

ORANGE BOOK

HANDBOOK OF
EBU DIRECTIVES
and
PERMITTED AGREEMENTS

Revised 2011



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EBU DIRECTIVES
and
PERMITTED
AGREEMENTS

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of the English Bridge Union

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Changes effective from August 1st 2010 are shown in **GREEN**
Changes effective from August 1st 2011 are shown in **RED**

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1 GENERAL

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1 A *Introduction*

This revised edition, which replaces the 2010 version, is the result of consultation and discussion by the Laws and Ethics Committee. We have also taken into account comments and suggestions from many other members of the EBU, and we thank them for their input. We have tried to allow for experimentation as requested without losing the protection that the regulations are intended to provide. We hope and believe that these regulations will provide a structure to enable all to enjoy the game.

This Orange Book is based on the 2006 edition. Amendments since then have made certain sections redundant and they have been removed in this edition. Where this occurs you will see 'Paragraph removed'. This means that the numbering system is preserved as far as possible.

Changes to the book are effective from August 1st 2011.

Jeremy Dhondy

Chairman, Laws and Ethics Committee

1 B *Contacts*

The Laws and Ethics Committee hopes you find this booklet useful. If you have any comments or queries, please address them to the Secretary of the Committee who may be contacted:

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L&EC page:	http://www.ebu.co.uk/laws_ethics/default.htm	

The EBU L&E committee has a webpage, with this *Orange Book*, the *Tangerine Book*, the *White Book*, various regulations, useful telephone numbers, links to the Laws, telephone numbers of EBU TDs and Referees, forms for TDs, and other useful items for TDs and Appeals Committees.

There are several different forums which deal with bridge law and regulation. They are independent of the EBU and the views expressed are not necessarily those of the EBU. One such is <http://www.bridgebase.com/forums/forum/43-laws-and-rulings/> hosted by Bridge Base Online.

David Stevenson is also happy to assist with enquiries – he can be contacted as follows

☎ 07778 409955; email orang@blakjak.org.

1 GENERAL

1 C *Following published regulations*

- 1 C 1 Players entering events are required to submit themselves to the published regulations.
- 1 C 2 Players are required to comply with regulations even though they may doubt the legality of the regulations (under the Laws of bridge). Players seeking to challenge regulations should do so by approaching the Laws and Ethics Committee via correspondence, rather than (say) via the appeals process. See 1 B for how to contact the Committee.
- 1 C 3 The Laws and Ethics Committee encourages such approaches in cases of difficulty.

2 TOURNAMENT DIRECTOR

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2 A ***Calling the TD***

2 A 1 The TD must be called as soon as attention is drawn to an irregularity. The right to redress may be lost if he is not called promptly. (Law 9B1(a))

2 A 2 A player may call the TD when he thinks his side's rights might have been damaged; he does not have to be sure. Players should refrain from casting aspersions on another player because of a call for the director.

2 A 3 Although there are circumstances under Law 16 where a player may 'reserve his rights', it is usually better to call the TD, but see 2 A 4. This assumes there is a non-playing TD to be called. In the case of a playing TD, or no TD (as in a match played privately), a player may have no choice but to reserve his rights.

2 A 4 In practice there are occasions where failure to call the TD is often not fatal. If the four players at the table agree that there was a hesitation, and all four are experienced and know their rights, then leaving it to the end of play to see if there is any potential damage does not matter very much.

2 A 5 However, it is very important to call the TD immediately in the following cases when:

- (a) a player doesn't answer questions about the meaning of a call (or play).
- (b) an opponent corrects any information he or his partner has given - and this includes saying that a call should or should not have been alerted even if it was not permitted (Law 75D) for the player to make such a correction.
- (c) there is conflicting information about the meaning of a call or play, eg when an explanation is different from the convention card.
- (d) there is an insufficient bid.
- (e) there is a lead, play or call out of turn.
- (f) there is a defender's exposed card.
- (g) there is a dispute over a claim.
- (h) there is any bad behaviour.

2 B ***Less experienced players***

2 B 1 TDs must always apply the law, but where they are allowed to exercise discretion they may treat more gently the less experienced player who is unlikely to be aware of every technicality.

3 DISCLOSURE OF SYSTEM

3 DISCLOSURE of SYSTEM

3 A Requirements

- 3 A 1 All agreements, including implicit understandings and practices of the partnership, must be fully disclosed to opponents. (Law 40)
- 3 A 2 Implicit understandings in bidding and play arise from partnership experience, which may include external experience by the partners not available to opponents (such as if both partners have partnership experience with the same third player, which is likely to affect their interpretation of undiscussed sequences). Opponents are entitled to know about implicit understandings.
- 3 A 3 It is expected that experienced players will protect themselves in obvious misinformation cases. If such players receive an explanation which is implausible, and they are able to protect themselves by seeking further clarification without putting their side's interests at risk (eg by transmitting unauthorised information or waking the opposition up), failure to do so may prejudice the redress to which they would otherwise be entitled.

3 B Questions and Explanations: General (Law 20, 41B)

- 3 B 1 Explanations must not be given unless asked for, except announcements – see 5 A 3.
- 3 B 2 Following a question legitimately asked, the questioner may ask a supplementary question to clarify the answer or to find out if the call has any conditional meanings. The questioning must not amount to harassment.
- 3 B 3 A player should explain only the partnership agreement. If the player does not know the meaning of partner's call, or there is no agreement, there must be no statement of how the player intends to interpret it.
- 3 B 4 A player can find it difficult to strike a balance between giving opponents information to which they are entitled, and avoiding saying how the player intends to interpret a call or play which has not been specifically discussed. If the player believes that the meaning of partner's call is affected by relevant partnership experience the answer should be along the lines of "we have not specifically discussed it, but we have agreements in analogous situations which may be relevant". For example, an undiscussed situation might be analogous to something which has been discussed, so that both partners might expect that they would reach the same conclusion at the table. Opponents can then ask a supplementary question about the analogous situations if they wish to do so.
- 3 B 5 If a player is asked for an explanation of a call in relation to which the pair has no agreement, either explicit or implicit, the player should say so, but bear in mind that the longer a pair has played together the more implicit agreements they are likely to have. (Law 75C)
- 3 B 6 'Forcing' means a call which a partnership has agreed cannot be passed. Forcing, without qualification, means forcing from strength. If a forcing bid might be made with a weak hand, a player must qualify any explanation to make this clear.
- 3 B 7 Whilst all agreements must be disclosed, they do not constitute an undertaking to the opposition. For instance, a player is quite entitled to pass a forcing bid, as long as the partnership has no agreement that this might happen.
- 3 B 8 The use of the word 'normal' or 'natural' to describe the partnership agreement of a call, and especially a play of the cards, should be avoided as it is often capable of misinterpretation.

3 DISCLOSURE OF SYSTEM

- 3 B 9 While specific questions may elicit the actual facts that the questioner wishes to know, there is a danger that they may lead to incomplete answers. For example, if a 3♣ overcall is Ghestem, showing a hand with two specified suits, and if an opponent merely says “Weak or strong?” it is not unreasonable for a player to answer “Weak”, since this is true (and since more complete answers have been known to elicit comments such as “I did not ask that.”).

Unless the questioner really only wants to know something specific he should merely ask “What does that call mean?”. If the questioner asks a more specific question then a TD or Appeals Committee is unlikely to consider it misinformation if he gets a correct but incomplete answer to his question. Furthermore, asking “What does that call mean?” rather than any more pointed question tends to avoid a suggestion of unauthorised information.

Alternatively the questioner can ask for an explanation of the entire auction rather than individual calls, and opponents should then give all (relevant) information, inferences etc.

- 3 B 10 Paragraph removed.

- 3 B 11 Some bids are referred to as ‘tactical’, being often used in a way that opponents, especially inexperienced opponents, will find misleading. The use of such bids often leads to implicit agreements, which must be fully disclosed.

For example, most players play a 2NT response to a weak two as an enquiry, usually to investigate game or slam. Some players also bid 2NT on weak hands with a fit, expecting to gain from the confusion of opponents who expect a strong hand. This is a well-known tactic, but must be disclosed. If the meaning of the 2NT was asked, for example, the description ‘Ogust’ or ‘asking’ is insufficient. The answer must include the possibility of the response being made on a weak hand.

3 C *Disclosure of carding methods*

- 3 C 1 If a partnership’s agreement includes alternative meanings for leads, signals or discards, then opponents are entitled to know the partnership practice and implicit understandings as to the circumstances in which each alternative applies. For example, the opponents are entitled to know the agreed meaning of the card played by third hand when a defender cashes a winner and there is a singleton in dummy.

- 3 C 2 Regular play with a particular partner is likely to lead to knowledge, even if only implicit, of partner’s habits. In such a case, ‘no agreement’ or ‘random’ is unlikely to be an accurate description of the partnership agreement.

3 D *When things go wrong*

- 3 D 1 If a player’s hand is found to differ from the explanation his partner has given of a call, two possibilities arise: ([Law 75](#))

- (a) The partner has given a correct statement of the partnership agreement but the player has misbid (or even psyched). The opponents are not entitled to any redress, although the TD should be called in case the explanation provided the player with unauthorised information.
- (b) The partner has given an incorrect statement of the partnership agreement. The opponents are entitled to redress if they have been damaged as a result.

- 3 D 2 If a player knows partner’s call is (or may be) alertable, but cannot remember its meaning, he should alert. If asked for its meaning and if it is likely to be on the convention card then he may refer the opponents to the convention card. He must not say how he intends to interpret partner’s call. If the opponents misunderstand his intentions when referring them to the convention card, if the meaning of the call is not

3 DISCLOSURE OF SYSTEM

shown on the convention card, or if they still want more information, the TD should be called to minimise any unauthorised information given to partner. The TD should be told that the player is unsure of the meaning. The TD may require him to leave the table briefly in order to ask the player's partner for an explanation.

- 3 D 3 If a player makes a call and partner unexpectedly alerts, unexpectedly fails to alert, or gives an explanation which is inconsistent with the player's original understanding of his call, then there are three possible situations:
- (a) The player realises that partner's alert or explanation is correct, and he has misbid.
 - (b) The player is confident that he has bid correctly and partner's alert or explanation is wrong.
 - (c) The player is now unsure as to whether he or his partner is right.
- 3 D 4 Misbids arise in a number of different ways, such as if a player forgets his system, if a player has failed to notice an earlier call in the auction, or if a player pulls out the wrong bidding card by mistake and does not notice in time to correct it. If a player realises he has misbid, he must continue to alert, where necessary, and explain, if asked, his partner's calls solely on the basis of his belief as to the correct meaning of partner's calls according to the actual partnership agreements.
- 3 D 5 If a player is reasonably or completely sure that partner has misalerted or given a wrong explanation, he must rectify the situation at the appropriate time by calling the TD and explaining the situation. The appropriate time is as follows:
- (a) If he becomes declarer or dummy, before the opening lead is selected; but
 - (b) If he becomes a defender, at the end of the hand, not earlier.
- 3 D 6 If a player realises that he has given an incorrect or incomplete explanation, or has not alerted one of partner's alertable calls (or has alerted a call which is not alertable), then he must immediately call the TD to explain the situation. However, if he is now unsure who is correct he should leave it until the end of the hand and explain then.
- 3 D 7 It is proper to use any unauthorised information which has been made available by partner to help a player to decide to alert and explain the partnership agreement as accurately as he can, but of course unauthorised information must not be used to help in the bidding and play.
- 3 D 8 If as a result of partner's explanation a player realises he has forgotten the partnership agreement and has therefore misbid, he must continue to call as if in ignorance of the correct meaning of the call, until it is obvious from the auction that something is amiss. (Law 73C)
- 3 D 9 Suppose an opponent opens 1♦ and a player overcalls with 1NT, which he believes to be natural. Partner alerts and explains correctly that this shows longer Clubs and a shorter major (called Raptor). Now partner bids 2♥ which is 'pass or correct' according to the partnership agreement as part of Raptor. The player should alert, and explain it as 'pass or correct' if asked, since this is the agreed system. However, the player would have taken it as a transfer if partner's alert had not 'woken him up', so he must complete the transfer, not taking any advantage from the unauthorised information provided by partner's alert and explanation.
- 3 D 10 If partner has given an incorrect or incomplete explanation, or one of a player's alertable calls has not been alerted (or a call which is not alertable has been alerted), or an incorrect announcement made, the player must not take any advantage. He must not choose any call suggested by the fact that he knows there may be a problem with the auction, either because he realises that partner's bidding may be wrong, or because he is now unsure whether it is he or his partner who has gone wrong.

3 DISCLOSURE OF SYSTEM

3 D 11 If an opponent's explanation is corrected while a player's opening lead is still face down, his partner has not asked any questions about the auction since the lead and dummy has not appeared, then he will normally be allowed to change the lead with the TD's consent. (Law 47E2)

3 E Asking Questions: Unauthorised Information and the Potential to Mislead

3 E 1 A player has the right to ask questions at his turn, but should be aware that exercising this right has consequences. If a player shows unusual interest in one or more calls of the auction, then this is unauthorised information to partner. Partner must carefully avoid taking advantage, which may constrain the actions partner is permitted to take during the remainder of the auction or when on lead during the play. (Law 16B, 73C). Asking about a call of 3NT or below which has not been alerted may cause more problems than asking about an alerted call, as may asking repeated or leading questions. Asking about alerted calls in a (potentially) competitive auction is less likely to have adverse consequences, although it is not risk free.

If, therefore, at a player's turn to call, he does not need to have a call explained, it may be in his interests to defer all questions until either he is about to make the opening lead or his partner's lead is face-down on the table.

3 E 2 Questions asked during the auction about the meaning of an opponent's double shall usually **not** be considered to pass Unauthorised Information, nor to have the potential to mislead opponents about the questioner's shape or values. However, the TD may still use his discretion to give an adjusted score if the nature of the questioning clearly provides partner with unauthorised information.

3 E 3 A player may use only information he has received from legitimate sources, such as calls, plays, opponents' convention cards, their answers to questions and their mannerisms. A player may not use information gained from his partner's explanation, uncertainty, tempo or mannerisms. (Law 73B1)

3 E 4 Perhaps an example would help. A player opens 1♣ which is not alerted, and the next player, before passing, asks the meaning of the 1♣, or even worse says "Is that natural?" If 3NT is reached, and the questioner's partner leads a Club from two or three small cards the questioner must expect that the TD will not allow the result to stand, but will adjust it.

What reason has this player to ask? The questioner knows it is a natural bid because it was not alerted. Experience shows the questioner often happens to have several Clubs.

Players sometimes say "I always ask whether I intend to bid or not". This is not recommended.

3 E 5 When a player does wish to ask a question, it is recommended to phrase this neutrally and ask simply for an explanation of the auction, or of a particular call. For example when asking about a 3♣ response to 2NT it is recommended to say "What does 3♣ mean?", rather than "Is that Stayman?" This helps to avoid confusion or misleading opponents. Only if further clarification is needed should specific questions be asked.

