



Name

EBU No. EBU No.

Partner

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	High encourage Low discourage			High encourage Low discourage			
On Declarer's lead	Count High:Low even.Up - odd			Count High:Low even.Up - odd			
When discarding	McKenney			McKenney			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Suit preference - McKenney							
High = higher ranking other suit							
Low = lower ranking other suit							
SUPPLEMENTARY DETAILS (continued)							

GENERAL DESCRIPTION OF BIDDING METHODS			
BASIC ACOL - IMPROVER			
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♠		2NT	Invitational 11-12 points
Others	3♣/♦ = 6+ card suit (invitational). 3♥/♠ = 6+card suit and slam try		
Action after opponents double			
Action after other interference			
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Game force or 23+ balanced	2♦ relay	
2♦	Weak 2, 6-9, 6 card suit	2NT Features	
2♥	Weak 2, 6-9, 6 card suit	2NT Features	
2♠	Weak 2, 6-9, 6 card suit	2NT Features	
2NT	20-22 Balanced	3♣ Stayman, 3♦/♥ Transfer	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			

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