

OTHER OPENING BIDS							
	HCP	Note	Len	MEANING	RESPONSES	Notes	
1 ♣	R19-15	<input type="checkbox"/>	0	Bal or no 5CM	1D=0-7, 1H=8-15, 1S=15+,2x weak	18	
1 ♦	16+	<input type="checkbox"/>	0	1H=0-7, 1S=8+, 2x weak			
1 ♥	R19-15	<input type="checkbox"/>	4	Possible canape with S	2N, 3m, 1S, 2S, 3S	[1-5]	
1 ♠	R19-15	<input type="checkbox"/>	5	0-3 H, 5+ S	2N, 3m, 2H, 3H, 1NT	[1,2,4,5]	
3 bids	5-10	<input type="checkbox"/>	7+	Weak			
4 bids		<input type="checkbox"/>	8+	Natural			
DEFENSIVE METHODS AFTER OPPONENTS OPEN							
OPPONENTS OPEN A NATURAL ONE OF A SUIT			CONVENTIONAL MEANING		SPECIAL RESPONSES	Notes	
Simple overcall			Constructive				
Jump overcall			Weak				
Cue bid			Michaels, Weak/Strong				
Direct 1NT			15-17HCP Balanced		2C[7] 2D/H Xfers 2S[8]		
Protective 1NT			12-15HCP Balanced		2C[7] 2D/H Xfers 2S[8]		
Direct 2NT			Modified Unusual, Weak or Strong.				
Protective 2NT			16-18HCP Balanced		3C[7] 3D/H Xfers 3S[8]		
OPPONENTS OPEN WITH			DEFENSIVE METHODS		SPECIAL RESPONSES	Notes	
Strong 1C			Suction, 2-level bids weak				15
Short 1C/1D			Treat as natural				
Weak 1NT			Suction, constructive				15
Strong 1NT			Suction, constructive				15
Weak 2			X = TO		Lebensohl		11
Weak 3			X = TO				
4 bids			X=TO, 4N=TO over 4S				
Multi 2D			Dixon				13
SLAM CONVENTIONS							
3014 RKCB [12]. King you have or king you don't. Ace you have or ace you don't. ROPI/DOPI. General Swiss [16]. Exclusion Keycard. Trump quality ask. GSF.							

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					
Doubles of high-level contracts may be Lightner.					
OTHER CONVENTIONS					
4N opening = Ace you have or Ace you don't 3N opening = gambling. Solid 7 card minor. Cue bids. First round cue may be a non-cue with specific trump honour. Feature bids may be rotated depending on a specific trump honour. 1x-3x overcall = gambling, solid suit, no stop 1x-3N overcall = gambling, solid suit, with a stop After suit agreement 4C/4D are General Swiss [16]					
SUPPLEMENTARY DETAILS					
1. 2N after 1H/S shows a fit for opener and one of AK 2. Jump fit: jump to C/D after 1H/S shows 4+ cards in C/D and opener's major and 12+HCP 3. 1S after 1H is F1. 1N rebid shows 4/4 or better in majors. Other rebids deny 4 S and promise 5 H. After 1H-1S/1N-2N: 3C/D=9-12HCP, 3H/S=12-15HCP, 3C/H=better hearts, 3D/S=better spades. 4. 1H-2S is a good (limit) raise in H. 1S-2H is a good limit raise in S. 5. 1H-3S is a GF raise in H, with two of AKQ. 1S-3H likewise in S. (rotated) Feature bids in response. 7. (Advanced) Puppet Stayman after 1N opening or any 1N or 2N rebid: C requests 5 card majors, replies: D=no 5 card majors, 4H and/or 3/4S; H/S=5 card suit; NT=No 4 or 5 card major. After D, H=not 4 hearts, S=not 4 spades, NT=4/4 H/S. 8. After 1N opening/rebid: 2S=Range/Xfer C, 2N=Xfer D 9. After 2N rebid/protective overcall 3S=minor-suit stayman 10. After 2D opening: 2H pass/correct. 2S: bid 4H with weak H; pass with weak S. 2NT: forcing. Rebids: 2NT/3NT if balanced. 3C: GF 2-suiter with C. 3D: D&H GF after 2H/S; weak H					

