

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11-19	<input type="checkbox"/>	4	Choice of opening – see note 5 Opener's NT rebids – see note 6	1NT response = 6-9 2NT response: over minor = 10-12; over major see note 7. Limit raises.	
1♦	11-19	<input type="checkbox"/>	4			
1♥	11-19	<input type="checkbox"/>	4			
1♠	11-19	<input type="checkbox"/>	4			
3 bids	6-10	<input type="checkbox"/>	7	Pre-emptive		
4 bids	6-10	<input type="checkbox"/>	8	Pre-emptive		
*(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		wide range, from 9-17		8		
Jump overcall		weak 6-10		8		
Cue bid		See note 9				
1NT	Direct: Protective:	16-18 HCP 12-14 HCP	As for 1NT opening			
2NT	Direct: Protective	5-5 in two lowest ranking 18-20 HCP balanced	unbid suits	As 2NT opener		
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣						
Short 1♣/1♦		Natural				
Weak 1NT		Double = penalty; other bids Multi Landy, see note 10				
Strong 1NT		As over weak 1NT.				
Weak 2		X = takeout, suits opening bid				
Weak 3		X = takeout, suits opening bid				

4 bids	X & suits = good hands
Multi 2♦	X= 13-15 balanced or very strong; 2NT = 16-18 balanced.
SLAM CONVENTIONS	
Name	Meaning of Responses Action over interference
4NT RKCB	5♣ = 0 or 3 key cards; 5♦=1 or 4, 5♥=2; 5♠=2 & trump queen
4♣ Gerber (only over 1NT opening bid)	4♦ = 0 or 4 aces, 4♥ = 1; 4♠ = 2, 4NT= 3.
5NT (follow up to RKCB)	6♣ = 0 kings outside trump suit; 6♦=1, 6♥=2, 6♠=3

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply		Three level	
Special meaning of bids		A new suit is forcing	
Exceptions / other agreements		Jump raise pre-emptive	
Agreements after opponents double for takeout			
Redouble	10+ HCP	New suit forcing	Jump in new suit: forcing
Jump raise	Pre-emptive	2NT Good raise	
Other agreements concerning doubles and redoubles: when the opponents have bid and supported a suit at the two or three level, double is takeout.			
OTHER CONVENTIONS			
1. Transfer breaks over 2♦/3♦ or 2♥/3♥ responses to 1NT or 2NT. With four card support and upper range, opener rebids in a good side suit or, holding no such suit, three of the major.			
2. Transfer breaks over 2♠ or 2NT in response to 1NT. With Kxx or better in the suit, opener completes the transfer, else bids 2NT over 2♠ or 3♣ over 2NT.			
3. Wriggle out of 1NTx. XX = unspecified five card suit; suit bid = weak, lower ranking of touching four card suits, Pass= 10+ HCP or weak, two non-touching four card suits.			
4. Rebids after weak 2 and 2NT enquiry. New suit = upper range and feature in bid suit			

Shape constraints	Tick if may have singleton <input type="checkbox"/>		
Responses	2♣	Stayman, but not promising a four card major suit	
2♦	Hearts, see note 1	2♥	Spades, see note 1
2♠	Clubs, see note 2	2NT	Diamonds, see note 2
Others	Suits at three level = five card or longer suit and slam interest.		
Action after opponents double	Wriggle, see note 3		
Action after other interference	All suits are natural		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Game forcing or 23+ HCP balanced	2♦ negative	
2♦	Weak two, 6-10 HCP	2NT enquiry, see note 4	
2♥	Weak two, 6-10 HCP	2NT enquiry, see note 4	
2♠	Weak two, 6-10 HCP	2NT enquiry, see note 4	
2NT	20-22 HCP; responses: 3♣ Stayman, 3♦ hearts, 3♥ spades, 3♠ both minors		
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.