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GENERAL DESCRIPTION OF BIDDING METHODS

**1♣ is forcing (very strong or 2+ clubs 11-22), Five card majors
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1NT OPENINGS AND RESPONSES

Strength 14-16 Tick if artificial and provide details below

Shape constraints Balanced may include 6 card minor Tick if may have singleton

Responses 2♣ Stayman^{6,16}

2♦ Relay (H or balanced invite/slam try) 2♥ Transfer to spades
 2♠ xfer to Clubs (3♣ = Qxx, Kx+) 2NT xfer to Diamonds (3♦ = Qxx, Kx+)

Others 3♣=puppet stayman; 3♦=5-5 Maj inv+; 3♥/♠=31(54)

Action after opponents double XX=relay to 2♣ one suited; pass forces XX; 2♣ = ♣+M; 2♦ = ♦+♠

Action after other interference Transfer Lebensohl³; Pass by opener shows stop

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	Nat unbal 5-6♣ 8-11 (11-13 4 th)	2♦=Ask; 2NT=diamonds	25
2♦	Nat unbal 5-6♦ 8-11 (11-13 4 th)	2♥=Ask; 2NT=hearts	25
2♥	Unbal 5-6♥ 8-10 (11-13 4 th) not 4♠	2♠=Ask; 2NT=spades	25
2♠	Unbal 5-6♠ 8-10 (11-13 4 th) not 4♥	2NT=Ask	25
2NT	20-21 balanced	Puppet stayman, transfers, 3♠ = minors; 4x = slam try in suit 2 higher	

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

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

- 1♣ is very strong or nat or balanced outside 1NT range (i.e. 11-13 or 17-19)
- Transfers after 1♣ opening bid with 1♦ = ♥ or 0-4 (then 2♦ can be v strong)
- 1♦ is natural and unbalanced hand (transfers after 1♦-1Ma)
- Gazilli after 1♥-1♠ and 1Ma-1NT (2♦ response is 8+)
- Drury (2♣ response) to 1Ma opening by passed hand with 4 card support

OTHER OPENING BIDS

	HCP	see Note *	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	11+	<input type="checkbox"/>	2	FORCING. 22+ or clubs or balanced 12-13 or 17-19 (can be 5332 with 5D)	1♦ = 0-4 or ♥; 1♥ = ♠; 2♣ = 4cd supp 7+; 2x=nat+inv; 2NT=nat+inv (5cd diamonds)
1♦	11+	<input type="checkbox"/>	4	Unbalanced	2♦=4cd supp 7+; jump shift=nat/inv; 2NT=inv with 5 cd clubs; 3♦=weak
1♥	11+	<input type="checkbox"/>	5		2♣ = GF; 2♦ = inv 3♥; J2NT = 4cd supp 7+; jump new=inv; Void splinter; 3♠=any singleton
1♠	11+	<input type="checkbox"/>	5		2♣ = GF; 2♦ = inv 3♠; J2NT = 4cd supp 7+; 3oth=nat/inv; Void splinter; 3N=any singleton
3 bids	5-10	<input type="checkbox"/>	7	Pre-emptive	
4 bids	5-15	<input type="checkbox"/>	7	Pre-emptive	

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	Natural wide ranging (can be weak)	2NT over maj = 4cd supp (mixed raise+)	
Jump overcall	Intermediate at 2 level; Weak at 3 level		
Cue bid	Highest 2 (weak or strong) (Ghestem)		26
1NT Direct: Protective:	15-18 11-14	As 1NT opening	
2NT Direct: Protective:	Lowest two (weak or strong) 19-21	- As 2NT opening	
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣/2♣	X=majors; NT=minors (and after ♦ relay)		
Short 1♣/1♦	Initially treat as natural		
Weak 1NT	X=penalties (or one minor by passed hand); 2♣ = majors; 2♦=one suit; 2Ma = Ma/Mi 54+		
Strong 1NT	X= penalties (or one minor by passed hand); 2♣ = majors; 2♦=one suit; 2Ma = Ma/Mi 54+		
Weak 2	X=t/o; 2NT=16-19	Lebensohl	
Weak 3	X=take out;	Double of (3Ma)-(4Ma) is to if oppo nv	
4 bids	X=take out if oppo NV; 4NT = two suiter	Lebensohl	
Multi 2♦	X=13-16; 2NT=17-19		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
Roman Key Card	4130	DOPI
	Show lowest K response to next ask	

