

## OPENING LEADS

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

Colour this box if using non-standard leads

v. all contracts	A <u>K</u>	A <u>K</u> x	<u>K</u> Q 10	<u>K</u> Q x	A J <u>10</u>	K J <u>10</u>	A <u>K</u> J 10
	A <u>10</u> 9	K <u>10</u> 9	Q <u>10</u> 9	<u>Q</u> J 10	<u>Q</u> J 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			
	10 <u>x</u> x	10 <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> x x			
	<u>2</u> x	x <u>x</u> x	x <u>x</u> x x	x <u>x</u> x x x	9 <u>8</u> 7 x	10 <u>x</u> x x	H x <u>x</u>

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

*King requests unblock/count [against NT], count [against suit contract]*

*Ten not treated as an honour. Strong ten from A J 10 and K J 10.*

## CARDING METHODS

	Primary method v suit contracts	Primary method v NT contracts
--	---------------------------------	-------------------------------

On Partner's lead *High encourage, low discourage [unless lead is king]*

On Declarer's lead *Count; high/low shows even number.*

When discarding *Revolving [low cards not particularly significant]*

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

*McKenney where appropriate.*

## SUPPLEMENTARY DETAILS [2]

2.1	<i>2NT/3-major shows 4-card support, 7-loser/8-loser respectively</i>
2.2	<i>Bid shows suit bid plus next higher suit, min 4-4. Pass forces redouble, which is either passed, or 2-suit shows that suit plus higher, non-touching suit. Redouble is relay to 2♣ for pass or correct</i>
2.3	<i>After our 1NT is overcalled, 2NT from responder asks opener to relay to 3♣, then all bids are relatively weak. Cue-bids are Staymanic. Cue-bids and 3NT deny stop if preceded by 2NT. Direct 3-level suit bids are forcing. 3-level suit bids preceded by 2NT are to play, but invitational if suit could have been bid at 2-level. Double shows values for 2NT with at least Hxx in overcaller's explicit or inferred suit</i>
2.4	<i>Ogust 2NT over 2♥/2♠</i> <span style="font-size: small;">3♣/3♦ = min HCP; poor/good suit ['good' = 2 of top 3]</span> <span style="font-size: small;">3♥/3♠ = max HCP; poor/good suit. 3NT=AKQ of suit.</span>
2.5	<i>3♣ asks for 5-card major. 3♦ rebid promises at least one 4-card major. If responder also has a 4-card major, he/she bids the other, or 4♣/♦ with both. 3♥ denies 4- or 5-card major. 3NT shows five hearts.</i>

	Name:	<i>Evelyn Crossley</i>	EBU No:	<i>405489</i>
	Partner:	<i>Nigel Lancaster</i>	EBU No:	<i>74784</i>

## GENERALISED DESCRIPTION OF BIDDING METHODS

# Weak 2♥/♠. 5-card ♠ suit.

## 1NT OPENING AND RESPONSES

**Strength:** 12-14      Tick if artificial and provide details below:

**Shape constraints:** May have any 5-card suit      Tick if may have singleton:

**Responses:** 2♣      *Stayman [promissory]. 2nd response of 3-minor is to play.*

2♦      *Transfer to hearts [see 2.1]*      2♥      *Transfer to spades [see 2.1]*

2♠      *Range ask [2NT min, 3♣ max]*      2NT      *Transfer to a minor*

Others      *3-any-suit is slam try. Rebid is 3NT or RKCB response.*

Action after opponents double: *Helvic: pass forces redouble [see 2.2].*

Action after other interference: *Penalty-oriented double; Lebensohl [see 2.3]*

## TWO-LEVEL OPENINGS AND RESPONSES

	Meaning		Responses	
2♣	<i>8+ playing tricks any suit</i>	2♦	<i>Relay, then rebid non-forcing</i>	
2♦	<i>Game-forcing [not single-suited] or 23+ balanced</i>	2♥	<i>Relay</i>	
2♥	<i>Weak, 5-9 NV, 6-10 Vul. Usually 6-card suit. Wider-ranging in 3rd position. 10-14 in 4th</i>	2NT	<i>Ogust enquiry</i>	2.4
2♠				
2NT	<i>20-22, may contain any 5-card suit</i>		<i>3♣=5-card Muppet Stayman 3♥/♦ are transfers; 3♠=minors.</i>	2.5

## OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

*4-card suits are bid up the line.*

*3rd-seat openings may be stretched.*

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	9+	☐	3		Splinters.	1.1
1♦	9+	☐	4			
1♥	9+	☐	4			
1♠	9+	☐	5		Jacoby 2NT	1.2
3 bids	0+	☐	6	3NT = solid minor		
4 bids	0+	☐	7			

DEFENSIVE METHODS AFTER OPPONENTS OPEN				
Opponents Open A Natural One of a Suit		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall		Usually 5+ cards		
Jump overcall		Pre-emptive		
Cue bid		Michaels		1.3
1NT	Direct	15-18	As 1NT	
	Protective	11-14		
2NT	Direct	2 lowest unbid suits, weak/strong	As opening 2NT	
	Protective	20-22		
Opponents Open With		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣		Truscott		1.4
Short 1♣/1♦		Treat as natural		
Weak and Strong 1NT		Modified-Landy; 2♣=both majors.		1.5
Weak 2		Dbl for t/o; 2NT=16-18 bal. Leaping Michaels	Lebensohl	1.6/1.7
Weak 3		Dbl for t/o. Non-Leaping Michaels		1.7
4 bids		Dbl for take-out		
Multi 2♦		Dbl: 13-15 or 19+; 2NT=16-18	Lebensohl	1.6

SLAM CONVENTIONS		
Name	Meaning of Responses	Action over interference
<u>Roman Key Card</u> <u>Blackwood</u>	5♣=1/4, 5♦=0/3, 5♥/♠=2/5 without/with trump queen. 5NT asks for lowest side-suit king	Dbl=1/4, pass=0/3, etc
<u>Minorwood</u>	4♣/♦ agrees/sets the trump suit and is RKCB, including as a direct response over 1NT/2NT. Also as rebid after sequence 2NT-3♣.	

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents:				
Level to which negative doubles apply		3♣; optional above 3♠		
Special meaning of bids		2NT=natural, cue-bid=Jacoby		
Exceptions/other agreements				
Agreements after opponents double for takeout				
Redouble	10+	New suit	Forcing	Jump in new suit
Jump raise	Pre-emptive	2NT	Good raise	Other
Other agreements concerning doubles and redoubles:				
Doubles are for take-out unless: we have a fit; we have pre-empted; we are doubling a naturally-bid NT.				
After penalty double of 1NT, next double by either player is take-out.				
Over opponents' 2-suited overcall, cue-bidding their lower suit shows lower other suit, cue-bidding their higher suit shows higher other suit.				

OTHER CONVENTIONS	
Fourth-suit forcing [1♠ is natural]	
After 1X-2Y, 2NT is game-forcing [3♣ requests more information], 3NT = flat 15/16	
Unassuming cue-bids (show good raise of partner's suit or very strong hand)	
Directional asking bids	
1NT rebid is 15-17 [2♣ is Staymanic checkback], 2NT rebid is 18-19 [3♣ is Staymanic checkback]	

SUPPLEMENTARY DETAILS [1]	
(Please cross-reference where appropriate to the relevant part of the card and continue on back if needed)	
1.1	Splinter jump shows support for partner [min 4] with typically singleton in bid suit. A splinter bid can be an immediate response, opener's rebid, or an unnecessary jump bid at any stage of the auction. Inverted minors deny 4-card major, and don't apply after any interference bid.
1.2	Jacoby 2NT promises 4+ trump support in a relatively balanced hand, and is forcing to game. Opener rebids 4-major if minimum. 3-new-suit as trial bid, 4-new-suit as splinter.
1.3	2-minor cue-bid over 1-minor shows 5-5 min in the majors. 2-major cue-bid over 1-major shows 5-5 min in other major plus a minor.. Usually weak/strong, not intermediate [i.e. not in range 11-15]
1.4	1-level overcall or 2♣ shows that suit and next higher suit. Double shows suit doubled and non-adjacent suit, 1NT shows other two non-touching suits. Jump overcall is single-suited hand.
1.5	2♣=both majors, 2♦=4-card major + longer minor, 2-major is natural
1.6	If partner doubles a weak 2-bid, 2NT shows a weak hand [<8] and requests a 3♣ relay.
1.7	4♣/♦ over 2-major or 3♥/♠ is [non-]Leaping Michaels, showing 5-5 min in bid suit and other major.