

OTHER OPENING BIDS						
	HCP	see Note	Min len	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11-19	<input type="checkbox"/>	4		1NT = 8-10	3,4,5
1♦	11-19	<input type="checkbox"/>	4		1NT = 7-9	3,4,5
1♥	11-19	<input type="checkbox"/>	4		1NT = 6-9	3,4,5
1♠	11-19	<input type="checkbox"/>	4		1NT = 6-9	3,4,5
3 bids	0+	<input type="checkbox"/>	6	Pre-emptive		
4 bids	0+	<input type="checkbox"/>	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			DoV			
Cue bid			Michaels 2			
1NT	Direct: Protective	15-18 10-12	Stayman RST			
2NT	Direct: Protective	2 lower unbid at least 5-5 19-20				2
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣		1N minors x-Majors				
Short 1♣/1♦		Natural				
Weak 1NT		X penalty – Multi-Landy				8,9
Strong 1NT		X penalty – Multi-Landy				8,9
Weak 2		X Takeout				
Weak 3		X Takeout				
4 bids		X Takeout except over 4S				7
Multi 2♦		X Takeout				
SLAM CONVENTIONS						
Name	Meaning of Responses			Action over interference		
RKCB	5C 0/3 5D 1/4 see note 6			DOPI/ROPI		
Gerber				Only opp NT opener		

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply		3 spades (other major NOT g'nteed)		
Special meaning of bids				
Exceptions / other agreements				
Agreements after opponents double for takeout				
Redouble	9+	New suit	Genuine	Jump in new suit SNF
Jump raise	limit	2NT	Raise to 3	Other - Comp & resp
Other agreements concerning doubles and redoubles				
OTHER CONVENTIONS				
5 card puppet over 2NT – 3S = 5S+4H				
Exit trfs over 1N* with forcing pass				
4 th suit forcing				
Checkback over 1NT rebid (15-17)				
SUPPLEMENTARY DETAILS				
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).				
1. 3♣ = weak/1 hon. 3♦ = weak/2 hon. 3♥ = strong/1 hon. 3♠ = strong/2 hon.				
2. UNT - 2 lowest unbid				
Michaels – majors or major & unspecified minor				
3. 2NT – Good raise to 3				
4. Splinter - game going hand with a void or singleton in the suit bid				
5. 3NT is flat raise to 3 with 4 in suit				
6. RKCB - 5C 0/3 5D 1/4 5H = 2 5S = 2+Q next suit up to ask for Q				
7. 4NT for T/O over 4S				
8. ML – 2C-Majors. 2D-unspecified single suiter. 2M- that major+minor				
9. Double by passed hand is single suiter				

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	
v. NT contracts	A <u>K</u> 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	x <u>x</u> x	x <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
Generally 4 th best & MUD							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	LE / HD			ditto			
On Declarer's lead	Rev count & Rev Att			ditto			
When discarding	Odd enc, even McK			ditto			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Kind asks for count (reverse)							
Ace asks for attitude (reverse)							
SUPPLEMENTARY DETAILS (continued)							



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GENERAL DESCRIPTION OF BIDDING METHODS			
ACOL - 3 WEAK 2'S - WEAK NT			
1NT OPENINGS AND RESPONSES			
Strength	12-14 (or bad 15)	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints		Tick if may have singleton <input type="checkbox"/>	
Responses	2♣ Stayman (non-prom.)+ Full transfers		
2♦	Transfer to Hearts	2♥	Transfer to Spades
2♠	Tfr to clubs (prob 6+)	2NT	Tfr to Ds (prob 6+)
Others 2C – 2D – 2NT shows 11/12 points			
Action after opponents double Exit Tfrs – Pass asks for rdbl			
Action after other interference			
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	8PT any suit or 21/22	2♦ = Neg.	
2♦	Weak 2, 5-9 usually 6 card suit	Constructive	
2♥	Weak 6 card 6-10	2NT = Ogust Enquiry	1
2♠	Weak 6 card 6-10	2NT = Ogust Enquiry	1
2NT	20 - 22 balanced	3C Puppet Stayman RST	
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.