

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11*-19	<input type="checkbox"/>	2	* Light openings possible For opener's NT rebids – notes 1 & 2	1NT response = 6-11 Limit raises Splinter bids 2NT Jacoby – note 5 Bergen Raises over M	
1♦	11*-19	<input type="checkbox"/>	4			
1♥	11*-19	<input type="checkbox"/>	5			
1♠	11*-19	<input type="checkbox"/>	5			
3 bids	6-10	<input type="checkbox"/>	6	Pre-emptive		
4 bids	6-10	<input type="checkbox"/>	7	Pre-emptive		

\*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).

**DEFENSIVE METHODS AFTER OPPONENTS OPEN**

OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall		Natural		
Jump overcall		Weak, usually 6 card suit		
Cue bid		2-suited hand – note 6		
1NT	Direct: Protective	15-17 11-14	As for 1NT opening	
2NT	Direct: Protective	Lowest two unbid suits – note 6 19-21 balanced	Limit bids As 2NT opener	
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣		X = both majors; 1NT both minors		
Short 1♣/1♦		Natural		
Weak 1NT		Double = penalties; 2♣ / 2♦ Asptro note 7; others nat.		
Strong 1NT		Double = penalties; 2♣ / 2♦ Asptro note 7; others nat.		
Weak 2		Double = take out		
Weak 3		Double = take out		
4 bids		Double = take out		
Multi 2♦		X= 13-16 bal or v strong unbal ; 2NT = 17-19 bal		

**SLAM CONVENTIONS**

Name	Meaning of Responses	Action over interference
RKC Blackwood	5♣ = 1 or 4 ; 5♦ = 0 or 3, 5♥ = 2 minus trump Q ; 5♠ = 2 + trump Q	
5NT	Bid K held or bid missing K to show other 2. 3K = bid 7	
GS enquiries / forces ?		

**COMPETITIVE AUCTIONS**

Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply	3♠		
Special meaning of bids	Cue bid = good raise		
Exceptions / other agreements	Jump raise pre-emptive		
Agreements after opponents double for takeout			
Redouble	9+ HCP	New suit forcing	Jump in new suit forcing
Jump raise	Pre-emptive	2NT	Good raise Other
Other agreements concerning doubles and redoubles			
X in game forcing sequence = penalties			
After any xx, further x = penalties			

**OTHER CONVENTIONS**

<b>Fourth Suit Forcing (GF)</b>
<b>Unassuming Cue Bids</b> Opposite partner's overcall a cue bid shows a good raise
<b>Splinter Bids</b> Response of 3NT/4♣/4♦ to 1♥ opening or 4♣/4♦/4♥ to 1♠ opening shows 4+ trump support 9-12 hcp and void in bid suit. 1h/3s or 1s/3nt = splinter With singleton.
<b>Long suit trial bids</b> Used after a simple raise, showing a suit with values
<b>Retransfers</b>

**SUPPLEMENTARY DETAILS**

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).

1. **1NT rebids:** After 1 level response 1NT = 11-14; 2NT = 18-19; 3NT = 8 PT. After two level response, 2NT = 11-14 or 18/19

2. **2 way checkback after 1NT rebid** – 2C forces 2D relay then invite  
44 Majors invite through 2C  
2D is GF Checkback

3. **5 card stayman** after 2 NT opener or 2c/2nt.

4. **Lebensohl – 2NT** indicates wish to compete at 3 level undefined suit. 3 level - gf

5. After 1M, 2NT response = Jacoby. 4card+ support + game values or better  
2<sup>nd</sup> NT response = slam interest

OPENING LEADS		
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).		(Hatch over this box if using non-standard leads).
v. suit contracts	A <u>K</u> <u>A</u> K x <u>K</u> Q 10 <u>K</u> Q x    K <u>J</u> 10    K <u>10</u> 9 <u>Q</u> J 10 <u>Q</u> J x <u>J</u> 10 x    10 x <u>x</u> <u>10</u> 9 x    9 <u>8</u> 7 x    10 x x <u>x</u> H x <u>x</u> H x x <u>x</u> H x x <u>x</u> x    H x x <u>x</u> x x <u>x</u> x    x <u>x</u> x    x <u>x</u> x x	
v. NT contracts	<u>A</u> K x (x)    A <u>J</u> 10 x <u>K</u> Q 10 <u>K</u> Q x    K <u>J</u> 10    K <u>10</u> 9 <u>Q</u> J 10 <u>Q</u> J x <u>J</u> 10 x    10 x <u>x</u> <u>10</u> 9 x    9 <u>8</u> 7 x    10 x x <u>x</u> H x <u>x</u> H x x <u>x</u> H x x <u>x</u> x    H x x <u>x</u> x x <u>x</u> x    x <u>x</u> x    x <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-		
CARDING METHODS		
	Primary method v suit contracts	Primary method v NT contracts
On Partner's lead	Attitude: high encouraging, low discouraging EXCEPT lead of K v NT asks partner to unblock or give count.	
On Declarer's lead	Count: high-low=even no. of cards; upwards = odd no.	
When discarding	Attitude: high encouraging; low discouraging	
Other carding agreements, including secondary methods (state when applicable) and exceptions to above		
Suit preference signals: High = higher ranking other suit Low – lower ranking other suit		
Smith Peters		
SUPPLEMENTARY DETAILS (continued)		
6. 2 suited overcalls 1m 2m shows 5+ -5+ in majors; 1M 2M shows 5+ -5+ in other M + a m. 1any - 2NT shows 5+ - 5+ in two lowest unbid suits. Weak or strong only		
7. Defence to 1NT. Aspro. 2c = ♥ & another 2d = ♠ & another. If both, anchor to weaker suit. 2nt = both minors		
8. Bid 3♣ / 3♦ directly with good support. Break trfr with 2NT / 3♣ if weak / no support.		
9. 1 <sup>st</sup> or 2 <sup>nd</sup> – 5-9 3 <sup>rd</sup> – 0-12 4 <sup>th</sup> 9-12 – usually 6 card suit but may be only 5		
10. After 1c / 1d – 2NT is 11/12 invite denies 4 card M		



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GENERAL DESCRIPTION OF BIDDING METHODS		
5 CM Strong NT short Club 2/1 GF		
1NT OPENINGS AND RESPONSES		
Strength	15-17	Tick if artificial and provide details below <input type="checkbox"/>
Shape constraints	balanced	Tick if may have singleton <input type="checkbox"/>
Responses	2♣ Stayman (non promissory)	
2♦	Transfer to hearts	2♥ Transfer to spades
2♠	Transfer to clubs – note 8	2NT Transfer to diamonds – note 8
Others	3♣/♦/♥/♠ = 5+-card suit and slam interest.	
Action after opponents double	All two level responses are natural	
Action after other interference	2NT Lebensohl (note 4)	
TWO-LEVEL OPENINGS AND RESPONSES		
	Meaning	Responses
		Notes
2♣	Game forcing or 23+ balanced	2♦ relay / neg 2NT 2 <sup>ndneg</sup>
2♦	Weak 2 see note 9	2NT asks for feature
2♥	Weak 2 see note 9	2NT asks for shortage
2♠	Weak 2 see note 9	2NT asks for shortage
2NT	20 – 22; 3♣ 5card Stayman, 3♦/♥ Transfer; 3♠ = slam try both ms.	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE		
(Please include details of any agreements involving bidding on significantly less than traditional values).		
After 2NT - Transfer slam tries . After 2C:2D – Kokish & canapé		

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