

OTHER OPENING BIDS					
	HCP	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1C	11-19	3		(1NT 6-9 HCP	1
1D	11-19	3		(2NT 10-12 HCP	1
1H	11-19	5			1
1S	11-19	5			1
2 bids	5-10	6	6 playing tricks		
3 bids	<9	7	7 playing tricks		
*(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		1X=9+HCP; 2X=11+HCP			
Jump overcall		Weak Hand :6-10HCP			
Cue bid					
1NT	Direct: Protective:	Balanced 16+HCP		Stayman and transfers	
2NT	Direct: Protective:				
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes	
1 of suit		Modified Ghestem		8	
Weak 1NT		DONT 10+HCP		7	
Strong 1NT		DONT 10+HCP		7	
Weak 2		X-takeout 12+ HCP			
Weak 3		XM-Penalties	Xm - takeout		

4 bids	X –Optional Dbl/Takeout
Multi 2"	Generally treat as Weak 2
SLAM CONVENTIONS	
Name	Meaning of Responses
RKCB 4NT	5C-1/4,5D-0/3,5H-2,5S-2+Q 5NT for Kings
Gerber 4C	4D-0/4,4H-1,4S-2,4NT-3 5C for Kings

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and (jump)overcall by opponents			
Unassuming Cue Bid		3+ in partner's suit. 9+ HCP	
Special meaning of bids		Natural forcing, Raises Pre-emptive	
Exceptions / other agreements			
Agreements after opponents double for takeout			
Redouble	Penalty**	New suit Natural (Good Suit)	Jump in new suit Natural + Fit with Partner
Jump raise	Pre-emptive	2NT Good Raise	Other
Other agreements concerning doubles and redoubles			
Doubles are takeout except in these penalty situations			
{Dbl of 1NT} and {Dbl of 1NT overcall and all later Dbls.}			
Double after partner has made a positive bid (Excludes Neg. Dbls.)			
2 nd or subsequent Double by partnership			
3 level Major pre-empt, or equivalent, by the opposition			
OTHER CONVENTIONS			

Penalty** - No good partner support; good HCP; prefer to let opponents play in doubled contract.	
SUPPLEMENTARY DETAILS	
1.	5 card Majors with Better Minor, light opening possible when extra length in suit. Bergen raises. 1NT forcing, 2C relay, 2M 6 card suit,. 2/1 Game force
2.	Responses to 1NT : 2C – Stayman; 2D/2H – Transfer to next suit up (5/5+ card suit);
3.	2C – 2D – 2NT (23/24 HCP); 2C-2D -Suit (7/8 quick tricks in that suit?)
4.	OGUST: 2D/H/S – 2NT Requesting further info (game or slam probing): 2D/H/S –2NT–3NT (top 3 honours and high points)
5.	2D/H/S, 3D/H/S 2/3 card support 2D/H/S -4D/H/S 3/4 card support (both 10 to 15 HCP)
6.	2D/H/S – Any change of suit response (16+ HCP and 5+ card suit)
7.	Double: have long suit, relay 2C; 2C-clubs and other suit 2D-diamonds and other suit; 2H-hearts and spades. At least 5/4 in two suits.
8.	1H/S/c/d – 2H/S/c/d 5/5 top 2 remaining suits - 2NT bottom 2 remaining suits - 3c top and bottom of remaining suits 11 HCP min

Both players of a partnership must have identically completed convention cards.
Cards must be exchanged with opponents for each round.
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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 contract s	A <u>K</u>	A <u>K</u> x	K <u>Q</u> 10	K <u>Q</u> x	K <u>J</u> 10	K <u>10</u> 9	Q <u>J</u> 10
	Q <u>J</u> x	J <u>10</u> x	10 x <u>x</u>	10 <u>9</u> 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	x x	x x x	x x x x	
v. NT contract s	A <u>K</u> x (<u>x</u>)	A <u>J</u> 10 x	K <u>Q</u> 10	K <u>Q</u> x	K <u>J</u> 10	K <u>10</u> 9	Q <u>J</u> 10
	Q <u>J</u> x	J <u>10</u> x	10 x <u>x</u>	10 <u>9</u> 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	x x	x x x	x x 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	Ace or Q, Attitude; K count			Win, Unblock or Attitude			
On Declarer's lead	}Count – Hi-lo Even, Lo-hi odd						
When discarding	Roman			Roman			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
SUPPLEMENTARY DETAILS (continued)							



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GENERAL DESCRIPTION OF BIDDING METHODS			
5 CARD MAJORS WITH BERGEN RAISES			
1NT OPENINGS AND RESPONSES			
Strength	15 - 17 HCP		
Shape constraints	Maximum One doubleton.		Tick if may have singleton
Responses	2C Stayman		
2D	Transfer to Hearts	2H	Transfer to Spades
2S	Balanced 8 HCP	2NT	Balanced 9 HCP
Others 1NT open Vulnerable in position 4=>responses natural.			
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2C	23/24 Balanced or 7/8 quick tricks	2D Super-Negative 0-4 HCP	3
2D	Weak (5-10HCP) 6 card suit		4,5,6
2H	Weak (5-10HCP) 6 card suit		4,5,6
2S	Weak (5-10HCP) 6 card suit		4,5,6
2NT	Balanced (20 – 22HCP)	Stayman and Transfers	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			

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

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