

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11*-19	<input type="checkbox"/>	4	1NT = 7-9 For opener's NT rebids – note 1 2NT	1NT response = 8-10 1NT on majors= 6-9 Limit raises Splinters at 3-level Note 4	
1♦	11*-19	<input type="checkbox"/>	4			
1♥	11*-19	<input type="checkbox"/>	4			
1♠	11*-19	<input type="checkbox"/>	4			
3 bids	<10	<input type="checkbox"/>	6	Pre-emptive		
4 bids	<10	<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	Weak, usually 6 card suit				
Cue bid	2-suited hand	Michaels		5	
1NT	Direct: Protective	15-17 11-12	As for 1NT opening		
2NT	Direct: Protective	Lowest two unbid suits 20-22 balanced	Limit bids As 2NT opener	5	
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes	
Strong 1♣		Truscott			
Short 1♣/1♦		Natural			
Weak 1NT		Multi-Landy x = penalty		3	
Strong 1NT		Multi-Landy x = penalty		3	
Weak 2		Double = take out			
Weak 3		Double = take out			
4 bids		Double = penalties; 4NT = t/o			
Multi 2♦		X= 13-16 bal or v strong; 2NT = 17-19 bal			

SLAM CONVENTIONS		
Name	Meaning of Responses	Action over interference
RKCB	Last natural suit bid	DOPI/ROPI
	0/3 1/4 2 no Q, 2Q No of keys	
	5NT asks for specific Kings	

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply		3♠ other major not guaranteed	
Special meaning of bids		Cue bid = asks for NT stop	
Exceptions / other agreements		Jump raise pre-emptive	
Agreements after opponents double for takeout			
Redouble	9+ HCP	New suit forcing	Jump in new suit SNF
Jump	Pre-emptive	2NT Good raise	

Other agreements concerning doubles and 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'.
Unassuming Cue Bids Opposite partner's overcall a cue bid shows a good raise
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
Jump in 4th suit => Game Force – please describe hand partner
Opening 3NT – Gambling (long minor)

SUPPLEMENTARY DETAILS

1 Checkback after 1NT rebid- asks for a) strength b) 3card major support or 4 in other major
2 After Weak 2♥♠ 2NT is Ogust. Responses: 3♣ = poor points, poor suit
3♦ = poor points, good suit, 3♥ = good points, poor suit, 3♠ = good points, good suit
3NT = AKQxxx
3 Defence to 1NT 2♣ = both Majors, 2♦ = single suited
2♥ = hearts + minor, 2♠ = spades + minor
4 Sound raise to 3 or better
5 2 suited overcalls 1m 2m shows 5+5 in Majors; 1M 2M shows 5+5 in other major and a minor
6 Continuations after a 2NT rebid are as an opening 2NT bid

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> A <u>K</u> 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 (x) 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:-			
Standard Leads			
CARDING METHODS			
	Primary method v suit contracts	Primary method v NT contracts	
On Partner's lead	High Enc, low Disc	Ditto	
On Declarer's lead	Count: high=even low=odd		
When discarding	Odd enc, even Mck		
Other carding agreements, including secondary methods (state when applicable) and exceptions to above			
Suit preference signals			
King asks for Count			
Ace asks for Attitude			
SUPPLEMENTARY DETAILS (continued)			
1 NT Doubled – exit transfers used, Pass means partner has to redouble then you bid your 4-card suits up the line			
Truscott In 2 nd - 1♦ = ♦/♥, 1♥ = ♥/♠, 1♠ = ♠/♣, 1nt = ♠/♦, 2♣ = ♣/♦, X = ♣/♥			
New suit from pard is n/f, Jump overcall = single suited 6+ cards			
Truscott in 4 th - Suit bids are natural/single suited			
NT rebid after 1 level response: 1NT = 15-17, 2NT = 18, 3NT = 19+ (Note 1)			



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GENERAL DESCRIPTION OF BIDDING METHODS			
Acot 3 weak 2s			
1NT OPENINGS AND RESPONSES			
Strength	12 to 14	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints		Tick if may have singleton <input type="checkbox"/>	
Responses	2♣ Stayman		
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	11pts or long minor	2♣-2♦ 2N = 11/12 pts	
Others 3♣/♦/♥/♠ = 6+ card suit and slam interest.			
Action after opponents double		Full Tx system 1N* then ** means clubs	
Action after other interference		Bid naturally, X = takeout after suit overcall	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	8pt any suit or 23-24 balanced	2♦ relay	6
2♦	Weak 2, 5-9 usually 6 card suit	2NT natural	
2♥	Weak 2, 5-9 usually 6 card suit	2NT Ogust enquiry	2
2♠	Weak 2, 5-9 usually 6 card suit	2NT Ogust enquiry	2
2NT	20-22 3♣ Stayman, 3♦♥ Tfr, 3♠ = 5♠ + 4♥		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
Unassuming cue after opponents intervene			
Double jump = > splinters			

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