

OTHER OPENING BIDS					
	HCP	Note	Min len	MEANING	SPECIAL RESPONSES
1♣	10-19 Rule of 20	6,7	4	Natural	Weak Jump Shift (9) Splinters = stopper ask 1NT=8-10, 3=3=3=4♣ OR (332)=5♣ 2NT=11-12, 3=3=3=4♣ OR (332)=5♣ 3NT=13-15, 3=3=3=4♣ OR (332)=5♣
1♦	10-19 Rule of 20	6,7	4	Natural	Weak Jump Shift (9) Splinters = stopper ask 2♣=F to 2NT (UPH), NF (PH)
1♥	10-19 Rule of 20	6,7	4	Natural	2NT= GF(12)(9) Splinters 2♣♦=F to 2NT (UPH), 2♣♦=NF (PH)
1♠	10-19 Rule of 20	6,7	4	Natural	2NT= GF(12) Splinters 2♣♦♥=F to 2NT (UPH), 2♣♦♥=NF (PH)
3 bids	5-10		6	Pre-empt	3NT = 8+ minor to AKQ, no o/s A or K
4 bids	7-10	8	7	Pre-empt	4NT = ACOL Ace Ask
DEFENSIVE METHODS AFTER OPPONENTS OPEN					
A NATURAL 1 OF A SUIT		CONVENTIONAL MEANING		SPECIAL RESPONSES	
Simple o/c		Natural, 8+ HCP, 5+ card suit		UCB=Good raise to next level	
Jump o/c		When Vul: 10-15 HCP, 6 card suit		When NV: 5-9 HCP, 6 card suit	
Cue bid		Michaels (OFF over artificial 1♣♦ OR Short ♣), 5-9 HCP OR 16+ HCP			10
1NT	Direct Pro	15-17 HCP 10-14 HCP		Systems On (incl Rescue Trfs & Leb) Systems On	
2NT	Direct Pro	Unusual NT, 5-9 HCP OR 16+ HCP 19-21 HCP, Balanced		- Systems On	11 -
OTHER		DEFENSIVE METHODS			
Strong 1♣/1♦		X = Majors 1NT = minors Others = Natural			
1NT	max <=14	X=Penalties Multi-Landy: 2♣=Min 5-4 in Majors (2♦ by Advancer show equal-length in Majors) 2♦=6+ Major 2Major=5Major & 4-minor			
	max >=15	Woolsey: X = 5+ in a minor + a 4 card Major. Resp bids 2c=p or c; 2d= bid major 2♣ = Min 5-4 in Majors, 10+ HCP (if 5-4 = 12 HCP, if 5-5=10 HCP) 2♦ = 6+ in a Major 2♥♠ = 5+ in Major and 4+ in a minor			
Weak 2 Multi 2♦		X 12+ HCP, TO with Lebensohl (Note 3) 2 suit 10-14 HCP, 5+ card suit, NF 2NT 15-17 HCP with a stopper (Systems On) 3 suit 10-14 HCP, 5+ card suit, NF 3-level cue bid Michaels, Inv (Note 13) 4-level minor Leaping Michaels, GF (Note 14)			
Weak 3		Double = TO (can be converted) 3 suit = 5+ card suit, NF. 3nt= to play, Trsfers available in M's. Cue of m = both M's			
4-level suit bids		Over 4 Major: 4NT = TO, X= Penalties Over 4 minor: X = TO			

SLAM CONVENTIONS	
4NT RKCB (1430)	5♣ = 1-4; 5♦ = 0-3; 5♥ = 2 kc wo QT; 5♠ = 2 kc w QT Bid of next non-trump suit = Asking Suit (AS) = Trump Queen ask:
4C Gerber	4d=0-4; 4h=1; 4s=2; 4nt=3 DOPI / ROPI if interference
5NT King ask	6♣ = 0; 6♦ = 1; 6♥ = 2; 6♠ = 3 DOPI / ROPI if interference
Void showing RKCB	5NT= 2 controls + void: 6= Void in suit bid and 1-3 controls: 6 trump =void in higher suit and 1-3 controls
Exclusion (3041)	= bid up in steps

