

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	12-19	<input type="checkbox"/>	4	Natural	1NT = 6-9 HCP	
1♦	12-19	<input type="checkbox"/>	4	Natural	Splinter=9+	1
1♥	12-19	<input type="checkbox"/>	4	Natural	2NT=10+support	
1♠	12-19	<input type="checkbox"/>	4	Natural	Jump= pre-empt	
3 bids	0-10	<input type="checkbox"/>	6	Pre-emptive		
4 bids	0-10	<input type="checkbox"/>	7	Pre-emptive		9
*(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,8+				
Jump overcall		WEAK, 6+ SUIT, 0-10 NV & V				
Cue bid		MICHAELS			2NT = BID MINOR	3
1NT	Direct: Protective	15-18: 15-18				
2NT	Direct: Protective	UNUSUAL NT				2
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣		TRUSCOTT				10
Short 1♣/1♦		MICHAELS				3
Weak 1NT		ASTRO			2NT= OTHER SUIT	4
Strong 1NT		ASTRO			ENQUIRY	
Weak 2		DOUBLE = T/O				
Weak 3		DOUBLE = T/O				
4 bids		DBLE = T/O,UN-4NT				2
Multi 2♦		DIXON				11
SLAM CONVENTIONS						
Name	Meaning of Responses		Action over interference			
BLACKWOOD 4NT	5♣= 0 or 4 Aces, 5♦= 1, 5♥=2, 5♠= 3		PODI 1			
GERBER 4♣	4♦= 0 or 4 Aces, 4♥=1, 4♠=2, 4nt= 3		PODI 1			
KEYCARD 4NT	5♣=0/3, 5♦=1/4, 5♥=2-Q, 5♠=2+Q		PODI 2			
	OPPS bid above our suit		PODI 3			

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply		3S		
Special meaning of bids				
Exceptions / other agreements				
Agreements after opponents double for takeout				
Redouble	9+hcp	New suit	forcing	Jump in new suit= NAT
Jump raise	Pre-empt	2NT	Truscott	Other
Other agreements concerning doubles and redoubles				
Lead directing: Doubles of artificial bids				
Penalty: Doubles of opening NT Bids				
Re-double after 1NTX = transfer to clubs				
OTHER CONVENTIONS				
Fourth-suit forcing: A bid in the fourth suit is artificial and forcing (one round)				
GAMBLING 3NT Opening 3NT= a long minor suit - AKQXXXX				
Response of 4NT is asking suit length: Pass = 7 cards; 5NT= 8cards				
Long suit trial bids = asking for help in bid suit.				
Grand Slam Force (5NT): 6♣= 0 Honours, 6♦= 1, 6♥= 2, 7 of suit = 3 honours				
Exit Transfers 1NT-(Dble)-redble=transfer to clubs, 2♣=D, 2♦=H, 2♥=S				
SUPPLEMENTARY DETAILS				
(Please cross-reference where appropriate to the relevant part of card).				
1. Splinter = Support for partners suit, 9+ HCP & singleton or void in bid suit				
2. Unusual 2NT: Shows 5/5 in the 2 lowest unbid suits and 9+ HCP.				
1♠ or 1♥-2NT = 5/5 in minors: 1♦-2NT = 5♥ and 5♣: 1♣-2NT = 5♥ and 5♦				
3. Michaels: Variable 7+ hcp. 1♠-2♣ or 1♦-2♦ shows at least 5-5 in the majors.				
1♥-2♥ or 1♠-2♠ shows at least 5-5 in the other major and a minor				
4. Astro: 2♣= H & a minor (4/4 or better, 8-15 HCP); 2NT minor enquiry				
2♦: spades & another (4/4 or better in length, 8-15 HCP); 2NT other suit enquiry				
2♥ or 2♠: Natural 5+ suit: 2NT: 5/5 in minors				
1.PODI : Pass = 0 Aces, Double = 1, Bid of next suit up =2, skip a suit = 3				
2.PODI : PASS=0/3 keycards, DBL=1/4, bid next suit up =2-Q, skip suit =2+Q				
3.PODI : PASS= EVEN number of keycards 0/2/4, DBL= ODD number 1/3				



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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 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 (x)	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/Q = ATTITUDE K= COUNT							
9 = POOR SUIT (SWITCH)							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Hi enc						
On Declarer's lead	Count						
When discarding	Italian						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
May show Count signal on partners lead if judged appropriate.							
Suit preference signal on lead to a singleton or void.							
Italian Discards: Odd=like suit, Even = McKenny (first discard)							
SUPPLEMENTARY DETAILS (continued)							
6. Truscott: 1suit-(any)-2NT = 4 card support and 10+ HCP, raises are pre-emptive							
7. Ogust: 2♥ or 2♠ opening bid - 2NT = enquiry for suit quality and HCP							
, 3♣ = weak suit, 0-7HCP, 3♦ = strong suit, 0-7 HCP							
3♥ = weak suit, 9-10 HCP, 3♠ = strong suit, 9-10 HCP, 3NT = AKQxxx, 9-10 hcp							
10. Truscott over strong Club. Dbl=C+H, 1NT=D+S, 1 D=D+H, 1H=H+S, 1S=S+C, 2C=C+D							
11. Over Multi2D: 2H,2S,3C,3D = Natural, DBL= 13-15 balanced or semi-balanced							
OR 19+ hcp any shape, 2NT=16-18hcp, 3NT=gambling							
12. .3♣= 5card Puppet stayman:3H/S=5, 3D= 4 (3H/S=other major),3NT=no							

GENERAL DESCRIPTION OF BIDDING METHODS			
Benji Acol (4 Card Majors)			
1NT OPENINGS AND RESPONSES			
Strength	11-14hcp	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints	balanced	Tick if may have singleton <input type="checkbox"/>	
Responses	2♣ Stayman NonP:	Majors OR takeout to minor	
2♦	Transfer hearts	2♥	Transfer spades
2♠	11hcp	2NT	12 hcp
Others			
Action after opponents double		Exit Transfer	
Action after other interference		DBL= penalty, Lebensohl	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	8/9 playing tricks or 23-24hcp	2♦ relay, then 2NT neg	
2♦	Game force or 25+ hcp	2♥ = relay	
2♥	0-10 hcp with 6 card suit	2NT = Ogust	7
2♠	0-10 hcp with 6 card suit	2NT = Ogust	7
2NT	20-22 hcp balanced	Puppet Stayman & RST	12
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
Opening Bids: High card points may be reduced according to distribution			
Negative Doubles - showing an unbid suit - usually a major			
Weak Jump Overcalls- 0-10 HCP (0-15 over strong ♣ opening**)			
Pre-emptive major raises			
12. Puppet stayman cont.... 2N-3S=5S+4H			

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