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GENERAL DESCRIPTION OF BIDDING METHODS			
Strong 1C		Phoney 1D	
1NT OPENINGS AND RESPONSES			
Strength	15-17	may have singleton \checkmark	
Responses	2♣ Stayman (then 3m GF, 3M/4♥ 55 majors) or raise to 2N		
2♦	Hearts	2♥	Spades
2♠	{weak 2 minors} or {strong 1m}	2N	{weak 1m} or {strong 2m}
Others	3X = shortage, 4♣=Gerber, 4R=transfer, 4♠=Baron		
Action after X	XX=bid 2♣, suit=lower of 2, P-P-XX=5cd suit		
Action on other	X penalty @ 2L, takeout @3L, 2N tf to 3♣, 3X GF, 3N no stop		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	More
2♣	6+♣, 10-15	2X transfer to ♥/♠/♦/♣ 3C constructive; jump=fit-jump	
2♦	Weak M, strong 4441/flat	2/3M p/correct, 2N/4♦ enquiry	2
2♥	55+ ♥+minor, 3-10 pts (atv)	2♠/N enquiry, 3m to play	3
2♠	55+ ♠+minor, 3-10 pts (atv)	2N enquiry, 3m pass/correct	
2NT	55+ minors, 3-12 pts (atv)	3/4m to play, 3M enquiry	4
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
1♣ shows most 16+ hands		1♦ might not have diamonds	
1X-1Y may be very weak (1♦-1M 3cnds sometimes)		1X-2m is GF	
3N opening is Gambling style (little else in 1 st /2 nd) and 4♦ asks singleton			

OPENING LEADS							
v. suit	<u>A</u> <u>K</u> <u>Q</u> J x H x x <u>x</u>	<u>A</u> <u>K</u> x <u>J</u> 10 x H x x <u>x</u> x	<u>K</u> Q 10 10 <u>x</u> x H x x x x <u>x</u>	<u>K</u> Q x 10 <u>9</u> x <u>x</u> x	K J <u>10</u> 9 <u>8</u> 7 x x <u>x</u> x	K <u>10</u> 9 10 <u>x</u> x x x <u>x</u> x x	<u>Q</u> J 10 H x <u>x</u>
v. NT	<u>A</u> K x (x) <u>Q</u> J x H x x <u>x</u>	A J <u>10</u> x <u>J</u> 10 x H x x <u>x</u> x	<u>K</u> Q 10 10 <u>x</u> x H x x x x <u>x</u>	K <u>Q</u> x 10 <u>9</u> x <u>x</u> x	K J <u>10</u> 9 <u>8</u> 7 x x <u>x</u> x	K <u>10</u> 9 10 <u>x</u> x x x <u>x</u> x x	<u>Q</u> J 10 H x <u>x</u>
Other agreements in leading, e.g. high level contracts, partnership suits:-							
A/K above 3N for attitude/count. From xxxx order is x12x and xxxxx order is x1xx2.							
In partner's suit 3 rd /5 th unless length known In my suit and above 4N , 2 nd top of Hs.							
CARDING METHODS							
	Primary method v. suits			Primary method v. NT contracts			
Partner's lead	Low to encourage			Same but low for even on K lead			
Declarer's lead	Low for even number			Same			
Discarding	Low for even number			Same			
Other carding agreements							
Count : HI=ODD : Attitude HI=BAD If honours known, count (HI-LO=odd).							
Smith Peter (HI-LO = surprising feature)							
Attitude wrt the obvious switch; if single on view and 2 switches, then suit pref							
SUPPLEMENTARY DETAILS (continued)							
<u>Continuations after 1D opener</u>							
1D-1H-2C : at least 5-4 minors either way			1D-1M-2N = six diamonds and 3 of M (R)				
1D-1M-1N-2C : asks (2D=min,2N=med,3N=max)			1D-1M-1N-2N : transfers to 3C				
1D-1M-X-P, 1N : no asking and 2N natural			1D-2M-X-P, 2N=natural				
1D-2C-3H+ : shortage with club support			1D-1S-2C-2D = artificial game try+				
1D-2N-3C = both minors			1D-2N-3M = short and both minors or long diamonds				
<u>Continuations after 1M opener</u>							
1H-1S-1N : 12-15 flat and 2C asks (and 2N->3C)			1H-1S-1N-2C-any : all except 2N/raise are GF				
1H-1S-1N-jmp: NF in M, GF with 55 if m			1M-1N : forcing (show 4H/6M/better minor)				
1M-2N-3C/D/M = maximum, medium, minimum			1M-2N-4new = showing 5-5 in suit bid				
1M-djmp-next : show CDM shortage, or count			1H-1S-2N = six hearts and 3 of S				
1M-2M : constructive 3cd raise			1M-2M-next : says 1 step for long suit trial				
1M-2M-3X : short suit trial bid (1H-2H-2N for S) but lowest=balanced/or/short and step1/2=accept bal/short							
<u>Continuations after 1M opener</u>							
1C-1D-jump : F1: lowest=2nd neg, new suits F1			1C-1N : flat 8+, 2C=Stayman and 2C-2D=12+ (or 10+)				
1C-1D-djmp : sets suit : cue/raise/NT with A/H/neither			1C-1N-2D/H/S : 2N=doubleton, suit=3cds, raise=4cds,				
1C-1D-1M : might be 4 cds: 1N=any 3-5 and 2m=6-7			3N=4cds min, 4M=3cds min				
1C-1D-suit : jump=splinter, dj=void, J2N = GF support			1C-1N-2N=C and over 2N 3C=support, 3X=4cds, no C				
1C-1D-1N/2N : 18-20, 21-22 flat, system responses			1C-2H-2S : 2N shows minors, else bid suit below solid				
1C-1D-2m-lowest=artificial semi-positive			1C-2H-2N : 3C shows minors, else suit below solid				
1C-1D-2H = Acol2 hearts or GF flat : 2S relay & all			1C-2S+ : step1 range (8-9,...) then controls (0-2,3,...)				
but 2N shows hearts (and lowest bid now 2nd negative)			1C-<2any>-2N-P-3C : asks (their suit shows clubs)				
1C-suit-jumpsuit : shows 2-suiter, suit+suit-above			1C-1M-2N : balanced min, 3cd support				

