

OTHER OPENING BIDS				
	HCP	see Not	Min length	SPECIAL RESPONSES Notes
1♣	Rule 19	<input type="checkbox"/>	1	Responses to ... <ul style="list-style-type: none"> 1♣: See separate sheet (Note A) 1♦: 2-way checkback (Note 15) & see separate sheet (Note B) 1♥/1♠: Jacoby, Splinters, 2-way checkback (Note 15) & see separate sheet (Note C)
1♦	Rule 19	<input type="checkbox"/>	5	
1♥	Rule 19	<input type="checkbox"/>	5	
1♠	Rule 19	<input type="checkbox"/>	5	
3 bids	<10	<input type="checkbox"/>	6	3♣/♦ has 2 of top 3 honours in 1 st or 2 nd Position.
4 bids	<10	<input type="checkbox"/>	7	7 tricks Non-Vulnerable & 8 tricks Vulnerable

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	Natural		
Jump overcall	Weak, usually 6 card suit	2NT response is OGUST	2
Cue bid	CRO 5-9 or 15+pts		4
1NT Direct: Protective	15-17 15-17	As for 1NT opening	
2NT Direct: Protective	CRO CRO	Two-suited hand 5-9 or 15+ points	

OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	Double = both majors; 1NT both minors		
Short 1♣/1♦	Natural or treat as suit for CRO		
Weak 1NT	Modified Cappelletti		10
Strong 1NT	Modified Cappelletti		10
Weak 2	Double = take out		1 & 13
Weak 3	Double = take out		14
4 bids	Double = take out; except 4♠ penalty, 4NT T/O		
Multi 2♦	Respond as if weak two.		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
Roman Key Card Blackwood	Over Clubs: 5♣=3-0, 5♦=4-1; Otherwise: 5♣=4-1, 5♦=3-0. 5♥=2, no 0: 5♠=2 + 0. DOPI/ROPI.	
Gerber over NT	4♦=0 or 4, 4♥=1, 4♠=2, 4NT=3	
5NT = Grand Slam Force	6♣ = 0; 6♦ = 1; 6♥ = 2; 7-suit = 3 honours of trump suit.	

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents	
Level to which negative doubles	4♥ (1♠ – 4♠: x=penalties, 4NT T/O)
Special meaning of bids	Negative dbls, new suit forcing, 2NT 11-12pts
Exceptions / other agreements	

Agreements after opponents double for takeout			
Redouble	9+ HCP	New suit	weak
Jump	Pre-emptive	2NT	Good raise to 3
Jump in new suit is forcing			

OTHER AGREEMENTS CONCERNING DOUBLES & REDOUBLES

Negative dbls show 8+pts


OTHER CONVENTIONS

Rev-Drury P-1M-?	2♣ is 10/11 3+card support; 2M 7-9 3+ card support; 3M 4-6 & 4 card; 2NT good raise to 3M.
Fourth Suit Forcing	After 1♣ - 1♦ - 1♥, 1♠ is natural and 2♣ is 'fourth suit forcing' GF.
Unassuming Cue Bids	Opposite partner's overcall a cue bid asks for strength. Opposite partners opening bid and overcall a cue bid shows a good raise to next level.
Splinter Bids Over 1♥/♠:	Jump bid is mini splinter with a singleton. Double jump is maxi splinter with a void, both with 4 card support.
Opening 4NT	asks for an ace, 5♣ none, bid ace, 6♣ for A♣, 5NT 2 aces.
Opening 3NT	based on a long solid minor & no outside defensive tricks

SUPPLEMENTARY DETAILS

- Double** either 12-18 with 4 in other major or 19+ pts any dist. (Response: see Note 13).
2NT 16-18 with a stop (no 4-card Major), responses natural.
2♠/3♣/3♦/3♥ 12-18 & 5 card suit. Cue bid CRO. 3NT minors.
- OGUST:** 3♣ weak suit 5-7pts, 3♦ good suit 5-7pts, 3♥ weak suit 8-9pts, 3♠ good suit 8-9pts, 3NT AKQ of suit. NB: a good suit is 2 of top 3 honours.
- Stayman.** NB 2♣-2♦-2NT-3♠, 2♦-2♥-2NT-3♠ & 2NT-3♠ shows 5 spades & 4 hearts.
3♣ followed by 4♣/♦ is a slam try.
- CRO:** 1m-2m: Colour. 1M-2M: Colour. 1m/M-2NT: Rank. 1m/M-3♣: Other.
- Wriggle:** Re-Dbl weak T/O ♣/♦. 2♣ bid a M. 2♦/♥ transfers. Pass for opener to re-Dbl.
- NT rebids by opener:** 1NT 12-14, 2NT 18-19. Over 2-level 2NT 12-14 & 3NT 18-19.
- NT sign off.** After minor suit slam try if negative, bid unbid suit for partner to bid 5NT.
- 8a. Jacoby:** 1♥/♠ – 2NT: game force, 4 card support & no singleton. Responses:
3♣/♦/♥/♠ is Ace or void, 3♥/♠ is 18+, 3NT is 15-17, 4♥/♠ is 11-14; all balanced.
- 8b.** If 2♥ over 2♣, 2♠ = weak 2♦; 2NT: 20-22 with 5-card suit.
3♣/♦/♥/♠, strong 8 playing-trick hand, usually 7-card suit. 2♣-2♠ = Weak 2♠.

