

OTHER OPENING BIDS					
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10+	<input checked="" type="checkbox"/>	2	Natural or 15-19 Bal	Splinters, inv. raises(6),Walsh(7)
1♦	10+	<input checked="" type="checkbox"/>	4		Splinters, inverted raise (not PH)
1♥	10+	<input type="checkbox"/>	5		1NT=Forcing; 2NT=Raise to 3+ or 16+ Balanced, 3NT=4333 3M
1♠	10+	<input type="checkbox"/>	5		
3 bids	0-10	<input type="checkbox"/>	6	3NT=solid or 1-loser major	3NT-4♣=ask for tfr to M
4 bids	0-15	<input type="checkbox"/>	7	Natural, 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	Note
Simple overcall		Natural, wide range at 1-level	Cue =UCB, New suit constructive	
Jump overcall		Weak NV, Intermediate Vul & 4th	Cue =UCB, New suit forcing	
Cue bid		(1m)-2m=majors;(1M)-2M=OM+m	(1M)-2M-(P)-[3OM-1]=game try	
1NT	Direct: Protective	15-18 Direct, 10-15 Protective	As over 1NT opener except 2♣ Crowhurst over protective 1NT	
2NT	Direct: Protective	Lowest unbid suits in direct seat 19-21 Protective	Over unusual: Natural. Over protective: as over 2NT opener	
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Note
Strong 1♣		1♦=♦or♥;1♥=♥+♠; 1♠=♠ or ♣; X=♠+♠ or♦+♥;1NT=♠+♦or♥+♠	Pass or correct over ambiguous overcalls	
Weak 1NT		2♣=♥+?; 2♦=♠+? (with ♥/♠ anchor to shorter); 2♥/♠=natural; X=PEN	Over 2♣/♦: step 1=PoC, 2M=NF	8
Strong 1NT			2NT=INV3♣=FR,3♦=INV with 3M	8
Weak 2		X T/O, 4♣/♦=leaping Michaels	Lebensohl over X	
Weak 3		X T/O, cue = any 2-suiter		
4 bids		X T/O, values over 4♣		
Multi 2♦		2nd: X=13-15Bal or very strong;4th: X=T/O		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
RKCB 4NT	5♣=1/4; 5♦=0/3; 5♥=2; 5♠=2+Q	DbI=0/3, P=1/4
GSF 5NT(♦/♥/♠ agreed)	6♣=0, 6♦=1	
GSF 5♠ (♣ agreed)	5NT=0, 6♣=1	
4NT rolling (minor agreed)		

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents	
Level to which negative doubles apply	Any level, but higher more likely to be passed
Special meaning of bids	Cue=UCB, Jumps = natural, weak
Exceptions / other agreements	

Agreements after opponents double for takeout				
Redouble	10+	New suit	NF at 2-level	Jump in new suit: Weak
Jump raise	Pre-emptive	2NT	Good Raise	Other

Other agreements concerning doubles and redoubles	
Most doubles take-out before fit found or hand well defined (e.g. by rebid)	
Responsive/competitive/game try (if no room). In forcing pass auctions, double = penalties	
Leading directing: Lightner; double of splinter asks for next suit	

OTHER CONVENTIONS

Unassuming cue bids	
1♣/♦-1X-1NT =15-17, then 2♣ asks for 3-card support	
1♣/♦-1X-2NT =18-19, then 3♣ asks for 3-card support and ♣ interest	
1♥-1♠-1NT=(11)12-16, then 2NT strong invite, 2♣ Crowhurst	
After 1NT overcall of partner's minor: 2♣=requests 2♦ with suit; 2♦=♥+♠; 2M=that M + m	

SUPPLEMENTARY DETAILS

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).

- 2♣-2♦-3♥/♠= 4-card suit with longer ♦ . 2♣-2♥-3♠=4-card suit with longer ♥
- Acol 2 in a minor will contain 9 playing tricks and will conform to the "extended Rule of 25"
- After 2♦-2NT: 3♣=♥, 3♦=♠, 3♥=♣, 3♠=♦, 3NT=21-22, 4♣/♦=solid suit
- After 2♣-2NT: 3♣=very bad (implies 5-card suit 1st NV);3♦/♥=min without/with good suit;3♠/NT=max
- 1♦ opener may include 15-19 balanced with 5♦
- After 1♣-2♣: 2NT/3NT=15-16; 2♦=17-19 balanced or natural (2♥ asks: 2NT= bal)
- Over 1♣ opener, Responder bids a 4-card major in preference to 1♦ if weak with 4M and 4♦
- Action by passed hand over 1NT. 2♣ = both majors, 2♦ = one major, 2 major = 5 that major + 4 minor
Where NT weak and partner not passed in 1st seat, double shows a max pass.
Where NT strong, or partner passed in 1st seat, double shows 4 major + 5 minor.



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OPENING LEADS							
For all the card combinations shown, clearly mark the card normally led if different from the underlined card.				Hatch over or shade 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 (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:-							
Versus NT: K asks for unblock or count							
When switching generally show attitude (low card implies an honour)							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	High = encouraging			High = encouraging			
On Declarer's lead	High = even (used sparingly)			High = even (used sparingly)			
When discarding	High = encouraging			High = encouraging			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Versus NT, a peter on declarer's first suit by leader may request a switch							
Versus NT, a peter on declarer's first suit by leader's partner may request a continuation							
When attitude is known, may give count (high =even)							
Suit preference (higher card implies interest in higher relevant suit)							
SUPPLEMENTARY DETAILS (continued)							

GENERAL DESCRIPTION OF BIDDING METHODS			
5-CARD MAJORS, WEAK NT, SHORT ♣			
1NT OPENINGS AND RESPONSES			
Strength	(11) 12-14	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints	5M332/6m322 possible	Tick if may have singleton <input type="checkbox"/>	
Responses	2♣	Stayman	
2♦	5+ Hearts or ace asking	2♥	5+ Spades
2♠	Raise to 2NT or Baron	2NT	Weak in ♣ or ♦ or FG minors
Others 3♣/♦ natural, invitational; 3♥/♠ natural, slam try, 4♣/♦ majors			
Action after opponents double		xx forces 2♣; 2 suit 4-4 in suit+higher; 3 suit weak	
Action after other interference		X:values;2NT forces 3♣;3♣=Stayman;3♦/♥ transfers	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	FG or 23-24 balanced	2♦=4-7, 2♥=0=3,2♠=8+	1
2♦	Weak 2 in ♥ or 21-22 bal or Acol 2 in ♠/♦/♣	2♥=PoC 2♠=NF,3m=F1 2NT=relay	2/3
2♥	Acol 2 in ♥	2♠=neg; 2NT=spades	
2♠	Weak 2 in ♠(maybe 5 1st NV/3rd)	2NT=relay;3♣/♦/♥=F1 nat	4
2NT	Good19-20 balanced	3♣=Stayman;3♠=4+♠ slam try, 3♦/3♥/4♣/4♦/4♥/4♠/5♣=transfers	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
1♥/1♠-1NT = forcing, includes some stronger balanced hands			
3NT opener = a solid major or a 1-loser major + outside ace			
Defence to Strong ♣ is artificial			

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