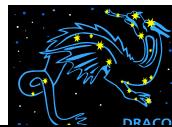


OPENING LEADS							
For all the card combinations shown, clearly mark the card normally led if different from the underlined card.				Hatch over or shade this box if using non-standard leads			
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 <u>X</u> x	<u>10</u> 9 x	9 <u>8</u> 7 x	10 <u>X</u> x x	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)	A <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 <u>X</u> x	<u>10</u> 9 x	9 <u>8</u> 7 x	10 <u>X</u> x x	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	x x x <u>X</u> x
Other agreements in leading, e.g. high level contracts, partnership suits:-							
K requests count; vs NT lead of card above asks for unblock (ie with KQ10 lead Q)							
Lead of K followed by switch indicates a singleton							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Attitude: Hi Enc, Lo Disc			Attitude/Count			
On Declarer's lead	Count: hi-lo=even			Count: hi-lo=even			
When discarding	Revolving			Revolving			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Revolving: High card suit above (C above S), low card suit below, middle cards neutral - neutral followed by another card of that suit requests that suit							
Deception on count or attitude always possible							
Suit preference when attitude and count known or unnecessary							
SUPPLEMENTARY DETAILS (continued)							
10) Passed hand bidding – 1♥/♠ - 2NT = good raise 1Mj-3Mj more pre-emptive; fit jumps							
11) 2NT Game Raise – 4 suit =5carder, non min; 3♣ any min now 3♦ asks for shortage; - 3♦/♥/♠ singleton (3T=sing ♣); 3NT 15+ balanced, 4T= rubbish							
12) 2NT system : Responses: 4♠= both minors slam try, 4NT both minors weak							
3♦/♥= transfer to ♥/♠ (break to 3S/3NT shows 2-5) 4NT after complete is mild slam try							
3NT = 5♠+4♥ Nonforcing; 4♣=Gerber, 4♦/4♥ transfers (4NT after complete is RKCB)							
3♣= 5 card puppet stayman, 3♥/♠=5 cds, 3♦=4 cd maj; 3NT neither (4♦ minor slamtry)							
(After 2NT-3C-3D- 3♥/♠ not this suit, 4♣ both majors slam try, 4♦ both majors weak)							
3♠= transfer to 3NT, subsequent bids are minor slam tries, cue agrees							



Name: Mike Close

WBU No. : C213

Partner: Laura Woodruff

WBU No. : W206

GENERAL DESCRIPTION OF BIDDING METHODS			
Reverse Benjamin Acol			
1NT OPENINGS AND RESPONSES			
Strength	12-14	1 st /2 nd , 14-16	3 rd /4 th <input type="checkbox"/> Mark if artificial
Shape constraints	(Note 1)		Mark if may have singleton <input type="checkbox"/>
Responses	2♣	Staymanic, may be a slam try in minor	
2♦	Transfer to hearts (Note 7)	2♥	Transfer to spades (Note 7)
2♠	Range probe 11-12 or 18+.	2NT	Relay to 3♣. (Note 8)
Others	3♣/♦ 6+-card suit invitational 3♥/♠= 5+-card suit and slam interest.		
Action after opponents double	Helvic (Halmic when dbl in 4 th) (Note 9)		
Action after other interference	Lebensohl, X = takeout after suit overcall		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Game forcing or 24+ balanced	2♦ negative	
2♦	8+ playing tricks any suit / 20-21 bal	2♥ neg, 2♠ any pos 9+	
2♥	Weak 5-9, 6 cards (can be 5 in 3 rd)	2NT enquiry, new suits F	5,6
2♠	Weak 5-9, 6 cards (can be 5 in 3 rd)	2NT enquiry, new suits F	5,6
2NT	22-23 balanced	3♣ 5 cd puppet Stayman	12
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
In 3 rd /4 th seats – 1♣/♦ can be three cards; light openings possible in 3 rd for the lead			
3NT opening = 4 level pre-empt in a minor			
4♣/♦ SA Texas - solid ♥/♠ suit, or missing one honour with outside A (in response 4♦/4♥ 7asks for honour holding, 4NT asks for singleton)			
4♥/♠ 7+ cards, pre-emptive			

