

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10 +	<input type="checkbox"/>	4		Splinters	
1♦	10+	<input type="checkbox"/>	4		Splinters	
1♥	10+	6	4		2NT =Jacoby, Splinters	6
1♠	10+	6	4		2NT =Jacoby, Splinters	6
3 bids	< 10	5	6	Pre-empt	New suit below game F.	5
4 bids		<input type="checkbox"/>	7	Long suit	New suit below game F.	

\*(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	Nat, 5+ or v strong 4. 7-17 HCP	Unassuming Cue Bids	
Jump overcall	Weak / Modified Ghestem		7/8
Cue bid	2 suits of same colour		8
1NT Direct: Protective	15 - 18 11 - 14	System on System on	
2NT Direct: Protective	2 suits of same rank 19 - 21		8

  

OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	See Note 9 /weak jump overcalls		9
Short 1♣/1♦	Dbl = T/O. 2C = natural. See note 8		8
Weak 1NT	Multi-Landy , Dbl – see note		12
Strong 1NT	Multi-Landy, Dbl = 5m 4M 14+pts		12
Weak 2	2NT = 16 -18. Dbl= T/O	Dbl - 2NT = Lebensohl	
Weak 3	Dbl = T/O		
4 bids	Up to 4H, Dbl = T/O. (4S) Dbl = Pens, 4NT = T/O		
Multi 2♦	2NT = 19 -21. Dbl = T/O	Dbl - 2NT = Lebensohl	

**SLAM CONVENTIONS**

Name	Meaning of Responses	Action over interference
RKCB	Note 10	D0/3,P1/4 R0/3,P1/4
Roman Blackwood	(3/0, 4/1, CRO) if RKCB is not available.	D0/3,P1/4 R0/3,P1/4
Gerber (over 1NT only)	4D = 0, 4H =1, 4S=2 etc.	D0P1 R0P1
Grand slam force (5NT bid without 4NT bid previously)	6♣=0, 6♦=1, 6♥=2, 6♠=3 of top 3 trump honours. 6NT=Totally solid trumps.	

COMPETITIVE AUCTIONS	
Agreements after opening of one of a suit and overcall by opponents	
Level to which negative doubles apply	Below 3NT
Special meaning of bids	Transfers after our 1M is doubled See note (11)
Exceptions / other agreements	Dbl of intervention above 3S = pens.

Agreements after opponents double for takeout				
Redouble	10+ no fit	New suit	Nat & F	Jump in new suit Nat & weak
Jump raise	Pre-empt	2NT	Good raise to 3	Other

Other agreements concerning doubles and redoubles

After a NT has been doubled (for penalties) all subsequent doubles are for penalties.

After (1 of a suit) – P or 1 of a suit – (1NT) - Dbl is for take out

Doubles of first round natural suit bids below 4S are for take out if partner has not bid.

**OTHER CONVENTIONS**

Fourth suit forcing (not 1S).

Long Suit Trials

Directional Asking Bids

Cue Bid in late auction = control in suit bid.

in Reply to Multi 2♦: 2H = to play opposite H, 2S = to play in S or invitational in H, 2NT = strong enquiry (usually 14+pts).

Opening 3NT = a long solid minor. No outside ace, king or void.

Splinters at opener's rebid. Lightner: Double of a slam asks for an unusual lead

**SUPPLEMENTARY DETAILS**

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).

1) 1NT – (Dbl) - 2C, 2D or 2H show the lower ranking of two 4+ card suits of equal length. Redouble asks opener to bid 2C and shows a 5+ card suit.

2) Rubensohl 1N - (2X) - 2NT/ 3C/3D/3H = transfers. Transfer into overcalled suit asks for a stop. Completing the transfer denies a stop. Over a natural 2C, double = Stayman. Two level suit bids natural and non-forcing.

3) If opponents double a transfer bid, completing the transfer shows 3+ cards in that suit.

