



Name Nigel Wolfendale
Partner Dick Davey

EBU No. 48556
EBU No. 75321

GENERAL DESCRIPTION OF BIDDING METHODS

ACOL, 4 Card Majors, Multi 2♦, Modified Lucas 2♥/♠

1NT OPENINGS AND RESPONSES

Strength 11-14 NV, 12-14V Tick if artificial and provide details below ☐

Shape constraints Balanced, not 22 in Majors Tick if may have singleton ☐

Responses 2♣ Non-Promissory Stayman, 3♣ = 5 Card Puppet

2♦ Transfer to ♥ 2♥ Transfer to ♠

2♠ Xfer to ♣, (2N shows Ax(x), Kx(x)) 2NT Xfer to ♦, (3♣ shows Ax(x), Kx(x))

Others 3♦/♥/♠ – Natural slam try, 4♣ = Bid better major, 4♦/♥ transfers, 4♠ Black

Action after opponents double 2♣ = ♣ + ♦/♥, 2♦ = ♦ + ♥, Pass forces XX = to play or suit + ♠, XX shows single suit

Action after other interference X of nat is T/O, x Art shows that suit, Rubensohl

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	GF except if 2N rebid	2♦ relay, others = good suit. After 2♥/♠, 2♠/3♣ = second negative. 2♣, 2♦, 2NT = 23/24, 2♣, 2♦, 2♥, 2♠, 2NT = 25/26 bal	
2♦	Multi (weak ♥/♠ or 27-30 balanced or 20-24 4441)	2♥ = pass/correct, 2♠ = bid 3/4♥, 2N = enquiry 3♥ = pass/ct, 4♣ xfer to your M; 4♦ = bid your M.	
2♥	5♥ & 4+ m nv 4-10 5♥ & 5+ m vul 5-11	2♠ = natural nf, 2N = enquiry, 3/4/5♣ = pass or correct, 3♦ = forcing.	
2♠	5♠ & 4+ m as above	As above	
2NT	20-22	3♣ = 5 card stayman, 3♦/♥ = ♥/♠, 3♠ = ♣ or ♣ & ♦ & 3N = ♦ – mild tries. 4♣ = bid better major, 4♦/♥ xfer	

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

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

Inverted minor suit raises except after intervention or previous pass.

OTHER OPENING BIDS

	HCP	see Note*	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	9+	☐	4		(Baron, Splinters	1,3
1♦	9+	☐	4		(Inverted Raises	
1♥	9+	☐	4		(2N = GF (if not passed)	2
1♠	9+	☐	4		(Splinters + ext splinters	3
3 bids	<10	☐	6	3m = good suit in 1 st or 2 nd	M = natural, forcing m = cue bid	
4 bids		☐	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		Wide ranging		New suit = 1 round force	
Jump overcall		Weak, Intl in 4 th or after weak opening			
Cue bid		Michaels		2N = Game interest	4
1NT	Direct: Protective:	15-18 11-14		System on	
2NT	Direct: Protective:	UNT 19-21			
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES	Notes
Strong 1♣		Modified CRASH			5
Short 1♣/1♦		Same defence as over 1N			
Weak 1NT		}2♣ = 4♥ + longer other		} Next suit = pass with 5+	
Strong 1NT		}2♦ = 4♠ + longer other		} 2N = Game interest	
Weak 2		TOX, Leaping Michaels			
Weak 3		TOX, Michaels / Leaping Michaels			
4 bids		TOX (values only over 4S)			
Multi 2♦		X = bal. 13-16			6

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
Roman Keycard Blackwood	5♣ = 1/4, 5♦ = 0/3, 5♥ = 2 w/out Q, 5♠ = 2 +Q	D1P0
	Second ask is for Q of trumps (if unknown) or	R1P0
	first K over M, number of Ks over m.	(step 1 = 1/4etc)

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	New suit jump = jump fit
Exceptions / other agreements	

Agreements after opponents double for takeout

Redouble	9+	New suit	Nat, 2♣/♦ = NF	Jump in new suit	Jump fit
Jump raise	Pre-empt	2NT	Good raise	Other	

Other agreements concerning doubles and redoubles

Game try if no other bid available, Lightner X of slam to show a void, 1N 3N X asks partner to try to find Part's suit.

Rosencrantz XX = Ax or Kx in partner's overcalled suit.

Low level Xs are usually take-out unless we X 1N or open & partner XXs a X.

