

OTHER OPENING BIDS					
	HCP	See Note	Min len.	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	11-17, R19	<input type="checkbox"/>	0	No 5 card Major	See notes 1 & 23
1♦	18+	<input type="checkbox"/>	0		See notes 13, 6, 15
1♥	11-17, R19	<input type="checkbox"/>	5		See notes 8, 17, 21, 24 & 25
1♠	11-17, R19	<input type="checkbox"/>	5		
3 bids	<10	<input type="checkbox"/>	7/8	6/7 tricks NV 7/8 tricks V	Transfer pre-empts. See Note 16.
4♣/♦	10+	<input type="checkbox"/>	0	Transfer to 4♥/♠	Solid 8-card ♥/♠ suit.
4♥/♠	<10	<input type="checkbox"/>	8	7 tricks NV & 8V	Pre-emptive; non-solid suit.
DEFENSIVE METHODS AFTER OPPONENTS OPEN					
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING		SPECIAL RESPONSES	
				Notes	
Simple overcall		Natural		32	
Jump overcall		Weak, usually 6 card suit		2NT response is OGUST 12	
Cue bid		CRO		4	
1NT	Direct: Protective	15-17 11-14		As for 1NT opening	
2NT	Direct / Protective	CRO (Note 4)		Weak or Strong	
OPPONENTS OPEN WITH		DEFENSIVE METHODS			Notes
Strong 1♣		Double= both majors; 1NT both minors			Weak
Short 1♣/1♦		Natural or treat as suit for CRO			4
Weak 1NT		Modified Cappelletti			3
Strong 1NT		Modified Cappelletti			3
Weak 2		Double = take out			10 & 11
Weak 3		Double = take out			14
4 bids		Double of 4♣, 4♦, 4♥ for T/O; Double of 4♠ for Penalties			
Multi 2♦		Defence as to weak 2♥/♠			10
SLAM CONVENTIONS					
Name		Meaning of Responses		Action over interference	
Roman Key Card Blackwood		If ♣s NOT trumps, 14, 30, 2-, 2+Q; otherwise 30, 41, 2-, 2+Q; Notes 29, 30, 31; DOPI/ROPI			
Gerber over NT		4♦=0 or 4, 4♥=1, 4♠=2, 4NT=3			
5NT = Grand Slam Force		6♣ = 0; 6♦ = 1; 6♥ = 2; 7 suit = AKQ of trump suit.			

SUPPLEMENTARY DETAILS (continued)	
<p>23. Interference over 1♣: (continued)</p> <ul style="list-style-type: none"> 1♣ (2♣) (natural or two suiter) – ? Pass: Waiting or nothing to say. X: 7-14 points, no 5 card Major. 2♦: 15+, any distribution 2♥/♠: 7-14 points & 5 card suit. 2NT: 11-12 points with relevant stops. No 4+ card major. 1♣ (2♦/♥/♠) (WJO) – ? Pass: Waiting or nothing to say X: 7-14, any distribution not covered elsewhere 2♥/♠: 7-14 points & 5 card suit. 2NT: 15+, any distribution <p>After Responder's Pass of 2-level Overcall ... Pass: Most 11-14 hands X: Usually 15-17, at least one 4-card major 3♣/♦: 15-17 or compensating values, 5+cards. NF. Responder's bids are to play</p> <p>After Opener's re-opening X of 2-level Overcall ... Pass: Penalties or no better bid 2♥/♠: Weak (0-7 HCP, usually 5+ Cards) 2NT: Lebensohl (Weak; 0-7 HCP) Opener bids 3♣ Responder may pass or correct to 5+card suit to play</p>	
<p>24. After 1♣/♥/♠ - 2♣:</p> <p>Both responder and 1♣ opener have denied 5-card majors. Opener now rebids as follows:</p> <ul style="list-style-type: none"> 2♦: Minimum fairly balanced hand (11-12); can contain a 4-card major. 2♥/♠ (New suit): Medium Weak NT (13), 4-card suit. 2♥/♠ (Rebid): Minimum hand (12-13), 6-card suit. 2NT: Maximum weak NT (13-14), no 4-card major. Sub-minimum responder can pass; otherwise forcing to 3NT. 3♣/♦: Hand too strong for a weak NT opener. Forcing to 3NT. 3♥/♠ (Rebid): Non-Minimum hand (14-17), 6-card suit. Forcing to 3NT. 3♥/♠ (New suit): Non-Minimum NT (14-17), 4-card suit. Forcing to 3NT. <p>Note: Similar meanings apply if there's intervention before the 2♣ bid, with cue-bids asking for stops.</p>	

