

BID	POINTS	MEANING	SPECIAL RESPONSES
1♣	16+	Any strong hand	1♦ negative; 2♥=minors(55) or solid suit (no outside AK) 2♠/2N/3♣/3♦=4441 hands with short ♠♦♥
1♦	Max 15	♣ or ♦ or weak NT could be 4405	1N=8-11 (8-9 by passed hand); 2♣/♦ game forcing 2N shows 11-12 balanced: 3♣/♦ invitational
1♥/♠	Max 15	5 cards	1N general force: 2♠/♦ game forcing; 3♣/♦ invites good/bad raise is 2N/3M ; swiss (single,void,controls)
1NT	15-17	Balanced (or 4441 or 543H)	2♣=Stayman; 2♦/2♥, 4♦/♥ = Xfers; 4♣=Gerber 2♠/2N=one or two minors; 3any=short
2♣	Max 15	Long (6) clubs, usually single suiter	2♦ enquiry: 2N transfer to 3♣ for weak or GF raise 3♣ raise constructive: jump is GF fit jump
2♦	6-10 or 20+	Weak 2♥/2♠ or 4441 (21+) or flat 23-24	2/3M = pass or correct; 2N = enquiry 3m = natural & forcing; 4♦ = name major
2♥ 2♠	Rule of 17	At least 55 ♥+minor At least 55 ♠+other	2♥-2♠=enquiry, 2♥-2N=GF-relay or WTO 2♠-2N=show length/strength, 2♠-3X= pass/correct
2NT	7-10	5-5 minors	3♥ (GF) asks for dbl-M (3♠=♥,3N=♠); 2N-4N=BW in C 3♠=minor game try and 3N (GF) accepts, 4M shows void
3 suit	Preempt	constructive in 2 nd /4th	Suit@3=F1; 3M-4m=fit-non-jump; jump=fit-jump
3NT		Running minor, little else in 1 st /2nd	4♣ always pass or correct; (by unpassed hand) 4♦ = asks singleton
4suit		Pre-empt	

O/CALL	MEANING	OPPO OPEN	DEFENCE
Simple	wide ranging; new suit/cue =F1 2N by 4th is 4cd support for M	Strong 1♣	X/1♦/1N = two sameC/sameR/O 2N = minors; WJOs
Jump	pre-emptive with 2N game try strong over pre-empts	Weak NT	2♣ = ♥+other (2♦ enq; 3♣ FG) 2♦ = ♠+other (2♥ enq; 3♦ FG)
Cue	55 : MM/Mm (2N game try); jump asks for stopper; jump@4 show 10 tricks in M; 3X-P-3Y-4Y natural	Strong NT	2N=strong 2 suiter; jump=long 1N-P-transfer-4m=m+OM
1N	Direct = 15-18 Protective = 11-14 System unless oppo have bid 2 suits	Weak twos	X = takeout (+2N=Lebensohl) Cue over 2m/2M=majors/WCB; 4m=that suit + other major (55+) 2♦-4♣=♣+major, 2♦-4♦=10inM
2NT	Non-j Direct = 16-19 flat+sys Non-j Protective = 15-17 flat+sys Jump Direct = lowest 2 suits J Protective = 18-19+system 1M-P-2M-2N = ♦+other, etc	Weak threes Weak fours Multi	X = takeout; 3♣-4♦=♦+M Cue=Michaels c/b not strong X = takeout/values over m/M X = no better bid available 4♣/♦ = that suit + ♥ (55+)

AFTER OPPONENTS INTERVENE

Simple Overcall	X=takeout except after 1N (penalty) 1♣-overcall-X = any 5-7 hand/some 8+	Cancels 2over1-GF; raises pre-emptive; (not 1♦) jump=fit jump & d-jump=splinter
Jump overcall	X=takeout	(not 1♦) jump=fit jump; raises may stretch; 1♦-jump-(P-P)-2N=Lebensohl ???
Double	XX=penalty except 1♣(5-7+major); or rescue/doubt 1N-X: XX=bid 2♣; suit=lower of 2. 1N-X-P-P-XX=5cd	as simple overcall

