

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10+	<input type="checkbox"/>	4	1♣ 1♦ 1♥ 1♠	= nat.; 2♠ = FSF	
1♦	10+	<input type="checkbox"/>	4		2NT = Baron	
1♥	10+	<input type="checkbox"/>	4) 2NT = Jacoby	3NT = balanced raise	3
1♠	10+	<input type="checkbox"/>	4)	Splinters, No DGR	3
3 bids	Weak	<input type="checkbox"/>	6	3N is gambling		
4 bids	Weak	<input type="checkbox"/>	6			
*(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		Fit jumps & transfers		4
Jump overcall		PRE-EMPTIVE				
Cue bid		MICHAELS		2NT = game try		
1NT	Direct: Protective	15-18 11-14		Stayman & transfers		
2NT	Direct: Protective	Unusual 18-20		Stayman & transfers		
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		X/1♦ = ♥/♠ + minor		Cheapest NT = GT		6
Short 1♣/1♦		(1m) P (1X)-2m=natural				
Weak 1NT		2♣ = Majors 2♦ = one Major				5
Strong 1NT		2M = 5 Major & 4+ minor				5
Weak 2		Dble = take out		Lebensohl		1
Weak 3		Dble = take out				
4 bids		Dble = values				
Multi 2♦		Dble = values		Lebensohl		1
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
RKCB		1/4, 3/0, 5NT = 0/2A + void		DOPI & ROPI		
		6 any = 1/3 A + void				
GSF		6♣ = none				
Gerber after 1NT		0 or 4, 1, 2, 3		DOPI & ROPI		

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply			4♥	
Special meaning of bids				
Exceptions / other agreements				
Agreements after opponents double for takeout				
Redouble	Penalties	New suit	Forcing	Jump in new suit: Fit jump
Jump raise	Pre-emptive	2NT	At least a	good raise to 3 level
Other agreements concerning doubles and redoubles				
Support X & XX to 2H				
OTHER CONVENTIONS				
After 1NT rebid (15-17), 3 way check back				
1X 1Y 3NT = very good X				
Lebensohl				
Halmic				
Jump cues: 1X 3X = asking for stop; (1m) 4m = 9/10 tricks in a Major				
Transfers after 1X 1Y 2NT				
SUPPLEMENTARY DETAILS				
If both players pass at their first opportunity, 2NT is a scramble, not Lebensohl.				
1. LEBENSÖHL – Via 2NT SHOWS a stop. An immediate cue or 3NT DENIES one				
Lebensohl in following situations: 1NT (2X) ? (1X) 1NT (2X/Y) ? (2Y) X (P) ?				
(1X) P (2X) X (P) ? (2♦) X (2♥/♠) ? (1NT) X (2X) ?				
2. HALMIC 1NT (X) XX = single suited 1NT (X) 2♣/♦/♥ = two suited				
3. Splinters over 1 of a Major, 1♠ 4♥ = splinter; 1♥/♠ 3NT = balanced raise				
4. Transfer responses to 1♥/♠ overcall, 2NT = 4 card support & high card raise; and fit jumps				
5. (1NT) 2♣ (Majors) 2♦ asks for longer Major (possible start of game try); 2NT = nat., invit.				
2♦ (one Major) 2M = Pass or correct, 2NT = asks: 3m = max., 3M = min.				
2M (Major+minor) – 2NT=natural, 3m = pass or correct				
6. DEFENCE TO STRONG ♣ : X = ♥ + minor, 1♦ = ♠ + minor, WJOs				
1/2 NT = Majors or minors After we overcall, cheapest NT is a game try				



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72

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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 or shade this box if using non-standard leads.			
v. suit contracts	A <u>K</u>	<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> 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 <u>x</u> <u>x</u>	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 x x <u>x</u>	<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 J <u>10</u> x	<u>K</u> <u>Q</u> 10	K <u>Q</u> 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 <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 x x <u>x</u>	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
2,4,6 th leads							
In partners suit: 3 rd and 5 th <u>xx</u> <u>x</u> but, after support, <u>x</u> xx							
Strong 10s at Trick 1 & as long as opening leader retains the lead							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Mostly reverse count			Mostly reverse count			
On Declarer's lead	Mostly reverse count			Mostly reverse count			
When discarding	Mostly reverse count			Mostly reverse count			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Reverse encourage on A or Q lead in NT and A in suits							
Reverse encourage in need to know situations, Some McKenney.							
Smith Peters vs NT							
SUPPLEMENTARY DETAILS (continued)							
7. RESPONSES TO NATURAL 2NT (also applies after 2NT overcall)							
3♣ = asking for 5 card Majors, after which 3♦ = 1 or 2, after which puppet							
3♠ = at least 5/4 minors, game forcing							
4♣ = slam try in ♣ or ♦; 4♦ asks suit, 4♥ = ♣, 4♠ = ♦; Then 4NT = to play.							
8. 2♣ 2♦ = any positive, 2♣ 2♥ = 0-3, 2♣ 2♠ = 4-7 bal etc.							
9. 1NT 2♣							
2♦ 3♥/♠ = 5,5 game/slam invit. 2♦/♥/♠ 3m = nat., F							
10. 1♠ 2m							
3♦/♥ = splinter							

GENERAL DESCRIPTION OF BIDDING METHODS			
ACOL WITH WEAK TWOS IN 3 SUITS			
1NT OPENINGS AND RESPONSES			
Strength	12-14	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; raise to 3♥ = invit.	2♥	Transfer; raise to 3♠ = invit
2♠	Range enquiry	2NT	Transfer to 3♣ (♣/♦/♠)
Others	4♣ Gerber, 4♦/♥ transfers		Then 3♥/♠ = x
Action after opponents double	Rdbl = single suited; suit = two suited		
Action after other interference	1 st Dble = take out, 2 nd dble = pen.		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Strong	2♦ = any positive	8
2♦	Weak	2NT = bid feature (Q+), 3M = non-minimum	
2♥	Weak	2NT) asking for singleton; 3♥/♠ = min., no x	
2♠	Weak	2NT) 3NT = max. no singleton	
2NT	20-22	5 card puppet Stayman & transfers	7
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
3NT serious slam try in some situations			
Defence to Multi-Landy: (2♦) X = game invit. +, subsequent Xs = pen.; P & X			
= TO; P & 2NT = m;			
(1♦*) 2♦ = M, 3♦ = pre-empt.			
(1♦*) - (1M) 2♦ = nat.			
2M = Michaels			

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