

OTHER OPENING BIDS					
	HCP	Note	Cards	MEANING	RESPONSES
1♣	11-21	7	4	Natural	2N/3♣=natural inv, 3♦/♥/♠=splinter
1♦	11-21	7	4	Natural	2N/3♦=natural inv, 3♥/♠/4♣=splinter
1♥	11-21	7,8,9,10	4	Natural	2N/3N=raise, 3♠/4♣/♦=splinter, Drury 2♣
1♠	11-21	8,9,10	4	Natural	2N/3N=raise, 4♣/♦/♥=splinter, Drury 2♣
3 bids	4-10		6	Pre-empt	2 of top 3 honours if a minor in 1 <sup>st</sup> or 2 <sup>nd</sup>
4 bids	5-10		7	Pre-empt	

DEFENSIVE METHODS AFTER OPPONENTS OPEN					
NATURAL 1 OF A SUIT		MEANING	RESPONSES	Notes	
Simple overcall		Wide range	New suit=F1; Jump shift=fit; Cue=sound raise; Jump cue/double jump=splinter; 1/2/3N=natural		
Jump overcall		Weak	At 2-level, as for weak 2 opening		
Cue bid		Michaels (weak / strong)	Over short ♣, 2♣=nat., 2♦=majors	Note 11	
1NT	Direct:	15+ to 19-	Responses as 1N opening		
	Protective:	10-15	2♣=ask range/majors (2N=max); Other bids=natural		
2NT	Direct:	UNT for lowest 2 un-bid suits		Note 11	
	Protective	Jump 19-21	Non-jump 14-17	Responses as 2N opening	
OPPONENTS OPEN		DEFENCES AND RESPONSES			
Strong 1♣ (and 1♣-1♦)		X=♥+♣/♦, 1♦ (if possible)=♠+♣/♦, 1N=♥+♠, 2N=♣/♦			
1NT (not passed hand)		X=penalty; 2♣/♦=Astro (2♣=♥+minor, 2♦=♠+other, then 2N=forcing)			
1NT (by passed hand)		Double=majors or minors Others as for un-passed hand			
1N-2suit (artificial)		X shows the suit, Cue of enemy suit (if known)=takeout, Other=natural			
Weak 2 and (1M) P (2M)		X=takeout (2N=Lebensohl FADS); Cue=2suits; 4♣/♦ (over ♥/♠)=2suits			
Weak 3		X=take-out (X of artificial pre-empt may be shaded or strong balanced)			
4 bids		X=take-out (X of artificial pre-empt may be shaded or strong balanced)			
Multi 2♦		P then X=T/O (2N=Lebensohl); P then 2N=any 2-suits; 2N=16-18; 3suit=strong: X=12-15 or very strong (then if partner passes and they settle in 2♥/♠: X=19+balanced, 2N=3-suiter, Cue=2-suiter, Suit=Acol 2)			

SLAM CONVENTIONS		
Name	Meaning of Responses	Action over interference
4N=RKCB	5♣=1/4, 5♦=0/3, then 1 <sup>st</sup> step asks Q (S1 denies)	X or XX=penalty, P=0/3
...then 5N	5♥=2, 5♠=2 + Q, 5N=2 + void, other =1/3 + void	Step1=1/4, Step2=2 no Q, Step3=2+Q
5N=GSF	“The better the trumps, the higher the response”	
Cue bids, Splinters, Extra high jumps are void showing splinters		

