

OTHER OPENING BIDS						
	HCP	See note	Min len	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10+		1	Inv Min GF, WJS (4-8), 3D/3H/3S Pre-empt, 1NT = 8-10, 2NT = 11-12		
1♦	10+		5	WJS (4-8), 3H/3S Pre-empt, 1NT = 5-10, 2NT = 11-12, 3C Invit with C		
1♥	10+		5	1NT = 5-11, 2NT = GF with 4M, 3C/3D = 10-12 with 3M/4M, 3M = 4-6		
1♠	10+		5	Scanian Splinters (bid Singleton we have), Drury (2C = 3M, 2NT = 4M) 1H-2S and 1S-3H are mixed raises (7-9)		
3 bids			6	Change of suit forcing		
4 bids			7			
*(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		6-17 Change of suit Forcing	Fit Jumps, Cue = good raise+			
Jump overcall		Weak				
Cue bid		Michaels (constructive)				
1NT	Direct: Protective:	15-18 System on 11-14 over 1m, 11-16 over 1M System on				
2NT	Direct: Protective	UNT (constructive) 18-20 System on				
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣		X = Majors, 1NT = minors (same over strong 2C)				
Short 1♣/1♦		Treat as natural				
Weak 1NT		X = Penalty, Multi Landy, Passed Hand X = 5m+4M				
Strong 1NT		X = Penalty, Multi Landy, Passed Hand X = 5m+4M				

Weak 2	X = T/O with Lebensohl, Leaping Michaels	
Weak 3	X = T/O, Non-leaping Michaels	
4 bids	X = T/O over 4m, Values over 4M. 4NT = two-suited	
Multi 2♦	X = 13-15 or Strong	
SLAM CONVENTIONS		
Name	Meaning of Responses	Action over interference
RKCB 4130 Then 5NT asks for Specific Kings		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	Fit Jumps and constructive cue bids	
Exceptions / other agreements		
Agreements after opponents double for takeout		
Redouble	New suit	Jump in new suit
9+	Nat, F1	WJS (4-8)
Jump raise	2NT	Other
Pre-emptive	4+ card raise, 10+ HCP	
Other agreements concerning doubles and redoubles		
Game try Competitive Lightner Support doubles and redoubles		
OTHER CONVENTIONS		

2-way Checkback
 Checkback after 2NT rebid
 FSF to game (except 1C-1D-1H-1S)
 Lower of 4th suit and 2NT after a reverse is the weakest bid
 Long Suit Trial Bids. UCBs.

Drury: P-1M-2C: 2D = Non-minimum, 2M = to play, New Suit = nat game or slam try, Jump = splinter

SUPPLEMENTARY DETAILS

If we open or overcall a minor, 2NT in competition is natural
 If we open or overcall a major, 2NT in competition is a good 4-card raise

1C-2C: 2D = weak NT best played by partner, 2M = nat, 2NT = weak NT, 3C = natural with slam interest, 3X = splinter, 3NT = 18-19, 4C = RKCB, 4X = Exclusion)

Wolff: After 1X-1Y-2NT, 3C is a relay to 3D then Pass / 3M are to play, 3NT shows 5Y and 4X
 3D is Checkback, 3H is a slam try in opener's suit, 3S is a slam try in responder's suit, 3NT is to play

Continuations after 1M-2NT:

3C = Min (now 3D asks for shortage, responses as below)
 3D = Non-min but no shortage
 3H/3S/3NT = Shortage (up the line)
 4m = Decent 5+ card second suit
 4M = Min with 6+M, no shortage

(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).

(Shade this box grey if using non-standard leads).

v. suit contracts	A <u>K</u>	A <u>K</u> x	K <u>Q</u> 10	K <u>Q</u> x	K <u>J</u> 10	K 10 <u>9</u>	Q <u>J</u> 10
	Q <u>J</u> x	J 10 x	10 x <u>x</u>	<u>10</u> 9 x	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	A <u>K</u> x (<u>x</u>)	A <u>J</u> 10 x	K <u>Q</u> 10	K <u>Q</u> x	K <u>J</u> 10	K 10 <u>9</u>	Q <u>J</u> 10
	Q <u>J</u> x	J 10 x	10 x <u>x</u>	<u>10</u> 9 x	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:-

Ace and Queen ask for reverse attitude
 King asks for standard count or unblock

CARDING METHODS

Signals	Primary method v suit contracts	Primary method v NT contracts
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On Partner's lead	Reverse Attitude (Standard Count)
On Declarer's lead	Standard Count (Reverse Attitude)
When discarding	Reverse Attitude

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

SUPPLEMENTARY DETAILS (continued)

Lebensohl is FADS. 2NT then 3m is to play, 2NT then 3M is invitational, direct 3X is forcing

(1NT)-2D-2NT is an enquiry then 3C = good with H, 3D = good with S, 3M = poor with M
 (1NT)-2M-2NT is an enquiry. (1NT)-2M-3C is pass or correct

Splinters

Over 1H:

3S = singleton splinter in unspecified suit with 9-12 HCP (3NT enquiry),
 3NT/4C/4D = void splinters with 8-11 HCP (3NT = Spade void).
 Over enquiry; 4C = Club singleton, 4D = Diamond singleton, 4H = Spade singleton

Over 1S:

3NT = singleton splinter in unspecified suit with 9-12 HCP (4C enquiry),
 4C/4D/4H = void splinters with 8-11 HCP
 Over enquiry; 4D = Diamond singleton, 4H = Heart singleton, 4S = Club singleton



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GENERAL DESCRIPTION OF BIDDING METHODS

5 Card Majors, 2 over 1 GF, 3 Weak Twos

1NT OPENINGS AND RESPONSES

Strength 15-17

Shape constraints Includes 5422 and 6322

Responses 2♣ Stayman (with Smolen)			
2♦	♥	2♥	♠
2♠	Transfer to ♣ (3♣ shows Hxx)	2NT	Transfer to ♦ (3♦ shows Hxx)
Others	3C = 5C5D weak, 3D = 5-5 Majors invit or slam interest, 3M = M fragment (3154), 4C = 5C5D slam interest, 4D = H, 4H = S, 4S = To play		
Action after opponents double		System on if artificial, else XX = a minor, Stayman & transfers	
Action after other interference		Lebensohl (FADS)	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	23-24 Bal or GF	2D = Waiting (Kokish)	
2♦	5+ cards, 5-9 HCP seat	2M = Forcing at teams, 3C = F, 2NT = Feature Ask	3-12 in 3 rd seat
2♥	5+ cards, 5-9 HCP seat	2S = Forcing at teams, 3m = F, 2NT = Shortage Ask	3-12 in 3 rd seat
2♠	5+ cards, 5-9 HCP seat	3m/3H = Forcing, 2NT = Shortage Ask	3-12 in 3 rd seat
2NT	20-22	3C = 5-card Puppet Stayman, 3D/3H = Transfers, 3S = 5S4H, 4X = Linked Slam Try	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
Transfer breaks after 1NT are to 3M with min, 3X with max and weak doubleton (Jx or worse), 2NT with max and no weak doubleton. Retransfers played when available.			
1X-2Y-2NT is either 12-14 points or 18-19 points.			