



Name Michael Clark

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OPENING LEADS: 4 th /6 th , top of nothing (occasionally 2 nd if don't want to waste the top card)							
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	<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 <u>x</u>	<u>x</u> <u>x</u>	<u>x</u> x x	<u>x</u> <u>x</u> x x	
v. NT contracts	A <u>K</u> 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	<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 <u>x</u>	<u>x</u> x	<u>x</u> x x	<u>x</u> <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
Against suits: A/Q lead asks for rev att, K lead for rev count							
Partner's Suit where support not shown – 3 rd highest from 3/4 cards							
Against NT: Lead the card directly above an honour if want it unblocked, e.g. from KQT9x lead the Q to ask partner to unblock the J.							
Against NT: A asks for unblock or reverse count, except in partner's suit.							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Rev Att (Rev count on K)			Reverse Attitude			
On Declarer's lead	Reverse Count			Reverse Count			
When discarding	Reverse Attitude			Reverse Attitude			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
We often show reverse count where attitude is marked.							
We occasionally show suit preference where we think it will be useful (e.g. if there is a singleton in dummy we often give suit pref).							
SUPPLEMENTARY DETAILS (continued)							

GENERAL DESCRIPTION OF BIDDING METHODS			
MOSCITO (APPLIES 1 ST AND 2 ND SEATS)			
1NT OPENINGS AND RESPONSES			
Strength	(11)12-14	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints		Tick if may have singleton <input type="checkbox"/>	
Responses	2♣	Puppet to 2♦ (Keri) see note (e)	
2♦	Transfer (possibly 4♥)	2♥	Transfer (always 5+♠)
2♠	Range Enquiry	2NT	Transfer to clubs
Others 3 level bids are GF splinters with shortage in next suit up			
Action after opponents double		XX = to play, 2♣ = clubs or 2 suiter	
Action after other interference		2♣ ignored, other bids X=t/o and 2NT = leb	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	6 clubs, 9-14 points	2♦ = relay, rest = natural	
2♦	Natural Weak Twos		
2♥	1 st seat NV = aggressive		
2♠	1 st seat Vuln, 2 nd seat = sound	2NT = Enquiry	
2NT	Poor minor suit pre-empt	3♦ = major enquiry	(k)
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
Strong 1♣			
Transfer Openings (1♦ = 4+ hearts, 1♥ = 4+ spades, 1♠ = 4+ diamonds)			
Light Openings, 9-14 points, potentially canapé.			
Relays after all opening bids (1♣ through 2♣)			
Against suit contracts we lead low from a doubleton if we haven't bid the suit.			

Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.

(note i cont)

2NT (if available) – 5+/5+ in minors
Jumps in new suits below game - NNF

- (j) After a 1♣ opening and a semi-positive response from partner, we use forcing passes if the opposition bid to the 4 level. In these cases, X is t/o if no suit has yet been shown or a raise of partners suit if one has been shown. Pass asks partner to X, which can then be left in, or pulled to show two places to play.
- (k) A 2NT opening shows a poor 3-level minor suit pre-empt. This usually means a poor suit, i.e. a suit without 2 of the top 3 honours.
- (l) In 1st/2nd seat 3 level minor openings show a pre-empt with a good suit, usually 2 of the top 3 honours.
- (m) If the opponents X a 1♦ or 1♥ opening, it may or may not be for t/o. The response structure remains the same regardless:

1♦ - (X) - ?:

XX – GF relay, usually 14+ points
1♥ - 11-13 balanced
1♠ - 4+♠, 6-13 points
1NT – 7-10 points
2♣ - 11-13 points with less than 3♥ and less than 4♠
2♦ - 3 or 4♥, (10)11-13 points
2♥ - 3 or 4♥, 5-9 points

1♥ - (X) - ?:

Similar responses showing ♠ where appropriate, and
2♦ - 5+♥ 9-13 points
2♥ - 3 or 4♠, (10)11-13 points

- (n) (1m) – P – (P) – 1NT shows 11-14 balanced after which we use Keri responses.
(1M) – P – (P) – 1NT shows 11-16 bal and now 2♣ is a major and range enquiry.

