

OTHER OPENING BIDS

	HCP	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10+	2	Possibly short. 1NT: - 5-9 pts; 2NT: - 10-12; Invert over 1♣; weak jump new suit.		
1♦	10+	4			
1♥	10+	5	2NT Jacoby (unless already passed); (Note 5) Splinters (1♠ -3NT splinter in ♥); weak jump new suit		
1♠	10+	5			
3 bids	<10	7(6)	Possibly weaker in 3rd. 3 level response - natural f; if ♦♥♠ shows 2 of top 3 hon.		
4 bids		7/8	Strong pre-empt		

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall		8-16 pts. 5 card suit (rarely 4) - unassuming cue bid		
Jump overcall		weak 5-11 pts.: 6-card suit		
Cue bid		Michaels (weak or strong). In 4 th strong Jumpcue: Over minor – spades + other minor. Over major – stop ask		
1NT	Direct: Protective	15-17 (poor 18) pts. 10-14 pts.		
2NT	Direct: Protective	UNT (weak or strong) – lower two suits precluded by cue. UNT (Strong) - lower of two suits precluded by cue.		
OPPONENTS OPEN WITH:		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣		Suction (suit bid or dbl or NT) – 6-cards next suit, or 5/5 next suit + 1 and +2 (except after passed hand)		
Strong 2♣		Suction (suit bid or dbl or NT) – 6-cards next suit, or 5/5 next suit + 1 and +2 (except after passed hand)		
Weak 1NT		Dbl-pens; Landy; 2NT – 5/5 touching suits (excl. ♥♠) (Note 11)		
Strong 1NT		Dbl- single suited – see (Note 12)		
Weak 2		X takeout with Lebensohl, 2NT 16-19 pts. with stop (transfers; 3 spades to minor). Leaping Michaels (15+). (Note 7)		
Weak 3		X takeout, 3NT 15+ pts. to play		
4 bids		t.o. dbl up to 4♥. Pen dbl. of 4♠		
Multi 2♦		X strong takeout; 2NT – 16-19 pts; suit – nat 11+		

SLAM CONVENTIONS

4NT RKCB (last nat. suit by responder): 5♣ - 0/3; 5♦ - 1/4; 5♥ - 2/5 no Q; 5♠ - 2/5 +Q, After 5♣/♦, relay for Q; return to trumps denies; (5NT, Q + no king; 6-suit, Q + suit K)
With void – start sequence at 5NT (omit '0'; seq – 1,2,2,3)
5NT after 4NT for Ks (trump = 0; suit with K = 1; suit without K = 2)
Exclusion RKCB – show aces excluding bid suit
GSF – 6suit - 0; 6♣ - 1; 6♦ - A or K (extra length); 7 suit – 2 (of top 3)
Invitational Minor-wood when 4m is forcing (without alternative 8-card major fit)
DOPI/ROPI

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents	
Level to which negative doubles apply	4♥
Special meaning of bids	2NT Jacoby in major (unless already passed). cue bid = good 3-raise of opener

Agreements after opponents double for takeout

Redouble	New suit	Jump in new suit
9+pts. interest in penalties	as if no double, 5+ pts.	weak
Jump raise	2NT	Other
pre-emptive	good raise to 3.	

Other agreements concerning doubles and redoubles

(1♥) – dbl – (1♠) – dbl t.o. Responsive doubles to 4♦ - 10+, 4-card support (or 2NT – Lebensohl).
Snapdragon dbl in 4th.after 3 suits bid (4th.suit + support for overcall suit). Value showing dbls.

OTHER CONVENTIONS

4NT opening is ace ask: 5♣ = 0, higher bids cue ace, 5NT=2
3NT opening = gambling
Blackout (response to 2 level reverse) (Note 9)
Long Suit trial bids; 2NT 'trial bid' requires partner to show aces or kings if min.

SUPPLEMENTARY DETAILS

Note 1: transfer break on max. + good 3-card suit (2 of top3).
Opener: No small dblton – 2NT; responder – 3 trans suit – weak; 3M – slam try (5-card suit)
Small dblton – bid suit below; responder – 3 dblton – weak; 3M – slam try (5-card suit).
Also 1NT – 2♦ – 2♥ – 3♠ shows 5/5 - game forcing

Note 2: 1NT – 2♠: 2NT – min., or 4-card suits in sequence with max.

Note 3: 1NT – 2NT - 3♣ - 3♥/3♠ (5/5 minors – singleton ♥/♠ - slam interest)

Note 4: 3♣ - poor suit poor pts; 3♦ - good suit poor pts; 3♥ poor suit good pts; 3♠ good suit good pts; 3NT – AKQ

Note 5: responses: – 3 level splinter + subsequent cues; 4 level – good second suit; 4M – 11-14 pts; 3M - 15-16 pts; 3NT – 17+ pts.

Note 6: mod Halmic after 1NT (dbl) - ?
- pass – non-forcing; rdbl to 2♣ with 5-card suit; lower suit of two suited hand.

Note 7: Leaping Michaels. 4m - m + other M; 4M - slam invite minors; 4NT – competitive both minors; 3M (cue) – stop ask.

Responses: lower un-shown suit - slam interest in major: higher un-shown suit or 4NT – slam interest in minor.

