


OTHER OPENING BIDS					
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES Notes
1♣	Rule of 19		2		Inverted raises 2NT = 15-17 bal, GF 3NT = to play
1♦			4		
1♥			5	1NT = Semi-F; 2NT = 4 trumps, GF 3NT = 3 trumps bal 13-15, NF Bergen raises	1
1♠			5		
3 bids	5-9		6	3NT Gambling	
4 bids	5-9		7	4♣/♦ = ♥/♠ respectively, with a side ace 4NT = name an ace	
*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).					
DEFENSIVE METHODS AFTER OPPONENTS OPEN					
OPPONENTS OPEN A NATURAL ONE OF A SUIT			CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall			Wide range, from 4 cards & 8+ at 1-level	Unassuming Cue Bids	2
Jump overcall			Weak, according to vulnerability		
Cue bid			Ghestem		3
1NT	Direct: Protective:	15-18 11-14	As 1NT opening		
2NT	Direct: Protective:	Ghestem, 5/5 in lowest unbid suits			3
OPPONENTS OPEN WITH			DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣			Natural		
Short 1♣/1♦			Treated as natural		
Weak 1NT			Astro: 2♣ = ♥& minor 2♦ = ♠ & another	2NT enquiry	
Strong 1NT					
Weak 2			X = TO		
Weak 3			X = TO		
4 bids			X = TO		
Multi 2♦			X = 13-15 or 19+, 2NT = 16-18		
SLAM CONVENTIONS					
Name			Meaning of Responses	Action over interference	
Gerber 4♣			Only directly over strength showing NT ♦ = 0, ♥ = 1, ♠ = 2, NT = 3, ♣ = 4	D0P1, R0P1	
RKCB 4NT			♣ = 1 or 4, ♦ = 0 or 3, ♥ = 2, ♠ = 2 with trump Q (see also note 4)	D0P1, R0P1	

COMPETITIVE AUCTIONS					
Agreements after opening of one of a suit and overcall by opponents					
Level to which negative doubles apply		3♠			
Special meaning of bids		After overcall of 1M, cue bid = 4 card fit			
Exceptions / other agreements					
Agreements after opponents double for takeout					
Redouble	10+, no fit	New suit	Natural, F		
Jump raise	weak	2NT	Sound raise		
		Jump in new suit Nat, F			
		Other			
Other agreements concerning doubles and redoubles					
Lightner – for 'unusual' lead against a slam					
Support – After 1m-P-1M-any, X (orXX) shows 3 card support for M					
OTHER CONVENTIONS					
Lebensohl – After our 1NT opening has been overcalled (Note 5)					
Cue bids above game level are 1 st round control (unless previously denied), below game level 1 st or 2 nd					
SUPPLEMENTARY DETAILS					
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).					
1. Bergen raises after 1M opening					
Single raise = 3 trumps, 0-8		Jump raise = 4 trumps, weak			
2m = Nat & F to 2NT		3 other M, 4m = Splinter			
3♣ = 4 trumps, 6-8, F		3♦ = 4 trumps, 9-11, F & invitational			
2. Unassuming Cue Bids					
After our o/call at the one level, cue bid = sound raise					
3. Ghestem, After opponents have opened one of a suit					
Cue bid = min 5/5 in two highest ranking unbid suits					
2NT = min 5/5 in two lowest ranking unbid suits					
3♣ = min 5/5 in highest & lowest ranking unbid suits					
4. 5NT continuation after 4NT RKCB					
Asks for lowest ranking King (other than trumps)					

