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GENERAL DESCRIPTION OF BIDDING METHODS

14-16/15-17 NT	Five-Card majors	Multi-2D	2 Major opening = 8/9-11
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1NT OPENINGS AND RESPONSES

Strength	14-16 in 1+2; 15-17 in 3+4	
Shape constraints	Balanced (or nearly)	singleton very unlikely
Responses	2♣ non-promissory Stayman - see note (1)	
2♦	5+ hearts - see note (2)	2♥ 5+ spades - see note (2)
2♠	5+ clubs - see note (3)	2NT 5+ diamonds - see note (3)
Others	3X = a 3-suiter, short in the suit above - see note (4) 4C = H, 4D = S - see note (5)	
Action after opponents double	re-double is strong.	
Action after other interference	double = take-out.	2NT+ = transfers - see note (6)

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	FG	2D = waiting; 2NT/3C = transfers 8+; 3D = any 5+5+ in majors	(7)
2♦	1) weak 2 in H/S; 2) 2) bal. 21-23 1+2, 22-24 3+4	2/3 H/S = p/c; 2NT = relay; 3m = F1; 4C requests transfer to major; 4M = to play.	
2♥	8/9-11 HCP with 6+H	2S=inv+ relay; 2NT=5+S; 3C=D; 3D = C; 3H = pre-empt; 3S = FG and very good suit.	
2♠	8/9-11 HCP with 6+S.	2NT = inv+ relay; 3C=D; 3D = H; 3H = C; 3S = pre-empt.	
2NT	19-20 in 1+2 else 20-21 HCP, balanced	3C = Stayman (with Smolen); 3R = transfer; 3S = minors; 4C=H; 4D=S; 4H = C; 4S = D	

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

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

Pre-Empts opposite a passed partner are wide-ranging (very weak → quite strong).
Following opener's 2-level reverse, 2NT by responder is a form of Lebensohl - others = forcing.

OTHER OPENING BIDS

	HCP	see Note *	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10-22	<input type="checkbox"/>	2	11-13(14) / 18-19 bal or natural.	2C = 11+HCP; 2X = strong; 3C =5-8 HCP 6+C; 3X = pre-empt (splinter by PH)	(8 - 10)
1♦	10-22	<input type="checkbox"/>	4		2C = FG; 2D = 9+ HCP; 2M = strong; 3C = inv; 3D = 6-8; 3M = SPL.	(11)
1♥	10-22	<input type="checkbox"/>	5		2C/2S =FG; 2D =inv+raise; 2NT = FG raise; 3C/3D = nat, inv; 3H = semi-p/e; higher see notes	(12-15) (24)
1♠	10-22	<input type="checkbox"/>	5		2C =FG; 2D =♥; 2D =inv+raise; 2NT = FG raise; 3C/3D/3H = nat, inv; 3S = p/e; higher see notes	(12-16) (24)
3♣	<10	<input type="checkbox"/>	6		4D = RKCB	
3♦♥♠	<10	<input type="checkbox"/>	6			
3NT	<15	<input type="checkbox"/>		Any solid suit	4C = p/c; 4D asks for shortage	
4 bids	<15	<input type="checkbox"/>	6			

DEFENSIVE METHODS AFTER OPPONENTS OPEN

NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall			2NT = RAISE M; UCB	(17)
Jump overcall	Weak		2NT = F1	
Cue bid	Over 1m = majors, over 1M = other M + C			
1NT	Direct:	15+ - 18	As for 1NT opening and 2C asks range + shape	
	Protective:	ranging from 10-14 over 1C to 11-16 over 1S		
2NT	Direct:	Over 1m = other m + hearts, over M = other M+D		(18)
	Protective:	natural (19-21)		(19)
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣				
Short 1♣/1♦				
Weak 1NT	2C = majors; 2D = one major; 2M = 5M+m		2D asks for better major	(20)
Strong 1NT	2C = majors; 2D = one major; 2M = 5M+m		2D asks for better major	(20)
Weak 2	4m = that minor plus major; cue asks for stop			
Weak 3	4m = that minor plus major			
4 bids	4D = D plus major			
Multi 2♦	Double = 15+		Xfers opp dbl, 2NTQ opp 2M	20/21/23

OTHER CONVENTIONS

1C - 1M 3D = 4-card raise with 18-19 balanced.

After **1D/1H - 1 any**: **1NT**= strong (not necessarily bal) F1; **2NT** = strong raise (16+).