SUPPLEMENTARY DETAILS

1. **Responses to 1♣: Pass** 0-3 (any distribution) or 0-5 (6+ ♣s), 1♦ 4-10 no 5-card major; 1♥/♠ 4-14, 5-card (see Note 21a); 1NT 7-10, no 4-card major; 2♣ 11-14, no 5 card major (see Note 24); 2♦ 15+; 2NT 11-12 no 4 card major.
2♥/♠ 6-card suit, 4-6 points: **OGUST 2NT** enquiry (Responses: 3♣/♦/♥: 0, 1, 2 of the top 3 trump honours, respectively).
2. **Lebensohl after opponents bid a suit over our 1NT:** Double is an invitational raise in NT, 8-9 pts – invites a penalty pass. Suit bid at the 2-level is natural and NF. Suit bid at 3-level is natural & GF. Immediate cue DENIES a stop. 2NT requires opener to bid 3♣. THEN responder either a) passes or b) bids new suit to play (invitational if above overcaller's suit) or c) cue bids (as above but SHOWS a stop), or d) bids 3NT which SHOWS a stop.
3. **Modified Cappelletti:** (9-14 points)
 - 2♣ majors; usually 5-4. Resps: 2♦ no 4-card; 2♥/♠, 4+; 2NT Jacoby (either major; partner bids 3♥/4♥, corrected as necessary). 3♥/♠ invitational with distribution.
 - 2♦ undeclared 6-card (or poor 7-card) **major**. Responses: 2♥ asks (N/F); 2♠ - invitational in support of ♥s, with ♠s, responder passes. 2NT asks (F).
 - 2NT = minors. 5-5 weak or strong.
 - 2♥/♠ is 5-4 ♥/♠ & minor. 2NT asks. 3-minor – bid **major** game if this is your minor.
 - 3 / 4 bids: natural, pre-emptive, decent 7 / 8-card suit.
 - **Double:** Against Weak NT, 15+pts direct (penalties), 12+pts protective NV (optional). Responses as after a 1NT opening.
Against Strong NT, x shows a constructive minor 2-suiter, 2NT a destructive one.

Modified Cappelletti-style bids apply at any level of NT in hitherto uncompetitive auctions.
4. **CRO:** Cue-bid – two suits of same Colour; 2NT – two suits of same Rank; 3♣ – two Odd suits. Weak or strong.
5. **Action after opponents immediately double our 1NT:**
 - **Redouble:** to play, otherwise ... **System on**
6. **NT rebid by 1♦ opener (after 1♥/♠ response):**
1NT 18-20 (no 5-card major): **Responses** as to opening 1NT, except 2♠ is 5♠+4♥.
2NT 21-23 (no 5-card major): **Responses** as to opening 1NT, except 3♠ is 5♠+4♥,
3NT transfer to 4♣/♦.
3NT 24-27, no 5-card suit: **Responses** – Stayman and red-suit transfers.
4NT 28+, no 5-card suit.
7. **NT sign-off:** After minor suit slam try if negative. Bid unbid suit for partner to bid 5NT.
8. 1♥/♠ – 2NT: Jacoby - good support, no singleton, 11-14 pts. Response = shortage.
9. **Response to 2NT Opening:**
3♣/♦ better minor (weak) – opener passes or bids 3♥ with the majors; responder may then correct to 3♠.
3♥/♠ better major (forcing) – with minors, opener bids 3NT.
10. **Defence to weak 2♦/♥/♠:**
X: either 12-15 with 4 cards (or good 3 cards) in other/both major(s) or 16+, any distribution. See **Note 11 (Lebensohl)** for responses.
2♠/3♠/3♦/3♥: natural, 12-15, 6+ (or very good 5) card suit.
2NT: 16-18 balanced – at least one stop promised. Responses: Stayman & Transfers.
4♣/♦: Leaping Michaels. Strong – 15+ with at least 5-5 in bid suit and other Major.
→ Responses: 4NT, games to play. Cue: minor slam-try. Unbid minor: major slam-try.
4NT: Unusual. Strong – 15+ with at least 5-5 in the minors.

