

## OTHER OPENING BIDS

	HCP	Note	Len	MEANING	RESPONSES	Notes
1 ♣	R19/10	<input checked="" type="checkbox"/>	0	12-15 bal or no 5CM	1D:0-9 1H:10-14 1S:GF 1N/2x: XWJS	
1 ♦	16+	<input checked="" type="checkbox"/>	0	see front	1H:0-7 1S:8+ 1N/2x: xfer weak jump shift	
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 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	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[8] 2D/H Xfers 2S[9]	
Protective 1NT	11-14HCP Balanced	2C[8] 2D/H Xfers 2S[9]	
Direct 2NT	5+/5+ in minors or other minor/any major. Weak or Strong		
Protective 2NT	5+/5+ in minors or other minor/any major. Weak or Strong		

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

NT rebids vary based on responses  
 Forcing pass escape from doubles of natural NT bids  
 Double of freely bid slams is Lightner  
 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
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 after 1H/S show a fit for opener and a singleton or 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 a simple 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 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>Hxxxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxxx</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>xxxx</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



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 ☒

**Shape Constraints** 4+/4+ H&S Tick if may have singleton ☐

**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) Modified Suction [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 19 1st/2nd

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

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

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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