

OTHER OPENING BIDS						
	HCP	See note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	R19		4		Inverted minors, 2NT=11+4m, 1N = 5-11	
1♦	"		4			
1♥	"		4			
1♠	"		4		SJS, 2NT=11+3M, 3NT=GF+4M, 1NT=5-11	
3 bids	5-9		6		3X = F1	
4 bids	5-9		7			
*(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		
Jump overcall		Weak				
Cue bid		Michaels (constructive)				
1NT	Direct: 15-18 Protective: 11-14					
2NT	Direct: Unusual Protective 19-21	Unusual (constructive) and 1m- 2NT = other m + a major				
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		X = majors, 1NT = minors				
Short 1♠/1♦		Treat as Natural				
Weak 1NT		2C = M+m, 2D = both M, 2M = nat, X = pen				
Strong 1NT		As above except X = single suited minor				
Weak 2		Lebensohl				
Weak 3		Natural				
4 bids		Natural				
Multi 2♦		Dixon				11
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
RCKBW		14,30, 2/5, 2/5+Q		ROPI/DOPI		

Initial version on Sunday, 27 October 2013 Latest Sunday, 27 October 2013

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	4H	
Special meaning of bids		
Exceptions / other agreements		
Agreements after opponents double for takeout		
Redouble 9+	New suit F1	Jump in new suit F1
Jump raise	2NT	Other
Preempt	Good raise	
Other agreements concerning doubles and redoubles		
OTHER CONVENTIONS		
If we overcall: 1/1 is non-forcing, 2/1 is constructive non-forcing , 2/2 is constructive non-forcing 1-Way Checkback 4th suit forcing is GF NMF over 2N rebid showing 18-19 Gambling 3NT		
SUPPLEMENTARY DETAILS		
(Please cross-reference where appropriate to the relevant part of card, and continue on back).		
See separate page		

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Shade this box grey if using non-standard leads).			
v. suit contracts	<u>A</u> <u>K</u>	<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	<u>K</u> <u>J</u> 10	<u>K</u> <u>10</u> 9	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> x	<u>J</u> 10 x	10 x <u>x</u>	10 9 <u>x</u>	<u>9</u> 8 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x <u>x</u> x	H x x x <u>x</u>	H x x x <u>x</u> x	<u>x</u> x	x x <u>x</u>	x x <u>x</u> x	
v. NT contracts	<u>A</u> <u>K</u> x ( <u>x</u> )	<u>A</u> <u>J</u> 10 x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	<u>K</u> <u>J</u> 10	<u>K</u> <u>10</u> 9	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> x	<u>J</u> 10 x	10 x <u>x</u>	10 9 <u>x</u>	<u>9</u> 8 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	
<b>Other agreements in leading, e.g. high level contracts, partnership suits:-</b>							
Treat the 10 as an honour, 2nd + 4th, MUD							
CARDING METHODS							
Signals	Primary method v suit contracts	Primary method v NT contracts					
On Partner's lead	Standard count or Standard attitude						
On Declarer's lead	Standard count						
When discarding	Standard attitude						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
SUPPLEMENTARY DETAILS (continued)							
See separate page							

GENERAL DESCRIPTION OF BIDDING METHODS		
<b>"Kendrick Standard" 4CM, 15-17 1NT, MULTI 2D, LUKAS 2M</b>		
1NT OPENINGS AND RESPONSES		
<b>Strength</b>	<b>15-17</b>	If artificial give details below and make obvious by shading in grey the cell on right.
<b>Shape constraints</b>	5M, 6m	If may have singleton make obvious by shading in grey the cell on the right
<b>Responses</b>	<b>2♣</b> Non-promissory Stayman	
<b>2♦</b>	Hearts	<b>2♥</b> Spades
<b>2♠</b>	Clubs	<b>2NT</b> Diamonds
<b>Others</b>	3x = splinter	
<b>Action after opponents double</b>	See Notes	
<b>Action after other interference</b>	See Notes	
TWO-LEVEL OPENINGS AND RESPONSES		
	Meaning	Responses
<b>2♣</b>	22+/GF	
<b>2♦</b>	weak 2 in either major	
<b>2♥</b>	H+m 5/5 weak	2S = NF, 2NT = inquiry
<b>2♠</b>	S+m 5/5 weak	2N = inquiry
<b>2NT</b>	20-21	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE		
(Please include details of any agreements involving bidding on significantly less than traditional values).		
3rd seat light		

Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round. (Pages by PC V1.0)

## 1. Bidding without interference

### General notes

**4cM style** For balanced hands, if we hold 4-4 in the minors we open 1D (unless bad quality), if we hold 1m and 1M we open 1M. For 4441 hands we open 1 suit below the singleton, with the exception that if the singleton is in clubs we open 1H.