3 E 6 As well as giving unauthorised information to partner, questions about bidding may mislead opponents, in which case they may be entitled to redress. Similarly, declarer's questions about leads, signals and discards could illegally mislead the defenders. (Law 73F)

4 CONVENTION CARDS

4 CONVENTION CARDS

4 A *General*

- 4 A 1 Pairs are required to have two convention cards. Both must contain the same information. At the beginning of each round they should be exchanged with those of the opponents.
- 4 A 2 The TD may impose a penalty if a pair does not have two properly completed convention cards. It is an option for the TD to provide Simple System convention cards and insist the pair plays the system on there until two convention cards are completed to his satisfaction.
- 4 A 3 Failure to complete all parts of the EBU convention card is unhelpful, and may be treated by the TD as not having a completed convention card.

4 B *Types of convention cards*

- 4 B 1 Tournament Organizers may lay down what convention cards are acceptable. The following are permitted in EBU events.
- 4 B 2 (a) A TD may allow use of a simplified convention card, such as the front of an EBU scorecard, if the partnership's methods are sufficiently straightforward to need no further explanation.
- (b) The EBU 20B convention card (see 4 N) is the standard EBU card.
- (c) The WBF convention card is only permitted in **Level 5** (see 9 F) events, and in other specified Level 4 events at the discretion of the Tournament Organizer (eg the EBU Tournament Committee or a County Association).
- 4 B 3 Computer-produced versions of the EBU 20B and WBF cards are permitted so long as they contain the same information in substantially the same layout and in a similar size.
- 4 B 4 Convention card editors to produce approved convention cards suitable for most modern computer systems may be available. Details may be found on the L&EC web page, or by contacting the Secretary (see 1 B for contact addresses and numbers).

4 C *Naming of agreements*

- 4 C 1 The convention card must give the meaning of all but the most well-known and unambiguous agreements on it. If it does not, a TD will rule against a partnership if there might be misinformation resulting from the failure to give a clear and precise explanation. Players should bear in mind that the same name may mean different things to different players.
- 4 C 2 If a partnership plays an agreement in a manner which varies from the traditional manner, it is not sufficient to include it on the convention card as 'Modified X'. The convention card must state what the partnership's calls mean. Although it will sometimes be helpful to highlight the aspects in which your method differs from the traditional one, this is secondary.
- 4 C 3 Particular care must be taken when describing two-suited overcalls. 'Ghestem' should never be used as a description of such methods since there are many different versions. A full description of each bid should be given.
- 4 C 4 Similar care must be taken with defences to 1NT, especially with agreements that are either two-suiters or the suit bid. Such agreements should be described in full.

4 CONVENTION CARDS

4 C 5 Some acceptable descriptions of doubles, redoubles and minor-suit openings follow in the next few sections. The names there may be used as part of a description if the pair's agreements fit the descriptions.

4 D Matters of style

4 D 1 If a partnership opens lighter in third and/or fourth hand, this should be disclosed on the convention card.

4 D 2 If a partnership habitually overcalls on four card suits, or five card suits without an honour, or with fewer than 6 HCP or more than 18 HCP, then this should be disclosed on the convention card.

4 D 3 If a partnership agrees to pre-empt on extremely weak hands and/or suits, then this should be disclosed on the convention card.

4 D 4 If a partnership agrees to make take-out doubles of suit bids on almost all hands with opening bid values (not just on hands that are short in the opponent's suit or have substantial extra values) then this should be disclosed on the convention card. Similarly the practice of doubling for take-out on unusually weak hands should be disclosed on the convention card.

4 D 5 The two members of a partnership may play a different style from each other, for example while opening pre-empts one player may take more liberties with suit quality than the other. Such differences in style should be explained in answer to a question, and, where suitable, disclosed on the convention card.

4 E One of a Minor Opening Bids

4 E 1 *Definitions of one of a minor openings*

(a) *Short (or Nebulous) Club:*

not forcing, possibly on two or fewer Clubs

(b) *Prepared Club:*

not forcing, guaranteeing at least three Clubs

(c) *Phoney Club:*

forcing, possibly on three or fewer Clubs

(d) *Strong Club:*

forcing, artificial, showing 'Extended Rule of 25' (see 10 B 4). – see 11 C 3

(e) *Either/or (or Two-way) Club:*

forcing, artificial, showing a strong hand (like a Strong Club) or a weaker hand (such as a weak no trump or a minimum opening with Clubs)

Similar definitions apply to 1♦ openings. It may be helpful to use these terms under General Description of Bidding Methods and Other Aspects of System which Opponents should Note, but full details must be entered inside the convention card.

4 E 2 *Artificial openings*

Short, Nebulous, Phoney, Strong, Either/or and Two-way Club or Diamond openings are considered artificial.

Prepared Club or Diamond openings are considered natural since they guarantee at least three cards in the suit bid.

4 CONVENTION CARDS

4 F ***One No Trump Opening Bids***

4 F 1 *Special Agreements*

Any special agreements about a natural opening 1NT should be indicated. These might be distributional (eg a pair might deny a four card major or permit a six card minor), or a matter of style, such as where a pair has agreed not to open on a bad 12-count or to open all balanced and semi-balanced hands within the stated range.

4 F 2 *Singletons*

Partnerships which agree to play that a natural 1NT opening may include hands with a singleton must prominently disclose this fact, and must be careful to provide full disclosure of all agreements as to the use of a 1NT opening, stating when a singleton may be expected, and what rank of singleton may be expected. In addition, such 1NT openings must be announced as "... possible singleton" (see 5 C).

4 G ***'Multi'***

4 G 1 *Meaning of 'Multi'*

The term Multi without qualification means a traditional Multi, ie a 2♦ opening that shows one of these three possibilities:

- (a) A weak hand with Hearts
- (b) A weak hand with Spades
- (c) A strong hand of one or more types

A 2♦ opening that does not follow this rule should not be described as a Multi unless an appropriate qualification is included. For example, if there is no strong option then it might be called a 'Weak only Multi'; if Hearts is the only weak option then it might be called a 'Hearts only Multi'. A 2♦ opening that does not have a weak option can be called a 'strong only Multi'.

4 CONVENTION CARDS

4 H ***Doubles***

4 H 1 *General*

Doubles have a very wide variety of possible meanings. It is therefore particularly important that terminology is used consistently.

The meaning of a double should be on the convention card, a post facto account of it being insufficient. The convention card should also be clear as to the circumstances in which the double is used with the meaning described.

4 H 2 *Penalty doubles*

A penalty double suggests that the doubler believes, on the basis of his hand and the auction to date, that his side's best result on the board will be obtained by defending the doubled contract. Partner is expected to leave it in, though he can take out on a hand very unsuitable for defence in the context of what he can be expected to hold for his actions (if any) to date.

The practice of doubling an opening 1NT for penalties (especially in the direct seat) on balanced hands which have fewer than 15 HCP must be shown on the convention card.

4 H 3 *Co-operative doubles*

A co-operative double suggests that the doubler believes, on the basis of his hand and the auction to date, that his side's best result on the board may well be obtained by defending the doubled contract. Partner is expected to leave it in with any suitable hand.

In some situations co-operative doubles may be called 'penalty-oriented'.

4 H 4 *Optional doubles*

An optional double suggests that the doubler believes, on the basis of his hand and the auction to date, that his side will obtain a plus score by defending the doubled contract, whilst leaving open the possibility of obtaining a better plus score by declaring some contract of its own. Partner is expected to decide to defend or progress.

In some situations optional doubles may be called 'card-showing' (or just 'cards'), 'value-showing' (or just 'values').

Take-out doubles (especially as a defence to pre-empts) **MUST NOT** be called Optional. In the context of a defence to pre-empts, 'Optional' indicates a strong balanced hand.

4 H 5 *Competitive doubles*

A competitive double suggests that the doubler wishes to compete further, without being certain of the best place to play, which may include defending the doubled contract. Partner is usually expected to take out, though he can pass on a hand more suitable for defence than his actions to date might indicate.

In some situations competitive doubles may be called 'action'.

4 H 6 *Take-out doubles*

A take-out double suggests that the doubler wishes to compete, and invites partner to describe his hand. Take-out doubles are frequently based on shortage in the suit doubled and preparedness to play in the other unbid suits, failing which significant extra values may be expected. Partner is expected to take out, though he can pass on a hand very suitable for defence in the context of what he can be expected to hold for his actions (if any) to date.

4 CONVENTION CARDS

Take-out doubles are sometimes described as ‘take-out of’ a particular suit, especially where the opponents have bid more than one suit, or made a bid which shows one of two or more suits. This implies shortage in the suit referred to and may include length in the other suits shown or potentially shown by the opponents.

In some situations take-out doubles may be called ‘negative’, ‘responsive’ or ‘sputnik’. Note that whilst there is a tendency in some quarters for a distinction to be drawn between the hands shown by a double described as ‘negative’ and one described as ‘sputnik’ where partner’s opening bid has been overcalled, it is not one which is universally accepted. If players have agreed particular constraints for take-out doubles in particular situations, these should of course be disclosed.

4 H 7 *Protective or re-opening doubles*

When the doubler is in the pass-out seat, a competitive or take-out double may be made with a fairly significant expectation that partner may pass, because partner did not have a penalty double available at his last turn. It is acceptable to refer to doubles of this kind as protective or re-opening doubles.

4 H 8 *Lead-directing doubles*

A lead-directing double suggests a holding in a particular suit (which may be specified or merely implied, and, if specified, may or may not be the suit doubled) which strongly suggests that partner should lead that suit. Partner is expected to pass and lead the suit requested.

In some situations lead-directing doubles may be called ‘Lightner’.

4 H 9 *Doubles that show specific hands or specific features*

A wide variety of hands or features of hands may by agreement be shown by a double. Examples include doubles showing support for partner and doubles of intervention over Blackwood or similar bids. Partner is expected to take appropriate action based on the information conveyed by the double, which may include passing on a suitable hand.

In some situations such doubles may be called ‘game try’, ‘support’, or names of specific conventions such as ‘DOPI’ or ‘DEPO’.

4 H 10 *Doubles of artificial bids*

Doubles of artificial bids to show the suit are similar to penalty doubles in that they show a good holding in the suit doubled. However, as there is usually little expectation that the opposition intend to play in that suit, partner’s expected action after the opposition remove the double is more akin to that after a competitive or lead-directing double, according to agreement.

4 H 11 *Other doubles*

Players should be careful to describe accurately any doubles which do not fit into the terminology set out in this section, such as doubles with a two-way meaning.

If an artificial double (such as a double of a cue bid or a splinter) has an unusual meaning, such as being lead-directing but not related to the suit doubled, or suggesting NOT leading the suit doubled, this must be shown prominently on the convention card. It is alertable at all levels of the auction – see 5 E 4.

4 J Redoubles

4 J 1 *General*

Redoubles have a very wide variety of possible meanings. It is therefore particularly important that terminology is used consistently.

4 CONVENTION CARDS

4 J 2 *Redoubles for business*

A business (or penalty) redouble suggests an expectation that the redoubled contract will make in the light of partner's expected holding for the auction to date. Partner is expected to leave it in, but can remove it with a particularly unsuitable hand.

4 J 3 *Strength-showing redoubles*

It is common to redouble on the first round of bidding to show strength, without showing any particular holding in the suit doubled (or commonly to imply or even guarantee relative shortage in that suit). Partner is expected to describe his hand, frequently by passing to await developments, thereafter looking to take a possible penalty.

Players should highlight on the convention card any particular agreements as to the use of such redoubles, especially unusual ones.

4 J 4 *Redoubles for take-out*

These suggest that the partnership is likely to have a better spot to play than the doubled contract. Partner is expected to take out.

In some situations such redoubles may be called 'SOS', 'rescue' or 'Kock-Werner'.

4 J 5 *Lead-directing redoubles*

A lead-directing redouble suggests that it is appropriate for partner to lead the suit doubled. Partner is expected to pass and lead the suit requested.

In some situations lead-directing redoubles may be called 'Rosenkranz'.

4 J 6 *Redoubles that show specific hands*

A wide variety of hands or features of hands may by agreement be shown by a redouble. Examples include redoubles showing support for partner and redoubles of intervention over Blackwood or similar bids. Partner is expected to take appropriate action based on the information conveyed by the redouble, which may include passing on a suitable hand.

In some situations such redoubles may be called 'game try', 'support', or names of specific conventions such as 'ROPI' or 'REPO'.

4 J 7 *Other redoubles*

Players should be careful to describe accurately any redoubles which do not fit into the terminology set out in this section.

4 K *Leads, signals and discards*

4 K 1 The convention card must make clear what leads, signals and discards are used. It is important to be specific since descriptions such as 'natural' are inadequate, as they mean different things to different people.

4 K 2 The words 'normal' and 'standard' may be used to qualify the meaning of a signal. For example 'normal attitude' means high to encourage, as against 'reverse attitude', and 'standard count' means high to show an even number, as against 'reverse count'. Otherwise the words 'normal' and 'standard' should not be used – 'standard signals' or 'normal discards' are meaningless terms.

4 K 3 If the meaning of a signal depends upon the situation, the primary meaning and any alternative meanings must be stated on the convention card. For example, if a high card normally shows an even number but is instead encouraging in some positions, this could be described as 'high = even (encouraging)'.

4 CONVENTION CARDS

4 K 4 It is helpful to indicate on the convention card what the partnership has agreed to do on the second round of a suit, such as current count, original count, original 4th highest.

4 L *Matters to which special attention should be drawn*

4 L 1 The section on the front of the EBU 20B marked 'Other Aspects of System which opponents should note' should include brief details of such things as short minors, canapé, special doubles at a high level, 2-suited overcalls (eg 'Ghestem'), matters of style which are uncommon (eg very weak pre-empts). Note that these names are sufficient in this section of the card so long as they are described in full inside the card.

4 M *Inadequate Information*

4 M 1 In the event of a dispute, TDs and Appeals Committees will give the benefit of doubt to the opponents of a partnership whose convention cards contain inaccuracies, lack relevant information, fail to disclose explicit or implicit agreements, disagree materially with each other or disagree materially with any explanations given. Such shortcomings will prejudice any claim that it was the call rather than the explanation which was wrong. (Law 40C)

4 M 2 Some pairs have system files. It is open to TDs and Appeals Committees to accept evidence from such files when they are present.

