

OTHER OPENING BIDS						
	HCP	Note	Len	MEANING	RESPONSES	Notes
1 ♣	10-15	<input checked="" type="checkbox"/>	0	12-15 bal or 10-15 no 5CM	Range or strong/weak transfer	[14]
1 ♦	16+	<input checked="" type="checkbox"/>	0	16-22ish any	Range or strong/weak transfer	
1 ♥	10-15	<input type="checkbox"/>	4	4+ Hearts	2NT[1], jumps [2,6]	
1 ♠	10-15	<input type="checkbox"/>	5	5+ Spades	2NT[1], jumps [2,6]	
3 bids		<input checked="" type="checkbox"/>		Transfer; Preempt or GF	3S = Gambling	3N = Minor
4 bids		<input checked="" type="checkbox"/>		4C/D = Namyats	4H/S = Natural	
DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes		
Simple overcall		Natural	cue [11]			
Jump overcall		Weak (intermediate in protective)				
Cue bid		5+/5+ in majors or other major/any minor. Weak or Strong				
Direct 1NT		16-18HCP Balanced	2C[8a] 2D/H = Xfers 2S[9]			
Protective 1NT		11-14HCP Balanced	2C[8a] 2D/H = Xfers 2S[9]			
Direct 2NT		5+/5+ in minors or other minor/any major. Weak or Strong				
Protective 2NT		15-18HCP Balanced	3C[8] 3D/H = Xfers, 3S [10]			
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1C		As 2 openings, but at the 1 level, weak. 1N = non touching				18
Short 1C/1D		(less than 2): As 2 openings, but at the 1 level, constructive				18
Weak 1NT		} As 2 openings, constructive, 2N = non touching				18
Strong 1NT		} X = penalties or 7 tricks, may be a king lighter in protective				18
Weak 2		X = TO	Lebensohl [13]			
Weak 3		X = TO				
4 bids		X = TO, 4N = TO over 4S				
Multi 2D		Dixon				15
SLAM CONVENTIONS						
4N=1430 RKCB. 5N=KYHOKYD. 4N=A YHOAYD. ROPI/DOPI. 5x=Voidwood. 4C/D=General Swiss [19]. 4C=RKQG [22], 4N=Viscount [23], 5M=Trump-quality ask						

COMPETITIVE AUCTIONS					
Agreements after opening of one of a suit and overcall by opponents					
Level to which negative doubles apply			Below 4S		
Special meaning of bids			cue = good raise		
Exceptions / other agreements					
Agreements after opponents double for takeout					
Redouble	values	New suit	system on	Jump suit	system on
Jump raise	system on	2N	system on	Other	system on
Other agreements concerning doubles and redoubles					
Forcing pass escape from doubles of natural 1NT bids					
Double of freely bid slams is Lightener					
OTHER CONVENTIONS					
4N opening = Ace you have or Ace you don't					
3N opening = Either minor preempt or GF clubs					
Rebids after 1D are as 2 openings					
1x-3x overcall = gambling, solid minor, no stop					
1x-3N overcall = gambling, solid minor, with a stop					
After suit agreement 4C/4D are General Swiss [19]					
SUPPLEMENTARY DETAILS					
1. 2N after 1 major is a good raise, responses long suit trials					
2. Jump fit: single jump after 1 major shows a good raise and a second suit					
6. Splinter: double jump after 1 major is GF with a fit and a singleton or void in the suit bid					
7. Rebids: 3C/D = 8-12HCP, 3H/S=12-15HCP, 3C/3H=better hearts, 3D/3S=better spades					
8. (Advanced) Puppet Stayman after 2N rebid: C requests 5 card majors, replies: D=no 5cM, 4H and/or 3/4S; H/S = 5 cards; NT=No 4/5cM. After D, H=not4 H, S = not 4S, NT=4/4 H/S					
8a. 5-card Puppet Keri after natural 1N (re)bid: 2C asks for 5cM; could be weak takeout with a minor. After 2D, 2H/2S show other major					
9. After 1N opening/rebid: 2D/H=Xfer to H/S, 2S=Range/Xfer C, 2N=Xfer D					
10. After 2N, 3S=minor-suit stayman					
11. After single overcall, cue of the opponent's suit is a good raise					
13. Lebensohl after a simple overcall of 1NT or after 2x-X: double for penalties, 2N forces a rebid of clubs, 2-level suits are a signoff and 3-level suits are game forcing. Cue bid for Stayman					
14. 1D=0-7 any, 1H=8-15 any, 1S=15+ any, Rebid 4cM first if unbal					
15. Dixon: overcalling a multi 2D: X = 16+HCP, 2M = takeout of the other major,					

OPENING LEADS

For all the card combinations shown, clearly mark the card normally led if different from the underlined card.

