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## GENERAL DESCRIPTION OF BIDDING METHODS

BENJI ACOL; WEAK 2♥/♠; WJOs; ITALIAN DISCARDS; REVERSE ATTITUDE SIGNALS

## 1NT OPENINGS AND RESPONSES

|                                 |   |   |
|---------------------------------|---|---|
| <b>Strength</b>                 | 12-14   |   |
| <b>Shape constraints</b>        | Can have a weak 5-card major  | Tick if may have singleton <input type="checkbox"/> |
| <b>Responses</b>                | 2♣ Stayman  |   |
| 2♦                              | Transfer to Hearts  | 2♥ Transfer to Spades                               |
| 2♠                              | Transfer to Clubs   | 2NT Transfer to Diamonds                            |
| <b>Others</b>                   | 3-level responses are slam-invitational, good 6+ card suit. With good support (Hxx+), opener raises if minimum, and bids a first-round control if maximum. Without good support, opener rebids 3NT. |   |
| Action after opponents double   | Wriggle (Note 8)  |   |
| Action after other interference | Lebensohl (Note 4)  |   |

## TWO-LEVEL OPENINGS AND RESPONSES

|     | Meaning   | Responses   | Notes |
|-----|---|---|-------|
| 2♣  | 8PT, 20-22 pts balanced with a 5-card major, or weak 2♦ | 2♦ relay. If 2NT rebid, 3♣ asks for the 5-card major; Transfers; Gerber | 12    |
| 2♦  | Game Force or 23+ pts balanced, can have a 5 card major | 2♥ relay<br>5-card puppet Stayman, Red-suit Transfers after 2NT rebid   | 2     |
| 2♥  | Weak (6-9) 6-card suit                                  | OGUST   | 9     |
| 2♠  |   |   |       |
| 2NT | 20-22 Balanced, denies a 5 card major                   | Stayman, Red-suit Transfers, Gerber                                     |       |

## OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

*(Please include details of any agreements involving bidding on significantly less than traditional values).*

Italian Discards (McKenney on Even Cards, Odd Card asks for that Suit)

24<sup>th</sup> November 2019

## OTHER OPENING BIDS

|        | HCP  | see Note *               | Min length | CONVENTIONAL MEANING   | SPECIAL RESPONSES                                       | Notes   |
|--------|------|--------------------------|------------|--|---|---------|
| 1♣     | R19  | <input type="checkbox"/> | 4          | Natural  | 2♥ / 2♠ = 6-card suit in weak hand (usually 4-6 points) | 10 / 11 |
| 1♦     | R19  | <input type="checkbox"/> | 4          |  |   |         |
| 1♥     | R19  | <input type="checkbox"/> | 4          |  | Jacoby 2NT  |         |
| 1♠     | R19  | <input type="checkbox"/> | 4          |  | Splinter bids   |         |
| 3♣     | 5-9  | <input type="checkbox"/> | 7          | 3♣ / 3♦ in 1st or 2nd Position must have 2 of top 3 Honours<br>6 Tricks Non-Vulnerable & 7 Tricks Vulnerable |   |         |
| 3♦♥♠   |      | <input type="checkbox"/> | 7          |  |   |         |
| 3NT    | Acol | <input type="checkbox"/> | 7          | Solid 7-card minor suit with no outside defensive trick  |   |         |
| 4 bids |      | <input type="checkbox"/> | 8          | 7 Tricks Non-Vulnerable & 8 Tricks Vulnerable  |   |         |

## DEFENSIVE METHODS AFTER OPPONENTS OPEN

| NATURAL ONE OF A SUIT  | CONVENTIONAL MEANING               | SPECIAL RESPONSES           | Notes |
|------------------------|------------------------------------|-----------------------------|-------|
| Simple overcall        | Natural                            |                             |       |
| Jump overcall          | Weak (6 card suit)                 |                             |       |
| Cue bid                | CRO                                |                             | 3     |
| 1NT                    | Direct: 15-17<br>Protective: 12-14 | Responses as to opening 1NT | 4,8   |
| 2NT                    | Direct: CRO<br>Protective:         |                             | 3     |
| OPPONENTS OPEN WITH    | DEFENSIVE METHODS                  | SPECIAL RESPONSES           | Notes |
| Strong 1♣              | Double for majors, NT for minors   |                             |       |
| Short 1♣/1♦            | Treat as natural                   |                             |       |
| Weak 1NT<br>Strong 1NT | Modified Cappelletti               |                             | 5     |
| Weak 2                 | Dixon + Lebensohl                  |                             | 1,4   |
| Weak 3                 | Natural (x = T/O)                  |                             |       |
| 4 bids                 | Optional double                    |                             |       |
| Multi 2♦               | Dixon + Lebensohl                  |                             | 1,4   |

