



Name **Richard Pike**
 Partner **David Waxman**

EBU No. **72126**
 EBU No. **20349**

GENERAL DESCRIPTION OF BIDDING METHODS

Strong No Trump, 5 Card Majors, 2/1 GF with Rough 2D and Weak 2H/2S

1NT OPENINGS AND RESPONSES

Strength 15-17 Tick if artificial and provide details below

Shape constraints Tick if may have singleton /

Responses 2♣ Stayman

2♦ Hearts or Raise or Baron 2♥ Spades

2♠ Clubs 2NT Diamonds or Both minors weak

Others 3C 5 card Stayman 3D=5/5 m GF, 3H/S= 5/5 M W/S, 4C Gerber, 4D/H=1 below transfer

Action after opponents double XX=Transfer to minor, 2C=Stayman, 2D/H=Transfers, Others System on

Action after other interference X=Take out, Suit bid=Rubensohl

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	GF or 22+ Bal or Weak 2D	2D P/C, others as to 2H/S	3
2♦	4/4+ D + M, 0-9) In 4 th	2H P/C, 2S/2NT/3C Enquiries	1
2♥	Weak, 5-9) 10-13	2NT Enquiry	3
2♠	Weak, 5-9) 6 card suit	2NT Enquiry	3
2NT	20-21	5card Stayman, Tfrs, 3Sminors/D	2

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

Transfer responses to 1C

Weak jump shifts when not passed hand

Fit jumps over intervention and when passed hand 1M – 2C/D by passed hand 3/4 card raise

Change of suit rebid is forcing

Jump change of suit is mini-splinter

Disturbed bids of 2M are non-forcing

OTHER OPENING BIDS

	HCP	see Note *	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10+	<input type="checkbox"/>	2	Either nat. or 12-14/18-19 bal.	Transfer responses	4
1♦	10+	<input type="checkbox"/>	4	Natural, always unbalanced	Inverted minors, splinters	5
1♥	10+	<input type="checkbox"/>	5	Natural	Bergen raises, Jacoby 2NT, splinters, jump shift in other major as 3 card raise, semi-forcing 1NT (5-11).	6
1♠	10+	<input type="checkbox"/>	5	Natural		6
3 bids	5-10	<input type="checkbox"/>	6	Natural, 3NT=4m P/E		
4 bids	5+	<input type="checkbox"/>	6	2 below transfers 4C & 4D	Intermediate step is interest	

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall		Natural, 6+ HCP	UCB, 2NT	7
Jump overcall		Natural, weak 5-9 HCP	UCB, 2NT	7
Cue bid		Quantum, constructive, 5/5 min.		8
1NT	Direct: Protective:	Balanced with stopper, 16-18 HCP Balanced, 11-15 HCP	As over 1NT	
2NT	Direct: Protective:	UNT, constructive, 5/5 min. Balanced with stopper, 19-21 HCP	As over 2NT	2
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣		X=hearts, 1D=spades, 1H/S/1NT=2-suiter, 2 suit = 1/3 suiter		
Short 1♣/1♦		Takeout X		
Weak 1NT		Multi Landy	See note 9	9
Strong 1NT		Multi Landy	See note 9	9
Weak 2		Takeout X /w Lebensohl, leaping Michaels		
Weak 3		Takeout X, non-leaping Michaels		
4 bids		Takeout X		
Multi 2♦		X=13/15 or 19+, other bids natural		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
RKCB	5C=1/4, 5D=0/3, 5H=2/5 w/o Q trumps, 5S=2/5 with Q (5C 0/3 5D 1/4 if C agreed)	DOPI / ROPI
GSF 5S/5NT	6 trump suit=0, 6X=1 plus K bid suit, 7 trump suit=2	
Exclusion	As RKCB except 1 st step 0/3 2 nd step 1/4	

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents

Level to which negative doubles apply	4D
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Special meaning of bids	Cue is 3 card raise in opener's suit, 2NT=4 card raise
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Exceptions / other agreements	Disturbed bid of 2M NF
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Agreements after opponents double for takeout

Redouble	Punitive	New suit	Forcing	Jump in new suit	System on
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Jump raise	Pre-emptive	2NT	System on	Other
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Other agreements concerning doubles and redoubles

Responsive

Support X to 2H

Competitive to 4D T/O generally in competitive situations

OTHER CONVENTIONS

Kokish 2C-2D-2H-2S-2NT=24+ Balanced

1H/S-(2NT)-3C=5/3 Majors, 3D=Sound raise

2-way Checkback over weak NT, 2C checkback + transfers over 18-19

4th suit forcing - GF except at 1 level

(1M) 3M = Asking for stop

Majex 1S-1NT-3C=Enquiry about majors

2 NT - 4S = Blackwood

Non-serious 3NT where major agreed

SUPPLEMENTARY DETAILS

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).

See separate sheet

OPENING LEADS

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

Hatch over or shade this box if using non-standard leads.

v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 <u>(X)</u> <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 <u>(X)</u>	10 x x <u>x</u>	H <u>(X)</u> <u>x</u>
	H x x <u>x</u>	H <u>(X)</u> x <u>x</u> x	H x x <u>x</u> x <u>(X)</u>	<u>x</u> <u>(X)</u>	<u>(X)</u> <u>x</u> x	x <u>x</u> x <u>(X)</u>	<u>(X)</u> <u>x</u> x x x
v. NT contracts	<u>A</u> K x (<u>x</u>)	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 <u>(X)</u> <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 <u>(X)</u>	10 x x <u>x</u>	H <u>(X)</u> <u>x</u>
	H x x <u>x</u>	H <u>(X)</u> x <u>x</u> x	H x x <u>x</u> x <u>(X)</u>	<u>x</u> <u>(X)</u>	x <u>x</u> x	x <u>x</u> x <u>(X)</u>	<u>(X)</u> <u>x</u> x x x