Hatch over this box if using non-standard leads.

vs Suits	<u>AK</u>	<u>AKx</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>	<u>K109</u>	<u>QJ10</u>
	<u>QJx</u>	<u>JTx</u>	10xx	109x	987x	10xxx	Hxx
	Hxx	Hxxx	Hxxxx	xx	xxx	xxxx	
vs NT	<u>AKx(x)</u>	<u>AJ10x</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>	<u>K109</u>	<u>QJ10</u>
	<u>QJx</u>	<u>JTx</u>	10xx	109x	987x	10xxx	Hxx
	Hxx	Hxxx	Hxxxx	xx	xxx	xxxx	

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

Even card leads asks for reverse attitude. Odd card leads ask for Prism.
Top of rubbish against NT

CARDING METHODS

	Primary method v suit contracts	Primary method v NT contracts
On Partner's Lead	Reverse Attitude or Prism	Reverse Attitude or Prism
On Declarer's Lead	Prism	Prism

Other carding agreements, including secondary methods (state when applicable) and exceptions to above

Italian discards (odd = encouraging, even = McKenny) Suit preference on leads to ruff and where obvious.

Prism signals: first signal shows parity of hands (three odd or one odd); second signal shows suit that is different from the remainder using Lavinthal style: please ask for further details

SUPPLEMENTARY DETAILS CONT.

- 2NT=17-20HCP, stopping both majors, 3x = 12-16HCP, 6+ card suit
18. After 2 of a suit opening next suit is pass or correct. 2N is a single-suit invite, lower of the two suits is a 2-suited invite.
19. General Swiss. 4C=2/4/6/8 CPs, 4D=3/5/7/9 CPs. Need 11 or 13 for slam
20. Escape from 1NTX: XX=C or Reds, 2C=D or Majors, 2D/H Xfer, Pass->XX = to play or D+S or C+other
21. Aardvark with a Halmic redouble after 1N-P-P-X: XX shows a single suiter - forces 2C, bids show that suit and a higher.
22. Roman Key-Quant Gerber: 4C in NT, responses are 1/4 aces, 3/0 aces, 2 aces min, 2 aces extras
23. Viscount: 4N in NT asks for suits up the line



Name Matthew Johnson **EBU No.** 421514
Partner Henry Lockwood **EBU No.** 421925

GENERAL DESCRIPTION OF BIDDING METHODS

Nebulous Club, Strong Diamond, Variable NT, Ten Multis

1NT OPENINGS AND RESPONSES

Strength Varies Tick if artificial and provide details below

Shape Constraints (Semi-) Balanced Tick if may have singleton

Responses 2♣ 5-card puppet Keri [8a]

2♦ Transfer to Hearts 2♥ Transfer to Spades
2♠ Range or Clubs 2NT Transfer to Diamonds

Others 3C = natural, invitational, 3D = 5/5 majors, invitational

Actions after opponents double Modified Suction [20] or Aardvark/Halmic [21]

Actions after other interference Lebensohl [13]

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	6+ Diamonds Weak* or 20-23 bal or 4+/4+ Spades and Hearts Weak* or GF		18
2♦	6+ Hearts Weak* or 5+/4+ Spades and Clubs Weak* or GF		18
2♥	6+ Spades Weak* or 4+/4+ Clubs and Diamonds Weak* or GF		18
2♠	7+ Clubs Weak* or 4+/4+ Hearts and a Minor Weak* or GF		18
2NT	23+ semi-bal. OR S&D Weak* or GF	Preference or Transfer Pref. if strong.	

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

- 1C is max 15 max 1x4CM or 12-15 bal (1st or 2nd NV) or 11-13 bal (1st or 2nd V)
1D is 16-22, any distribution (F1, not GF)
1H shows 4+ Hearts (5 unless spades), maybe a canape with a minor
1S shows 5+ Spades, may be a canape with a minor
1N is 9-11 (12 NV), 9-15 (3NV), 12-15 (4NV, 34V) or 14-16 (12V)
2 openings are single suit or two suit, weak or GF
2N is two-way: weak or GF with S&D or GF balanced.
3 openings are transfers, either preempts or GF in the suit above
3S is gambling (solid minor)
3N is a preempt in either minor or GF clubs
4C/4D are strong 4H/4S bids
* Weak bids are wide ranging in 3rd, intermediate in 4th

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	<u>Hxxx</u>	<u>Hxxx</u>	<u>Hxxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>	
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