RELAYS

We play relays after our opening bids of 1♣ through 2♣ and after the semi-positive responses to 1♠. The relayer, without sharing any information himself, finds out about his partner's hand in the following order:

1. Exact Shape, usually resolved at 3 level.
 2. Number of Queen Points, where A=3, K=2, Q=1
 3. Location of honours (using denial cue bidding)
- As an alternative to 2, the relayer can also use RKCB or Exclusion KCB to find out about key-cards.

- (a) Responses to 1♣ opening (15+ pts, any hand):

1♦ – (9)10+, nearly any hand. Game forcing
1♥ – 6-9, balanced or no 5 card major.
1♠ – 0-5, any hand.
1NT – 6-9, 2 or 3 suiter with 5+ hearts
2♣ – 6-9, 2 or 3 suiter with 5+ spades
2♦ – 6-9, 5+♠/4+♥
2♥ – 6-9, heart single suiter
2♠ – 6-9, spade single suiter
2NT – GF, 5440 with void major
3♣ – 7-8 card solid suit
3♦ – GF, 5440 with void ♦
3♥ – GF, 4=4=5=0 shape
3♠ – GF, 4=5=4=0 shape
3NT – GF, 5=4=4=0 shape

After 1♣-1♦, opener will bid 1♥ with approx 19+ points (whereupon responder will relay out his shape), and relay out his shape himself with approx 15-18.

1♣-1♥-??

1♠ – GF relay
1NT – 15-18, generally balanced. NF
2♣ – 5+ hearts
2♦ – 5+ spades
2♥ – 4 hearts and longer minor
2♠ – 4 spades and longer minor
2NT – 5/5 in the minors

1♣-1♠-??

1NT – 15-20 (then stayman and transfers)
2♣ – GF or 23+bal (then 2♦ = balanced)
2♦/2♥/2♠/3♣ – transfers
2NT – 21-22

- (b) Responses to 1♦ opening (showing 4+ hearts):

1♥ – GF relay, usually 14+ points
1♠ – natural 4+spades, up to 13 points
1NT – 5-10 points
2♣ – invitational with less than 3H and less than 4S, approx 11-13 points
2♦ – 3 or 4 hearts, (10)11-13 points
2♥ – 3 or 4 hearts, 5-9 points
2♠ – mini splinter in any suit
2NT – 5+C/5+D invitational
3♣/3♦ – good 6+ suit, invitational
3♥ – approx 5-9 points

1♦-1♠-1NT – 4 hearts and a minor (the minor will be 5 cards unless 1444)
1♦-1♠-2♣/2♦ – natural, confirming 5 hearts

(c) Responses to a 1♥ opening (showing 4+ spades):

- 1♠ – GF relay, usually 14+ points
- 1NT – 5-10 points
- 2♣ – invitational with less than 3S and less than 5H
- 2♦ – 5+ hearts, approx 9-13 points
- 2♥ – 3 or 4 spades, (10)11-13 points
- 2♠ – 3 or 4 spades, approx 5-9 points
- 2NT – mini splinter in any suit
- 3♣/3♦ – good 6+ suit, invitational
- 3♥ – mixed spade raise
- 3♠ – pre-emptive

(d) Responses to 1♠ opening (showing 4+ diamonds):

- 1NT – relay, could be start of weak takeout
- 2♣ – 5+ hearts, approx 6-13 points
- 2♦ – 5+ spades, approx 6-13 points
- 2♥ – 5+ clubs, approx 8-13 points
- 2♠ – limit raise in either minor
- 2NT – limit raise in diamonds
- 3♣/4♣/5♣ – pass or correct

(e) Responses to a 1NT opening or overcall:

- 2♣ – puppet to 2♦, after which:
 - 2♥/2♠ – Invitational, NF
 - 2NT – GF Enquiry
 - 3♣/3♦ – Natural, invitational
 - 3♥/3♠ – GF, natural with diamonds
- 2♦/2♥ – transfer to the majors after which 2NT is GF with a 4 card minor
- 2♠ – range enquiry or big single suiter,
 - 2NT = min, 3♠ = max
- 2NT – transfer to 3♣
- 3 bids – splinters, shortage in next suit up. GF
- 4♣/4♦ – transfers to hearts/spades