4) Puppet Stayman: 3C asks for a 5 card M. Replies: 3NT no 4+ card M, 3D no 5 but a 4 card M.

5) Pre-empts: Vulnerable usually 3 of top 5 or AK. May be less or more than normal in 3rd seat.

6) Jacoby 2NT: 1M – 2NT = value raise to 3 level, or support and slam interest. 1M – 3NT = support 13-15 HCP no singleton or void. 1M -3M = good raise to 2M.

7) Weak Jump Overcalls: 6-10 points and a 6+ card suit.

## 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	10 9 x <u>x</u>
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	<u>x</u> x x	x <u>x</u> x x	10 9 x <u>x</u>

Other agreements in leading, e.g. high level contracts, partnership suits:-

# Opening lead of a King asks for count or in NT to drop an honour.

## CARDING METHODS

	Primary method v suit contracts	Primary method v NT contracts
On Partner's lead	HELD / See # above	HELD / See # above
On Declarer's lead	Count	Count
When discarding	McKenney	McKenney

Other carding agreements, including secondary methods (state when applicable) and exceptions to above

Smith Peters in NT if Declarer wins trick 1.

McKenney signals may be given if thought more appropriate than count or attitude.

McKenney signal may be given when following in trumps.

## SUPPLEMENTARY DETAILS (continued)

8) Modified Ghestem. Openers suit = 2 suits same colour. 2NT = 2 suits same rank, 3C = 2 odd suits. Against a Short Club : 2C = natural, 2D = 2 suits same colour.

9) Defence to Strong Club Opening. Dbl = both Ms, 1D = One M or 18+ pts, 1H = H + m, 1S = S + m 2m = natural. 1N = minors. 2M or 3m = Weak Jump Overcalls.

10) 5♣=0/3, 5♦=1/4, 5♥=2 or 5, 5♠=2 or 5 + Trump Q. Where possible next suit asks for the Queen of trumps. Return to trump suit denies, otherwise suit bids show Q plus a K, 5NT = Q but no K. Jump in trump suit shows Q but denies a side king. 5NT after 4NT asks for specific kings.

11) After 1M (dbl), bids of 1NT to 2D(H) = transfer; 2M = 3 card weakish raise

12) After (1NT): 2C= both Ms, 2D = One M Suit. 2H = H + m. 2S = S + m. 3m = natural, 3M = pre-empt. Against a weak NT Dbl by a passed hand = 5m 4M otherwise pens.



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## GENERAL DESCRIPTION OF BIDDING METHODS

Acol with Multi 2♦.

### 1NT OPENINGS AND RESPONSES

**Strength** 12 - 14 Tick if artificial and provide details below

**Shape constraints** Tick if may have singleton

**Responses** 2♣ Stayman

2♦ Transfer to hearts 2♥ Transfer to spades

2♠ Trans. to a m (3C = P or bid 3D) 2NT 11 - 12 points

Other 4♣ = Gerber (only used after an opening 1NT)

Action after opponents double See Note 1.

Action after other interference Rubensohl See Note 2. If a transfer is doubled note 3

### TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	Game force or 23- 24 balanced.	2D = negative	
2♦	6+ card major 6-10 pts OR 20 pts bal OR 8 PT in a minor OR 27+ pts bal	See OTHER CONVENTIONS	
2♥	6-10 pts 5+ ♥s and a minor	2NT asks for side suit. Single raise pre-emptive	
2♠	6-10 pts 5+ ♠s and a minor		
2NT	21 - 22 pts balanced	3♣ = Puppet Stayman. 3D, 3H transfers. 3S = 5S+4H	4

### OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

Minimum opening points may be less with exceptional distribution (rule of 19)

2NT rebid after two level change of suit response = forcing to game

Jacoby 2NT over majors (Note 6).

Modified Ghestem (Note 8)

Unassuming Cue Bids

4th suit forcing

Opening 3C or 3D in 2nd seat shows 2 of top 3 honours

Double of a strong 1NT opening shows 5m 4M

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