OPENING LEADS 2 nd & 4 th															
For all the card combinations shown, clearly mark the card normally led if different from the underlined card.		Hatch over or shade this box if using non-standard leads.													
v. suit contracts	<div style="display: flex; justify-content: space-between;"> A <u>K</u> <u>A</u> K x <u>K</u> Q 10 <u>K</u> <u>Q</u> </div> <div style="display: flex; justify-content: space-between;"> <u>Q</u> J x <u>J</u> 10 x 10 x <u>x</u> <u>10</u> 9 </div> <div style="display: flex; justify-content: space-between;"> 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 </div>	<div style="display: flex; justify-content: space-between;"> K <u>J</u> 10 K <u>10</u> 9 <u>Q</u> J 10 </div> <div style="display: flex; justify-content: space-between;"> 9 8 7 x 10 x x <u>x</u> H x <u>x</u> </div> <div style="display: flex; justify-content: space-between;"> x <u>x</u> x x <u>x</u> x x </div>													
v. NT contracts	<div style="display: flex; justify-content: space-between;"> <u>A</u> K x (<u>x</u>) <u>A</u> <u>J</u> 10 x <u>K</u> Q 10 <u>K</u> <u>Q</u> </div> <div style="display: flex; justify-content: space-between;"> <u>Q</u> J x <u>J</u> 10 x 10 x <u>x</u> <u>10</u> 9 </div> <div style="display: flex; justify-content: space-between;"> 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 </div>	<div style="display: flex; justify-content: space-between;"> K <u>J</u> 10 K <u>10</u> 9 <u>Q</u> J 10 </div> <div style="display: flex; justify-content: space-between;"> 9 8 7 x 10 x x <u>x</u> H x <u>x</u> </div> <div style="display: flex; justify-content: space-between;"> x <u>x</u> x x <u>x</u> x x </div>													
Other agreements in leading, e.g. high level contracts, partnership suits:-															
<div style="text-align: center;">CARDING METHODS (& secondary)</div> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th></th> <th>Primary method v suit contracts</th> <th>Primary method v NT contracts</th> </tr> </thead> <tbody> <tr> <td>On Partner's lead</td> <td>Reverse attitude (Std count)</td> <td>As suits</td> </tr> <tr> <td>On Declarer's</td> <td>Standard Count</td> <td>As suits</td> </tr> <tr> <td>When discarding</td> <td>High = Enc (rare); Std count</td> <td>As suits</td> </tr> </tbody> </table>					Primary method v suit contracts	Primary method v NT contracts	On Partner's lead	Reverse attitude (Std count)	As suits	On Declarer's	Standard Count	As suits	When discarding	High = Enc (rare); Std count	As suits
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Other carding agreements, including secondary methods (state when applicable) and exceptions to above															
<div style="text-align: center;">SUPPLEMENTARY DETAILS (continued)</div>															
5. Lebensohl, after our 1NT opening has been overcalled.															
<div style="display: flex; justify-content: space-between;"> X = primarily penalty any suit at the 2-level is to play </div>															
Any bid at the 3-level is GF															
Cue = 4 cards in unbid M(s) & no stop in opponents' suit, GF															
3NT = <4 cards in unbid M(s) & no stop in opponents' suit, GF															
2NT requires opener to bid 3♣, after which:-															
<div style="display: flex; justify-content: space-between;"> Cue = 4 cards in unbid M(s) & stop in opponents' suit, GF </div>															
3NT = <4 cards in unbid M(s) & stop in opponents' suit															
Any other suit is to play															



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GENERAL DESCRIPTION OF BIDDING METHODS	
5-CARD MAJORS, 2 OVER 1, 15-17NT	
1NT OPENINGS AND RESPONSES	
Strength 15-17	Tick if artificial <input type="checkbox"/>
Shape constraints	No 5 card M better than 10 high Tick if may have singleton <input type="checkbox"/>
Responses 2♣ Stayman	
2♦ Transfer to hearts	2♥ Transfer to Spades
2♠ Transfer to clubs	2NT Transfer to Diamonds
Others :	
Action after opponents double P forces XX, bids (incl. XX) for transfer	
Action after other interference Lebensohl (see note 4)	
TWO-LEVEL OPENINGS AND RESPONSES	
Meaning	Responses
2♣ Game force or 23+ bal	2♦ negative, other suits 1½ HT, 2NT semi positive
2♦ 2♥ 2♠	Weak, 6-card suit 6-10 Blue Club 3♣ min pts, wk suit; 3♦ min, gd suit 3♥ max pts, wk suit, 3♠ max pts, gd suit
2NT 20-22	3♣ = 5 card puppet stayman ♦, ♥, ♠ = Transfers
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE	
(Please include details of any agreements involving bidding on significantly less than traditional values).	
<div style="background-color: yellow; display: inline-block; padding: 2px 10px;">Last update 15th July 2024</div>	