

OTHER OPENING BIDS						
	HCP	See note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	Rule		3	Weak Jumps		
1♦	of		3	Weak Jumps		
1♥	20		5	2N = FG & 4 card raise, SPLs		
1♠			5			
3 bids	weak					
4 bids	weak					
*(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			Cue for Good Raise			
Jump overcall			Weak			
Cue bid			Michaels			
1NT	Direct: Protective:	15-18				
2NT	Direct: Protective	Lowest 2 unbid suits 19-21 hcps				
OPPONENTS OPEN WITH			DEFENSIVE METHODS	SPECIAL RESPONSES	Notes	
Strong 1♣						
Short 1♣/1♦						
Weak 1NT			2♣ = Majors 5/4	2♦ = bid longest Major		
Strong 1NT			2♣ = Majors 5/4	2♦ = bid longest Major		
Weak 2			X = Takeout, 2N = natural with systems on			
Weak 3			X = Takeout			
4 bids			X = Takeout			
Multi 2♦			X = Takeout			
SLAM CONVENTIONS						
Name			Meaning of Responses		Action over interference	
RKCB 1430, next step asks for Q,						

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	4♣	
Special meaning of bids		
Exceptions / other agreements		
Agreements after opponents double for takeout		
Redouble Points	New suit F1	Jump in new suit Weak
Jump raise	2NT	Other
Weak	INV+	
Other agreements concerning doubles and redoubles Generally Takeout without a fit		
OTHER CONVENTIONS		
2♣/♦ = INV/FG Checkback (2♣ puppet→2♦) 3♣ = Checkback over opener's jump 2N rebid Fourth Suit Forcing including 1♣ - 1♦ - 1♥ - 1♠		
SUPPLEMENTARY DETAILS		
(Please cross-reference where appropriate to the relevant part of card, and continue on back).		

OPENING LEADS - 4 th							
(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>)	<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:-							
CARDING METHODS							
Signals	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Low = Encourage			Low = Encourage			
On Declarer's lead	Low = odd			Low = odd			
When discarding	Low = Encourage						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Suit preference when dummy hits with a singleton in a suit contract							
SUPPLEMENTARY DETAILS (continued)							

GENERAL DESCRIPTION OF BIDDING METHODS			
5M, 15-17 NT, 2/1 = FG			
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
Responses	2♣ Stayman		
2♦	Hearts	2♥	Spades
2♠	Clubs or Diamonds	2NT	Invitational
Others	4♦/♥ = hearts/spades		
Action after opponents double	Natural		
Action after other interference	X = Takeout		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Strong	2♦ = relay. 2N rebid = 23+ systems on	
2♦	Weak	2N asks for shortage – then 3N = max no shortage,	
2♥	Weak	repeating suit = min with no lower suit shortage	
2♠	Weak	new suit by responder is Constructive NF	
2NT	20-22	Stayman, 3L Transfers and 4♦/♥ = ♥/♠	
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. (Word V 1.0)