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## GENERAL DESCRIPTION OF BIDDING METHODS

System = Standard: 5533, 15–17, Multi 2♦ (5 ways), Polish 2♥♠ openings (weak 5/5 types)  
 Carding = Standard: 2/4 leads; high-low → encouraging or even; odd disc = enc., even disc. = disc.

## 1NT OPENINGS AND RESPONSES

<b>Strength</b>	15–17 with frequent upgrades and occasional downgrades	
<b>Shape constraints</b>	5c major common; 6c minor rare; singleton never	
<b>Responses</b>	2♣ Stayman, but doesn't promise a 4c major	
2♦ 5+ hearts (new minor nat & GF)	2♥ 5+ spades (new minor nat & GF)	
2♠ transfer to ♣ (new suit = shortage); 2N resp. enc	2N transfer to ♦ (new suit = shortage); 3♣ resp. enc	
Others	3♣ 5/5 minors; 3♦ 5/5 majors; 3♥/3♠ 31(54)/13(54); 4♣/4♦ trf to ♥/♠ (in comp: same <i>if jump</i> )	
Action after opps X	XX → relay to 2♣ (weak 1-suiter); other → system on	
After other interference	X → inv+ values, bal. or takeout; 2N Leb (via 2N denies stopper if GF)	

## TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses
2♣	GF	Controls: 2♦ 0-1; 2♥ 2; 2♠ 3 A+K; 2N 3 kings
2♦	Multi: weak 2M; strong 2m; 22–23 bal	2♥: p/c; 2♠ pre-empt or inv. in hearts 2N: inv. inquiry → 3♣♦ max ♥♠; 3♥♠ min; 3N bal; 4m: strong m.
2♥	5–10, 5♥ + 5 other	2♠ p/c; 2N inv. inq.; 3♣ p/c (good ♠); 3♦ inv. ♥; 3♥ pre-empt
2♠	5–10, 5♠ + 5 minor	2N inv. inq.; 3♣ p/c min; 3♦ inv. ♠; 3♥ nat, F1; 3♠ pre-empt
2NT	20–21	3♣ Muppet; 3♦/3♥ transfers; 3♠ ♣s; 3N ♦s; 4♣ minors; 4♦ majors

## OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

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

Jacoby 2N and Bergen raises | 2-way Checkback (over 1N rebids) | After 1M–2M, relay is short suit trial, while other are long suit trials | 1m–3m is a limit raise, but in comp. a shaded raise (7–9/10) | 2♣ Drury | cue bid by responder or advancer a good raise | In comp, 2N is → 2-suited if only partscore is contested, but Leb style if partner needs to know values (if unclear, scramble [2-suiter] takes priority) | Support doubles up to 2♥, thereafter X shows extras

## OTHER OPENING BIDS

	HCP	Min	EXPLANATION
1♣	10+	3	2♦ → art. GF in ♣s; limit raises; 1N 8–10; 1♦ can be short
1♦	10+	3	2♥ → art. GF in ♦s; limit raises; 1N 6–10; 2♣ can be short
1♥	10+	5	3♣♦ Bergen; 1N 6–10; 2N Jacoby; 3N 13–15, 3334 type; 2-way trial bids (relay for short suit)
1♠	10+	5	
3♣♦♥♠	6–10	6	1-under raise shows A or K; 4♣ over 3M = RKCB
3NT	9–13	7m	gambling – denies outside A or K
4 bids	6+	6	natural pre-empts

## DEFENSIVE METHODS AFTER OPPONENTS OPEN

VERSUS 1-SUIT		EXPLANATION	
Simple overcall		8–18, standard style → new suit: constructive, NF; cue: raise or all-purpose force	
Jump overcall		5–10, weak w. 6c suit → cue is good raise; new suit: F1	
Cue bid		Michaels: weak or strong – if strong, X next chance; 2N reply is inv. inquiry	
1NT	Direct:	15–18	System on (as over 1N opening) → trf. their suit: stopper ask if M, nat if m. If they bid, X shows inv+ values and Lebensohl applies
	Protective:	11–14	
2NT	Direct:	2 lowest unbid suits	
	Protective:	17–19: System on (as over 2N opening) → trf. into their major = shortage, stopper check	
OPPS OPEN		DEFENSIVE METHODS	
Strong 1♣		X majors; 1N minors; other bids aggressive	
Short 1♣/1♦		as natural, but if nebulous and frequent, treat as unbid suit	
Weak 1NT		X 5m + 4M or ♦s only (2♣ p/c for minor; 2♦ asks major; 2M own suit)	
Strong 1NT		2♣ majors (2♦ asks better M)   2♦ 1-suited M   2M 5M + 4m	
Weak 2		X t/o; 2N 16–18; 3 cue = stopper ask; Leaping Michaels; 3N to play	
Weak 3		X t/o; 3N to play; 4 cue = big 2-suiter; 4N minors	
4 bids		X implies a strong balanced hand, t/o oriented; partner passes if flattish; 4N t/o 2-suiter	
Multi 2♦		Second seat: X 13–15 bal or 19+ unbal.; 2N 16–18; bids: constructive; Leaping Michaels Fourth/sixth seat: X takeout of the suit bid	

## SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
RKCB	1430 style	DOPI/ROPI → X = 1 or 4; P = 0 or 3
Showing void	5N shows even KC, 6 any shows void & odd KC (bid the void suit if possible)	
Cue bids	1 <sup>st</sup> or 2 <sup>nd</sup> round control	XX = 1 <sup>st</sup> round control; cue = 2 <sup>nd</sup> round control (or Q); P = none, enc.; sign off: none, disc

## COMPETITIVE AUCTIONS

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

Level to which negative doubles apply	all levels, but higher levels values without specific suits promised
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Special meaning of bids	cue is good raise; jump cue is splinter
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Exceptions / other agreements	
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Agreements after opponents double for takeout

Redouble:	10+, bal/misfit	New	1-level ignores X; other BROMAD over 1M, natural and NF if 1m
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Jump raise:	weak	2NT	long minor if major opened (BROMAD); limit raise if minor opened
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Other agreements concerning doubles and redoubles

Doubles: generally, show the values to make a bid but no clear bid to make, typically takeout oriented or balanced; doubles of art. bids mostly show the suit doubled

Redouble: not to play; can be SOS for rescue, first-round control, or equivalent to a double

## OPENING LEADS

Card led is highlighted in **bold** – if you DIFFER please circle YOUR leads

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

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

A or Q leads show nothing in particular, but asks for attitude; K asks for count (or unblock in NT)

- K can be from AK or KQ; Q can be from KQ or QJ

Against notrumps, 9 or 10 leads show 0 or 2 higher

We lead 2<sup>nd</sup> and 4<sup>th</sup> best style → 4<sup>th</sup> (or 3<sup>rd</sup>) from "interest" (an honour), 2<sup>nd</sup> from weak holdings

At 5-level or above: A denies K and asks attitude; K from AK or KQ asks count; same v. pre-empts (3-level up)

During play: always K from AK; leading low pip shows interest, high pip denies it

## CARDING METHODS

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	(1) attitude (2) count (3) suit pref.	(1) attitude (2) count (3) suit pref.
On Declarer's lead	(1) count (2) suit pref.	(1) count (2) suit pref.
When discarding	odd pip = enc.; even pip = disc.	odd pip = enc.; even pip = disc.

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

Standard attitude and count → high-low = encouraging or even; low-high = discouraging or odd

If dummy wins trick with Q or higher, signal attitude; if dummy wins with J or lower, signal count

Standard remaining count (high-low = even; low-high = odd)

Sometimes give suit preference with small trumps