

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10+	<input type="checkbox"/>	2	No 5 card major	1 dia. negative	
1♦	10+	<input type="checkbox"/>	5	Natural	Splinters	
1♥	10+	<input type="checkbox"/>	5	Natural	Spl/Jacoby/Berg	8/10
1♠	10+	<input type="checkbox"/>	5	Natural	Spl/Jacoby/Berg	8/10
3 bids	5-9	<input type="checkbox"/>	7	Pre-emptive		
4 bids	6-13	<input type="checkbox"/>	8	Natural		
*(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		5 CARD SUIT 7-17 POINTS				
Jump overcall		Weak, 6 card suit,				
Cue bid/2NT/3C		CRO				6
1NT	Direct	16-18		As 1 NT opening		
	Protective	12-14				
2NT	Direct:					
	Protective					
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		Natural				
Short 1♣/1♦		Natural				
Weak 1NT		Multiti-landy				4
Strong 1NT		Multi-Landy				4
Weak 2		2NT:16-19/Db1:Leben/3NT:to		Play +		5
Weak 3		Optional dbl.				
4 bids		Optional dbl.				
Multi 2♦		Natural				
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
RKCB		Note 1		ROPI DOPI		
4NT opening bid		5C=0As, 5D/H/S,6C = A, 5NT = 2				

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply		Any level	
Special meaning of bids		Unassuming cue bid	
Exceptions / other agreements			
Agreements after opponents double for takeout			
Redouble	10+	New suit	Non forcing
Jump raise		Barrage	2NT
		Raise to 3	Other simple raise=v .weak
Other agreements concerning doubles and redoubles			
OTHER CONVENTIONS			
1. RKCB : 14 30 5NT = 2 + void			
Where NT is agreed , 4NT is RKCB: 5C=1/4 As; 5D= 3/0 As;			
5H = 2As same colour or rank(♣&♠; ♦&♥, ♥&♠);			
5S = 2 As Different colour or rank(♣&♥ or ♦&♠).			
2. Rigal transfers over 1NT doubled: Redbl = C; 2C,D,H-D/H/S. Pass requires			
Opener to Redbl or bid 5 card suit. After redbl responder bids 4 card suit up.			
3. Puppet Stayman over 2NT: 3C asks for majors. Responses: 3H/S = 5 card			
Suit; 3D = 1 or both 4 card major; 3NT= no major. After 3D responder bids			
3H to deny 4 H, 3S to show 4 H, or 3NT to show 4-4 in majors.			
SUPPLEMENTARY DETAILS			
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).			
4. 2♣ = both majors; 2♦ = 6 card suit; 2♥/♠ = 5♥/♠ + minor; 2NT = minors			
5. Over Wk 2s: Leaping Michaels: 4C/D is 5-5 in C/D and other major.			
6. CRO: after suit opening by opponents, shows 2-suited hand.			
Cue bid = 2 same colour; 2NT = 2 same rank; 3C = 2 different			
7. After 1NT & 2D or 2H by responder, a rebid by opener of different suit than			
Transfer suit shows max 4 card support for transfer & dblton in suit bid.			
8. After 1 H/S 2NT is Jacoby, agreeing suit. Rebid of new suit= singleton; 4 level bid in			
New suit shows 5-5 suited hand; game jump = balanced 12/13 points; 3NT rebid =			
14/15 points; simple rebid of suit= 16/17 points			



Name Chris Forbes

WBU No. 905137

Partner Jo Copping

902311

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 (x)	<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							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Count/ low enc.			Count/ low enc.			
On Declarer's lead	Count/ low enc.			Count/ low enc.			
When discarding	Rom Lavinthal			Rom Lavinthal			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
If partner likely to change suit, indicate preferred suit with Rom Lav							
When leading to partner, Rom Lav to signal suit for partner to return.							
SUPPLEMENTARY DETAILS (continued)							
9. After 2NT (0-20) from responder, re-bid of suit at 3 level = minimum. If max & with 2 of top 3 honours, bid 3NT; or show feature in new suit, or bid 4.							
10. Reverse Bergen: 3 C = 3 card support with 10-12 points;							
3D = 4 card support and 7 - 9							

GENERAL DESCRIPTION OF BIDDING METHODS			
5 CARD MAJORS WITH 3 WEAK TWOS			
1NT OPENINGS AND RESPONSES			
Strength	15-17	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints		Tick if may have singleton <input type="checkbox"/>	
Responses	2♣	Puppet Stayman	
2♦	Transfer to H (note 7)	2♥	Transfer to S (note 7)
2♠	Long minor, 8-10 points		
Others	4NT RCKB 5 NT = quantitative		
Action after opponents double	Rigal transfers (note 2)		
Action after other interference			
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	23 + points	2D= relay	
2♦	Weak, 6 card suit	2NT asks for feature if max	9
2♥	Weak, 6 card suit	2NT asks for feature if max	9
2♠	Weak, 6 card suit	2NT asks for feature if max	9
2NT	20-22 (Could be singleton)	Puppet Stayman, transfers	3
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
Response to P 1NT: 4♣ = Gerber			

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