(f) Defence to a strong club or diamond:

- X = majors (could be 4-4), 0+ points
- 1NT = minors (could be 4-4), 0+ points

Additionally, to any artificial opening bid showing 16+ points. Also applies after responder makes any bid where he doesn't describe his shape.

e.g. (2♣) – P – (2♦):

- 2♦ – 5-5 shape with one or both majors
- 2♥ – A two level preempt in either major
- 2♠ – A poor preempt to the three level in a minor

(g) Because we play so many takeout doubles we reopen the bidding aggressively when short in the opponent's suit. This also applies to the 1NT – (2Y) – P – (P) auction where opener will often reopen with a doubleton in the overcalled suit.

(h) Defence to short club:

- 2♣ – natural overcall
 - 2♦ – Wilkosz (5-5 including one major)
 - 2♥ (when nv) – WJO in either major
 - 2♠ (when nv) – Poor three-level preempt in a minor
 - 2♥/2♠ (when v) – WJO
- Same over a short diamond, but 2♦ usually natural, according to discussion.

(i) Actions after interference over our strong ♣:

1♣ – (X) – ?:

- P – 0-5 any hand
- XX – (9)10+, any hand. Game forcing
- 1♦ – 6-9, no 5 card major
- 1♥ and up – normal responses to 1♣ shifted down 2 levels

1♣ – (1♦) – ?:

- P – 0-5 any hand
- X – (9)10+, any hand. Game forcing
- 1♥ – 6-9, no 5 card major
- 1♠ and up – normal responses to 1♣ shifted down 1 level, except that 2♦ shows 6+♠ and 2♥ shows 6+♥

1♣ – (1♥/1♠) – ?:

- X = 6+ bal/semi-bal
- 1NT/2♠/2♦ (if they bid ♠) – transfers to suit above, 5+pts
- 2M-1 – 6-9 short in M, t/o shape
- 2M – (9)10+ short in M, t/o shape
- 2NT – 5+/5+ in minors, GF
- Single jump in a suit – 6+cards GF

1♣ – (2 suit) – ?:

- X – t/o, (5)6+ (If have 10+ then may be off shape)
- New suits – natural GF
- 2NT – balanced GF
- Cue bid – GF highest 2 suits
- Jumps in new suits below game – natural non-forcing

1♣ – (3 suit+) – ?:

- X – t/o GF
- New suits – GF natural
- 3NT – to play
- Cue bid – 5+/5+ in highest 2 suits

If the interference has no anchor suit then instead we play:

- X – GF bal/semi-bal
- New suits – natural GF
- 1NT (if available) – 6-9 bal



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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 <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 <u>x</u> x <u>x</u> <u>x</u> x x <u>x</u> <u>x</u> x x	
v. NT contracts	A <u>K</u> 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 <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 <u>x</u> <u>x</u> x <u>x</u> x x <u>x</u> <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-		
Against suits: A/Q lead asks for rev att, K lead for rev count		
Partner's Suit where support not shown – 3 rd highest from 3/4 cards		
Against NT: Lead the card directly above an honour if want it unblocked, e.g. from KQT9x lead the Q to ask partner to unblock the J.		
Against NT: A asks for unblock or reverse count, except in partner's suit.		
CARDING METHODS		
	Primary method v suit contracts	Primary method v NT contracts
On Partner's lead	Rev Att (Rev count on K)	Reverse Attitude
On Declarer's lead	Reverse Count	Reverse Count
When discarding	Reverse Attitude	Reverse Attitude
Other carding agreements, including secondary methods (state when applicable) and exceptions to above		
We often show reverse count where attitude is marked.		
We occasionally show suit preference where we think it will be useful.		
SUPPLEMENTARY DETAILS (continued)		

