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## GENERAL DESCRIPTION OF BIDDING METHODS

### Acol

**Weak NT, Four-card Majors, Three Weak Twos**

### 1NT OPENINGS AND RESPONSES

**Strength** Good 11-14

**Shape constraints** May have 4-card minor or 4-card Major, No singleton

**Responses** 2♣ Stayman

2♦ Hearts 2♥ Spades

2♠ Range Ask 2NT Weak C or D or Strong C&D

Others 3-Any Nat. Slam interest. 4C/D = two-under transfer, 4H/S Natural

Action after opponents double Rdbl Puppet to 2C, 2-Any Nat with some values

Action after other interference T/O Double and Lebensohl (3)

### TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	ART. 23-24 Bal. or GF	2D Negative or Waiting	
2♦	Weak, 5+ Cards, 3-10	New Suit Const. NF, 2NT Asks	
2♥	Weak, 5+ Cards, 3-10	As Above (4)	
2♠	Weak, 5+ Cards, 3-10	As Above	
2NT	20-22 Bal.	Puppet, 3D/H Trans, 3S Minors	

### OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

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

1S – 1NT – 3C = Majex, asking about Majors

2NT – 4 Any = Two-under Transfer

2C – 2D – 2H – 2S = Reverse Kokish

$$2C - 2D - 2S - 2NT = 7+, 3 \text{ New} = 0-6, 3S = 4-6$$

**OTHER OPENING BIDS**

	HCP	see Note *	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10+	<input type="checkbox"/>	4(3)		2NT = GF raise, Splinters (2)	
1♦	10+	<input type="checkbox"/>	4		2NT = GF Raise, Splinters	
1♥	10+	<input type="checkbox"/>	4		1M – 2NT = GF Raise, 1S – 4H, 1M – 4C/D, 1H – 3NT = S Void	
1♠	10+	<input type="checkbox"/>	4		1H – 3S, 1S – 3NT = a singleton	
3 bids	Weak	<input type="checkbox"/>	6		3M – 4m = Cue, Other New F1	
4 bids		<input type="checkbox"/>	6		4M to play, Om ART Slam try	

\*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).

### DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	NAT, WIDE-RANGE	UCBS, FIT-JUMPS,	
Jump overcall	Weak, Inter in P/O seat	2NT Asks	
Cue bid	Michaels 2-suiter	2NT Asks, 3C P/C with values	
1NT Direct: Protective:	15-18 11-14(15)	System on	
2NT Direct: Protective:	Lowest two unbid 19-21	Natural preference System on as to opening	
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	Dbl/1D/1NT = CRO		
Short 1♣/1♦	2/3C Nat, 2D Majors	C bids Nat unless C only oppo suit	
Weak 1NT	2C = H and other, maybe longer S		
Strong 1NT	2D = S and other		
Weak 2	T/O Dbl. Leaping Michaels,	Lebensohl	
Weak 3	Non-Leaping Michaels, 4NT = Minors,	4OM = BIG M/m two-suiter	
4 bids	Nat. Wide range		
Multi 2♦	Dbl = 13-15 Bal or any 19+ equivalent	(1) New suit facing overcall = F1	

### SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
RKCB	0-3, 1-4, 2, 2 + QT	DOPI/ROPI
EKCB	Exclusion as above	
5NT	5NT after 4NT is Grand Slam Try asking for	Specific kings

## COMPETITIVE AUCTIONS

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

Level to which negative doubles apply	5D
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Special meaning of bids	If open 1M, 2NT = GF raise, Cuebid = Limit Raise
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Exceptions / other agreements	Fit-jumps
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Agreements after opponents double for takeout

Redouble	9+	New suit	F1	Jump in new suit	Fit
Jump raise	Weak	2NT	Const. Raise	Cuebid =	Const. Raise

Three-level Jump Cuebid = Mixed Raise, 2NT = Const. 4-card raise Limit+, Direct Raise = Weaker/Pre-empt