OTHER CONVENTIONS

Fourth suit and responder reverses (except 1N 2D 2H 2S) FTG (unless previously passed)

Unassuming cue bids. Crowhurst after rebid of 1N (good 14-17)

Lebensohl (slow shows) after a) X a weak 2, b) X a Multi or c) reverse (after 1 level response)

2-way checkback after 1NT rebid, checkback over 2NT rebid

Jump rebids by responder in new suit are short (4th suit jumps show a singleton in opener's first suit, support for his second & are forcing to game).

Opener rebid of 3N after 2 level response = 15-16 – no interest in Ms (not 4 cd suppt)

After a rebid of 2N, if the next bid is lowest unbid m = artificial slam try.

After (known) 2 suited overcall, X = interest in penalties, low cue = invitation + in lower of remaining suits, high cue = invitation + in higher, other suit = NF

SUPPLEMENTARY DETAILS

1. After 1C/D 2N, continuations are natural. A reverse shows 15+ & is forcing to 4N.

3N shows a balanced good 14-19 & is also forcing to 4N.

2. After 1H/S 2N, 3C = minimum; 3D = short D, 3H = short C/H, 3S = short S/C – all not minimum

3N= bal 15-19, 4 of new suit = good 5 carder not min., 4H/S = 6+ cards no shortage, not min.

After 3 level response, 3N = RKCB. Same responses if previously passed but after 3C not GF.

3. All double jumps are splinters. 1H 3NT/4C/4D shows void in S,C,D, 1H 3S shows unspecified singleton.

1S – 4C/4D/4H shows void, 1S – 3NT shows singleton. Also 1H/S 2C/D followed by new suit jump = short.

4. Michaels – 1C/D 2C/D = Majors, 1H/S 2H/S = other M + unspecified m, 1Y 2N = lowest 2.

5. Modified CRASH could be done on zero points. X = 2 suits (at least 4/4) same colour, 1D = 2 suits same

Rank, 1H = 2 "odd" suits, 1S = 8 P.Ts. in undefined suit. 1N = balanced 17-20, 2C/D/H/S = 6+ or two suited, at least 5-5, not in suit bid or 3 suited excluding the suit bid.

OPENING LEADS

For all the card combinations shown, clearly mark the card normally led if different from the underlined card.

Hatch over or shade this box if using non-standard leads.

v. suit contracts	A <u>K</u>	<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	K J <u>10</u>	K 10 <u>9</u>	<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 <u>x</u> 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	x <u>x</u> x x x
v. NT contracts	<u>A</u> <u>K</u> x (<u>x</u>)	A J <u>10</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	K J <u>10</u>	K 10 <u>9</u>	<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 <u>x</u> 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	x <u>x</u> x x x

Other agreements in leading, e.g. high level contracts, partnership suits:-

Ace for attitude, king for count, queen for count (or unblock J v NT). In partner's suit,

third from an honour v suit contracts, third highest v NT (unless known to hold 4+).

CARDING METHODS

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	High-low = even (encourage)	Count
On Declarer's lead	Low-high = odd (discourage)	Count / Smith Peters
When discarding		Count, high = come on

Other carding agreements, including secondary methods (state when applicable) and exceptions to above

Mckenny when obvious

SUPPLEMENTARY DETAILS (continued)

6. 2nd seat: X = 13-16 balanced or 19+, 2H/S = natural, 2N = 17-20 balanced.

3C/D = natural NF, jumps = intermediate. 4th seat: X = T.O. 6th & 8th seat: X = T.O. 2N = minors.

Extended splinters over

9. Modified Grand Slam Force (GSF) is a jump to 5N. Partner bids 7 with 2 of 3 top honours, otherwise bids upwards to show how good he is in light of the bidding. A bid of trump suit is as good as can be without bidding 7.

10. A jump to 5N is only a GSF if the trump quality (which may include length) can't be ascertained

through ace asking. In other circumstances it asks partner to pick a slam.

11. Exclusion Blackwood occurs when a jump bid is made in opponent's suit, or cue bid in their suit at the 5 level, or, following suit agreement, a jump bid at the 5 level. Responses are same as RKCB but ignore the suit bid.

12. If opponents bid 2 suits, 2N = same length in other suits, first cue bid = longer in lower

ranked, second cue bid = longer in higher ranked – all at least 5-4 nv, 6-5 vul.

13. After we bid 1N 2D/H – 2N = 3 good H/S & max. 3C = 4+H/S & max. 3H/S = 4+ H/S & min.