4 CONVENTION CARDS

4 N Example EBU 20B



Name *TOM SMITH*
Partner *BOB JONES*

EBU No. *123456*
EBU No. *401234*

GENERAL DESCRIPTION OF BIDDING METHODS			
<i>ACOL WITH MULTI</i>			
1NT OPENINGS AND RESPONSES			
Strength	<i>12-14</i>	Tick if artificial and provide details below	<input type="checkbox"/>
Shape constraints	<i>MOST 5-3-3-2s INCLUDED OCCASIONAL 4-4-4-1s</i>	Tick if may have singleton	<input checked="" type="checkbox"/>
Responses	<i>2* STAYMAN OR SLAM TRY IN ANY SUIT</i>		
<i>2♦</i>	<i>HEARTS OR 17+ BAL</i>	<i>2♥</i>	<i>SPADES</i>
<i>2♠</i>	<i>CLUBS</i>	<i>2NT</i>	<i>DIAMONDS</i>
Others	<i>3 SUIT = INVITATIONAL</i>		
Action after opponents double <i>XX = TO PLAY SUIT = 5+ PASS = F. (NOTE 1)</i>			
Action after other interference <i>LEBENSOHL (NOTE 2) (FOR Xs SEE P. 3)</i>			
TWO-LEVEL OPENINGS AND RESPONSES			
Meaning	Responses	Notes	
<i>2* VERY STRONG</i>	<i>2D = RELAY</i>	<i>③</i>	
<i>2♦ MULTI - WEAK 2 H/S OR</i>	<i>22-23 BAL</i>	<i>SEE ④</i>	
<i>2♥ 5H + 4(+) C/D 5-9</i>	<i>2S = NF, 2N = STRONG ENQ.</i>	<i>} ⑤</i>	
<i>2♠ 5S + 4(+) C/D 5-9</i>	<i>2N = STRONG ENQ.</i>		
<i>2NT 20-21 BAL</i>	<i>5 CARD STAYMAN TRANSFERS</i>	<i>⑥</i>	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
<i>S.A. TEXAS (4C = H, 4D = S) IN 1ST/2ND ONLY</i>			
<i>LIGHT OPENING BIDS IN 3RD SEAT</i>			
<i>PRE-EMPTS MAY BE VERY WEAK IN 3RD SEAT N/V</i>			
<i>MICHAELS CUE BIDS</i>			

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

EBU 20B

4 CONVENTION CARDS

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♠	10+	<input checked="" type="checkbox"/>	3	OPEN 1C ON 4-3-3-3 15+ WITH BAD 4 CARD MAJOR	} RAISES INVERTED 2N = 16+ BAL	⑦
1♦	10+	<input checked="" type="checkbox"/>	4			
1♥	10+	<input checked="" type="checkbox"/>	4		} SPINTERS RAISE TO 3 = P/E 2N = GOOD RAISE TO 3+	⑧
1♠	10+	<input checked="" type="checkbox"/>	4			
3 bids	0+	<input checked="" type="checkbox"/>	6	MAY BE VERY WEAK IN 3RD SEAT N/V	NEW SUIT F. BELOW GAME	
4 bids	6+	<input type="checkbox"/>	7	IN 1ST/2ND 4C/4D = GOOD 4H/4S BID		
*(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		NAT, USUALLY 5+, 7-15 HCP		CUE = SOUND RAISE		
Jump overcall		WEAK N/V, WEAKISH V				
Cue bid		MICHAELS		SEE		⑨
1NT	Direct:	GOOD 15 - BAD 18		AS IN OPENING		
	Protective:	GOOD 10 - BAD 16		DITTO BUT 2C = RANGE ASK		
2NT	Direct:	5/5 (+) IN LOWEST UNBID SUITS				
	Protective:	GOOD 19-21 BAL		AS 2N OPENING		
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♠		X = MAJORS IN = MINORS				
Short 1♠/1♦		X = T/O 2C/2D = NAT (NO MICHAELS)				
Weak 1NT		X = PEN 2C = H+ ANOR. 2D = S+ ANOR.				} ⑩
Strong 1NT		X = MINORS 2C/2D AS WEAK IN				
Weak 2		X = T/O				
Weak 3		X = T/O				
4 bids		X = STRONG BAL.				
Multi 2♦		DIXON STYLE X = 13-16 BAL OR VERY STRONG				⑪
SLAM CONVENTIONS						
Name	Meaning of Responses			Action over interference		
RKCB	5C = 0/3 5D = 1/4 5H = 2 NO Q 5S = 2+Q (K TRUMPS = 5TH KC)			20P1, 20PI		
GERBER OVER INT ONLY	4D = 0/4, 4H = 1, 4S = 2 ETC.			20P1, 20PI		

4 CONVENTION CARDS

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply	3D (3S IF WEAK JUMP)		
Special meaning of bids	DISTURBED BIDS AT 2 LEVEL ONLY = NF		
Exceptions / other agreements			
Agreements after opponents double for takeout			
Redouble	10+ NO FIT	New suit NAT + F.	Jump in new suit NAT + NF
Jump raise	PRE-EMPT	2NT GOOD RAISE TO 3+	Other DOUBLE JUMPS FIT
Other agreements concerning doubles and redoubles			
NEGATIVE XS FROM BOTH SIDES AFTER NAT. OVERCALL OF OUR IN			
X OF ARTIFICIAL OVERCALL OF OUR IN = 11+ BAL			
X OF SPLINTER = LEAD LOWER UNBID SUIT			
OTHER CONVENTIONS			
13-17 IN REBID WITH CROWHURST 2C (STRONG SEQUENCES GO VIA CROWHURST - JUMPS OVER IN ARE INVITATIONAL)			
FIT JUMPS IN RESPONSE TO OVERCALLS (SPLINTERS ONLY IN OPPONENTS SUITS)			
"LONG SUIT" (HELP NEEDED) GAME TRIES			
SUPPLEMENTARY DETAILS			
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).			
① IN(X)P FORCES OPEVER TO BID 5 CARD SUIT OR XX (THE P SHOWS WEAK HANDS NO 5+ SUIT). NB IF IN(X) = ART., SYSTEM ON			
② IN (2 SUIT - NAT) 2N FORCES 3C CUE SHOWS INTEREST IN UNBID MAJ. CUE OR 3N VIA 2N SHOWS STOP (DIRECT DENIES)			
③ IN RESPONSE TO 2C SUIT POS. SHOWS 2 OF 3 TOP HONS. 3H/3S = QJ10XXX OR SIMILAR WITH VERY LITTLE OUTSIDE ALL OTHER HANDS RESPOND 2D			
④ 2H = TO PLAY OPPOSITE H, 2S = TO PLAY IN 2S OR 3+ H 2N = STRONG ENQUIRY, 3H/3S = PASS/CORRECT (4H/4S = TO PLAY) 4C = "TRANSFER TO YOUR MAJOR", 4D = "BID YOUR MAJOR"			
⑤ 3C RESPONSE TO 2H/2S = PASS/CORRECT			

4 CONVENTION CARDS

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).						(Match over this box if using non standard leads)	
v. suit contracts	<u>A</u> K	<u>A</u> Kx	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K 10 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 <u>x</u> x	10 <u>Q</u> x	9 <u>8</u> 7 x	10 <u>x</u> x x	H x x
	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> <u>x</u> <u>x</u>	x <u>x</u> x x	
v. NT contracts	<u>A</u> Kx (<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 10 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	10 <u>Q</u> x	9 <u>8</u> 7 x	10 <u>x</u> x x	H x x
	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> <u>x</u> <u>x</u>	x <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
A FOR REV. ATT. K FOR NORMAL COUNT STRONG K/10 v NT							
MVD ONLY IN UNBID SUITS, IN PARTNER'S SUIT TOP OF XXX IF SUPPORTED (LOW IF NOT)							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	REV. ATTITUDE			REV. ATTITUDE			
On Declarer's lead	NORMAL COUNT			NORMAL COUNT			
When discarding	NORMAL COUNT			NORMAL COUNT			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
ON PARTNER'S LEAD, SECONDARY NORMAL COUNT, OR MCKENNEY AT SUIT CONTRACT IF JUMMY HAS SINGLETON OR VERY STRONG HOLDING							
SMITH PETERS FROM BOTH SIDES AT NT (HI-LOW ON DECLARER'S FIRST LEAD ENCOURAGES OPENING LEAD)							
SECONDARY REV. ATTITUDE WHEN DISCARDING							
SUPPLEMENTARY DETAILS (continued)							
⑥ 2N-3C-3D = 4 CARD MAJOR OR 3 SPADES - RESPONDER CONTINUES							
3H DENIES H, 3S = H NOT S, 3N = 4H+4S, 4C = 4H+5S							
2N-3S = MINORS 2N-4 ANY SUIT = NAT. SLAM TRY							
⑦ OPENING BIDS OF ONE OF ANY SUIT IN 3RD ON BHELP IF GOOD SUIT							
⑧ 1H/1S-2N-3 NEW SUIT = SHORTAGE							
⑨ CUE OVER MINOR = MAJORS, CUE OVER MAJOR = MAJOR + MINOR (S/S+)							
⑩ ANCHOR TO WEAKER MAJOR WITH BOTH							
RAISE OF ARTIFICIAL SUIT = UCS (DIRECT RAISE P/E)							
⑪ (2D)-2H/2S = T/O OF OTHER MAJOR							

5 ALERTING AND ANNOUNCING

5 ALERTING and ANNOUNCING

5 A *Basic approach*

- 5 A 1 From the publication of this *Orange Book* a new approach to alerting is introduced. The intention is to make alerting more helpful to opponents while reducing the total number of alerts.
- 5 A 2 Paragraph removed.
- 5 A 3 'Announcements'. Instead of an alert in the traditional manner, the partner of the person who makes an announceable bid makes a short specified statement about the bidder's hand. In effect, announcements are a specialist form of alert. Questions can still be asked, as they can about any call.
- 5 A 4 Announcements are not intended to provide comprehensive explanations – matters of detail will still be disclosed by means of information on convention cards and the answers to questions.
- 5 A 5 Alerting behind screens (there is no announcing) is subject to different regulations which are part of the EBU Screen Regulations.

5 B *General*

- 5 B 1 The purpose of alerting and announcing is to draw the opponents' attention to any call by partner that may have a special meaning.
- 5 B 2 Alerting and announcing are compulsory; a player may not ask opponents not to alert or announce.
- 5 B 3 Alert or announce only partner's calls, never your own.
- 5 B 4 Alert or announce any of partner's calls believed to be alertable or announceable even if the meaning cannot be explained.
- 5 B 5 If there is no alert and no announcement, opponents can assume that there is no agreement that the call falls within an alertable or announceable category.
- 5 B 6 Do not alert or announce any play of the cards.
- 5 B 7 When not using bidding boxes, alert by tapping the table; a player may only say "alert" if unable to tap. It is the responsibility of the alerting player to ensure that BOTH of his opponents are aware of the alert.
- 5 B 8 Always use a consistent form of wording when announcing, preferably the recommended form.
- 5 B 9 General bridge inferences, like those a new partner could make when there had been no discussion beforehand, are not alertable, but a player must alert any inferences drawn from partnership experience or practice which have a potentially unexpected meaning. A call with an alertable meaning arising from an implicit agreement (see section 3 A 2) must be alerted.
- 5 B 10 A player who is not sure whether a call made is alertable, but who is going to act as though it is, should alert the call, as the partnership is likely to be considered to have an agreement, especially if the player's partner's actions are also consistent with that agreement.

5 ALERTING AND ANNOUNCING

5 C *Announcements – 1NT Openings and Responses*

- 5 C 1 Natural 1NT openings are announced by stating the range, eg by saying “12 to 14”.
- 5 C 2 Where a 1NT opening which is in principle natural may be made by agreement on some hands which contain a singleton, it is announced by stating the range followed by “possible singleton”.
- 5 C 3 Stayman is announced, but only in response to a natural 1NT opening where there has been no intervention; and where it is used in the traditional manner to ask for a four card major, ie with responses 2♦ with no major, and 2♥ and 2♠ to show that major. Opener says “Stayman”. After such a 2♣ response a 2♦ rebid by opener does not need an alert.
- 5 C 4 Note that Stayman is announced whether it promises a four card major or not. Players who want to know whether it makes such a promise may ask or consult the convention card.
- 5 C 5 Red suit transfers, ie ♦ to ♥ and ♥ to ♠, are announced, but only in response to a natural 1NT opening where there has been no intervention, and where the transfer shows at least five cards in the major suit concerned. Opener says “Hearts” when 2♦ is bid, or “Spades” when 2♥ is bid.
- 5 C 6 All 1NT openings are announced (if natural) or alerted (if artificial). All responses of 2♣, 2♦ or 2♥ to a natural 1NT opening without intervention are either announced or alerted except natural weak take-outs.

5 D *Announcements – Two of a Suit Openings*

- 5 D 1 A natural opening bid of two of a suit is announced by stating the range into which it falls, from the following categories. Partner of the opener says the words shown.
- | | |
|-----------------------|---------------------------|
| (a) “Strong, forcing” | (b) “Strong, not forcing” |
| (c) “Intermediate” | (d) “Weak” |
- 5 D 2 It is possible to play a wide-ranging opening that covers more than one category, in which case the announcement should say so. Examples are:
- (a) “Intermediate to strong, forcing” or (b) “Weak to Intermediate”
- For example, a 6-12 opening would be described as “Weak to intermediate”.*
- 5 D 3 It is possible to have certain distributional constraints but this does not stop an opening being considered natural. For example, a Precision 2♣ opening is traditionally only made on a five card suit when there is a four card major, but also may be made with a longer Club suit and no major. A Precision 2♣ is considered natural since no other suit is guaranteed and thus is announced as “Intermediate”.
- 5 D 4 On the other hand, some openings show another suit so are not natural. For example a Lucas 2♠ shows another suit, so is not natural and is alerted, not announced.
- 5 D 5 All two of a suit openings are announced (if natural) or alerted (if artificial).

5 E *Basic alerting rules*

5 E 1 *Passes and bids*

Unless it is announceable (see 5 C and 5 D), a pass or bid must be alerted if

- (a) it is not natural; or
- (b) it is natural but has a potentially unexpected meaning.

5 ALERTING AND ANNOUNCING

5 E 2 *Doubles*

The rules for alerting doubles are:

- (a) *Suit bids that show the suit bid.*
Double of these bids is not alertable if for take-out; alertable otherwise.
- (b) *Short, Nebulous, Prepared and Phoney minor openings.*
Double of these bids is not alertable if for take-out; alertable otherwise.
- (c) *No trump bids.*
Double of these bids is not alertable if for penalties; alertable otherwise.
- (d) *Suit bids that do not show the suit bid.*
Double of these bids is not alertable if showing the suit doubled; alertable otherwise.

Doubles are also alertable if they convey a potentially unexpected meaning in addition to take-out or penalties as defined above.

In 5E2(a) and 5E2(d) the word 'show' is defined as follows:

'it is natural, or shows willingness, in the context of the auction, to play in the suit, or it is followed by two passes'.

5 E 3 *Redoubles*

The rules for alerting redoubles are:

- (a) Redoubles which are for business or show general strength, which partner is normally expected to pass if the next hand passes – not alertable.
- (b) Other redoubles (notably those partner is expected to take out) – alertable.

5 E 4 *Calls above 3NT*

Once the auction is above the level of 3NT, no calls are to be alerted except for:

- (a) Artificial opening bids
- (b) Lead-directing passes
- (c) Doubles or redoubles that are lead-directing but ask for the lead of a suit other than the suit doubled (or redoubled)

5 F 'Natural' bids and passes

5 F 1 The following are considered 'natural' for alerting purposes:

- (a) A bid of a suit which shows that suit and does not show any other suit; the suit shown will be at least three cards long except that preference bids and raises may be on shorter suits. Note that in the earlier rounds of bidding a natural suit bid usually shows at least four cards.
- (b) A bid of no trumps which shows a preparedness to play in no trumps, and which conveys no unusual information about suit holdings; it must not be forcing unless a forcing auction has already been created. Note that certain ostensibly natural no trump bids are permitted to allow a shortage by agreement.
- (c) A pass which does not unexpectedly convey values or specify suit holdings.