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>Hxxxx</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>Hxxxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
Even card leads ask 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							
1st discard: odd encouraging, even mckenny, Prism subsequent discards. Suit preference on leads to ruffs. Suit preference where obvious. Prism signals: first signal shows parity of hands [three odd or one odd]; second signal shows suit that is different from remainder using Lavinthal style: please ask for further details							
SUPPLEMENTARY DETAILS CONT.							
after 2NT. 3H: H&S GF after 2H/S; weak S after 2NT. 3S: H&(S/D) after 2NT. 11. Lebensohl after a simple overcall of 1NT rebid/opening; or after a weak 2 doubled: double for penalties, 2NT forces a rebid of clubs, 2-level suits are a signoff and 3-level suits are game forcing. Cue bid for Stayman. 12. Responses to 1D: 1H = 0-7 any. 1S = 8+ any. Rebids by opener: non-jump=Suction style (suit above or other two); jump=GF single-suiter. 13. Dixon: overcalling a multi 2D: X = 16+HCP, 2M = takeout of the other major, 4+ cards, 2NT = 17-20HCP, stopping both majors, 3x = 12-16HCP, 6+card suit. 14. Some RKCB sequences may be exclusive of trump honours. 15. After Suction next suit is forced unless strong. Overcaller will pass or correct. 16. General Swiss. 4C=4/6/8 CPs 4D=5/7/9 CPs. Need 11 or 13 for slam, responder signs off or cooperates as appropriate 17. Escape from 1NT X: XX=C or Reds, 2C=D or Maj, 2D/H Xfer, Pass->XX = to play or D+S or C+other 18. Forcing pass escape applies after 1C-(X).							



Name Henry Lockwood **EBU No.** 421925
Partner Matthew Johnson **EBU No.** 421514

GENERAL DESCRIPTION OF BIDDING METHODS		
Strong Diamond, Prepared Club, Specific Spade, Multi 2D		
1NT OPENINGS AND RESPONSES		
Strength	14-16	Tick if artificial and provide details below <input type="checkbox"/>
Shape Constraints		Tick if may have singleton <input type="checkbox"/>
Responses 2 ♣ Staymanic [7]		
2 ♦	Xfer to H	2 ♥ Xfer to S
2 ♠	Range/Clubs [8]	2NT Xfer to D
Others 3C: invite to 3C or 3N; 3D: invite to 3M or 4M		
Actions after opponents double		Modified Suction [17]
Actions after other interference		Lebensohl [11]
TWO-LEVEL OPENINGS AND RESPONSES		
Meaning	Responses	Notes
2 ♣ Both majors, 5-9	2D enquiry	
2 ♦ Weak in a major OR 21-24 bal. OR 2-suited GF not S&D		[12]
2 ♥ Hearts and a minor, 5-9		
2 ♠ Spades and a minor, 5-9		
2NT D&S, GF or 25+ bal.	Transfer preference	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE		
1C is max 15 max 1x4CM or 11-13 bal 1D is 16-20 or 17-20 bal or 16+ single suit 1H shows 5+ H or 4+/4+ majors 1S shows 5+ S, denies 4 H. Min opening is Rule of 19 1st/2nd or 10 3rd/4th Some sequences may be 2-way depending on location of honours Defense against 1NT: Suction Defense against a strong 1C: Suction Defense against a multi 2D: Dixon. Rebids after a strong diamond are Suction-style Forcing pass escape from doubles of natural NT bids		

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Strong 1NT			Suction, constructive 15			
Weak 2			X = TO Lebensohl 11			
Weak 3			X = TO			
4 bids			X=TO, 4N=TO over 4S			
Multi 2D			Dixon 13			
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