OTHER OPENING BIDS											
	НСР	See note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES Note						
1♣	11+		4								
1•	11+		4								
1♥	11+		4								
1♠	11+		4								
3 bids	7-9		7	Could be 5-9 non vulner	able						
4 bids	8-10		8								
*(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 NATURAL ONE OF A S		co	NVENTIONAL MEANING	SPECIAL Note: RESPONSES Note:						
Simple ov	5 C	5 Card Suit, Intermediate point range									
Jump ove	6 C	6 Card Suit, Weak									
Cue bid	5-5	5-5 in two other suits, Michaels									
1 NIT	Direct: Protective:		15-17 12+								
2NT	Direct: Protective	_	Unusual Unusual								
OPPONENTS OPEN WITH		1		FENSIVE ETHODS	SPECIAL Note RESPONSES						
Strong 1♣		X f	X for majors; 1NT for minors								
Short 1♣/1♦		Do	Double shows suit bid								
Weak 1NT	Weak 1NT			ASPTRO							
Strong 1N	Strong 1NT			ASPTRO							
Weak 2	X f	X for take-out									
Weak 3		X f	X for take-out								
4 bids			X for penalty								
Multi 2🔶			X = 16+ unbalanced; $2NT = 15-18$ , both majors stopped								
SLAM CONVENTIONS											
Name Meaning of Responses Action over interference											
Roman Ke	ey Card Bla	ckwood	5D=0 5H=2	or 4 controls or 3 controls controls without Q of trum controls with Q of trumps	ips						

COMPETITIVE AUCTIONS								
Agreements after opening of one of a suit and overcall by opponents								
s apply	3s							
	Unassuming cue bid							
Agreements after opponents double for takeout								
	New suit	Jump in new suit						
	Forcing Non-force							
2NT		Other						
	Jacoby							
OTHE		6						
	MENTARY DETA	ILS						
riate to the		1						
	buble for t	ne of a suit and overcall by op s apply 3s Unassuming cue bio buble for takeout New suit Forcing 2NT						

	OPENING LEADS									
	(For all the card combinations shown, clearly mark the card (Shade this box grey if using no normally led if different from the underlined card). (Shade this box grey if using no standard leads).									
	A <u>K</u>	<u>A</u> K x	<u>K</u> Q10 <u>K</u> Qx		K <u>J</u> 10 K1 <u>0</u> 9		<u>Q</u> J 10			
v. suit contracts	<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>			
cor <	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	х <u>х</u> х	x <u>x</u> x x				
Other	agreements	in leading, e	.g. high level con	tracts, parti	nership sui	ts:-				
			-		-					
	CARDING METHODS									
	Signals	Prim	Primary method v suit contracts			Primary method v NT contracts				
-					Show count, odds up					
On Pa	rtner's lead	Low	encourages		Snow	count, odd	s up			
On De	clarer's lead	Show	count, odds up		Show	count, eve	ns up			
On De		Show	-	raging	Show		ns up			
On De When	clarer's lead discarding	Show As ab	count, odds up		Show Low e	count, eve	ns up			
On De When	clarer's lead discarding	Show As ab	count, odds up ove, low encour secondary methods	(state when a	Show Low e	count, eve encouraging id exceptions	ns up			
On De When	clarer's lead discarding	Show As ab	count, odds up ove, low encour	(state when a	Show Low e	count, eve encouraging id exceptions	ns up			
On De When	clarer's lead discarding	Show As ab	count, odds up ove, low encour secondary methods	(state when a	Show Low e	count, eve encouraging id exceptions	ns up			
On De When	clarer's lead discarding	Show As ab	count, odds up ove, low encour secondary methods	(state when a	Show Low e	count, eve encouraging id exceptions	ns up			
On De When	clarer's lead discarding	Show As ab	count, odds up ove, low encour secondary methods	(state when a	Show Low e	count, eve encouraging id exceptions	ns up			
On De When	clarer's lead discarding	Show As ab	count, odds up ove, low encour secondary methods	(state when a	Show Low e	count, eve encouraging id exceptions	ns up			
On De When	clarer's lead discarding	Show As ab	count, odds up ove, low encour secondary methods	(state when a	Show Low e	count, eve encouraging id exceptions	ns up			
On De When	clarer's lead discarding	Show As ab	count, odds up ove, low encour secondary methods	(state when a	Show Low e	count, eve encouraging id exceptions	ns up			
On De When	clarer's lead discarding	Show As ab	count, odds up ove, low encour secondary methods	(state when a	Show Low e	count, eve encouraging id exceptions	ns up			
On De When	clarer's lead discarding	Show As ab	count, odds up ove, low encour secondary methods	(state when a	Show Low e	count, eve encouraging id exceptions	ns up			
On De When	clarer's lead discarding	Show As ab	count, odds up ove, low encour secondary methods	(state when a	Show Low e	count, eve encouraging id exceptions	ns up			
On De When	clarer's lead discarding	Show As ab	count, odds up ove, low encour secondary methods	(state when a	Show Low e	count, eve encouraging id exceptions	ns up			



## Janet Batson

EBU No.35240

Simon Westerman EBU No.112301

GENERAL DESCRIPTION OF BIDDING METHODS								
Acol with weak twos in diamonds, hearts, spades								
Four card majors								
1NT OPENINGS AND RESPONSES								
Strength 12	2-14		ificial give details below and make obvious by <b>Grey?</b>					
Shape constraints				If may have singleton make obvious by shading in grey the cell on the right	Grey?			
Responses 2. Stayman								
<b>2</b> Transfer to Hea	Transfer to Hearts			Transfer to Spades				
<b>2</b> Transfer to Clu	Transfer to Clubs, correct to D			11/12 Pts				
Others								
Action after opponents double xx = Clubs, exit transfers								
Action after other interferer	ural, double for penalties							
TWO-LEVEL OPENINGS AND RESPONSES								
Mean	ing			Responses	Notes			
2. Game Force	Game Force			2D<8 pts				
2 • 5-9 points, 6 card s	5-9 points, 6 card suit			2NT to describe more, Ogust				
<b>2</b> ♥ 5-9 points, 6 card s	suit			2NT to describe more, Ogust				
<b>2 • • • • • • • • • •</b>	suit		2NT to describe more, Ogust					
2NT 20-22 Balanced				Stayman and red suit transfers				
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE								

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