

OTHER OPENING BIDS					
	HCP	see Note	Min len	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	12*-19	2	4	For choice of opening - note 1 * Light openings possible – note 2 For opener's NT rebids – note 3	1NT response = 6-9
1♦	12*-19	2	4		2NT response to Major = Jacoby
1♥	12*-19	2	4		2NT – note 8
1♠	12*-19	2	4		Raise of major to 3 level = 4+ support and exactly 8 losing tricks Splinters
3/4 level				Pre-emptive – bidding 2 more than the number of tricks held when vulnerable and 3 more when non-vulnerable	
DEFENSIVE METHODS AFTER OPPONENTS OPEN					
Simple overcall		wide range, from 8+ at 1-level			
Jump overcall		Weak 6-10 points, good 6-card suit			
Cue bid		Michaels showing a 2-suited hand – note 4			
1NT	Direct: Protective	15-17 and a good stop 10-14 and a stop		As for 1NT opening	
2NT		Unusual 2NT – note 5			
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES	
Strong 1♣		Truscott – competitive (see Appendix); pass then bid – strong;			
Short 1♣/1♦		Standard including Michaels and negative doubles. Responses and rebids of short suit opened are natural.			
Weak 1NT		Double = penalties; version of multi landy in direct seat – appendix 1			
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Weak 2		See note 8			
Weak 3		Double = take out, Michaels (max 5 losers), 4NT=Unusual (max 4 losers)			
4 bids		Double = take out			
Multi 2♦		X= 13-15 bal or v strong; 2NT = 16-18 bal			
SLAM CONVENTIONS					
RKCB		How many of 5 key cards are held - 1430 response with voids shown at a higher level. See Appendix			
RKCB continuation		Immediate next step following response to 4NT asks about queen of trumps. Alternatively 5NT asks for additional features. See appendix			
5NT = Grand Slam Force		6♣ = 0; 6♦ = 1; 6♥ = 2 of top 3 honours, 7 of trump suit = 3			
Cue Bids		Starting with 1 st or 2 nd round controls			
Minorwood		Slam interest in minor asking for key cards (See Appendix 7)			
Lackwood		Jump in a new suit after trump agreement - void in bid suit asking for key cards (see Appendix 8)			

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 = good raise	
Exceptions / other agreements		Jump raise pre-emptive, inverted minors	
Agreements after opponents double for takeout			
Redouble	9+ HCP	New suit forcing	Jump in new suit forcing
Jump raise	Pre-emptive	2NT Good raise	Other
OTHER CONVENTIONS			
Fourth Suit Forcing: A bid in the fourth suit is artificial, showing no particular Holding in that suit but requesting partner to describe his/her hand further. After 1♣ - 1♦ - 1♥, 1♠ is natural and 2♠ is 'fourth suit forcing'.			
Inverted Minors: A direct raise to 2 of a minor shows a maximum of 7 losers and 4+ card support. A direct jump raise to 3 of a minor shows 8+ losers and 4+ card support.			
Unassuming Cue Bids Opposite partner's overcall a cue bid shows a good raise			
Splinter Bids Response of 3♠/4♠/4♦ to 1♥ opening or 4♠/4♦/4♥ to 1♠ opening shows a raise to 4♥/4♠ with 4+ trump support and singleton or void in bid suit			
Long suit trial bids Used after a simple raise in a major, showing a suit with 2+ losers.			
Minor Suit trial bids - Used after finding a minor suit fit (not inverted minor) asking for help in the named suit (e.g. 1h-2c-3c-3s asks p to bid 3NT if he has a stop in spades)			
Checkback Stayman – Used after 1NT or 2NT rebid by opener to enquire about additional undisclosed major support.			
SUPPLEMENTARY DETAILS			
1 Balanced hands not 12 to 14. With four hearts and four spades open 1♥, Otherwise open the longest suit or the higher ranking of two 4-card suits.			
Unbalanced hands: always open the longest suit. With two 5-card or longer suits always open the higher ranking. Consider Rule of 20 for light openings.			
4441 hands: singleton ♣ open 1♥; singleton ♦ open 1♣; singleton ♥ or ♠ open 1♦			
2 Rule of 20 : If HCP + length of 2 longest suits is 20+ consider opening at 1 level			
3rd in hand – after 2 passes consider opening at 1 level with as little as 10 points			
4th in hand – after 3 passes open bidding if HCP plus number of spades is 15 or more			
3 NT rebids: After 1 level response 1NT = 15-17; 2NT = 18-19			
4 Michaels - both majors or unbid major and an unspecified minor – normally 5-5 shape			
5 Unusual 2NT – lowest two ranking unbid suits normally at least 5-5 shape			
6 Ogust –3♣ min points/poor suit; 3♦ min/good; 3♥ max/poor; 3♠ max/good;3NT = AKQ			
7 Jacoby 2NT – 4+ support for partner's major and opening points (see Appendix)			