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

Lead of 9 denies 10 and promises higher honour :.. 2nd highest from 9xx and 9xxxx

K/Q/J lead v NT asks for unblock of next lowest card Lead from AK v suit – A =even no ,K odd no in suit

CARDING METHODS

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	Reverse count	Reverse attitude on A lead, reverse count otherwise
On Declarer's lead	Reverse count	Reverse count
When discarding	Reverse count	Reverse count

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

Reverse Smith peters against NTs

Suit preference when applicable, e.g. when giving ruff or when singleton in dummy

Trump peter primarily shows 3 trumps but can be suit preference

SUPPLEMENTARY DETAILS (continued)

See separate sheet

1. Rough 2D 4/4+ diamonds + major, 0-9, attention to position and vulnerability

Responses:

2H Pass or correct, then any bid over 2S is to play

2S/2NT Asking in hearts/spades:

Step rebids are 0-2/3 min/3 max/4 min/4 max/5 min/5max

3C Range ask – 3D min, 3H/3S max

Raises pre-emptive

3H/3S 6 cards, highly encouraging but NF

4H/S To play

2. 2NT 20/21 HCP Balanced

Responses:

3C Modified 5 card puppet Stayman

-3D At least one 4 card major

-3H 4+ spades, no 4 hearts

-3S 4 hearts, no 4 spades

-3NT no 4 card major

-4C 4+/4 in majors, slam interest

-4D 4+/4 in majors, no slam interest

-3S 5 spades

-3NT 5 hearts

-3H No 4 or 5 card major

-3S Transfer to 3NT

-3NT exactly 5 spades and 4 hearts

3D/H Transfers to 3H/S, then raise = mild slam try

3S Both minors (4-4+) or diamonds,, slam interest

-3NT no 4 card minor

-4C/D 4+ in bid minor,

4C Natural slam try

4D/H 1 below transfers, signoff or serious slam try

4S Blackwood

4NT Quantitative to 6NT

5NT Quantitative to 7NT

3. 2H/2S Weak 5-9, usually 6 card suit

Responses:

2NT Enquiry, opener rebids suit with min or shows feature

New suit Constructive NF

Jump in suit F

2C GF or 22+ balanced or Weak 2D

Responses – 2D To play opposite weak 2, others as above

4. Transfer responses to 1C Natural or 12-14/18-19 balanced

Responses:

1D 4+ hearts

1H 4+ spades

1S Transfer to 1NT, no 4 card major – 2D rebid is 18-19 balanced

1NT 5+ diamonds, GF or to 4D

2C 5+ clubs, 10+

2D/H/S Weak

2NT/3D/3H/3S 4441/4144/1444/4414/GF, Rebid of singleton asks for controls (1st step 0-3)

3C 5-9, 5+ clubs

Completion of transfer shows 12-14 NT

Break to 1NT (or 2NT over minor transfers) shows 18-19 NT

Break to anything else is natural with longer clubs or 4441

5. Responses to 1D 5 diamonds or 4441, always unbalanced

2D 4+ diamonds, 10+

2H/S Weak

2NT 0-5, 4+ diamonds

3C Nat, constructive NF

3D 5-9, 4+ diamonds

Rebids: 1D – 1H – 1NT 3 card raise

1D – 1S – 1NT Hearts, less than reversing values

6. Responses to 1M Natural, 5+, 10+ HCP

Responses:

1NT Semi-forcing, 2 or less in bid major, 5-11 HCP

2M 3 card raise, 5-8 HCP

Jump in other major 3 card raise, 9-11 HCP

2NT 4+ card raise, GF

-3C Any minimum, 10-14 HCP

-3D Shortage enquiry (following same pattern below)

-3D Maximum, no shortage, 15+ HCP

-3H Maximum with singleton or void club, 15+ HCP

-3S Maximum with singleton or void diamond, 15+ HCP

-3NT Maximum with singleton or void in other major, 15+ HCP

-4C/D/OM Big 2-suiter

3C 4 card raise, 9-11 HCP

-3D Range enquiry

3D 4 card raise, 5-8 HCP

3M 4+ card raise, 0-6 HCP

3NT Flat 3 card raise, 12-15

4M 5+ card raise, 0-11 HCP, no slam interest

7. Responses to simple overcalls Natural, 5+, 6+ HCP (10+ HCP at 2 level)

Responses: (example auction of: (1C) 1H (P) ?)

1S/1NT/2D Natural

2/3H Pre-emptive raise, 0-7 HCP

2C 3 card raise, 8+ HCP (UCB)

2NT 4 card raise, 8+ HCP

3C Stopper enquiry for 3NT

2S/3D Fit jump, 6+ cards, 8+ HCP

4H To play, either pre-emptive with 5+ cards or to make with 3+ cards and 12+HCP

8. Quantum cue bids 2-suiter, constructive, 5/5 min., 8+ HCP

When opponents open 1m:

2m 2 extremes (ie spades and other minor)

2NT 2 lowest (ie hearts and other minor)

3m Both majors

When opponents open 1M:

2M Other major and one minor

2NT Both minors

3m Natural, weak jump overcall, 5-9 HCP

9. Defence to 1NT

2C Majors – 2D ask for longer major, 2NT natural 12-14, 3C GF artificial

2D 6 card major – 2H/2S Pass or correct, 2NT enquiry

2H/2S 5 card suit + 4+ card minor – 2NT asks for minor, 3C pass or correct, 3D sound raise, 3H P/E

2NT 5-5+ minors

3H/3S Pre-emptive

Double of 1NT by passed hand or strong NT = 4 major + 5 minor