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	4♥ (Note: Double of 1♥ denies 4 biddable ♠)	
Special meaning of bids	Cue=good raise, Raise=pre-empt, Jump shift=fit bid	
Exceptions / other agreements	Double jump and jump in opponents' suit=splinter	
Agreements after opponents double for takeout		
Redouble 10+	New suit Natural, F1	Jump in new suit Natural, weak
Jump raise Pre-emptive	2NT Limit raise or better	Other
Other agreements concerning doubles and redoubles		
Competitive, Responsive, Maximum Overcall, and Lightner doubles		
After our penalty double of 1N: Opponents rescue to 2♣/♦: Pass=F, Double=penalty		
Opponents higher rescue: Pass=NF, Double=penalty		
OTHER CONVENTIONS		
SUPPLEMENTARY DETAILS		
1. After 1N-2♣-2♦: 2♥=majors weak; 2♠=5♠+4♥ weak; 3♣/♦/♥/♠=natural FG (5-card suit) 4♣/♦=natural slam try 6+good suit: 4♥/♠=5♥5♠ slam try NF/F		
After 1N-2♣-2♥: 2♠=invite with 4♠; 3♣/♦/♠=natural FG; 3♥=natural FG; 4♣/♦=splinter		
After 1N-2♣-2♠: 3♣/♦/♥=natural FG; 3♠=natural FG; 4♣/♦/♥=splinter		
2. After 1N-2♦: 2♥=<4♥; 2N=max 4+♥ (then 3♦=re-transfer); 3♥=min 4+♥		
After 1N-2♦-2♥: New suit = natural F1; 3♥=natural slam try; Jump shift = splinter (Similarly for 1N-2♥)		
3. After 1N-2N-3♣: 3♦=to play; 3♥/♠=splinter with 3 other major (5530 / 5431); 3N=5521 NF; 4♣/♦=1156/1165; 4♥/♠=void at least 65; 4N=5521 strong slam try		
4. After 2♣-2♦: 2♥/♠=Nat (3♣=neg), 3♣/♦=Nat (3♦/N=neg), 3♥/♠=6♦ + 4 of suit bid		
After 2♣-2N-3♣: 3♦/♥/♠/N=♥/♠/♣/♦ (then bidding the suit asks suit quality in steps: step1=KQ10 / AQ10, step2=KQJ / AQJ, step3=AKQ)		
After 2♣ (X/bid): P=0/1controls, X/XX=2, step1=3, etc (except 2N=ignore intervention)		
5. After 2♦/♥/♠-2N: Re-bid=min poor suit; Step1=min good suit (2 hons); Step2=max poor suit; Step 3=max good suit; 3N=AKQxxx; Jump=splinter		
6. After 2N-3♣-3♦: 3♥=5+♥4♠; 3♠=5+♠4♥; 4♣/♦=nat slam try: 4♥/♠=5♥5♠ slam try NF/F		
After 2N-3♣-3♥/♠: Other major=splinter try in openers' major; 4♣/♦=natural slam try		
After 2N-3♦/♥: 3♥/♠=2/3cards; 3N=4+cards (Re-transfers apply)		
After 2N-3♦/♥-3♥/♠: Other major=splinter try in 1 <sup>st</sup> suit; 4♣/♦=nat2 <sup>nd</sup> suit; Raise=to play		
After 2N-3♠: 3N=discouraging: 4♣/♦=4-card suit (4N=RKCB); 4♥/♠=cue, both minors (4N=6Ace RKCB - 41/30/52 0Q/52 1Q/52 2Qs)		

### OPENING LEADS

4 <sup>th</sup> highest (2 <sup>nd</sup> from bad suits). Traditional honour leads but strong K against NT (asking for count/unblock)	3 <sup>rd</sup> from three in partner's suit regardless of suit quality
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v. suit contracts	<b>A</b> <u>K</u>	<b>A</b> <u>K</u> x	<b>K</b> <u>Q</u> 10	<b>K</b> <u>Q</u> x	<b>K</b> <u>J</u> 10	<b>K</b> <u>10</u> 9	<b>Q</b> <u>J</u> 10
	<b>Q</b> <u>J</u> x	<b>J</b> <u>10</u> x	<b>10</b> x <u>x</u>	<b>10</b> 9 x	<b>9</b> <u>8</u> 7 x	<b>10</b> x x <u>x</u>	<b>H</b> x <u>x</u>
	<b>H</b> x x <u>x</u>	<b>H</b> x x <u>x</u> x	<b>H</b> x x <u>x</u> x x	<b>x</b> x	<b>x</b> <u>x</u> x	<b>x</b> <u>x</u> x x	
v. NT contracts	<b>A</b> <u>K</u> x ( <u>x</u> )	<b>A</b> <u>J</u> 10 x	<b>K</b> <u>Q</u> 10	<b>K</b> <u>Q</u> x	<b>K</b> <u>J</u> 10	<b>K</b> <u>10</u> 9	<b>Q</b> <u>J</u> 10
	<b>Q</b> <u>J</u> x	<b>J</b> <u>10</u> x	<b>10</b> x <u>x</u>	<b>10</b> 9 x	<b>9</b> <u>8</u> 7 x	<b>10</b> x x <u>x</u>	<b>H</b> x <u>x</u>
	<b>H</b> x x <u>x</u>	<b>H</b> x x <u>x</u> x	<b>H</b> x x <u>x</u> x x	<b>x</b> x	<b>x</b> <u>x</u> x	<b>x</b> <u>x</u> x x	