5 ALERTING AND ANNOUNCING

5 G *Specific Cases*

The following are interpretations and examples of the above directives.

5 G 1 Because they are not natural, players must alert:

- (a) An opening bid of one of a suit in which opener may hold fewer than three cards.
- (b) A bid of two of a suit by responder when an opening 1NT has been doubled, if it is the first move in an agreed rescue manoeuvre.
- (c) Stayman and transfers, except when announceable (see 5 C). For example:
 - (1) In response to 2NT
 - (2) In response to a 1NT overcall
 - (3) Five card Stayman (including 'Puppet' Stayman)
 - (4) A transfer bid showing a minor
 - (5) A transfer bid that may be made to show a four card suit
 - (6) Stayman even in response to an opening 1NT, if opener's possible rebids include 2NT or higher
- (d) Opener's rebid of 2♦ in response to a 2♣ Stayman enquiry which was not announceable, or opener's rebid of 3♦ in response to a 3♣ Stayman enquiry.
- (e) A response of 2♦ to 1NT that usually shows Hearts but may on occasion show some other hand, for example when 1NT - 2♦ - 2♥ - 2♠ means a strong hand without reference to Hearts. Note that this should not be called a Transfer since the Heart suit is not guaranteed. Technically this is a 'Puppet' 2♦ response but the name is not well-known, and confuses players. It is best described in full and not by any name.
- (f) A short suit trial bid, or any trial bid in a suit that may contain fewer than three cards.
- (g) A pass that shows unexpected extra values.
- (h) A pass that requires partner to bid as in the sequence (1NT) dbl (2♦) pass.

5 G 2 Because they have a potentially unexpected meaning, players must alert:

- (a) An opening bid of one of a suit which is forcing.
- (b) Canapé or possible canapé:
 - (1) The first bid in a canapé or possible canapé sequence.
 - (2) The rebid if in a suit that may be shorter than the first suit, following a possible canapé opening.
 - (3) The rebid in no trumps if it may conceal a suit longer than the first suit.
- (c) Responses to an opening bid of one of a suit:
 - (1) If the next hand doubles, a pass that could have 10+ HCP or other defined characteristics.
 - (2) A 1♥ or 1♠ response to 1♣ that may conceal longer Diamonds: for example, as in 'Walsh' responses.
 - (3) If the next hand passes or overcalls, a pre-emptive raise to three.
 - (4) A non-forcing new suit response unless:
 - (a) The response is a double or triple jump;

5 ALERTING AND ANNOUNCING

- (b) The response is at the game or slam level;
 - (c) Responder has previously passed;
 - (d) The opening bid was doubled; or
 - (e) The opening bid was overcalled with a natural no trump bid.
- (5) A forcing raise.
 - (6) A new suit without a jump that is forcing to game.
- (d) A non-jump natural response to an opening natural 1NT bid if forcing whether in competition or otherwise.
 - (e) A minimum suit response to a take-out double that shows values.
 - (f) The completion of a transfer that denies four card support (which is shown by some other bid), since this shows something specific.
 - (g) The pass in the sequence (1 of a suit) dbl (redbl) pass if it is asking for penalties: the expected meaning is a request for partner to bid.

5 G 3

Players should not alert:

- (a) The calls specified in 5 C and 5 D as announceable.
- (b) Calls above 3NT unless specified in 5 E 4 (a) to (c).
- (c) Opening bids:
 - (1) 1♣ or 1♦ showing three plus cards, not forcing, which are considered natural.
 - (2) 1♥ or 1♠ showing five plus cards, not forcing.
 - (3) A natural 1NT opening that has some agreed distributional constraints such as having no four card major, or allowing a six card minor.
 - (4) A 2NT opening which is normally balanced (or semi-balanced) but may be made on occasion with a singleton.
 - (5) A natural opening bid of 4♥ or 4♠ when the partnership also has a South African Texas 4♣ or 4♦ or similar artificial bid in its system.
- (d) Any non-forcing overcall where the suit may contain only four cards, or the hand shown is or may be very weak.
- (e) The following responses to an opening bid of one of a suit:
 - (1) A natural non-jump new suit response, following a double, whether forcing or non-forcing.
 - (2) A 1♦ response to 1♣ that will only include a major if strong: for example, as in 'Walsh' responses.
 - (3) A pre-emptive raise to three following a double.
- (f) A bid of two of a suit by responder when an opening 1NT has been doubled, if it is ostensibly natural but there is a possibility that responder will remove or redouble for take-out: this is considered general bridge knowledge – see 5 B 9.
- (g) A 1NT rebid that may include a four card major.
- (h) An ostensibly natural new suit rebid that may on occasion only contain three cards.
- (i) A 'long suit' trial bid showing at least three cards in the suit bid, even if the suit may be, or is expected to be, weak.

5 ALERTING AND ANNOUNCING

- (j) A 2♦ rebid after an announceable Stayman 2♣ response.
- (k) The completion of a transfer unless it shows or denies something specific.
- (l) Any bid where the partnership has an agreement over alternative possible calls that affect this one, unless it is in another alertable category. For example, see (c)(5), (e)(2) and (g) above. Also the 3♥ bid in the auction 1NT (pass) 2♦ (dbl) pass (3♦) 3♥ would not be alertable just because the partnership plays a 3♥ response to 1NT as pre-emptive.

5 G 4 The following doubles must be alerted:

- (a) A penalty double of an opening natural 1NT which may have less than the normally accepted point-count (ie 15 HCP or compensating distribution). Note that this is not a real penalty double.
- (b) A double of a 1NT response which is for take-out of opener's suit.
- (c) Any 'competitive', 'co-operative' or 'optional' double, since these are not takeout doubles (see 4 H).
- (d) A penalty double of a natural 2♦ in the sequence 1♦ (pass) 1♥ (2♦) dbl.
- (e) A penalty double of 1♠ in the sequence (1♥) dbl (1♠) dbl.
- (f) A penalty double of a natural 2♠ in the sequence 2♥ (2♠) dbl where 2♥ shows both majors.
- (g) A double of 1♦ in the sequence 1♣ (1♦) dbl if it shows **one** specific suit since this is a **potentially unexpected additional meaning**.

5 G 5 The following doubles must not be alerted:

- (a) Any 'negative' or 'responsive' double **played in a traditional manner, such as 1♣ (1♠) dbl showing 4 hearts**, since these are examples of take-out doubles.
- (b) A take-out double of 2♥ in sequences such as 1♦ (pass) 1♥ (2♥) dbl, or 1♦ (pass) 1♥ (2♥) pass (pass) dbl, where 2♥ is natural.
- (c) **A take-out double of a transfer completion such as (1NT) pass (2♥) pass (2♠) dbl since this is deemed to show the suit bid.**
- (d) **A take-out double of a 'pass-or-correct' bid such as (2♦ multi) pass (2♠) dbl since this is deemed to show the suit bid.**

5 H *Misinformation and Penalties*

5 H 1 A player's claim to have been damaged because the opponents failed to alert or announce a call will fail if it is judged that the player was aware of its likely meaning and if he had the opportunity to ask without putting his side's interests at risk.

6 PSYCHIC BIDDING

6 PSYCHIC BIDDING

6 A *General*

- 6 A 1 A Psyche or Psychic bid is a deliberate and gross mis-statement of honour strength and/or suit length. A Misbid is an inadvertent mis-statement of honour strength and/or suit length. A Deviation is a deliberate but minor mis-statement of honour strength and/or suit length.
- 6 A 2 A psychic bid is a legitimate ploy as long as it contains the same element of surprise for the psycher's partner as it does for the opponents.
- 6 A 3 Systemic psyching of any kind is not permitted. A partnership may not use any agreement to control a psyche. For example, if you play that a double of 3NT asks partner not to lead the suit you've bid (Watson), you may not make such a double if the earlier suit bid was a psyche.
- 6 A 4 A player may not psyche a Multi 2♦ opening in a Level 3 event (see 11 G 6). A psyche is a deliberate action; if a player misbids this is not illegal.
- 6 A 5 Frivolous psyching, for example suggesting a player has lost interest in the competition, is a breach of the Laws. (Law 74A2, 74B1, 74C6)
- 6 A 6 The regulation that a player may not psyche a game-forcing or near game-forcing artificial opening bid no longer applies.

6 B *Fielding*

- 6 B 1 The actions of the psycher's partner following a psyche – and, possibly, further actions by the psycher himself – may provide evidence of an unauthorised, and therefore illegal, understanding. If so, then the partnership is said to have 'fielded' the psyche. The TD will judge actions objectively by the standards of a player's peers; that is to say intent will not be taken into account.
- 6 B 2 As the judgement by the TD will be objective, some players may be understandably upset that their actions are ruled to be fielding. If a player psyches and his partner takes action that appears to allow for it then the TD will treat it as fielding.
- 6 B 3 A partnership's actions on one board may be sufficient for the TD to find that it has an unauthorised understanding and the score will be adjusted in principle (see 6 D). This is classified as a Red psyche.
- 6 B 4 A TD may find that whilst there is some evidence of an unauthorised understanding it is not sufficient, of itself, to justify an adjusted score. This is classified as an Amber psyche. In particular, if both partners psyche on the same hand, then a classification of at least Amber is likely to be justified.
- 6 B 5 In the majority of cases the TD will find nothing untoward and classify it as a Green psyche.
- 6 B 6 A TD may use evidence from a partnership's actions on two or more boards to assess a partnership's actions. Whilst a single instance may not provide sufficient evidence of an unauthorised understanding to warrant a score adjustment, a repetition reinforces the conclusion that an unauthorised understanding exists. In other words, if two psyches are classified as Amber, the classification of both automatically becomes Red, and the score on all such boards is adjusted accordingly.
- 6 B 7 A partnership's actions following a deviation may provide evidence of an unauthorised understanding, but they are less likely to do so than after a psyche. As with psyches, deviations may be classified as Red, Amber or Green.

6 PSYCHIC BIDDING

6 B 8 A partnership's actions following a misbid may provide evidence of an unauthorised understanding, but they are less likely to do so because of the lack of intent to mislead. As with psyches, misbids may be classified as Red, Amber or Green.

6 B 9 Because of the difference between the player's understanding of his call and any alerts and answers to questions by his partner it is quite common for unauthorised information problems to be present.

6 C Reporting and Recording

6 C 1 Psychic bids do not have to be reported but a player may request the TD to record them if he wishes. To do so is not to accuse the opponents of malpractice. The TD may record any hand if he thinks fit.

6 C 2 Players whose partners have taken an unusual action such as a psyche, misbid or deviation which has been reported are given the chance to explain their actions in writing. This is because it is *that* player whose subsequent bidding and play is being looked at. Such players who do not explain their actions must realise that failure to do so might lead to unfortunate conclusions. Notably, players who fail to raise partner in such circumstances and do not explain their actions must expect their actions to be adjudged as fielding.

6 D Scoring a Fielded Psyche, Misbid or Deviation

6 D 1 If the TD judges a psyche, misbid or deviation Is Amber or Green, then there is no adjustment, unless there are two Amber cases, see 6 B 6.

6 D 2 If the TD judges a psyche, misbid or deviation Is Red, then the board is completed. If their opponents have a 60% score or better, or have gained 3 imps or more, the result stands unchanged. Otherwise, the result is cancelled, and the board re-scored as Average Plus to the opponents, Average Minus to the pair. Normally this translates as 3 imps, or 60%/40%.

6 D 3 If it is a Red psyche then an additional Procedural Penalty will be applied. Normally it will be the minimum standard though a TD may increase this. In a Victory Point event, the normal penalty is 0.5 VP. Otherwise it is 10% or 2 imps, so the board is generally scored as 60%/30% or 5 imps.

7 PROCEDURES

7 PROCEDURES

7 A *The Hand and Curtain Card*

7 A 1 It is each player's responsibility to ensure the correct number of cards is in his hand and a player who fails to do so may be warned or fined. A player takes the cards from the board then, before looking at them, checks that the curtain card - if there is one - belongs to the player, then counts the cards, then examines their faces and checks from the curtain card that they are correct. (Law 7B1)

7 A 2 A player may not take the cards, or the curtain cards, of other players out of the board during or after play without the permission of the TD. At the end of play, however, a player may ask an opponent to show his hand, for example to check on a revoke or to ascertain the number of tricks won or lost, and his opponent is expected to show his hand when asked. (Law 7C, 66D)

7 A 3 When under Law 7B1 a player takes a hand from the pocket corresponding to his compass position a member of each side, or the Director, should be present.

7 B *Bidding Boxes*

7 B 1 The EBU has adopted the following procedures based on recommendations by the WBF.

7 B 2 Starting with the dealer, players place their calls on the table in front of them, from the left and neatly overlapping, so that all calls are visible and faced towards partner. Players should refrain from touching any cards in the box until they have determined their call. A call is considered to have been made when the call is removed from the bidding box with apparent intent (but the TD may apply Law 25).

Note that some left-handed bidding boxes are available, where the calls are placed in a row from right to left.

7 B 3 Alerts should be made by use of the Alert card. It is the responsibility of the alerting player to ensure that BOTH his opponents are aware of the alert.

7 B 4 Before making a jump bid (ie a bid at a higher level than the minimum in that denomination) a player should place the Stop card in front of him, then place his call as usual, and eventually remove the Stop card. His LHO should not call until the Stop card has been removed.

7 B 5 The Stop card should be left on the table for about ten seconds, to give the next player time to reflect. It should not be removed prematurely.

7 B 6 After a jump bid, the next player MUST pause for about ten seconds before calling. It is an offence either not to pause or to show indifference when pausing. If the Stop card has been removed prematurely or has not been used, an opponent should nevertheless pause as though the Stop card had been used correctly.

7 B 7 At the end of the auction the calls should remain in place until the opening lead has been faced and all explanations have been obtained, after which they should be returned to their boxes. If the hand is passed out then the passes are immediately returned to their boxes.

7 B 8 Calls made using cards are treated under the Laws in the same way as spoken calls. For example, a call may be changed without penalty under Law 25A only if:

- (a) The change is solely due to the player having taken out the wrong card in error; and
- (b) He changes - or attempts to change - it instantly after he REALISES that he has removed the wrong card by mistake.

7 PROCEDURES

Note that this does not permit a change under Law 25A where the player decided to make a call that he then realised was wrong but had already removed the card for the call he originally intended from the box.

7 B 9 Certain bidding cards have regulations on the back. These are usually not English regulations and do not take precedence over the regulations in this *Orange Book*.

7 B 10 If a Stop card is taken from the box no call has been made under 7 B 2 until the card for the actual bid is taken out. Thus a player who has pulled out the Stop card is entitled to change his mind and make a call which is not a jump bid. Also a Stop card played out of turn is not a call out of turn, and may be replaced without penalty, and the player can make any legal call when it reaches his turn. Unauthorised information is available to partner in either case.