**Motto: In all constructive auctions, we strain to 'bid where we live'.** As long as there at least a sporting chance of our playing the contract, the more informative we are giving each other in the bidding the better.

**2/1 style** Once 2/1 is bid we cannot stop below 2NT. Certain hands that are unsuitable for 1NT go via 2m and then can be passed at the 3rd level, e.g. 1S-2C-2S-3C is non-forcing. After 2/1 if we agree a suit the auction becomes GF.

**Strong 2s** e.g. 1D - 2H is GF with self supporting suit or 5-4 in H+D so we can only play in D, H or NT. If the auction develops 1D - 2H - 3C - 3H, next bid shows a first round control.

### 1. 1NT (15-17 can include 5M/6m) opening

Generally do not open 1NT with singletons. Balanced in theory, but could have a 2452 type shape, or a 5cM or 6cm. System applies equally over a 1NT overcall.

#### RESPONSES:

2C = Non promissory Stayman

2D/2H/2S/2NT = transfers

3x = splinter in x

#### > Transfers to majors

Will usually be completed. After this, new suits are natural and GF.

With 4 card support break to 2NT with maximum and 3M with minimum. After a break to 2NT, retransfers apply- opener must complete.

For slam bidding, we start by transferring and then we might have to bid a 3-card minor or "fake" a splinter.

#### > Transfers to minors

1NT- 2S – transfer to clubs ; 1NT – 2NT – transfer to diamonds

Complete transfer with a good holding in minor (Qxx, Kx or better). Break transfer with unsuitable holding.

### 2. 1m opening (better minor)

- Inverted minors - denies a biddable 4cM
- 2NT = 11 HCP with 3/4 cards in m
- 1- way Checkback (see Notes)
- 1X- 1Y – 1Z always unbalanced
- 1C - 1D - 1H - 1S is 4th suit forcing NON GF
- Strong Jump Shift
- After 1m - 1M - 2NT - 3C is 1-way Checkback and GF
- When we have bid and supported a minor, and one of us has bid 3NT , 4m should be a serious slam try for 6m, while 4NT is a mild slam try, e.g.  
1H - 2C - 3C -3D - 3NT - 4C = serious slam try for 6C - 4NT is passable, discouraging

### 3. 1M opening

- Major raises: 2M = wide ranging with 3 or 4 card support, 3M = 6-9 + 4 card support, 2NT = 11 HCP with 3 card support. 3NT = good raise to 4S (can be passed). With better 4cM raises we start with 2/1, and by "better" we mean hands that can be in slam vs weak NT.
- 1H - 1NT includes balanced 3 card raises (denies xx)
- 1- way Checkback after 1H-1S -1NT
- Strong Jump Shift
- 1NT = wide ranging (5-10)
- Splinter with 10+ HCP

### 4. 2NT (20-22) opening

- 3C = Baron. Bid 4 card suits up the line
- 3D/H = transfer
- 3S = both m
- 4m = slam invite - 4x = cue, 4NT= sign off

### 5. 2C (23+) opening

2D = negative or no convenient positive

After we open 2C, if they bid X is penalties.

### 6. By a passed hand

1. We play jump fits

### 6. 2D opening - weak single suited major

- 4C = ask partner to bid the suit below the one he has.
- 2NT = inquiry  
3C=min with H, 3D=min with S, 3H max with SPADES, and 3S=max with HEARTS
- After 2D - X - Pass shows a genuine D suit

### 7. 2H/S - H/S and a minor. Usually 5-5, but can be 5-4 if the hand is pure

2NT = inquiry

3C=min with C, 3D=min with D, 3H max with C, and 3S=max with D

After 2H opener 2S is constructive non-forcing

### 8. Slam bidding

- RKCB with 03/14
- No king ask - 5NT just lets partner decide
- We potentially cue-bid a cue we don't have, either because we are stuck or to prevent the lead
- After RKCB we play last train - if we have space between the RKCB response and the contract, the in-between bid tells partner we have a bit more and they're in charge to decide the level, e.g RKCB in hearts - if we respond 5C, 5D now is last train.
- DOPI/ROPI

