

OTHER OPENING BIDS

	HCP	See note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	12-22		2	1 NT = 6-12 points		
1♦	12-22		4	1 NT = 6-12 points		
1♥	12-22		5	Light openings possible	1 NT = 6-12 points	
1♠	12-22		5			
3 bids	5-11		7	Pre-emptive		
4 bids	5-11		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		NATURAL		
Jump overcall		WEAK, USUALLY 6 CARD SUIT		
Cue bid		2 suited hand = CRO (Note 4)		
1NT	Direct: Protective:	16-18 points 11-14 points	Responses = as for 1nt opening Responses = as for 1nt opening	
2NT	Direct: Protective	CRO (Note 4)		
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣		CRO (Note 4)		
Short 1♣/1♦		CRO (Note 4)		
Weak 1NT		'X' = Penalties MULTI-LANDY (Note 2)		
Strong 1NT		'X' = Penalties MULTI-LANDY (Note 2)		
Weak 2		'X' for takeout		
Weak 3		'X' for takeout		
4 bids		4NT = MINORS		
Multi 2♦		NATURAL		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
RKCB 4130 (slam interest): 4NT: 5C = 4 or 1, 5D = 3 or 0, 5H = 2 without Q, trumps, 5S = 2 with Q trumps, 5NT = 2 with a useful VOID		
CONTROL BIDS = 4 level: shows control in that suit		

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents	
Level to which negative doubles apply	3S
Special meaning of bids	Cue bid = good raise
Exceptions / other agreements	Jump raise pre-emptive

Agreements after opponents double for takeout		
Redouble support for bid suit	New suit forcing	Jump in new suit forcing
Jump raise pre-emptive	2NT	Other

Other agreements concerning doubles and redoubles
 ***HELVIC** (after ptr's opening or overcall of 1NT is 'X'd): '**PASS**' = any **non-touching** 2-suiter 4-4 min - asks p to 'XX'. AFTER p's 'XX': 'PASS' = PENALTY, '2C' = Cs + Hs (4/4 min) or Ds + Ss.. '**XX**' = 1 suited hand, forces p to bid transfer to '2C' then pass or correct. '**2C**' = Cs + Ds, '**2D**' = Ds + Hs, '**2H**' = Hs + Ss, '**2S**' = Ss + Cs.

OTHER CONVENTIONS

- 2) **MULTI-LANDY** after opps bid NT: **2C** = Both H/S 9+, **2D** = 6cd M, **2H/S** = 5 + 4 minor, **2NT** = Both Minors, **3C?D** = good 6 cd minor, **3H/S** = pre-emptive 7cd suit
- 3) **PUPPET STAYMAN after 2NT - 3♣** enquiry e(looking for 5cm) : Responses to 3♣: 3♦ = 1 or both 4 CM, 3♥/♠ = 5 cards, 3NT = no 4 CM. 3♣ Enquirer then bids their **other major**. 2NT Opener corrects
- 4) **CRO** over opponents 1C/D/H/S, overcall of 2 of same suit shows 5/5+ in other colour, 2NT shows 5/5+ in other rank, 3C shows 5/5+ in suits either side of bid suit

SUPPLEMENTARY DETAILS

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

Forth Suit Forcing (except after 1C, 1D, 1H: 1S = natural, 2S = 4sf)

Jacoby 2NT = 4 card support + GF: **RESPONSES**: 3 level = singleton or void, 3H/S = extra length 5 loser hand, 3NT = NO singleton, void but extra points 6 losers, 4 level = 2nd good suit, 4H/S = minimum.

Drury 2C = passed hand, 3 card support 10-11 points

1NT – 4NT is quantitative

3D, 3H, 3S = pre-empt with normally 7 cd suit but 3C may be only 6

Lighter opening possible in 3rd or 4th position after passes

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Shade this box grey if using non-standard leads).			
V. suit contracts	<u>A</u> <u>K</u>	<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	<u>K</u> <u>J</u> 10	<u>K</u> 10 9	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> 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 contract	<u>A</u> <u>K</u> x (<u>x</u>)	<u>A</u> <u>J</u> 10 x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	<u>K</u> <u>J</u> 10	<u>K</u> 10 9	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> 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:-							
CARDING METHODS							
Signals	Primary method v suit contracts		Primary method v NT contracts				
On Partner's lead	HIGH to encourage, low to discourage, COUNT						
On Declarer's lead	COUNT						
When discarding	McKenny (high asks for suit above, low asks for suit below)						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Suit preference in ruffing situations – high for higher ranking side-suit to be returned							
SUPPLEMENTARY DETAILS (continued)							

	Name	Frances Gerth	488256
	Partner	Ron Davis	87304
GENERAL DESCRIPTION OF BIDDING METHODS			
5 Card Majors, Strong NT, 2 /1			
1NT OPENINGS AND RESPONSES			
Strength	15-17	If artificial give details below and make obvious by shading in grey the cell on the right.	
Shape constraints	Could have 5 card major	If may have singleton make obvious by shading in grey the cell on the right	
Responses	2♣	Stay. IF 2D, SMOLEN (4-5 H/Ss): 3H = 4H + 5S or 3S = 5H + 4S	
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	8pts+ or trans to ♣/♦. 2NT = 15	2NT	9 HCP balanced
Others	3C/D/H/S 6 card suit and slam interest		
Action after opponents double	HELVIC (see notes *)		
Action after other interference	Natural, 'X' = take-out after suit overcall		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Game forcing or 23 balanced - 2D neg or waiting – after 2NT rebid, treat as opening 2NT		
2♦	Weak 5-9 OGUST 2NT: 2C=Weak points/Weak hand, 2D=W/Strong, 2H=S/W, 2S=S/S		
2♥	Weak 5-9 OGUST 2NT: 2C=Weak points/Weak hand, 2D=W/Strong, 2H=S/W, 2S=S/S		
2♠	Weak 5-9 OGUST 2NT: 2C=Weak points/Weak hand, 2D=W/Strong, 2H=S/W, 2S=S/S		
2NT	20-22 – Responses: RST, 3S = Weak long minor, , 3C =PUPPET STAYMAN (Note 3)		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
1NT response to partners opening bid = wide range (up to 12 points)			
2/1 = response at 2 level is GAME FORCE			
Checkback Stayman 2C = asking for more info on majors			
Inverted Minors: 1m-2m = strong, 1m-3m = weak Denies 4cd major			
Unassuming Cue Bid = opposite partner's overcall: a cue bid shows a good raise			

Both players of a partnership must have identically completed convention cards.
Cards must be exchanged with opponents for each round. (Word V 1.0)