COMPETITIVE AUCTIONS

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

Level to which negative doubles apply	5♦
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Special meaning of bids	After 1Ma – cue=3 cd support; 2NT=4 cd support (mixed raise+)
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Exceptions / other agreements	Two level non-jumps are constructive but non-forcing
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Agreements after opponents double for takeout. Bid as if opponent has passed except as below

Redouble	10+	New suit	Jump in new suit
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Jump raise	Weak	2NT	Good raise of maj	Other
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Other agreements concerning doubles and redoubles

After intervention over 2♣-(bid)-* or 2N-(bid)-* = take-out

Support doubles and redoubles in maj (when we can play at 3 level); game try double if no trial bid available

Competitive and responsive doubles to 4♦; Double of 4 Major pre-empt shows values if opponents are vul

OTHER CONVENTIONS

1. FSF to game

2. Smolen (1NT-2♣-2♦-3Ma = 4/5+ in the majors)

3. Transfer Lebensohl (via 2NT shows a stop in a known suit) after we have bid 1NT

4. Last Bus slam try (suit below the agreed suit is ongoing but may not be a cue bid)

SUPPLEMENTARY DETAILS

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

5. 5NT generally asks partner to pick a slam

6. Slam tries – 1NT-2♣-2M-3OM; 1NT-2♦-2♥-3♠; 1NT-2♥-2♠-3♥; 1NT-2♣-2♥-2♠

7. “Spare” suit to agree minor – e.g. 1NT-2♦-2♥-3♦-3♠ confirms ♦ support

8. Re-transfers to majors after 1NT, 2NT and 1♣-any-2♣...-2NT

9. Cue bid first or second round controls alike

10. Non-serious slam tries (3NT after major suit agreed)

11. Rescue wriggle after opponents double 1NT overcall

12. Two level new suits in competitive auctions are constructive NF

13. (1x)-P-(2x)-2NT is balanced 17-20

14. 2NT in competition when partner has bid or shown a major is a good raise with 4cd support

15. Double of unusual NT to penalise at least one minor; 3♣ = invite in other major; 3♦ = good raise

16. 1NT-2♣-2♥ denies 4 spades

17. 4NT is often lebensohl in competitive auctions

OPENING LEADS

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> <u>Q</u> 10	<u>K</u> <u>Q</u> 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	9 <u>8</u> 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	x <u>x</u> x x x
v. NT contracts	<u>A</u> K x (<u>x</u>)	A <u>J</u> 10 x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> 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 <u>x</u>	9 <u>8</u> 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	x <u>x</u> x x x

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

A+Q for attitude (reverse); K for count (reverse) and unblock v NT

Lead low from xxx in our suits unless known to be exactly three card support

CARDING METHODS

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	Reverse attitude (reverse count)	Reverse attitude (reverse count)
On Declarer's lead	Reverse count	Reverse count
When discarding	Reverse attitude (reverse count)	Reverse attitude (reverse count)

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

Smith peter is neutral in NT (No peter requests switch)

Second and subsequent discards are reverse count or McKenny if appropriate

SUPPLEMENTARY DETAILS (continued)

18. 1Ma-2Ma-2NT/3x = long/short suit tries; 3♠/3N = any singleton; 3N/4x=void slam tries
19. After opener's reverse 3 level suit bids are natural and GF
20. Jump in 4th suit is natural GF
21. Gazilli – 1Ma-1NT-2♣ is forcing
22. Puppet stayman 3♣ over 1NT and 2NT then 3♦=waiting; 3NT=exactly 3 spades
23. Double of transfer responses to 1♣ opening generally shows weak NT (bid their suit for t/out)
24. After sputnik * bid of new suit that could have been bid as non-jump F is non-forcing and vice versa
25. 2 level openings will not be 5422 shape if vulnerable and H/S opening denies the other major
26. 3C jump overcall is the other 2 suits not shown by cue bid or 2NT