

OTHER OPENING BIDS										
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes				
1♣	12-19	□	3	Forcing NT after 1M	Bergen Note 7					
1♦	12-19	□	3							
1♥	12-19	□	5							
1♠	12-19	□	5							
3 bids	6-10	□	6	Pre-emptive						
4 bids	6-10	□	7	Pre-emptive						
3NT – Gambling										
DEFENSIVE METHODS AFTER OPPONENTS OPEN										
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes						
Simple overcall	wide range, from 8+ at 1-level									
Jump overcall	Weak									
Cue bid	2-suited overcall - Michaels Note 2									
1NT	Direct: Protective	15-18 9-11 passed hand; 11-14NPH								
2NT	Direct: Protective	Lowest two unbid suits 19-20 balanced								
As 2NT opener										
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes						
Strong 1♣	X = majors; 1NT = minors; 2♣ = black; 2♦ = red suits									
Short 1♣/1♦	Natural									
Weak 1NT	Double = penalties; Note 4									
Strong 1NT	Note 3									
Weak 2	Double = t/o; NT= 16/18 4 level =2 suiters									
Weak 3	Double = t/o; 4 level=2 suiters									
4 bids	Double = t/o; 4 level=2 suiters									
Multi 2♦	Double = t/o; NT = 16/18; 4 level=2suiters									
SLAM CONVENTIONS										
Name	Meaning of Responses			Action over interference						
<b>RKBW</b>	4♠ is keycard for Hearts; 1430; P1D2 after interference									
<b>Minorwood/Exclusion</b>	1430 responses									
<b>4C after our pre empt</b>	Keycard - Responses (0,1w/o,1 w, 2w/o, 2w)									

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply				3♠
Special meaning of bids				Cue bid = good raise; 2N = good/bad
Exceptions / other agreements				Jump raise pre-emptive
Agreements after opponents double for takeout				
Redouble	10+ HCP	New suit	forcing	Jump in new suit weak
Jump raise	Pre-emptive	2NT	Good raise	Other
Other agreements concerning doubles and redoubles				
After double and redouble, style is to penalise				
OTHER CONVENTIONS				
Forth Suit Forcing; at one level is forcing to 2N; at 2 level is game force				
Inverted raises after 1m; next suit up is GF				
Long suit trial bids Used after a simple raise, showing a suit with 2 losers				
Unassuming Cue Bids Opposite partner's overcall a cue bid shows a good raise				
Flannery 1♣ – 2♦ shows 5♥ and 4♠ (8-10)				
SUPPLEMENTARY DETAILS				
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).				
1. Response to 1NT - 3♣ - puppet stayman; 3♦ – 5/5 Majors;				
3♥/3♠ Singleton in that suit and 3 cards in other major				
2. 2 suited overcalls Michaels - 1m–2m = Majors; 1M–2M = M/m; 2N = lowest 2				
3. Defence to 1NT - 2♣ shows 5+ - 4+ in majors; DBL shows M and longer min or ♦;				
2♦ = 6 card M;- 2M = 5+M and 4+ minor; 2NT – minors				
4. Defence to weak NT – same as above except dbl is penalties				
5. Response to Multi 2NT enquiry - 3♣ – lower range ♥; 3♦ – lower range ♠				
3♥ - upper range ♠; 3♣ - upper range ♥				
6. 2M opening (9-12) – New suit = shortage; 3M min; 3N max; 4 level = nat; new suit				

OPENING LEADS														
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Hatch over this box if using non-standard leads).										
v. suit contracts	<b>A K</b>	<b>A K x</b>	<b>K Q 10</b>	<b>K Q x</b>	<b>K J <u>10</u></b>	<b>K 10 <u>9</u></b>	<b>Q J 10</b>							
	<b>Q J x</b>	<b><u>J</u> 10 x</b>	<b>10 x <u>x</u></b>	<b><u>10</u> 9 x</b>	<b><u>9</u> 8 7 x</b>	<b>10 x x <u>x</u></b>	<b>H x x</b>							
	<b>H x x <u>x</u></b>	<b>H x x x x</b>	<b>H x x x x x</b>	<b>x x</b>	<b>x x x</b>	<b>x x x x</b>								
v. NT contracts	<b>A K x (x)</b>	<b>A J <u>10</u> x</b>	<b>K Q 10</b>	<b>K Q x</b>	<b>K J <u>10</u></b>	<b>K 10 <u>9</u></b>	<b>Q J 10</b>							
	<b>Q J x</b>	<b><u>J</u> 10 x</b>	<b>10 x <u>x</u></b>	<b><u>10</u> 9 x</b>	<b><u>9</u> 8 7 x</b>	<b>10 x x <u>x</u></b>	<b>H x x</b>							
	<b>H x x <u>x</u></b>	<b>H x x x x</b>	<b>H x x x x x</b>	<b>x x</b>	<b>x x x</b>	<b>x x x x</b>								
K asks for ud Count and A/Q/J asks for ud Attitude in both Suits and NT contracts														
In NT K lead asks for unblock														
Journalistic leads throughout														
CARDING METHODS														
	Primary method v suit contracts		Primary method v NT contracts											
On Partner's lead	Upside down count EXCEPT lead of K v NT asks partner to unblock or give count.													
On Declarer's lead	Count: low-high=even no. of cards; high/low = odd no													
When discarding	Attitude: low encouraging; high discouraging													
Other carding agreements, including secondary methods (state when applicable) and exceptions to above														
<b>Suit preference signals:</b> High = higher ranking other suit														
Low – lower ranking other suit														
<b>Smith Peters</b> upside down in NT														
<b>Laventhal</b> discards in NT														
SUPPLEMENTARY DETAILS (continued)														
<b>7. Bergen Raises</b> – 3♣ = 7-9; 3♦ = 10-11														
<b>8. Leaping/non-leaping Michaels</b>														
<b>9. Good/Bad NT, 2N is good</b>														

 <b>Name</b> Carol Grunder		
<b>Partner</b> Jill Rabie		
GENERAL DESCRIPTION OF BIDDING METHODS		
2/1 GF, udca		
1NT OPENINGS AND RESPONSES		
<b>Strength</b>	14+ to 17	
Tick if artificial and provide details below <input type="checkbox"/>		
<b>Shape constraints</b>	Tick if may have singleton <input type="checkbox"/>	
<b>Responses</b>	2♣ Stayman (non promissory)	
2♦	Transfer to ♥	
2♠	Transfer to ♣	
Others	See Note 1	
Action after opponents double	If systemic, rdb=8+; if Pen, all bid trfs	
Action after other interference	2 Level bid=NF; 2N=Leb, X = takeout	
TWO-LEVEL OPENINGS AND RESPONSES		
Meaning	Responses	Notes
2♣	Game forcing or 22+ balanced	2♦ waiting; kokish
2♦	Mini Multi (4-8) <b>Note 5</b>	2NT enquiry, new suit forcing
2♥	6 card M (9-12) <b>Note 6</b>	2NT enquiry, new suit forcing
2♠	6 card M (9-12) <b>Note 6</b>	2NT enquiry, new suit forcing
2NT	(19)20 – 21; 3♣ Puppet, 3♦/♥ Transfer; 3♠ minor suit stayman	
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.

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**EBU 20B**