

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	12-19	<input type="checkbox"/>	3	Forcing NT after 1M	Bergen Note 7	
1♦	12-19	<input type="checkbox"/>	3			
1♥	12-19	<input type="checkbox"/>	5			
1♠	12-19	<input type="checkbox"/>	5			
3 bids	6-10	<input type="checkbox"/>	6	Pre-emptive		
4 bids	6-10	<input type="checkbox"/>	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=2suits				
SLAM CONVENTIONS						
Name			Meaning of Responses		Action over interference	
RKBW			4♠ is keycard for Hearts; 1430; P1D2 after interference			
Minorwood/Exclusion			1430 responses			
4C after our pre empt			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	<u>A</u> <u>K</u>	<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	K J <u>10</u>	K 10 <u>9</u>	<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	<u>9</u> 8 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> <u>K</u> x (<u>x</u>)	A J <u>10</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	K J <u>10</u>	K 10 <u>9</u>	<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	<u>9</u> 8 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	
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							
Suit preference signals: High = higher ranking other suit Low – lower ranking other suit							
Smith Peters upside down in NT							
Laventhal discards in NT							
SUPPLEMENTARY DETAILS (continued)							
7. Bergen Raises – 3♣ = 7-9; 3♦ = 10-11							
8. Leaping/non-leaping Michaels							
9. Good/Bad NT, 2N is good							

Name Carol Grunder

Partner Jill Rabie

GENERAL DESCRIPTION OF BIDDING METHODS

2/1 GF, udca

1NT OPENINGS AND RESPONSES

Strength 14+ to 17 Tick if artificial and provide details below ☐

Shape constraints Tick if may have singleton ☐

Responses 2♣ Stayman (non promissory)

2♦ Transfer to ♥ 2♥ Transfer to ♠

2♠ Transfer to ♣ 2NT 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) Note 5	2NT enquiry, new suit forcing	
2♥	6 card M (9-12) Note 6	2NT enquiry, new suit forcing	
2♠	6 card M (9-12) Note 6	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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