7 B 11 Some players do not always complete the auction properly by laying a pass card on the table in the pass out seat. Usually this does not cause a problem. When a player acts in such a way as to indicate they have passed and an opening lead is faced they have passed. An action may be deemed by the TD to be a pass in the pass out seat (eg. General 'waft' of the hand, tapping cards already there, picking up the cards).

7 C **'Stop' or 'Skip' Bids without Bidding Boxes (Law 73A2)**

7 C 1 When not using bidding boxes (for which see 7 B 4), before making a jump bid (ie a bid at a higher level than the minimum in that denomination) a player should say "stop" or "skip bid", to give the next player time to reflect.

7 C 2 Just as when passing a player can use "pass" or "no bid" but should not change from one to the other during a session, so players should be consistent in the use of "stop" or "skip bid". (Law 74C1)

7 C 3 After a jump bid, the next player MUST pause for about ten seconds before calling. It is an offence either not to pause or to show indifference when pausing. If the opponent does not say "stop" or "skip bid" as required, the next player should pause as though the warning has been given correctly.

7 D **Law Book options**

7 D 1 Certain Laws have Regulating Authority options. Those applicable to EBU events are:

- (a) Law 12C1 (c) applies, so a TD or Appeals Committee may weight an assigned adjusted score in order to do equity: this is the norm.
- (b) Law 18F authorises such methods as Bidding Boxes and Silent Bidders.
- (c) Law 40B1 refers to special partnership agreements. Any agreement that is subject to a regulation in this Orange book is deemed to be a special partnership agreement.
- (d) Under Law 40B2 (a) the EBU can regulate certain natural bids directly that were previously regulated indirectly – see 10 E.
- (e) Under Law 40B2 (c) (iii) a player may look at his opponents' system card at any time, though this may create unauthorised information.
- (f) Under 40B3 (a) a pair is NOT allowed to vary its understandings by prior agreement during the auction or play consequent on a question asked by either side.
- (g) Under Law 40B3 (b) a pair is allowed to vary its understandings by prior agreement during the auction or play consequent on a response by the opponents to a question by this pair.

7 PROCEDURES

- (h) Under Law 40B3 (c) a pair is NOT allowed to vary its understandings by prior agreement during the auction or play consequent on a response by this pair to a question by the opponents.
- (j) Under Law 40B3 (d) a pair is allowed to vary, by prior agreement, its understandings during the auction and play consequent on an irregularity by either side, except that following its own insufficient bid a partnership may not change by prior agreement the meaning of a replacement call so that it is brought within the criteria of Law 27B1 (b).
- (k) Under Law 40C3 (a) a player is not allowed aids to memory, calculation or technique: for example, looking at the scores on the back of bidding cards during the hand is considered an aide-memoire and therefore illegal.
- (l) Under Law 61B3 defenders may ask each other whether they have any cards left of the suit led, though this may create unauthorised information.
- (m) Law 78D allows 'other scoring methods', for example in the Hubert Phillips honours count.
- (n) Law 93C allows the possibilities of differing methods of appeals and thus permits special methods to deal with special cases. EBU Appeals procedures are unchanged.

7 E Betting

- 7 E 1 It is permissible to have a bet with another competitor but only on the success of one of the two players. No bet is permitted where a player can affect the outcome in his favour by not competing to his best efforts.
- 7 E 2 It is inappropriate for a player who has made a bet on an event to serve on an Appeals Committee in the same event.

7 F Pauses at trick one

- 7 F 1 It is normal for declarer to pause before playing to trick one. No inference can be or should be taken from such a pause.
- 7 F 2 It is normal for third hand to think before playing to trick one. Such thought is normally while declarer is thinking about his play. However, sometimes declarer plays quickly from dummy. At such a time third hand may legitimately think whatever his holding in the suit, and no inference can be or should be taken from such a pause. For example, if third hand has a singleton and declarer plays quickly from dummy, it is entirely legitimate for third hand to consider the hand generally.

8 APPEALS PROCEDURES

8 APPEALS PROCEDURES

8 A Appeals Committees

- 8 A 1 An appeal under Law 92A to an EBU Appeals Committee or Referee is currently subject to a deposit of £20 in a pairs event and £30 in a teams event. This is returned at the Appeals Committee's or Referee's discretion and their decision is based upon whether they consider the appeal to have been frivolous for the class of player involved. The test in the case of an experienced appellant would be if the Committee came to a unanimous decision with little or no discussion; the less experienced the player, the more lenient the Committee would be.
- 8 A 2 At certain competitions, the Laws & Ethics Committee appoint experienced players as 'Appeals Advisors' (often referred to as 'Cuddlies' or 'Appeals Consultants') to help would-be appellants decide whether their case justifies an appeal. The TD arranges for a player to meet an Advisor if desired.
- 8 A 3 An Appeals Committee or a Referee will seek any guidance required as to law or regulation from the Director in Charge. It is within the discretion of the Committee to seek such other consultation as may be helpful; it is recommended for a Referee to do so, if convenient.
- 8 A 4 If any player wishes to have a copy of the appeals form it will be sent to him on request.
- 8 A 5 Blank copies of Appeals forms and Report of Hand forms are available on the EBU website at http://www.ebu.co.uk/laws_ethics/appeals/forms.htm.

8 B Appeals to the National Authority

- 8 B 1 These are settled by the Laws & Ethics Committee and must be submitted in writing to the Secretary of the Committee, enclosing a deposit of £75.
- 8 B 2 No appeal to the National Authority will be allowed if there was not a request for an appeal against the TD's ruling under Law 92A. (Law 93C)
- 8 B 3 Appeals to the National Authority should be submitted promptly. There is no specific time limit of general application, although a deadline may be imposed in a particular case. If the Laws & Ethics Committee decides that an appeal has not been submitted within a reasonable time, it will be dismissed and the deposit returned.
- 8 B 4 An appeal to the National Authority is heard on its merits, and the deposit normally returned, only if the Laws & Ethics Committee considers the appeal to involve one or more of the following:
- (a) A question of principle
 - (b) An error of tournament direction
 - (c) An error in the application of Law or Regulation
 - (d) A grossly inappropriate value judgement
- If none of these factors is present the appeal will be dismissed and the deposit forfeited. Note that a request to revise a value judgement which falls short of being grossly inappropriate is not a sound basis for an appeal to the National Authority.
- 8 B 5 If one of the specified factors is found to be present, the Laws & Ethics Committee will consider the matter afresh in the light of the submissions made, and it may revise a value judgement even if it does not consider it to have been grossly inappropriate.

8 APPEALS PROCEDURES

- 8 B 6 Appeals to the National Authority are almost always dealt with by correspondence. Only in exceptional circumstances will the Laws & Ethics Committee allow a personal attendance by a party to the appeal.
- 8 B 7 The outcome of an appeal to the National Authority, or some other intervention by the Laws & Ethics Committee, will affect the result of a match in a knock-out competition only if the decision is made in time for the result to be included in the draw for the next round without undue disruption to the progress of the competition. The same principle applies, with any necessary modifications, to any competition which involves qualification for a subsequent round or stage of the competition.

9 REGULATION OF AGREEMENTS

9 REGULATION of AGREEMENTS

9 A *Tournament Organizer*

9 A 1 *Responsibility*

The methods permitted in any event are defined by the Tournament Organizer (see Law 80B). The following provisions apply:

9 A 2 *EBU events*

The permitted agreements will normally be one of the defined Levels referred to in 9 B, without modification. However, events may be run under a Simple Systems approach (see 9 D).

The regulations in force in EBU events will be prominently advertised. In the event of the use of an approach other than one of the defined Levels, full details will be published by the appropriate body.

9 A 3 *Events licensed by the EBU*

Any restrictions set out by the EBU as part of the licence must be followed. Otherwise, the event organisers are free to choose which agreements can be used. For the options see 9 B to 9 F.

9 A 4 *County Associations*

For their own competitions, County Associations are free to choose which agreements can be used. EBU rules generally apply to County heats of EBU events, although the rules of a particular event may provide that a County's rules are to apply.

9 A 5 *Clubs and other Tournament Organizers*

For their own competitions, clubs and other Tournament Organizers are free to choose which agreements can be used. EBU rules generally apply to club heats of EBU events, and County rules to club heats of County events, although in either case the rules of a particular event may provide that a club's rules are to apply (an example is EBU simultaneous pairs events).

9 B *Defined Levels*

9 B 1 In order to provide a choice for its own competitions and those of other Tournament Organizers, to enable competitions to be run for every level of player, there are four categories of permitted agreements. In increasing order of complexity these are called Level 2, Level 3, Level 4 and Level 5 (the reasons for starting at 2 are historical). Anything permitted at one level may be played at any higher level.

9 B 2 While the Laws & Ethics Committee does not dictate to Tournament Organizers what methods they permit, it does have opinions, which are as follows:

- (a) Novice events, No Fear events, or lower flights of flighted events should generally be run at Level 2 or as Simple Systems events – see 9 D.
- (b) Otherwise, events run by National Authorities should be at Level 4 or Level 5. The Committee believe that this approach is better for all events and asks all authorities to consider this.
- (c) Except where the competitions in (a) are played, where a number of events are played over a single weekend the Committee believes it to be a mistake to run different events at different levels. For example, if the main event at a Congress is Level 4, then all events over the weekend should be Level 4.

9 REGULATION OF AGREEMENTS

9 C *Other arrangements*

9 C 1 As an alternative to choosing one of the defined Levels referred to in 9 B, Tournament Organizers may choose to make their own arrangements. Although Tournament Organizers may devise a policy from scratch, this is unusual, and the most common ways in which Tournament Organizers may depart from the defined EBU Levels are as follows:

- (a) Simple Systems (see 9 D)
- (b) Specific modifications (see 9 E)
- (c) Any agreements are allowed (subject to proper disclosure)

9 C 2 Tournament Organizers which choose not to follow one of the defined Levels should take care to ensure that the systems policy is well publicised so that players can readily ascertain what methods are and are not permitted.

9 D *Simple Systems*

9 D 1 Tournament Organizers may wish to run events at which the range of methods which can be played is considerably more restricted than EBU Level 2. Such events may well be geared to players who are relatively inexperienced, and are sometimes referred to as 'No Fear' events.

There are other events in which such an approach may be considered appropriate, such as for individual events where players play with several different partners and the time for system discussion is necessarily limited.

9 D 2 Tournament Organizers can approach Simple Systems events in one of two ways:

- (a) Provision of a completed convention card (see 9 D 6-7)
- (b) A list of permitted agreements (see 9 D 8-9)

9 D 3 Whichever method is adopted, the Tournament Organizer has a choice from the following two options:

- (a) That it is required to play the system without amendment; or
- (b) That in specified respects it is permitted to choose between a number of different options shown in the published list.

9 D 4 Unless the Tournament Organizer specifies otherwise, any call that is part of old-fashioned simple Acol is allowed, even if not shown on the card or in the published list. Also a pair may choose not to play an agreement at all, for example not playing Gerber.

9 D 5 Tournament Organizers should make it clear to contestants which of the above rules are to be followed.

9 D 6 *Provision of a completed convention card*

The Laws & Ethics Committee recommends that the Tournament Organizer gives each player a convention card to follow.

The following cards are available from the EBU:

- (a) EBU Simple System
- (b) Standard English Acol – Foundation Level
- (c) Standard English Acol – Modern Acol (Full system)

9 REGULATION OF AGREEMENTS

- 9 D 7 EBU Simple System is a version of traditional Acol.
Standard English Acol – Foundation Level is the system taught to beginners under *Bridge for All*. It too is based on traditional Acol.
Standard English Acol – Modern Acol (Full system) is the system to which *Bridge for All* students progress after they have been learning for some time. It has an Acol base, but certain aspects differ from traditional interpretations.
- 9 D 8 List of agreements
Alternatively (but not recommended) competitors may be required to adhere to a published list of agreements.
- 9 D 9 The following list approximates to the EBU Simple System convention card:
(a) Basic system
Natural:
1♣ either natural or prepared
1NT limited to a 3-point range between 12 and 18 HCP: its strength may vary according to the vulnerability
2♣ either Acol or Benjamin: 2♦ negative response
Any one of:
(a) 2♦ Strong (Acol): 2NT negative response
(b) 2♦ Weak with a defined range: 2NT enquiry response
(c) 2♦ Benjamin: 2♥ negative response
Either:
(a) 2♥, 2♠ Strong (Acol): 2NT negative response
(b) 2♥, 2♠ Weak with a defined range: 2NT enquiry response
(b) Bidding Agreements
Responses to 1NT: Stayman 2♣; Either 2♦, 2♥, 2♠ Weak or 2♦, 2♥ Transfers
Responses to 2NT: Either Stayman 3♣ or Baron 3♣;
Either 3♦, 3♥, 3♠ Natural or 3♦, 3♥ Transfers
Take-out doubles of an opponent's suit, before partner has bid or doubled
Any defence to pre-empts
Slam bidding: Blackwood, Gerber, and 5NT Grand Slam Force
(c) Leads, signals and discards
Honour card leads:
A or K from AKx
The highest from touching honours
Small card leads from an honour:
Lowest from three
4th highest from four or more

9 REGULATION OF AGREEMENTS

Small card leads from suits not headed by an honour:

Any one of:

- (a) The highest card
- (b) The 2nd highest card from 3 or more
- (c) The 4th highest card from 4 or more, MUD or top from three small

Signals on partner's lead, signals on declarer's lead and discards:

High-low shows either an even number of cards or encouragement

Low-high shows either an odd number of cards or discouragement

When a card would be generally understood to have a suit preference meaning, such as when it is led for partner to ruff, then this is allowed

9 E **Specific modifications**

9 E 1 It is open to a Tournament Organizer to base its system policy on one of the defined EBU levels, but to introduce modifications. Such modifications may either prohibit the use of certain agreements which are permitted at the level on which the systems policy is based, or allow the use of certain agreements which are not permitted at that level.

9 E 2 Two examples are taken from clubs. There is a club which dislikes the Multi: they allow their members to play all Level 3 agreements apart from the Multi. Similarly another club disliked the change to permit 1NT openings containing a singleton: they allow their members to play all Level 3 agreements apart from opening 1NT with a singleton.

9 F **Level 5**

9 F 1 It is open to Tournament Organizer to devise a systems policy under which it is permitted to play methods which are not permitted at any of the defined Levels. Such a systems policy may be based on a policy published by another organisation (such as the World Bridge Federation), with or without modifications, or may be devised from scratch by the Tournament Organizer concerned. This approach was formerly known as 'Level 5'.

9 F 2 From 2010 Level 5 was re-introduced. Various EBU events will be run at level 5, based on allowing what were previously Level 4 agreements and WBF Category 3 agreements. From this date certain opening bids were no longer permitted at Level 4.

9 G **Submitting an agreement for authorisation**

9 G 1 Additions and amendments to the regulations in this book, including details of newly authorised bidding agreements, are normally published in the August edition of English Bridge each year. Changes come into force from 1st August.

