

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	
1♦	12*-19	<input type="checkbox"/>	4		2NT response = 10-12	
1♥	12*-19	<input type="checkbox"/>	4		Limit raises	
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		Intermediate 12-16, good 6-card suit				
Cue bid						
1NT	Direct: Protective	15-18 11-14 note 5	As for 1NT opening			
2NT	Direct: Protective	20-22 balanced 20-22 balanced	As for 2NT opening			
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		Not played				
Short 1♣/1♦		Not played				
Weak 1NT		Double = penalties; suits natural				
Strong 1NT		Not played				
Weak 2		Double = take out				
Weak 3		Double = take out				
4 bids		Double = take out				
Multi 2♦		Not played				
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
Standard Blackwood		5♣ = 0 or 4 aces; 5♦ = 1 ace				
(not Keycard)		5♥ = 2 aces; 5♠ = 3 aces				
Gerber 4♣ (only over 1/2 NT openings)		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		2♠	
Special meaning of bids			
Exceptions / other agreements			
Agreements after opponents double for takeout			
Redouble 9+ HCP	New suit	forcing	Jump in new suit game forcing
Jump raise pre-emptive	2NT	Good raise	Other
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 suit			
Cue bids after suit agreement			
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 12 to 14. With four hearts and four spades open 1♥,			
Otherwise open the longest suit or the higher ranking of 2 4-card suits.			
Unbalanced hands: always open the longest suit. With 2 5-card or longer suits			
always open the higher ranking. Consider Rule of 20 for light openings.			
4441 hands: singleton ♣ open 1♥; singleton ♦ open 1♣; singleton ♥ or ♠ open 1♦			
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 = 15-17; 2NT = 18-19; 3NT = source of tricks			
After 2-level response, 2NT = 15-19 and is forcing to game			
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	<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>)	<u>A</u> <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	
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	Standard Attitude: 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♦							



Name

EBU No.

Partner

EBU No.

GENERAL DESCRIPTION OF BIDDING METHODS	
Oxford Bridge Club Meltzer System (Acol with 3 Weak Twos)	
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 ♥ 2♥ Transfer to ♠
2♠	Transfer to 3♣ (note 6) 2NT Invitational
Others	3♣/♦ = 5+-card suit and slam interest. 3♥/♠ 5-card suit game force
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♦ negative
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	
<i>This card is designed for the Meltzer (rubber bridge knock-out) competition where all players are expected to play the same system.</i>	
PLEASE DO NOT AGREE ANY VARIATIONS WITH YOUR PARTNER(S).	
<i>Note in particular that the following are not included and not permitted:</i>	
<ul style="list-style-type: none"> • 2-suited overcalls (Michaels, Unusual NT, CRO, etc) • Splinters; Fit-Jumps; Jacoby 2NT response to 1♥/♠; inverted minor suit raises. 	

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