

OTHER OPENING BIDS					
	HCP	See note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES Notes
1♣	10-20		4	Jump shift = 16+ HCP. 2NT – Jacoby, 3NT – Pudding.	
1♦	10-20		4	Ditto. Reverse = 16+, forcing for one round.	
1♥	10-20		4	Ditto. 1S-2H = 5+ H. Reverse at 3 level always forcing to game.	
1♠	10-20		4		
3 bids	0-5		7	New suit = natural and forcing. 3NT to play.	
4 bids	6-10		8	Ditto.	
*(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		Natural, wide-ranging.			
Jump overcall		Weak, as 2 or 3 level opening.			
Cue bid		MICHAELS, 5-5 or very good 5-4. Jump suit response = pre-emptive.			
1NT	Direct: Protective:	15-18 with stop. Double then min NT = 19-22. System always ON. 11-15. Double then min NT = 16-19. System always ON.			
2NT	Direct: Protective	UNUSUAL – lowest 2 unbid suits, at least 5-5. 2 NT opener. System ON.			
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES	Notes
Strong 1♣		X = Majors, 1NT = minors, 2NT = Major & minor			
Short 1♣/1♦		2 Clubs = natural, 2 Diamonds = Michaels			
Weak 1NT		Multi-Landy			
Strong 1NT		Multi-Landy should be stronger or more distributional			
Weak 2		Double for take-out, 2NT constructive (1.5+ stops), 3NT to play			
Weak 3		Double for take-out, 3NT to play (1.5+ stops)			
4 bids		Double for take out with support for other suits			
Multi 2♦		X = weak NT. X then rebid = strong			
SLAM CONVENTIONS					
Name		Meaning of Responses		Action over interference	
ROMAN KEYCARD BLACKWOOD (30-41. Standard GERBER over NT opener. 5NT asks for specific Kings upwards. Cue bids, once suit is agreed, show A, K or void.					

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents

Level to which negative doubles apply	3S after a simple overcall.
Special meaning of bids	
Exceptions / other agreements	

Agreements after opponents double for takeout

<b>Redouble</b> 10+ (all subsequent doubles for penalty)	<b>New suit</b> 1 level new suit bids are forcing for one round	<b>Jump in new suit</b> As weak opener in that suit
<b>Jump raise</b>	<b>2NT</b>	<b>Other</b>
Weak, 4+ M support (5 m)	10-12, 3 card support	1NT = 6-9 balanced

Other agreements concerning doubles and redoubles

After a penalty double of 1NT all doubles are for penalties.

OTHER CONVENTIONS

After an intervening natural bid over 1NT: DOUBLE = take out, bids at the 2 level are natural, 5+ cards and weak. If the intervening bid is unnatural, DOUBLE shows the suit bid and is weakish.

3 LEVEL BIDS ARE FORCING.

If opponents overcall 1NT at the 3 level then DOUBLE = take out, suit bids are natural and forcing and 3NT shows a stopper.

SUPPLEMENTARY DETAILS

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


\*1 breaks - When transfer is to a Major - 3M = 4 cards and min. 2NT = 4 cards and max. When transfer is to a minor – 2NT (Clubs) or 3C (Diamonds) shows a top honour in the suit. Minor should be a good 6 card suit.

4<sup>TH</sup> SUIT FORCING. Forcing to game except at 1 level.

JACOBY 2NT M and m. 3 of a suit is a side suit., 4 of a suit is a shortage. Raise to 4 of the suit is minimum. 3 of the suit is non-minimum and invites cue bids.

PUDDING Raise to 3NT with flat 4 card support. Subsequent suits are cue bids.

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>	<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							
Signals		Primary method v suit contracts		Primary method v NT contracts			
On Partner's lead		Count (high = even). Reverse attitude					
On Declarer's lead		Count (high = even). Reverse attitude					
When discarding		Reverse attitude					
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
SUPPLEMENTARY DETAILS (continued)							

	Name	Hasan	SBU No. 5382
	Partner	Norrie	SBU No. 12420
GENERAL DESCRIPTION OF BIDDING METHODS			
ACOL			
1NT OPENINGS AND RESPONSES			
Strength	12-14	Protective 11-14	
Shape constraints	No singleton	If may have singleton make obvious by shading in grey the cell on the right	Grey?
Responses	2♣	Stayman (NP), 4-way transfers	
2♦/2♥	Transfer with breaks *1	2♥/2♠	Transfer with breaks *1
2♠	Transfer with breaks *1	3C	Transfer with breaks *1
2N	Transfer with breaks *1	3D	Transfer with breaks *1
Others	4NT = slam invitation (pass or bid 6), 5NT = pick a slam (bid 6 or 7).		
Action after opponents double	Completing transfer shows 3 cards, Pass shows 2 cards		
Action after other interference	Need 4 cards to complete transfer at the 3 level		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Game force. 2D relay and then after Opener shows his hand then show features.		
2♦	6-10, 6 card-suit. 2NT is forcing enquiry. OGUSTE. (3C/3D minimum, 3H/3S max.)		
2♥	Ditto. New suit = 5+ cards natural and constructive. Raise suit is pre-emptive.		
2♠	Ditto. Raise to game is to play and may be pre-emptive.		
2NT	20-22, Stayman, Major suit transfers, Quantitative 4NT / 5NT as 1NT opener below. 3S = both minors and slam interest.		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
<u>1NT</u> HELVIC WRIGGLE - <u>When opponents double a 1NT opener or overcall</u> responder (weak) redoubles with a five card or longer suit, opener bids Clubs (forced) and responder bids his suit or passes if it is Clubs. With two four card or longer suits Responder bids the lowest ranking of them.  1NT – 3 suit is game forcing, sets the trump suit and shows slam interest. Cue bid upwards. 1NT – 4C is Gerber. 1NT – 4D is at least 5/4 M. 1NT – 4/5 other = to play. 1NT – 4NT = quantitative. Pass or 6NT. Bid 6 of a suit with a good 5 carder en route to 6NT. 1NT – 5NT = quantitative to 7NT. Bid 6NT, 7NT or 7 of a suit with a good 5 carder en route.			

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