

OTHER OPENING BIDS					
	HCP	Note	Len	MEANING	RESPONSES Notes
1 ♣	R19/10	<input type="checkbox"/>	0	12-15 bal or no 5CM	1D=0-7, 1H=8-14, 1S=GF 2x: weak
1 ♦	16+	<input type="checkbox"/>	0	see front	1H=0-7, 1S=8+, 2x: weak
1 ♥	R19/10	<input type="checkbox"/>	0	5+ Spades, <4 Hearts	2N[1], 3m[2]
1 ♠	R19/10	<input type="checkbox"/>	0	5+ Hearts, <4 Spades	1S[4], 1N[5], 3M[6]
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			Other 2 suits, constructive, 5-4 or better cues [11], 1N/2N [12]		
Jump overcall			weak, possible canape		
Cue bid			16+ unbal or 22+ bal next step 0-7		
Direct 1NT			16-18HCP Balanced 2C[8] 2D/H Xfers 2S[9]		
Protective 1NT			12-15HCP Balanced 2C[8] 2D/H Xfers 2S[9]		
Direct 2NT			5+/5+ in majors or other major/any minor. Weak or Strong		
Protective 2NT			16-18HCP Balanced 2C[8] 2D/H Xfers 2S[9]		
OPPONENTS OPEN WITH			DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1C			As 2 openings, but at the 1 level, weak 18		
Short 1C/1D			As 2 openings, but at the 1 level, constructive 18		
Weak 1NT			As 2 openings, constructive 18		
Strong 1NT			As 2 openings, constructive 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					
3014 RKCB [17]. King you have or king you don't. Ace you have or ace you don't. ROPI/DOPI. General Swiss [19]. 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					
Simple double below 2N shows 11-15HCP, odd number of suits					
NT rebids vary based on responses					
Forcing pass escape from doubles of natural NT bids					
Rebids after 1C are as 2 openings					
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 [19]					
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. 1N:3M is forcing with a fit and 1 of AK in the suit					
4. 1S after 1H shows 0-8HCP, 2+ S.					
5. 1N after 1H/S shows 0-8HCP, 0-3 H or a 1-round force with no better bid.					
6. 3H after 1H or 3S over 1S show a fit for opener and 2 of AKQ, forcing. Replies depend on opener's honour.					
7. Rebids: 3C/D=8-12HCP, 3H/S=12-15HCP, 3C/H=better hearts, 3D/S=better spades.					
8. (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.					
9. After 1N opening/rebid: 2S=Range/Xfer C, 2N=Xfer D					
10. After 2N 3S=minor-suit stayman					
11. (1X)-1Y shows the remaining 2 suits.					
Cueing 2X agrees the lower suit, 2Y agrees the upper suit. Both show 0 or 2 of A or K and are sound raises.					
12. After (1X)-1Y overcall, 1N shows lower suit with 1 of A or K, 2N shows upper suit with 1 of A or K.					

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	AK	AKx	KQ10	KQx	KJ10	K109	QJ10
	QJx	JTx	10xx	109x	987x	10xxx	Hxx
	Hxxx	Hxxx	Hxxx	xx	xxx	xxx	
vs NT	AKx(x)	AJ10x	KQ10	KQx	KJ10	K109	QJ10
	QJx	JTx	10xx	109x	987x	10xxx	Hxx
	Hxxx	Hxxx	Hxxx	xx	xxx	xxx	
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							
McKenney 1st discard, 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.							
13. 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. 14. Responses to 1C: 1D = 0-7 any. 1H = 8+ non-bal. 1S = 8+ (semi)-balanced. Rebids by opener: non-jump=Suction style (suit above or other two); jump=GF single-suiter. 15. 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. 17. Some RKCB sequences may be exclusive of trump honours. 18. After 2 of a suit opening next suit is forced unless strong. Opener will pass or correct if 2 suiter or rebid opening suit with GF 2 suiter. 2N is single-suit invite, lower of 2 suits is 2 suit invite, 3x is forcing 19. 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 20. Escape from 1NT X: pass -> XX, 2C=4333 weak, 2D/H Xfer, XX 2-suiters not HS							



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

GENERAL DESCRIPTION OF BIDDING METHODS		
Prepared Club, Strong Diamond, Artificial NT, Reversed Majors, Five Multi Twos		
1NT OPENINGS AND RESPONSES		
Strength	10/R19-15	Tick if artificial and provide details below <input checked="" type="checkbox"/>
Shape Constraints	4+/4+ H&S	Tick if may have singleton <input type="checkbox"/>
Responses 2 ♣ Weak, to play		
2 ♦	Weak, to play	2 ♥ Weak, to play
2 ♠	Weak, to play	2NT Enquiry [7]
Others 3m: strong, 6+ suit.		
Actions after opponents double		(Natural 1NTs) Owen forcing pass escape [20]
Actions after other interference		(Natural 1NTs) Lebensohl [13]
TWO-LEVEL OPENINGS AND RESPONSES		
Meaning	Responses	Notes
2 ♣	6+ Diamonds Weak 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 ♠	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 1D is 16-20 or 16-22 bal or 16+ single suit 1H shows 5+ Spades, denies 4 Hearts 1S shows 5+ Hearts, denies 4 Spades. Min opening is Rule of 18 1st/2nd or 8 3rd/4th 2 openings are single suit or two suiter, weak or GF 2N is two-way: weak or GF with S&D or GF balanced. Overcalls are takeout showing remaining two suits (at least 5-4). Some sequences may be 2-way depending on location of honours Defense against 1NT: as 2 openings Defense against a strong 1C: as 2 openings Defense against a multi 2D: Dixon.		

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	<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>
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