

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	12*-19	<input type="checkbox"/>	4	For choice of opening - note 1 * Light openings possible – note 2 For opener's NT rebids – note 3	1NT response = 6-9 2NT response = 10-12 Limit raises	
1♦	12*-19	<input type="checkbox"/>	4			
1♥	12*-19	<input type="checkbox"/>	4			
1♠	12*-19	<input type="checkbox"/>	4			
3 bids	6-10	<input type="checkbox"/>	7	Pre-emptive		
4 bids	6-10	<input type="checkbox"/>	8	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		wide range, from 8+ at 1-level				
Jump overcall		Weak 5-9, 6-card suit				
Cue bid		2-suited hand – note 6				
1NT	Direct: Protective	16-18 11-14	As for 1NT opening			
2NT	Direct: Protective	Lowest two unbid suits – note 6 20-22 balanced	Limit bids As 2NT opener			
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣		Double = take out				
Short 1♣/1♦		Natural				
Weak 1NT		Double = penalties; 2♣ both majors note 7; others nat.				
Strong 1NT		Double = penalties; 2♣ both majors note 7; others nat.				
Weak 2		Double = take out				
Weak 3		Double = take out				
4 bids		Double = take out				
Multi 2♦		Double = take out				
SLAM CONVENTIONS						
Name		Meaning of Responses	Action over interference			
Key Card Blackwood (4 Aces and K trumps)		5♣ = 1 or 4 aces; 5♦ = 3 or 0 ace, 5♥ = 2 aces no Q trumps; 5♠ = 2 aces + Q trumps				
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COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply		2♠	
Special meaning of bids		Cue bid = good raise	
Exceptions / other agreements		Jump raise pre-emptive	
Agreements after opponents double for takeout			
Redouble	9+ HCP	New suit forcing	Jump in new suit forcing
Jump raise	Pre-emptive	2NT	Good raise Other
Other agreements concerning doubles and redoubles			
OTHER CONVENTIONS			
Fourth Suit Forcing: A bid in the fourth suit is artificial, showing no particular Holding in that suit but requesting partner to describe his/her hand further.			
After 1♣ - 1♦ - 1♥, 1♠ is natural and 2♠ is 'fourth suit forcing'.			
Unassuming Cue Bids Opposite partner's overcall a cue bid shows a good raise			
SUPPLEMENTARY DETAILS			
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).			
1 Balanced hands not 12 to 14. With four hearts and four spades open 1♥, Otherwise open the longest suit or the higher ranking of 2 4-card suits.			
Unbalanced hands: always open the longest suit. With 2 5-card or longer suits always open the higher ranking. Consider Rule of 20 for light openings.			
4441 hands: singleton ♣ open 1♥; singleton ♦ open 1♣; singleton ♥ or ♠ open 1♦			
2 Rule of 20 : If HCP + length of 2 longest suits is 20+ consider opening with 10 HCP			
3 NT rebids: After 1 level response 1NT = 15-16; 2NT = 17-18; 3NT = 19			

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Hatch over 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	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	
v. NT contracts	<u>A</u> K 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	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	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
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	Attitude: high encouraging; low discouraging						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Suit preference signals: High = higher ranking other suit							
Low – lower ranking other suit							
SUPPLEMENTARY DETAILS (continued)							
6 2 suited overcalls 1m 2m shows 5+ -5+ in majors; 1M 2M shows 5+ -5+ in other major and a minor. 1any - 2NT shows 5+ - 5+ in two lowest unbid suits							



Name

EBU No.

Partner

EBU No.

GENERAL DESCRIPTION OF BIDDING METHODS			
Standard English Acol – Modern Acol			
1NT OPENINGS AND RESPONSES			
Strength	12 to 14	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints		Tick if may have singleton <input type="checkbox"/>	
Responses	2♣ Stayman		
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	11-12	2NT	Invitation to 2NT
Others 3♣/♦/♥/♠ = 5+-card suit and slam interest.			
Action after opponents double		Wriggle, XX=clubs and transfers	
Action after other interference		Bid naturally, X = takeout after suit overcall	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Game forcing or 23+ balanced	2♦ negative	
2♦	Weak two (5-9)	2NT asks for feature **	
2♥	Weak two (5-9)	2NT asks for feature **	
2♠	Weak two (5-9)	2NT asks for feature **	
2NT	20 – 22; 3♣ Stayman, 3♦/♥ Transfer;		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			

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