## 2. Bidding with interference

## 1. General principles

- If partner overcalls 1X, if we bid 1Y it is non-forcing, e.g. LHO opens 1C - 1H - Pass -1S is forcing  
If partner overcalls 1X, if we bid 2Y (non jump) it is constructive non-forcing, e.g. LHO opens 1C - 1H - Pass -2D is non-forcing  
If partner overcalls 2X, if we bid 2Y it is constructive non-forcing, e.g. LHO opens 1H - 2C - Pass -2D is non-forcing
- UCBs when they bid two suits. Example: I held A10x, KJx, Qxxxx, xx and the bidding went 1C, pass, 1H, 1S (you), pass I would bid 2H. Had I had A10x, xx, Qxxxx, KJx my UCB would have been 2C.
- There would be situations at the 3-level where they've bid 2 suits, and 3NT is a live possibility for us. I'll bid the suit I've values in. I'll be telling, not asking.
- Exception: If both opponents bid a suit, a cue of that suit can be used to ask for a stop.
- No support doubles - instead we use them as penalty doubles (show extras) at the 2nd level and T.O at first level.
- On auctions like 1S - 2D - 3D\* - x , xx shows defence, 3s = 5s, pass=4s.
- 1. After partner opens 1y- X and we hold an 8 count without a good 4 card suit. The problem arises because we are too weak to XX and bidding the bad 4 card suit is misleading. If we hold the majors we can just pass and wait for things to develop. If we have 3 card support for partner's minor we just bid it. If we have a reasonable 8 count and major stops we can bid 1NT. The corollary is that after 1y - X -1z shows a good 4/5 card suit, passing does not deny NT values or a potential 4cM.  
2. Non-fit auctions, 3NT is wide-range. Partner is allowed to bid 4NT and you can bid on with a good 16+.

## 2. Doubles

- If we open or overcall 1NT and they bid at the 2nd level, doubles are penalty; if they bid at 3rd or higher they are takeout. If they overcall at the 2nd level and support suit, double is T.O.
- If we open 2D - 2M - x indicates the desire to play in partner's suit
- If all suits are bid, X is penalty e.g. 1D - 2C - 2H - 2S - x
- If opp open 1m - x may not have other minor and equal level conversion applies. Our style is to make few off shape Xs - we prefer to overcall on a 4-card suit than make a X without a pretty pure shape
- Game-try doubles when we have no space at 3-level after we have raised our suit
- If opponents X our overcall: at first level XX = a good hand with a doubleton. At a higher level, or when you X them when they've bid my suit which you could have supported earlier but did not it shows exactly Ax or Kx
- T.O. double apply up to 4s inclusively, although 4S - x might not have 4H
- DOPI/ROPI
- X can suggest a sacrifice over a jump overcall, e.g. 1S - 3C - 3S - x
- No support doubles: at 1st level they are T.O and at 2nd they are penalty oriented
- Pre-balancing doubles - when partner is unlikely to make another bid, we double without extras. We use the "borrowed K" principle
- Once our side has made a penalty double all subsequent doubles are penalty
- Once we have made a value showing XX, opponents cannot play undoubled
- Once we have bid constructively to game we play forcing pass - X discourages partner to go on.

## 2. 2NT in competition

- 2NT in competitive auctions is never natural. Its commonest use is as a mixed raise, showing 7-9 points, with 4 card support. This is whether P has opened or overcalled. So a jump raise is 0-6, and 10+ goes thro UCB.

## 3. Interference after we open 1NT

### > 1NT - X

If the double is penalties - we play system off. Thus we can play in 2m. XX is penalty.

If the double is something else - we play system on. XX is penalty.

### > 1NT - direct interference

If they overcall 2Y, X is penalties. If they overcall 3Y, X is TO.

2Z is natural to play

2NT shows two places to play, trying to find a partscore to play in.

3M is natural GF

3m is to play

### > 1NT - Pass - 2C or transfer - interference

If Stayman is doubled:

- XX = to play
- 2D = emphasises D and denies 4M
- 2M is right to play by responder  
If the transfer is doubled opener passes to rightside the contract at which points the responder bids at the 2nd level with a minimum, 3rd with a maximum. XX suggests a place to play, 3(bid suit) = wants to play in bid suit+1.

### 4. After we open 1M - X

2N = 10+, 4 card support

XX = 9+, can have 3 card support

## 5. They open 1NT

If their NT is weak, X is for penalties. If their NT is strong, X is a single-suited minor.

2C = 1M + 1m

In response to 2C, we 'grope' for a fit. If 2C is X, pass suggests playing in C, while XX asks P to bid 2D, so responder can play in his suit.

2D = both M

2M = to play

2NT = balance invite, in practice somewhat unbalanced towards the minors

3M = mixed raise (more preemptive in nature).

2M = major, natural

2NT = minors

3H/S = good raise in C/D

- Over 1M - Pass - 2M - x : 2NT shows a bad hand, bidding at the 3rd level we show interest.

## 7. They open multi-2D

- X = 13 - 15 balanced, or 19+ balanced
- 2NT = 16 - 18 balanced
- 2M = natural

## 8. They bid Unusual 2NT or Michaels

Over 1m-2m (which shows majors): 2H = good raise in C, 2S = good raise in D, X = penalties in one or more suits. Is 2NT mixed raise in C or natural?

In general the lower suit is a good raise in partner's suit, unless it take us too high.