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

### CARDING METHODS

Signals	Primary method v suit and NT contracts
<b>On Partner's lead</b>	Count (high=even) / Attitude (high=encouraging)
<b>On Declarer's lead</b>	Count (high=even) / Suit Preference
<b>When discarding</b>	Count (high=even) / Attitude (high=encouraging) / Suit Preference

**Other carding agreements, including secondary methods (state when applicable) and exceptions to above**  
 Smith peters against NT (leader's peter discourages, partner's peter encourages)  
 Suit preference at trick 1 when obvious (e.g. Cash-out situation; dummy has singleton)  
 Subsequent cards played in a suit may be count or suit preference (count is the default)

### SUPPLEMENTARY DETAILS (continued)

7. Re-bid of 1N shows 12-16, then 2♣=Crowhurst (Note: 1♥-1♠-1N-2♣-3N=max with 5♥ and 3♠)
8. After 1suit-Raise : New suit=long suit game try; Re-raise=general game try; 2N/3N=natural, NF
9. 1♥-2N: Sound raise, at least invitational (even by passed hand), then:  
 3♣/♦/♠ = natural (If responder raises then 4N=6-Ace RKCB, 5N= "pick a slam")  
 3♥ = minimum, NF    3N = Balanced 15-18 in principle    4♣/♦ = splinter  
 (Similarly for 1♠-2N)
10. 1♥/♠-3N: Balanced game raise (12-14), 4+ trumps. May be 4333, 4432, or 5332.
11. Michaels and UNT: (1m)2m=majors ( then 2N=invitational+); (1M)2M=other major + 1 minor (then 2N=Constructive; 3♣/♦=pass/correct); (1any)2N=lowest 2 suits



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### GENERAL DESCRIPTION OF BIDDING METHODS

**Natural, 4-card Majors, Weak 2-bids**

### 1NT OPENINGS AND RESPONSES

<b>Strength</b>	<b>11-14</b>	
<b>Shape constraints</b>	Balanced - may include 5-card major or 6-card minor	
<b>Responses</b>	<b>2♣</b> Non-promissory Stayman (note 1)	
<b>2♦</b>	Shows 5+♥ (note 2)	<b>2♥</b> Shows 5+♠ (note 2)
<b>2♠</b>	Baron 16+ (2N=min, Suit=max)	<b>2NT</b> Puppet to 3♣ (note 3)
<b>Others</b>	3♣/♦/♥/♠=Natural invitation; 4♣=Gerber (responses 0/4, 1, 2, 3) 4♦=pick a major; 4♥/♠=to play	
<b>Action after opponents double</b>	2-level=natural, 2N=2-suited, Higher bids=pre-emptive	
<b>Action after other interference</b>	X=penalty; 2suit=competitive; 2N =competitive; 3suit=constructive; Jump=natural FG; cue=FG	

### TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Note
<b>2♣</b>	Strong artificial	2♦=0/1 control; 2♥=2; 2♠=3; 3♣=4; 3♦=5, etc. 2N=strong suit (at least KQ10xxx) nothing outside	4
<b>2♦</b>	Weak natural (5-10)	New suit=F1, Jump shift=FG, 2N=asks range/quality	5
<b>2♥</b>	Weak natural (5-10)	New suit=F1, Jump shift=FG, 2N= asks range/quality	5
<b>2♠</b>	Weak natural (5-10)	New suit=F1, 2N= asks range/quality	5
<b>2NT</b>	Natural 20-22	3♣=Stayman; 3♦/♥-transfer; 3♠=minors; 4♣=Gerber; 4♦= pick a major; 4♥/♠=mild slam try	6

### OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Both players of a partnership must have identically completed convention cards.  
 Cards must be exchanged with opponents for each round. (V5 13/11/08)