9 G 2 If a member wishes to apply to the Laws and Ethics Committee for approval of any agreement which is not currently permitted, a submission (posted, emailed or faxed) should be sent to the Secretary of the Committee. It is helpful to include a logical defence to any agreement, and to indicate how it is to be shown on the convention card. Contact details for the Secretary are included in 1B.

9 G 3 Details of the agreement must be received by the Secretary of the Committee by the end of the preceding February. There is no fee. The Committee tends to look more favourably on applications for agreements that are not especially difficult to defend against.

10 OVERALL RULES FOR AGREEMENTS

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10 A *Basic*

- 10 A 1 It is each player's duty to ensure that the agreements used are permitted. It would be normal to consider disqualification for a pair that deliberately used agreements that are not permitted throughout an event.
- 10 A 2 Both members of a partnership must have the same bidding agreements and play the same system of leads, signals and discards.
- 10 A 3 A partnership may define the strength of a hand by using any method of hand evaluation that will be understood easily by its opponents (eg High Card Points, Playing tricks, Losing Trick Count, etc). Regardless, your agreements must meet the permitted minimums defined in terms of HCP and Opening Points (as in 11 C 1 and 11 F 2, for example).
- 10 A 4 No agreement is permitted whose sole effect, or one of whose main effects, is to deceive the opponents as to:
- (a) The length or strength of a suit; and/or
 - (b) The strength of the hand held
- by the player making the call.
- Psyches required by system are not allowed.
- 10 A 5 No agreement is permitted whose sole effect, or one of whose main effects, is to control psyches.
- 10 A 6 Players adopting an agreement to make calls which have no specified meaning ('random' calls) are under an obligation to take great care over disclosure, particularly of negative inferences, and such players will be ruled against unless a TD is completely satisfied that the agreements have been fully disclosed.
- Such agreements remain subject to the generality of the provisions concerning permitted methods: in effect, random calls will only be permitted in situations where there is no restriction on permitted methods.
- 10 A 7 Under the regulations for Levels 2, 3, 4 or 5, systems are not regulated as a whole. Systems are made up of a large number of agreements, which are regulated individually. Whether an agreement is permitted is not based on the rest of the system of which it forms part.
- 10 A 8 A partnership may play two Basic systems at different positions or vulnerabilities only in Level 4 or Level 5 competitions, and only where rounds are of 7 boards or more. Each member of the partnership must display two convention cards, indicating the occasions when the different systems apply.
- It is permitted to vary certain parts of a system according to position and/or vulnerability. Examples of variations which do not constitute playing two Basic systems for the purpose of this regulation are:
- (a) Playing a different range for certain bids (for example opening no trumps or pre-empts).
 - (b) Playing five card majors in some positions and four card majors in others.
 - (c) Playing different lengths for minor suit openings, as a consequence of the differences in (a) and/or (b).
 - (d) Playing different meanings for opening two-bids (for example playing Acol twos in 4th seat, weak twos otherwise).

10 OVERALL RULES FOR AGREEMENTS

10 A 9 A partnership may agree to play different systems against different opponents in the same event. The partnership must each make out different convention cards, and make sure the correct ones are offered to the relevant opponents.

10 A 10 If a pair play an illegal agreement then the board is completed. If their opponents have a 60% score or better, or have gained 3 imps or more, the result stands unchanged. Otherwise, the result is cancelled, and the board re-scored as Average Plus to the opponents, Average Minus to the pair. Normally this translates as 3 imps, or 60%/40%. An additional Procedural Penalty will be applied if the pair has been warned previously over its use of this agreement.

10 B Rule of 19 (and Rule of 18, 25)

10 B 1 This is a method of hand valuation calculated by adding the HCP to the sum of the number of cards in the two longest suits. It is used for defining the agreed strength – normally the minimum strength – which is permitted for various bids, most commonly opening bids.

10 B 2 *Example*

	(A)	(B)
	♠ J 8 4 3 2	♠ A J 8 7 2
	♥ 3	♥ 6
	♦ A 4 3	♦ K J 9 3 2
	♣ K 6 5 4	♣ 8 6
High Card Points:	8	9
No. of cards in longest suit:	5	5
No. of cards in 2nd longest suit:	4	5
Total value by 'Rule of 19':	17	19

At Level 2 (for example) it is normally permitted to open on Rule of 19, so a partnership may agree to open 1♠ on (B), but not on (A).

10 B 3 Paragraph deleted.

10 B 4 Strong openings are often described as 'Extended Rule of 25' which means the minimum allowed is any of:

- subject to proper disclosure, a hand that contains as a minimum the normal high-card strength associated with a one-level opening and at least eight clear cut tricks, or
- any hand meeting the Rule of 25 or
- any hand of at least 16 HCPs

Examples:

- ♠ A K Q J x x x x ♥ x x ♦ x x ♣ x does count as 8 clear-cut tricks.
- ♠ A K Q x x x x x ♥ x x ♦ x x ♣ x does not.

Clear-cut tricks are clarified as tricks expected to make opposite a void in partner's hand and the second best suit break.

Further examples:

AKQxxxx (7 CCT), KQJxxxx (5), AQJ98xx (5), KQJT_x (3), KQJT_{xxx} (6), AKT9xxxx (8), KJT_{xxx} (2)

10 OVERALL RULES FOR AGREEMENTS

10 C Options

10 C 1 If there is a list of options for a permitted agreement then a partnership may agree to play the particular call to mean only one item from the list if it says:

- (a) Any one of ... (b) Either ... or ...

However, a partnership may agree to play it as a multi-way call, showing various possibilities from the list if it says:

- (a) Any of ... (b) ... or ... (c) Up to three of ...

10 C 2 **There are occasions where a call might show, for example, 'spades and a minor'. The Laws and Ethics Committee confirms that this is 'one meaning' within the context of the regulation.**

10 D Variations

10 D 1 It is generally permitted to vary the details of a permitted agreement by making it more restrictive. Thus if a certain call is shown as playable in Section 11 subject to a certain minimum strength then it may be played with a higher minimum. Similarly suits may be played as longer than the minimum shown.

10 D 2 Where specific suits are shown in what may be permitted it is not permitted to change those suits. However, simplifications are generally allowed. For example, if a bid was described as showing Hearts and another suit it would be permissible to play it as showing Hearts and a minor, but not Spades and another suit.

10 E Legal control of non-conventional bids

10 E 1 The EBU defines all agreements that it regulates as 'special partnership understandings'.

10 E 2 *Levels 2, 3 and 4*

- (a) A partnership may NOT agree to open 1♥ or 1♠ on 3 cards.
(b) A partnership may NOT agree to overcall on 3 cards.
(c) A partnership may NOT agree to overcall solely to show strength in the suit bid rather than length.
(d) A partnership may NOT agree to open on hands weaker than as allowed by 11 C 1, 11 C 9 and 11 C 10.

These rules do not necessarily apply to any artificial bids allowed by other sections.

11 PERMITTED AGREEMENTS

11 PERMITTED AGREEMENTS at Levels 2, 3, 4 and 5

11 A **Basic**

Allowed at Levels 2, 3 and 4

11 A 1 *Development of the auction*

Subject to restrictions in 10 E, both sides are free to develop the auction in any manner:

- (a) from and after the opener's next call
- (b) after any opening bid at the 2-level or higher
- (c) from and after a call by any player that is game forcing from strength
- (d) from and after a call by any player at the level of 4NT or higher

11 B **Opening Passes**

Allowed at Levels 2, 3 and 4

11 B 1 *General*

It is not permitted to play an opening pass to show values.

11 C **One of a Suit Opening Bids**

Allowed at Levels 2, 3 and 4

11 C 1 *Minimum opening bid strength*

The minimum agreement for opening one of a suit is Rule of 19, or 11 HCP. However a partnership may not agree to open with 7 HCP or fewer even if the hand is at least Rule of 19.

11 C 2 *1♣ openings - basic*

A 1♣ opening may be played to have any meaning, forcing or not, as long as this does not include unbalanced hands with 5+ Diamonds or 5+ Hearts or 5+ Spades (unless there is a Club suit of equal length or longer).

11 C 3 *Strong Club*

A 1♣ opening may have any combination of meanings if it is forcing and promises a minimum of 'Extended Rule of 25' (see 10 B 4).

11 C 4 *1♦ openings - basic*

A 1♦ opening may be played to have any meaning, forcing or not, as long as this does not include unbalanced hands with 5+ Hearts or 5+ Spades (unless there is a minor suit of equal length or longer).

11 PERMITTED AGREEMENTS

11 C 5 *Canapé 1♣ and 1♦ openings*

These may be played as up to four meanings from:

- (a) a balanced or semi-balanced hand
- (b) one-suiter showing the suit bid
- (c) a 4-4-4-1 hand with any singleton
- (d) a minor two-suiter

together with

- (e) 4+ cards in the suit bid, and a second suit which is at least as long as the suit bid

11 C 6 *1♥ and 1♠ openings*

These may be played as any one of the following:

- (a) natural, 4+ cards, forcing or not
- (b) canapé, 4+ cards, forcing or not
- (c) possible canapé, 4+ cards, forcing or not
- (d) natural, 5+ cards, forcing or not

Note: Canapé means that if the hand held is a two-suiter the bid major is the shorter of two suits, both of at least four cards. Possible canapé is similar but if the hand held is a two-suiter either suit might be longer.

11 C 7 *1♥ and 1♠ openings - special treatment*

A partnership may agree to exclude a defined suit length from a natural or canapé opening bid (eg 1♥ shows four cards or at least six but not precisely five).

11 C 8 Paragraph removed.

Allowed at Levels 3 and 4

11 C 9 *Minimum opening bid strength in first and second seat*

The minimum agreement for opening one of a suit is Rule of 18. However a partnership may not agree to open with 7 HCP or fewer even if the hand is at least Rule of 18.

11 C 10 *Minimum opening bid strength in third and fourth seat*

The minimum agreement for opening one of a suit is 8 HCP.

11 C 11 *1♣ openings - basic*

These may be played to have any meaning, forcing or not, as long as this does not include unbalanced hands with 5+ Hearts or 5+ Spades (unless there is a minor suit of equal length or longer).

11 C 12 *Strong Diamond*

A 1♦ opening may have any combination of meanings if it is forcing and promises a minimum of 'Extended Rule of 25' (see 10 B 4).

11 PERMITTED AGREEMENTS

Allowed at Level 4 only

11 C 13 *Either/or [Two-way] Club*

A 1♣ opening may be played as both of:

(a) Any meaning as long as this does not include unbalanced hands with 5+ Hearts or 5+ Spades (unless there is a minor suit of equal length or longer).

together with

(b) Strong: any combination of meanings which promises a minimum of 'Extended Rule of 25' (see 10 B 4).

11 C 14 *Artificial openings in a minor*

Any opening bid of 1♣ or 1♦ is permitted that shows at least four cards in a specified suit, forcing or not.

11 C 15 *Openings in a major: general*

An opening bid of 1♥ or 1♠ is only permitted if it shows at least four cards in the suit bid, forcing or not.

11 D **Responses to One of a Suit Opening Bids**

Allowed at Levels 2, 3 and 4

11 D 1 *General*

- (a) Any response which is always game forcing is permitted.
- (b) Any response showing at least four cards in the suit bid is permitted, as is a natural response in no trumps. Such responses may be forcing or non-forcing.
- (c) Any response which shows support for partner and at least the values for game opposite an opening which is a king above a minimum is permitted.
- (d) Any natural raise in opener's suit is permitted; this may show fewer than four cards in the suit bid.

11 D 2 *To a 1♣/♦ opening*

The following responses are also permitted:

A 1♦ or 1♥ response to 1♣

and a 1♥ or 1♠ response to 1♦

may be played as

- (a) artificial, negative or semi-negative; or
- (b) any agreed meaning, game forcing.

11 D 3 *To a 1♥ opening*

The following responses are also permitted:

- (a) A 1♠ response may be played as artificial and forcing with any number of meanings.
- (b) A 1NT response may be played as any one of:
 - (1) natural
 - (2) non-forcing, unsuitable for any other response
 - (3) artificial and forcing with any number of meanings

11 PERMITTED AGREEMENTS

(4) 4+ Spades, forcing for one round

(5) 5+ Spades, forcing for one round

(c) A 2♣ or 2♦ response may be played as semi-natural, ie normally natural but may be only 3 cards, forcing.

11 D 4 *To a 1♠ opening*

The following responses are also permitted:

(a) A 1NT response may be played as any one of:

(1) natural

(2) non-forcing, unsuitable for any other response

(3) artificial and forcing with any number of meanings

(b) A 2♣ or 2♦ response may be played as semi-natural, ie normally natural but may be only 3 cards, forcing.

11 D 5 *Canapé*

Canapé style responses, where the shorter suit is bid before the longer, are permitted. Both suits must contain at least four cards.

11 D 6 *Previously permitted agreements*

The following agreements previously permitted under separate permissions are now covered by the above arrangements:

(a) Forcing Spade/No trump response

(b) Support bids

11 D 7 *In competition*

After the next player doubles or overcalls the opening bid:

(a) All the responses listed above may be played. Furthermore:

(b) Any meaning may be played for double, redouble, 2NT and a cue bid of an opponent's suit.

(c) Any meaning that includes a pass on 0 HCP may be played for pass.

(d) Over a take-out double of a non-forcing 1♦ that may have fewer than four cards in Diamonds, pass may be played to show Diamonds, and 1♥ and 1♠ may be played to show at least three cards.

Pass: an artificial pass promising values is not allowed. Whilst of course there may be occasions when, despite holding values, a partnership's system gives a player no other option but to pass, that pass must be consistent, at its minimum, with holding no points at all.

Allowed at Levels 3 and 4

11 D 8 *Developments*

All responses and continuations are allowed with or without intervention.

11 E *Opener's Rebids after Opening One of a Suit*

Allowed at Levels 2, 3 and 4

11 E 1 *General*

All rebids and further continuations are allowed with or without intervention.

11 PERMITTED AGREEMENTS

11 F One No Trump Opening Bids

11 F 1 *Developments*

All responses and continuations are allowed with or without intervention.

Allowed at Levels 2, 3 and 4

11 F 2 *Natural*

A natural 1NT must have a defined range, a minimum of 10 HCP and must not be forcing. The HCP range may be varied according to position and/or vulnerability. One of the following may be played:

- (a) a balanced hand
- (b) a balanced or semi-balanced hand
- (c) a balanced or semi-balanced hand, or 7222 hand with a 7-card minor

Players are free to agree more restrictive distributional constraints (eg no five card major).

Allowed at Levels 3 and 4

11 F 3 *Natural*

A natural 1NT must have a defined range, a minimum of 9 HCP and must not be forcing. The HCP range may be varied according to position and/or vulnerability. One of the following may be played:

- (a) a balanced hand
- (b) a balanced or semi-balanced hand
- (c) a balanced or semi-balanced hand, or 7222 hand with a 7-card minor
- (d) a balanced or semi-balanced hand, or 7222 hand with a 7-card minor, or 4441 or 5431 or 6331 hand

The range must be the same when holding a singleton. Players are free to agree more restrictive distributional constraints (eg no four card major).

