


OTHER OPENING BIDS				
	HCP	Min lengt	<b>Special Response</b>	
1♣	10-22	4	Weak Jumps/ Constructive jumps to 3m 2NT = GF with fit. Limit raises.	
1♦	10-22	4	Trans Splinters over M = 7-13 - Control Ask	
1♥	10-22	4	1 <sup>st</sup> Step is 2-3 Controls. Next step if controls known (no of Qs)ask	
1♠	10-22	4	3♥/3♠ Unspecified Void over 1♠/1♥ - <b>Relay then Transfer</b>	
3 bids	0-10	6	Pre-emptive good suit: 3NT is specific Ace ask	
4♣/♦	10	7	Pre-emptive	4 Major to play
4♥/♠	0-9	7	Pre-emptive	Cue bids
DEFENSIVE METHODS AFTER OPPONENTS OPEN				
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING		
Simple overcall		Wide ranging, from 6+ NV and 8+ V at 1-level. Advances are forcing		
Jump overcall		Weak except when Red v Green and in 4 <sup>th</sup>		
Cue bid		Michaels. Over m=Both Majors; Over M=M+m (2NT/3NT asks)		
1NT	Direct: Protective:	15-18 – System on 11-15 – System on (With 15 bid 2NT or 3M over 2♣ enquiry)		
2NT	Direct: Protective	2 Lowest Weak/Strong except when Vul then Intermediate/Strong 19-21 balanced As 2NT opener Note 5		
OPPS OPEN WITH				
Strong 1♣		Suction – Note 14 – x=Diamonds or Majors/1N=Odd Suits		
Short 1♣/1♦		Dble = TO – Bids up to 2N =Suit Above or other 2, 1NT/2NT = Odd Suits		
Weak 1NT		x = Pen.; 2♣=♦s or MM, 2♦=♥s or Blacks, 2♥=♠ or mm, 2♠=♣s or Reds		
Strong 1NT		2NT= Odd 2 suiter, 3 Bids Natural. X over Strong NT ♣s or Reds		
Weak 2		X = takeout Then 2NT Lebensohl weak or strong		
Weak 3		X = takeout Over 3NT 4♣ asks and then 4NT is Min		
4 bids		X = optional		
Multi 2♦		X= TO of ♥ or strong; 2♥ = TO of ♠ (note 10)		
SLAM CONVENTIONS				
Name	Meaning of Responses		Action over interference	
RKC Blackwood	5♣ = 1 or 4; 5♦ = 0 or 3, 5♥ = 2/5 ; 5♠ = 2/5+Q <b>D0P1/R0P1</b>			
(also 6A RKCB)	6AB Q Ask, Steps = No Q, Lower Q, Higher Q, Both Qs			
Simple Blackwood	5♣ = 0 or 4; 5♦ = 1, 5♥ = 2 ; 5♠ = 3			
Exclusion RKCB	next step = 1 or 4, 2 steps = 0 or 3 etc			
5NT trump ask	6♣ = 0; 6♦ = A or K with extra length; 6NT/7♣ = 2			

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply		Up to and including 4♦		
Special meaning of bids		Cue with support / Weak/Const jumps		
Exceptions / other agreements		Jump raise = pre-emptive		
Agreements after opponents double for takeout				
Redouble	9+ HCP	New suit	F1	Single Jump in new suit = System On
Jump raise	Pre-			
Other agreements concerning doubles and redoubles and forcing passes				
Responsive doubles may have 4 of the other major, game-try doubles, Lightner doubles, un-penalty doubles. After we double INT then pass of minor is forcing and double is take out. Double of splinters ask for lead of higher ranked unbid suit except at GvR when it suggests save. Double of cues in our suit show 3 of top 5 or 1 of top 3. Forcing passes ( Note 11)				
OTHER CONVENTIONS				
<b>Fourth Suit Forcing:</b> A bid in the fourth suit at 2 level forcing to 2NT or 4m				
<b>Suction over Opponents Opening Bid – Note 14</b>				
<b>Transfer Splinter Bids</b> Resp of 3NT/4♣/4♦ to 1♥ or 3NT/4♠/4♦ to 1♠ = raise to game with a singleton in the next suit and at least 1 control. Opener bids singleton=Control Ask (1 <sup>st</sup> Step is 1-3)				
<b>Leaping Michaels over weak 2's and Multi</b>				
<b>Splinter bids/fragment jumps</b> by opener				
<b>Reverses and simple change of suit by opener</b> Forcing after a 2 level response. Reverses may be light if shapely. Jump bids after 2 level response are fragments				
SUPPLEMENTARY DETAILS				
1 <b>Balanced hands not 12 to 14.</b> With four major and four minor open major, With two 5-card or longer suit open the higher ranking. With 4-1-4-4, 4-4-1-4 open 1♠: 1-4-4-4 open 1♦: 4-4-4-1 open 1♥:				
2 <b>1NT rebid</b> is 15-18 with Crowhurst 2♣ enquiry (12-16 after Overcall and –ve Dble)				
3 <b>NT rebids after 1 level response</b> 2NT GF = 19/20 points; 3NT = Long Suit 9 Tricks.				
4 <b>NT rebids after 1M-2m;</b> 2NT = GF, 3NT = 17-19 44 in suits bid. After 1♦-2♣; 3NT is 5-4 And 17-19: After 1♠-2♥: 2NT = GF 15-19. 3NT = 17-19 and 43 in suits bid.				
5 <b>Development after a 2NT opener:</b> 3♣ = 5 card Suits? 3♠ = minor suits? 3NT to 4♥ transfer slam try; 4♠ = 2 Suited Minor Suit Monster.				
6 <b>Action after the opponents double our 1NT opener</b> From front of card, also 2NT is 5-5 minors, 3 any is pre-emptive 6 cards. 2♥=♥+♠; Opener xx is 5 Card suit				
7 <b>Transfer Lebensohl after intervention of 1nt X</b> for Penalty over 2 any. Over 3 level overcalls double is takeout and bids are NF				

