

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10-19	<input type="checkbox"/>	4	For opener's NT rebids – note 1	}Inverted Minors	
1♦	10-19	<input type="checkbox"/>	4		}2NT Baron 16+	
1♥	10-19	<input type="checkbox"/>	4		Splinter bids – see Other Conventions	
1♠	10-19	<input type="checkbox"/>	4		}2NT Jackoby	
3 bids	<10	<input type="checkbox"/>	7	Pre-emptive	New suit NF	
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 (usually 5+)	UCB & Fit Jumps			
Jump overcall		Usually 6 card suit NV weak; V intermediate		2		
Cue bid		Michaels, 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♣		Truscott				
Short 1♣/1♦		Natural				
Weak 1NT		Double = penalties; 2♣ - clubs + 2 others, 2d majors		3		
Strong 1NT		As above		3		
Weak 2		X=T/O, 2NT = 17-19, 3NT=20+	Leaping Michaels			
Weak 3		Double = take out; Non-leaping Michaels				
4 bids		Over min X=T/O, Over maj X=Pen, 4NT=T/O				
Multi 2♦		X= 13-16 bal or v strong; 2NT = 17-19 bal				

SLAM CONVENTIONS		
Name	Meaning of Responses	Action over interference
RKCB 4NT*	} 1 step = 0/3; 2 steps = 1/4 Key Cards	
MSRKCB 4C/D*		} 3 steps = 2 no trump Q; 4 steps = 2 with trump Q
	5* asks for specific Ks, 6tr suit = 0, 6any = K or other 2	
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		Raise = pre-empt, UCB = good raise	
Exceptions / other agreements		Jump shift = weak 2-7 & 6+ cd suit	
Agreements after opponents double for takeout			
<b>Redouble</b>	9+ HCP	<b>New suit</b>	Non-forcing
<b>Jump</b>	Pre-emptive	<b>2NT</b>	Good raise to 3
			<b>Jump in new suit</b> weak 2-7 & 6+ Cd suit
Other agreements concerning doubles and redoubles			
7 Helmlic over 1nt (dble). Redble = single suit, forces 2♣ for pass or correct			
New suit = suit and the one above: Pass forces redble, then 2♣ = ♣ + ♥, 2♦ = ♦ + ♠			
OTHER CONVENTIONS			
<b>Fourth Suit Forcing:</b> 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'.			
<b>Long suit trial bids: Checkback Stayman</b>			
<b>Splinter Bids</b> 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			
<b>Crowhurst</b> Over 1NT rebid, 2♣ asks for description			
<b>Leaping &amp; Non Leaping Michaels</b> Over weak 2 or 3 shows at least 5/5 in bid suit & the other Major/minor and is game forcing.			
SUPPLEMENTARY DETAILS			
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).			
<b>1 NT rebids:</b> After 1 level response 1NT = 12-16; 2NT = 17-18; 3NT = long suit			
<b>2</b> After Weak 2♥/♠ 2NT shows game interest. 3♣ = low points and weak trumps			
3♦ = low points and strong trumps, 3♥ = high points and weak trumps 3♠ strong and ,strong: 3NT =A,K,Q of the trump suit.			
After a Weak Two new suit at the 2 level is natural and invitational. New suit at the 3 level is natural and forcing. A raise of the major is pre-emptive.			
<b>3 Defence to 1NT</b> - Cansino 2d shows 5+ - 4+ in majors, 2NT other 2-suiter.			
<b>4 2NT - 3♠</b> Minor suit slam try: 3NT denies 4-card minor; 4♣/♦ = 4+ card suit 4♥/♠ = both minors and 1 <sup>st</sup> round control in bid suit			
<b>5 2 suited overcalls</b> 1m 2m shows 5+ -5+ in S & another; 1M 2M shows 5+ -5+ in Other major and a minor. 1any - 2NT shows 5+ - 5+ in two lowest unbid suits.			



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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: HELD: Reverse attitude on Hon lead at NT 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	Revolving						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
<b>Suit preference signals</b> McKenny							
Smith Peters							
SUPPLEMENTARY DETAILS (continued)							
6 Continuations after a 2NT rebid are as over an opening 2NT bid							
Over 2♦, pos bids show 3 controls where A=2, K=1							
8 After 1NT is overcalled, new suit at 2-level = weak, at 3-level = forcing to game							
Cue bid of opponent's suit = Stayman with stop; 3NT to play with stop							
2NT forces 3♣; suit lower than opponent's = weak; higher = invitational; cue bid and 3NT as above without stop							
9 Over 1♥/♠, 2NT = 4+ cd support, forcing to game. 3 of new suit by opener = singl'n							
4 of new suit = void; 3 of original major stronger than 4.							

GENERAL DESCRIPTION OF BIDDING METHODS			
<b>Benjaminised Acol</b>			
1NT OPENINGS AND RESPONSES			
<b>Strength</b>	11 - 14	Tick if artificial and provide details below <input type="checkbox"/>	
<b>Shape constraints</b>		Tick if may have singleton <input type="checkbox"/>	
<b>Responses</b>	2♣	Non P Stayman (followed by 3C/D = 6+ cd suit invit'l)	
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	11+ Baron	2NT	Transfer to minors
Others 3♣/♦/♥/♠ = 6+ card suit and slam interest.			
Action after opponents double		Helmic – Pass for R'dble; R'dble for 2C (7)	
Action after other interference		Lebensohl 2NT forces 3C; X = values (8)	
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♥ neg - less than 3 cont	6
2♥	Weak 6+ cds 5-10 (11-15 in 4 <sup>th</sup> )	2NT asks for detail	2
2♠	Weak 6+ cds 5-10 (11-15 in 4 <sup>th</sup> )	2NT asks for detail	2
2NT	19-20; 3♣ Pup Stayman, 3♦♥ Transfer; 3♠ minor suit slam try		4
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			

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

EBU 20B