

Both players of a partnership must have identically completed convention cards.  
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OTHER OPENING BIDS						
	HCP	See Not	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10-19		4		Splinters 1NT = 5-10HCP	
1♦	10-19		4			
1♥	10-19		4		2NT= Jacoby Splinters 1NT = 5-10HCP	[1]
1♠	10-19		4			
3 bids	5 - 10		7	Pre-emptive; good suit in 1 <sup>st</sup> or 2 <sup>nd</sup> seat		
4 bids			8	Pre-emptive or to play		
*(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		NV 8-15 HCP; V : 12+ HCP				
Jump overcall		Weak				
Cue bid		Michaels		Not over weak 2		[2]
1NT	Direct & Protective	15-17 HCP 11-14 HCP		All responses as for opening 1NT		
2NT	Direct & Protective	Unusual 2NT (Both minors) 2NT (18-21 HCP)				
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		Natural, possibly very weak				
Precision-style 1♦		Natural				
Weak 1NT		ASPTRO				[6]
Strong 1NT		ASPTRO				[6]
Weak 2		X=take-out, 2NT = 17-19HCP				
Weak 3		X=take-out; cue of minor shows both majors				
4 bids						
Multi 2♦		Dixon				[7]
SLAM CONVENTIONS						
Name		Meaning of Responses			Action over interference	

RKCB	03 14 2- 2+	[4]
Quantitative	Over 1 NT	
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	New suit is game forcing; 2NT is natural; cue=good raise	
Exceptions / other agreements		
Agreements after opponents double for takeout		
Redouble	10+ pts	New suit Forcing
Jump raise	Pre-emptive	2NT = Good raise
		Jump raise Pre-emptive
		Other
Other agreements concerning doubles and redoubles:		
OTHER CONVENTIONS		
Checkback		
Fourth suit forcing to game		
Unassuming cue bids (Jump cue bid if strong and no stop in opponent suit)		
SUPPLEMENTARY DETAILS		
(Please cross-reference where appropriate to the relevant part of card and continue on the back if needed).		

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[1] Jacoby : Support for suit & GF : Response 3 level – singleton or void, 4 level – another good suit, rebid short suit = void  
 [2] Michaels : other major and a minor, both majors  
 [3] Feature response = Next suit bid showing an A or K unless minimum  
 [4] RKCB continued. After 5♣/5♦ response, next non-trump suit asks for trump Q. Trump bid says no; any suit bid says yes plus undisclosed feature in bid suit (usually a K, or singleton); 5NT says yes but with nothing more to say. After any response 5NT asks for specific kings: sign-off with none, bid cheapest if one or more.  
 [5] Moscow Rescue : Pass shows less than 8HCP and no 5 card suit and is forcing. Re-double shows 8+HCP, suit bid = 5 card suit. If partner passes, opener bids a 5-card suit or else re-doubles to find the best 4 card fit.  
 [6] ASPTRO : 2♣ = 5/4 ♥ & another; 2♦ = 5/4 ♠ & another, anchor to 4 card suit with both majors  
 [7] Double = balanced hand with either 13-16 HCP or 21+, 2♥/ = 4 card ♥ 12+ HCP, 2♠ = 4 card ♠ 12+ HCP, 2NT = balanced 17-20 HCP with good major stops, with a good 6-card suit bid it at the 3 level straight away  
 [8] 2H/S = <4M, 3H/S = 4+M min, 2M = 4+M & max, 3C/3D = 4+M, max & doubleton, 2NT = 4+M max but no doubleton

### OPENING LEADS

For all the card combinations shown, clearly mark the card normally led if different from the underlined card.

Hatch over or shade this box if using non-standard leads.

Against 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	10 <u>9</u> 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	
Against NT contracts	<u>A</u> K x x	<u>A</u> <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	10 <u>9</u> 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:-

### CARDING METHODS

	Primary method v suit contracts
On Partner's Ace	Ace – Reverse attitude : Low - Like High - hate
On Partner's other lead	Count : High-low = even, upwards = odd

On Declarer's lead	Count
When discarding	Italian (odd we like, even high or low suit preference)
Other carding agreements, including secondary methods (state when applicable) and exceptions to above	

### SUPPLEMENTARY DETAILS (continued)

Stayman takes preference over 2S bid over 1NT opening  
 NT rebid : 1= 15-16; 2NT = 17-18; 3NT = 19  
 2C : 2NT rebid = 23-24, 3NT=25-26, 4NT = 27-28  
 Stayman and transfer after NT overcalls and no intervening bid

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### GENERAL DESCRIPTION OF BIDDING METHODS

Reverse benji

### 1NT OPENINGS AND RESPONSES

<b>Strength</b>	12-14	Tick if artificial and provide details below	<input type="checkbox"/>
<b>Shape constraints</b>	Balanced	Tick if may have singleton	<input type="checkbox"/>
<b>Responses</b>	2♣ Stayman	(Weak or 11+ HCP)	
2♦	Transfer to 2♥ [8]	2♥	Transfer to 2♠ [8]
2♠	11 HCP or tfr to minors	2NT	12 HCP
Others	3-level bids forcing (slam interest)		

Action after opponents double Moscow Rescue [5]

Action after other interference Natural

### TWO-LEVEL OPENINGS AND RESPONSES

Meaning	Responses	Notes
2♣	23+ balanced or GF (10 playing tricks)	2♦ = relay
2♦	Strong single-suited hand or 4441	2♥ = Relay
2♥	5-10, 6 card suit	2NT = Feature [3]

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2♠	5-10, 6 card suit	2NT = Feature	[3]
2NT	20-22	Puppet Stayman, RST, 3♠ = 5♠/4♥	
<b>OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE</b>			
Puppet stayman : 3D = a four card suit, 4c = both majors and slam interest, 4d = both majors and no slam interest			

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