OTHER OPENING BIDS									
	HCP	se No		Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes		
1.	10-19			4		Inverted Minors			
1 •	10-19		]	4	For opener's NT	}2NT Baron 16+ Splinter bids – see (	Other		
1♥	10-19		□ 4 □ 4		rebids – note 1	Conventions	J.1.101		
1♠	10-19					} }2NT Jackoby	(9)		
3 bids	<10		□ 7		Pre-emptive	New suit NF			
4 bids	<10		]	7 Pre-emptive					
DEFENSIVE METHODS AFTER OPPONENTS OPEN									
-	PONENTS C RAL ONE C				CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes		
Simple	overcall		Natu	ıral (usı	ually 5+) l	JCB & Fit Jumps			
Jump o	vercall		Usu	ally 6 ca	ally 6 card suit NV weak; V intermediate				
Cue bid				naels, 2	5				
1NT	Direct: 15-1 Protective 11-1			-	A	As for 1NT opening			
2NT				est two 2 balan	unbid suits iced	Limit bids As 2NT opener	5		
OPPONENTS OPEN WITH					FENSIVE ETHODS	SPECIAL RESPONSES	Notes		
Strong 1. Trus			Trus	cott					
Short 1	<b>.</b> */1 <b>♦</b>		Natu						
Weak 1NT Dou			Dou	ble = penalties; 2* - clubs + 2 others, 2d majors 3					
Strong 1NT As a				bove 3					
Weak 2 X=T/				O, 2NT = 17-19, 3NT=20+ Leaping Michaels					
Weak 3 Doub				ble = take out; Non-leaping Michaels					
				r ♣/◆/♥ X=T/O, Over ♠ X=Opt, 4NT=Minors					
Multi 2 ◆ X= 13-16 bal or v strong; 2NT = 17-19 bal									
				SLA	M 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					
5NT = Grand Slam Force				5* asks for specific Ks, 6tr suit = 0, 6any = K or other 2  6♣ = 0; 6♣ = 1; 6♥ = 2 of top 3 honours,  7 of trump suit = 3					

	(	COMPETITI	VE AUCTIONS				
Agreements	after opening of	one of a suit	and overcall by op	ponents			
Level to whi	ch negative doub	oles apply	34				
Special mea	aning of bids		Raise = pre-empt, UCB = good raise				
Exceptions	/ other agreemen	nts	Jump shift = weak 2-7 & 6+ cd suit				
Agreements after opponents double for takeout							
Redouble	9+ HCP	New suit	Non-forcing	Jump in new suit			
Jump	Pre-emptive	2NT	Good raise to 3	weak 2-7 & 6+ Cd suit			
-	ments concernin	a doubles ar	nd redoubles				
			suit. forces 2. for r				
New suit = s	suit and the one a	above; Pass	forces redble, then	2♣ = ♣ + ♥, 2♦ = ♦ + ♠			
		0TUED 04	211/ENITIONS				
			ONVENTIONS				
			suit is artificial, show				
holdi	ng in that suit bu	t requesting	partner to describe	his/her hand further.			
After	14 - 1♦ - 1♥, 14	s is natural a	nd 2♠ is 'fourth suit	forcing'.			
Long suit t	rial bids: Check	back Staym	an				
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							
Crowhurst	Over 1NT rebid,	2 <b>♣</b> asks for o	description				
Leaping &	Non Leaping Mi	<b>chaels</b> Over	weak 2 or 3 shows	at least 5/5 in bid suit &			
the other Ma	ajor/minor and is	game forcing	g.				
	SI	JPPLEMEN	ITARY DETAILS				
(Please cros	ss-reference where		the relevant part of ceded).	ard, and continue on back if			
1 NT rebids	s: After 1 level res	sponse 1NT	= 12-16; 2NT = 17-	18; 3NT = long suit			
2 After Wea	k 2 opener, 2NT	shows game	e 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.							
3 Defence to 1NT - Cansino 2d shows 5+ - 4+ in majors, 2NT other 2-suiter.							
4 2NT - 3♠ 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							
	4 <b>v</b> / <b>m</b> = DOULLIN	nois and 1°	roung conirol in nia	Suit			
5.2 suited o				M 2M shows 5+ -5+ in			

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> Q J x	<u>A</u> K x <u>J</u> 10 x		<u>K</u> Q x <u>10</u> 9 x	9 <u>8</u> 7 x	K <u>10</u> 9 10 x x <u>x</u>	<u>Q</u> J 10 H x <u>x</u>	
v. NT contracts	Η x x <u>x</u> <u>A</u> K x ( <u>x</u> ) <u>Q</u> J x  Η x x <u>x</u>	A <u>J</u> 10 x <u>J</u> 10 x H x x <u>x</u> x	H x x <u>x</u> x x <u>K</u> Q 10 10 x <u>x</u> H x x <u>x</u> x x	<u>x</u> x <u>K</u> Q x <u>10</u> 9 x <u>x</u> x	X <u>x</u> X  K <u>J</u> 10  9 <u>8</u> 7 x  x <u>x</u> x	X <u>x</u> x x K <u>10</u> 9 10 x x <u>x</u> x <u>x</u> x x	<b>Q</b> J 10 H x <b>x</b>	
Other agreements in leading, e.g. high level contracts, partnership suits:-								
		C	ARDING ME	THODS				
		Primary m	nethod v suit con	tracts	Primary me	thod v NT co	ontracts	
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 co						/e count.		
On Dec	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								
Suit preference signals McKenny								
Smith F	Peters							
	S	UPPLEME	NTARY DE	TAILS (c	ontinue	d)		
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								
<ul> <li>and 3NT as above without stop</li> <li>Over 1 ♥/♠, 2NT = 4+ cd support, forcing to game. 3 of new suit by opener= singt'n</li> </ul>								
4 of new suit = void;. 3 of original major stronger than 4.								
4 of new suit = void,. 3 of original major stronger than 4.								



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GENERAL DESCRIPTION OF BIDDING METHODS									
	Benjaminised Acol								
1NT OPENINGS AND RESPONSES									
Strength 11 - 14 Tick if artificial and provide details below									
Shape constraints			Tick if may have singleton						
Resp	onses	2*	Non P	Non P Stayman (followed by 3C/D = 6+ cd suit invit'l)					
2♦	Transfe	er to he	earts	2	<b>Y</b>	Transfer to spades			
2♠	11+ Ba	ron		2	NT	Transfer to minors			
Other	Others 3♣/♦/♥/♠= 6+ card suit and slam interest.								
Action	after oppo	nents	double	Helmic	- Pas	ss for R'dble; R'dble for	2C (7)		
Action	after other	r interfe	erence	Lebens	ohl 2	NT forces 3C; X = value	s (8)		
	TW	O-LE	VEL O	PENINGS	AN	D RESPONSES			
		Mean	ing		Res	sponses	Notes		
2.	Acol 2 or	Acol 2 or 21-22 bal or Wk 2 in◆			2•	6&2			
2♦	Game for	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> )			2N7	Γasks for detail	2			
2♠	Weak 6+	cds 5	-10 (11-	15 in 4 <sup>th</sup> )	2N	Γasks for detail	2		
2NT	19-20; 3	♣ Pup	Stayma	n, 3 <b>♦ ♥</b> Tra	ansfe	r; 3♠ minor suit slam try	y 4		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE									
2♣ Opener is either strong or a weak 2 in ◆									

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