; 2NT* (15-19) – 3♣ also Checkback: 3♥ = a 5 th heart, 3♠ = 4 spades 3♦ shows neither *2NT = GF Inverted Minors = -1♦/♣ - 2♦/♠ stronger (10+) than 1♦/♣ - 3D♦/♣ weak (0-6) 4 card support & no 4-card major. Opener's rebids 2♥/♠ = 3+ cards & stop; 2NT = 15-17 balanced; 3 of other minor shows 5:4, 3NT = 18-19 NB If Opponent's X or Overcall - Barrage where possible. CUE bid now with good support Trial bids - after a low level major suit fit a new suit bid by opener says bid game if maximum for your bid		



OPENING LEADS

(For all the card combinations shown, clearly mark the card normally led if different from the underlined card). (Hatch over this box if using non-standard leads).

v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q	<u>K</u> Q x	K <u>J</u> 10	K <u>I</u> 9	<u>Q</u> J T
	<u>Q</u> J x	<u>J</u> T x	T x <u>x</u>	<u>I</u> 9 x	9 <u>8</u> 7 x	T x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	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	<u>A</u> K x (<u>x</u>)	<u>A</u> J T x	<u>K</u> Q T	<u>K</u> Q x	K <u>J</u> T	K <u>I</u> 9	<u>Q</u> J T
	<u>Q</u> J x	<u>J</u> T x	T x <u>x</u>	<u>I</u> 9 x	9 <u>8</u> 7 x	T x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	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	

Carding vs NT as above

Leads Defending Suits: as above

**Never lead from Doubleton unless Partner has bid suit then high low as shown above.

CARDING METHODS

	Primary method v suit contracts	Primary method v NT contracts
On Declarer's lead	Revese Count = High = odd ; Low = even	
When discarding	In Suits = Reverse Attitude; In NTs = Revolving	
Suit Preference	Reverse Attitude	

CONVENTIONS (section3)

Weak 2's defence: (NB: **TOX** 13-15, & **rebid 19** 2NT 16-18 & STOP; 2 level bids & 3♣ to play) **Lebensohl**

Leaping Michaels*

Over 2♦: 3♦ asks for stop; 3♥/3♠ 16-18, 6 cards; 4♣=♣& a Major; 4♦=♥&♠ both 5/5 4 losers

Over 2♥: 3♥ asks for stop; 3♠ 16-18, 6 cards; 4♣=♣&♠ 5/5 strong; 4♦=♦&♠ 5/5 4 losers.

Over 2♠: 3♠ asks for stop; 3♥ 16-18, 6 cards; 4♣=♣&♥ 5/5 strong; 4♦=♦&♥ 5/5 4 losers

Multi 2♦: See above under defensive methods when opponents open

Over 3♣/3♦: 4♥/4♠ natural: 4♣/4♦ same suit = both majors, other minor = Major & suit

Over 3♥- 4♣=♣&♠; 4♦=♦&♠; 4♥ game force 2 suit (♠& Minor); 4♠ natural; 4NT=5♣/5♦

Over 3♠- 4♥ natural; 4♣=♣&♥; 4♦=♦&♥; 4♠ huge 2 suiter (♥ & Minor); 4NT = both minors.

*Advancer bids for slam enquiry: RKCB based on the suit bid; Cue Bid opponent's suit for non bid suit and then using key card responses as a ladder.

NOTE: Over 4♣, 4♦, 4♥- X = TO; 4NT = Unusual 2NT style; A suit bid = 8 tricks;

Over 4♠ 4NT = 5:5 in 2 suits. Advancer's 5♣ (black & red); 5♦ (reds); Overcaller passes or corrects.

Defense to Unusual 2NT overcall (immediately as responder!) NB Pass if no interest in auction

X – at least 1 of known suits All subsequent **Xs** are for penalties; want to play in 3NT – bid it; Support but insufficient strength – stretch raise; Own suit insufficient strength bid at lowest level; if proper support and invitational strength or unbid suit with at least invitational strength, cue bid 1 of opponents suits as follows: A bid of opponents known lower ranking suit = the lower rank of the other 2 suits eg partner opens 1♥/♠ – (2NT = ♣/♦) – 3♣ shows opener's major, 3♦ shows other major. Jump to 3♠, 4♣, 4♦ is splinter **GF**; 4NT Ace asking.

GENERAL DESCRIPTION OF BIDDING METHODS

3 Weak 2s / 4-card suits / 11-14 NT

1NT Openings and Responses

Strength 11 to 14 Shape Balanced

Style constraint: fixed by ability to rebid, can upgrade or downgrade A4.5, K3, Q1.5, J0.5, T0.5

Responses 2♣ Non Promissory Stayman **See N.P.S. note**

2♦	Transfer to hearts	2♥	Transfer to spades
2♠/2NT	Minor suit transfers (9+ game try with 6 card suit)	3♣/♦	2NT/3♣ Break if not 3 cards & 1 of 3 top honours. Correct to 3♣/♦ if weak
Others	3♣/♦/♥/♠ = 6+ card suit and slam interest.		

Action if opponents X 1NT **Helvic Wriggle (XX)** = a 5-card suit, Opener bids 2♣. Pass or correct If suit bid = lower of two suits, Pass = 4333 **alerted** opener must **XX** and responder **can pass**, bids clubs and opener passes or bids his longest suit.