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).					Coded 10s and 9s		
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q 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 <u>x</u> x	<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	
v. NT contracts	A K x (<u>x</u>)	A J <u>10</u> x	<u>K</u> Q 10	<u>K</u> Q 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 <u>x</u> x	<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 contracts			Primary method v NT contracts			
On Partner's lead	Reverse Attitude: low encouraging, high discouraging. When clear a continuation is not required (i.e. singleton in dummy) high = higher ranking other suit and low = lower ranking other suit						
On Declarer's lead	Count: high-low=even no. of cards; low-high = odd no. When defending against no trumps then reverse attitude to first suit lead is shown if count is not required.						
When discarding	Reverse Attitude: low encouraging; high discouraging						
Returning partners suit	Generally return highest if 2 cards remaining. If 3 or more cards remaining return original 4 th highest						
Suit preference signals: High = higher ranking other suit ----- 							

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GENERAL DESCRIPTION OF BIDDING METHODS			
Standard English Acol – Modern Acol			
1NT OPENINGS AND RESPONSES			
Strength		12 to 14 (10-14 in 3 rd seat)	
Shape constraints		Can have 5 of any suit, no singleton	
Responses		2♣ Stayman	
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	Transfer to minor	2NT	Invitational
Others	3♣/♦/♥/♠ = Natural 5+-card suit and slam interest.		
	4♣/♦ = Minorwood		
	4♥/♠ 5♣/♦ = Natural 6+-card suit and no slam interest.		
Action after opponents double		Redouble for 5 card suit, otherwise bid 4 cards suit up the line until at least 4-3 fit is found.	
Action after other interference		Bid naturally, X = takeout after suit overcall	
TWO-LEVEL OPENINGS AND RESPONSES			
Meaning		Responses	Notes
2♣	Game forcing or 23+ balanced	2♦ less than 1.5 playing tricks	
2♦/2♥/2♠	Weak two	2NT Ogust	6
2NT	20 – 22 balanced; 3♣ Puppet Stayman, 3♦/♥ Transfer;		

1. Multi Landy response to opponent's 1NT opener

<p><u>Responder's initial responses</u> Double = penalties and shows at least 15 points. 2♣ = both majors with opening points/7 losers. Length is at least 4-4 but expected to be at least 5-4 against stronger NT or when vulnerable. 2♦ = any single suited hand (minimum 6 cards) with maximum of 8 losers 2♥/2♠ = at least 5 of that major and at least a good 4 card minor with opening points/7 losers. 2NT = at least 5-5 in the minors with maximum 6 losers 3 level bids = natural and strong although not forcing.</p> <p><u>Following 2♣ advancer bids:-</u> 2♦ = equal shape and asks responder to choose his better major Otherwise advancer shows his better major, jumping if strong All other bids are to play</p> <p><u>Following 2♦ advancer bids:-</u> 2♥ = weak or a good support for ♠. If responder's suit is ♥ he passes. If his suit is ♠ he corrects to 2♠ and game can be investigated. 2♠ = good support for ♥. If responder's suit is ♠ he passes. If his suit is ♥ he corrects to 3♥ and game can be investigated. 2NT = strong hand max 7 losers. Responder replies: 3♣ = 8 losers in ♥; 3♦ = 8 losers in ♠, 3♥ = Max 6 losers in ♥; 3♠ = Max 6 losers in ♠, 4♥ = 7 losers in ♥; 4♠ = 7 losers in ♠. 3♣/3♦ = solid minor suit to play</p> <p><u>Following 2♥/2♠ advancer bids:-</u> Pass = tolerant in major and/or weak 2NT asks responder to bid his minor 3 same major is invitational to game 3 of another suit is to play 3NT is to play</p> <p><u>Following 2NT advancer bids:-</u> 3♣/3♦ = preference. Everything else is to play</p>	<p>Only used in direct seat</p> <p>In protective seat all bids are natural</p>
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2. Truscott response to opponent's strong or precision 1 club

