

OTHER OPENING BIDS	
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	HCP	Note	Len	MEANING	RESPONSES	Notes
1 ♣	R19/10	<input checked="" type="checkbox"/>	0	12-15 bal or 10-15 no 5CM	Range / strong/weak xfer	
1 ♦	16+	<input checked="" type="checkbox"/>	0	16-22ish any	Range / strong/weak xfer	
1 ♥	R19/10	<input checked="" type="checkbox"/>	0	5+ Spades, <4 Hearts	1S[4], 1N[5], 3M/4m[6] 2N[1], 3m[2]	
1 ♠	R19/10	<input checked="" type="checkbox"/>	0	5+ Hearts, <4 Spades	1N[5], 3M/4m[6] 2N[1], 3m[2]	
3 bids	5-10	<input checked="" type="checkbox"/>	0	Transfer: preempt or GF	3S = Gambling	3N = Minor
4 bids		<input type="checkbox"/>	0 / 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=Stayman	3C[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	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

1430 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

Doubles of slams are Lightner

Forcing pass escape from doubles of natural NT bids

After interference over 1C/1D: X=GF then X=penalty, pass=Forcing.

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-1S are as 2 openings

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
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. 3M/4m over 1H/S show a fit for opener and a singleton / void in the suit bid
7. Rebids: 3C/D=8-12HCP, 3H/S=12-15HCP, 3C/H=better hearts, 3D/S=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=not 4 H, S=not 4 S, NT=4/4 H/S.
- 8a. 5-card Puppet Keri after natural 1N: 2C asks for 5cM; could be weak takeout with D. After 2D, 2H/S show other major.
9. After 1N opening/rebid: 2D/H=Xfer H/S, 2S=Range/Xfer C, 2N=Xfer D
10. After 2N 3S=minor-suit stayman
11. After simple overcalls cue is a good raise.
12. After (1X)-1Y overcall, 2N is a good raise with 1 of A or K.
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.

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 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

Italian discards (odd encouraging, even McKenny)

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.

14. 1D = 0-7 any. 1H = 8-15 any. 1S = 15+ any. Rebid 4cM first if unbal.

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.

20. 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

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



Name Henry Lockwood

EBU No. 421925

Partner Matthew Johnson

EBU No. 421514

GENERAL DESCRIPTION OF BIDDING METHODS

Nebulous Club, Strong Diamond, Artificial NT, Reversed Majors, 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

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 10-15 max 1x4CM or 12-15 bal (except 3rd NV)

1D is 16+ any shape, but not a game force

1H shows 5+ Spades, denies 4 Hearts

1S shows 5+ Hearts, denies 4 Spades.

1N is artificial, 10-15HCP both majors

2 openings are single suit or two suiter, weak or GF

2N is two-way: weak or GF with S&D or GF balanced.

3x are transfers to the suit above, either weak or GF

3S is gambling

3N shows either minor, preemptive or GF clubs

4C/D show a strong 4H/S

Weak bids wide ranging in 3rd

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