

OTHER OPENING BIDS					
	HCP	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10+	2	light openings possible particularly 3rd position non-vulnerable	Inverted m. After 1m - 1 any -1NT (12-14) - 2 other minor = checkback enq. Weak Jump Shifts. 2N = 'natural' 11/12 pts	1, 2, 9
1♦	10+	4		Bergen ; splinters; 2NT enq, 3NT pre-emptive raise* with defence, 4 M pre-emptive raise*. * 5cd support	2, 3, 4
1♥	10+	5			
1♠	10+	5			
3 bids	5+	6	Will almost always be 7 cards for 3♦/♥/♠, gambling 3N		
4 bids	7+	7	4♣/4♦ S A Texas	next suit up shows slam interest	5
*(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		Natural			
Jump overcall		Natural Weak , except in 4th;			14
Cue bid		Michaels			
INT	Direct: Protective	15-17 11-13		As opening 1N	8,10, 11
2NT	Direct: Protective	Minors 19-21		Bid to level of m fit As 2N opening / rebid	11
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES	Notes
Strong 1♣		non-jump in suit = suit+ suit above; X= ♣&♥, 1N = ♦&♠; jumps= natural weak			
Short 1♣/1♦		Natural			
Weak 1NT		Reverse CAPP - see other conventions			
Strong 1NT		X = 6 card suit / 2♣= ♥+♠ / 2♦= minors 5-5+ can be passed			
Weak 2		X=t/o, leaping Michaels / non		Lebensohl 2N requires	

Weak 3	leaping Michaels	3♣ See other conventions	
4 bids	X= values & t/o in principle. X of 4♠ = Penalty. 4N over 4♠ = t/o		
Multi 2♦	See Notes		13
SLAM CONVENTIONS see note 14			
Name	Meaning of Responses	Action over interference	
RKCB	5♣, 0/3, 5♦ 1 or 4, 5♥ 2 without, 5♠ 2 with trump queen	D0P1 / R0P1 (0=1st step 1 = 2nd step)	
5N K enq Bids at 4 level in agreed minor = Blackwood	specific king if 1 / missing king if 2		
Q ask post 5C and 5D	show TQ a) bid K or b) 5N if no K		
COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents - SYSTEM OFF			
Level to which negative doubles apply	4♥ + Competitive X and Responsive X		
Special meaning of bids	Over 1m: cue = invitational 4 card raise, 1N/2N natural 6-9/11-12 Over 1M: cue / 2N = invitational 3 / 4 card raise.		
Exceptions / other agreements	Over opponent IN o/c, new suit at 2 level =weak NF ,otherwise new suit = F1; new suit @ 3 level or jumps = GF: cue bid of implied suit after 2 suited o/call = sound 3 or 4 cd raise		
Agreements after opponents double for takeout			
Redouble	9+ (Pen)	New suit	natural F1 Jump in new suit = natural F1
Jump raise	Pre-emptive	2N	3 or 4cd Invitational + raise 3N = good 5cd raise to 4M
Other agreements concerning doubles and redoubles: X of 2 suited o/call = penalty 1+ stated suits			
Support doubles & redoubles: show 3cd support unless 5cd suit shown then 2cd (MAJORS only)			
OTHER CONVENTIONS			
Grand slam force: Minorwood: Exclusion RKC Blackwood, FSF= game forcing			
Michaels: cue major = other major + ♣/♦ (response 2N = inv M, 3♣=POC); cue minor = ♥+♠; 2N = ♣/♦s			

<u>Lebensohl</u> : The cue bid of enemy major shows 4 of the other major. The direct cue bid shows a stop in the enemy suit; cue bid via 2NT = no stop. Direct 3N=stop; 3N via 2N=no stop
REVERSE CAPP: 2♣ = majors; 2♦ = any single suit; 2♥/♠ = ♥/♠+ minor; 2N = strong 2 suiter (any)
After 2♣: 2♦ = equal length in ♥+♠; 2N = GF; 3♣/3♦ = natural NF
After 2♦: 2♥ = NF relay 2N=GF; 2♠/3♣/♦ = natural NF; Responses to 2♥/♠: 2N =GF 3♣ =pass/correct
Unassuming Cue Bids = sound high card point raise
Checkback (other minor) asks for 3 cd support for responder's M (primary) / unbid 4 cd Major (secondary)
SUPPLEMENTARY DETAILS
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).
1 Inverted minor raises. 1m-3m = 5-9 pts; 1m-2m = 10-11 pts (inversion off after opp action). The only routes below game are – Rebidding 2NT (NF), bidding new suit (F1) then 3m, or bidding 3m directly.
<u>2 Weak jump shifts</u> : only post X.
3 post 1M, 2M = 6-8 + 3cd support / flat 4-7 + 4cd support 1M-3M =3-7 4cd supp with some shape. Bergen
3C = 9-11+ 3cd support 3D = 8-10+4cdsupport (mini-Bergen (2♣/2♦) after pass) next bid up relay
4 <u>Responses to Jacoby 2N</u> : new suit @ 3level = short / @ 4 level = void; 3M strong; 3N = 13-17; 4M=weak
5 <u>4 Level opening bids 4M</u> weak with 7 tricks, 4♣/4♦ 8 PT in ♥/♠, (opener rebids a feature if asked)
6 responses to 2♣: 2♦ = relay 2♥/♠/3♣/♦ = 5+cd suit with 2 of 3 top honours
<u>Kokish relay post 2♦</u> A rebid of 2♥ requests 2♠, then 2NT = 25-26 (system on see note 11) / 3NT = 27-28
7 Opening 1N can be any 4432 / 4333 / 5332 / 5422 shape & exceptionally 6322 Responses: 2♣ asks
for 5cM. Responses: 2♦ = no 5cd M and minimum (forcing to 2NT), 2N = max_no 5cd M (GF) then Baron

