

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	12*-19	<input type="checkbox"/>	4	For choice of opening - note 2 * Light openings possible – note 3 For opener's NT rebids – note 4	1NT response = 6-9 2NT response = 10-12 Limit raises Splinter bids see Other Conventions	
1♦	12*-19	<input type="checkbox"/>	4			
1♥	12*-19	<input type="checkbox"/>	4			
1♠	12*-19	<input type="checkbox"/>	4			
3 bids	6-10	<input type="checkbox"/>	7			Pre-emptive
4 bids	6-10	<input type="checkbox"/>	8	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		Wide range, from 8+ at 1-level				
Jump overcall		Weak, usually 6-card suit				
Cue bid		2-suited hand				7
1NT	Direct: Protective	15-18 11-14 note 5		As for 1NT opening		7
2NT	Direct: Protective	Lowest two unbid suits 20-22 balanced		As for 2NT opening		
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		X = both majors; 1NT both minors				
Short 1♣/1♦		Natural				
Weak 1NT		Double = penalties; 2♣ both majors; others nat.				8
Strong 1NT		Double = penalties; 2♣ both majors; others nat.				8
Weak 2		Double = take out				
Weak 3		Double = take out				
4 bids		Double = take out				
Multi 2♦		X= 13-15 bal or v strong; 2NT = 17-19 bal				
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
Roman Keycard		5♣ = 0 or 3 aces; 5♦ = 1 or 4 aces				
Blackwood		5♥ = 2 aces no trump queen; 5♠ = 2 with trump queen				
Gerber (over 1 or 2NT Openings only)		4♦ = 0 or 4 aces; 4♥ = 1 ace; 4♠ = 2 aces; 4NT = 3 aces				

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	3♠	
Special meaning of bids	Cue bid = good raise	
Exceptions / other agreements	Jump raise pre-emptive	
Agreements after opponents double for takeout		
<b>Redouble</b> 9+ HCP	<b>New suit</b> forcing	<b>Jump in new suit</b> game force
<b>Jump raise</b> pre-emptive	<b>2NT</b> Good raise	
Other agreements concerning doubles and redoubles		
OTHER CONVENTIONS		
<b>Fourth Suit Forcing:</b> 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'.		
<b>Unassuming Cue Bid</b> 10+ HCPs & 3+card support for partner's overcall		
<b>Splinter Bids</b> 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		
<b>Long suit trial bids</b> Used after a simple raise, showing a suit with 2 losers.		
SUPPLEMENTARY DETAILS		
1 After a weak 2♥ or 2♠, responder's 2NT asks for opener's strength and a feature.		
With a minimum opening, opener signs off in 3 of the trump suit.		
With a maximum opening, opener shows a feature (A or K in a side suit) or bids 3NT		
2 <b>Balanced hands not 12 to 14.</b> With four hearts and four spades open 1♥, Otherwise open the longest suit or the higher ranking of 2 4-card suits.		
<b>Unbalanced hands:</b> always open the longest suit. With 2 5-card or longer suits always open the higher ranking.		
<b>4441 hands:</b> singleton ♣ open 1♥; singleton ♦ open 1♣; singleton ♥ or ♠ open 1♦		
3 <b>Rule of 20</b> : If HCP + length of 2 longest suits is 20+ consider opening with 10 HCP		
4 <b>NT rebids:</b> After 1 level response 1NT = 15-17; 2NT = 18-19; 3NT = source of tricks After 2-level response, 2NT = 15-19 and is forcing to game		
5 <b>Protective 1NT overcall:</b> After an opening bid and 2 passes, 1NT shows 11-14. With more points, double first and rebid NT over partner's response.		

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	<u>9</u> 8 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> K 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	<u>9</u> 8 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	
<b>Other agreements in leading:</b> None							
<b>CARDING METHODS</b>							
	Primary method v suit contracts			Primary method v NT contracts			
<b>On Partner's lead</b>	Standard Attitude: high encouraging, low discouraging						
<b>On Declarer's lead</b>	Standard Count: high-low=even no. of cards; upwards = odd						
<b>When discarding</b>	Italian: odd encouraging; even McKenny						
<b>Suit preference signals:</b> High = higher ranking other suit Low = lower ranking other suit							
<b>Other carding agreements:</b> None							
<b>SUPPLEMENTARY DETAILS (continued)</b>							
6. <b>Transfer to a minor</b> Responder passes 3♣ or corrects to 3♦							
7. <b>2-suited overcalls</b> 1m 2m shows 5+ -5+ in majors; 1M 2M shows 5+ -5+ in other major and a minor. 1any - 2NT shows 5+ - 5+ in two lowest unbid suits.							
8. <b>Defence to 1NT</b> 2♣ shows 5+ - 4+ in majors.							



Name

EBU No.

Partner

EBU No.

GENERAL DESCRIPTION OF BIDDING METHODS	
<b>Acrol with 3 Weak Twos – OBC Convention Card</b>	
<b>1NT OPENINGS AND RESPONSES</b>	
<b>Strength</b>	12 to 14 <span style="float: right;">Tick if artificial and provide details below <input type="checkbox"/></span>
<b>Shape constraints</b>	<span style="float: right;">Tick if may have singleton <input type="checkbox"/></span>
<b>Responses</b>	2♣ Stayman
2♦	Transfer to ♥ <span style="float: right;">2♥ Transfer to ♠</span>
2♠	Transfer to 3♣ (note 6) <span style="float: right;">2NT Invitational</span>
Others 3♣/♦/♥/♠ = 6+-card suit and slam interest	
Action after opponents double	All bids (including 2♣) natural
Action after other interference	Bid naturally, X = takeout after suit overcall
<b>TWO-LEVEL OPENINGS AND RESPONSES</b>	
	<b>Meaning</b> <span style="float: right;"><b>Responses</b></span>
2♣	Game forcing or 23+ balanced <span style="float: right;">2♦ negative</span>
2♦	Weak (5-9) <span style="float: right;">2NT: Asks for a feature (note 1)</span>
2♥	Weak (5-9) <span style="float: right;">2NT: Asks for a feature (note 1)</span>
2♠	Weak (5-9) <span style="float: right;">2NT: Asks for a feature (note 1)</span>
2NT	20 - 22 <span style="float: right;">3♣ = Stayman; 3♦/♥ transfer</span>
<b>OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE</b>	
<p><b>Note:</b> This convention card has been produced from the EBU card by OBC to summarise a standard system in common use at OBC</p> <p><i>This card may be copied and amended as needed.</i></p>	

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