

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	(9)11-21	<input checked="" type="checkbox"/>	3		Inverted minors 2NT = G15+ bal/weak raise	1-3
1♦	(9)11-21	<input checked="" type="checkbox"/>	4 (3)	3 1 <sup>st</sup> /2 <sup>nd</sup> NV 13-14	UNT/UNT Splinters 3NT =	5-8
1♥	(9)11-21	<input checked="" type="checkbox"/>	4		2NT = raise to 3+ 1♥ - 3♣/♦ = G15+ minor/bal (1/2)	1-2
1♠	(9)11-21	<input checked="" type="checkbox"/>	4	3rd/4th		4-8
1♠	(9)11-21	<input checked="" type="checkbox"/>	5	1st/2nd	1NT = 5-12 2♣ = bal/♣ GF 2♦/♥ = GF 2NT = R3+ 3♣ = Bergen 3♥/♥ = Const	
3bids	4 - 10	<input type="checkbox"/>	6 5/5	Salisbury artif pre-empts [note B]	Most resps = pass/correct or ask Dbl = pens McCabe	B 81-95
4bids	6 - 13	<input type="checkbox"/>	7 (6)	SA Texas 4♣/♦	4♦/♥ = ask New suit = control	

\*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).

### DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall		7-15 approx, fair 5+ card suit	Fit Jumps McCabe	141/2
Jump overcall		Weak Intermediate Prot	Fit Non-Jumps UCBs	
Cue bid		Michaels	M: 2NT asks 3♣/♦ p/c	145
1NT	Direct	Takeout, 3-11 approx, 2 or 3 suited	Pass/correct Cue art	144
	Protective	11-15, need not have stop	System on	146
2NT	Direct	UNT/major Other m + M/minor	m: pass/correct	145
	Protective	18-20	System on	146 F
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣		Dbl/1♥/NT = 2 of same col/rank/shape 1♦ = ♥ or ♠ 1♠ = 3♠s Suction	Pass/correct	183 122
Short 1♣/1♦		Canapé overcalls	Artificial if not jump	181/2
Weak 1NT		Asptro 2NT = ♣+♦ or GF 2 suiter	Artificial 2NT/3 any	E
Strong 1NT		Lionel/pass/prs Special prs/str NT t/o dbl	Pass/correct	161-5
Weak 2		Michaels 2NT = 16-18 Dbl = t/o Over 2M: 4♣ = Minors 4♦ = Strong 4M	Lebensohl 2NT after X System on over 2NT	202 F
Weak 3		Dbl = t/o Cue = Michaels 4NT = UNT		208
4 bids		4♣/♦/♥: Dbl = t/o 4NT = 2 suiter 4♠: Dbl = pens 4NT = t/o		209
Multi 2♦		X = Dixon 2NT = 16-18 (System on)	Lebensohl 2NT after X	204 F

### SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference	Notes
RKCB Kickback Exclusion RKCB	3041 then specific Kings	X or XX = 1 <sup>st</sup> step, Pass = 2 <sup>nd</sup> etc At 6-level: X = odd, Pass = even	101/2
Gerber GSF	Steps	X or XX = 1 <sup>st</sup> step, Pass = 2 <sup>nd</sup> etc	104
Blue Club controls	1 <sup>st</sup> /2 <sup>nd</sup> indiscriminately		105

COMPETITIVE AUCTIONS					
Agreements after opening of one of a suit and overcall by opponents					Notes
Level to which negative doubles apply		4♥ (6+/8+/10+ at the 1/2/3 level) 1♣ (1♦) Dbl = 4♥s			C
Special meaning of bids		F, 5+ cards if major except 1♠ over 1♦			C
Exceptions / other agreements		Fit Jumps 2NT as without overcall Transfers over 2♥/♠			3-5
Agreements after opponents double for takeout					7 231
Redouble	9+, pens	New suit	Nat, F 1NT+ = Trans/M	Jump in new suit	Fit Jumps
Jump raise	Raise to 2	2NT	As without dbl	Other	Splinters IMSR

Other agreements concerning doubles and redoubles				Notes
Most low level Doubles are for takeout				221/2/7/30
Responsive through 4♥ = two places to play		Lead Directing		143 228
Special doubles over opener rebids		SOS redoubles		147 123/225/31
Game try doubles		Lightner		226
After a cue of our suit by opponents (except on first round): Dbl (from either side) = do not lead our suit Pass (from either side) = Neutral				


### OTHER CONVENTIONS

Lebensohl 2NT		Fast Arrival Denies a Stop (FADS) over interference of 1NT and after any t/o dbl of 2♥/♠			224
Asptro over 1NT overcall					8
4♣ ask, Flint and Transfers after 3NT		Forcing passes			229/32
Leaping Michaels					162 202
Blackwood & Acol Specific Ace asking 4NT on first round only		Last Train			103/6/7
Sandwich 1NT		Cues in Sandwich position natural [LHO] t/o [RHO]			D 148
In competition:		Suction	Fit Jumps	Fit Non Jumps	McCabe
After 1-suit opening:		Good-Bad 2NT	Mini-splinters	O'Neal	
Crowhurst 2♣		4 <sup>th</sup> Suit Forcing	Blackout	Gazilli	
Short Suit T Bids [Mod]		Wolff	Bourke	1♠-2♣-2♦ = Art	

