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EBU No.
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GENERAL DESCRIPTION OF BIDDING METHODS

**Strong Diamond, Prepared Club, Multi/Transfer Preempts
 Variable NT**

1NT OPENINGS AND RESPONSES

Strength Varies (see below) Tick if artificial and provide details below

Shape constraints (Semi-) Balanced Tick if may have singleton

Responses 2♣ 5-card puppet Keri [7]

2♦ Transfer to Hearts 2♥ Transfer to Spades

2♠ Range enquiry or Clubs 2NT Transfer to Diamonds

Others 3C=nat inv, 3D=5/5 majors inv, 3M=minor slam try

Action after opponents double Suction [20] or Aardvark/Halmic [21]

Action after other interference Lebensohl [12]

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	D weak or H+S weak or GF or 20-23 bal	2D p/c 2N,2H,2S,3C enquiries	18
2♦	H weak or S+C weak or GF	2H p/c 2N,2S,3C,3D enquiries	18
2♥	S weak or C+D weak or GF	2S p/c 2N,3C,3D,3H enquiries	18
2♠	C weak or H+minor weak or GF	3C p/c 2N enquiry	18
2NT	S+D weak or GF or 24+bal	3D/S to play 3C/H enquiries	

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

1N: 9-11 (1st 2nd non-vul) 9-15 (3rd non-vul) 14-16 (1st 2nd vul) 12-15 (4th non-vul, 3rd 4th vul)

1C: 10-15 no 5 card major, could be 0 clubs or 12-15 bal (12NV) or 11-13 bal (12V)

1D: 16-22 any distribution (not game forcing), including 16-19 bal (17-19 12V)

3x: GF natural or weak transfers (eg 3D = weak H or GF D)

3S: gambling or GF spades,

3N: preempt in either minor

4C/4D: strong 4H/4S bids

Weak bids are wide ranging in 3rd, intermediate in 4th

OTHER OPENING BIDS

	HCP	see Note *	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10-15	<input type="checkbox"/>	0	11-13/12-15 bal or 10-15 no 5CM	Range or transfer	13
1♦	16-22	<input type="checkbox"/>	0	16/17-19 bal or 16-22 any	Range or transfer	14
1♥	10-15	<input type="checkbox"/>	4	4+ hearts, maybe canape	2N – raise to 3 or 5 3N – raise to 4	1, 2
1♠	10-15	<input type="checkbox"/>	5	5+ spades, maybe canape	Fit jumps and splinters	3, 6
3 bids		<input type="checkbox"/>		3C-H = GF or transfer preempt, 3S = gambling 3N = minor		
4 bids		<input type="checkbox"/>		4C/D = Namyats 4H/S = natural		

*(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	NATURAL	UCB	11
Jump overcall	Weak (intermediate in protective)		
Cue bid	5/5 majors or other major/either minor		
1NT Direct: Protective:	16-18 bal 11-14 bal	2C=5CP Keri 2S=range or clubs 2D/H/N = transfers	7, 9
2NT Direct: Protective:	5/5 minors or other minor/either major 15-18 bal		
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	As 2 openings, but 1 level, weak		18
Short 1♣/1♦	(less than 2) ditto, constructive		18
Weak 1NT	As 2 openings, constructive, 2N=non-touching. X=penalties, less protective		18
Strong 1NT			18
Weak 2	X=TO, Lebensohl		12
Weak 3	X=TO		
4 bids	X=TO (4S)-4N=TO		
Multi 2♦	X=13-15 bal or strong 2N=16-18 bal		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
Roman Keycard B/wood	1430, King you have or king you don't	ROPI/DOPI
General Swiss [19]	Control points/second round controls	(X)-XX or (4x)-X = next step
Roman KQ Gerber [22]	3014, min/max instead of queen trumps	ROPI/DOPI
Viscount [23]	4 card suits	

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents

Level to which negative doubles apply	Below 4S
Special meaning of bids	Cue = good raise
Exceptions / other agreements	