11 F 4 *Strong and Artificial*

A 1NT opening may have any combination of meanings as long as it is forcing and promises a minimum strength of 'Extended Rule of 25' (see 10 B 4).

Allowed at Level 4 only

11 F 5 *Intermediate and Artificial*

A 1NT opening may have any meaning as long as it promises at least four cards in a specified suit and a minimum strength of Rule of 18. The minimum permitted strength is 8 HCP in 3rd or 4th hand.

11 F 6 *Other permitted agreements*

Stoker:

Shows a three-suiter, minimum Rule of 18. The minimum permitted strength is 8 HCP in 3rd or 4th hand.

11 PERMITTED AGREEMENTS

11 G Two of a Suit Opening Bids

11 G 1 *Developments*

All responses and continuations are allowed with or without intervention.

Allowed at Levels 2, 3 and 4

11 G 2 *Mixing types*

These regulations do not permit an opening bid to have a mixture of strong and other meanings at Level 2.

11 G 3 *General*

Two of a suit openings may be played as any one of the following:

- (a) Strong: Any combination of meanings provided that it promises a minimum strength of 'Extended Rule of 25' (see 10 B 4).
- (b) any single meaning that includes at least four cards in the suit bid.
- (c) a three-suiter with at least three cards in the suit bid
- (d) a three-suiter, short in the suit bid, minimum Rule of 18

11 G 4 Paragraph removed.

Allowed at Levels 3 and 4

11 G 5 *Mixing types*

These regulations do not permit an opening bid to have a mixture of strong and other meanings at Level 3 except in the case of the Multi 2♦.

11 G 6 *Multi 2♦*

The Multi 2♦ must contain a weak option and one or two strong options.

(a) Weak option

Permitted strength:

A defined range of no more than 5 HCP, a minimum strength of 4 HCP and a maximum of 12 HCP.

The agreed strength may differ according to position and/or vulnerability, but only one range is allowed at any combination of position and vulnerability.

Permitted distribution:

Suit: the suit may be played as either

- (1) Hearts; or
- (2) Hearts or Spades

Length of suit: the length of the suit may be played as any one of

- (1) 6+ cards
- (2) 5+ cards
- (3) 5+ cards, denying a 5332 shape

The minimum length of suit may differ according to position and/or vulnerability, but only one length of suit is allowed at any combination of position and vulnerability.

11 PERMITTED AGREEMENTS

(b) Strong options

Permitted strength:

Minimum 'Extended Rule of 25' (see 10 B 4).

Permitted distribution:

One or two of the following may be played:

- (1) an Acol Two: the suit need not be specified.
- (2) a 4-4-4-1 (or 5-4-4-0) hand, with a defined range: the singleton/void need not be specified.
- (3) a balanced or semi-balanced hand with a defined range; alternatively may be played so that on occasion it may contain a singleton.
- (4) a game forcing hand.

Note: Since the Multi 2♦ has only continued to be allowed at Level 3 because it was a popular agreement long before the present approach to permitted agreements was adopted, the following restrictions have been imposed upon its use:

- (i) The weak option may be played to show Hearts, or either major; it may not be played just to show Spades.
- (ii) At least one strong option must be of reasonable frequency.
- (iii) The provisions set out here must be adhered to strictly – variations are not permitted.
- (iv) It is not permitted to psyche a Multi 2♦ in a Level 3 event.
- (v) Responder is expected to explore game possibilities if his hand justifies it opposite the stronger options of opener's Multi 2♦.
- (vi) It is only permitted to pass a Multi 2♦ if responder has good reason to believe that 2♦ is the partnership's best contract.

11 G 7 *Other permitted agreements*

Both majors:

A 2♣ or 2♦ opening may show both majors (at least 4-4) with any agreed range.

11 G 8 Paragraph removed.

Allowed at Level 4 only

11 G 9 *Mixing types*

These regulations do permit an opening bid to have a mixture of strong and other meanings at Level 4.

11 G 10 *General*

Two of a Suit openings may be played as any one or two of the following:

- (a) Strong: Any combination of meanings provided that it promises a minimum strength of 'Extended Rule of 25' (see 10 B 4).
- (b) Any combination of meanings which either:
 - (1) includes one specified suit of at least four cards; or
 - (2) has a specification which does not include holding at least four cards in the suit bid, and does not include two-suiters where the suit bid is the longer suit.

11 PERMITTED AGREEMENTS

Notes:

- (i) Responder is expected to explore game possibilities if his hand justifies it opposite the stronger types of his partner's opening bid.
- (ii) An example of item (b)(2) for clarification: it is permitted to play a 2♦ opening as 'weak with Spades or Clubs'; this would not preclude a pair from opening such a bid on a hand that happened to have a second suit of Diamonds, since length in Diamonds is not part of the specification. But it is not permitted to play it as 'Spades or Clubs with a second suit of Hearts or Diamonds', since length in Diamonds is part of the specification.
- (iii) Note that there is no limit to the number of types of strong hand included under (a), nor to the number of types included under (b) so long as the requirement (1) is followed, or alternatively so long as the requirement (2) is followed.

11 H Two No Trump Opening Bids

11 H 1 *Developments*

All responses and continuations are allowed with or without intervention.

Allowed at Levels 2, 3 and 4

11 H 2 *Mixing types*

These regulations do not permit a 2NT opening bid to have a mixture of strong and other meanings at Level 2.

11 H 3 *General*

Two no trump openings may be played as:

Strong: Any combination of meanings provided that it promises a minimum strength of 'Extended Rule of 25' (see 10 B 4).

11 H 4 Paragraph removed.

Allowed at Levels 3 and 4

11 H 5 *Mixing types*

These regulations do not permit a 2NT opening bid to have a mixture of strong and other meanings at Level 3.

11 H 6 *General*

Two no trump openings may be played as any one of the following:

- (a) Strong: Any combination of meanings provided that it promises a minimum strength of 'Extended Rule of 25' (see 10 B 4).
- (b) A minor two-suiter

Note: In item (b), the agreed strength may differ according to position and/or vulnerability, but only one range is allowed at any combination of position and vulnerability.

11 PERMITTED AGREEMENTS

Allowed at Level 4 only

11 H 7 *Mixing types*

These regulations do permit a 2NT opening bid to have a mixture of strong and other meanings at Level 4.

11 H 8 *General*

Two no trump openings may be played as any one or two of the following:

- (a) Strong: Any combination of meanings provided that it promises a minimum strength of 'Extended Rule of 25' (see 10 B 4).
- (b) Any combination of meanings which either:
 - (1) includes one specified suit of at least four cards; or
 - (2) has a specification which does not include holding at least four cards in one specified suit and does not include two-suiters where the same specified suit is the longer suit.

Notes:

- (i) Responder is expected to explore game possibilities if his hand justifies it opposite the stronger types of his partner's opening bid.
- (ii) An example of item (b)(2) for clarification: it is permitted to play a 2NT opening as 'weak with a two-suiter in Spades and a minor, or both minors'; this would not preclude a pair from opening such a bid on a hand that happened to have a third suit of Hearts, since length in Hearts is not part of the specification. But it is not permitted to play it as 'either both majors or both minors', since length in every suit is part of the specification.
- (iii) Note that there is no limit to the number of types of strong hand included under (a), nor to the number of types included under (b) so long as the requirement (1) is followed, or alternatively so long as the requirement (2) is followed.

11 PERMITTED AGREEMENTS

11 J Three of a Suit Opening Bids

11 J 1 *Developments*

All responses and continuations are allowed with or without intervention.

Allowed at Levels 2, 3 and 4

11 J 2 *Mixing types*

These regulations do not permit an opening bid to have a mixture of strong and other meanings at Level 2.

11 J 3 *General*

Three of a suit openings may be played as natural, whether pre-emptive or not.

11 J 4 *Other permitted agreements*

Clarke 3♣:

This shows a 6+ card Club suit, a four card major and denies three cards in the other major.

Dhondy 3♣:

This shows at least 5-5 in the minors.

Allowed at Levels 3 and 4

11 J 5 *Mixing types*

These regulations do not permit an opening bid to have a mixture of strong and other meanings at Level 3.

11 J 6 *General*

Three of a suit openings may be played to have any meaning which includes at least four cards in the suit bid.

Allowed at Level 4 only

11 J 7 *Mixing types*

These regulations do permit an opening bid to have a mixture of strong and other meanings at Level 4.

11 J 8 *General*

Three of a suit openings may be played as any one of the following:

- (a) a specified suit
- (b) one of two specified suits neither of which is the suit bid
- (c) an unspecified solid suit with high cards outside
- (d) an unspecified solid suit without high cards outside
- (e) a two-suiter with both suits specified

11 PERMITTED AGREEMENTS

11 J 9 *Mixed strong and weak*

Three of a suit openings may be played as any one or two of the following:

- (a) Strong: Any combination of meanings provided that it promises a minimum strength of 'Extended Rule of 25' (see 10 B 4).
- (b) a specified one-suiter

11 K *Three No Trump Opening Bids*

11 K 1 *Developments*

All responses and continuations are allowed with or without intervention.

Allowed at Levels 2, 3 and 4

11 K 2 *General*

Three no trump openings may be played as any one of the following:

- (a) a balanced or semi-balanced hand with a defined range, minimum 18 HCP; alternatively may be played so that on occasion it may contain a singleton
- (b) an unspecified solid minor without high cards outside
- (c) an unspecified solid minor with high cards outside

Allowed at Levels 3 and 4

11 K 3 *General*

Three no trump openings may be played as any one of the following:

- (a) an unspecified solid suit with high cards outside
- (b) an unspecified solid suit without high cards outside
- (c) a specified one-suiter
- (d) a one-suiter, one of two specified suits

11 PERMITTED AGREEMENTS

11 L Four or More of a Suit Opening Bids

11 L 1 *Developments*

All responses and continuations are allowed with or without intervention.

Allowed at Levels 2, 3 and 4

11 L 2 *General*

Four or more of a suit openings may be played as natural, whether pre-emptive or not.

11 L 3 *Other permitted agreements*

South African Texas (also known as **NAMYATS**):

4♣ shows a **good** 4♥ opener

4♦ shows a **good** 4♠ opener

Note: They are often played to show solid suits.

Allowed at Level 4 only

11 L 4 *General*

4♣ and 4♦ openings may be played as any one of the following:

- (a) an unspecified solid major with outside high card(s)
- (b) an unspecified semi-solid major with outside high card(s)
- (c) an unspecified solid or semi-solid major with outside high card(s)

11 M Defence to Artificial and Forcing Bids

11 M 1 *Developments*

All continuations are allowed by the defender side with or without intervention by the opening side.

Allowed at Levels 2, 3 and 4

11 M 2 *General*

Any defence may be used against an artificial or forcing opening. Note that opening bids of one of a minor that show 3+ cards are considered natural. Opening bids of one of a minor that may be made on fewer than 3 cards, are artificial, so any defence may be used against them.

11 M 3 *Defence by fourth hand*

- (a) Any defence may be used against an artificial response to any opening bid.
- (b) Any defence may be used against any response to an artificial or forcing opening bid.

11 PERMITTED AGREEMENTS

11 N Defence to Natural One of a Suit Opening Bids

11 N 1 *General*

All the defences in this section may be used against the following:

- (a) natural non-forcing opening bids
- (b) opening bids of a minor that are non-forcing and may be made on three cards, which are considered natural
- (c) natural responses to natural non-forcing openings

Note: All defences are permitted against opening bids of a minor that may be made on fewer than three cards, and to artificial responses to natural openings (see 11 M 2 and 11 M 3).

Allowed at Levels 2, 3 and 4

11 N 2 *Natural suit overcalls*

Natural suit overcalls are permitted showing a minimum of four cards in the suit bid.

11 N 3 *Doubles*

These may be played as either take-out or penalty. This includes the practice of doubling on balanced hands with (near) opening values or with 3+ cards in any unbid major(s) without any other distributional constraints.

11 N 4 *Responses to overcalls and doubles*

- (a) Any natural response is permitted.
- (b) Any meaning may be played for double, redouble, 2NT and a cue bid of an opponent's suit.
- (c) Any meaning that includes a pass on 0 HCP may be played for pass.

11 N 5 *Responses to overcalls and doubles: other permitted agreements*

Herbert negatives:

In response to a take-out double, a bid of the next suit up [or next denomination up] is negative.

Fit jumps:

In response to an overcall, a jump in a new suit is forcing, showing a good holding in the suit bid and support for partner's suit.

Fit non-jumps:

In response to an overcall, over intervention by the responder, a new suit at the lowest level is forcing, showing a good holding in the suit bid and support for partner's suit.

11 N 6 *Paragraph removed*

11 N 7 *Two-suiter overcalls*

Jump overcalls, simple or jump cue bids of an opponent's suit or bids of no trumps may be played to show a two-suiter of any agreed strength as long as one of the suits is specified.

After that any action by either side is allowed.

11 PERMITTED AGREEMENTS

11 N 8 *1NT overcalls*

A natural 1NT overcall must have a defined range, a minimum of 9 HCP and must not be forcing. The HCP range may be varied according to position and/or vulnerability. One of the following may be played:

- (a) a balanced hand
- (b) a balanced or semi-balanced hand
- (c) a balanced or semi-balanced hand, or 7222 hand with a 7-card minor, or 4441 or 5431 or 6331 hand

All responses and continuations are allowed with or without intervention.

11 N 9 *No trump overcalls: other permitted agreements*

1NT overcall for takeout:

1NT may be played as a takeout bid (similar to a takeout double) of any agreed strength.

Natural jump overcalls:

These are permitted.

Roman Jump Overcalls:

2NT shows a strong two-suiter with any unbid suits, minimum 'Extended Rule of 25' (see 10 B 4). Note that other jump overcalls show a limited two-suiter with specified suits which are permitted by 11 N 7.

11 N 10 *Cue bids: other permitted agreements*

Artificial game force:

A simple cue bid is an artificial game force.

Unspecified one-suiter:

A jump to any level in an opponent's suit may be played as an unspecified one-suiter.

Konstam and Tarlo ('KAT'):

A cue bid, forcing for one round only and showing a good take-out double.

11 N 11 *Defence by fourth hand*

- (a) After a raise, any defence is permitted.
- (b) Any natural overcall is permitted.
- (c) After any natural response (including pass), any meaning may be played for NT bids, cue bids of the opponent's suit(s) and double.
- (d) After any natural response (including pass), a bid of a new suit may be played as a two-suiter including the suit bid.

11 N 12 Paragraph removed.

Allowed at Levels 3 and 4

11 N 13 *Developments*

All continuations by the defenders are allowed with or without intervention.

11 N 14 *Canapé overcalls*

These are permitted, provided that the suit bid is of 4+ cards.

11 PERMITTED AGREEMENTS

11 N 15 *Suit transfers*

It is permitted to overcall at any level in a suit or no trumps to show length in any one specified suit provided that the quality of the suit, and, as a minimum, its strength, conform to the standards generally played for a natural call at the level that would result from the completion of the transfer.

