

OTHER OPENING BIDS					
	HCP	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11 - 19	<input type="checkbox"/> 4 <input type="checkbox"/> 3	Natural	1NT = 6-9, 2NT = 10-12, limit raises. When 1NT = 12-14, after a 1-level response a rebid of 1NT = 15-16, 2NT = 17-18, 3NT = 19 HCP. <input type="checkbox"/> Splinter Bids <sup>4</sup>	
1♦	11 - 19	<input type="checkbox"/> 4 <input type="checkbox"/> 3			
1♥	11 - 19	<input type="checkbox"/> 4 <input type="checkbox"/> 5			
1♠	11 - 19	<input type="checkbox"/> 4 <input type="checkbox"/> 5			
3 bids	6-10	7	Pre-emptive		
4 bids	6-10	8	Pre-emptive		

### DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
<i>Simple overcall</i>	Wide range, from 8+ at 1-level		
<i>Jump overcall</i>	Intermediate 11-16, good 6-card suit		
<i>Cue bid</i>	<input type="checkbox"/> Very strong hand, game force	<input type="checkbox"/> Michaels Cue Bid <sup>3</sup>	
1NT <i>Direct:</i> <i>Protective:</i>	16-18 11-14	As for 1NT opening	
2NT <i>Direct:</i> <i>Protective</i>	<input type="checkbox"/> 20-22 balanced <input type="checkbox"/> 20-22 balanced	<input type="checkbox"/> UNT <sup>1</sup>	As for 2NT opening after strong 2NT
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
<i>Strong 1♣</i>	N/A		
<i>Short 1♣ / 1♦</i>	Natural		
<i>Weak 1NT</i>	Double = penalties; suits natural		
<i>Strong 1NT</i>	Double = penalties; suits natural		
<i>Weak 2</i>	Double = take out <input type="checkbox"/> penalties <input type="checkbox"/>		
<i>Weak 3</i>	Double = take out <input type="checkbox"/> penalties <input type="checkbox"/>		
<i>4 bids</i>	Double = take out <input type="checkbox"/> penalties <input type="checkbox"/>		
<i>Multi 2♦</i>	N/A		

### SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
4NT:	5♣ = 0 or 4 aces; 5♦ = 1 ace	
<input type="checkbox"/> Blackwood	5♥ = 2 aces; 5♠ = 3 aces	
<input type="checkbox"/> RKCB	5♣ = 0 or 3 keycards; 5♦ = 1 or 4 keycards	Note 2
	5♥/♠ = 2 keycards without/with the trump queen	

COMPETITIVE AUCTIONS	
<i>Agreements after opening of one of a suit and overcall by opponents</i>	
<i>Level to which negative doubles apply</i>	<input type="checkbox"/> Not played <input type="checkbox"/> 2♠
<i>Agreements after opponents double for takeout:</i>	
<i>Redouble: 9+ HCP</i>	<i>New suit: forcing</i> <input type="checkbox"/> <i>Jump in new suit: Game forcing</i> <input type="checkbox"/>
<i>Jump raise: pre-emptive</i> <input type="checkbox"/>	<i>2NT: Good raise</i> <input type="checkbox"/>

### OTHER CONVENTIONS

<input type="checkbox"/> 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'.
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### SUPPLEMENTARY DETAILS

<i>(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).</i>
Note 1: Unusual No Trump (UNT). A direct overcall of 2NT shows at least 5-5 in the lowest two unbid suits.
Note 2: Keycards are the four aces and the king of the agreed trump suit.
Note 3: Michaels Cue Bid. A direct cue bid of the opened suit shows (1) At least 5-5 in the majors if the suit opened is a minor (2) At least 5-5 in the unbid major and one of the minors over a 1 of a major opening
Note 4: Splinter Bids. A double jump in a new suit shows a singleton or void in that Suit plus at least 4 card trump support.

