

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11*-19	<input type="checkbox"/>	3	* Light openings possible For opener's NT rebids – note 1	1NT response = 6-9	
1♦	11*-19	<input type="checkbox"/>	3		Response to 1♣/♦ – Note 7	
1♥	11*-19	<input type="checkbox"/>	5		Response to 1♥/♠ – Note 6	
1♠	11*-19	<input type="checkbox"/>	5			
3 bids	<10	<input type="checkbox"/>	6	Pre-emptive		
4 bids	<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		Natural				
Jump overcall		Weak, usually 6x suit.				
Cue bid		Michaels: 5x♥+5x♠ over 1♣/♦ opening. 5x opp major and 5x♣ or 5x♦ over 1♥/1♠; opening		2nt=Which minor?		
1NT	Direct: Protective:	15-18 10-15		As for 1NT opening		
2NT	Direct: Protective:	Lowest two unbid suits Lowest two unbid suits				
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		Crash				8
Short 1♣/1♦		System on				
Weak 1NT		X = penalties; Landy 2♣				
Strong 1NT		X = penalties; Landy 2♣				
Weak 2		X = take out. Suit/NT to play				
Weak 3		X = take out. Suit/NT to play.				
4 bids		X =penalty				
Multi 2♦		X = 13 – 15 bal or v strong 2N 16-18 bal				
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
Roman Key Card		5♣ = 0 or 3 key cards; 5♦ = 1 or 4. 5♥ = 2, no trump Q;				
Blackwood		5♠ = 2 with trump Q. Later 5NT asks for # of non trump K				
Gerber		After 1 or 2NT opening (no suit has been bid)				

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply		3♠ if pre-emptive, otherwise 2♠		
Special meaning of bids				
Exceptions / other agreements		Jump raise pre-emptive		
Agreements after opponents double for takeout				
<b>Redouble</b>	9+HCP-no fit	<b>New suit</b>		
<b>Jump raise</b>	Barrage	<b>2NT</b>	----->	Natural. 10-12 hcp
OTHER CONVENTIONS				
<b>Fourth Suit Forcing:</b> A bid in the fourth suit is artificial, showing no particular holding in that suit but requesting partner to describe their hand further. After 1♣1♦1♥, 1♠ is natural				
<b>Unassuming Cue Bids</b> Opposite partner's overcall a cue bid is forcing with support.				
<b>Splinters:</b> Unusual jump e.g. 1♥-3♠ is game forcing and shows a shortage.				
SUPPLEMENTARY DETAILS				
<b>1 NT rebids:</b> 1♥-1♠-1NT = 12-14; 1♣/♦-1x-1NT=12-14; 1x-1y-2NT = 18-19. After 1♥/♠-2x (10+ points), 2N=12-14 non- forcing. <b>After 1NT rebid, 2♣ is now 'checkback'</b>				
<b>2 After Weak 2:</b> 2NT is forcing, game interest: Opener rebids: 3 of opener = weak. 3 other suit= max with A any or Kx ( or longer). 3nt = max, no outside feature.				
<b>3) Response by opener:</b> 2NT 15/16; 3♣ 16/17				
<b>5</b> Continuations after a 2♣ opening and a 2NT rebid are as over an opening 2NT bid. CP= control points where K=1 and A=2. <b>P0D1</b> and <b>P0XX1</b> apply where interference bids/x after 2♣ opener.				
<b>6 After 1♥/♠ opening:</b> Simple raise=3+ cards and <10 points, jump raise=3+ cards and 10 -12 points 2NT is game forcing, 3NT is a flat 15-17 points.				
After 2NT response: 3 new suit is showing 0/1 and 6 or < loser hand. <b>3M max (18-19); 3NT med (16-17);4M min (12-15).</b> 4 new suit shows good 2 <sup>nd</sup> suit with 6 or < loser hand.				

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	<u>A</u> K	<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>	10 <u>9</u> 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 x <u>x</u>	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	<u>x</u> x x	x <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
<b>Jack lead denies higher honour. Strong 9/10's</b>							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	give count. High lo even						
On Declarer's lead	Count: high-low=even no. of cards; upwards = odd no.						
When discarding	Italian = odd this suit; even Mckenney. 6 neutral.						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Suit preference signals							
SUPPLEMENTARY DETAILS (continued)							
7 After 1♣/♦ opening: 2NT=13-15 points GF 3NT=16-17							
8 Crash (Colour, Rank, Shape) <u>X/♦/NT</u> where x=2x suits same colour, 1♦=2x suits same rank, 1NT=2x suits different colour/rank							
9 1NT, 3♣ is puppet stayman: Bid a 5CM, 3♦ with 4 card major(s) or 3NT without a 4CM. After 3♦, resp bids his non 4 card major, NT to play or 4♦ with both majors.							
10. 1nt 2♣ 2♦ 3♥/3♠ = 5x in this major+4x in the other. 1nt 2♣ 2nt 3♣ = Tell me which is your 3x maj suit. If 3x in both, will bid 3♥ -enquirer bids 3NT/4♥							



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GENERAL DESCRIPTION OF BIDDING METHODS			
<b>5 card majors, strong NT, 3 weak 2s</b>			
<b>1NT OPENINGS AND RESPONSES</b>			
<b>Strength</b>	15 to 17	Tick if artificial and provide details below <input type="checkbox"/>	
<b>Shape constraints</b>	Includes all 5332	Tick if may have singleton <input type="checkbox"/>	
<b>Responses</b>	2♣ Stayman (0-9 hcp) 3♣ Puppet Stayman 10+ hcp. (note #9) 4♣ Gerber 4NT Quantitative		
2/4♦	Transfer to hearts	2/4♥	Transfer to spades
2♠	McKendrick (note 3)	2NT	Flat 9
Others	3♥/♠ = Game values, 5x in the bid major with 4x in the other.		
Action after opponents double	<b>Systems on.</b> Pass demands XX, XX relay to 2♣- p/c		
Action after other interference	<b>Lebensohl:</b> Cue bid of anchor suit is Stayman Direct cue bid or 3NT denies a stop, via 2NT Shows a stop. Double of natural bid shows values for at least 2NT		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	GF or 23+ balanced	2♦ 0-1CP, 2♥ 2CP, 2♠ 3CP, 2NT 4CP.....	5
2♦/2♥/2♠	Weak usually 6 cards	2NT- asking	2
2NT	20-22 Balanced or semi balanced.	3♣ Puppet Stayman, 3♦/♥ =5x♠+4x♥	9/10
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Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.