If opponents overcall, 2NT = GF Raise, if they double, Limit+ Raise

1M – (3X) – 4X = Raise, too good for 4M, does not promise control in opponents' suit

UCB = Better than direct raise or a strong hand which has no other clear bid

## OTHER CONVENTIONS

FSGF except at one level when Inv+, Jump in FS Nat. GF

Fit-jumps in competition

(2C which includes Weak 2D) – 2D O/Call = Both Majors, 5-5+

Smolen after 1NT – 2C – 2D

1S – 2H – 3NT = 4S + 3H Bal. 17-19, Other 1X – 2Y – 3NT = 4X + 4Y Bal. 17-19

3NT Opening Better than a 4M opener (4C response please transfer to suit, 4D please bid suit)

3NT in third or fourth, Gambling – long strong suit plus stoppers but not necessarily completely solid suit

4NT Opening very shapely both minors (6-6 or 7-6) Not high in HCP

1S – 2C – 3D and similar are Splinters

1C – 1S – 2C – 2D ART GF, 2H NF; 1D – 1H – 2D – 2S ART GF, Jump in third suit = Shortage

## SUPPLEMENTARY DETAILS

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

Facing Overcall, 2-over-1 new suit is Const. NF, other changes of suit are F1

(1NT) – Pass – (3NT) – Dble asks for spade lead

Game Try Doubles where both sides have fit and no room for any other game try

1C – (1S) – Pass – (2C) – Dble = Clubs, Dble twice = Clubs, good T/O, Pass then double = T/O not good C

Low-level forcing passes show some interest, with fast arrival weakest option

Where we both know we forced to game to make, sets up forcing passes and double is Penalty

(1) (Multi) – Immediate Leaping Michaels with H and minor, pass then Leaping Michaels with S and minor

(2) 1m – 2NT – 3C = Asks, 3 new = Splinter. 1C – 2NT – 3C 3D = 13/14 unsure about 3NT, 3H = 15-17 Bal,

3S = 18-19, 3NT = 13/14 NT suitable, 1D – 2NT – 3D = Long Ds no shortage
(3) If they run to 2m, Pass = F and Dble = T/O. They run to 2M, Pass = NF and Dble = T/O
Once we double first run-out, we are in forcing pass situation with Dble = Penalty

### 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> <u>Q</u> 10	<u>K</u> <u>Q</u> 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 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 <u>x</u> x <u>x</u>	H 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	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	x <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 x	10 <u>x</u> x <u>x</u>	H 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	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	x <u>x</u> x x x

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

### CARDING METHODS

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	Lo = Enc, Lo = Even number on King	Lo = Enc, Lo = Even number on king
On Declarer's lead	Lo = Even number, SP	Lo = Even, SP
When discarding	Lo = Enc, Lo = Even number, SP	Lo = Enc, Lo = Even number
Other carding agreements, including secondary methods (state when applicable) and exceptions to above		
Smith in NT, high likes from both sides		
Suit Preference within the trump suit		
King lead for unblock in NT, else show reverse count		
Frequent Suit-Preference in suit contract where there is a singleton of suit led in dummy		

### SUPPLEMENTARY DETAILS (continued)

2C – 2D – 3NT = 9/10 tricks based on long and strong diamonds plus stoppers
(4) 2D/H/S – 2NT – 3C = Normal Minimum, 3D = Bad hand, 3H/S/NT Maximum and descriptive
Defence to Short Club and Transfers: 2/3C Nat, Dble of Transfer shows suit, Bid Transfer T/O,
Jump in real suit = Michaels, 2NT =Minors. 2C is only Cuebid when no other suit shown, else natural
(1C) – Pass – (1S No Major) – Dble T/O of Clubs; If 1S showed Diamonds, Dble T/O of diamonds)
Defence to Precision 1D: 2D Michaels, 3D Weak jump
