

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10-19	<input type="checkbox"/>	2		Inverted raises	3
1♦	10-19	<input type="checkbox"/>	4		Inverted raises	4
1♥	10-19	<input type="checkbox"/>	5		2N Jacoby gf	5
1♠	10-19	<input type="checkbox"/>	5		2N Jacoby gf	5
3 bids		<input type="checkbox"/>	6			
4 bids		<input type="checkbox"/>	7			
*(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			Michaels			
1NT	Direct: Protective:	15-18; 11-16 (11-14 over m)				
2NT	Direct: Protective:	Lowest 2 suits /19-21				
OPPONENTS OPEN WITH			DEFENSIVE METHODS	SPECIAL RESPONSES	Notes	
Strong 1♣			X= Majors, 1NT= minors.			
Short 1♣/1♦			NAT.			
Weak 1NT			Multi Landy			
Strong 1NT			Multi Landy			
Weak 2			x			
Weak 3			x			
4 bids			x			
Multi 2♦			X = 12-15 or strong			
SLAM CONVENTIONS						
Name			Meaning of Responses	Action over interference		
RKCB			1430, 2, 2 + Q	DOP1, DEPO above 5T		
Exclusion KCB			0/1/2/2+Q			
GSF			6T=0,6♣=1,6♦=(A/K =+extra L),7T=2			
To show Void			5N=2, 6x=1 or 3, 6T=3 + higher.			

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply		4♥ over1m1M=4+,Over 1♥ X deny 4♠		
Special meaning of bids		Cue bid = good raise		
Exceptions / other agreements				
Agreements after opponents double for takeout				
Redouble	Strong	New suit	forcing	Jump in new suit Fit jump
Jump raise	Weak	2NT	Good raise	Other
Other agreements concerning doubles and redoubles				
Responsive to 4♥, Competitive to 4♥.				
OTHER CONVENTIONS				
After 1M (2x) or IM(1S) or (1x) 1M (P) then 2NT=4 card limit(+)				
Lebensohl after we open 1NT , O'call 1NT, X a Multi 2D, X 2M.				
Fit jumps in Comp and as PH.				
FSF (to game)				
After 1x-1y-1NT-2NT=PUP to 3♣ to play or show 5y+4x + SPL.				
SUPPLEMENTARY DETAILS				
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).				
(1)After 2C, +ve is usually 2 of top 3 hons, 2C-2D-2H=Kokish				
(2) 2NT-4♣/♦/♥/♠=H/S/C/D, 2NT 3S = Minor suit stayman.				
2NT-3♦/♥-3♥/♠=3+trumps then new suit =SPL,.				
(3) 1♣ - 2♣ then 2♦ = 12-14 not ♣, 2N 18-19, 3♣ = min with ♣, 3N = 6322 with stops				
(4) 1♦ - 2♦ then 2♥ = 12-14 bal., 2N 18-19 bal., 3N 6322 with stops. Jumps splinters				
(5) 1M 2N Jacoby, then opener shows shortage at 3 level, 3M enc, 3N bal 18-19, 4 new suit 5-5 4 own M min.				

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> )	<u>A</u> <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:-							
A attitude, K count							
V NT's Q from KQT9, and K from AKJT for unblock.							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	High Even			High even			
On Declarer's lead	High even			High even			
When discarding	High enc			High enc			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Suit preference in trumps. Smith Peters.							
SUPPLEMENTARY DETAILS (continued)							
After 1M-(1x/2x): 2NT = 4 card raise, 2x/3x = 3 card raise							
After (1x)-1M :2x = 3 card raise, 2NT = 4 card raise							



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GENERAL DESCRIPTION OF BIDDING METHODS			
5 CARD MAJORS – 2 OVER 1 FORCING TO GAME			
1NT OPENINGS AND RESPONSES			
<b>Strength</b>	15-17	Tick if artificial and provide details below	<input type="checkbox"/>
<b>Shape constraints</b>	5M or 6m	Tick if may have singleton	<input type="checkbox"/>
<b>Responses</b>	2♣ Stayman, Smolen		
2♦	♥	2♥	♠
2♠	♣ (then 3♣ with fit)	2NT	♦ (then 3♦ with fit)
Others 3x= SPL, 4♣=♥, 4♦=♠, 4M=NAT.			
Action after opponents double		P=to play, XX=5 card suit, 2x=lower of 2 suits.	
Action after other interference		Lebensohl Fast.	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Game force or 23-24 bal.	2♦ neg	(1)
2♦	Weak 6-9	2N relay (feature with max)	
2♥	Weak 6-9	2N relay (feature with max)	
2♠	Weak 6-9	2N relay (feature with max)	
2NT	20-22	3♣ Stayman, Smolen, transfers	(2)
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
2♣ checkback invitational (puppet to 2♦)			
2♦ gf checkback			
2♣ = 3 card Drury (not in competition)			
2♦ = 4 card Drury (not in competition)			
Weak jump shifts at 2 level			
Intermediate jump shifts at 3 level			

13<sup>th</sup> January 2015

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