

OTHER OPENING BIDS			
	HCP	Minimum	CONVENTIONS & SPECIAL RESPONSES
1♣	10*-19	4	<div>* Rule of 20 (good 19 NV)</div> <div>Openers 1 level rebid forcing for one round.</div> <div>Splinters</div> <div>2NT Jacoby</div> <div>Fit Jumps by passed hand = 4 card fit, 9-11 & 5 card bid suit</div> <div>Jump Shift – trump setting</div> <div>Inverted minors</div> <div>Trial Bids as good raise to 3 of suit fit</div>
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
<div>Opening in 3rd seat – Drury</div> <div>Opening in 4th seat use rule of 15 or bid Strong 2's as Acol</div>			
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♦	<div>In 2nd seat: X = 13-15 bal or v strong (19+ bal); Suits natural; 2NT=16-18 sytems on;; Leaping Michaels (4/5 losers)</div> <div>In 4th seat: as above but X is TO of bid suit</div>		

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 2NT initiates Lebensol – see below	
Agreements after Opponents WJO		
Agreements after Opponents X for Takeout		
Redouble 9+ HCP	New suit Forcing	Jump in 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		



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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>	A <u>K</u> x	<u>K</u> Q	<u>K</u> Q x	K <u>J</u> 10	K <u>T</u> 9	<u>Q</u> J T
	<u>Q</u> J x	<u>J</u> T x	T x <u>x</u>	<u>T</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	A <u>K</u> x (<u>x</u>)	A <u>J</u> T x	<u>K</u> Q T	<u>K</u> Q x	K <u>J</u> T	K <u>T</u> 9	<u>Q</u> J T
	<u>Q</u> J x	<u>J</u> T x	T x <u>x</u>	<u>T</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 opener's 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

Both players of a partnership must have identically completed convention cards.
Cards must be exchanged with opponents for each round.

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