

OPENING LEADS : 2nd & 4th, strong K at NT at trick one, might small from T at NT

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

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

A/K above 3N for attitude/count.

If giving count, original 4th on second round.

From xxxx order is x12x and xxxxx order is x1xx2

From AK doubleton, whatever feels unusual.

CARDING METHODS

	Primary method v. suits	Primary method v. NT contracts
Partner's lead	Low to encourage	Same but low for even on K lead
Declarer's lead	Low for even number	Same
Discarding	Unwanted suit (reverse count) else High for higher suit and Low for lower suit	
Other carding agreements		

Count HI=ODD : Attitude HI=BAD : Spare cards usually McKenney

If dummy short or honours known, suit preference (unless length matters)

SUPPLEMENTARY DETAILS (continued)

Responses to 1♣:

- 1R shows 4+ in next suit
- 1♠: flat or ♣&♦ or 1 minor not GF; then 1N 11-13 (then 2/3M=short), 2♦ 17-20 (2♥ ask [2♠ good], 2♠ for 2N, 2N ♣&♦ slam interest & no shortage, 3m F1, [2♥/♠-nx-]3M short [5-4] 5-5 minors)
- 1N/2♣: GF in ♣/♦ then step1/2N = flat;
- 2♦: 4+♥ & 5+♠ limited (2N asks)
- 2M: 9-11, 6 cards • 3m inv to 3N • 3M constructive p-e
- 2N weak long clubs

After 1♣-1♦/♥:

- 1M weak • 1N 17-20 • 2R reverse – all <4 cards in M;
- 2/3M wk/gd raise • 2N strong raise (3♣ GF, 3R txf, 3M inv, short suit slam tries)

After 1♣-1♦/♥-1M/N (&1♥-1♠-1N): 2♣ for 2♦ to play/invite • 2♦ shows hearts etc, 2N for 3♣ or to show shortage in 4M5♣ hand • 3lower = GF 55+hand

TRANSFERS AFTER 1D-<2M> (2N/3C), and 1H-<2S> (2N/3C/3D) and after 1M-<2M> with 3D good 3cd raise

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Last changed
05 Sep 2024

GENERAL DESCRIPTION OF BIDDING METHODS

Prepared ♣ & transfers, medium NT, Multi & Lucas

1NT OPENINGS AND RESPONSES

Strength	14-16		Possible singleton
Resp	2♣	Stayman (followed by 3m GF, 2♦-3/4♥ NF both majors)	
2♦	Hearts, then new suit GF, jump splinter, raise NF		2♥ Spades, then new suit GF, jump splinter, raise NF
2♠	Puppet to 2N, then 3m=♣+♦ and 3♥ ♠=forcing with ♣ ♦		2N Puppet to 3♣, P 3♦ is weak, 3M shortage GF with ♣+♦
Others	3X = shortage, 4♣ ace ask; 4R transfers (off if intervention)		

Action after X XX=bid 2♣, suit=lower of 2, X-P-P-XX=opener 5cd suit

Action after natural overcall X takeout @ 2L/3L, 2N puppet to 3♣, 3X GF, 3N no stop

TWO-LEVEL OPENINGS AND RESPONSES

2♣	Strong	2♦ nothing better to say 2♦-2♥=hearts or GF flat (2♠ asks) 2♦ and then lowest bid over suit rebid = dbl-neg
2♦	Weak 2M, balanced 20-21	2/3M p/correct, 2N/4m enquiry 2N-3m=non min with next asks
2♥	55+ ♥+minor	3-10 (atv) 10-13 (4 th)
2♠	55+ ♠+minor	
2N	55+ minors	
		2♠ F1 (2N max no support), 2N/3♦ enquiry, 3♣ pass/correct, 3OM invite 3/4m to play, 3♥ asks majors, 3♠ GT minor (3N accepts)

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

3N opening is Gambling style (little else in 1st/2nd) and 4♦ asks singleton
4N opening asks for specific aces (5♣=none, 5N=two, 6♣=clubs)
Only refusal of 1N-2R is by 2N; always re-transfer where possible.

