

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).							
v. suit contracts	A <u>K</u>	<u>A</u> (K) x	A J <u>10</u>	<u>K</u> Q 10	<u>K</u> Q x	K J <u>10</u>	K <u>10</u> 9
	<u>Q</u> J 10	<u>Q</u> J x	<u>J</u> 10 x	10 <u>x</u> x	10 <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> x x
	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	H x <u>x</u>
v. NT contracts	<u>A</u> (K) x(x)	A J <u>10</u> x	<u>K</u> Q 10	<u>K</u> Q x	K J <u>10</u>	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 <u>x</u> x	10 <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> x x	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	
King requests unblock/count [against NT]; count [against suit contract].							
Ten not treated as an honour. Strong ten leads from A J 10, K J 10							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Attitude: high encouraging, low discouraging EXCEPT lead of K v NT asks partner to unblock or give count.						
On Declarer's lead	Count: high-low = even no. of cards; upwards = odd no.						
When discarding	Revolving [low card not necessarily significant]						
McKenney suit preference signals where appropriate							
SUPPLEMENTARY DETAILS (continued)							
2.1 2♣ followed by 3-either minor is weak and to play							
2.2 2NT/3-major shows 4-card support, 7-/8-loser respectively.							
2.3 Bid shows suit bid plus next higher suit, min 4-4. Pass forces redouble, which may be passed, or 2-suit promises higher, non-touching suit. Redouble is relay to 2♣ for pass or correct.							
2.4 After our 1NT is overcalled, 2NT from responder asks opener to relay to 3♣, then all bids are relatively weak. Cue-bids are Staymanic. Cue-bids and 3NT deny stop if preceded by 2NT. Direct 3-level suit bids are forcing; if preceded by 2NT are to play, unless suit could have been bid at 2-level							
2.5 3♣/♦ = min HCP, poor/good suit. 3♥/♠ = max HCP, poor/good suit							
2.6 3♣ is 5-card Muppet Stayman. 3♦ rebid promises at least one 4-card major, 3♥ denies 4- or 5-card major, 3♠ shows 5 spades, 3NT shows 5 hearts. Over 3♦ transfer, opener's 3♣ shows 2 hearts and 5 spades Over a 3♠ response, opener denies interest with 3NT, else uses Minorwood.							

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GENERAL DESCRIPTION OF BIDDING METHODS			
<i>3 Weak 2's, 5-card ♠ Suit</i>			
1NT OPENINGS AND RESPONSES			
Strength	12 to 14	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints	Any 5-card suit	Tick if may have singleton <input type="checkbox"/>	
Responses	2♣	Stayman [promissory] [see 2.1]	
2♦	Transfer to hearts [see 2.2]	2♥	Transfer to spades [see 2.2]
2♠	Range enquiry [2NT min.]	2NT	Transfer to a minor
Others	3-any suit is game-forcing splinter. 4-any-suit RKCB in that suit		
Action after opponents double	Helvic; pass forces redouble [see 2.3]		
Action after other interference	Penalty double; Lebensohl [see 2.4]		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	8+ pl tr any suit or 23+ bal	2♦ relay; rebid non-forcing	
2♦	Weak 2, 5-9 usually 6 card suit. Wider-ranging in 3 rd seat. 10-14 in 4 th seat	2NT is Ogust enquiry. New suit is 1-round force	2.5
2♥			
2♠			
2NT	20-22; 3♣ Muppet Stayman, 3♦♥ Transfer; 3♠ both minors		2.6
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
4-card suits are bid up the line.			
3 rd seat openings may be stretched			

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11*-19	<input type="checkbox"/>	3		Inverted minors Splinters	1.1 1.2
1♦	11*-19	<input type="checkbox"/>	4		Limit raises; GF Jacoby 2NT; Splinters	1.1 1.3
1♥	11*-19	<input type="checkbox"/>	4			Pre-emptive
1♠	11*-19	<input type="checkbox"/>	5			
3 bids	<10	<input type="checkbox"/>	6	Pre-emptive		
4 bids	<10	<input type="checkbox"/>	7	Pre-emptive		
*(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				
Jump overcall		Pre-emptive, usually 6 card suit				
Cue bid		Michaels 1.4				
1NT	Direct: Protective	16-18 11-14	As for 1NT opening			
2NT	Direct: Protective	Lowest two unbid suits 20-22 balanced	Limit bids As 2NT opener			1.4
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣		Jump bid is pre-emptive				1.5
Short 1♣/1♦		Treat as natural				
Weak 1NT		Double = penalties; 2♣ both majors ; 2♦ see note				1.6
Strong 1NT		Double = penalties; 2♣ both majors ; 2♦ see note				1.6
Weak 2		Double = take out, 2NT = bal 16-18, Leaping Michaels				1.7
Weak 3		Double = take out. Non-Leaping Michaels over 3♥/3♠				
4 bids		Double = take out				
Multi 2♦		X= 13-16 bal or v strong; 2NT = 16-18 bal				
SLAM CONVENTIONS						
Name		Meaning of Responses	Action over interference			
Roman Key Card Blackwood		5♣ = 1/4; 5♦ = 0/3, 5♥ = 2 no trump queen, 5♠ = 2 + trump queen. D1P0 after interference.				
4♣/♦/♥/♠ RKCB		As above, but stepped responses				
5NT King ask		After using RKCB, asks for nearest side-suit King				

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply		No fixed upper limit.		
Special meaning of bids		Fit jumps, 2NT = natural, cue-bid Jacoby		
Exceptions / other agreements		After 2-suited overcall, lower-suit cue-bid = lower suit, higher = higher.		
Agreements after opponents double for takeout				
Redouble	9+ HCP	New suit	forcing	Jump in new suit Fit-jump
Jump	Pre-emptive	2NT	Good raise	
Other agreements concerning doubles and redoubles				
Take-out unless we have a fit, we have pre-empted, we're doubling a naturally-bid NT				
OTHER CONVENTIONS				
Fourth Suit Forcing: [1♠ is natural]				
Rebids of 1NT/2NT show 15-17/18-19; then 2♣/3♣ are Checkback Stayman				
Unassuming Cue Bids Opposite partner's overcall a cue bid shows a good raise				
SUPPLEMENTARY DETAILS				
1.1	Splinter jump shows support for partner [min 4] with typically singleton in bid suit. May be immediate response. opener's rebid, or later jump.			
1.2	Raising 1♣/♦ to 3♣/♦ is pre-emptive. Raising 1♣/♦ to 2♣/♦ is unlimited. Responder will not have a 4-card major. Doesn't apply after intervention.			
1.3	Jacoby 2NT promises 4-card support, game-forcing.. Opener rebids 4-major if minimum, 3-new-suit as trial bid, 4-new-suit as splinter.			
1.4	Michaels or UNT shows min 5-5 in specified suits, weak or strong, not intermediate. 2m over 1m shows both majors. 2M over 1M other major + minor			
1.5	1-level overcall shows that suit + next higher. Double shows suit doubled and non-touching suit. 1NT shows other 2 non-touching suits.			
1.6	2♣ = both majors; 2♦ = 4-card major + longer minor.			
1.7	If partner doubles a weak-2 bid, 2NT shows a weak hand [<8] and requests a 3♣ rebid. 4♣/♦ is GF Leaping Michaels, at least 5-5 in bid suit + other major. Over 3♥/3♠ pre-empts, 4♣/4♦ is non-Leaping Michaels.			