

OTHER OPENING BIDS					
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES Notes
1 ♣	12+	<input type="checkbox"/>	4		
1 ♦	12+	<input type="checkbox"/>	4		
1 ♥	12+	<input type="checkbox"/>	4		
1 ♠	12+	<input type="checkbox"/>	4		
3 bids	5-9	<input type="checkbox"/>	7		
4 bids	weak	<input type="checkbox"/>	8		
*(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					
Jump overcall			Weak		
Cue bid			Modified Ghestem		2
1NT	Direct: Protective	16 (or a good 15)/18 11/14 (protective position)		Stayman and Transfers	
2NT	Direct: Protective	Modified Ghestem			2
OPPONENTS OPEN WITH			DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1 ♣			Natural		
Short 1 ♣/1 ♦			Natural/TOX/CRO		
Weak 1NT			Landy		3
Strong 1NT			Landy		3
Weak 2			As for 1 level:2NT=15-18 With a stop		
Weak 3			Natural/Take-out X		
4 bids			TOX but 4SX=Pen,4N=t/o		
Multi 2 ♦			X=16pts(any distribution) 2N=minors		
SLAM CONVENTIONS					
Name			Meaning of Responses		Action over interference
Roman Keycard BW			5c = 0 or 3, 5d = 1 or 4		DOP1
4NT for keycards			5h = 2, 5s = 2 with Q		ROP1
5NT for 3 kings			Kings: 6c=3 or 0, 6d=1, 6h=2		Next suit up asks
			An unbid suit asks for NT.		about Q trumps

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		forcing		
Exceptions / other agreements				
Agreements after opponents double for takeout				
Redouble	9+*	New **	Weak n/f	Jump in new suit forcing***
Jump raise	6/8	2NT****	Limit raise	Other
Other agreements concerning doubles and redoubles				
*10+HCP and less than 3 cards in p's suit				
**prob 6 card suit and less than 9 HCP				
*** 10+HCP + 3 in Ps suit ****= genuine raise to 3 or more				
OTHER CONVENTIONS				
4 th suit forcing				
Jacoby response to maj opening (showing max 7 losers)* and **				
Unassuming Cue Bids (bid opps suit to ask how strong overcall was)				
Cue bids – bid opps' suit to make p bid again				
Splinter bids: singleton/void, double jump, suit agreement implied, game on				
Cue bids showing 1 st /2 nd round control when suit has been agreed				
X of 1NT by a passed hand shows the minors				
X of a strong NT shows the minors				
SUPPLEMENTARY DETAILS				
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).				
1) OGUST responses: weak poor suit, weak good suit, strong poor suit, strong good suit				
2) CRO – Cue bid: other colour, 2NT:other rank, 3C:other (1 of each, depending on opps suit)				
3) 2C=both majors (2D response shows equal length in the majors)				
4) XX, opener bids 2C, pass or convert (5-card suit)				
Bid=the lower of 2x 4-card suits				
P=forcing pass, opener XX, leave (to make 1NTx) or 2C shows 4333 shape				
*1S/2NT – New suit at 3 level = splinter. New suit at 4 level = 2 nd good suit				
** 1H – (1S) – 2S. 2S = Jacoby				

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 (<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, e.g. high level contracts, partnership suits:-							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Attitude			Attitude			
On Declarer's lead	Count			Count			
When discarding	HELD			HELD			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
McKenney-style inferences (e.g. when giving p a ruff or to p's Ace when there's a singleton in dummy)							
SUPPLEMENTARY DETAILS (continued)							
Inverted Minors. New suit= stopper. Jump in new suit= splinter							
1C/1NT = 6-9 HCP and 3-3-3-4. 1C/3C = 6-9 and 4+C							
1(Suit) – 2H/S = less than 6 HCP and at least 6 cards in suit							
3NT opener = Gambling 3NT							
4NT opener asks for aces 5C=0,5D=AS,5H=AH,5S=AS,6C=AC							
1C-1D-1H-1S = Natural. 1C-1D -1H -2S = FSF							
Dec 2020							



Name **Pat Sainsbury**

EBU No. **425631**

Partner **Wenche Immink**

EBU No. **488166**

GENERAL DESCRIPTION OF BIDDING METHODS			
BENJAMINISED ACOL			
1NT OPENINGS AND RESPONSES			
Strength	12-14	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 Hearts	2♥	Transfer to Spades
2♠	11pts/weak minor/big hand	2NT	Natural 12 HCP
Others 3nt natural 13 HCP			
Action after opponents double		Houdini (note 4)	
Action after other interference		Lebensohl	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	8 playing tricks in any suit or 22/23 hcp	2♦ relay	
2♦	23+ Game force or 24/25hcp	2♥ relay	
2♥	6-10 hcp 6 card suit* (**)	2NT = Ogust	1
2♠	6-10 hcp 6 card suit* (**)	2NT = Ogust	1
2NT	20/21	Stayman/rst/3S=5sp+4h	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
*(Please include details of any agreements involving bidding on significantly less than traditional values).			
*9-12 in 4 th seat			
2C/2D followed by NT = 2C/2NT = 22/23, 2D/2NT = 24/25, 2C/3NT = 26/27			
2D/3NT = 28+			
Puppet Stayman over 2NT			
(**) must have 2 of top 3 Vul or 2 of top 4 N/V			

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