

OTHER OPENING BIDS					
	HCP	See note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES Notes
1♣	11-19*	1	2	1NT response 6-9	
1♦	11-19*	1	4		
1♥	11-19*	1	5	Splinter bids/ Jacoby	
1♠	11-19*		5		
3 bids	<10		7	Pre-emptive	
4 bids	<10		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		Natural			
Jump overcall		Weak, usually 6 card suit 2			
Cue bid		2-suited hand –Ghestem 4			
1NT	Direct: Protective:	15-17 11-14		As for 1NT opening	
2NT	Direct: Protective	Lowest two unbid suits		Limit bids	
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES	Notes
Strong 1♣		Double = both majors; 1NT = both minors			
Short 1♠/1♦		Natural			
Weak 1NT		Landy 3			
Strong 1NT		Landy 3			
Weak 2		x =T/O 2NT=15-18 bal with stop			
Weak 3		x = takeout			
4 bids		x = Major for penalties 4NT for TO			
Multi 2♦		x = 13-16 bal ; 2NT = 17-19 bal 3NT 21+			
SLAM CONVENTIONS					
Name		Meaning of Responses		Action over interference	
Roman Key Card Blackwood		5♣ = 0 or 3 aces; 5♦ = 1 or 4 aces;			
5NT = Grand Slam Force		5♥ = 2 or 5 aces, no trump Q; 5♠ = 2 or 5 aces and trump Q			
		6♣ = 0; 6♦ = 1; 6♥ = 2 of top 3 honours in trump suit			
		7 of trump suit = 3 top honours			

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, asks for stopper	
Exceptions / other agreements	Jump raise pre-emptive	
Agreements after opponents double for takeout		
Redouble 9+ HCP	New suit forcing	Jump in new suit 6 cards weak Non-Forcing
Jump raise	2NT	Other
Pre-emptive	Good raise	
Other agreements concerning doubles and redoubles		
Lebensohl after opponent opens weak 2 followed by take-out double by partner. respond 2NT 0-7 points		
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 partners 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. Jacoby: 1M-2NT agrees M game force; responses 4M=min, 3*=singleton/void, 4*= 5 card 2 nd suit, 3NT=15-16 hcp, 3M= 16+		
SUPPLEMENTARY DETAILS		
(Please cross-reference where appropriate to the relevant part of card, and continue on back).		
1. NT rebids: After 1 level response 1NT = 12-14 hcp 2NT = 17-18 hcp 3NT = 19hcp 2. After Weak 2, 2NT response asks for strength and suit quality. Blue Club system replies; after 2NT response 3♣ = min hcp, weak suit, 3♦ = min hcp, strong suit, 3♥ = max hcp, weak suit, 3♠ = max hcp, strong suit, 3NT = AKQxxx in major. Also applies after a weak jump overcall by our side 3. Landy = 2C =Majors 5-4 shape 2NT = Minors 5- 5 shape 4. Two suited overcalls : cue bid =2 higher suits , 2NT shows 5+-5+ in two lowest suits, jump to 3C = Higher & Lower suits (Ghestem) 5. Checkback Stayman over 1 & 2 NT rebid by opener eg: 1m-1M-1NT-2♣ shows 3 card support or 4 card unbid major Puppet Stayman: 3♣ asks for 4 or 5 card major, response: 3♦ = no 5 card major, has 4 card major, 3M = 5 cards in M, 3NT = no 4 card or 5 card major.		

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Shade this box grey 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>)	<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 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							
Signals	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; low-high = odd no. of cards						
When discarding	Dodds =Evan that suit - odd other suit same colour						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Suit preference signals							
SUPPLEMENTARY DETAILS (continued)							
1NT - 3♣/♦ shows 6 card suit with 2 of top 3 honours -- non forcing							
Opening 3 of a suit before partner bids shows 2 of top 3 honours							
Wriggle Over 1NT X redouble is transfer to C can correct to D otherwise system on.							
Transfer Breaks							
1: 2NT rebid = Max.hand all suits stopped & good trump support: may be followed by re-transfer or a no-trump contract							
2: A bid of a new suit shows shortage in that suit - Max hand trump support by be followed by re-transfer							
3: A direct jump to 3S/£H top of range & excellent trump support							

GENERAL DESCRIPTION OF BIDDING METHODS			
5 card majors, 15-17 1NT, short club 3 weak 2's			
1NT OPENINGS AND RESPONSES			
Strength	15-17		If artificial give details below
Shape constraints			Tick if may have singleton
Responses	2♣ Stayman		
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	reply 2NT min, 3♣ max	2NT	9 points
Others	3♣/♦/♥/♠ = 6+ card suit weak		
Action after opponents double	Above conventions apply		
Action after other interference	Bid naturally, x = penalties		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Acol 2 or 23+ balanced	2♦ relay	
2♦	Weak, 5-9 usually 6 card suit	2NT asks about strength & suit quality	2
2♥	Weak, 5-9 usually 6 card suit	2NT asks about strength & suit quality	2
2♠	Weak, 5-9 usually 6 card suit	2NT asks about strength & suit quality	2
2NT	20-22	3♣ = Puppet Stayman; 3♦/♥ = Transfer; 3♠ = 5♠&4♥	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values). UNT 1NT at the 1 level --- when opps have bid 2 suits			
5 Card Majors & Prepared 1C			
1C	2D = 5S 4+H weak	Inverted Minors & Weak Jump Shifts up to 2S	
1C	2M = 6 cards & weak		
1C	1NT = weak Raise in C		
1C	2C = Forcing 4+ C and 11+ HCP		
1C	2N = 5/5 in the minors		