Action if opponents overcall our 1NT **Lebenshol (FASS)**

Two-level openings and responses

Meaning	Responses
2♣	20+ unbal; 23+ bal; G.F 2♦ Relay (3-7); 2♥ = 0-3; Others 8+ & 5 cards; 2NT 8+ balanced.
2♦♥♠	Weak 2, 5 -10 + good 6 card suit ; 2NT(15+) Asks for Feature (K or A)**** Bid Feature**** where the No of honours in the long suit plus points is 10+ 3NT rebid after 2NT enquiry bid shows a solid suit headed by 3 top honours
2NT.	20-22 Balanced; Puppet Stayman; Transfers, Quant 4NT; 4♣ RKC Gerber 1430 (♠K = 5 th KC)

CONVENTIONS (section 1)

Non-Promissory Stayman Responder bids 2♣ with 11/12 HCPs but NOT promising a 4-card major. 2♦ by Opener denies a 4 card Major. 2♥/2♠ by Opener = 4 cards in ♥/♠. If Responder has NO 4-card major can now bid 2NT - shows 11-12. With 4-4 major fit, Responder supports at 3 or 4 depending upon strength. If Opener shows 4♥, a 2♠ bid now by Responder is Checkback showing 4 cards in spades. Without 4 cards in spades opener bids 2NT; with maximum HCPs bid 4♠ if 4-4 ♠ fit or 3NT if not. So 1NT 2♣ 2♥ 3♠ is 13+ HCP's & 4♠ in spades 'cos 2♠ = 11/12pts

2NT 20-22 & 5 card Puppet Stayman Responder bids 3♣ with 3+ of major asking for a 5-card major. Opener bids 3NT with 3 or less but 3♦ with 4 cards. Responder bids 3NT with 3 but bids the *other* major with 4. Opener reverts to 3NT with no fit. If responder has both majors he bids 4♦ over openers 3♦, asking him to choose. Responder's 3♠ after 2NT is a slam enquiry in minors holding 5-5. Allows RKCB, or RKCB or Cue Bid controls as seems fit.

Break & Bounce after a Red suit transfer Opener **Breaks** with maximum & 4 cards in requested major rebidding 2NT. Responder re-transfers if strong or rebids 3 of major to play if weak. Opener **Bounces** with minimum & 4 cards. Only non vul & values AK of suit not QJ

CONVENTIONS (section 4)

Checkback— After 1♥ - 1♠ - 1NT (15-17) & no interference 2♣; N.B. 1♥ - 1♠ - 2NT = 18/19 then 3♣ same Responder's 2/3♣ (alert!) with good 7+ initiates Checkback; 7-9 is game seeking, but is used to explore for a slam if Opener's 1NT is maximum. Opener's rebid options after 2♣:

2♥ = Min hand & shows a 5th card in opener's major

2♠ = Min hand, denies a 5th card in opener's major but shows 3 cards in responder's major

2♦ = Min hand & no 5th card in opener's major nor 3 card support for Responder's Major;

3♥ = Max hand shows a 5th card in opener's major

3♠ = Max hand, denies a 5th card in opener's major but shows 3 cards in responder's major

3♦ = Max hand & no 5th card in opener's major nor 3 card support for Responder's Major;

1♥ - 2♦; 2NT* (15-19) - 3♣ also Checkback: 3♥ = a 5th heart, 3♠ = 4 spades 3♦ shows neither *2NT = GF

Lebenshol (FASS) after Opponents Overcall our 1NT Opener

They O' call a suit they do not have - X = the suit & weak; other 2 level bids natural & weak, direct 3 level bids forcing; direct cue bid shows major(s) GF; direct 3NT & stops; bid **one of suits they've shown** = something in suit not forcing; bid **of the only suit shown** - distributional and TO;

They O' call a suit they do have - X = TOX; 2 level bids natural & weak; direct 3 level bids GF & stop; Cue bid shows major(s) & stop; 2NT initiates Lebensohl for everything else. Opener rebids 3♣ - pass or correct; 3NT now = game + no stop; rebidding 3 level suit which could be bid at the 2 level is GF.

They overcall at the 3 level - X = TO; suits natural & forcing; 3NT game points with stop(s)

Lebenshol (FASS) after Opponents Open a weak 2

2 level bids natural, weak; 2NT 16-18 + stops; Leaping Michaels; X initiates Lebensohl; direct 3NT & stop; direct 3 of overcalled suit asks for stop GF; all other 3 level bids GF & stop or no fear; but (2♠) - X - (P) - 2NT by advancer = 0-11 HCPs; Opener rebids 3♣ - pass or correct to 3♦ 0-7 HCPs; 3♥ = invite no stop; 3♠ no fit, no stop, GF; 3NT = game **but no stop**; rebid 3 level suit which could be bid at the 2 level GF;

If responder has bid eg (2♥) - X - (3♥) - ? Advancer's options are Pass, Bid own suit, game or TOX

Lebenshol (FASS) when opponents make a 2 level natural WJO after our 1 of a suit opener

Support with a fit eg 1♥ - (2♠) - 3♥ = GF; so 2NT initiates Lebensohl - continuations as above;

Drury - Partner opens 1♥/1♠ in 3rd seat. Responder's 2♣ = 4 of bid Major & 10+ asks if K borrowed?

Opener will repeat major at two level if weak, rebid 3♥/♠ invitational, or 4♥/♠ game.

Inverted Minors 1♦/♣ - 2♦/♣ stronger (10+) than 1♠/♣ - 3D♦/♣ weak (0-6) 4 card support & no 4-card major. 1NT response (7-9) 4333 shape & no 4 card major. Opener's rebids 2♥/♠ = 3+ cards & stop; 2NT = 15-17 balanced; 3 of other minor shows 5:4, 3NT = 18-19

NB If opponents X or Overcall Barrage where possible. CUE bid now with good support