

[illegible]

	HCP	Note	Len	MEANING	RESPONSES	Notes
1 ♣	10-15	<input checked="" type="checkbox"/>	0	12-15 bal or 10-15 no 5CM	Range or strong/weak transfer [14]	
1 ♦	16+	<input checked="" type="checkbox"/>	0	16-22ish any	Range or strong/weak transfer	
1 ♥	10-15	<input type="checkbox"/>	5	5+ Hearts, <4 Spades	3M/4m[6]	2N[1], 3m[2]
1 ♠	10-15	<input type="checkbox"/>	5	5+ Spades, <4 Hearts	3M/4m[6]	2N[1], 3m[2]
3 bids	5-10*	<input checked="" type="checkbox"/>	7+	Transfer; Preempt or GF	3S = Gambling	3N = Minor
4 bids		<input checked="" type="checkbox"/>	8+	4C/D = Namyats	4H/S = Natural	

DEFENSIVE METHODS AFTER OPPONENTS OPEN
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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=AYHOAYD. 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>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>xxx</u>	<u>xxx</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 ☒

Shape Constraints 4+ H and 4+ S Tick if may have singleton ☐

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

OTHER OPENING BIDS

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