

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 [14]	
1 ♦	16+	X	0	16-22ish any	Range or strong/weak transfer	
1 ♥	10-15		5	5+ Hearts, <4 Spades	3M/4m[6]	2N[1], 3m[2]
1 ♠	10-15		5	5+ Spades, <4 Hearts	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		Natural	cue [11], 2N [12]			
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=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						
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					
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 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					
4. 1S after 1H enquires about a spade suit					
6. Splinter: double jump after 1 majors 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					
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>xxx</u>	<u>xxxx</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>xxx</u>	<u>xxxx</u>	
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.							
14. 1D=0-7 any, 1H=8-15 any, 1S=15+ any, Rebid 4cM first if unbal 15. Dixon: overcalling a multi 2D: X = 13-16 bal or 16+HCP, 2M = takeout of the other major, 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, Artificial NT, Ten Multis			
1NT OPENINGS AND RESPONSES			
Strength	Artificial (10-15)	Tick if artificial and provide details below	<input checked="" type="checkbox"/>
Shape Constraints	4+ H and 4+ S	Tick if may have singleton	<input type="checkbox"/>
Responses 2 ♣	Weak, natural		
2 ♦	Weak, natural	2 ♥	Weak, natural
2 ♠	Weak, natural	2NT	Enquiry [7]
Others	3m: strong, 6+ suit		
Actions after opponents double	XX = enquiry [7]		
Actions after other interference	X = penalties		
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 (except 3rd NV) 1D is 16-22, any distribution (F1, not GF) 1H shows 5+ Hearts, denies 4 Spades, maybe a canape with a minor 1S shows 5+ Spades, denies 4 Hearts, may be a canape with a minor 1N is artificial, 10-15HCP 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 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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