SPECIAL USES OF DOUBLES

responsive X shows 4OM

Of slam (except sacrifice) or by pre-emptor : asks for unusual lead
Of simple overcall by 4th hand : support doubles (3cd support) and redoubles
Of low level cue of my suit by opponents : want to compete further in the suit
Of high level cue of my suit by opponents : interested in a different lead
Of a splinter : lead lowest un-bid suit if we're vulnerable, **suggests sacrifice if we're non-vul**
Of opponents' agreed suit : general game try if none other available, else thru 3♠ is competitive
After 1N-X-suit: X shows general values (P-P-X shows extra values & willing to defend)
Of opponents transfer after 1N: shows that suit but **of opponent's Stayman shows big hand**.

SLAM CONVENTION

RESPONSE

4N is ACE ASKING jump above splinter is VOIDWOOD	Step1=1or4, step2=0or3, step3=2noQ, step4=2withQ step5=0or2 with void; step6+=odd#aces + void shown Q ask : step1=noQ POD1 etc over intervention
cue bidding 1M-3M-next = singleton ask	show second suit before cue if possible cue aces then singletons then kings

Other conventions :

Lebensohl : after they intervene over 1N, 2N=puppet to 3♣, 3N=denying stop.

1♦-2D/H/S-2N=Lebensohl and opener rebids 3♣ (except 3♦ with v strong diamonds).

Lowest suit negative to protective X by non-passed hand. Intervention over asking bids: P=step one etc

New suit forcing unless bidder already limited.

1N-intervention-jump4R : still a transfer

Responses to strong 2N : 3♣=5cd ask (3N=44), 3R/4R=transfer, 3m=minors, 4♣=one minor

After FSF : response @2 NF, @3 GF

? 6th bid is GF

OPENING LEADS	v suit contracts: 4th; 6th; 2nd bad suits (next original 3rd of 4, 5th of 5)*				
Non Standard Leads	A <u>K</u>	A <u>K</u> x	<u>K</u> Q 10	<u>K</u> Q x	K J <u>10</u>
	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
	10 <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> x x	H x x <u>x</u> x	H x x x x <u>x</u>
	H x x <u>x</u>	H x <u>x</u>	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x
Other leads	v NT contracts: 4th; 6th; 2nd bad suits *†; strong K (unblock)				
	A K x (x)	A J <u>10</u> x	<u>K</u> Q 10	<u>K</u> <u>Q</u> x	K J <u>10</u>
	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
	10 <u>x</u> x x	10 <u>9</u> x	9 <u>8</u> 7 x	H x <u>x</u>	H x x x x <u>x</u>
Strong 10 K from AK for count above 3N Roman in my suit Roman 5+ level	H x x <u>x</u> x	H x x <u>x</u>	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x

CARDING METHODS

Describe Primary method. State alternative in brackets.

On Partner's lead	Reverse attitude (Reverse count if attitude clear or K lead above 3N)
On Declarer's lead	Reverse count
When Discarding	Reverse count or count completion, discouraging if a choice available
Exceptions to above	Trumps and spare cards often McKenney. 3rd/5th partner's suit. Smith peters (shows good side suit or unexpected support)

Continuations after 1C opener:

1C-1D-jump : F1: lowest=2nd neg, new suits F1
1C-1D-1M : might only be 4 cds: 1N=forcing NT
1C-1D-1N/2N : 18-20, 21-22 flat, system responses
1C-1D-2H = Acol2 hearts or GF flat : 2S relay over which all but 2N shows hearts (and lowest bid now 2nd negative)
1C-suit-jump : sets suit : cue/raise with A/H
1C-1N-2D/H/S : 2N=doubleton, suit=3cd support, raise=4cds, 3N=4cds min, 4M=3cds min
1C-1N-2N=clubs and over 2N 3C=support, 3X=4cds but no clubs
1C-2H-2S : 2N shows minors, else bid suit below solid
1C-2S+ : step1 asks range (8-9,...) then controls (0-2,3,...)
1C-1M-2N : balanced min, 3cd support
1C-1D-djmp : sets suit : cue/raise/NT with A/H/neither
1C-1D-suit : jump=fit jump, dj=splinter, 2N = 4cd support
1C-1D-2m-lowest=artificial semi-positive
1C-1N : flat 8+, then ONLY 2C=Stayman and 2C-2D=12+
1C-2H-2N : 3C shows minors, else suit below solid
1C-interv(either/or)-their suit : natural

