

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 = 6-9 (8-10 over1C) Limit raises 2NT = Gm F with 4M [5] Splinter bids/ 3NT see Other Conventions	
1♦	12*-19	<input type="checkbox"/>	4			
1♥	12*-19	<input type="checkbox"/>	4			
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		8-17(1level), 10-18 2level				
Jump overcall		Intermediate 12-16, good 6-card suit				
Cue bid		2-suited hand – note 6				
1NT	Direct: Protective	16-18 11-14		As for 1NT opening		
2NT	Direct: Protective	Lowest two unbid suits – note 6 20-22 balanced		Limit bids As 2NT opener		
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣		X = both majors; 1NT both minors				
Short 1♣/1♦		Natural				
Weak 1NT		Double = penalties; 2♣ both majors [7]; others nat.				
Strong 1NT		Double = penalties; 2♣ both majors [7]; others nat.				
Weak 2		Double = take out				
Weak 3		Double = take out				
4 bids		Double = take out				
Multi 2♦		X= 13-15 bal or v strong; 2NT = 16-19 bal				
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
Keycard (5A) Blackwd		5♣ = 0 or 4; 5♦ = 1 or 5, 5♥ = 2; 5♠ = 3				
5NT = Grand Slam Force		6♣ = 0; 6tr. = 1 of top 3 honrs ; 6♦ = 1 with extra length;				
		7 of trump suit = 2 of top 3 honrs				
Gerber (after opening1N)		4♦ = 0 ,4♥ = 1; 4♠ = 2, 4N=3				

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply		3♠		
Special meaning of bids		Cue bid = good raise or partner's suit		
Exceptions / other agreements		Jump raise pre-emptive		
Agreements after opponents double for takeout				
Redouble	9+ HCP	New suit	Forcing	Jump in new suit F +fit
Jump raise	Pre-emptive	2NT	Good raise	Other
Other agreements concerning doubles, redoubles & overcalls:				
Jump in new suit (after partner's opening doubled & also after partner has overcalled) is forcing & is a Fit Jump showing a fit for partner & a good suit				
OTHER CONVENTIONS				
Fourth Suit Forcing: 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'.				
Unassuming Cue Bids Opposite partner's overcall a cue bid shows a good raise				
Splinter Bids Response of 3♠/4♣/4♦ to 1♥ opening or 4♣/4♦/4♥ to 1♠ opening shows a raise to 4♥/4♠ with 4+ trump support and singleton or void in bid suit				
Long suit trial bids Used after a simple raise, showing a suit with 2 losers.				
Pudding raise. 1H/S 3N = 4cd M support, 4333 shape, 13-15 points and stoppers in all side suits.				
SUPPLEMENTARY DETAILS				
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).				
1 Balanced hands > 12 to 14. With four hearts and four spades open 1♥, Otherwise open the longest suit or the higher ranking of two 4-card suits.				
Unbalanced hands: always open the longest suit. With 2 5-card or longer suits always open the higher ranking. Consider Rule of 20 for light openings.				
4441 hands: singleton ♣ open 1♥; singleton ♦ open 1♣; singleton ♥ or ♠ open 1♦				
2 Rule of 20 If HCP+length of 2 longest suits is 20+ consider opening with 10-11 HCP				
3 NT rebids: After 1 level response 1NT = 15-17; 2NT = 18-19; After 2-level response, 2N F =15-19 points.				
4 1NT - 2♠ Baron GF with slam interest, at least two 4-card suits. Opener bids 2NT with a minimum or lowest 4-card suit with a maximum.				

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	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	<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	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:-							
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)							
5 After 1H/S, 2NT = Game Force with 4cd support							
6 2 suited overcalls 1m 2m shows 5+ -5+ in majors; 1M 2M shows 5+ -5+ in other major and a minor. 1any - 2NT shows 5+ - 5+ in two lowest unbid suits							
7 Defence to 1NT 2♣ shows at least 5 - 4 in majors. X=penalties							



Name:

EBU No.

Partner:

EBU No.

GENERAL DESCRIPTION OF BIDDING METHODS			
Standard English Acol – Modern Acol			
1NT OPENINGS AND RESPONSES			
Strength	12 to 14		Tick if artificial and provide details below <input type="checkbox"/>
Shape constraints	Tick if may have singleton <input type="checkbox"/>		
Responses	2♣ Stayman (If followed by 3C/D = wto to play.)		
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	17+. 2 or 3 4cd suits [4]	2NT	11-12
Others 3♣/♦/♥/♠ = 6+-card suit and slam interest.			
Action after opponents double		All two level responses are 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 PI Tricks F	2NT negative	
2♥	Strong two – 8 PI Tricks F	2NT negative	
2♠	Strong two – 8 PI Tricks F	2NT negative	
2NT	20–22; 3♣ Stayman, 3♦/♥ Transfer; 3♠ GF 5-4 in S+H		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			

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