SUPPLEMENTARY DETAILS (continued)

11. **Lebensohl after we double opponents' Weak 2 or Multi-2♦:** Suit bid at the two-level is natural and weak (0-7). Immediate non-jump suit bid at 3-level is natural (invitational 8-11). Immediate JUMP suit bid at 3 level is natural & GF (12+). 2NT requires opener to bid 3♣. THEN responder either a) passes or bids new suit BELOW opener's suit (or below 3♦ over multi-2♦) to play (0-7) or b) cue bids opener's major (4 cards in other major & SHOWS a stop; invitational, 8-11 if 3♥; GF, 12+ if 3♠) or c), bids a suit ABOVE opener's suit (invitational, 8-11; 3♠ is 5+ cards) or d) bids 3NT which SHOWS a stop. Immediate cue bid shows 4 cards in other major and DENIES a stop. Immediate 3NT also DENIES a stop.
12. **OGUST 2NT:** 3♣ weak suit 5-7, 3♦ good suit 5-7, 3♥ weak suit 8-9, 3♠ good suit 8-9. 3NT AKQ. NB a good suit is 2 of top 3 honours. Applies even after intervention. If 3-level intervention over 2NT, "system on", with x = "they took my bid", pass showing a lesser hand. But after 2♥ (-) 2NT (3♠), x shows 8-9, irrespective of suit strength. **After 1♦ – 1♥ – 1NT – 2♦/♥ (transfers), 2♠/2NT transfer-break is OGUST.**
Responses: 1-step 0-3, 5-card; 2-step 0-3 6+card; 3-step 4-5 (less than 4 in 5-card suit); 4-step 4-5 in 5-card suit. 2NT is OGUST even after * / 2♠ intervention over 2♥.
13. **Responses to 1♦:**
 - 1♥ 0-5; 1♠ 6+ <3 controls; 1NT 3 controls; 2♣ 4 controls etc.
 - 2♥/♠ 4-5, 6-card suit, when 2NT rebid by opener is **OGUST** (responses of 3♣/♦/♥ show respectively 0, 1, 2 of the top 3 trump honours).
14. **Defence to 3-level pre-empts: X** for T/O, 3NT to play.
Over 3♥/♠, 4♣/♦ shows a 5-card suit & 4 in other Major.
15. **Interference over 1♦:**
 - **After 1♦ (X): Pass** 0-3, 1♥ 4-5, XX 4-5 with feature; else as system.
 - **After 1♦ (1♥): Pass** 0-3, X 4-5; else as system.
 - **After 1♦ (1♠): Pass** 0-5, X 6+ <3 controls; else as system.
 - **After 1♦ (1NT/2♠/2♦): Pass** 0-5, X 6+ <3 controls; else steps (2♥/♠ not weak)
 - After higher intervention, X 6+ (0+ controls), Bids = at least 5-card suit, NF
16. **Transfer Pre-empts:**
 - 3♠: Transfer to 3♦. Promises 2 of the top 3 honours in 1st/2nd position.
 - 3♦/♥: Transfer to 3♥/♠.
 - 3♣: Acol 3NT opener. 7-card solid minor with no outside defensive trick. Responder bids 3NT to play, else 4♣ which opener may correct.
 - 3NT: 4-level pre-empt in ♣/♦. Promises 2 of the top 3 honours in 1st/2nd position.
 - 4♣/♦: Texas transfers to 4♥/♠.
17. **Checkback after 1♥ - 1♠ - 1NT: 2♣** asks for strength and undisclosed ♠ length (as only 4 spades are required for a 1♠ response to 1♥, responder with 5 spades may want to know if opener has 3 spades):-
 - 2♦ minimum with <3♠; 2♥ non-minimum with <3♠;
 - 2♠ minimum with 3♠; 3♠ non-minimum with 3♠.
18. **NT Rebids:** After a 1♦/♥/♠ response to 1♣, as only 4 points have been shown, NT rebids are conservative. 1NT = 12-15. See Note 21a for opener's rebids on stronger hands. After a 1♠ response to 1♥, responder has shown 7+ points, so 1NT = 12-14, 2NT = 15-17.
19. **Responder's Action after opponents double our 1NT in re-opening position:**
 - **Redouble:** to play, otherwise ... **System on**

SUPPLEMENTARY DETAILS (continued)

20. 2♠ Response to Opening 1NT: Unspecified minor suit game try - shows 6+ cards including 2 top honours. With a high honour in both minors, opener bids 3NT. Otherwise, opener rebids **2NT**, and responder bids his suit. With a high honour in support, opener bids 3NT.

21. Responses to 1♥/♠ opening:

- 1♠: 7-14 points, 4+ card suit (see Note 17 for Checkback after opener's 1NT rebid)
- 2♥ over 1♠: 11-14 points, 5-card suit
- 1NT: 7-10 points, <3-card support, could have 5-card ♥ suit
- 2♣: 11-14, denies 4+-card support; no 5-card ♠/♥-suit or 4-card ♠-suit over 1♥
- ... – see Note 24 for opener's rebids;
- 2♦: 15+ points, any distribution;
- Raises:** 2-Level: 7-10, 3/4-card support; 3-Level: 0-6, 4-card support;
... 4-Level: 0-10, 5+card support (take care with ♠s)
- 2NT:** Jacoby (see Note 8); **Splinters:** (see "Other Conventions")

21a. Strong sequences after 1♣ – 1♥ / 1♠

- As responder has shown a wide range of points (4-14), care has to be taken not to get too high.
- With a good 15+ points, opener rebids 2♣. With fewer than 7 points, responder rebids 2♦.
- If opener does not rebid 2♣, sequences are non-forcing.

