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## GENERAL DESCRIPTION OF BIDDING METHODS

Five-Card Majors. Short Clubs (1) Weak only Multi 2D and constructive weak 2 in major.  
 Strong NT (14) 15 -17. Two-Over-One = FG Transfer rebids over 1C

## 1NT OPENINGS AND RESPONSES

Strength	15-17 (good 14)	
Shape constraints	fairly balanced	Tick if may have singleton <input type="checkbox"/> unlikely
Responses	2♣ non-promissory Stayman	see note
2♦	5+ hearts.	2♥ 5+ spades.
2♠	Clubs or Clubs and Diamonds	2NT Diamonds or Diamonds and Clubs
Others	3 bids = suit below singleton; super stayman continuations over stayman	
Action after opponents double (penalty). If conventional we ignore	re-double is strong. No transfers or stayman. Bids = weak.	
Action after other interference	double = take-out if natural otherwise x= values; 2NT and above = transfer inv +; is normally weak (note 12)	

## TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	FG or 23-24 balanced	2D is weak/waiting	1, 10.
2♦	5+ H/S, 2-7 HCP (varies with vulnerability/position)	2/3 H/S = p/c; 2NT = relay; 3m = F1; 4M = to play; see note (2) for 4m.	2.
2♥	6(5) H and 8-11 HCP (varies with vulnerability/position)	2S=nf, constructive; 2NT = relay for shortage; 3m = F1.	
2♠	6(5)S and 8-11 HCP (varies with vulnerability/position)	2NT = relay for shortage; 3m = F1.3H nf	
2NT	20-22	3C=puppet Stayman; 3R=transfer; 3S=minors; 3NT= 4;4 minors; 4X=slam-try in suit 2 above.	

## OTHER OPENING BIDS

	HCP	see Note *	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10-22	<input type="checkbox"/>	1	Many hand types; nearly always 2+ cards	2D = 5+C 5-9 HCP; inverted raises; 2M = weak (4-6); 3X = Natural weak	3
1♦	10-22	<input type="checkbox"/>	4		3C = diamonds, 6-9 HCP; Inverted raises, 2M = weak(4-6); 3M = Void	
1♥	10-22	<input type="checkbox"/>	5		2C= 4 way bid; 2D=FG; 2S= Jacoby; 4X = void; 3S=single somewhere; 3N=void S	7.4
1♠	10-22	<input type="checkbox"/>	5		2C= 4 way bid; 2D/H=FG; 2NT=Jacoby; 3X / 4X=shortage; 3N=unspecified singleton	7.4
3♣/3♦		<input type="checkbox"/>	6		3D/H= relay forcing 3H/S	
3♥♠		<input type="checkbox"/>	6		3S= F; 4m=Cue bid	
3NT	9-14	<input type="checkbox"/>		Spades and a minor 5 / 6	4C asks for suit	
4 bids		<input type="checkbox"/>	0	Pre-Emptive	4C = C + H; 4D = D + H; 4H/S = H/S	

## DEFENSIVE METHODS AFTER OPPONENTS OPEN

NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	NATURAL COULD BE 4	jumps = short opp H/S ; UCB and NS = F1	9.
Jump overcall	Weak	As for simple overcall	
Cue bid	Michaels	2NT = enquiry	
1NT	Direct: 15+ - 17 Protective: 15 - 17 (varies according to suit opened)	As over 1NT opening.	
2NT	Direct: Over H/S = S/H+ D; else =H + m. Protective: 19-21 bal	Opp 19-21, as 2NT opening	
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	X & Bids = Next suit or two up; 1NT = 2 other; weak 2s		
Short (<4) 1♣/1♦	3 of their suit is natural and weak.		
Weak 1NT	2C = H+S, 2D = H or S, 2M = 5 cards + minor	Over 2C: 2D=eng; 2NT= Enq; 3C= like H/3D = like S. Over 2M:2N=bid minor; Over 2D; 2N=enq	
Strong 1NT	As for weak NT + X = ms, Ms or D and 2C = C (SNT=14-16+)		
Weak 2	Leaping Michaels and double for take-out.	Leaping M always shows H unless H opened or implied.	
Weak 3	(non-) leaping Michaels and double for take-out.	Leaping M always shows H unless H opened or implied	
4 bids	Double for take-out.		
Multi 2♦	Double is 12-15 bal. or good hand; leaping Michaels.2M=short in other M		17.

## SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
RKCB	5C = 4/1, 5D = 3/0, 5H = 2, 5S 2+Q trumps. Note (11)	Over bid: D=5C;P=5D
Splinters	Yes	
Cue-Bids	Yes	

## 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		
Exceptions / other agreements		
Agreements after opponents double for takeout		
Redouble: 9+ defensive	New suit: Forcing	Jump in new suit: short opp H/S
Jump raise: Pre-Emptive	2NT: High-Card raise	Other:
Other agreements concerning doubles and redoubles		
Lead-directing doubles of artificial bids, notably after Stayman or a transfer response to 1NT.		

## SUPPLEMENTARY DETAILS

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

1. 2C-2D 2H is 23-24 balanced or FG with 5+ hearts. Responder usually bids 2S to discover which but can choose to bid 3m = very weak with longish minor.
2. 2D-2NT 3C shows any non-minimum, after which 3D asks for suit and opener bids the suit NOT held. If opener has a minimum, this is shown by transferring to the major held in response to 2NT. 2D-4C asks opener to transfer to his suit. 2D-4D asks opener to bid his suit.
3. 1D=H (4+);1H=S (4+);1S=D (5+). 3 Bids = pre-emptive
4. Mini splinters over a M; game invite with singleton
5. Two-way checkback after opener's 1NT rebid such that 2C forces 2D with subsequent continuations being F and 2D is an enquiry / game invite opposite 14-16.
6. Retransfers over a break of a transfer
7. When responding to 1M, 2C is 4-way (good 3 card raise to 2M or natural FG or invite or balanced 11+). 2D is a relay to ask.
- 7a. 2 Over 1 = GF. If 2D or 2H then 2NT = 12-14 or 18/19, 3NT = 15/16 with singleton D or H

## OPENING LEADS

Card led is highlighted in **bold**

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

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

Third and fifth in partner's suit.

Ace leads asks for Attitude (low = enc) and K count

Lead King from AK in cash-out situations to obtain count.

## CARDING METHODS

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	Reverse count High = 1 Odd 2. Disc	High = 1. Odd 2. Discourage
On Declarer's lead	Reverse count High = 1 Odd 2. Disc	High = 1. Odd 2 Disc (SP) see note (8)
When discarding	High = 1. Odd 2. Disc (SP(encourage))	High = 1. Odd 2 Disc (SP(encourage))

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

SP takes preference over other meanings when it is obvious that a switch is likely.

8. Smith peters versus NT such that high-low suggests continuation

## SUPPLEMENTARY DETAILS (continued)

9. Opposite an overcall, jumps to game are to play

10. 2C - 2D 2S - 3C is a 2<sup>nd</sup> negative; 2C - 2D 3C - 3D is Staymanic.

11. With a useful void, 5NT shows an odd number of key-cards and 6 of a suit cue-bids the void (if possible) with an even number of key-cards (6 of trump suit with a higher void and even number).

12. X of a conventional bid = 8 + points; defensive handish (H x or better in suit shown); 2NT is a transfer to 3C over which other bids are to play (except bidding their suit). All other bids are forcing; Bid their suit directly is stayman and denying a stop. Bid their suit slowly is stayman with a stop.

13. 1m - 1S 1NT - 3H is invitational 5+-5+.

14. Non-leaping Michaels applies when they have raised a suit to the 3-level and there have been no other bids.

15. Following a 1M response, a 2-level reverse is forcing to at least 3 of opener's first suit. Both players use 2NT to suggest a part-score contract, whereas by-passing the 2NT mechanism sets up a game-force.

16. 4<sup>th</sup> suit is FG and a jump in the 4<sup>th</sup> suit if H shows a two-suiter if H else is a splinter agreeing opener's 2<sup>nd</sup> suit

17. If we overcall x/2H/2S over a multi 2D, then a response of 2NT is F1 and can be akin to a UCB. Leaping Michaels. X then X = TO.