COMPETITIVE AUCTIONS					
Agreements after opening of one of a suit and overcall by opponents					
Level to which negative doubles apply			3♣		
Special meaning of bids			Cue-bid = UCB Weak Jump Shift (9)		
Agreements after Opponents double for takeout					
Redouble	9+ HCP with max xxx support	New Suit	F, 4+cs	Jump in New Suit	NF, Weak Jump Shift (9)
Raise	Single = Constructive Jump raise =Pre-emptive	2NT	Normal raise to 3-level	Other	
Other agreements concerning doubles and redoubles					
Negative Doubles		Over 1♦ = At least 4-3 in the Majors Over 1♠ = At least 4♥'s @1-level = 6+ HCP		Over 1♥ = 4♠'s (1♠ would show 5♠'s) Over 2-level = At least 4-3 in other 2 suits @3-level = 10+ HCP	
SUPPLEMENTARY DETAILS					
1 Rescue Transfers:					
XX/2♣♦♥		Transfer to next higher suit (XX = transfer to ♠'s)			
Pass		Forces Opener to XX. Then (a) Pass = To Play		(b) 2suit = 4cs + another higher ranking 4cs	
2 Wriggle: Opener XX = Unspecified 5 card suit: Resp bids: (a) Pass=To Play (b) 2♣, Opener PoC (c) 2♦=To Play					
		Opener Pass, Resp bids: (a) Pass=To Play			
		(b) XX=Puppet to 2♣, Responder Passes or bids 2♦ (ToPlay)			
3 Rescue Transfers + Lebensohl (Fast shows):					
X/2♦♥		Transfer to next higher ranking 4+ card suit (over ♣♦♥) or NT (over 2♠)			
2♠		Stopper in suit, denies a 4+ card Major			
2NT		Lebensohl, Forces Opener to bid 3♣:			
		3 suit BELOW Opps suit NF, 4+ card suit, To Play			
		Cue bid of Opps suit GF, Denies a stopper, one or two 4 card Major(s)			
		3 suit ABOVE Opps suit Inv, 5+ card suit			
		3NT To Play			
3 suit BELOW Opps suit		F, 4+ card suit			
Cue bid Opps suit		GF, Stopper in Opps suit, one or two 4 card Major(s)			
3 suit ABOVE Opps suit		Inv, 5+ card suit			
3NT		To Play			

OPENING LEADS							
vs Suit	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	10 <u>x</u> x	<u>10</u> 9 x	<u>9</u> 8 7 x	10 <u>x</u> x x	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	
vs NT	<u>A</u> K x (<u>x</u>)	A <u>J</u> 10 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	10 x <u>x</u>	<u>10</u> 9 x	<u>9</u> 8 7 x	10 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 METHODS							
	Primary method v suit & NT contracts						
On Partner's lead	Standard Count (if not A/Q) EXCEPT in NT the lead of K asks for unblock Reverse Attitude (if A/Q)						
On Declarer's lead	Standard Count						
When discarding	Odd is encouraging in that suit, Even is suit preference.						
Suit preference signals: High = higher ranking suit, Low = lower ranking suit							
SUPPLEMENTARY DETAILS (continued)							
4 Check back stayman.(over 1 and 2NT rebids) 2/3c= asks, 2D/3D = maximum points, AOB natural, min and descriptive. Enquirer now bids naturally							
5 Feature Ask: 3 minor=AK orQ 3 Major=No outside A or K 3 oMajor=AK orQ 3NT=AKQ							
6 Opening choice: With two 4 card suits, open the higher suit, unless suits are ♥ and ♠. If Unbalanced open longest or higher 5 or 6 card suit. If 4441 open 1♣, or the middle suit							
7 Rule of 19: If HCP + length of 2 longest suits is >= 19+ consider opening with 10 HCP							
8 4♠/4♦=trsfr to 4♥/4♣ AKQ(J)xxx in suit, no outside A/K. 4♥/4♣= 7+pts to play							
9 Weak Jump Shift (in a Major only): ON over X OR suit interference 4-7 HCP 6 cs @ 2-level At least A, K or Q No more than xx in Openers suit 2NT = Enquiry for side K or Q Resp rebids: New suit=K or Q Own suit=None 3NT=KQ in own suit 3♣ = Enquiry for Sing/Void Resp rebids: New suit=Sing/Void Own suit=None 3NT=♣ Sing/Void							
10 Michaels over a minor or Major opening: If 11-15 HCP, bid 1 suit and, if able, later bid the other suit Over 1♣♦ (art or Short) Cue Bid = Natural Over 1♣♦ (3+ cards) Cue Bid = Both Majors At least 5-5 5-10 HCP OR 16+ HCP Over 1♥♠ Cue Bid = Other Major + a minor At least 5-5 5-10 HCP OR 16+ HCP							
11 Unusual NT: 2 lowest unbid natural suits Over a natural ♥♠ Both minors Over art ♣♦ OR Short ♣ Both minors Over natural ♣♦ (3+ cards) Other minor + ♥							
12 Jacoby 2NT= Game force (ON over interference) openers responses 3=♣11-14 pts: 3♦=15+ no void/sing: 3♥=sing/void in '♣s 15+: 3♠= sing/void in '♦s 15+: 3NT= sing/void other M 15+. Responders replies, as above ie. 3♥/♠/ NT = void/sing in /♠♦ /OM. Opener then cue bids. If no void/sing responder cue bids at the 4 level							
13 Michaels over Weak 2:		Cue of Weak 2♦ Cue of Weak 2 Major	Both Majors Other Major + a minor	At least 5-5 At least 5-5	Inv Inv		
14 Leaping Michaels over Weak 2:		4♣ over Weak 2♦ 4 minor over Weak 2 Major	♠'s + a Major minor + other Major	At least 5-5 At least 5-5	Slam Inv Slam Inv		
15 Splinters Response of 3♠/4♣♦ to 1♥ opening or 4♣♦♥ to 1♠ opening shows a raise to 4♥♠ with 4+ trump support and Singleton/Void in bid suit. 9-12 HCP's. <u>Not singleton A</u>							

