

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	12*-19	<input type="checkbox"/>	4	For choice of opening - note 1 * Light openings possible – note 2 For opener's NT rebids – note 3	1NT response = 6-9	
1♦	12*-19	<input type="checkbox"/>	4		2NT response = 10-12	
1♥	12*-19	<input type="checkbox"/>	4		Limit raises	
1♠	12*-19	<input type="checkbox"/>	4			
3 bids	6-10	<input type="checkbox"/>	7	Pre-emptive		
4 bids	6-10	<input type="checkbox"/>	8	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			wide range, from 8+ at 1-level			
Jump overcall			Intermediate 12-16, good 6-card suit			
Cue bid						
1NT	Direct: Protective	16-18 11-14 note 4		As for 1NT opening		
2NT	Direct: Protective	20-22 balanced 20-22 balanced		As for 2NT opening		
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣		Natural				
Short 1♣/1♦		Natural				
Weak 1NT		Double = penalties; suits natural				
Strong 1NT		Double = penalties; suits natural				
Weak 2		Double = take out				
Weak 3		Double = take out				
4 bids		Double = take out				
Multi 2♦						
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
Blackwood		5♣ = 0 or 4 aces; 5♦ = 1 ace				
		5♥ = 2 aces; 5♠ = 3 aces				

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply		2♠	
Special meaning of bids			
Exceptions / other agreements			
Agreements after opponents double for takeout			
Redouble 9+ HCP	New suit	forcing	Jump in new suit game forcing
Jump raise pre-emptive	2NT	Good raise	Other
Other agreements concerning doubles and redoubles			
OTHER CONVENTIONS			
<b>Fourth Suit Forcing:</b> A bid in the fourth suit is artificial, showing no particular holding in that suit but requesting partner to describe his/her hand further.			
After 1♣ - 1♦ - 1♥, 1♠ is natural and 2♠ is 'fourth suit forcing'.			
SUPPLEMENTARY DETAILS			
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).			
<b>1 Balanced hands not 12 to 14.</b> With four hearts and four spades open 1♥,			
Otherwise open the longest suit or the higher ranking of 2 4-card suits.			
<b>Unbalanced hands:</b> always open the longest suit. With 2 5-card or longer suits always open the higher ranking. Consider Rule of 20 for light openings.			
<b>4441 hands:</b> singleton ♣ open 1♥; singleton ♦ open 1♣; singleton ♥ or ♠ open 1♦			
<b>2 Rule of 20 :</b> If HCP + length of 2 longest suits is 20+ consider opening with 10 HCP			
<b>3 NT rebids:</b> After 1 level response 1NT = 15-16; 2NT = 17-18; 3NT = 19			
<b>4 Protective 1NT overcall:</b> After an opening bid and 2 passes, 1NT shows 11-14.			
With more points, double first and rebid NT over partner's response.			

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	<u>9</u> 8 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 ( <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 x <u>x</u>	<u>10</u> 9 x	<u>9</u> 8 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							
SUPPLEMENTARY DETAILS (continued)							



Name

EBU No.

Partner

EBU No.

GENERAL DESCRIPTION OF BIDDING METHODS			
Standard English Acol Foundation Level			
1NT OPENINGS AND RESPONSES			
<b>Strength</b>	12 to 14	Tick if artificial and provide details below <input type="checkbox"/>	
<b>Shape constraints</b>	Tick if may have singleton <input type="checkbox"/>		
<b>Responses</b>	2♣ Stayman		
2♦	Weakness take out	2♥	Weakness take out
2♠	Weakness take out	2NT	11 – 12
Others 3♣/♦ = 5+-card suit and slam interest. 3♥/♠ 5-card suit game force			
Action after opponents double		2♣ natural	
Action after other interference		Bid naturally, X = takeout after suit overcall	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Game forcing or 23+ balanced	2♦ negative	
2♦	Strong two – 8 playing tricks	2NT negative	
2♥	Strong two – 8 playing tricks	2NT negative	
2♠	Strong two – 8 playing tricks	2NT negative	
2NT	20 - 22	3♣ = Stayman	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
<p><b>Note:</b> This convention card has been produced to summarise the system a student of bridge might be expected to know after two years' learning. It does not provide defences to other methods which might be played.</p> <p style="text-align: center;">This card may be copied for club use.</p>			

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