### SUPPLEMENTARY DETAILS

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).					
Special defences to unusual openings					121/3
A	Special defences to artificial responses				149/50
	Special advances after special defences				184/5
					201-9

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Hatch over this box if using non-standard leads).			
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K J <u>10</u>	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>	10 <u>9</u> x 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	10 <u>9</u> 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 J <u>10</u> x	<u>K</u> Q 10	<u>K</u> Q x	K J <u>10</u>	K <u>10</u> 9 x x	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	10 <u>9</u> x 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	10 <u>9</u> x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x
Other agreements in leading, e.g. high level contracts, partnership suits:-							241/2
4th and 2nd Strong 10s at trick 1, not in partner's suit Roman v NT for unblock 9 from H98 Q from KQJ A/Q asks for count, K for attitude K from AK with sing Against 5♣ and above and also after trick 1, A asks for attitude, K/Q for count Leads in partner's 5+ card suit: High, usually 2nd/3rd, from even Low from odd Leads from known 3+ card suit: High, usually 2nd/3rd, from even Low from odd							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	High on King lead enc otherwise high shows even (T1, not v 5♣+)						
On Declarer's lead	High shows even In declarer's first suit in NT or trump suit high says likes opening lead [Smith] followed by high likes high suit [Lavinthal]						
When discarding	Roman: ODD card encourages: EVEN discourages and is Lavinthal						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
	Returns: High shows even number [current count] Lavinthal when obvious: count or attitude when obvious					243-8	
SUPPLEMENTARY DETAILS (continued)							
B	3♣ = Weak 5/5+ ♣ + ♦ 3♦ = Weak 6+ ♥/♠ 3♥ = Weak 5/5+ ♥ + ♠ 3♠ = Solid ♣/♦, no outside A/K 3NT = Weak 7+ ♣/♦ 4♣/♦ = Solid ♥/♠, no outside A						
C	Sputnik doubles show at least one four-card major [if there is one] at the 1 or 2-level, but only probably at the 3-level. After a double a new suit rebid by doubler = to play 1♣ (1♦) Dbl = four ♥s 1♥ = five+ ♥s 1♠ = four+ ♠s						
D	After (1X) P (1Y) 1NT = mild t/o, 2/3X nat, 2Y 4/6 in unbid suits, 3Y 6/4 in unbid suits						
E	After our double of 1NT later doubles are for takeout whether they of natural suits or not Special double at pairs/PaB or over strong 1NT: 4/4+ minors or ♦/major or 4/4 majors						
F	Responses to natural 2NT: 3♣ = Muppet Stayman 3♦/♥ = transfer 4♣ = Gerber 3♠ = 1-suit s/try 4♦ = 5/5 majors 4M = to play						

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	Name <b>David Stevenson</b>	EBU 68797 WGV 064	WBU 918284 MBC 382	DV 369
GENERAL DESCRIPTION OF BIDDING METHODS				
<b>5 CARD SPADES</b>			August 2019 v 9.1	
Multi 2♣ & 2♦, Lucas 2♥ & 2♠, Salisbury 2NT to 3NT				
1NT OPENINGS AND RESPONSES				
<b>Strength</b>	9-12 1 <sup>st</sup> /2 <sup>nd</sup> non vul 12-14 vul and 4 <sup>th</sup> 14-17 all 3 <sup>rd</sup>		Tick if artificial and provide details below <input type="checkbox"/>	
<b>Shape constraints</b>	Singleton hon poss in minor May include any 5 card suit		Tick if may have singleton <input checked="" type="checkbox"/>	
<b>Responses</b>	2♣	5-card Stayman		<b>Notes</b> 41/2/3
2♦	5+ ♥s	2♥	5+ ♠s	42/4
2♠	5+ ♠s	2NT	5+ ♦s	42/5
<b>Others</b>	4♣ = Gerber 3m = 4441, GF 3M = g/try Game = to play 4♦ = Both majors (5/5) no slam interest 4NT = nat			42/6
<b>Action after opponents double</b>	Aardvark	Halmic XX	3 any = to play	49
	2NT = 2-suiter without ♠s		2♠ = 2-suiter with ♠s	50
<b>Action after other interference</b>	Lebensohl 2NT Dbl = t/o Dbl of art bid = values			47/8 50
TWO-LEVEL OPENINGS AND RESPONSES				Notes
	<b>Meaning</b>	<b>Responses</b>		73/74
2♣	Artificial GF or 21+ bal [Kokish] or weak 5+ ♦	2♦/3♦ p/c – 2NT asks [Ogust] 2♥/♠ to play – 3♣ nat, F		61-5 F
2♦	Weak 5+ card suit in ♥ or ♠	2NT asks – 2M Multi – 3m art FG 3M p/c		61/6
2♥	Weak 5+ ♥ + 4+ ♣/♦	2NT asks – 2♠ to play – 3m p/c		61/7
2♠	Weak 5+ ♠ + 4+ ♣/♦	2NT asks – 3m p/c		61/7
2NT	Weak 6+ ♣/♦	3m p/c – 3M nat, F		61/8
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE				
(Please include details of any agreements involving bidding on significantly less than traditional values).				
Artificial and aggressive pre-empts		Third hand openings may be very light		
Re-opening doubles can be made on light values				
1NT overall over natural opening is a weak 2/3 suited takeout				

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