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

OTHER OPENING BIDS				
		min len	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	16+	0	Most strong hands	1♦ negative, 2♥+ artificial (NOTE 1)
1♦	-15	0	C suit or D suit or weak NT	2m GF, 3m invitational
1♥	-15	5		1N F1R; 2m GF; 2N support; 3m invitational; DJ+ swiss (single,void, controls, pudding)
1♠				
3X	-11	5	Suit, constr in 2 nd /4 th	4m or any suit jump is fit bid
4X			4N asks to bid aces	
DEFENSIVE METHODS AFTER OPPONENTS OPEN NATURAL 1X				
Simple overcall		wide range		new suit=F1R, 2N by 4 th is 4cd support for M; transfer advances
Jump overcall		weak, except strong over weak		2N over 2M game try enq
Cue bid		55+ in MM or Mm; jump asks for stopper; d-jump shows 10 tricks in M; 3X-P-3Y-4Y is natl		2N over 2M game try enq
1N	Direct: Protective:	15-18 11-14		System on unless 2 suits bid. System on
J 2N	Direct: Protective:	At least 55 lowest two, weak or strong (good 5-5 if sandwich); D+other after 1M-P-2M. Protective=18-19 flat + system on.		
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES
Strong 1♣		X/1♦/1N = two suits same C/R/O; 2N=minors, WJOs		NT acts as cue bid
Short 1♣/1♦		Cue in 4 th is natural		
Any 1NT		2♣/2♦ = ♥/♠+other; 2N strong 2-suiter; jump=long; 1N-P-transfer-4m shows m+OM		Over 2♣/2♦ - next bid asking, raise is GF asking for 5cd suit
Weak 2		X takeout, else natural, cue shows MM or seeks 3N, 4m = 55 suit+major (but 2R-4R=10 tricks in M); 2N shows 16-19 in 2 nd , 15-17 in 4 th .		2N over X forces 3♣ (Lebensohl)
Weak 3		X takeout, cue is MM or mOM; 3♣-4♦=♦+M		
4 bids		X takeout over m/values over M		
Multi 2♦		X balanced 12-16 or strong, P then 2N minors; 4m=thatsuit+hearts (55+)		

SLAM CONVENTIONS		
Name	Meaning of Responses	Action over interference
4N ace asking U jmp aceask	5♣=4/1, 5♦=3/0, 5♥=2-noQ, 5♠=2+Q, 5N=0/2+void, 6X=odd#+void; Qask-step1=no	P0D1
Cues, 1M-P- 3M-next	show second suit before cue if possible; cue aces then singletons then kings	

COMPETITIVE AUCTIONS					
Agreements after opening of one of a suit and overcall by opponents					
Level to which negative doubles apply	4♥ increasingly values vice takeout; not takeout over any 1N				
Special meaning of bids	jump is fit jump; d-jump is splinter; 2over1 GF off;				
Exceptions +	no fit jumps over 1♦; 1♦-jump-P-P-2N=bid 3♣ (single suit competitive, good./bad 2N)				
Agreements after opponents double for takeout					
Redouble	9+ penalty seek	New suit	F1	Jump in new suit	fit or weak
Jump raise	pre emptive	2NT	support	Other	
Other agreements concerning doubles and redoubles					
1C-overcall-X= any 5-7 hand and some 8+ hands: 1C-X-1D/XX = 5-7 without/with a major responsive X shows 4OM; can be game try if no other available 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 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 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. 2D-suit-X : game try in all unbid majors 2D-X-XX = transfer to 2H, to play in responders suit.					
OTHER CONVENTIONS					
1♦-2♦/♥/♠-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 e New suit forcing unless bidder already limited. 1N-intervention-4R : not a transf Responses to strong 2N : 3♣=5cd ask (3N=44), 3R/4R=transfer, 3♠=minors, 4♠=one minor After FSF : response @2 NF, @3 GF					
SUPPLEMENTARY DETAILS					
1. 1♠-2♥=minors or solid suit (no outside AK); 1♠-2♠..3♦=positive with 4441 2. Strong is 21-28 any 4441 or 23-24 flat. After 2♦-2♠-3suit shows weak-2♥. 2♦-2♥ : 2N=flat, 3X=suit below 2♦-2N : 3♣/♥=hearts, 3♦/♠=spades, 3N=flat, 4X=suit below 2♦-2N-3♣ : not 5cds-min and 3♦ asks (min, splinters) after suit below : cue=asks (6-,7,..) 3. 2♥-2♠-2N shows lower range; 2♠-2N-3♥/♠ shows 55 upper range with ♣/♦ 2♥-2N : ask suit (and 2H-<2S>-2N same, constructive) asking then intervention : pass if bid bypassed 2M-overcall-bid of possible suit:= pass or correct 2M-overcall in possible suit-X = p/ correct 4. 2N-3♥-3♠/3N shows doubleton+ in H/S; 2N-3♠-3N=game acceptance; 2N-4N is BW in clubs					