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GENERAL DESCRIPTION OF BIDDING METHODS			
ACOL	12-14 NT - Weak 2 in ♥♠ - Benji-Twos (modified) in ♣♦		
1NT OPENINGS AND RESPONSES			
Strength	12 to 14 HCP	Shape constraints	Balanced (May incl weak 5c M)
Responses	2♣ Stayman (Non-Promissary) (* Re transfers available)		
2♦	Transfer to 2♥ (Break with 4+♥'s) *RT	2♥	Transfer to 2♠ (Break with 4+♠'s)*RT
	Transfer to 3♣ (Break with ♣A, ♣K or ♣Q)		2NT
Others	3♣♦♥♠ 6+-cs, GF with slam interest (3NT=Denies Hx+, 3 or 4 new suit=Cue with Hx+) 4♦♥ Texas Transfer to 4♥♠ respectively (ON over interference)		
Action after Openers LHO double		Rescue Transfers	1
Action after Openers RHO double		Wriggle	2
Action after Openers LHO 2-level suit interferes		Rescue Transfers + Lebensohl	3
TWO-LEVEL OPENINGS AND RESPONSES			
Bid	Meaning	Responses	
2♣	Bal (23-25) or 4441/5431 with sin A/K system on(see 2NT) or 8 Playing Tricks and 16+ HCP	2♦ = Relay	
2♦	5-4 min in M's 5-10 hcPts	2♥/ = to play 2NT=enquiry 3c=to play3d=pick a suit 3H/SlInviting*	
2♠	Weak 2, 5-9 HCP 6 card suit with 2+ of 3 top honours	New suit 2NT	F1, 5+ card suit Feature Ask (ON over interference)
2NT	20-22 HCP Balanced OR 4441/5431 with sing A/K	3♣	5-card Puppet Stayman (NP)
		3♥	Transfer to 3♥♠ (Break with 4+ cards by cue bidding Ace)
		3♠	5-4 or 5-5 minors
		3NT	To play
		4♠♥♣♦	Slam try in suit. 4NT by opener is RKCB
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
CheckBack(4) (over 1NTand 2nt rebid) Long Suit Trial Bids, UCB		4 th Suit Forcing (GF)	
3 rd pos Major openings may be light (especially NV)			
Last amended: 5 th November 2020			

* Responses:- 3c=5h- 4s 5-7, 3h= 5h- 4s 8-10, 3d=5s- 4h 5-7 3s= 5s- 4h 8-10, 3nt = 5-5 8-10