11 N 16 *No trump transfers*

It is permitted to overcall at any level in a suit to show a balanced or semi-balanced hand suitable for play in no trumps provided that the distribution of the hand, and, as a minimum, its strength, conform to the standards generally played for a natural no trump call at the level that would result from the completion of the transfer.

11 N 17 *Doubles as suit transfers*

It is permitted to double to show length in any one specified suit provided that the quality of the suit, and, as a minimum, its strength conform to the standards generally played for a natural call at the level that would result from the completion of the transfer.

11 N 18 *Cue bids: other permitted agreements*

Unspecified one-suiter:

A bid in an opponent's suit may be played as an unspecified one-suiter.

11 N 19 Paragraph removed.

Allowed at Level 4 only

11 N 20 Paragraph removed.

11 N 21 *Other permitted agreements*

Gardener 1NT overcall:

Shows a strong balanced hand or a weak hand with a long suit.

Mollo 1NT overcall:

Shows a weak hand with a long suit.

Shortage overcalls:

These show shortages in the opener's suit and in the suit bid as well as normally 5-4 in the unbid suits.

Reese 2♣ protection:

A bid of 2♣ in the protective position shows a balanced hand. Alternatively it may be played as either Clubs or a balanced hand.

Williams 1♦ overcall:

An overcall of 1♦ over a natural 1♣ opening shows either Diamonds or a balanced hand.

11 P *Defence to Natural One No Trump Opening Bids*

11 P 1 *Developments*

All continuations are allowed with or without intervention.

11 PERMITTED AGREEMENTS

Allowed at Levels 2, 3 and 4

11 P 2 *Doubles*

Doubles may be played as any one of the following:

- (a) For penalties, showing at least 12 HCP or compensating distribution.
- (b) Showing length (at least four cards) in at least one specified suit.
- (c) Showing three suits, at least 4-4-3, of which at least one is specified.

11 P 3 *Overcalls of Two of a Suit or 2NT*

Overcalls at the two-level may be played as any one of the following:

- (a) Showing length (at least four cards) in a specified suit.
Note: Players abuse this by bidding, say, 2♣ to show Hearts and another suit and then rebidding 3♣ to show just Clubs: this is not allowed.
- (b) Showing three suits, at least 4-4-3, of which at least one is specified.
- (c) Alternatively, 2NT may be used to show a strong unspecified two-suiter, minimum 'Extended Rule of 25' (see 10 B 4).

11 P 4 *Overcalls of Three of a Suit or higher*

Bids at the 3-level or higher may have any meaning.

11 P 5 *Other permitted agreements*

Sharples:

2♣ shows an unspecified shape, including at least four Spades.

2♦ shows a weak distributional hand with short Clubs.

Roche:

2♣ shows a balanced or semi-balanced hand with at least three Clubs.

11 P 6 *Defence to Responses*

- (a) Any defence is allowed to artificial responses (see 11 M 3).
- (b) Doubles of natural responses may be played as any one of:
 - (1) take-out
 - (2) penalty
 - (3) penalty of an opening 1NT.
- (c) Natural overcalls are permitted.

Allowed at Levels 3 and 4

11 P 7 *General*

Any defence is permitted.

11 Q *Defence to Opening Bids of 2♣ or higher*

11 Q 1 *Developments*

All continuations are allowed with or without intervention.

11 PERMITTED AGREEMENTS

Allowed at Levels 2, 3 and 4

11 Q 2 *General*

Any defence is permitted.

11 R *Level 5 Permitted Agreements*

At Level 5 any agreement permitted at WBF/EBL Category 3 is permitted, as defined in 11 R 1-4. Also some additional agreements as described in 11 R 5-7.

11 R 1 *Definitions*

Average Hand	a hand containing 10 high-card points (Milton Work) with no distributional values
Weak	high-card strength below that of an average hand
Strong	high-card strength a king or more greater than that of an average hand
Natural	a call or play that is not a convention ('special partnership understanding' as defined in Law 40B1(a))
Length	three cards or more
Shortage	two cards or fewer
Long Match	a match of 17 or more deals
Short Match	a match of fewer than 17 deals

11 R 2 *Highly Unusual Methods (HUMs)*

Highly Unusual Methods may not be played, unless they are, or have previously been, permitted at EBU Level 4 (see sections 11 R 5-7). A Highly Unusual Method means any system that exhibits one or more of the following features, as a matter of partnership agreement:

- (a) A Pass in the opening position shows at least the values generally accepted for an opening bid of one, even if there are alternative weak possibilities.
- (b) By partnership agreement an opening bid at the one level may be weaker than Pass.
- (c) By partnership agreement an opening bid at the one level may be made with values a king or more below average strength.
- (d) By partnership agreement an opening bid at the one level shows either length or shortage in a specified suit.
- (e) By partnership agreement an opening bid at the one level shows either length in one suit or length in another.

EXCEPTION: one of a minor in a strong club or strong diamond system.

11 R 3 *Brown Sticker Conventions and Treatments*

Brown Sticker Conventions and Treatments may not be played, unless they are permitted at EBU Level 4. The following conventions or treatments are categorised as 'Brown Sticker':

- (a) Any opening bid of two clubs through three spades that:
 - (1) could be weak (may by agreement be made with values below average strength)

AND

 - (2) does not promise at least four cards in a known suit.

11 PERMITTED AGREEMENTS

EXCEPTIONS:

- (1) The bid always shows at least four cards in a known suit if it is weak. If the bid does not show a known four-card suit it must show a hand a king or more over average strength.
(Explanation: Where all the weak meanings show at least four cards in one known suit, and the strong meanings show a hand with a king or more above average strength, it is not a Brown Sticker Convention.)
 - (2) A two-level opening bid in a minor showing a weak two in either major, whether with or without the option of strong hand types, as described in the WBF Conventions Booklet, is not a Brown Sticker Convention.
 - (3) AKQxxx(x) in a single suit is not a hand which is below average strength.
- (b) An overcall of a natural opening bid of one of a suit that does not promise at least four cards in a known suit.

EXCEPTIONS:

- (1) A natural overcall in no trumps.
 - (2) Any cue bid that shows a strong hand.
 - (3) A jump cue bid in opponent's known suit that asks partner to bid 3NT with a stopper in that suit.
- (c) Any 'weak' two-suited bids at the two or three level that may by agreement be made with three cards or fewer in one of the suits.
- (d) Psychic bids protected by system or required by system.
- (e) None of the foregoing restrictions pertain to conventional defences against strong, artificial opening bids or defences against 'Brown Sticker' or HUM conventions.

11 R 4 *Random openings*

It is forbidden to open hands which, by agreement, may contain fewer than 8 high-card points and for which no further definition is provided.

11 R 5 *EBU Level 4 agreements*

All methods permitted by EBU Level 4 may be used, whether categorised as Brown Sticker or not.

11 R 6 *Other permitted agreements*

Stevenson 1♠:

This shows a hand with Clubs or Diamonds as the longest suit.

11 R 7 *Previously permitted agreements*

The following agreements previously permitted under separate permissions at Level 4 are now covered by the above arrangements:

- (a) Moscito 1♥/♠
- (b) Strong Major
- (c) Balanced Major

11 PERMITTED AGREEMENTS

11 S *Leads, signals and discards*

Allowed at Levels 2, 3, 4 and 5

11 S 1 *General*

Any system of leads, signals and discards may be used so long as reasonable details are entered on the convention card (see 4 K 1 and 4 K 2), and subject to the specific restrictions in 11 R 2 and 11 R 3.

11 S 2 *Encrypted carding*

No agreement is permitted whereby the meaning of a lead, signal or discard is based in principle on information not available to declarer, so no form of 'encrypted' carding is permitted.

Exceptionally an agreement arises typically where dummy has a long suit missing the Ace, and no outside entry, and involves the defender with the Ace of the suit giving a signal along Smith Peter lines, ie a signal concerning another suit, while the defender without the Ace gives a count signal. As a specific exception to the ban on encrypted signals, a count signal is permitted in place of a Smith Peter in specifically-defined situations provided that the use of the method is fully disclosed.

11 S 3 *Dual meaning signals*

Dual meaning signals (when following suit) are not permitted.

Examples of prohibited dual meaning signals

- (a) One message (typically attitude) is given according to whether the card played is odd or even; a different message (typically suit preference) is given according to whether the card played is high or low.
- (b) One message (typically attitude) is given if a specific card (say a 6 or a 7) is played; a different message (typically suit preference) is given if any other card is played.

Such dual meanings are permitted for discards.

12 GLOSSARY OF TERMS

12 GLOSSARY of TERMS

Artificial call	A call that is not natural.
Balanced, Semi-balanced, Unbalanced	Balanced: A hand of 4-3-3-3, 4-4-3-2 or 5-3-3-2 shape. Semi-balanced: A hand of 5-4-2-2 or 6-3-2-2 shape. Unbalanced: A hand that is neither balanced nor semi-balanced, ie contains a seven card or longer suit and/or a singleton or void.
Basic system	A pair's agreed approach to bidding. It generally is based on the opening one-bid structure. Examples are Acol, Five Card Majors, 2/1 Game Forcing, Strong Club, Precision Club, Blue Club, Polish Club. Different no trump ranges (for example in different positions or at different vulnerabilities) do not make a different Basic System. Can be extended to include a description of two-bids, for example, Benjaminised Acol, Acol with Multi.
Bid	A bid is an undertaking to win a specific number of tricks, thus it is from one to seven in a suit or no trumps.
Call	Any bid, double, redouble or pass.
Canapé	Bidding the shorter of two long suits first by agreement.
Constructive	A non-forcing bid that suggests game or slam may be possible.
Correction period	The period after play during which objections can be made. At the end of the correction period the score/result becomes official.
Cue bid	(1) An artificial bid in a suit bid or shown by opponents, not indicating any length in that suit. (2) An artificial bid, not indicating any length in the suit, but promising a control (eg Ace, King, singleton or void) in the suit.
Forcing	A call which a partnership has agreed cannot be passed.
Game forcing	A call after which a partnership has agreed the auction will end in a game or slam contract (or a doubled contract by opponents).
HCP	High Card Points, where A = 4, K = 3, Q = 2 and J = 1.
Jump bid	A bid at a higher level than the minimum in that denomination.
Jump shift	A jump bid in a different denomination.
L&EC	EBU Laws & Ethics Committee. The publishers of this book. Also the National Authority in England for the purposes of Law 93C.
Laws	Laws of Duplicate Contract Bridge promulgated by the WBF.
LHO	Left Hand Opponent.
Multi-way	A call which has more than one potential meaning when it is made: the one which applies may be specified later in the auction.
National Authority	A body with powers under Law 93C. In England this is the EBU Laws & Ethics Committee.

12 GLOSSARY OF TERMS

Natural bid, pass	<p>(1) A bid of a suit which shows that suit and does not show any other suit; the suit shown will be at least three cards long except that preference bids and raises may be on shorter suits. Note that on the earlier rounds of bidding a natural suit bid usually shows at least four cards.</p> <p>(2) A bid of no trumps which shows a preparedness to play in no trumps, and which conveys no unusual information about suit holdings; it must not be forcing unless a forcing auction has already been created. Note that certain ostensibly natural no trump bids are permitted to allow a singleton by agreement.</p> <p>(3) A pass which does not unexpectedly convey values or specify suit holdings.</p>
Negative, semi-negative	<p>Negative response: An artificial call showing a weak hand: for example in response to a Strong 1♣, a negative 1♦ might show 0-4 HCP or 0-7 HCP.</p> <p>Semi-negative response: An artificial call showing a weak hand but with some values: for example in response to a Strong 1♣, a semi-negative 1♥ might show 5-7 HCP.</p>
One-suiter, Two-suiter, Three-suiter	<p>One-suiter: A specification of a hand with one suit of at least five cards and not guaranteeing another suit of four (or more) cards. Note that many bids merely show one suit but do not deny the possession of another suit. These bids show one-suiters.</p> <p>Two-suiter: A hand with one suit of at least five cards and another of at least four cards.</p> <p>Three-suiter: A hand of 4-4-4-1, 5-4-4-0 or 5-4-3-1 shape.</p>
Pass or Correct	A bid in response to partner's bid showing one of two or more suits: partner is asked to pass if this is his suit, bid his suit otherwise.
Psyche, Psychic bid, Deviation, Misbid	<p>Psyche, Psychic bid: A deliberate and gross mis-statement of honour strength and/or suit length.</p> <p>Deviation: A deliberate but minor (ie less than gross) mis-statement of honour strength and/or suit length.</p> <p>Misbid: An inadvertent mis-statement of honour strength and/or suit length.</p>
Range	The agreed values shown by a call, generally expressed in HCP. '12 to 14 points' is an example of such a range. It is a 'three point range' since the value can be 12, 13 or 14 points.
RHO	Right Hand Opponent.

12 GLOSSARY OF TERMS

Rule of ...	A method of hand evaluation generally used to decide whether to open. It is also sometimes called 'Opening Points'. Details of how it is calculated appear in 10 B.
Signal, Discard	<p>Signal: A meaning given to the cards played when following suit in defence.</p> <p>Discard: A meaning given to the cards played in defence when neither following suit nor ruffing.</p>
Solid, Semi-solid	<p>Solid: A one-suiter where the suit can be expected to play for no losers opposite a singleton.</p> <p>Semi-solid: A one-suiter where the suit can be expected to play for one loser opposite a singleton.</p>
Splinter bid	A bid that shows support for partner's suit and a void or singleton in the suit bid.
Stayman	<p>An artificial response of 2♣ to 1NT, asking the 1NT bidder to name a four card (or longer) major if he holds one, or otherwise to rebid 2♦. 3♣ over 2NT may be played similarly.</p> <p>Nothing more than the above is understood by the term Stayman. It is open to partnerships to have additional agreements, such as whether 2♣ promises a four card major, which suit is shown if both majors are held, what the rebids after Stayman are, or whether Stayman applies after 1NT or 2NT overcalls or rebids.</p> <p>Promissory Stayman: The 2♣ response guarantees four or more cards in at least one major. Can be shown on convention cards as 'Prom'.</p> <p>Non-promissory Stayman: The 2♣ response does not guarantee four or more cards in at least one major. Can be shown on convention cards as 'Non-P'.</p> <p>Five Card Stayman: The 2♣ or 3♣ response asks for five card majors, 2♦ or 3♦ denying one. Sometimes the 2♦ or 3♦ response shows a four card major and opener rebids 2NT or 3NT without one. One version is often called 'Puppet' Stayman.</p>
Strong opening bid	Minimum strength is 'Extended Rule of 25' (see 10 B 4).
TD	Tournament Director.

12 GLOSSARY OF TERMS

Transfer bid, Puppet bid, Relay bid	<p>Transfer bid: An artificial bid, showing length in a specific suit (often the next suit up) and usually expecting partner to bid that suit.</p> <p>Puppet bid: An artificial bid, requesting partner to bid the next denomination up, but not necessarily showing that suit.</p> <p>Relay bid: A response made to allow partner to bid again and indicating nothing about the denomination bid.</p>
White Book	The booklet, designed for TD use, containing EBU regulations and interpretations of Laws.

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Names of conventions have been printed in italics.

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