

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 Jump to 2♥♠ weak (4-8). Note 2.	
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"/>	7	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 6 card suit. 3♣ is 5-5 in extreme suits.			2, 4	
Cue bid		5-5 in the highest suits.			4	
1NT	Direct: Protective:	16-18 11-14	As for 1NT opening			
2NT	Direct: Protective:	Lowest two unbid suits Lowest two unbid suits				4
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣		Double= both majors; 1NT both minors				
Short 1♠/1♦		System on, Questem				
Weak 1NT		Double = penalties; Landy			3	
Strong 1NT		Double = penalties; Landy “ “				
Weak 2		Double = take out				
Weak 3		Double = take out				
4 bids		X =t/o ,4NT = 2suits				
Multi 2♦		X=13-15 bal or v strong, 2NT =16-18 bal (as opener)				

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 lowest king.	
Gerber	After 1 or 2NT opening (no suit has been bid)	
		DOPI, ROPI

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply			3♠	
Special meaning of bids			Cue bid = Forcing	
Exceptions / other agreements			Jump raise pre-emptive	
Agreements after opponents double for takeout				
Redouble	9+ HCP	New suit	NF-at 1 level	Jump in new suit-system on.
Jump raise	Pre-emptive	2NT	System on	

Other agreements concerning doubles and redoubles

Lebensohl applies after a double of a weak 2 opening or 1 suit-pass-2 suit-X

Double of 1st response of 1NT is suit takeout e.g. 1♠-P-1NT-X

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 their hand further. After 1♣ - 1♦ - 1♥, 1♠ is 'fourth suit forcing'

Unassuming Cue Bids Opposite partner's overcall a cue bid is forcing with support.

Long suit trial bids: 1♥♠-2♥♠, 3 suit is invitational, showing where support is helpful

Splinters: Unusual jump e.g. 1♥-3♠ is game forcing and shows a shortage.

SUPPLEMENTARY DETAILS

1 NT rebids: 1♥-1♠-1NT = 12-14; 1♣/♦-1x-1NT=12-14; 1x-1y-2NT = 18-19; 1x-1y-3NT = long suit. After 1♥/♠-2x (10+ points), 2N=12-14 non- forcing, 3N =18-19 balanced. After 1♦-2♣, 2NT=12-14, 3NT=15+. After 1NT or 2NT rebid, lowest unbid minor is checkback, inquiring about the majors.

2 After Weak 2♥♠: 2NT is Ogust: 3♣♦♥♠ = min bad suit, min good suit, max bad suit, max good suit. 3NT = AKQ. Same system after weak jump overcalls and weak jump shifts After a weak two, minimum level change of suit is not forcing, simple raise is pre-emptive.

3 Defence 20 1N: 2C = 5+. 4+ in majors. 2N minors

4 2 suited overcalls: 2NT=lowest 2 suits. 3♣=extreme 2 suits. Cue bid=highest suits. Strg or weak. Bid separately if intermediate. 1 suit, pass, 1 suit, 1NT shows 5-5 in other 2 suits.

5 Continuations after a 2♣/♦ opening and a 2NT rebid are as over an opening 2NT bid.

6 After 1♥♠ opening: Simple raise=3+ cards and ~4-7 points, jump raise=3+ cards and ~8-9 points with distribution or flat 10 count. 3♣/3♦ is invitational with 3/4 card support (opener will cue bid if strong). 2NT is game forcing, 3NT is a flat 13-15 points. After 2NT response: 3♣=min(11-14) with 1+ key card or max with ♣A only, raise to 4=min with no key cards (then 4NT is RKCB for Kings), 3NT=max with no key cards (then cue is K or singleton, RKCB for kings), 4 level=splinter, other 3 level = cue bid.

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>	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 <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:-							
A asks for attitude. K for count							
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	HELD other than NT contracts, then McKenney						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Suit preference signals							
SUPPLEMENTARY DETAILS (continued)							
7 After 1♣/♦ opening: Simple raise=-4-7 points with 5 card support, jump raise=-8-9 points with 5 card support, 2NT=10+ points with 5 card support. 3NT=13-15 flat. After 1♣-2NT, 3♣ is minimum. After 1♦-2NT, 3♣ is minimum with 3 diamonds, 3♦ is minimum with 4+ diamonds.							
8 Stayman: 2♣ after 1NT asks for 4 card major. Extended Stayman: 1NT-2♣-2♦-3♦ asks for a 3 card major. Minor suit stayman: 1NT-2♣-2x-3♣ asks about minors. Then 3NT=0 or 2 4 card minors, 3♦ = a 4 card minor, 3♥/♠ shows 5 clubs/diamonds. After 1NT-2♣-2x-3♣-3♦, 3♥ is asking, with 3♠ and 3NT responses showing clubs and diamonds.							
9 2NT, 3♣ is puppet stayman: Bid a 5 card major, 3♦ with a 4 card major or 3NT to play. After 3♦, responder bids his non 4 card major, 3NT to play or 4♦ with both majors.							



Name James Dow

EBU No. 431022

Partner Paul Slater

EBU No. 429798

GENERAL DESCRIPTION OF BIDDING METHODS			
Benjamised twos 5 card majors, strong no trump			
1NT OPENINGS AND RESPONSES			
Strength	15 to 17	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints		Tick if may have singleton <input type="checkbox"/>	
Responses	2♣	Stayman, Extended Stayman, (note 8)	
2/4♦	Transfer to hearts	2/4♥	Transfer to spades
2♠	Transfer to clubs	2NT	Transfer to diamonds
Others	3♥/♠/♦ = 6+ cards, forcing. 3♣ = puppet stayman (10pts+)		
Action after opponents double	Systems on: P demands XX or 5cnds, XX relay to 2♣- p/c		
Action after other interference	Lebensohl: 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♣	Acol 2 or 22-23 balanced	2♦ 0/1 ctrl pts, 2♥=2CP, 2♠=3CP etc	5
2♦	GF or 24+ bal	2♥=0/1CP, 2♠=2CP rtc	5
2♥	Weak 2, 5-9 usually 6 card suit	2NT- Ogust	2
2♠	Cd be weaker in 3 rd seat		
2NT	20-21; 3♣ Puppet Stayman, 3♦♥ Transfer; 3♠=5♠+4♥		9

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