GENERAL DESCRIPTION OF BIDDING METHODS			
STRONG CLUB, 4 CARD MAJORS (APPLIES IN 3RD & 4TH SEATS)			
1NT OPENINGS AND RESPONSES			
Strength	14-16	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints		Tick if may have singleton <input type="checkbox"/>	
Responses	2♣	Puppet to 2♦ (Keri)	see note (e)
2♦	Transfer (possibly 4♥)	2♥	Transfer (always 5+♠)
2♠	Range Enquiry	2NT	Transfer to clubs
Others			
Action after opponents double		XX = to play, 2♣ = clubs or 2 suiter	
Action after other interference		2♣ ignored, other bids X=t/o and 2NT = leb	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	6 clubs, (10)11-16 points	2♦=enquiry, rest=natural	
2♦	<u>Natural Weak Twos</u>		
2♥	3 rd seat = wide ranging (NV: 0-12 pts, V: 2-12)	2NT = Enquiry opposite 4 th seat	
2♠	4 th seat = 11-14 points or so		
2NT	Minor suit pre-empt	3♣/♦ = pass or correct	(k)
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
Strong 1♣ - 17+ points			
Light Openings, potentially canapé.			
Keri over 1NT opening			
Against suit contracts we lead low from a doubleton if we haven't bid the suit.			

Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.

- (j) After a 1♣ opening and a semi-positive response from partner, we use forcing passes if the opposition bid to the 4 level. In these cases, X is t/o if no suit has yet been shown or a raise of partners suit if one has been shown. Pass asks partner to X, which can then be left in, or pulled to show two places to play.
- (k) A 2NT opening shows a 3-level minor suit pre-empt. This can be fairly wide ranging and is any hand that has no interest in game opposite a passed partner.
- (l) In 3rd/4th seat a 3 level minor opening is very constructive, with a good suit and an outside honour. A hand such as xx Ax xx KQJxxxx would be a minimum for this bid.
- (m) (1m) – P – (P) – 1NT shows 11-14 balanced, and after this we play Keri responses.
 (1M) – P – (P) – 1NT shows 11-16 balanced and after this we play 2♣ is a major and range enquiry.

RELAYS

We play relays after our opening bid of 1♣ and after the semi-positive responses to 1♣. The relayer, without sharing any information himself, finds out about his partner's hand in the following order:

1. Exact Shape, usually resolved at 3 level.
 2. Number of Queen Points, where A=3, K=2, Q=1
 3. Location of honours (using denial cue bidding)
- As an alternative to 2, the relayer can also use RKCB or Exclusion KCB to find out about key-cards.

- (a) Responses to 1♣ opening (17+ pts, any hand):
- 1♦ – (7)8+, any hand. Game forcing
 - 1♥ – (4)5-7, balanced or no 5 card major.
 - 1♠ – 0-4, any hand.
 - 1NT – (4)5-7, 2 or 3 suiter with 5+ hearts
 - 2♣ – (4)5-7, 2 or 3 suiter with 5+ spades
 - 2♦ – (4)5-7, 5+♠/4+♥
 - 2♥ – (4)5-7, heart single suiter
 - 2♠ – (4)5-7, spade single suiter
 - 2NT – GF, 5440 with void major
 - 3♣ – 7-8 card solid suit
 - 3♦ – GF, 5440 with void ♦
 - 3♥ – GF, 4=4=5=0 shape
 - 3♠ – GF, 4=5=4=0 shape
 - 3NT – GF, 5=4=4=0 shape

After 1♣-1♦, opener can bid 1♥ to ask about responders shape, he can also bid naturally with 17-19 points.

- 1♣-1♥-??
- 1♠ – GF relay
 - 1NT – 17-19, generally balanced. NF
 - 2♣ – 5+ hearts
 - 2♦ – 5+ spades
 - 2♥ – 4 hearts and longer minor
 - 2♠ – 4 spades and longer minor
 - 2NT – 5/5 in the minors

- 1♣-1♠-??
- 1NT – 17-21 (then stayman and transfers)
 - 2♣ – GF or 23+bal (then 2♦ = balanced)
 - 2♦/2♥/2♠/3♣ – transfers
 - 2NT – 21-22

- (b) Responses to 1♦ opening (showing 4+♦ or a balanced 11-13, may contain 5♣ and 4♦):

- 1♥/♠ – natural 6+points
- 1NT – 7-11 points, no 4cM
- 2♣ – 5+♦, good raise, about 9-11 points
- 2♦ – 5+♦, about 6-9 points

