

OTHER OPENING BIDS

	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"/>	4	4+ Hearts	2NT[1], jumps [2,6]	
1 ♠	10-15	<input type="checkbox"/>	5	5+ Spades	2NT[1], jumps [2,6]	
3 bids		<input checked="" type="checkbox"/>		Transfer; Preempt or GF	3S = Gambling	3N = Minor
4 bids		<input checked="" type="checkbox"/>		4C/D = Namyats	4H/S = Natural	

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	Natural	cue [11]	
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[8] 3D/H = Xfers, 3S [10]	
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1C	As 2 openings, but at the 1 level, weak.	1N = non touching	18
Short 1C/1D	(less than 2): As 2 openings, but at the 1 level, constructive		18
Weak 1NT	} As 2 openings, constructive, 2N = non touching		18
Strong 1NT	} X = penalties or 7 tricks, may be a king lighter in protective		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
Rebids after 1D are as 2 openings
1x-3x overcall = gambling, solid minor, no stop
1x-3N overcall = gambling, solid minor, 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
6. Splinter: double jump after 1 major 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
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
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,

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 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.

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, Variable NT, Ten Multis

1NT OPENINGS AND RESPONSES

Strength Varies Tick if artificial and provide details below ☐

Shape Constraints (Semi-) Balanced Tick if may have singleton ☐

Responses 2 ♣ 5-card puppet Keri [8a]

2 ♦ Transfer to Hearts

2 ♥ Transfer to Spades

2 ♠ Range or Clubs

2NT Transfer to Diamonds

Others 3C = natural, invitational, 3D = 5/5 majors, invitational

Actions after opponents double Modified Suction [20] or Aardvark/Halmic [21]

Actions after other interference Lebensohl [13]

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 (1st or 2nd NV) or 11-13 bal (1st or 2nd V)

1D is 16-22, any distribution (F1, not GF)

1H shows 4+ Hearts (5 unless spades), maybe a canape with a minor

1S shows 5+ Spades, may be a canape with a minor

1N is 9-11 (12 NV), 9-15 (3NV), 12-15 (4NV, 34V) or 14-16 (12V)

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

	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"/>	4	4+ Hearts	2NT[1], jumps [2,6]	
1 ♠	10-15	<input type="checkbox"/>	5	5+ Spades	2NT[1], jumps [2,6]	
3 bids		<input checked="" type="checkbox"/>		Transfer; Preempt or GF	3S = Gambling	3N = Minor
4 bids		<input checked="" type="checkbox"/>		4C/D = Namyats	4H/S = Natural	

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	Natural	cue [11]	
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[8] 3D/H = Xfers, 3S [10]	
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1C	As 2 openings, but at the 1 level, weak.	1N = non touching	18
Short 1C/1D	(less than 2): As 2 openings, but at the 1 level, constructive		18
Weak 1NT	} As 2 openings, constructive, 2N = non touching		18
Strong 1NT	} X = penalties or 7 tricks, may be a king lighter in protective		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
Rebids after 1D are as 2 openings
1x-3x overcall = gambling, solid minor, no stop
1x-3N overcall = gambling, solid minor, 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
6. Splinter: double jump after 1 major 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
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
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,

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 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.

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 Henry Lockwood

EBU No. 421925

Partner Matthew Johnson

EBU No. 421514

GENERAL DESCRIPTION OF BIDDING METHODS

Nebulous Club, Strong Diamond, Variable NT, Ten Multis

1NT OPENINGS AND RESPONSES

Strength Varies Tick if artificial and provide details below ☐

Shape Constraints (Semi-) Balanced Tick if may have singleton ☐

Responses 2 ♣ 5-card puppet Keri [8a]

2 ♦ Transfer to Hearts

2 ♥ Transfer to Spades

2 ♠ Range or Clubs

2NT Transfer to Diamonds

Others 3C = natural, invitational, 3D = 5/5 majors, invitational

Actions after opponents double Modified Suction [20] or Aardvark/Halmic [21]

Actions after other interference Lebensohl [13]

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 (1st or 2nd NV) or 11-13 bal (1st or 2nd V)

1D is 16-22, any distribution (F1, not GF)

1H shows 4+ Hearts (5 unless spades), maybe a canape with a minor

1S shows 5+ Spades, may be a canape with a minor

1N is 9-11 (12 NV), 9-15 (3NV), 12-15 (4NV, 34V) or 14-16 (12V)

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