

SUPPLEMENTARY DETAILS – Competitive Bidding

1. Take-out Doubles

Generally shape suitable though possibly just both Majors after 1m opening.

Cue bid in response is forcing to agreement unless cue bidder is p/hand.

Jumps to 3M is invitational with at least a 5 card suit.

2. Responses to Overcalls:

New suit is F1 at 1 level and after a 2 level overcall.

New suit at 2 level is constructive NF after a 1 level overcall.

Cue=high card raise or any FG.

Jump in new suit below game= natural+ fit,

Jump cue=constructive 4 card raise, direct raises=pre-emptive.

3. Developments after our Defence to 1♣ strong:

Double Majors, 1NT minors, others natural

4. 2N in Competition:

After (1M)-DBL-(2M) or a 2 level take-out double of a major then

2N initially shows 2 places to play.

2N is natural after a protective double of a weak 2 bid.

5. Defence to Pre-empts

Take-out doubles of all pre-empts.

4m whether jump or not will be two suited, that suit + Major.

NAMES

Glyn Liggins

William Whittaker

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods: 5-card majors. 1♣ may be 2+ if Bal

Style of leads:- Low from even, high from odd

Signals:- Attitude (low=Enc, high=Disc).Standard Count.

Discards:- Attitude (low=encourage, high=discourage).

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

1♣ may be a 2-c suit, 1M-3♣ = 3+ M 10-12

2♥/♠ = 5 card Weak Two bids with 4+ minor

P-1M-2♣ = Drury

After 1♣ 1M reply may have longer minor, if weak. 1♣-1♥ -1NT may have 4♠. 1♣-

1♥-1♠ guarantees 5

2♦ = 6 card Weak Two bids in ♥/♠ or 23/24 Bal

1♦/1♥/1♠ -pass-2♣ = clubs game forcing, clubs invitational or artificial game force

STRENGTH OF 1NT OPENERS: 15-17

2♣ RESPONSE TO 1NT OPENER IS STAYMAN

EBU 20A

Both players of a partnership must have identically completed convention cards.

Cards must be exchanged with opponents for each round. 27/01/10

OPENING BIDS	Point Range	Min. Len	MEANING	SPECIAL RESPONSE
1 ♣	10+	2	(1) 5+ ♣ or 4414 or (2) balanced	2♣ response inverted
1 ♦	10+	4		2♦ response inverted
1 ♥	9+	5		1N=up to 10, 2over 1 11+ 2NT= GF agreeing Major, Splinters
1 ♠	9+	5		
1 NT	15-17		May have 5 card Major.	2♦/♥/♠/NT Transferx 3 any shortage in suit above
2 ♣	20+	-	23+ bal or FG.	2♦=neg or waiting
2 ♦	5-10	6	Multi	2NT Relay
2 ♥	5-10	5/4+	5♥+4+ minor	2NT asks
2 ♠	5-10	5/4+	5♠+4+ minor	
2 NT	20-22	Bal	Natural.	3♣= Puppet Stay. 3♦/♥ Transfer, 3♠ Minor suit stayman
3 bids	<10	7	Pre-empt. 3NT= good 4 M 1 st /2 nd , gambling 3 rd /4th.	3 suit F
4 bids	<10	8	Pre-empt.	

DEFENSIVE BIDS

OVER CALLS	Meaning	OPONENTS OPEN	Defensive Methods
Simple	Possibly weak after partner passed	Strong 1 ♣	X=♥+♠. 1N=♣+♦. Jumps=weak.
Jump	Weak. 2♥/♠ intermed in 4th. 2NT response ask for feat.	Weak 1 NT	Double=Penalties 2♣=♥+another 2♦=♠+another
Cue Bid	Michaels (5-5). 2NT resp= constructive, 3♣/♦=P/C	Strong 1 NT	Double=Penalties 2♣=♥+another 2♦=♠+another
1 NT	Direct 15-18 Protective 11-14 Responses: as opening bids	Weak 2 Bids	X=t/o 4♣/♦=strong 2 suiter, suit+ other Maj
		Weak 3 Bids	X=t/o. 3N=natural 4♣/♦= good 2 suiter, suit+ unbid Maj
2 NT	Direct lowest suits, 5-5.19-21 bal Responses as 2N opening.	4 Bids	X=t/o.
		Multi	X=12-16 bal or strong. 2N=16-19 bal. Suit=natural. Ref (6).

ACTION AFTER OPPONENTS INTERVENE WITH (see Supplementary notes 20 to 28)

Simple Overcall	Double: Take-out or Art	Bids: New suit forcing			
Jump Overcall	Double: Take-out.	Bids: Natural and forcing			
Double	Re-double	New Suit	Jump in New Suit	Jump Raise	2 NT
	transfer	Transfer	Fit	Pre-empt	good raise

SPECIAL USES OF DOUBLES:

1. Take-out when opponents have agreed a suit and auction is still live.
2. Take-out (unbid major) after our side has overcalled, including t/o DBL of 1N.
3. Take-out after an overcall of our 1N opening or overcall (usually not a void).
4. (1NT)-DBL-(2♣/2♦/2♥)-DBL= Take out
5. Slam DBL may suggest unusual lead.

SLAM CONVENTIONS

Meaning of Responses

Action over interference

Suit above agreed
suit is RKCB

5 Aces: 1/4, 0/3, 2/5, 2/5+ Q.
5N king ask, 6C 0 etc.

DOPI

OPENING LEADS

V suit contracts

Lowest even, high odd, high from 10x or above

	A K	A K X	K Q 10	K Q X	K J 10
	K 10 9	Q J 10	Q J X	J 10 X	10 X X
	10 9 X	9 8 7 X	10 X X X	H X X X X	H X X X X X
	H X X X	H X X	X X	X X X	X X X X

V NT contracts

Lowest even, high odd, except in partners suit

Other leads:

A K X (X)	A J 10 X	K Q 10	K Q X	K J 10
K 10 9	Q J 10	Q J X	J 10 X	10 X X
10 X X X	10 9 X	9 8 7 X	H X X	H X X X X X
H X X X X	H X X X	X X	X X X	X X X X

CARDING METHODS

Describe Primary method. State alternative in brackets.

On Partner' s lead	High= discourage (even), low=encourage (odd).
On Declarer' s lead	High=even, low=odd (suit preference). If at all
When Discarding	First discard in a suit = encourage/discourage (high=discourage, low=encourage). Subsequent discards in same suit =remaining count (high=even, low=odd) if at all.
Exceptions to above	Suit preference in trumps or when dummy has complete control of suit led.
