

OTHER OPENING BIDS						
	HCP	See Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11+	<input type="checkbox"/>	2		Walsh 1♦, Inverted raises, WJS. 3♦=6+♦ Inv	
1♦	11+	<input type="checkbox"/>	4		Inverted raises, WJS, 3♠=6+♠ Inv	
1♥	11+	<input checked="" type="checkbox"/>	5		1N = F1, 2N = GF raise 3x=Invitational NF; 3♠=Any splinter	1, 2
1♠	11+	<input checked="" type="checkbox"/>	5		1N = F1, 2N = GF raise; 3x=Invitational NV; 3N=Any splinter	2
3 bids	-	<input type="checkbox"/>	6	Pre-empt, 3N = Gambling (no outside A or K)		
4 bids	-	<input type="checkbox"/>	7	Pre-empt		

*(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, can be 4 cards @ 1-level	2N = M value raise, UCB, jump Q = mixed raise, Fit jumps.	
Jump overcall	Weak 5+ cards (better suit vul)		
Cue bid	Michaels 5/5 (weak or strong)		
1NT	Direct:	15 - 18	As for 1NT opening
	Protective:	11 - 14	
2NT	Direct:	UNT, 2 suits outside Michaels	
	Protective:	19 - 21	As for 2NT opening
OPPONENTS OPEN	DEFENSIVE METHODS		Notes
Strong 1♣	X = Majors, 1NT = minors	2♥=1 major 2♠=bad pre-empt any suit (NV only)	
Short 1♣/1♦	Cue = natural, X = take out		
Weak 1NT	} X = pen 2♣ = majors 2♦ = Major 2♥ = 5♥ & 4+m, 2♠ = 5♠ & 4+m 2N=minors		7
Strong 1NT			
Weak 2	X = T/O + Leb, 2N = 16-18.	Leaping Michaels	
Weak 3	X = Take Out.		
4 bids	X = t/o (can be passed), 4N = 2 suite, strong		
Multi 2♦	X = 13-16 bal. or 17+suited, 2N = 16-18 bal., 2/3 M nat NF		8

SLAM CONVENTIONS		
Name	Meaning of Responses	Action over interference
RKCB	1/4, 0/3, 2/5, 2/5 + Q, 2 + useful void 6 suit = 1 + void bid suit, 6T = 1 + higher void	DOPI / ROPI
Exclusion RKCB	As above	DOPI / ROPI
5N King ask	With 1 bid it, with 2 bid the one you don't have	

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply			All the way	
Special meaning of bids			2N = fit with 4 support, Q = mixed raise	
Exceptions / other agreements				
Agreements after opponents double for takeout				
Redouble	Values / Pen	New suit	Transfers	Jump in new suit Fit Jump
Jump raise	Pre-empt	2NT	Sound raise	Other
Other agreements concerning doubles and redoubles				
Generally t/o until we find a fit. Game try at 3-level when opps bid 3 of suit below ours.				
Of 2-suited o/c generally suggest penalty, further doubles are penalty.				
Doubles after we open 1N are t/o initially (forcing pass up to and including 2♥).				
OTHER CONVENTIONS				
Lebensohl (FASS)		KOKISH 3	Flint over strong 3N	
2 way Checkback Stayman 5		4SF to game	Italian Cue Bids	
SUPPLEMENTARY DETAILS				
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).				
1. In 1 st & 2 nd 1♥-1♠ is <5 Spades 5-11 hcp F1, 1♥-1N is 5+ Spades F1				
2. 1M-2N = GF. Resp: 3♣=min (then next suit asks for shortage), 3♦=bal non-min 3♥=Sht ♣, 3♠=Sht ♦, 3N=Sht OM 4x=Second suit				
3. KOKISH 2♣-2N = 25-27 bal. 2♣-2♦-2♥ = GF with ♥'s OR 23-24 bal. 2♠ relay clarifies.				
5. 2♣=Any invite or puppet to 2♦; 2♦=GF; 2N=puppet to 3♣				
6. Also 4♣= both majors; 4♦=♥; 4♥=♠ (both to play or about to bid Blackwood)				
8. Also P then 2N = Both minors, X then NT = 19+ bal.				

OPENING LEADS 4th (promises T or better) or 2nd from poor

(For all the card combinations shown, mark in red 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>	A <u>K</u> x	K <u>Q</u> 10	K <u>Q</u> 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	A <u>K</u> x (<u>x</u>)	A <u>J</u> 10 x	K <u>Q</u> 10	K <u>Q</u> 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:-

Ace & Queen leads ask for Attitude, King asks for count.

If leading partners suit: Attitude if support shown, else count

CARDING METHODS

	Primary method v suit contracts	Primary method v NT contracts
On Partner's lead	Current Count (Hi = Even) or if requested Attitude (Hi = Encourage)	
On Declarer's lead	Current Count (Hi = Even, Lo = Odd)	
When discarding	Current Count (Hi = Even, Lo = Odd)	
Other carding agreements, including secondary methods (state when applicable) and exceptions to above		
McKenney suit preference when obvious		
Smith Peters against NT		
Peter in trumps asks for ruff		



Name **Cooper**
Partner **Murphy**

EBU No.
EBU No.

GENERAL DESCRIPTION OF BIDDING METHODS

5-Card majors 2/1 GF, 15-17 NT, Weak 2♦, 2♥, 2♠

1NT OPENINGS AND RESPONSES

Strength	(14+) 15-17	Tick if artificial and provide details be	
Shape constraints	5CM, 6Cm possible	Tick if artificial and provide details	
Responses	2♣ Stayman		
2♦	5+ Hearts	2♥	5+ Spades
2♠	6+Clubs	2NT	6+Diamonds
Others	3♣=both minors inv; 3♦=both minors GF; 3M=short in that suit (3154)		
Action after opponents X	XX=to play 2m=that suit or two higher (XX shows)		
Action after other interference	Double = take out, Lebensohl (FASS)		

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	23+ bal or GF unbal or 9+ tricks (any)	2♦ = negative or waiting, suits = 7/8+ hcp decent suit	3
2♦	Weak, ~5-9 hcp, maybe 5-cards in 1 st or 3 rd if non vul	2N=Feature ask (A/K) 2X=forcing	4
2♥	Weak, ~5-9 hcp, maybe 5-cards in 1 st or 3 rd if non vul	2x=constructive non-forcing; 2N=feature ask (A/K)	
2♠	Weak, ~5-9 hcp, maybe 5-cards in 1 st or 3 rd if non vul	3x=forcing; 2N=feature ask (A/K)	
2NT	20-22 semi bal. (stiff A poss)	3♣, Stayman, RST, Smolen 3♠=1/2 min	6

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

In 4th seat 2♦/♥/♠ are natural intermediate weak 2's.

2NT is rarely natural in competitive auctions.

Many new suits are fit bids in competitive auctions.

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