OPENING LEADS							
v. suit contracts	A K	A K x	K Q 10	K Q x	K J 10	K 10 9	Q J 10
	Q J x	J 10 x	10 x x	10 9 x	9 8 7 x	10 x x x	H x x
	H x x x	H x x x x	H x x x x x	x x	x x x	x x x x	
v. NT contracts	A K x (x)	A J 10 x	K Q 10	K Q x	K J 10	K 10 9	Q J 10
	Q J x	J 10 x	10 x x	10 9 x	9 8 7 x	10 x x x	H x x
	H x x x	H x x x x	H x x x x x	x x	x x x	x x x x	
CARDING METHODS							
On Partner's lead	Reverse Attitude: low encouraging, high discouraging EXCEPT lead of K asks partner to unblock or give count.						
On Declarer's lead	Count: high-low = even number of cards; upwards = odd number.						
When discarding	Italian						
Suit preference signals: Italian							
Leads	Higher of touching honours, except a J shows no higher honour and usually the 10. Fourth highest from an honour. 2 nd highest from poor suit. 10 promises two (non-touching) or no higher honours						
SUPPLEMENTARY DETAILS (continued)							
9. Bid at the 2 level is non forcing. Cue-Bid is Stayman, for both or other major, with a stop. Bid at the 3 level is a 5-card suit and game forcing.							
. Bid of 2NT, opener bids 3♣, any suit below overcall suit is to play, any bid above overcall suit is invitational. Cue-Bid asks for a stop. Double is 8-9 invitational raise in NT, invites a penalty pass. 3NT to play.							
10. Dbl = penalties: Wriggle responses (Separate Sheet, Note E) if weak; 2♣ majors; 2♦ = single major suit; 2♥/♠ = ♥/♠ & minor; 2NT = minor two suiter; 3♣/♦ single suit.							
11. After 2♣-2♦-2NT 3♣ asks which 5 card suit, natural & 3NT for ♣.							
12. 2♥ no K or A, 2♠ 1xK, 3♣ 2xK or 1xA, 3♦ 3xK or 1xK & 1xA etc. 2NT 6+ no controls							
13. Response to partners dbl. Suit bid weak. Cue bid asks for a stop, no 4-card Major. Lebensohl: 2NT invitational: Doubler bids 3♣, Resp. bids 3 OM, or Minor, invitational. Jump bid forcing to game. 3NT to play.							
14. Over 3♣/♦: Double is 4-card both majors, 4♣/♦ 5-card both majors. Over 3♥/♠ Double for T/O, 4♣/♦: 5 of the minor and 4 in the other major.							
15. Checkback after 1X-1Y-1NT: 2♣ invitational, opener bids 2♦. 2♦ GF. Others to play.							
16. Responder bids 3♣/♦ showing 6-card suit headed by 2 of top 3 honours and little else.							

	Name: Theo Todman	EBU No. 424486	
	Partner: David Tennet	EBU No. 405593	
GENERAL DESCRIPTION OF BIDDING METHODS			
5 card D & Majors & Strong NT			
1NT OPENINGS AND RESPONSES			
Strength	15-17	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints	5332 / 4432 / 4333	Tick if may have singleton <input type="checkbox"/>	
Responses. 2♠: 5-card Stayman (Non Promissory, see Sheet – Note D)			
2♦	Transfer to hearts	2♥ Transfer to spades	
2♠	Bid 2NT; Min suit trial, N.16	2NT Weak transfer to clubs/diamonds	
Others 3♣/♦/♥/♠ = 6+ card suit and slam interest.			
Action after Opponents' double	See note 5: Wriggle		
Action after other interference	See note 9: Lebensohl		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	ER 25, 20-22 5-card suit, weak 2♦	Separate Sheet (Note F)	11 & 8b
2♦	Game forcing or 23+ balanced	Control showing	12
2♥	Weak 2, 5-9 usually 6-card suit	2NT OGUST	2
2♠	Weak 2, 5-9 usually 6-card suit	2NT OGUST	2
2NT	20-22 balanced (no 5-card suit)	Stayman & Transfers	3
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
Discards: Italian			
Signals: Reverse Attitude Signals			
Leads: Higher of touching honours, except the J shows no higher honour and (usually) the 10. 4th highest from an honour, 2 nd highest from a poor suit. 10 promises two (none touching) or no higher honours.			
NT: Transfer Breaks: Max & 4-card support.			
Date: 01-03-2022			

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