

OTHER OPENING BIDS						
	HCP	Note	Len	MEANING	RESPONSES	Notes
1 ♣	10-15	X	0	12-15 bal or 10-15 no 5CM	Range or strong/weak transfer	
1 ♦	16+	X	0	16-22ish any	Range or strong/weak transfer	
1 ♥	10-15	X	0	4+ Spades	1S[4], 1N[5], 3M/4m[6] 2N[1], 3m[2]	
1 ♠	10-15	X	0	5+ Hearts, <4 Spades	1N[5], 3M/4m[6] 2N[1], 3m[2]	
3 bids	5-10*	X	7+	Transfer; Preempt or GF	3S = Gambling 3N = Minor	
4 bids		X	8+	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		STES constructive				
Jump overcall		STES weak single / strong double				
Cue bid		STES constructive				
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		Weak 2 suiter				
Protective 2NT		15-18HCP Balanced	3C=Staymanic[8] 3D/H Xfers			
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1C		As 2 openings, but at the 1 level, weak				18
Short 1C/1D		(less than 2): As 2 openings, but at the 1 level, constructive				18
Weak 1NT		As 2 openings, constructive. X = penalties or 7 tricks				18
Strong 1NT		As 2 openings, constructive. X = penalties or 7 tricks				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						
1430 RKCB [17]. KYHOKYD, AYHOAYD. ROPI/DOPI. General Swiss [19]. Voidwood, RKQG [22], Viscount [23], 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					
Cue bids. First round cue may be a non-cue with specific trump honour.					
Rebids after 1D are as 2 openings					
1x-3x overcall = gambling, solid suit, no stop					
1x-3N overcall = gambling, soolid suit, with a stop					
After suit agreement 4C/4D are General Swiss [19]					
SUPPLEMENTARY DETAILS					
1. 2N after 1H/S shows a fit for opener and one of AK					
2. Jump fet: jump to C/D after 1H/S shows 4+ cards in C/D and opener's major and 12+HCP					
4. 1S after 1H enquires about a heart suit					
5. 1N after 1H/S shows 0-8 HCP, 0-3H or a 1-round force with no better bid					
6. 3M/4m after 1H/1S show a fit for opener 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					
12. After (1X)-1Y overcall, 2N is a good raise with exactly 1 of the A or K					
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					

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>	<u>10xx</u>	<u>109x</u>	<u>987x</u>	<u>10xxx</u>	<u>Hxx</u>
	<u>Hxxx</u>	<u>Hxxx</u>	<u>Hxxx</u>	<u>xx</u>	<u>xx</u>	<u>xxx</u>	
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>	<u>10xx</u>	<u>109x</u>	<u>987x</u>	<u>10xxx</u>	<u>Hxx</u>
	<u>Hxxx</u>	<u>Hxxx</u>	<u>Hxxx</u>	<u>xx</u>	<u>xx</u>	<u>xxx</u>	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
Attitude on AQ, Count on other leads Top of rubbish against NT							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's Lead	Encrypted Count or Attitude			Encrypted Count or Attitude			
On Declarer's Lead	Encrypted Count			Encrypted Count			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Sicilian discards (encouraging or McKenny) Suit preference on leads to ruff and where obvious. Standard or reverse methods depend on key							
SUPPLEMENTARY DETAILS CONT.							
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, 2NT=17-20HCP, stopping both majors, 3x = 12-16HCP, 6+ card suit 17. Some RKCB sequences may be exclusive of trump honours 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 INTX: 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 1C, Strong 1D, Variable NT, Reversed Majors, Ten Multis, STES Overcalls			
1NT OPENINGS AND RESPONSES			
Strength	Varies		Tick if artificial and provide details below <input checked="" type="checkbox"/>
Shape Constraints	Bal OR Majors		Tick if may have singleton <input type="checkbox"/>
Responses 2♣ Responses per a natural 1NT ONLY: 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+ Spades, maybe a canape with any other suit 1S shows 5+ Hearts, denies 4 Spades, may be a canape with a minor 1N is 9-11 (12 NV), 9-15 (3NV), Artificial others - 10-15 both majors 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 Weak bids can be wide ranging in 3rd STES overcalls (Suction next step, Transfer subsequent, Exclusion suit below, Suction cue)			

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