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
Kickback	Step 1 = 1 or 4 Key-Cards; Step 2 = 0 or 3; Step 3 = 2; Step 4 = 2+trump Q; Higher = void-showing	DOPI / ROPI
Exclusion	Step 1 = 0; step 2 = 1; step 3 = 2 (noQ); step 4 = 2+trump Q	DOPI/ROPI
Gerber	4D = 0; 4H = 1; 4S = 2; 4NT = 3; 5C = 4.	
Specific Ace	5C = 0; 5D/H/S and 6C = that ace; 5NT = 2 aces.	
Cue bids / splinters		

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	7H	
Special meaning of bids	1M - (3 any): 4C = a good raise; Cue = clubs	
Exceptions / other agreements		
Agreements after opponents double for takeout		
Redouble: 9+ HCP	New suit: F1 but after 1M, x/fer from 1N	Jump in new suit: Weak/Fit (22)
Jump raise: Pre-Emptive	2NT: Invitational + raise	Other:
Other agreements concerning doubles and redoubles		

SUPPLEMENTARY DETAILS

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

1. Stayman followed by: 2H weak 4+4+ majors; 2S invitational with 5+ Spades; 3m = Forcing.
2. Subsequent to a 1NT opening and having transferred to 2M, responder's rebids from 2NT through to 3H are transfers and FG. 1NT - 2D 2H - 2S shows an invitational hand with at least five hearts.
3. Opener bids **step 1** to discourage, **step 2** to encourage. Responder continues: **new suit** = shortage.
4. Opener can bid the shortage to show doubt with 3S over 3H indicating four hearts.
5. Opener bids **step 1** to indicate a lack of tenaces. 6. **transfer to the opponent's suit** asks for stop.
7. Take-out doubles if they overcall.
8. After 1C-1any 1NT, 2C forces 2D then **continuations** = invitational; 2D = FG relay.
9. After 1C-1any 2NT, 3C forces 3D then sign-off or FG with diamonds;
3D = checkback; 3H = club slam-try; 3S = slam-try in responder's suit.
10. After 1C - 2C, 2D = bal or D and F3C; 2NT = nf 11-12; **others** show clubs and **jumps** = shortage.
11. After 1D - 1nT, 3C = less than invitational; 2C = F1
12. 1M - 2C is FG relay, artificial continuations (2D =14/15+ any shape, 2H = <6M, 2S =6M)
13. After 1M - 2NT, 3M = limited; 3C = unspecified singleton; 3D = no SPL; 3OM = unspecified void;
4NS = void, stronger than 3OM.
14. 1H-3S and 1S-3NT = FG raise, 7-9 HCP and unspecified void. 1H-3NT = FG raise with a void in spades, 10-12/16+ HCP; 1M-4m and 1S-4H = void in FG raise and 10-12/16+ HCP.
15. 1S-2H and 1H-2D = raise of major and a) about 9-12 HCP or b) 13+ and a singleton
16. After 1S-2D, 2H =F1 with 6+S; 2S = nf with precisely 5S; 2NT = FG heart raise or 5233.

OPENING LEADS

Card led is highlighted in **bold**

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

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

At trick one: **Fourth highest, second from bad** (can use discretion).

In suits bid by the partnership, we play **3rd and 5th** but if we have supported partner, we play attitude versus NT. We lead 9 from Q98x and J98x and never when holding the ten.

After trick one: **attitude** (low to encourage a return) and **3rd and 5th** if the honour holding is obvious.

CARDING METHODS

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	High = discouraging(even(SP))	High = discouraging(even(SP))
On Declarer's lead	High = even(SP)	High = even(SP)
When discarding	High = discouraging(SP(even))	High = discouraging(SP(even))

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

Versus NT we play **Smith Peters** such that **high** suggests a switch.

In the trump suit: **Peter** for: Ruff if obvious(SP(odd number))

SUPPLEMENTARY DETAILS (continued)

17. In competition after we bid 1M, the **higher** of (2NT / cue-bid or two transfer raises) = strong/FG raise; **lower** = invitational raise. A **jump to game** is natural and otherwise, a **single-jump in a new suit** is 'fit-showing' but a **double-jump in a new suit** is a splinter. Furthermore, if we have overcalled 1M, a **jump cue-bid** at the three-level is 'mixed'
18. After a **2-suited overcall**, **3C** is artificial and at least invitational; a **cue-bid** agrees partner's major.
19. After a **natural 2NT**, responses are as for a 2NT opening but a **transfer to opener's +suit** shows a 3-suiter with a shortage in opener's suit.
20. **2NT** is F1 and acts as a relay.
21. **Double** followed by a **further bid** is natural, indicating that the hand is too strong to have made that bid on the previous round. A jump to **4m** shows a 2-suiter, 5+5+ in suit + major.
22. A **jump to game** is natural, otherwise a **jump in a new suit** is fit-showing except **after 1C** when it is natural and weak.
23. Extensive use of transfers in competition, especially after they overcall 2C, 2M (and sometimes 3C)
24. **Drury 2C** by passed hand.