

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	12+	√	2	Nat or 4CM bal	2C=F1,2N=11	See 1
1♦	12+	√	4	Nat		
1♥	12+	√	5	Nat	2N=raise to 3+, 3N=bal raise	See
1♠	12+	√	5	Nat	2N=raise to 3+, 3N=bal raise to	2,3
3 bids	3+	□	6	Nat rule of 800, 500 + 300 ATV	New suit F1	
4 bids	3+	□	6	Nat rule of 800, 500 + 300 ATV	New M TP	
√ 3 <sup>rd</sup> hand openers may be shaded						
DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING		SPECIAL RESPONSES		Notes
Simple overcall		Natural		UCB		
Jump overcall		Natural wk,		New suit F1		4
Cue bid		M's Michaels		Further cue bid = game try		4
1NT	Direct: Protective	15-18 (11-14)		As 1N opener		
2NT	Direct: Protective	2 lowest suits; 19-21 in 4 <sup>th</sup>		Cue F1; as 2N opener		
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		X=M, 1N=m		2N = game try		
Short 1♣/1♦		Bid normally, pass then cue = nat				
Weak 1NT		X=pen, 2C=both majors, 2D = 1 major		2N=ask		5
Strong 1NT		Xm/M, 2C=both majors, 2D = 1 major		2N=ask		5
Weak 2		X=TO, 2N=15-18, , 4N=m		Leaping michaels		
Weak 3		X=TO, 3N=14+, non leaping michaels				6
4 bids		X=Toish				
Multi 2♦		X= 13-16 bal or strong, 2N=17-19, lebensol		FASS		
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
RKCB		5C=0/3,5D=1/4,5H=2-Q,5S=2+Q		X=1 <sup>st</sup> step, P=2 <sup>nd</sup> step etc.		
RKCB Q ask		Next non trump suit =Q ask		X= pen, P=Q ask		
		Sign off at lowest level = no Q		X= no Queen, P=Q +1/2K		
		Bid K or non K to show Q+1K /2K				

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply		7S	
Special meaning of bids		Nat F if not game. 1m(1H), x denies 4S	
Exceptions / other agreements		See 'Other Conventions' below	
Agreements after opponents double for takeout			
Redouble	9+	New suit	F1
Jump raise preempt		2NT	Raise to 3+
		Other: preempt if >than suit	
Other agreements concerning doubles and redoubles			
IN (2 any) X=raise to 2N+			
(1 any) X (1 new) X= pen 4card, cue = 5card			
IN (X) XX= TP. IN PP(X) XX= 5+suit			
OTHER CONVENTIONS			
Lebensol - Fast arrival shows stop (FASS).			
Through 2NT non forcing , direct bids forcing (except			
Nb Leb also applies after double of a weak 2			
Negative Doubles Exception:			
After 1m 1H overcall, x shows less than 4 spades			
After 1NT rebid: 2C sets up invitational sequence, 2D forcing to game. Jump Bids GF and shapely			
SUPPLEMENTARY DETAILS			
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).			
5. 2C = both majors 2D = 1 major, 2H/S = 5H/S plus a minor			
X over strong NT or by a passed hand shows 5m4M			
6. over:(3C)4C= D+M,4D= M's (3D),4C= D+M,4D= Ms, (3M) 4C/D=m + OM			
7. 2C: 2D +ve relay or 0-3pts 5+H,;2H 0-3pts 5+S; 2S 0-3pts (no 5CM)			
; 2NT,3C,3D,3H transfers to good 6 card suits in C/D/H/S			
8. 2D/H/S :2M NF, 3 new suit F1; 2N=ask			
1 <sup>st</sup> 2 <sup>nd</sup> Green, short min/short max; long min/long max others roman responses			
9. 2N 3C:3D= a 4M(s) then 3H=S, 3S=H, 4C=both M's slammish, 4D=M's wk;			
3H=no 4/5M; 3S=5S; 3N= 5H (4D=re xfer)			



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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 contracts	<u>A</u> K	<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> <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> <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> <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> <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:- 3 <sup>rd</sup> and 5 <sup>th</sup> in partners suit							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Hi=odd,Lo=even			Hi=odd,Lo=even			
On Declarer's lead	Hi=odd,Lo=even			Hi=odd,Lo=even			
When discarding	Hi=odd, Lo=even			Hi=odd, Lo=even			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Attitude on A,Q, J							
Suit preference overtones on 2 <sup>nd</sup> count signal							
Singleton in dummy-Hi =higher ranking suit, Lo=low ranking suit, middle= encouraging							
SUPPLEMENTARY DETAILS (continued)							
1. After 1C 2C 2D shows balanced 11-13, 2NT shows 18/19 3C=min with 3+C, 3D/3H/3S/4C*=shortage							
2. After 1H/1S 2N: 3C/D/3S/H=shortage 3N=15-19 bal; 4C/D/H=long After 1M 2N 3 x showing shortage -3N = NSST, cues=SST							
3. After 1M 1N then: 2C= any min or 5M 4C+ inv then 2 new =pref p passes or rebids M with wk or bids 2N with 5S4C+; 2D,H,S,2N nat inv							

GENERAL DESCRIPTION OF BIDDING METHODS			
<b>5 CARD MAJORS, 15/17 NT, 3 WEAK TWOS</b>			
1NT OPENINGS AND RESPONSES			
<b>Strength</b>	15-17	Tick if artificial and provide details below <input type="checkbox"/>	
<b>Shape constraints</b>	Bal 6, 5 or 4 card	Tick if may have singleton <input checked="" type="checkbox"/>	
<b>Responses</b>	2♣	Enquiry inv+ (see additional notes)	
2♦	5+H	2♥	5+S
2♠	5+C, then 3C=Hxx	2NT	5+D, then 3D=Hxx
Others 3 suit= nat slammish, 4C/D=bal slam invite in 4H/S			
Action after opponents double		XX=TP, bids nat	
Action after other interference		Lebensohl (see note \$) X = raise to 2N+	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	strong	Art responses, transfers	7
2♦	Weak 5-9	2M NF 3 new suit =F1, 2N=ask-	8
2♥	Weak 5-9	"	
2♠	Weak 5-9	"	
2NT	22/23 usually bal	3C=ask, 3D/H/=H/S, 3S=m's	9
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
3 <sup>rd</sup> in hand openings can be shaded, 3 <sup>rd</sup> in hand pre-empts can be variable and are raised at responders risk.			
1N 2C 2any: 3C=2suited, then 3D asks then 3H=55 inv, 3S=55GF, 3N/4C=m			

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