Agreements after opponents double for takeout

Redouble	values	New suit	System on	Jump in new suit	System on
Jump raise	System on	2NT	System on	Other	System on

Other agreements concerning doubles and redoubles

Forcing pass escape from doubles of natural 1NT bids

Double of freely bid slams is Lightner

Some doubles start forcing pass auctions to 2S or to game

OTHER CONVENTIONS

4N opening is reverse-transfer ace you have or ace you don't – eg 4D shows AC or AD+AH+AS

Rebids after 1D-1S are as 2 openings

Rebids of a major after 1C-1D or 1C-1S are canapes with a longer minor

(1x)-3x overcalls are gambling without a stop

(1x)-3N overcalls are gambling with a stop

After suit agreement 4C/4D are general swiss

SUPPLEMENTARY DETAILS

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

After P-P-1N, P-P-P-1N, 1C-1D-1N, 1C-1H-1S-1N bids are natural to play

1: 2N over 1 major is a good raise to 3 or 5, responses are long suit trials or cues

2: Jump Fit: single jump over 1 major is a good raise with a fit and a second suit

3: 3N over 1 major is a good raise to 4

6: Splinters: double jump over 1 major is GF with a fit and 0-1 cards

7: After 1N 5 card puppet Keri 2C: 2H/S=5 cards, 2D otherwise. After 2D: 2H=4S 0-4H, 2S=4H, 0-3S 3C=to play 2N/3N=3/0-3 majors inv or GF

8: After 2N 5 card puppet Stayman 3C: 2H/S=5 cards, 3D=4 H or S, 3N=no 4 major. After 3D: 3H=4S 0-4S, 3S=4H 0-3 S

9: After 1N opening/rebid 2D/H transfers, 2S = range or clubs, 2N=transfer to diamonds

10: After 2N: red transfers, 3S transfers to 3N, NS is 5S+4H

OPENING LEADS

For all the card combinations shown, clearly mark the card normally led if different from the underlined card.

Hatch over or shade 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 <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	x <u>x</u> x x x
v. NT contr	<u>A</u> K x (<u>x</u>)	A <u>J</u> 10 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	[x] <u>x</u> x x x

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

Top of bad suits vs NT

Lead may vary from adjacent cards for signal

CARDING METHODS

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	Reverse Attitude or Standard Count	Reverse Attitude or Standard Count
On Declarer's lead	Standard Count	Standard Count
When discarding	Fibonacci (A2358K) encouraging, others (4679TJQ) Lavinthal	

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

Suit preference on leads to ruff

A/Q and even pips ask for reverse attitude (low encourages). K/J and odd pips ask for count (high even)

Frequent false carding on declarer's lead

SUPPLEMENTARY DETAILS (continued)

11: After a simple overcall cues are good raises

12: Lebensohl, after 1N-(2x) or (2x)-X-(P): X=penalties, 2N forces clubs, 2x=to play, 3x=GF, cue=stayman no stop NT=balanced no stop. After the relay cue and NT show stops.

13: 1D=0-8 any, 1H=9-14 any, 1S=15+ any, 1N-2H = transfers weak or slam tries.

14: 1H=0-7 any, 1S=8+ any, 1N-2H = transfers weak or slam tries

15: After 1N (9-15)-X: pass is optionally to play, XX=single suiter, suits=suit and suit above

18: after 2 openings next suit is pass or correct, 2N is a single suited invite, one of the 2 suits is a 2 suit invite. Similarly after rebids after 1D-1S and after defences to NT or artificial bids.

19: General Swiss: 4C=4/6 control points, 4D=5/7 control points, need 11 or 13 for slams

20: After 1N-X: XX=C or reds, 2C=D or majors, 2D=D+S, 2H/2S=to play, Pass forces XX=clubs and another

21. Aardvark/Halmic: 1N-P-P-X: XX=single suit forces 2C, bids show that suit and a higher one

22. Roman Key-Quant Gerber: 4C in NT. 4D:0/3, 4H:1/4, 4S: 2 and min, 4N: 2 and max. Next step is quant

23. Viscount: 4N in NT asks for suits up the line