OTHER OPENING BIDS

		len	MEANING	RESPONSES
1♣		2+	clubs or balanced	red suit transfers; 1♠=flat or diamonds; 2♣=FG; 2♦ limited majors; 2M weak; accepting transfers is weak NT; transfer checkback
1♦		4+	unbalanced	inverted raises; 1♦-1M-1N/2♣ are transfers (2N good raise); 2M low end weak2; 3♣ invites
1♥		5+		raise strong; 1M-3♣=4M raise; 1M-2N GF-Jacoby; firstDJ=any splinter, next3=voids bid
1♠				
3m 3M		6+	constructive in 2 nd /4 th	over 3L : 4m shows slam interest (m-4N=LT) over 4M: 5L-suit is asking (step1=2 losers)

DEFENSIVE METHODS AFTER OPPONENTS OPEN NATURAL 1X

Simple overcall	wide range	2N=4cd GT support, jump fits; TAO from 2♣ (1N if X)
Jump overcall	weak, except strong over weak	2N over 2M game try enq (responses as weak two??)
Cue bid	over minor, majors over majors, OM + a minor Jcue=stop ask, DJcue = g4M	over 2M, 2N asks range (3m=min, 3M=max that m) over 2M, 3D is GT major
1N	Direct: Protective:	15-18 11-14 system on unless 2 suits have been shown (3+)
J 2N	Direct: Protective:	at least 55 two lowest suits (weak or strong, not basic opener) protective=18-20 flat + system on.
cOPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES
Strong 1♣	X/1♦/1N two suiters (CRO)	NT acts as cue bid
Short 1♣/1♦	2♣=natural, 2♦=majors, 2N=minors, 3m=SJO	bid of opened suit natural except is a cue bid when partner overcalls
NPH only Any 1NT 1m-P-1N	2♣=majors; 2♦=one major 2♥/♠ = 5 of ♥/♠ plus minor; 2N minors or GF 2-suiter; 1N-P-xfer-4m shows m+OM	2♣-2♦ asks 2♦-2/3M is p/correct; 2♦-2N asks (3♣/3♦=non-min♥/♠) 2M-3♣ is p/correct, -3♦ GT
Weak 2	X takeout, cue shows MM or asks stop, 2N shows 16-19 with system on, 4m=m+OM	2N over X forces 3♣ (Lebensohl even over 2♦)
Weak 3	X takeout, cue is MM or m+OM	
4 bids	X takeout over m/values over M; 4N natural over 4m	
Multi 2♦	X balanced 12-16 or strong, P then 2N minors.	

SLAM CONVENTIONS

Name	Meaning of Responses
4N ace asking	5♣=1/4, 5♦=0/3, 5♥=2-noQ, 5♠=2+Q, 5N=evenKC+void, 6X=oddKC+void; Qask- trumps=no; after 4N, 5N asks to bid K
4C ace ask	count with 4♦=0 and 5♣ for kings similarly
Exclusion ask	responses are 0/3 then 1/4

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents					
Level to which negative doubles apply	4♥, higher doubles increasingly values less takeout; 1N-X, 1any-1N-X: all penalty				
Special meaning of bids	jump is fit jump up to 3♠; d-jump or 4L is splinter;				
Exceptions +					
Agreements after opponents double for takeout					
Redouble	9+ penalty routinely Hx of overcall	New suit	F1	Jump in new suit	weak over 1♣ else F1 FJ
Jump raise	pre emphive	2NT	high card raise		

Other agreements concerning doubles and redoubles

Responsive X denies 4OM unless GF; can be game try if no other available
 Of slam (except sacrifice) or by pre-emptor : asks for unusual lead
 After 1N-X-suit: X by 4th seat is general values, second X by 2nd shows extra values & willing to defend
 Of opponents transfer after 1N: shows that suit (usually overcalling strength)
 Cue bids in sandwich : the more useful is natural, the other is 2-suiter
 If they double our artificial bid : if we have previously bid NT then response|P shows|denies stopper, else response|P shows|denies support EXCEPT 1N-2R-X..
 If freed from response to artificial raise, weakest bid is our suit at level intended.

OTHER CONVENTIONS

Intervention over asking bids (except RKC): pass if they bid above your bid, X if they bid your bid, respond as normal otherwise.

FSF : asks partner to describe hand : is GAME FORCING

After a reverse at 2L : suit at 2L is F1, 2N puppet to 3♣ for weak hands (3♦ for any refusal to sign off), any suit at 3L is GF.

1any-X-suit-X shows that 4+ of suit and at least a few values

1M-<overcall>-2N =4cd support, GT+ hand (so cue=3cd support)

By PH over their 1N : X=1m or both M, 2m=5m4M, 2M=5M4m