

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	12*-19	☐	3	For choice of opening - note 2 For opener's NT rebids – note 4	1NT response = 6-9 2NT response = 10-12 Limit raises Splinters see Other Conventions	
1♦	12*-19	☐	3			
1♥	12*-19	☐	5			
1♠	12*-19	☐	5			
3 bids	6-10	☐	7	Pre-emptive		
4 bids	6-10	☐	8	Pre-emptive		
* Light openings possible, especially in 3 rd seat and see note 3						
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			Michael's: 2-suited hand 7			
1NT	Direct: Protective	15-18 11-14 note 5		As for 1NT opening		
2NT	Direct: Protective	Lowest two unbid suits 20-22 balanced		As for 2NT opening 7		
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		Natural				
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♣ = 1 or 4 aces; 5♦ = 0 or 3 aces				
Blackwood 4NT		5♥ = 2 aces no trump queen; 5♠ = 2 with trump queen				
5NT		No of kings (excluding trump K)				

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 10+ HCP	
Exceptions / other agreements	Jump raise pre-emptive	
Agreements after opponents double for takeout		
Redouble 9+ HCP	New suit forcing	Jump in new suit weak
Jump raise 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 Bid: 10+ HCPs & 3+card support for partner's overcall		
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 suit		
Long suit trial bids (majors): 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 Balanced hands not 15 to 17. With no 5-card major open better minor, planning to rebid NT next time.		
Unbalanced hands: always open the longest suit. With 2 5-card or longer suits always open the higher ranking.		
3 Rule of 20 : If HCP + length of 2 longest suits is 20+ consider opening with 10 HCP		
4 NT rebids: After 1 level response 1NT = 12-14; 2NT = 18-19; 3NT = source of tricks		
After 2-level response, 2NT = 12-14; 3NT = to play		
5 Protective 1NT overcall: 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	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> 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	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: None							
CARDING METHODS							
		Primary method v suit contracts			Primary method v NT contracts		
On Partner's lead		Standard Attitude: high encouraging, low discouraging					
On Declarer's lead		Standard Count: high-low=even no. of cards; upwards = odd					
When discarding		high encouraging, low discouraging					
Suit preference signals: High = higher ranking other suit							
Low = lower ranking other suit							
Other carding agreements: None							
SUPPLEMENTARY DETAILS (continued)							
6. Transfer to a minor Responder passes 3♣ or corrects to 3♦							
7. 2-suited overcalls 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. Defence to 1NT 2♠ shows 5+ - 4+ in majors; 2♦ response shows equal length							
9. Checkback after 1NT/2NT rebids: 2♣/3♣ asks about majors; 2♦/3♦ = negative							



Name

EBU No.

Partner

EBU No.

GENERAL DESCRIPTION OF BIDDING METHODS			
5-card majors – OBC Convention Card			
1NT OPENINGS AND RESPONSES			
Strength	15 to 17	Tick if artificial and provide details below ☐	
Shape constraints	Tick if may have singleton ☐		
Responses	2♣ Stayman		
2♦	Transfer to ♥	2♥	Transfer to ♠
2♠	Transfer to 3♣ (note 6)	2NT	Invitational
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	
TWO-LEVEL OPENINGS AND RESPONSES			
Meaning		Responses	
2♣	Game forcing or 23+ balanced	2♦	relay
2♦	Weak (5-9)	2NT	Asks for a feature (note 1)
2♥	Weak (5-9)	2NT	Asks for a feature (note 1)
2♠	Weak (5-9)	2NT	Asks for a feature (note 1)
2NT	20 - 22	3♣	= Stayman; 3♦/♥ transfer
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
Note: This convention card has been produced from the EBU card by OBC to summarise a standard system in common use at OBC. It may be downloaded from the club website and amended as needed.			

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