<p><u>Showing a two-suited hand, indicating the suit bid and the next higher suit.</u> Double shows the non-touching suits including RHO's suit 1NT shows the non-touching suits excluding RHO's suit. A 6+ card suit is bid at the 2 level or higher.</p> <p>(1C) - 1D Diamonds and Hearts (1C) - 1H Hearts and Spades (1C) - 1S Spades and Clubs (1C) – X Clubs and Hearts (1C) - 1N Diamonds and Spades (1C) - 2C Clubs and Diamonds (1C) - 2D+ Diamonds+</p> <p>(1C) - P - (1D) - 1H Hearts and Spades (1C) - P - (1D) - 1S Spades and Clubs (1C) - P - (1D) – X Diamonds and Spades (1C) - P - (1D) - 1N Hearts and Clubs (1C) - P - (1D) - 2C Clubs and Diamonds (1C) - P - (1D) - 2D Diamonds and Hearts (1C) - P - (1D) - 2H+ Hearts+</p>	<p>Only used in competitive bidding.</p> <p>If strong then pass first and all subsequent bids are natural</p>
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3. Jacoby 2NT

<p><u>4+ support for partner's major and a game going hand</u></p> <p><u>Responses</u> 3 level bid of another suit shows singleton in that suit 4 level bid of another suit shows a void in that suit 3 of agreed suit = balanced hand with 16+ points 3NT = balanced hand with 14-15 points 4 of agreed suit = balanced hand with minimum opener</p>	<p>Game forcing</p> <p>Maximum 7 losers</p> <p>Denies a void or singleton</p> <p>Only applies in uncontested auction</p>
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4. Slam Sacrifice Decision

<p><u>To be used when we have bid our suit to at least the 4 level and they go onto slam</u></p> <p><u>First player</u> 0 or 1 tricks – pass 2 or more tricks - double</p> <p><u>Second player (if first player has passed)</u> 0 tricks – sacrifice 1 trick – double 2 tricks – pass</p> <p><u>First player (if second player has doubled)</u> 0 tricks – sacrifice 1 trick – pass</p>	<p>Tricks are not to include aces in own suit or suits where opponents have shown a void</p>
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5. Inverted Minors

<p><u>4+ support for partner's minor</u> 2 of minor – maximum of 7 losers – game interest - denies 4 card major. Controls are then to be bid by both players in order until either sign off in minor or NT. 3 of minor – pre-emptive denying a 4 card major. 4 of minor – Minorwood – strong slam interest 5 of minor – to play</p> <p>With 4 card support, 4-3-3-3 shape and intermediate points prefer 1NT.</p>	<p>Only applies in uncontested auction.</p> <p>Generally preference is to show majors rather than immediate support for minor.</p>
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6. RKCB

<p>5♣=1 or 4 key cards 5♦=0 or 3 key cards 5♥=2 no queen key cards 5♠=2 with queen key cards 5NT= 0 or 2 and a useful void 6 below agreed trump suit=1 or 3 and a useful void in that suit 6 of agreed trump suit=1 or 3 & void above the trump suit</p>	<p>See Minorwood and Lackwood for alternatives</p> <p>Following agreement of a major at 3 level 3NT is RKCB with same steps as 4NT ask but a level below.</p>
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7. RKCB continuation

<p>Space permitting enquirer can ask about the queen of trumps by bidding the next step up. Responder bids one step further to deny the queen. With the queen responder shows an undisclosed void, singleton or king if possible or signs off in small slam.</p> <p>As an alternative to the queen ask, enquirer can bid 5NT to ask for kings. Responder will bid undisclosed voids, singletons or kings below the trump suit or sign off in small slam.</p>	<p>Following agreement of a major at the 3 level 3NT is RKCB with same steps as 4NT ask but a level below.</p>
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8. Minorwood