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

OTHER OPENING BIDS						
	HCP	see Note	Min length	MEANING	SPECIAL RESPONSES	Notes
1♣	10+	<input checked="" type="checkbox"/>	4/3	May be 3 cards	2NT 16+ bal, splinters	2,3,4,10
1♦	10+	<input checked="" type="checkbox"/>	4/3	in 3 rd /4 th	2NT 16+ bal, splinters	2,3,4,10
1♥	10+	<input type="checkbox"/>	4		2NT game raise	10, 11
1♠	10+	<input type="checkbox"/>	4		2NT game raise	10, 11
3 bids	0-10	<input type="checkbox"/>	6	Pre-emptive		
4 bids	3-10	<input checked="" type="checkbox"/>	7	Front of card		

*(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 8+	change suit F1	
Jump overcall		6cnds weak NV intermediate V		
Cue bid		Ghestem		
1NT	Direct: Protective:	15/17 11-14	As 1NT system	
2NT	Direct: Protective:	Ghestem 18-20	Nat As 2NT system	
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣		X, 1D, 1NT CRO 1H/S Nat		
Short 1♣/1♦		Natural		
Weak 1NT		X=penalties; 2♣/♦ Asptro		Negative dbles
Strong 1NT		X=penalties; 2♣/♦ Asptro		Negative dbles
Weak 2		X=takeout 4♣/♦ that suit+major		Lebensohl
Weak 3		X=takeout		
4 bids		X=values; 4NT minors		
Multi 2♦		X=t/o of ♥, 2♥ t/o of ♠, 4♣/♦ both minors NF/F		

SLAM CONVENTIONS		
Name	Meaning of Responses	Action over interference
RKCB	5♣=1/4, 5♦=0/3, 5♥=2 no Q, 5♠=2 +Q 30/41 if clubs agreed	D14P03
		vs frivolous
Gerber NT only	4♦=0/4, 4♥=1, 4♠=2, 4NT=3	X, XX to play

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply			To 7♥	
Special meaning of bids			Cue bid=good raise; fit jumps	
Exceptions / other agreements				
Agreements after opponents double for takeout				
Redouble	10+	New suit	F	Jump in new suit: Fit
Jump raise	Pre-emptive	2NT	Good Raise	Other

Other agreements concerning doubles and redoubles: **Responsive, Competitive, Action**
After our double of 1NT, first double by either partner is negative, value showing; pass forcing until opps contract is doubled, or we bid to 2NT.
 X of their cue bid of our suit = "don't lead my suit"

OTHER CONVENTIONS	
Fourth Suit Forcing (to game)	
New Minor Forcing: after 1♣/♦-1Y-1NT, the other minor is used to ask responder to clarify hand shape & 1♣-1♥-1NT-2♠ = 4-4 ♥/♠ N/F; 1♣-1♥-1NT-3♠ = 4-4 ♥/♠ F	
Blackout: after low reverse, 4 th suit or 2NT is weak route to 3 minor	
Ghestem: 2NT=lowest 2 suits, 3♣=highest two suits, Cue bid=other two suits	
After 1X-1Y/2Y-2NT, 3♣ is an enquiry, and 3♦ shows maximum, natural bids thereafter	
Asptro: 2♣=♥+another, 2♦=♠+another anchor on shorter major; 2NT nat, 3♣ GF	
Change of suit in response to our overcall is F1; 1♥-1♠-1NT-2♣ = shape enquiry	
Lebensohl over our 1NT+interference, and Weak 2-dble by us; Psyches – very rare	

SUPPLEMENTARY DETAILS	
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).	
1) 1NT shape. Rarely may have singleton, 6 card minor or 5 card major	
2) After 1X - 1Y a 1NT or 2NT rebid may conceal a 4 card major - New minor/3♣ is enquiry	
3) 1X-2Y-2NT is forcing (15-19), 1X-2Y-3NT shows fit for Y suit and non-minimum	
4) light openings possible in 3 rd seat	5) Weak 2s are 9-13 HCP in 4 th seat
6) 2NT enq: 3♣=8 losers 1 Honour, 3♦=8 los, 2H, 3♥=7los, 1H, 3♠=7 los, 2H, 3NT=AKQ	
7) Transfer breaks: Bid 3 major with min, 2NT with max, no re-transfers except 3NT.	
8) 1NT – 2NT transfer to 3♣. Opener bids 3♣ and responder passes or bids 3♦ to play, or 3♥/♠ to show singleton with both minors, strong.	
9) Helvic: XX=unspecified 5 card suit, forces 2♣ from opener; 2any: lower of 2 touching 4 Card suits; Pass forces XX, to play or a subsequent bid will shows 2 non-touching suits	
Halmic variation after a X in 4 th , bid shows that suit and a higher, not necessarily touching.	