Continuations after 1D opener:

1D-1H-2C : at least 5-4 minors either way
1D-1H-2S : shows 6-5 diamonds & spades, NF
1D-1M-1N-2C : asks (2D=min,2N=med,3N=max)
1D-1M-X-P, 1N : no asking and 2N natural
1D-1M-2N = six diamonds and 3 of M (R)
1D-2C = clubs, GF
1D-2C-2D : 5 diamonds
1D-2C-3H+ : shortage with club support
1D-2N-3M = short and both minors or long diamonds
1D-1S-2H : shows 5-4 diamonds & hearts, NF
1D-1M-1N-2N : transfers to 3C
1D-suit-suit-suit : third suit, F1
1D-2M-X-P, 2N=scrambling
1D-2C-2M=natural
1D-2D-2M=natural

Continuations after 1M opener:

1H-1S-1N : 12-15 flat and 2C asks (and 2N->3C)
1H-1S-1N-jmp: NF in M, GF with 55 if m
1M-3m : natural, invitational, nf
1M-2N-3C/D/M = maximum, medium, minimum
1M-djmp : single/void/4+ control/poor raise
1M-2M : constructive 3cd raise
1M-2M-3X : short suit trial bid (1H-2H-2N for S)
P-1M-jmp : natural + 3cd support
1H-1S-1N-2C-any : all continuations of 3X GF
1M-1N : forcing (show 4H/6M/better minor)
1M-2N : good raise to 3M or better
1M-2N-4new = showing 5-5 in suit bid
1M-djmp-next : show CDM shortage, or count
1M-2M-next : says 1 step for long suit trial

Continuations after 2-level openers:

2C-2D : enquiry (2N=upper flat, 3X=max+stopper)
2D-2H : 2N=flat, 3X=suit below
2D-2N : 3C/H=hearts, 3D/S=spades, 3N=flat, 4X=suit below
2D-2N-3C : not 5cds-min and 3D asks (min, splinters)
2D-suit-X : game try in all unbid majors
2C-2N : transfer to 3C (pass=weak, 3X=stopper)
2D-2S : 2N=flat, 3X=hearts, 3N+=suit below
after suit below : cue=asks (6-,7,...)
2D-X-XX = transfer to 2H, to play in responders suit.
2M-step1-step1 : minimum (else show suit)
2M-overcall-bid of possible suit:= pass or correct
2M-overcall in possible suit-X = pass or correct
2M-lower suit : pass or correct
2M-P-stepN: intervention : P0D1 and P0R1
2S-2N-3lower=min, 2S-2N-3N=any 55 max.

Defensive continuations:

1N-2m-X : P=2 to 4 of m (then suit=5, XX=4, P=5), suit bid=5, XX=5 of m : applies to 1D-P-P-X too.
Defence to odd 2-level openings
shows suit : X=takeout with 2N=Lebensohl, cue=2 suiter
other : X=values no better bid Acol 2: X shows MM/Mm/Mm, perhaps 5-4 only
After 1N-P-2C-X : pass shows one stopper, 2any shows none.

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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- **STRONG CLUB, PHONY DIAMOND**

Leads, signals, discards:- TOP, 2nd from BAD, 4th/6th
HILO=discouraging/odd, SMITH PETERS

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

1C opener forcing, 16+ points, some responses artificial
1D opener might not have any diamonds, up to 15 points
2C opener clubs and up to 15 points
2D opener MULTI
2H opener >> Rule of 17, two suited
2S opener >> 2H=H+minor, 2S=S+other
2N opener >> 2N=minors

STRENGTH OF 1NT OPENERS: **15-17** but might have singleton
2♣ RESPONSE TO 1NT OPENER IS: STAYMAN-ish