

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11-19	<input type="checkbox"/>	3	Natural	Inverted minor raise	1
1♦	11-19	<input type="checkbox"/>	4			
1♥	11-19	<input type="checkbox"/>	4		After 1♥/♠ 2NT = sound raise to 4.	
1♠	11-19	<input type="checkbox"/>	5			
3 bids	0-10	<input type="checkbox"/>	7	Pre-emptive		
4 bids	0-15	<input type="checkbox"/>	7	4♣4♦ S.A Texas 4♥4♠ 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			5+ card suit 8+ HCP		2 level cue=sound raise	
Jump overcall			Weak 6+ card suit 6-10 HCP		2NT asking bid	
Cue bid			Michaels 6-10, or 16+ HCP			2
1NT	Direct: Protective	15-18 Balanced (direct and protective)		Stayman, transfers		
2NT	Direct: Protective	Unusual NT 6-10, or 16+ HCP				
OPPONENTS OPEN			DEFENSIVE METHODS		SPECIAL RESPONSES	
Strong 1♣			CRASH			
Short 1♣/1♦			Natural. cue = Michaels			
Weak 1NT			Multi Landy			
Strong 1NT			Multi Landy			
Weak 2			X=penalty, 3♣=take out, 2N=16-19			
Weak 3			X = take out. (3D over 3C take out).			
4 bids			X = Values			
Multi 2♦			X= Values 2N=minors (5/4)			
SLAM CONVENTIONS						
Name			Meaning of Responses		Action over interference	
Roman Key Card Blackwood			5♣=0 or 3, 5♦ = 1 or 4, 5♥=2 without Q, 5♠=2 with Q		D0P1 & R0P1	
Gerber (over NT)			Aces: 4♦=0 or 3, 4♥=1 or 4, 4♠=2, 4NT=3		D0P1 & R0P1	

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply		Double = negative to 3♠		
Special meaning of bids		cue bid = UCB , jump cue bid = looking for NT jump new suit = fit jump		
Exceptions / other agreements		Jump raise = pre-emptive.		
Agreements after opponents double for takeout				
Redouble	9+ HCP	New suit	Non forcing	Jump in new suit 2 level = strong
Jump raise	weak	2NT	Raise to 3+	Other
Other agreements concerning doubles and redoubles				
Competitive, Lightner, Co-operative slam doubles				
OTHER CONVENTIONS				
Fourth suit forcing		Long suit trial bids		
Unassuming cue bids, Cue bids		Gambling 3NT		
Checkback, Unusual No Trump		Grand slam force		
Splinters				
Exclusion Blackwood				
SUPPLEMENTARY DETAILS				
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).				
1. After 1 Major – 2NT Jacoby game raise,				
3 level New suit = natural				
4 level Jump in new suit = splinter				
3 agreed Major = single-suited, non-minimum				
4 agreed major = minimum				
3NT = balanced 15+ forcing				
2. Cue bid of opponent's suit shows at least 5-5 in two suits. Shows spades and				
another over 1♣/1♦/1♥, both majors over an artificial minor suit (≤2) ,				
and hearts and a minor over 1♠.				

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> K x	<u>K</u> Q 10	<u>K</u> Q 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 x x x	H x <u>x</u>
	H x <u>x</u> x	H x x x <u>x</u>	H x x x <u>x</u> x	<u>x</u> x	x <u>x</u> x	x x <u>x</u> x	
v. NT contracts	<u>A</u> K x (<u>x</u>)	A J <u>10</u> x	<u>K</u> Q 10	<u>K</u> Q 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 <u>x</u> x x	<u>x</u> x	<u>x</u> x x	x <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
1. Strong tens.							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Attitude in suits			Reverse Attitude in NT			
On Declarer's lead	Count (High-Low – even)			Count (High-Low – even)			
When discarding	Italian: Odd=like, Even=revolving			Italian: Odd=like, Even=revolving			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
McKenney overtones when leading							
SUPPLEMENTARY DETAILS (continued)							
3. 2D-2NT asking: 3C/3D max weak 2 in hearts/spades, 3H/S min wk2							
3NT 19-20 bal, 4C/4D 8pl tricks in clubs/diamonds.							
4. Defence to Michaels. Double =9+, 2N =Lebensohl, Cue bid suit shown =sound raise.							



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GENERAL DESCRIPTION OF BIDDING METHODS			
ACOL + MULTI 2 DIAMONDS			
1NT OPENINGS AND RESPONSES			
Strength	12-14	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints	2-5 card suits inc 5422	Tick if may have singleton <input type="checkbox"/>	
Responses	2♣ Stayman		
2♦	Transfer to ♥	2♥	Transfer to ♠
2♠	Invitation to 3N or 19+ balanced	2NT	Transfer to ♣
Others	3♣ transfer to ♦		
Action after opponents double		Pass < 8 HCP, XX = 8+, suit = 5cs	
Action after other interference		X shows major(s), 2NT= lebensohl	
TWO-LEVEL OPENINGS AND RESPONSES			
Meaning	Responses	Notes	
2♣	23+	2♦ = negative	
2♦	Weak 2 in ♥ or ♠ (6 or 7 card suit), strong 2 in ♣ or ♦, 19-20 balanced	2♥ = weak, 2NT asking bid ⇒ 3C=max♥, 3D=max♠, 3H,S=min	
2♥	8 playing tricks NF	2NT = negative	
2♠	8 playing tricks NF	2NT = negative	
2NT	21-22 balanced	3♣ = 5 card stayman, transfers	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional).			

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