

Opening Bids	point range	min. length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1→	12*-19	4	For choice of suit to open - note 1 * Light openings possible - note 2 For NT rebids - note 3	1NT response = 6-9 HCP
1↓	12*-19	4		2NT resp = 11-12 balanced
1↔	12*-19	4		New suit at 2 level = 9+ HCP
1↓	12*-19	4		Splinter bids/3NT (see other conv)
1NT	12-14			2→Stayman; 2↓/2↔ transfer to 2↔2↓; 2↓/2NT - note 4.
2→			Game forcing or 23+ balanced	2↓ = negative
2↓		5	Acol strong two bids - 8 or more playing tricks with 2 or more outside defensive tricks	2NT = negative
2↔		5		
2↓		5		
2NT	20-22			3→Stayman; 3↓/3↔ transfer to 3↔3↓; 3↓ = Baron - note 5
3 bids	6-10	7	Pre-emptive	
4 bids	6-10	8	Pre-emptive	

DEFENSIVE BIDS

Your overcall	MEANING	Opponents open	DEFENSIVE METHODS
Simple	Wide ranging, from 8+ at 1-level	Strong 1→	Double = both majors 1NT = both minors
Jump	Intermediate = good 6-card suit and opening values	1NT	Double = penalties 2→ = both majors - note 7 2↓/2↔/2↓ are natural
Cue bid	Two-suiter - note 6		
1 NT	Direct 16-18	Weak 2	Double = takeout
	Protective 12-14 Responses as for 1NT opening	Weak 3	Double = takeout
2NT	Direct Lowest two unbid suits - note 6	4 bids	Double = takeout
	Protective 20-22 balanced Responses Limit bids As 2NT opener	Multi	Double = 13 - 15 balanced or very strong; 2NT = 16 - 18 bal

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double takeout through 2↓	Bids new suit forcing
Jump Overcall	Double takeout through 2↓	Bids new suit forcing
Double	Redouble 9+ HCP	New suit forcing
	Jump in new suit forcing	Jump raise pre-emptive
		2NT good raise

SPECIAL USES OF DOUBLES:

Doubles of opening NT bids or NT overcalls are for penalties, following which all subsequent doubles are for penalties. Otherwise all doubles of suit contracts up to and including 2↓ are for takeout. eg: 1↓ x 2↓ x - both doubles are for takeout.

Doubles of artificial bids show the suit bid.

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: Blackwood	5→ = 0 or 4 aces, 5↓ = 1 ace, 5↔ = 2 aces, 5↓ = 3 aces	
Gerber - note 8	4↓ = 0 or 4 aces, 4↔ = 1 ace, 4↓ = 2 aces, 4NT = 3 aces	
5NT = Grand Slam Force	6→ = 0, 6↓ = 1, 6↔ = 2 of top 3 honours (if room), 7 of trump suit = 3	

Other Conventions:

- Fourth-suit forcing - But after 1→- 1↓ - 1↔ 1↓ is natural and 2↓ is 'fourth suit'.
- Unassuming Cue Bid- Opposite partner's overcall, a cue bid shows a good raise.
- Splinter bids - A response of 3↓/4↔/4↓ to an opening 1↔ or a response of 4↔/4↓/4↔ to an opening 1↓ shows a raise to 4↔/4↓ with 4+ trump support and a singleton or void in the bid suit;
- 3NT after 1 of a major shows a raise with 13-15 HCP and no shortage
- Long Suit Trial Bids - Used after a simple raise, showing a suit with two losers.

OPENING LEADS	v SUIT CONTRACTS	top of sequences; 2nd and 4th highest from length			
<div style="border: 1px solid black; border-radius: 50%; padding: 5px; display: inline-block;"> Attach Red Spot, or hatch over, if using non-standard leads </div>	A <u>K</u> A K x K Q 10 K Q x K <u>J</u> 10 K <u>10</u> 9 Q J 10 Q J x J 10 x 10 x <u>x</u> 10 9 x 9 <u>8</u> 7 x 10 x x <u>x</u> H x x <u>x</u> x H x x <u>x</u> x x H x x <u>x</u> H x <u>x</u> <u>x</u> x x <u>x</u> x x <u>x</u> x x				
	v NT CONTRACTS	top of sequences; 2nd and 4th highest from length			
	A K x (x) A <u>J</u> 10 x K Q 10 K Q x K <u>J</u> 10 K <u>10</u> 9 Q J 10 Q J x J 10 x 10 x <u>x</u> 10 x x <u>x</u> 10 9 x 9 <u>8</u> 7 x H x <u>x</u> H x x <u>x</u> x x H x x <u>x</u> x H x x <u>x</u> <u>x</u> x x <u>x</u> x x <u>x</u> x x				

