

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	12+	<input type="checkbox"/>	1		1♦ Suit<10pts or no 5-card major 2♦ 5-card suit, 10+ points	
1♦	10+	<input type="checkbox"/>	5	Rule of 19	Jacoby 2NT	1,10
1♥/♠	10+	<input type="checkbox"/>	5	Rule of 19	Jacoby 2NT, Splinters	1,10
3 bids	5-9	<input type="checkbox"/>	7	Pre-emptive; 6 tricks non-vulnerable, 7 vulnerable; Minors require 2 top honours 1st/2nd in hand.		
4♣/♦	10+	<input type="checkbox"/>	8	Texas. Solid 8-card suit in ♥/♠.		
4♥/♠	5-9	<input type="checkbox"/>	8	Pre-emptive; 7 tricks non-vulnerable, 8 vulnerable.		
DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING		SPECIAL RESPONSES		Notes
Simple overcall		8-15 points 5+ non-forcing		Co-Operative		
Jump overcall		Weak 6-card suit				
Cue bid		Michaels				2
1NT	Direct: Protective	15-17 pts 15-17 pts		5-card puppet Stayman, Transfers		
2NT	Direct: Protective	Unusual Unusual				3
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		Double = Majors, NT = Minors.		Suits natural		
Short 1♣/1♦		Double for take out. Suits natural				
Weak 1NT		Astro				4
Strong 1NT		Astro				4
Weak / Lucas 2		Double=take-out with other major; 2NT=take-out without other major.				
Weak 3		Double for take-out. Suits natural.				
4 bids		Double for take-out (except 4♠ when 4NT take-out). Suits natural.				
Multi 2♦		Dixon				5
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
Roman Key Card		♣=1/4 ♦=0/3 ♥=2/5 no Q ♠=2/5 +Q Note: 30-41 if ♠s are trumps		DOPI + ROPI (RKC)		
RKC exclusion Blackwood		Jump to 5 suit is Ace-asking excluding suit bid (RKC)				
Gerber over NT		4♦=0 or 4 aces, 4♥ = 1 ace, 4♠ = 2 aces, 4NT = 3 aces Only immediately after opening NT or Opener's NT rebid having not previously bid a natural suit.				

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	2♠	
Special meaning of bids	Cue bid shows non-pre-emptive raise to 3 of suit	
Exceptions / other agreements	Jump bids are weak	
Agreements after opponents double for takeout		
Redouble 8+ points	New suit Natural Non forcing	Jump in new suit Forcing for one round
Jump raise Weak	2NT Sound raise to 3+	Other
OTHER CONVENTIONS		
Fourth suit forcing, except 1♣ -1♦ -1♥ -1♠ is natural		
Long Suit Trial Bids: After 1♥/♠ - 2♥/♠ new suit is trial bid may not be 4 cards		
Cue Bids: After trump agreement bids are control showing cue bids.		
Unassuming Cue Bids: show, depending on the situation, either (a) a sound raise to the next level in partner's suit after opponents' overcall, or (b) asks about the quality of partner's overcall.		
Checkback: After 1♣/♦ - 1♥/♠ - 1NT; 2♣ asks partner to bid 2NT if max or an unbid major or 3 card support or 2♦ with none of these.		
Mini / maxi Splinters: After 1♥/♠, single jump in new suit shows singleton (not A or K), double jump in new suit shows void.		
SUPPLEMENTARY DETAILS		
1. Rule of 19 : If HCP + length of 2 longest suits is 19+, may open with 9HCP		
2. Michaels : 2♥/♠ over 1♥/♠ shows other major + minor; then 2NT asks for minor. 2♣/♦ over 1♣/♦ shows the majors.		
3. Unusual NT: Over minor shows other minor + major. Over major shows minors.		
4. Astro : 2♣ = 5-4 Hearts and a minor; 2♦ = 5-4 Spades and another. 2♥ / 2♠ = natural. X = Penalties (weakness responses Natural). Against Weak NT: 9+; Against Strong NT: 13-15. Responses to 2♣/♦: next suit asks for the 5-card suit; 2NT asks for the second suit.		
5. Dixon : Double 12-15 balanced or 19+. 2NT 16-18 balanced; "Systems on" – ie. 5-card N-P Puppet Stayman, Transfers + Gerber. Suits natural.		
6. Ogust : 3♣=6/7 points + weak suit. 3♦=6/7 points + good suit. 3♥=8/9 points + weak suit. 3♠=8/9 points + good suit. 3NT= AKQ in suit. Good suit = 2 top honours.		
7. Modified Nilsson (after opponents immediately double our 1NT): Redouble = Transfer to 2♣ (partner passes or corrects to 5+ card suit). 2♣/♦/♥=Lower of two touching 4-card suits. Pass = Opener to redouble, <b>when</b> : pass for penalties or bid 2♣ weak (♣+major); 2♦ weak (♦+♠); 2♥/♠ weak (5-4 in ♥/♠+minor).		