(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).	
v. suit contracts	<u>A</u> <u>K</u>	<u>A</u> K x	<u>KQ</u> 10
	<u>Q</u> <u>J</u> x	<u>J</u> 10 x	10 x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x
v. NT contracts	<u>A</u> K x ( <u>x</u> )	<u>A</u> <u>J</u> 10 x	<u>KQ</u> 10
	<u>Q</u> <u>J</u> x	<u>J</u> 10 x	10 x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x
Card in square is an alternative and is asking for reverse attitude. Other agreements in leading. <b>Modified SMITH PETERS</b> . Lead smallest of 3 small in partner's suit when unsupported			
<b>CARDING METHODS</b>			
	Primary method v suit contracts	Primary method v NT contracts	
On Partner's lead	Reverse attitude on AQ&J: high discouraging, low encouraging EXCEPT lead of K v NT asks partner to unblock or give count. King against suit asks for (reverse) count.		
On Declarer's lead	Reverse Smith peters; reverse count ( high-low =odd)		
When discarding	Reverse attitude on first discard otherwise reverse count		
<b>Suit preference:</b> Frequently			
<b>SUPPLEMENTARY DETAILS (continued)</b>			
8) Lebensohl in many situations Going through 2NT is weak single suiter or 2 places.			
9) Defence to 1NT by a passed hand x is clubs or red suits + suction			
10) x is TO in 4 <sup>th</sup> , 6 <sup>th</sup> , 8 <sup>th</sup> . Leaping Michaels either delayed or immediate			
11) NV Opponents bid game when we have shown good values creates Forcing Pass.			
12) 5NT over 4NT(RKCB) shows 1/3 Aces plus Void and now 6♣ asks for Q. If ♣s agreed then 5NT indicates 1/3 Aces+Void+Q♣. 6♣ shows 2/4 Aces + Void (+Q if ♣s), 6♦ shows 2/4 Aces + Void + Q			
13) Defence to undefined 1♣ opener. Pass(can be 15-18)/1(2)NT=Odd suits/Suit bids up to 2♠ are The suit above or the other 2 suits, 3 Bids natural. X is Takeout or a Weak NT or any 19+			
14) After a Weak NT x = Pen.; 2♠=♦s or MM, 2♦=♥s or Blacks, 2♠=♣s or Reds, 2NT= Odd Suits			
14) After a strong NT x = ♣ or Reds; 2♠=♦s or MM, 2♦=♥s or Blacks, 2♠=♣s or Reds, 2NT= Odd			
14) Suction also applies after a short club/diamond or a strong 2C or Strong Club 1♣			

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<b>GENERAL DESCRIPTION OF BIDDING METHODS</b>		
<b>ACOL with a multi 2♦ and 2-suited weak 2♥ and 2♠</b>		
<b>1NT OPENINGS AND RESPONSES</b>		
<b>Strength</b>	(good 11)12 to 14	Tick if artificial and provide details below <input type="checkbox"/>
<b>Shape constraints</b>	Balanced	Tick if may have singleton <input type="checkbox"/>
<b>Responses</b>	2♣ 2♣ then 3♣ is minor suit extended Stayman	
2♦	T to ♥ (break with 3 sometimes)	T to ♠ (break with 3 Sometimes)
2♠	T to ♣ ( bid suit with fit) 2NT T to ♦ ( bid suit with fit)	
Others	3♣/♦ = Slam Try in ♥/♠ or 4441 singleton ♥/♠. 2♣-2♦-3♦ 4441 singleton m 3♥/♠ fragment with 54 in minors. 4♣/♦ Transfer to ♥/♠	
Action after opponents double	xx is 5+ suit; 2♣/♦ suit+higher; Opener xx 6	
Action after other interference	See Note 7	
<b>TWO-LEVEL OPENINGS AND RESPONSES</b>		
	<b>Meaning</b>	<b>Responses</b>
2♣	GF- If Balanced then 25+	2♦ Usual Res. 2♥/2♠ = Semi Positive. 3♣ on to 3♠ semi solid transfer, 2NT = Bal 8-10 less than 3 controls. 3NT – Minors Weak 4♣ on to 4♠ solid suit transfer nothing outside.
2♦	Multi –weak major or 23/24	2♥/2♠ P/C, 2NT(F), 3♣(GF 2♣ opener), 3♦/4♦ (44 Majors)
2♥	♥+ another, 5/5 5-10 pts:	2♠/3♣/3♦ p/c, 2NT asks. 3♠ Nat and invitational
2♠	♠ + minor, 5/5 5-10:	3♣/3♦ (p/c), 2NT asks. 3♥ Nat and invitational
2NT	20 – 22; 3♣ 5-card suit? 3♦/♥ Transfers; 3♠ minor suits? Note 5	
<b>OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE</b>		
1. Weak/Constructive jumps responses. M response and Same M rebid by responder is GF. Transfers after 1M-1NT, except after o/call by oppos.		
2. Double jump cue bid show Extreme Suits and is game invitational or better		

Last Modified 25<sup>th</sup> June 2020

Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.