22. 3-level responses to Opening 1NT: suits show 2-suited hands:-

- 3♣: Strong 5-5 or better in the minors; slam interest, no void.
- 3♦: Major 2-suiter (5-5 or better); game force.
- 3♥: Maxi Splinter. Game force, 5-4+ in the minors, void ♥.
- 3♠: Maxi Splinter. Game force, 5-4+ in the minors, void ♠.
- 3NT: to play.

These responses apply after opener's **1NT rebids**, but with appropriate aspirations.

23. Interference over 1♠:

- **1♠ (X) – ?** As system, except ...
Pass: 0-6 points
1♦: 7-10 points, at least one 4-card Major
XX: 7-10 points, no 4 or 5 card Major, unbalanced hand
- **1♠ (1♦) – ?** As system, except ...
Pass: 0-6 points
X: 7-10 points with at least one 4 card Major.
1NT: 7-10 points (< 4 ♥/♠s, no ♦ stop promised).
- **1C (1♥) – ?** As system, except ...
Pass: 0-6 points
X: 7-10 points, 4 ♠s.
1NT: 7-10 points (< 4 ♠s, no ♥ stop promised).
- **1♠ (1♠) – ?** As system, except ...
Pass: 0-6 points
X: 7-10 points, 4 ♥s.
1NT: 7-10 points (< 4 ♥s, no ♠ stop promised).
- **1♠ (1NT) (natural) – ?**
 Modified Cappelletti (see Note 3; but X = 11+)

COMPETITIVE AUCTIONS

Level to which negative doubles apply: All doubles up to and including 4♥ are for T/O except where we have agreed a suit, or have opened or overcalled a natural NT.

Opponents overcall our 1♥/♠: System on. If System bids 2♣/♦ are possible, **2NT** is Jacoby (Note 8), else 15+; **X** of 1-level is 7-10, of 2-level 11-14 (no support); LTC raises

Agreements after opponents double 1♥/♠ for takeout | **Transfers**

Redouble on any hand with 8+ points. **Otherwise...** 1♠: Natural, forcing. **1NT:** 6+ ♣s; 2♣: 6+ ♦s; 2♦: 6+ ♥s, unless this is partner's suit, when a good raise; 2♥: good raise of partner's ♠s, or weak raise of partner's ♥s; 2♠: weak raise of partner's ♠s.

Sputnik Doubles: show 7+pts & the other two suits or the other major.

OTHER CONVENTIONS

Fourth Suit Forcing: Asks partner to describe the hand further.

Unassuming Cue Bids:

- Opposite partner's overcall, asks for strength. **Response:** jump / show feature with opening bid.
- After opponents' overcall, shows sound raise of partner to the next level.

Splinter Bids

- Mini, jump bid is trump agreement and a singleton (11-14 points)
- Maxi, double jump shows trump agreement and a void (11-14 points)

Opening 4NT: asks for an ace, 5♣ none, bid ace, 6♣ for A♣, 5NT shows 2 aces.

Gambling 3NT: Bid via 3♠. Long solid minor suit and no outside defensive trick. Note 16.

Lebensohl: see 2, 11.

NT sign-off: see 7.

1♥/♠ - 2NT: see 8

OPENING LEADS

	<u>A</u> K	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	<u>K</u> J <u>10</u>	<u>K</u> 10 <u>9</u>	<u>Q</u> J 10
v. suit	<u>Q</u> J x	<u>J</u> 10 x	10 <u>x</u> x	10 <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> x 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 x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
v. NT	<u>A</u> K x (<u>x</u>)	<u>A</u> J <u>10</u> x	<u>K</u> Q 10	<u>K</u> Q x	<u>K</u> J <u>10</u>	<u>K</u> 10 <u>9</u>	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 <u>x</u> x	10 <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> x 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 x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	

CARDING METHODS

On Partner's lead	Lead of A/Q: Reverse Attitude - low encouraging, high discouraging Lead of K: Unblock or give count Versus suit contracts: peter on doubleton only.
On Declarer's lead	Count: high-low = even no. of cards; upwards = odd no.
When discarding	Italian: McKenny on even card, odd card asks for that suit.
First lead of suit	J no higher H, 10 shows AJ10 / KJ10. Else, higher of touching H's.