

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	12*-19	5	2	For opener's NT rebids – note 1	1NT response = 6-9 2NT on Majors = Jacoby 4 2NT on Minors = 10-12 nat	
1♦	12*-19	5	4			
1♥	12*-19	5	5			
1♠	12*-19	5	5			
3 bids	<10	5	6	Pre-emptive		
4 bids	<10	5	7	Pre-emptive		
*(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				
Jump overcall		Weak when non-vulnerable, usually 6 card suit				
		Weak to Intermediate when vulnerable, usually 6 card suit				
Cue bid		Michaels 5-5 suited hand		2NT minor		
1NT	Direct: Protective	15-17 11-14		As for 1NT opening		
2NT	Direct:	Unusual (5+5) in lowest 2 unbid suits		Limit bids		
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		Double 5-5 Majors, 1NT 5-5 Minors				
Weak 1NT		Double (15+) = penalties; Multi Landy				3
Weak 2		Double (12+) = take out				Lebensohl 7
		4♣ or 4♦ = Leaping Michaels, Suit Bid and Other Major				
Weak 3		X = take out				
4 bids		X = take out over 4♣/♦ 4♥♠ X=penalty, 4NT=Takeout				
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
Blackwood		Roman Key Card (3041)		D0P1, R0P1		
Gerber 4♣		Yes, unless 4♣ could be a natural bid or a splinter				

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply		2♠	
Special meaning of bids Note 6		Cue bid = good raise	
Exceptions / other agreements		Jump raise pre-emptive	
Agreements after opponents double for takeout			
Redoubl	10+ HCP	New suit forcing	Jump in new suit pre-emptive
Jump	Pre-emptive	2NT Jacoby GF	for major 10-12 nat for minor
Other agreements concerning doubles and redoubles			
1NT Double – Helvic Wriggle – XX shows a 5-card suit, partner bids 2♣, relay			
Suit bid is lower of 2 adjoining 4-card suits			
Forcing Pass (opener bids 5-card suit or redoubles)			
OTHER CONVENTIONS			
Fourth Suit Forcing: 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'.			
Splinters			
Check-Back Stayman			
SUPPLEMENTARY DETAILS			
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).			
1 NT rebid -: After 1 level response 1NT = 15-18			
2 After Weak 2♥♠ - 2NT asks for a feature and shows game interest (Ogust).			
3♣ = weak strength, weak suit, 3♦ = weak strength, good suit			
3♥ = good strength, weak suit, 3♠ = good strength, good suit			
3 Defence to 1NT – Multi Landy: 2♣ = 5-4 majors, 2♦ = 6-card major (2♥ response			
Pass or correct), 2♥ or 2♠=5-card suit plus at least 4-card minor			
4 Jacoby – after 1♥♠, 2NT = support and GF (opener's rebid = 0/1 in bid suit, 4♥♠			
12-14 pts, 3NT 15-16 pts, 3♥♠ 17+ pts)			
5 Possibility of light openings in 3 rd or 4 th hand			
6 After 1♣/1♦ and 1♥ overcall, 1♠ shows 5-card suit, double shows 4-card spade suit			
7 Lebensohl – 2 level suit to play (0-7 pts), 3 level bid constructive but non-forcing			
(8-11 pts), jump in new suit GF, 2NT shows weak hand (0-7 pts) and asks partner			
to bid 3♣, then pass or correct			

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	<u>A</u> <u>K</u>	<u>A</u> <u>K</u> x	<u>K</u> Q 10	<u>K</u> Q	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	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> <u>K</u> x (<u>x</u>)	<u>A</u> <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q	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	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:-							
With AK – A for attitude, K for count							
CARDING METHODS							
		Primary method v suit contracts		Primary method v NT contracts			
On Partner's lead If K lead		Attitude: high encouraging, low discouraging Count: high-low=even no. of cards; upwards = odd no.					
On Declarer's lead		Count: high-low=even no. of cards; upwards = odd no.					
When discarding		Dodds – Even card same suit, odd card other suit same colour					
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
SUPPLEMENTARY DETAILS (continued)							
When opponents bid a suit as a transfer: X shows the suit, a bid of the suit to transfer to shows a takeout of the transfer suit, e.g.: -							
(1NT) – P - (2♦ = transfer to 2♥) - X shows ♦ / 2♥ is a takeout of ♥							
Drury – After 3 rd or 4 th hand opening in a major, 2♣ shows 10-11 pts and support for the major; Opener replies 2 of major with weak opening, any other bid shows normal opening values							
Bergen Raises – after 1 st or 2 nd seat opening of a major, with 4 card support, 3♣ shows 10-12 pts, 3♦ 7-9 pts and 3♥/♠ less than 7 pts							



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GENERAL DESCRIPTION OF BIDDING METHODS			
Benjaminised Acol with 5-Card Majors			
1NT OPENINGS AND RESPONSES			
Strength	12-14 (11-14 3 rd or 4 th) Tick if artificial and provide details below <input type="checkbox"/>		
Shape constraints	Tick if may have singleton <input type="checkbox"/>		
Responses 2♣ Non Promissory Stayman (with Extended Stayman)			
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	NT raise, 11 points or long minor	2NT	NT raise, 12 points
Others 3♣ Puppet Stayman 3♦/♥/♠ = 6+ card suit and game forcing.			
Action after opponents double		Helvic Wriggle	
Action after other interference		X = Penalty, Lebensohl/Rubensohl	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	19-20 or 8 tricks, or Weak 2♦	2♦ relay, Other Bids 15+	
2♦	Game forcing or 23+ balanced	2♥ 0-3, 2♠ 4-7, 2NT 8+	
2♥	Weak 2, 5-10 usually 6 card suit	2NT asks for feature	2
2♠	Weak 2, 5-10 usually 6 card suit	2NT asks for feature	2
2NT	21-22;	3♣ Puppet Stayman, 3♦♥ Transfer, 3♠ 5S4H	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			

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