

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11*-19	<input type="checkbox"/>	4	* Light openings possible For opener's NT rebids – note 1	1NT response = 6-9 2NT response = 10-12	
1♦	11*-19	<input type="checkbox"/>	4			
1♥	11*-19	<input type="checkbox"/>	4			
1♠	11*-19	<input type="checkbox"/>	4		Limit raises Splinter bids Jacoby = good raise	
3 bids	<10	<input type="checkbox"/>	6	Pre-emptive		
4 bids	<10	<input type="checkbox"/>	7	Pre-emptive		

DEFENSIVE METHODS AFTER OPPONENTS OPEN					
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes	
Simple overcall		Natural			
Jump overcall		WIS, usually 6 card suit		2	
Cue bid		2-suited hand		5	
1NT	Direct: Protective	15-17 11-14	As for 1NT opening		
2NT	Direct: Protective	Lowest two unbid suits 20-22 balanced	Limit bids As 2NT opener	5	
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes	
Strong 1♣		Double= both majors; 1NT both minors			
Short 1♣/1♦		Natural			
Weak 1NT		Double = penalties; 2♣, 2♦, 2♥ transfers in 2 nd pos only			
Strong 1NT		Double = penalties; 2♣, 2♦, 2♥ transfers in 2 nd pos only			
Weak 2		Double = take out; 2NT asks partner to bid 3♣			
Weak 3		Double = take out			
4 bids		Double = take out			
Multi 2♦		X= 13-16 bal or v strong; 2NT = 17-19 bal			

SLAM CONVENTIONS		
Name	Meaning of Responses	Action over interference
Roman Key Card	5♣ = 0 or 3 aces; 5♦ = 1 or 4 Aces	
Blackwood	5♥ = 2 aces no trump queen; 5♠ = 2 with trump queen	
5NT = Grand Slam Force	6♣ = 0; 6♦ = 1; 6♥ = 2 of top 3 honours, 7 of trump suit = 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	
Exceptions / other agreements		Jump raise pre-emptive	
Agreements after opponents double for takeout			
Redouble	9+ HCP	New suit	forcing
			Jump in new suit forcing
Jump	Pre-emptive	2NT	Good raise
Other agreements concerning doubles and redoubles			

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	
2NT opener or after 2NT rebid after opening 2C or 2D – 5 card puppet Stayman	
4 th suit forcing, Michaels, Unusual 2NT – showing lower of two unbid suits	
Neg Doubles	

SUPPLEMENTARY DETAILS	
1 NT rebids: After 1 level response 1NT = 15-17; 2NT = 18-19; 3NT = long suit	
2 After Weak 2♥, 2♠ 2NT asks for a feature and shows game interest. Respond 3 of original trump suit with a minimum or show a high card with a maximum by bidding the suit with the high card. A change of suit at the 3 level is natural and forcing. A simple raise of the major is pre-emptive The same system applies if partner has overcalled with a weak two.	
4 2NT - 3♠ Baron Game Force with slam interest, usually no 5 card suit	
5 2 suited overcalls 1min - 2min shows 5+ -5+ in majors; 1maj - 2 maj shows 5+ -5+ in other major and a minor. 1any - 2NT shows 5+ - 5+ in two lowest unbid suits.	
6 Continuations after a 2NT rebid are as over an opening 2NT bid	



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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 discouraging, low encouraging 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	McKenney						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Suit preference signals: McKenney							
SUPPLEMENTARY DETAILS (continued)							

GENERAL DESCRIPTION OF BIDDING METHODS			
Benjaminised 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		
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	Transfer to clubs	2NT	Transfer to diamonds
Others 3♣/♦/♥/♠ = 6+ card suit and slam interest.			
Action after opponents double		Flint Pender	
Action after other interference		Bid naturally, X = takeout after suit overcall	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Acol 2 or 21-22 balanced	2♦ relay	6
2♦	Game forcing or 23+ balanced	2♥ negative	6
2♥	Weak 2, 5-9 usually 6 card suit	2NT asks for feature	2
2♠	Weak 2, 5-9 usually 6 card suit	2NT asks for feature	2
2NT	19-20; 3♣ Puppet Stayman, 3♦♥ Transfer; 3♠ Game force		4, 6
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
Jacoby raises		Transfers over opponents 1NT	
Puppet Stayman		Splinters	
Michaels		RKCB 30/41	

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