- (c) Responses to a 1♥ opening (shows 4+♥, can contain 5♣ and 4♥):

- 1♠ – natural, about 6+ points
- 1NT – 7-11 points
- 2♣ – 4+♥, and 7-11 points
- 2♦ – 3♥, and 9-11 points
- 2♥ – 3♥ and 5-8 points or 4♥ and 4-6 points

(d) Responses to 1♠ opening (shows 4+♠, can contain 5♣ and 4♥):

- 1NT – 7-11 points
- 2♣ – 4+♠, and 7-11 points
- 2♦ – 3♠, and 9-11 points
- 2♥ – 5♥ and 3♠ and 9-11 points
- 2♠ – 3♠ and 5-8 points or 4♠ and 4-6 points

(e) Responses to a 1NT opening or overcall:

- 2♣ – puppet to 2♦, after which:
 - 2♥/2♠ – Invitational, NF
 - 2NT – GF Enquiry
 - 3♣/3♦ – Natural, invitational
 - 3♥/3♠ – GF, natural with diamonds
- 2♦/2♥ – transfer to the majors after which 2NT is GF with a 4 card minor
- 2♠ – range enquiry or big single suiter,
 - 2NT = min, 3♣ = max
- 2NT – transfer to 3♣
- 3 bids – splinters, shortage in next suit up. GF
- 4♣/4♦ – transfers to hearts/spades

(f) Defence to a strong club or diamond:

- X = majors (could be 4-4), 0+ points
- 1NT = minors (could be 4-4), 0+ points

Additionally, to any artificial opening bid showing 16+ points. Also applies after responder makes any bid where he doesn't describe his shape.

e.g. (2♣) – P – (2♦):

- 2♦ – 5-5 shape with one or both majors
- 2♥ – A two level preempt in either major
- 2♠ – A poor preempt to the three level in a minor.

(g) Because we play so many takeout doubles we reopen the bidding aggressively when short in the opponent's suit. This also applies to the 1NT – (2Y) – P – (P) auction where opener will often reopen with a doubleton in the overcalled suit.

(h) Defence to short club:

- 2♣ – natural overcall
- 2♦ – Wilkosz (5-5 including one major)
- 2♥ (when nv) – WJO in either major
- 2♠ (when nv) – Poor three-level preempt in a minor
- 2♥/2♠ (when v) – WJO

Same over a short diamond, but 2♦ usually natural, according to discussion.

(i) Actions after interference over our strong ♣:

1♣ – (X) – ?:

- P – 0-4 any hand
- XX – 8+, any hand. Game forcing
- 1♦ – 4-7, no 5 card major
- 1♥ and up – normal responses to 1♣ shifted down 2 levels

1♣ – (1♦) – ?:

- P – 0-4 any hand
- X – 8+, any hand. Game forcing
- 1♥ – 4-7, no 5 card major
- 1♠ and up – normal responses to 1♣ shifted down 1 level, except that 2♦ shows 6+♠ and 2♥ shows 6+♥

1♣ – (1♥/1♠) – ?:

- X = 5+ bal/semi-bal
- 1NT/2♣/2♦ (if they bid ♠) – transfers to suit above, 5+pts
- 2M-1 – 4-7 short in M, t/o shape
- 2M – 8+ short in M, t/o shape
- 2NT – 5+/5+ in minors, GF
- Single jump in a suit – 6+cards GF

1♣ – (2 suit) – ?:

- X – t/o, 5+ (If have 8+ then may well be off shape)
- New suits – natural GF
- 2NT – balanced GF
- Cue bid – GF highest 2 suits
- Jumps in new suits below game – natural non-forcing

1♣ – (3 suit+) – ?:

- X – t/o GF
- New suits – GF natural
- 3NT – to play
- Cue bid – 5+/5+ in highest 2 suits

If the interference has no anchor suit then instead we play:

- X – GF bal/semi-bal
- New suits – natural GF
- 1NT (if available) – 4-7 bal
- 2NT (if available) – 5+/5+ in minors
- Jumps in new suits below game – NNF