

OTHER OPENING BIDS						
	HCP	See Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11+	<input type="checkbox"/>	2		Walsh 1♦, Inverted raises, WJS	
1♦	11+	<input type="checkbox"/>	4		Inverted raises, WJS	
1♥	11+	<input checked="" type="checkbox"/>	5		1N = F1, 2N = GF raise; Drury,	1, 2
1♠	11+	<input checked="" type="checkbox"/>	5		1N = F1, 2N = GF raise; Drury	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, lowest 2 suits	
	Protective:	19 - 21	As for 2NT opening
OPPONENTS OPEN	DEFENSIVE METHODS	Notes	
Strong 1♣	X = Majors, 1NT = minors		
Short 1♣/1♦	Cue = natural, X = take out		
Weak 1NT	} X = pen (over weak NT) 2♣ = majors 2♦ = One Major 2♥ = 5♥ & 4+m, 2♠ = 5♠ & 4+m 2N=minors. Over strong NT X = 4M/5+m		
Strong 1NT			
Weak 2	X = T/O + Leb, 2N = (15)16-18. Leaping Michaels		
Weak 3	X = Take Out.		
4 bids	X = t/o (can be passed), 4N = 2 suiter		
Multi 2♦	X = 13-15 bal. or 19+ any, 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 0/3, 1/4, ...	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 – but more optional at high level
Special meaning of bids	2N = fit with 4 support, Q = good raise
Exceptions / other agreements	

Agreements after opponents double for takeout			
Redouble	Values / Pen	New suit	4
Jump raise	Pre-empt	2NT	Sound raise
		Jump in new suit	Fit Jump/Spl
		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.

OTHER CONVENTIONS		
Lebensohl (FASS)	KOKISH 3	Flint over strong 3N
Two-way Checkback over NT rebid 5	4SF always GF	Italian Cue Bids
Cheaper of 4 th suit and 2NT is weak over a non-GF reverse		

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 3-4 card support and approx 9-11 points
2. 1M-2N = GF. Resp: 3♣=min (then next suit asks for shortage), 3♦=bal non-min, 3♥/3♠/3NT = shortages, 4M = very min opener.
3. KOKISH 2♣-2N = 23-24 bal. 2♣-2♦-2♥ = GF with ♥'s OR 25-27 bal. 2♠ relay clarifies.
4. 1 level bids nat and forcing, 1NT to 2M-1 are transfers. If to a new suit show approx 7+ points, if to the major shows a good raise to at least 2M.
5. 2♣ forces 2♦ after which any bid is invitational, 2♦ is an artificial GF
6. Also P then 2N = Both minors, X then NT = 19+ bal.

OPENING LEADS 4th (promises J 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>	<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 <u>x</u> x	<u>10</u> 9 x	9 <u>8</u> 7 x	10 <u>x</u> x x	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 (<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 <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 <u>x</u> x	<u>10</u> 9 x	9 <u>8</u> 7 x	10 <u>x</u> x x	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 Reverse Attitude, King asks for count.

If leading partners suit: Reverse 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 Reverse Attitude	
On Declarer's lead	Current Count (Hi = Even, Lo = Odd)	
When discarding	1 st discard Reverse attitude, then current count if anything	
Other carding agreements, including secondary methods (state when applicable) and exceptions to above		
McKenney suit preference when obvious		



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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			
Action after opponents X	XX=to play, Pass=NF, 2C/2D=Suit or two higher		
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, suits = 7/8+ hcp decent suit, 2N = bal. values (8+)	3
2♦	Weak, ~3-9 hcp, maybe 5-cards in 1 st or 3 rd if non vul	2N = Asks for feature, 2X=Constructive NF. 3X=F1	
2♥	Weak, ~3-9 hcp, maybe 5-cards in 1 st or 3 rd if non vul	2N =Asks for feature, 2♠=Constructive NF. 3x = F1, 4m splinter	
2♠	Weak, ~3-9 hcp, maybe 5-cards in 1 st or 3 rd if non vul	2N =Asks for feature, 3x = F1, 4m splinter	
2NT	20-22 semi bal.	3♣ = 4 card stayman	

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.

1M-1N is forcing for one round 1M-2x is Game-forcing opposite an un-passed hand

If NV 1st seat weak 2s can be relatively weak, approx 2-9 points. In 3rd seat weak 2s can be wide ranging up to about 12 points.

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

EBU 20B