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

A or Q asks for attitude. K asks for count.

**Strong 10 leads** (against NT only): 10 shows either no higher honour or J + either A or K.

CARDING METHODS		
	Primary method v suit contracts	Primary method v NT contracts
On Partner's lead	Reverse attitude / count	Reverse attitude / count
On Declarer's lead	Count	Count
When discarding	Italian	Italian

**Italian discards:** McKenney on Evens; Odds encourage the suit discarded.

In suit contracts, Peter from xx only (unless known to hold long suit).

### SUPPLEMENTARY DETAILS (continued)

**8. After 2♦ opening:** Bids show number of controls (A = 2, K = 1), then immediate Blackwood for Queens; So, with no controls respond 2♥ with < 6 points, 2NT with 6+. Otherwise, steps show the number of controls. So, 2♠ shows 1, 3♣ shows 2, 3♦ shows 3, 3♥ shows 4, etc. Over intervention: ROPI+DOPI; 2NT as system if available.

**9. After 2♣ - 2♦ - 2NT:** 3♣ asks for the 5-card suit. 3NT = 5 clubs.

**10. Jacoby 2NT:** response to 1♦/♥/♠. Game raise with possible slam interest, at least 4 trumps and no shortage. Opener's rebids show a shortage.

**11: Super-acceptance of Red-suit Transfers:** With 4-card support and a non-maximum, consider a pre-emptive jump-response. With 4-card support and a maximum, consider bidding the doubleton in a 4432 or 5332 hand or 2NT with 4333. Responder usually repeats the transfer, and then takes appropriate action.

**12. 2♠ response to 1NT:** transfer to 2NT, showing a game-invitational hand with a 6-card minor headed by two of the top-3 honours.

**13. 5-card N-P Puppet Stayman (responses):** 2♦ no 5-card, but at least one 4-card major; 2♥/♠: 5-card suit; 2NT no 4/5-card major. **After 2♦:** 2♥/♠: lowest absent major; 2NT - both majors (invitational); 3NT (both majors, opener picks the game)



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GENERAL DESCRIPTION OF BIDDING METHODS			
<b>STRONG NO TRUMP (15-17): WEAK 2'S IN THE MAJORS: 1♦/1♥/1♠ OPENINGS ARE 5 CARD SUITS</b>			
1NT OPENINGS AND RESPONSES			
<b>Strength</b>	15 - 17	Tick if artificial and provide details below	<input type="checkbox"/>
<b>Shape constraints</b>	May be 5 3 3 2 shape	Tick if may have singleton	<input type="checkbox"/>
<b>Responses</b>	2♣ 5-Card Puppet Stayman (Non-Promissory - Note 13)		
2♦	Transfer to ♥ (Note 11)	2♥	Transfer to ♠ (Note 11)
2♠	Transfer to 2NT (Note 12)	2NT	Weak transfer to minor
<b>Others</b>	3♣/♦/♥/♠ Game force / Slam try		
Action after opponents double	Modified Nilsson	(Note 7)	
Action after other interference	Double = Penalties. Suits Natural.		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Extended rule of 25 or 20-22 balanced with 5-card suit;	2♦ Relay	9
2♦	Game Force	Number of controls	8
2♥	Weak 6-9 pts 6 card suit (11-14 4th pos)	2NT enquiry	6
2♠	Weak 6-9 pts 6 card suit (11-14 4th pos)	2NT enquiry	6
2NT	20-22 points (no 5-card suit)	Stayman (N-P), Transfers (3♣ = transfer to 4♣) 3NT = 5♠+4♥	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
Jump responses to a minor show a 6-card suit and are weak (except 2♦ response to 1♣)			
Jump responses to a major are mini/maxi splinters.			
3 <sup>rd</sup> seat opening bids may vary.			

Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.

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EBU 20B