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GENERAL DESCRIPTION OF BIDDING METHODS**5-CARD MAJORS, 2-OVER-1 FG, 15-17NT****1NT OPENINGS AND RESPONSES****Strength****15-17**

Tick if artificial

☐**Shape constraints**No 5-card Major better
than 10 high

Tick if may have singleton

☐**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**

Notes

2♣ Game force or 23+ bal

2♦ negative, other suits 1½ HT, 2NT semi positive

2♦

2♥ Weak, 6-card suit 6-10

Blue Club 3♣ min pts, wk suit; 3♦ min, gd suit

2♠

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).

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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
1 ♦			4			
1 ♥			5			
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
			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

2nd & 4th

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

A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9	9 <u>8</u> 7 x	10 x x <u>x</u>	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

<u>A</u> K x (<u>x</u>)	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9	9 <u>8</u> 7 x	10 x x <u>x</u>	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:-

CARDING METHODS (& secondary)

Primary method v suit contracts

Primary method v NT contracts

On Partner's lead

Reverse attitude (Std count)

As suits

On Declarer's lead

Standard Count

As suits

When discarding

High = Enc (rare); Std count

As suits

Other carding agreements, including secondary methods (state when applicable) and exceptions to above

SUPPLEMENTARY DETAILS (continued)

5. Lebensohl, after our 1NT opening has been overcalled.

X = primarily penalty any suit at the 2-level is to play

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:-

 Cue = 4 cards in unbid M(s) & stop in opponents' suit, GF

 3NT = <4 cards in unbid M(s) & stop in opponents' suit

 Any other suit is to play

6. Check-back after opener's 1NT rebid

Only after 1L – 1M; 1NT (excluding 1♣ – 1♦; 1NT). Also on in logically equivalent auctions where opener rebids 1NT in competition (with weak-NT values).

2♣ Requires 2♦; either, (a) to play there, (b) to introduce invitational types, (c) to describe 5M hands up to choice-of-games strength.

2♦ Artificial game-force.

2M To play.

2♥ [support] flawed hand, usually 4-3-3-3

2♥ [new suit] NF

2♠ 4-4 majors, NF but values for 2NT.

2NT INV, no extra major length.

3L Nat, FG, 5-5 concentrated

3NT No extra major implied.

4L Shortage, own suit, 'self-agreeing splinter'.

4NT INV – show minors if accepting

Responder uses 2♣ and continues to describe along the same lines as above except that equivalent actions that show values (2NT, 3NT, 2♠) show a fifth card in responder's major. All continuations are non-forcing.

After responder's game-forcing 2♦ opener bids unshown major lengths as cheaply as possible. Lacking any, 3-minor shows a decent 5-card suit, 2NT otherwise. 1♥ – 1♠; 1NT – 2♦; 2♥ shows good hearts (at least AK10xx).