

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10+	<input type="checkbox"/>	3/4	Inverted Minor raises	2NT=10+pts,4cd Support	<i>see 1</i>
1♦	10+	<input type="checkbox"/>	4	Inverted Minor raises	2NT=10+pts,4cd Support	<i>see 1</i>
1♥	10+	<input type="checkbox"/>	4		2NT=10+pts,4cd Support	<i>see 1</i>
1♠	10+	<input type="checkbox"/>	4		2NT=10+pts,4cd Support	<i>see 1</i>
3 bids		<input type="checkbox"/>	6	Pre-emptive 3NT=2 Way	Change of suit-forcing	
4 bids		<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	Roman style, 2 suited <i>see 5</i>		<i>see 5</i>
Cue bid	Roman style, 2 suited <i>see 5</i>		<i>see 5</i>
1NT Direct: Protective	Direct – 15-18. Protective – 10 -15	Responses As for Opener	
2NT Direct: Protective	Roman style, 2 suited <i>see 5</i> 19-21		<i>see 5</i>
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣/1♦/2♣Acol	Truscott <i>see 6</i>		
Short 1♣/1♦	If Non-Forcing, treated as a Natural Suit		
Weak 1NT or }	<i>see 7</i> 2C/2D=Asptro;2NT=strong 2 suiter.	If Majors anchor longer. Pairs-Natural	<i>see 7</i>
Strong 1NT }	4 <sup>th</sup> Pos-2C=Majors then	transfer responses	
Weak 2	T/O Double		<i>see 9</i>
Weak 3	T/O Double		
4 bids	Dbl = Take out		
Multi 2♦	*=12-15 or 19+, 2NT=16-18pts	In 4 <sup>th</sup> * = 2 suits excl * suit In 6 <sup>th</sup> * =Penalties: Suit = 2suits	

### SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
Roman Keycard Blackwood	with agreed Minor 5♣ = 3,0 - 5♦=4,1,	DOPI;ROPI
San Fransisco after 2D Open	reversed with NT/Major. 5♥= 2 from 5	
	without trump Q, 5♠= 2 with trump Q.	
<b>Grand slam force</b>	6 of suit = 0 top honours; 6C 1 of 3;	6D = 1 of 2 + extras

### COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply	6♦ - unless we have agreed suit or pre-empted		
Special meaning of bids	Weak Jump Shift with 6+ cds NF		
Exceptions / other agreements	Splinter-Jumps in opponent's suit after overcall		

Agreements after opponents double for takeout			
Redouble	11+pts	New suit	4+ card suit
Jump raise	Pre-emptive	2NT	Raise to 3+
			Jump in new suit-weak 6+ cd suit NF
			4 new suit=12-15pts 5+cds +4+suppt

Other agreements concerning doubles and redoubles	
Competitive – after Opponents overcall and support a suit	
Responsive – after Opponents open and support a Major after our T/O double – shows 4 other Major	
Lightner – lead directing;	ReDouble after 1 Major * = Ax or Kx Major Suit support

### OTHER CONVENTIONS

<b>LEBENSOHL</b> - after opposition interference over 1NT, <b>2 bids</b> = competitive, <b>3 bids</b> forcing, <b>2NT</b> asks partner to bid 3♣, usually competitive in unspecified suit. Also 1NT(bid) <b>Dble</b> =at least values for
2NT. 1NT(bid) <b>cuebid</b> =Staymanic, no stop, 1NT(bid) <b>2NT, 3C, cuebid</b> =Staymanic, with stop, 1NT(bid)
<b>3NT</b> =no 4 card Major, no stop; 1NT (bid) <b>2NT, 3C, 3NT</b> = no4 card Major, with stop
<b>Trial bids</b> are normally long suit. <b>Fourth Suit Forcing=GF</b>
<b>Crowhurst 1NT, 2♣</b> - 1NT re-bid = 13-17pts, 2♣ asks then 2NT = 16-17pts; 2H/S=13-15pts 4 card suit; 2 Partner's suit =15pts, 3 card support; 2H after 1H opening 5Cds 13-15pts; 2D = 13-15pts any other.
<b>Unassuming cue bids</b> - Partner cue bids enemy suit over your overcall = 1 round force.
<b>Defence against Opponents UNT: See 8</b>

### SUPPLEMENTARY DETAILS

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).
<b>1. 2NT=GF</b> after 1 <sup>st</sup> /2 <sup>nd</sup> posn 1C/D. <b>Fit Double Jump</b> -c12-15HCP ;4 cd sppt 5+ cards in suit (see other system aspects)
<b>2. OVER 1NT ; 3C</b> after openers response to Stayman shows c18pts and asks for further info, <b>2D</b> - 2H - 2S = 16-17pts 6 card suit and Opener rebids 2NT. Responses of <b>2D,2H,2S,2NT</b> are transfers; <b>2D-3D</b> =Ext Stayman-3S =3S+2H. <b>2D-3Major</b> = GF with shortage in Major.
<b>3. 2C RESPONSES. 2H</b> =0-3 pts+5/6 S. or 0-7 nts 4441 single H. <b>2S</b> =0-3pts flat or 5/4 Majors or Minors. <b>2NT</b> =0-3pts 5H or 0-7pts 4441 with 4H. <b>3 Minor</b> =0-3pts+5card Minor or 0-7pts 5 cd Minor +4 cd Major. <b>3H</b> =4-7 pts + 5/6 S. <b>3S</b> =4-7 pts Flat (may have both Minors). <b>3NT</b> =4-7 pts + 5/6 H.
<b>4. MOD WRIGGLE defence to 1NT*</b> ; <b>Pass</b> = forces to rdbble, after rdbble pass to play or suit bid is escape with 2, 4 card suits not D and S. <b>Rdbble</b> =escape any 4/3/3/3. <b>2D</b> = transf to H. <b>2H</b> = transf to S. <b>2C</b> = either clubs, diamonds, or 4 cards in D+S; after further dble pass = Clubs, redble = Diamonds, 2D= D+S



