

OTHER OPENING BIDS						
	HCP	See note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	12-22		2	No 5 card major } 1 NT – 6-10; 2NT – 11 – 12; 1D – 0-5		
1♦	12-22		4	No 5 card major }		
1♥	12-22		5	1 NT – 6-10; 2NT Jacoby = 4 card support 13+ HCP asking for singleton or void. If not 4H/S shows minimum, 3NT 15-17, 3H/S 18+, 4C/D = second suit		
1♠	12-22		5			
3 bids	5-11		7	pre-emptive		
4 bids						
*(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		8+ solid suit normally 5+ cards				
Jump overcall		weak 5-10 HCP 6 cards				
Cue bid		see supplementary details				
1NT	Direct: Protective:	15-17 HCP				
2NT	Direct: Protective	20-22 HCP				
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		double for takeout, overcall 8+ with solid suit				
Short 1♣/1♦		double for takeout, overcall 8+ with solid suit				
Weak 1NT		double = opening hand, no 5cd st exc.?C; 2C Landy asking for majors				
Strong 1NT		double = 15+ HCP; 2C Landy asking for majors				
Weak 2		double for takeout				
Weak 3		double for takeout				
4 bids		double for takeout				
Multi 2♦		double for takeout, 2NT 16-18 HCP balanced, others natural				
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
RKCB 1430 inc responses 5NT – even KC + void; 6C, 6D, 6H odd KC + void; 5NT ask ‘cheapest king’						

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply		
Special meaning of bids		
Exceptions / other agreements		
Agreements after opponents double for takeout		
Redouble support for bid suit	New suit forcing	Jump in new suit forcing
Jump raise	2NT	Other
pre-emptive		
Other agreements concerning doubles and redoubles		
<div>OTHER CONVENTIONS</div> <p>Splinters</p> <p>Gerber – for 1NT and 2NT openings or where NT contract agreed</p>		
<div>SUPPLEMENTARY DETAILS</div> <p>(Please cross-reference where appropriate to the relevant part of card, and continue on back).</p> <p>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</p> <p>Gerber responses: 4D - 0 or 4 aces; 4H - 1, 4S - 2, 4NT - 3; 5C king asking with same reponses at 5 level</p> <p>Interference after 1 or 2 NT opening bid: if double, then conventional reponses are on; if a bid then conventional responses are off</p> <p>Overcall 8-16; double for takeout implies happy to go with any unbid suit; double then jump bid of new suit shows strong suit and strong hand</p> <p>Cue bid after partner has overcalled followed by pass asks partner for strength of overcall.</p> <p>After partner has opened, cue bid overcall of RH bid shows values for game without clear direction</p>		

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	A <u>K</u>	A <u>K</u> 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	A 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							
Signals		Primary method v suit contracts		Primary method v NT contracts			
On Partner's lead		high to encourage, low to discourage					
On Declarer's lead							
When discarding		high to encourage suit discarded, low to discourage					
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)							
<p>4th suit forcing asking for stop (for NT)</p> <p>1NT – 4NT is quantitative</p> <p>3D, 3H, 3S = preempt with normally 7 cd suit but 3C may be only 6 as no wk 2C opener</p>							

GENERAL DESCRIPTION OF BIDDING METHODS			
Based on American Yellow Card			
1NT OPENINGS AND RESPONSES			
Strength	15-17	If artificial give details below and make obvious by shading in grey the cell on right.	Grey?
Shape constraints		If may have singleton make obvious by shading in grey the cell on the right	Grey?
Responses	2♣ Stayman		
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	Transfer to clubs/diamonds	2NT	8 or 9 HCP
Others	3C/D/H/S 5 card suit, slam interest; 4NT invite to bid 6 with max; 4C Gerber		
Action after opponents double		as if undoubled	
Action after other interference		all bids natural	
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 6-10 HCP } 2NT response shows 15+ HCP; opener rebids suit with 6-8 HCP, with		
2♥	Weak 6-10 HCP } max bids another suit to show feature; lacking feature bids 3NT and		
2♠	Weak 6-10 HCP } leaves responder to decide contract		
2NT	20-22 – Stayman, transfers etc as per 1NT		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
<p>(Please include details of any agreements involving bidding on significantly less than traditional values).</p>			

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