

OTHER OPENING BIDS						
	HCP	See Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	9-22		4		Inverted minor raises. Checkback. Splinters	[5]
1♦	9-22		4			
1♥	9-22		4		2NT=good raise to 3 or more. Checkback. Splinters	[5]
1♠	9-22		4			
3 bids	<10		7	Pre-emptive; good suit in 1 st or 2 nd 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		8-15 HCP; 5+ card suit				
Jump overcall		Weak				
Cue bid		Michaels (5-5+ highest 2 suits; weak or strong, not intermediate)				
1NT	Direct: Protective:	15-17 11-14	All responses as for opening 1NT			
2NT	Direct: Protective:	Unusual (5-5+ lowest 2 suits; weak or strong, not intermediate)				
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣		X=♣; 2♣ = both Maj (5-4+)				
Precision-style 1♦		Natural				
Weak 1NT		Landy (both majors) [6]				
Strong 1NT		Landy (both majors) [6]				
Weak 2		X=take-out				
Weak 3		X=take-out; cue of minor shows both majors				
4 bids		X=pen of majors; 4NT=take-out				
Multi 2♦		On second round, same as for weak 2-bids				
SLAM CONVENTIONS						
Name	Meaning of Responses				Action over interference	
RKCB	03 14 2- 2+ [7]				DOPE	

COMPETITIVE AUCTIONS					
Agreements after opening of one of a suit and overcall by opponents					
Level to which negative doubles apply			3♠ (but see other agreements)		
Special meaning of bids			New suit is forcing; 2NT is natural; cue=good raise		
Exceptions / other agreements					
Agreements after opponents double for takeout					
Redouble	10+; no support	New suit	Forcing	Jump in new suit Non-forcing	
Jump raise	Pre-emptive	2NT =	Good raise	Other	
Other agreements concerning doubles and redoubles:					
After opps open 1 of a suit and rebid 1NT, X=T/O of original suit.					
After opps open 1NT and 2-level response, X = pen of 1NT					
In a competitive auction, if one player has limited their hand, a X by the other is for penalties.					
OTHER CONVENTIONS					
Fourth suit forcing (for one round at the 1/2 level; to game at the 3 level).					
Unassuming cue bids (enquiry / good raise to 3+ in partner's suit).					
Lebensohl over 2M-X-Pass [2].					
4NT opener asks for specific Aces.					
Herbert Negatives (next suit response to t/o X = <8 HCP).					
After suit overcall, jump shift = 2-suited (weak => lower; strong => higher).					
Smith Peters (in NT play to 2 nd trick indicates liking of lead suit)					
SUPPLEMENTARY DETAILS					
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).					
[1] Halmic. XX = 5-cd suit, forcing 2♣; suit = lower of 2 4-cd; Pass forces opener to XX.					
[2] Lebensohl. 2NT forces 3♣; 3 bids are strong and GF.					
[3] Kokish. 2♣-2♦-2♥ = ♥ or 25+HCP; then 2♠ relay.					
[4] Ogust. Responses: 3♣=weak suit, weak hand; 3♦=strong suit; weak hand; 3♥=weak suit, strong hand; 3♠=strong suit, strong hand; 3NT=top 3 honours.					
[5] Checkback. 1-1-1NT=15-17; 1-1-2NT=18-19; 1-2-2NT=15-19; then 2/3♣=Checkback Stayman. A bid in responder's suit shows 3-card support.					
[6] Landy. 2♣=both Majs (5-4). 2♦ response=equal length and at least 2-2; 2NT if 0-0 or 1-1. 3♣=game invitational.					

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 J <u>10</u>	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>	10 9 <u>x</u>	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	
Against NT contracts	<u>A</u> K	A J <u>10</u> x	<u>K</u> Q 10	<u>K</u> Q x	K J <u>10</u>	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>	10 9 <u>x</u>	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:-							
Strong 10's: Lead of 10 is from an internal sequence and shows one higher non-touching honour							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Count			Count			
On Declarer's lead	Count			Count			
When discarding	McKenney			McKenney			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
SUPPLEMENTARY DETAILS (continued)							
[7] RKCB. After 5♣/5♦ response, next non-trump suit asks for trump Q. After any response 5NT asks for specific kings: sign-off with none, bid suit if one; bid suit of missing if 2.							
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GENERAL DESCRIPTION OF BIDDING METHODS			
Acol 3 Weak Twos			
1NT OPENINGS AND RESPONSES			
Strength	12-14	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints	Balanced; poss 5-cd Maj	Tick if may have singleton <input type="checkbox"/>	
Responses	2♣ Stayman		
2♦	Transfer to 2♥	2♥	Transfer to 2♠
2♠	Transfer to 3♣ (break with A/K)		2NT Transfer to 3♦ (break with A/K)
Others	3-level bids forcing (slam interest)		
Action after opponents double	Halmic [1]		
Action after other interference	Lebensohl [2]		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	23+ bal or GF	2♦ relay; Kokish	[3]
2♦	6-10, 6 card suit	2NT = Ogust	[4]
2♥	6-10, 6 card suit	2NT = Ogust	[4]
2♠	6-10, 6 card suit	2NT = Ogust	[4]
2NT	20-22	Puppet Stayman, RST, 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).			

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