			0	THER OPENING B	IDS		
HCP see Note		Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes		
1*	1. 11-19		4+				
1 🔶	11-19		4+				
1 🗸	1 ♥ 11-19 □		4+				
1	11-19		4+				
3 bids	5-10		7+	Pre-empt			
4 bids 5-10		7+					
agreemen	nts involvin	g differe	HCP range i ent values in mentary Det	particular positions (e.g. light	tick box if you have any special ht openings in third seat) and inclu	ude	
	DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPE NATURAL ONE OF A				CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes	
Simple	overcall		Wide ranging 8-17 @one-level		10-17 @two-level		
Jump o	vercall		Strong 15-17 plus		good 6 card suit		
Cue bid							
1NT Direct: Protective		Direct15-17 protective 11-14 Systems on		Systems on			
2NT Direct: Protective							
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES	Notes		
Strong 1.							
Short 1♣/1♦			Treat as natural				
Weak 1NT			Natural				
Strong 1NT			Natural				
Weak 2			Double= takeout				
4 bids	Weak 3		Double = takeout				
Multi 2							
	•		S		NS		
Name			Meaning of Responses Action over interference				
Blackw	vood			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 do	ubles apply	3♠					
Special meaning of bids							
Exceptions / other agreeme							
Agreements after opponents double for takeout redouble 9+ points							
Redouble	New suit	Natural	Jump in new suit				
Jump raise weak	2NT	Natural 10-12	Other				
Other agreements concern	ing doubles ar	nd redoubles					
			•				
	UTHER U	ONVENTION	S				
c							
SUPPLEMENTARY DETAILS							
(Please cross-reference where appropriate to the relevant part of card and continue on back if needed).							
1. NT rebid: 1NT 15-16 2		NT 19 HCP o	ver 1-level				
	2. NT rebid 2NT 15-16 3NT 17-19 over 2-level						
3 4441 hands - Singleton black suit open 1 . Singleton red suit open 1.							
			asking partner to describe				
hand further (does not sl	now a particu	ilar holding in	that suit).				

			OPENING I	EADS				
			wn, clearly marl Inderlined card.			ver or shade		
t Sts	А <u>К</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	
v. suit contracts	<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>	Н х <u>х</u>	
- 03	H x x <u>x</u>	H x x <u>x</u> x	H	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x		
- Sts	<u>A</u> Kx(<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	
v. NT contracts	<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>	Н х <u>х</u>	
- 8 8	H x x <u>x</u>	H	H	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x		
Other a	greements i	n leading, e.	g. high level c	ontracts,	partnership	suits:-		
					_			
		<u> </u>	CARDING MI	ETHOD	S			
		Primary m	Primary method v suit contracts		Primary method v NT contracts			
On Par	tner's lead	High enc	High encourage Low discourage			High encourage Low discourage		
-	clarer's lead	Count H	Count High:Low even.Up - odd		Count High:Low even.Up - odd			
	discarding		McKenney			McKenney		
to above		ients, including	g secondary me	thods (sta	te when appl	licable) and (exceptions	
Suit pr	eference -	McKenney						
High =	higher ran	king other s	suit					
Low =	lower rank	ing other su	lit					
				TAU 0 /				
		SUPPLEM	ENTARY DE	I AILS (continued	d)		



GENERAL DESCRIPTION OF BIDDING METHODS							
BASIC ACOL - IMPROVER							
1NT OPENINGS AND RESPONSES							
Stren	gth 12-	-14 Tick	if artificia	al and provide details bel	ow 🗌		
Shape constraints		Tick if may have singleton			on 🗌		
Respo	onses 2*	Stayman					
2♦	Transfer to He	earts 2	•	Transfer to Spades			
2♠		2	NT I	nvitational 11-12 point	S		
Others	Others $3*/=6+$ card suit (invitational). $3*/=6+$ card suit and slam try						
Action	Action after opponents double						
Action	after other interfe	erence					
TWO-LEVEL OPENINGS AND RESPONSES							
	Mean	ing	Responses				
2*	Game force or 23+ balanced		2♦relay				
2•	Weak 2, 6-9, 6	card suit	2NT F	eatures			
2♦ 2♥	Weak 2, 6-9, 6 Weak 2, 6-9, 6			eatures eatures			
		card suit	2NT F				
2•	Weak 2, 6-9, 6	card suit card suit	2NT F 2NT F 3 *	eatures			
2♥ 2▲ 2NT	Weak 2, 6-9, 6 Weak 2, 6-9, 6 20-22 Balancec	card suit card suit	2NT F 2NT F 3 & Staym	eatures eatures	OTE		
2♥ 2▲ 2NT OTH	Weak 2, 6-9, 6 Weak 2, 6-9, 6 20-22 Balanced IER ASPECTS 0	card suit card suit I PF SYSTEM WHIC	2NT F 2NT F 3. Staym	eatures eatures aan,3♦/♥Transfer			
2♥ 2▲ 2NT OTH	Weak 2, 6-9, 6 Weak 2, 6-9, 6 20-22 Balanced IER ASPECTS 0	card suit card suit I PF SYSTEM WHIC	2NT F 2NT F 3. Staym	eatures eatures han,3♦/♥Transfer ONENTS SHOULD N			
2♥ 2▲ 2NT OTH	Weak 2, 6-9, 6 Weak 2, 6-9, 6 20-22 Balanced IER ASPECTS 0	card suit card suit I PF SYSTEM WHIC	2NT F 2NT F 3. Staym	eatures eatures han,3♦/♥Transfer ONENTS SHOULD N			
2♥ 2▲ 2NT OTH	Weak 2, 6-9, 6 Weak 2, 6-9, 6 20-22 Balanced IER ASPECTS 0	card suit card suit I PF SYSTEM WHIC	2NT F 2NT F 3. Staym	eatures eatures han,3♦/♥Transfer ONENTS SHOULD N			
2♥ 2▲ 2NT OTH	Weak 2, 6-9, 6 Weak 2, 6-9, 6 20-22 Balanced IER ASPECTS 0	card suit card suit I PF SYSTEM WHIC	2NT F 2NT F 3. Staym	eatures eatures han,3♦/♥Transfer ONENTS SHOULD N			

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