8 Transfers Minor suit xfers, (accepted with Kx / Qxx or better), Break M xfer with 4+ (2N=Max 4333/ 3M =
Min / new suit = Max + shows source of tricks)
OPENING LEADS 2nds & 4ths / MUD. Strong 10s & 9s v NT (0 or 2 Higher)
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> Δ K x K Q 10 K Q x K <u>J</u> 10 K <u>10</u> 9 Q J 10
Q J x J 10 x 10 x <u>x</u> <u>10</u> 9 x 9 <u>8</u> 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
Δ K x (<u>x</u>) A J <u>10</u> x K Q 10 K Q x K J <u>10</u> K 10 <u>9</u> Q J 10
Q J x J 10 x 10 x <u>x</u> <u>10</u> 9 x 9 <u>8</u> 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
Other agreements in leading, e.g. high level contracts, partnership suits:-
Lead of A or Q requests reverse attitude (A requires unblock vs NT). Lead of K requests reverse count
CARDING METHODS
Primary method v suit contracts
Primary method v NT contract
On Partner's lead
Reverse attitude (reverse length, suit preference)
On Declarer's lead
Reverse Length
When discarding
Throw losers, reverse count or SP if appropriate
Other carding agreements, including secondary methods (state when applicable) and exceptions to above
Falsecards
SUPPLEMENTARY DETAILS (continued)
9 1m-2m /1♦- 2♣: replies: 2♥/2♠= natural does not show extra values, 2N = 12-14, 3N = 18-19,3m = weak
others=16+ & feature.
10 Pass forces XX for Penalty (Pass) or weak escape bid = suit + higher suit of equal length. XX = weak
with 5+ card suit, forces 2♣ for POC. Bids are suit and suit above of equal length. To 1N -P-P- X-P- P-P

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

XX= weak with 5+ card suit, forces opener to bid 2♣ for POC. 2-level bids are suit and suit above 4-4 / 5-5

11 Puppet 5-card Stayman 3♣ over 2N (direct, via 2♣ or 2N o/c of multi /weak 2) = ?5cM. 3♦ denies 5 but

4cM. 3NT denies 4or5 M. Over 3♦, puppet 3♥ (I don't have ♥) or 3♠ (I don't have ♠, but do have ♥);

3N to play 4♣ = I have both majors and slam interest 4♦ = both majors and no slam interest

after 2NT opening / rebid: RSTs 3♠: minor suit Stayman opener's 3NT denies a 4cM;

12 New suit = F1. 2NT= game invitational: then rebid @ 3 level = min @ 4level = max no outside feature,

new suit = shows feature and non minimum

13 X=take out, 2NT(response to this Lebensohl), 2♥ / ♠ 3♣/♦ = natural 5+ suit, 2NT = 15-17+ stops (replies see note 11)

14 in 4th position, jump overcalls and opening 2♦ / 2♥/2♠ = strong 7or 8 playing tricks



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GENERAL DESCRIPTION OF BIDDING METHODS

Standard American Style: 5 card majors / 15-17 NT / Weak 2s in three suits / Short Cub

1NT OPENINGS AND RESPONSES

Strength	15-17	Tick if artificial and provide details below	
Shape constraints	Any balanced but see note 7	Tick if may have singleton	
Responses	2♣	5 card Stayman	see note 7
2♦	Transfer to ♥ note 8	2♥	Transfer to ♠ note 8
2♠	Transfer to ♣ note 8	2NT	Transfer to ♦ note 8
Others	3♣/♦ = 6♣/♦ + 4♥/♠ (GF,)		
Action after opponents double for PENALTY		XX = rescue, system OFF note 10; system on post t/o X	

Action after other interference X= Penalty Lebensohl see other conventions

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	Game Force / 23+ if balanced	2♦ relay other natural (note 6)	6 & 11
2♦	Weak (except 4th in hand)	2NT asks for feature; bids in new suit are forcing	12 & 14
2♥	Weak (except 4th in hand)		
2♠	Weak (except 4th in hand)		
2NT	20-22 bal	See Note	11

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

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

2♣ over our 1NT opening is not Stayman, but asks for 5-card majors, not necessarily with a 4 card major.

1NT response to 1M = 6 to a poor 11 points non forcing but rarely passed

Post X of transfer after 1N opening, XX shows 4 in bid suit, pass shows 2 in transfer suit, 2 transfer suit

shows 3, 3 transfer suit shows 4, other suits 4+ max hand and feature in bid suit, 2N balanced max with 4

Light openings possible particularly 3rd position non vulnerable

Lead style /signals/ discards: 4th best, Strong 10s & 9s v NT; A requires reverse attitude; K - reverse count

/reverse attitude or reverse length or suit preference when obvious , throw losers / reverse count or SP

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