

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣		<input type="checkbox"/>	2		2♣ = forcing, 2N = Baron	1
1♦		<input type="checkbox"/>	4		2♦ = forcing, splinters	
1♥		<input type="checkbox"/>	5		2♠ = ♥ raise, splinters	2
1♠		<input type="checkbox"/>	5		2N = raise, splinters	2
3 bids		<input type="checkbox"/>				
4 bids		<input type="checkbox"/>				
*(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		TRANSFERS		
Jump overcall		Weak		2N asks		
Cue bid		Michaels				
1NT	Direct: Protective	15-18 10-14		As 1N		
2NT	Direct: Protective	Lowest 2 suits 19-21		As 2N		
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣						
Short 1♣/1♦						
Weak 1NT		2♣ = a major, 2♦ = a major, 2M = 5M 4m				
Strong 1NT		x vs 14-16+ = 5m 4M				
Weak 2		X = t/o = Lebenshol, Leaping Michaels				
Weak 3		X = t/o, 4m = non leaping michaelsMm				
4 bids						
Multi 2♦		X = 13-15 bal or 19+				
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
RKCB		14/30				
GSF		6T = 0, 7T = 2 Gx = 1+ Feature				

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	9+	New suit	F1	Jump in new suit Fit
Jump raise	Mixed	2NT	Good Raise	Other
Other agreements concerning doubles and redoubles				
Lighter, Support, Game try				
OTHER CONVENTIONS				
2 Way Checkback				
FSF				
UCB				
Splinters				
Short Suit Trial Bids				
1M 2M 2M+1 is an inquiry (1m 1M 2M – same)				
SUPPLEMENTARY DETAILS				
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).				
1. 1♣ 2♣ is GF (Step 1 = balanced)		3. Transfers after 1M (x)		
1♣ 2♦ is a multi		Transfers after 1x 1y 2N		
1♣ 2M = 5M 3♣ 7-10		Transfers after (1m) 1M (x/P)		
2. 1♥ 2♠ is Jacoby		4. 1♣ (1N) 2♣ = majors		
1♠ 2N is jacyby		1M (1N) 2♦ = high card raise		
1M 3x = invitational		in major		

