

OTHER OPENING BIDS						
	HCP	See Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11+	<input type="checkbox"/>	3		Walsh 1♦, Inverted raises, WJS; 3♦=invitational non-forcing; spl.; 2N=weak raise	
1♦	11+	<input type="checkbox"/>	3		Inverted raises, WJS; 3♣=Invitational non-forcing; spl. 2N=weak raise	
1♥	11+	<input checked="" type="checkbox"/>	5		1N = F1; 2N = GF raise; Drury; 2♠=weak; 3m=Inv NF; 3♠=any splinter; 2x=GF	1, 2
1♠	11+	<input checked="" type="checkbox"/>	5		1N = F1; 2N = GF raise; Drury 3x=Inv NF; 3N=any splinter 2x=GF	1,2
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 two lowest	
	Protective:	19 - 21	As for 2NT opening
OPPONENTS OPEN	DEFENSIVE METHODS	Notes	
Strong 1♣	X = Majors, 1NT = minors		
Short 1♣/1♦	Cue = natural if 0/1 else cue=Michaels, X = take out		
Weak 1NT	} X = pen 2♣ = majors		
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 suiter, strong		
Multi 2♦	X = 13-16 bal. or 17+suited, 2N = 16-18 bal., 2/3 M nat NF		

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 except 143, 0/3, ...	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	Forcing 1 round	Jump in new suit Fit Jump over M, weak over m
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.

First Double by either side after we make a low level penalty double are t/o initially (forcing pass to 2♥).

OTHER CONVENTIONS		
Lebensohl (FASS) 4	KOKISH 3	Flint over strong 3N
2 way Checkback Stayman 5 4SF =GF Italian Cue Bids		

SUPPLEMENTARY DETAILS
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).
1. Opposite a passed hand, 1M-2♣ shows 3 card support and invitational values 1M-2♦ shows 4 card support and invitational values
2. Opposite an unpassed hand 1M-2N = Game forcing then 3x=shortage 4x=suit, 3M=bal extras, 3N=good weak nt. 4M=poor hand <=2 controls
3. KOKISH 2♣-2N = 23-24 bal. 2♣-2♦-2♥ = GF with ♥'s OR 25-27 bal. 2♠ relay clarifies.
4 We play Lebensohl in many positions including over doubles of weak twos, Non G-f reverses and fourth seat interference
5. 2♣=Puppet to 2♦, inv or to play in 2♦. 2♦=GF. 2N=puppet to 3♣
6. Also P then 2N = Both minors, X then NT = 19+ bal.
7. 1N 2♣; 2♦ 3♥ =54 GF, 3♠=45 GF
8. 1N/2N-4♣= transfer to ♥; 1N/2N-4♦= transfer to ♠

OPENING LEADS 4 <sup>th</sup> (promises ten or better) or 2 <sup>nd</sup> 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	<b>A K</b>	<b>A K</b> x	<b>K Q</b> 10	<b>K Q</b> 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	<b>A K</b> x ( <u>x</u> )	A <u>J</u> 10 x	<b>K Q</b> 10	<b>K Q</b> 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	Standard Count (Suit preference if obvious)						
When discarding	Standard Count (Suit preference if obvious) then attitude if necessary						
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 **Chris Cooper**  
Partner **Bryony Youngs**

EBU No.  
EBU No.

GENERAL DESCRIPTION OF BIDDING METHODS			
5-Card majors (better minor) 2/1 GF, 15-17 NT, Weak 2♦, 2♥, 2♠			
1NT OPENINGS AND RESPONSES			
<b>Strength</b>	(14+) 15-17	Tick if artificial and provide details be	
<b>Shape constraints</b>	5CM, 6CM possible	Tick if artificial and provide details	
<b>Responses</b>	2♣ Stayman – non promissary		
2♦	5+ ♥ (break to values)	2♥	5+ ♠ (break to values)
2♠	5+ ♣ (2N=no-fit 3♣=Hxx)	2NT	5+ ♦ (3♣=no fit; 3♦=Hxx)
Others	4♣/4♦=Texas 8; 3♣=both minors inv; ♦=both minors GF 3♥/3♠ shows 1354 shape with major fragment bid; Smolen		
Action after opponents X	XX=to play, Pass=NF, 2♣/2♦=Nat or 2 higher		
Action after other interference	Double = take out, Lebensohl (FASS)		
TWO-LEVEL OPENINGS AND RESPONSES			
	<b>Meaning</b>	<b>Responses</b>	<b>Notes</b>
2♣	23+ bal or GF unbal or 9+ tricks (any)	2♦ = negative or waiting, suits = 7/8+ hcp decent suit, 2N = bal. values (8+)	3
2♦	Weak, ~5-9 hcp, maybe 5-cards in 1 <sup>st</sup> or 3 <sup>rd</sup> if non vul	2N = Asks for feature, 2X=Constructive NF. 3X=F1	
2♥	Weak, ~5-9 hcp, maybe 5-cards in 1 <sup>st</sup> or 3 <sup>rd</sup> if non vul	2N =Asks for feature, 2♠=Constructive NF. 3x = F1, 4m splinter	
2♠	Weak, ~5-9 hcp, maybe 5-cards in 1 <sup>st</sup> or 3 <sup>rd</sup> if non vul	2N =Asks for feature, 3x = F1, 4m splinter	
2NT	20-22 semi bal. (stiff A poss)	3♣ 5-card puppet , RST, 3♠=5♠+4♥	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
In 4 <sup>th</sup> seat 2♦/♥/♠ are natural intermediate weak 2's.			
2NT is rarely natural in competitive auctions.			
Many new suits are fit bids in competitive auctions.			
1M-1N is forcing for one round 1M-2x is Game-forcing opposite an un-passed hand			

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