## SLAM CONVENTIONS

| Name                | Meaning of Responses  | Action over interference |
|---------------------|---|--------------------------|
| GERBER (rolling)    | 4♦ = 0 or 4 aces, 4♥ = 1 ace, 4♠ = 2 aces, 4NT = 3 aces   | DOPI & ROPI              |
| RKCB                | 5♣ = 0 or 3 Key cards; 5♦ = 1 or 4 Key cards, 5♥ / 5♠ = 2 Key cards, +/- trump queen. After 5♣ or 5♦ response, 5♦ / 5♥ asks for trump Q. With the Q, or extra length, bid a feature. 5NT after 4NT: K ask. Bid the (non-trump) K you've got or not got. | DOPI & ROPI              |
| Exclusion Blackwood | Jump above game in a new suit. Key-card asking, but showing void in bid suit. Responses are steps as RKCB, but ignoring A of the bid suit.  |                          |
| GSF                 | 5NT without RKCB. Bid 7 of Trump suit with 2 of top 3 trump honours.  |                          |

## 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

Exceptions / other agreements

Agreements after opponents double for takeout

|                 |                |                                    |
|-----------------|----------------|------------------------------------|
| Redouble: 9+pts | New suit: Weak | Jump in new suit: Natural, Forcing |
|-----------------|----------------|------------------------------------|

|                             |   |        |
|-----------------------------|---|--------|
| Jump raise: Natural 6-9 pts | 2NT: Good raise to 3 (Truscott; Note 7) | Other: |
|-----------------------------|---|--------|

Other agreements concerning doubles and redoubles

All doubles up to 2♠ are for take-out, except where a penalty double of 1NT has been made or when using the Dixon 2NT defence to a multi 2♦ / weak 2 or when there are no options for take-out. Doubles of jump raises (eg. 1♥ - 3♥) are for take-out. Doubles of conventional bids are usually lead directing.

## OTHER CONVENTIONS

1. Fourth Suit Forcing: Exploratory; 2-level, 11+; 3-level game-forcing; 1♠ is a natural suit.
2. 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.
3. Trial Bids: After major suit agreement: asks for help in the suit bid. In response, jump to game with 0-1 losers in the suit, else bid agreed suit at lowest level. After minor suit agreement: shows a stopper – angling for 3NT.
4. Leads: Higher of touching honours, except a J shows no higher honour and usually promises the 10; lead of a 10 shows two or no higher honours. Fourth highest from an honour.

## SUPPLEMENTARY DETAILS

*(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).*

### 1. DIXON DEFENCE TO MULTI 2♦ AND WEAK 2♥ / 2♠

Double: 12-15 pts fairly balanced or first move on a very strong hand

2♥/2♠/3♣/3♦: Natural

3♠/3♥: Strong & Natural

2NT: 16-18 points balanced; "Systems on" – ie. Stayman, red-suit Transfers + Gerber; Wriggle (Note 8) applies if our 2NT is doubled.

### 2. 5-CARD PUPPET STAYMAN (3♣ AFTER 2♦ - 2♥ - 2NT). Responses:-

3♦ = At least one 4-card major, no 5-card major; 3♥ = 5♥, 3♠ = 5♠. 3NT = no 4/5-card major.

Over 2♦ - 2♥ - 2NT - 3♣ - 3♦: 3♥ = 4♠, may also have 4♥; 3♠ = 4♥, denies 4♠; 3NT to play.

### 3. CRO ("Colour, Rank, Odd")

Over a 1-level bid, shows a two-suited hand, at least 5-5.

Cue Bid: Two suits of the same colour

2NT: Shows two suits of the same rank.

3♣: Shows two "odd" suits, ie. the other suit of the same rank as opponents' suit and the other suit of the same colour as the opponents' suit.

## OPENING LEADS

Card led is highlighted in **bold**

|                  |                           |                  |                    |                |                       |                 |               |
|------------------|---------------------------|------------------|--------------------|----------------|-----------------------|-----------------|---------------|
| v Suit contracts | A <b>K</b>                | <b>A</b> K x     | <b>K</b> Q 10      | <b>K</b> Q x   | K J <b>10</b>         | K 10 <b>9</b>   | <b>Q</b> J 10 |
|                  | <b>Q</b> J x              | <b>J</b> 10 x    | 10 x <b>x</b>      | <b>10</b> 9 x  | <b>9</b> <b>8</b> 7 x | 10 x x <b>x</b> | H x <b>x</b>  |
|                  | H x x <b>x</b>            | H x x <b>x</b> x | H x x <b>x</b> x x | <b>x</b> x     | x <b>x</b> x          | x <b>x</b> x x  |               |
| v NT contracts   | <b>A</b> K x ( <b>x</b> ) | A J <b>10</b> x  | <b>K</b> (Q) 10    | <b>K</b> (Q) x | K J <b>10</b>         | K 10 <b>9</b>   | <b>Q</b> J 10 |
|                  | <b>Q</b> J x              | <b>J</b> 10 x    | 10 x <b>x</b>      | <b>10</b> 9 x  | <b>9</b> <b>8</b> 7 x | 10 x x <b>x</b> | H x <b>x</b>  |
|                  | H x x <b>x</b>            | H x x <b>x</b> x | H x x <b>x</b> x x | <b>x</b> x     | <b>x</b> <b>x</b> x   | x <b>x</b> x x  |               |

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

## CARDING METHODS

|                    | Primary method v. suit contracts   | Primary method v. NT contracts |
|--------------------|--|--------------------------------|
| On Partner's lead  | Ace / Queen asks for encourage/discourage; King asks for Count / unblock; Reverse attitude signals |                                |
| On Declarer's lead | High Low = Even number of cards  |                                |
| When discarding    | Italian (McKenney on Even Cards, Odd Card asks for that Suit)                                      |                                |

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

Discards may be natural.