Over 2♦: - 3♦(cue) – stop ask; - 4♣ – clubs + undefined M; - 4♦ – slam invite majors; resp – 4NT – RKCB in hearts; 5♣ – RKCB in spades

OPENING LEADS							
v. suit contracts	A <u>K</u>	A <u>K</u> x	<u>K</u> Q 10	K <u>Q</u> x	K J <u>10</u>	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 <u>x</u> x	10 <u>Q</u> x	9 <u>8</u> 7 x	10 <u>x</u> x x	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
v. NT contracts	A K x (<u>x</u>)	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K J <u>10</u>	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 <u>x</u> x	10 <u>Q</u> x	9 <u>8</u> 7 x	10 <u>x</u> x x	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	

Other agreements in leading, e.g. high level contracts, partnership suits:-

A for attitude; K for count (with 4 – lowest 2); 4th best; 2nd from poor suits; 10=hon if no 9; K unblock in NT (J up, otherwise count); strong 10's (10=9 or J,+ higher non-touching hon)

CARDING METHODS

Signals	Primary method v suit contracts	Primary method v NT contracts
On Partner's lead	high encouraging/count (McKenney if dummy has singleton/void)	
On Declarer's lead	Count - need to know. Trump signals	
When discarding	Reverse Attitude	
Trumps	Trump signals	

SUPPLEMENTARY DETAILS (continued)

Note 8:- responses – 2♦ negative; 2suit – 14+ pts. 6(5) card suit; 2NT – 16+ balanced(ish) or ability to play in 3♦. After 2NT: 3♣ – 5-card major enquiry (with maximum and 3-card major)

Note 9: – Blackout after 1 over 1, + 2 level reverse:

Rebid of own suit - 5+cards in suit, forcing one-round, doesn't promise extra strength.

Cheaper of 4th-suit-forcing and 2NT - 4-cards in own suit and minimum hand for the 1-over-1.

Non-cheaper bid of 4th-suit-forcing and 2NT - 4-cards in own suit, game forcing, not suitable for any higher bid.

Preference back to opening suit or raising reverse-suit - natural, game-forcing, mild slam-try.

Note 10: -

3♣ – 5-card puppet Stayman. Opener can only bid 3NT with 3-spades (so 3♦ response does not promise 4-card major). 2NT – 3♣ – 3♦ – 3NT shows both majors

3♦/♥ – transfer. Break with max: with 5 of other major bid 3NT, or cue (if available) with support. Responder - re-transfer at 4-level if necessary.

3♠ – both minors (mild slam try). 3NT – signoff; 4♣/♦ – invitational minor-wood.

3NT – to play; 4 Major – slam try + 4NT RKCB; 4 Minor – slam try – invitational minor-wood;

4NT – Blackwood

Note 11: (1NT) – 2♣ – (2♦) – dbl pens, 3♦ – strong major(s). (1NT) - 2♣ – (p) – 2♦ – equal M or 10+ with 4♠, or after M response, 2NT = 12-13 (but (1NT) – 2♣ – (p) – 2NT = 14+ no 4-card M)

Note 12: (1NT strong): – dbl – single suited ; 2♣ - Landy (majors); 2♦ – (5♦ + 4-major); 2♥ - (5♥ + minor); 2♠ – (5♠ + minor); 2NT - minors

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GENERAL DESCRIPTION OF BIDDING METHODS

Modified Benji with 5 Card Majors, 11-14 NT non-vul; 12-14 NT vul.

1NT OPENINGS AND RESPONSES

Strength	11-14 pts. non-vul; 12-14 vul.		
Shape constraints	No singleton, may have 6-card minor suit		
Responses	2♣	Stayman (non-promissory - possible delayed slam-try in any suit)	
	2♦, 2♥ transfers (+ trans break) (Note 1)		
	2♠	raise to 2NT or slam try (Note 2)	2NT Relay to 3♣ (Note 3)
Others	3♣/3♦/3♥/3♠ 6-card suit, two of top three hon.		
Action after opponents double	mod Halmic		(Note 6)
Action after other interference	Lebensohl (FADS). Dbl artificial suit – pens		

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	20-21 pts. bal (3NT rebid – 28+pts); 8 playing trick; weak 6/7-card		♦ (5-9 pts.) (Note 8)
2♦	game forcing (2NT – 24+ pts.). 3NT rebid – 26-27pts.		
2♥	weak 5–10 pts. (6/7)	Ogust	(Note 4)
2♠	weak 5–10 pts. (6/7)	Ogust	(Note 4)
2NT	22-23 bal; trans; mod 5-card puppet Stayman		(Note 10)
	3♠ - both minors (mild slam interest)		(Note 10)
	4♣/♦/♥/♠ - slam try 6-card suit		(Note 10)

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

- 1NT rebid (15-17) + 2♣ check-back; responses:
15-16(poor): - suit support; good first suit; otherwise 2♦
16(good) -17: - 3-level support/new suit bids; otherwise 2NT
- Weak jump new suit responses – 4-8 pts. 6-card suit. So after non-jump: subsequent bid to 3 - level – (9)10-11 pts. or 4-level 12-15 pts; change of suit + original suit – 16+ pts.
Also - 1♣ - 3♣ weak (4-8); 1♠ - 2♣ - 9+pts. (forcing)
- After 2-level response: 2NT - 15-19; 3♣ checkback; 3♦ 18-19; 3NT 15-17
: 3NT – 15-16.
- Multi 2♣ - 20-21 bal; 8 tricks in suit; weak diamonds
- After (1x) – pass – (1y) - ? bids of 'x' 'y' 2NT, in sequence show 5-5 in unbid suits, weak, intermediate, strong
- After (1x) – pass – (1y) trans: 2(x), 2(y+1), 2NT - Michaels; dbl-weak t.o.; 1(y+1) - strong t.o.
- After displaced response (10+): 2NT = 12-13; 3NT = 14+pts.