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### OPENING LEADS

For all the card combinations shown, clearly mark the card normally led if different from the underlined card.

Hatch over or shade 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 <u>x</u> x	<u>10</u> 9 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	
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 <u>x</u> x	<u>10</u> 9 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	<u>x</u> x x	x <u>x</u> x x	

Other agreements in leading, e.g. high level contracts, partnership suits:-

- A, K, Q, J Lead in NT = San Francisco – asks for 2<sup>nd</sup> highest from partner.

### CARDING METHODS

	Primary method v suit contracts	Primary method v NT contracts
On Partner's lead	Reverse Distributional (see below)	Reverse Distributional (see below)
On Declarer's lead	Reverse Distributional	Reverse Distributional
When discarding	McKenney	McKenney

Other carding agreements, including secondary methods (state when applicable) and exceptions to above

- Trumps may indicate suit preference
- Lead of K asks for reverse attitude in suit

### SUPPLEMENTARY DETAILS (continued)

**5. ROMAN JUMP OVERCALLS:**(not including openers suit) **Suit**= that suit & the next suit above.

**2NT**= 2 lowest available ranking suits, the higher ranking being longer. **Cue Bid** = 2 non touching

suits, lower ranking being longer. **Jump cue bid over minor** = both majors, longer spades

**Jump overcall of one major over other major** = longer major, either minor

**6 Truscott:**Suit=suit + next suit, \*=suit + "odd" suit,NT=other "odd" suits, jump in suit=long suit

**7. Asptro** in Teams/Butler Scoring, **Natural** in Match Point Pairs

**8 Over UNT (D+C):**3C =3 cd suppt+4 other Maj, 3D=3 cd sup+5 other Maj. 3NT=12+pts <3 cd suppt..

**9** - response of **2NT** is Lebensohl style, either weak or strong demanding 3C from doubler. Cue bid is

staymanic showing stop, **3NT**=1/2 stop in Opp's suit. **2NT**=16 - 18 bal – Responses as over a strong 2NT,

**Suits** = Natural, **Direct cue bid**=staymanic no stop.

### GENERAL DESCRIPTION OF BIDDING METHODS

Acol with Multi - 2♦, Lucas 2s

### 1NT OPENINGS AND RESPONSES

**Strength** 12-14;15-17 in 3<sup>rd</sup> pos Vul Tick if artificial and provide details below

**Shape constraints** Flat, possible 5 card suit Tick if may have singleton

**Responses** 2♣ - Non-Promissory Stayman + Extended Stayman *see 2*

2♦ Trans to 2♥ or 16-17 and a 6 card suit 2♥ Transfer to 2♠

2♠ Transfer to 3♣ 2NT Transfer to 3♦

**Others** 3♣, 3♦ c10pts 6card suit, 2 of top 3 honours; 3♥,3♠ G/F c18+ 5card suit; 4♣=5♣+4♦ 18+; 4♦=5♦+4♣ 18+. Also *see 2*

Action after opponents double *see 4*

Action after other interference Lebensohl

### TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	Strong, Game force <i>see below</i>	2♦-pos; other bids weak (see below)	
2♦	6 cd maj, 5-9NV/6-10v; Acol 2 any suit; 17-22 3 suits 4441 or 5440	2♥relay; 2♠int 3/4♥,2NT=fcg,3♥defen raise in H/S either major	
2♥	5-9 NV/7-11V; 5♥+4+cd other suit	{2NT-F, Next st asks for 2 <sup>nd</sup> st NF	
2♠	5-9 NV/7-11V; 5♠+4+cd other suit	{4 minor = cue bid, agrees mjr	
2NT	20-22pts Balanced or Semi-Balanced	3C is Puppet Stayman	

### OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Jump shift by Responder is weak, usually holding 6+ card suit

**2C RESPONSES** 2H=0-3 pts+5/6 S or 0-7 pts 4441 single H. 2S=0-3pts flat or 5/4 Majors or Minors.

2NT=0-3pts 5H or 0-7pts 4441 with 4H. 3Minor=0-4pts+5card Minor or 0-7pts 5 cd Minor +4 cd Major.

3H=4-7 pts + 5/6 S. 3S=4-7 pts Flat (may have both Minors). 3NT=4-7 pts + 5/6 H.

After Interference: Pass=Positive, Bids as Above where possible, \* where bids not possible

Opener, Following further interference after +ve Resp, \* shows strength in suit and NB is Forcing.

**Puppet Stayman** after 2NT (or 2x-2NT). **Splinter-Jumps** in opponent's suit after opponents overcall

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