<p><u>A 4♣ or 4♦ suit agreement bid asking for number of key cards</u></p> <p>After 4♣ - 4♦ asks partner for RKCB, 4♥=1 or 4,4♠=0 or 3, 4NT =2 no queen, 5♣ = 2 with queen After 4♦ - 4♥ asks for RKCB, 4♠=1 or 4,4NT=0 or 3, 5♣ =2 no queen, 5♦ = 2 with queen</p> <p>If bidding room permits a follow up bid below game of agreed minor asks for the queen of trumps.</p>	<p>Only applies in uncontested auction</p>
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9. Lackwood

<p><u>Jump in a new suit after trump agreement asking for key cards</u></p> <p>Shows slam interest and a void in bid suit. Responses as per steps in RKCB excluding ace in void suit – i.e. step 1 shows 1 or 4 key cards.</p>	
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10. 4NT two places to play

<p>If partner has not bid a suit and opponents have bid hearts then 4NT will show both minors (double for spades and a minor). Partner simply shows preference.</p> <p>If partner has not bid a suit and opponents have bid spades then 4NT will show 2 of the other 3 suits. Partner bids the lowest suit he has tolerance for. If this is not one of the suits then the 4NT bidder will bid the next level up which will be passed or corrected.</p> <p>If partner has opened a minor and opponents have jumped to 4S then 4NT shows hearts and the other minor.</p>	<p>Applies when 4NT is an overcall</p> <p>or</p> <p>partner has made a take out double and 4NT is not a jump</p> <p>or</p> <p>partner has opened a minor and 4NT is not a jump</p>
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11. 3NT opener – Specific Ace ask

<p>4 clubs - none</p> <p>4d/h/s - that specific ace only 4NT - ace of clubs only</p> <p>5 of suit - that ace and the one above. 5NT - other 2 untouched suits (diamonds and spades). 6 Clubs - ace of clubs and the untouched suit (hearts).</p> <p>With 3 aces bid 7c and ask partner to pick slam.</p> <p>4c – no aces 4d – Ace of diamonds only 4h – Ace of hearts only 4s – Ace of spades only 4NT – Ace of clubs only 5c – Ace of clubs and ace of diamonds 5d – Ace of diamonds and ace of hearts 5h – Ace of hearts and ace of spades 5s – Ace of spades and ace of clubs 5NT – Ace of diamonds and ace of spades 6c – Ace of clubs and ace of hearts 7c – 3 aces</p>	<p>Must have 10 tricks and no suit with 2 quick losers or 11+ tricks to open 3NT</p> <p>General concept – with 2 aces the final contract must be at least a small slam.</p> <p>With 3 aces the final contract must be a grand slam.</p>
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12. Defence to multi 2 diamond

<p><u>Direct Seat – RHO has opened 2♦.</u></p> <p>2NT - Natural, 16-18, with both majors stopped (stayman and transfers on). Double - 16+ but not suitable for 2NT 2♥ - Natural, a very good 5, preferably 6 card suit with 6-7 losers. 3♥ - Natural, a very good 6 card suit with 5 losers. 2♠ - Natural, a very good 5, preferably 6 card suit with 6-7 losers. With 5 or fewer losers pass initially then rebid later. 3♣/♦ = Natural with 5 or 6 losers 3NT = Natural, usually based on a long minor with both major suits stopped. 4NT – at least 5-5 in minors with no more than 4 losers</p> <p><u>4th seat – Assuming RHO bids a weak 2♥ (or 2♠)</u> As with direct seat however if RHO bids 2♠ (showing ♥'s) then double = 5+spades, 7 or fewer losers.</p> <p><u>Direct seat after (a) 2♦ pass 2♥ (or 2♠) pass pass or (b) 2♦ pass 2♥ pass 2♠</u></p> <p>Standard Defence to weak 2 opener applies:- 2♠ over 3♥ - Good 5+ suit with 6-7 losers 3♥ over 2♠ - Good 5+ suit with 6 losers Jump overcalls in major – Good 6+ suit with 5 losers 3♣/3♦ - Natural with 5 or 6 losers X- takeout short in opps suit or 19-20 balanced or strong unbalanced hand Michaels - 5 losers or better & at least 5/5 distrib. including unbid major 2NT – 16-18 balanced with one stopper in opps suit (stayman and transfers on) 3NT – 21-22 balanced with two stoppers in opps suit (stayman and transfers on) 4NT – at least 5-5 in minors with no more than 4 losers</p>	
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