OTHER OPENING BIDS							
	НСР	See note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes	
1.	12-22		2	No 4 card major: 1 NT – 7-10; 2NT - 11 – 12; 1D – 0-5			
1♦	12-22		4	No 4 card major: 1 NT – 6-10; 2NT – 11 – 12			
1♥	12-22		5	1 NT – 5-12; 2NT Jacoby = 4 card support 13+ HCP			
1♠	12-22		5	asking for singleton or void. If not 4H/S shows minimum, 3NT 15-17, 3H/S 18+, 4C/D = second suit			
3 bids	5-11		7	pre-emptive; Cs may only be 6 cards			
4 bids				Normally 8 cards			

^{*(}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 CONVENTIONAL SPECIAL Notes **NATURAL ONE OF A SUIT MEANING RESPONSES** Simple overcall 8+ solid suit normally 5+ cards Jump overcall weak 5-10 HCP 6 cards Cue bid see supplementary details 15-17 HCP Direct: 1NT Protective: 20-22 HCP Direct: 2NT Protective **OPPONENTS OPEN** DEFENSIVE **SPECIAL** Notes WITH METHODS **RESPONSES** 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 suit 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					
greements after opening of one of a suit and overcall by opponents					
greements after opponents double for takeout					

Redouble	New suit	Jump in new suit
support for bid suit	forcing	forcing
Jump raise	2NT	Other
pre-emptive		

Other agreements concerning doubles and redoubles

OTHER CONVENTIONS

Splinters

Gerber – for 1NT and 2NT openings

SUPPLEMENTARY DETAILS

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

2 over 1 forcing, normally to game

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

Gerber responses: 4D - 0 or 4 aces; 4H - 1, 4S - 2, 4NT - 3; 5C K asking, same responses at 5 level

Interference after 1 or 2 NT opening bid: if double, then conventional responses are on; if a bid then conventional responses are off

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

Cue bid after partner has overcalled, followed by pass, asks partner for strength of overcall. Cuebid overcall when opponents have bid 2 suits is natural. After partner has opened, cue bid overcall of RH bid shows values for game without clear direction

	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).			
t sts	А <u>К</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K 1 <u>0</u> 9	<u>Q</u> J 10	
v. suit contracts	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7x	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	х <u>х</u> х	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> 7x	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	х <u>х</u> х	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)

4th suit forcing asking for stop (for NT)

Checkback Stayman

Negatibve doubles; support doubles and redoubles

Splinters

1NT – 4NT is quantitative

3D, 3H, 3S = pre-empt with normally 7 cd suit but 3C may be only 6 as no wk 2C opener

Bromad

Drury



Name John Williams

478555

Partner Martin Hammer

481470

GENERAL DESCRIPTION OF BIDDING METHODS

5 card majors, strong no-trump, 2 over 1

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 u			as if u	ndoubled			
Action after other interference all			all bids	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 a	as opening 2NT
2•	Weak 4-10 HCP } 2NT response shows	15+ HCP; opener rebids suit with	6-8 HCP, with
2♥	Weak 4-10 HCP } max bids another suit	to show feature; lacking feature l	oids 3NT and
2♠	Weak 4-10 HCP } leaves responder to de-	cide contract	
2NT	20-22 – Stayman, transfers etc as per 1NT	•	

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

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

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

EBU 20B