In all the card combinations shown, circle the card you normally lead if different from standard (i.e. underlined card)

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	Attitude: high = encouraging, low = discouraging EXCEPT lead of a king v NT which asks partner to unblock an honour or show count.
On Declarer's lead	Count: high-low = even number
When Discarding	Attitude: high = encouraging, low = discouraging
Exceptions to above	Suit Preference: high=higher-ranking other suit, low =lower suit

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

- [1] *Balanced Hands not 12 to 14*
 With four hearts and four spades open 1 \leftrightarrow otherwise open the longest suit or the higher ranking of two four card suits.
Unbalanced Hands
 Always open the longest suit.
 With two five card or longer suits always open the higher ranking.
 Consider using the Rule of 20 to evaluate light distributional openings.
4 4 4 1 hands
 With: 4 4 4 1 open 1 \leftrightarrow 4 4 1 4 open 1 \rightarrow
 4 1 4 4 open 1 \downarrow 1 4 4 4 open 1 \downarrow .
- [2] *Light Openings - The Rule of 20*
 If the number of cards in the two longest suits added to the number of high card points in the hand is equal to 20 or more, it may be worth an opening bid.
- [3] After a one-level response, a rebid of 1NT = 15/16; 2NT = 17/18; 3NT = 19/20 HCP.
- [4] 1NT - 2 \heartsuit = *Baron*
 Shows **either** a raise to 2NT without a four card major **or** game forcing with slam interest, usually no five card suit. Opener rebids 2NT with a minimum or lowest four card suit with a maximum. With 11-12 HCP, responder passes 2NT or bids 3NT over a suit.
 1NT - 2NT = *Transfer to 3 \rightarrow*
 Responder wants to play in 3 \rightarrow or 3 \downarrow .
 Opener bids 3 \rightarrow which responder passes or converts to 3 \downarrow to play.
 After 1NT is doubled, all bids are natural, redouble = 9+ HCP.
- [5] 2NT - 3 \heartsuit = *Baron*
 Game forcing with slam interest, usually no five card suit.
 Opener rebids 3NT with a minimum hand, or lowest four card suit with a maximum.
- [6] *Two suited Overcalls*
 1 \rightarrow 2 \rightarrow or 1 \downarrow 2 \downarrow shows at least 5 - 5 in the majors.
 1 \leftrightarrow 2 \leftrightarrow or 1 \heartsuit 2 \heartsuit shows at least 5 - 5 in the other major and one minor.
 A 2NT overcall over any 1 level suit bid shows at least 5 - 5 in the lowest two unbid suits.
 Values range from enough for a minimum overcall up to a very strong hand.
- [7] *Defence to 1NT*
 Over an opening 1NT an overcall of 2 \rightarrow shows at least 5-4 (or 4 - 5) in the majors.
 In response:
 Pass Possible with long clubs (6 + length).
 2 \downarrow Shows equal length in the majors. The 2 \rightarrow bidder then shows his/her longer major. A responder wanting to play in diamonds rebids 3 \downarrow which the 2 \rightarrow bidder should pass.
 2 \heartsuit \leftrightarrow 3 \heartsuit \leftrightarrow 4 \heartsuit \leftrightarrow or \heartsuit Limit raises of the major.
 2NT 11+ points, game try.
 3 \heartsuit \leftrightarrow 3 \downarrow Six card suits, constructive game tries.
- [8] *Gerber* is used **only** in the sequences: 1NT - 4 \rightarrow or 2NT - 4 \rightarrow



Name

EBU No

Partner

EBU No

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods STANDARD ENGLISH MODERN ACOL

Style of *leads* 4th highest, 2nd from bad suits, top of sequences
 signals Attitude on partner's lead, count on declarer's lead
 discards Attitude
 Suit preference when obvious

ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

Note.

This convention card has been produced to summarise a standard system for use by players who have learnt Standard English when they move into club bridge.

This card may be copied as needed for club use.

STRENGTH OF 1NT OPENERS: 12 - 14

2 \rightarrow RESPONSE TO 1NT OPENER IS: Stayman [normally with a 4 card major]

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