## SUPPLEMENTARY DETAILS (continued)

### 4. LEBENSOHL (AFTER OPPONENTS BID A SUIT OVER OUR 1NT OR WE "DIXON DOUBLE" A WEAK 2♥ / 2♠)

After opponents' overcall of our 1NT, Double is an invitational raise in NT, 11-12points – invites a penalty pass. Suit bid at the two level natural and weak. 2NT requires opener to bid 3♣ and responder passes or bids his suit, weak. Jump suit bid or direct bid at the three level is natural & forcing to game. If responder bids a suit via Lebensohl 2NT that he could have bid at the 2-level to show a weak hand, this is invitational, 11-12points.

After opponents bid weak 2♥ / 2♠ and we "Dixon double", 2NT is the weak bid by responder (0-6) asking doubler to bid 3♣, which responder will pass or convert. If doubler has a very strong hand, he makes some bid other than 3♣. Direct 3-level bids by responder are encouraging (7+) but not forcing.

### 5. MODIFIED CAPPELLETTI:

2♣= Both majors. 2♦= unspecified 6-card suit; 2♥ asks which. 2♥= Hearts and a minor; 2NT asks for the minor. 2♠= Spades and a minor; 2NT asks for the minor. 2NT= Both minors. Against Weak NT: 9+; Against Strong NT: 13-15. X = Penalties. After X, systems on for weakness take-out; as though partner had opened the NT.

### 6. CHECKBACK:

After a 1NT (or 2NT) rebid, 2♣ (or 3♣) asks opener to show "extra length" – 5 cards in opener's suit, 3-card support for responder or an unbid 4-card major. Suits are bid up the line. With nothing to say, bid 2♦ (or 3♦).

### 7. TRUSCOTT:

After opponents' double of our suit opening, a 2NT response shows a good raise to three (ie. 10-12 points, primary support, 8 losers). Suit responses are pre-emptive.

## SUPPLEMENTARY DETAILS (continued)

### 8. WRIGGLE:

After opponents immediately double our 1NT, pass normally denies a 5-card suit and asks partner to redouble, after which responder either passes for penalties, or 4-card suits are bid in ascending order until a 4-3 or 4-4 fit is found. An immediate redouble is a transfer to 2♣, and 2♣, 2♦ & 2♥ are transfers (so 2♣ is a transfer to 2♦, NOT Stayman).

After opponents double our 1NT in re-opening position, opener normally passes (a bid would show a 5-card suit in a minimum hand). Responder can also pass to play. Responder is unlikely to have a 5-card major in a weak hand, or he'd have transferred earlier. Consequently, redouble by responder is a transfer to 2♣, which responder will pass or correct. Otherwise, 4-card suits are bid in ascending order until a 4-3 or 4-4 fit is found.

Also applies – but one level higher – if our Dixon 2NT is doubled.

### 9. OGUST:

2NT Response to weak 2♥ / 2♠ is OGUST: 3♣ = Weak hand, Weak suit; 3♦ = Weak hand, Strong suit, 3♥ = Strong hand, Weak suit; 3♠ = Strong hand, Strong suit, 3NT = AKQ in bid suit. Weak Suit = 1 top honour (AKQ); Strong Suit = 2 top honours. Weak Hand = 6-7; Strong Hand = 8-9

D0P1 / R0P1 after intervention.

### 10. JACOBY 2NT:

2NT response to 1♥ / 1♠ opening: Game raise with 4-card support, no shortage and possible slam interest. Opener's rebids show a shortage. 3NT rebid by opener is NOT to play but shows a balanced hand too strong to open 1NT.

### 11. SPLINTER BIDS:

Game force, agreeing the previously bid suit. Mini / Maxi where space allows (Single Jump = singleton, Double Jump = void or singleton A). If – in competition – no space for double jump below game, a single jump shows either singleton or void.

Splinters apply in response either to a 1♥ / 1♠ opening bid, or in reply to partner's major-suit response to an opening bid.

Non-trump-suit bids following a Splinter show a control.

### 12. 2♣ (Weak 2♦ option):

If responder – with a very strong hand – suspects that opener's 2♣ represents a weak 2♦, he makes some bid other than 2♦.





**SUPPLEMENTARY DETAILS (continued)**