

TANGERINE BOOK  
February 2010

Appendix -  
Detailed Regulations  
on permitted agreements



# TANGERINE BOOK

## February 2010

### Appendix – Detailed regulations on Permitted agreements

Published by the Laws & Ethics Committee  
of the English Bridge Union

Edited by Frances Hinden and Mike Amos

© The English Bridge Union Ltd 2010

The Laws and Ethics Committee hopes you find this booklet useful. If you have any comments or queries, please address them to the Secretary of the Committee who may be contacted:

The Secretary, Laws and Ethics Committee, English Bridge Union,  
Broadfields,  
Bicester Road, AYLESBURY Bucks HP19 8AZ

Telephone:	01296 317218	From outside UK replace 0 with +44
Fax:	01296 317220	
Email:	lecsec@ebu.co.uk	
EBU web site:	<a href="http://www.ebu.co.uk">http://www.ebu.co.uk</a>	
L&EC page:	<a href="http://www.ebu.co.uk/laws_ethics/default.htm">http://www.ebu.co.uk/laws_ethics/default.htm</a>	

The EBU L&E committee has a webpage, with this *Tangerine Book*, the *full Orange Book*, the *White Book*, various regulations, useful telephone numbers, links to the Laws, telephone numbers of EBU TDs and Referees, forms for TDs, and other useful items for TDs and Appeals Committees.

## **Detailed Regulations on Permitted Agreements**

Only the first round of the auction is regulated. Any agreements are allowed from opener's rebid onwards. Natural calls are always permitted (see the main text). Unless specified otherwise, any bid may be played either as forcing or as non-forcing.

Any call that is game forcing from strength is allowed. In addition, you can play whatever you like, as either the opening or the defending side:

- ♥ after any two-level or higher opening,
- ♥ after a 1NT opening at Levels 3 and 4
- ♥ after your opponents have opened with a forcing bid, whatever its strength,
- ♥ after your opponents have opened or responded with an artificial bid,
- ♥ after the bidding has reached 4NT or above,
- ♥ after any call that is game-forcing.

A redouble may always have any meaning.

Where a list of options is given separated by 'or', you must agree in advance which one you are playing – the call cannot mean a combination of the options unless explicitly specified.

The word 'Strong' with an initial capital refers to the formal definition given in the main text (at least 16 high card points HCP, or rule of 25, or at least eight clear-cut tricks).

## ***Leads, Signals and Discards – All Levels***

Any system of leads, signals and discards may be used as long as the convention card gives reasonable detail, with two specific restrictions:

1. Dual meaning signals (when following suit) are not permitted. For example, it is not allowed to give one message (e.g. attitude) according to whether the card is odd or even and another message (e.g. suit preference) according to whether the card is high or low. Dual meaning discards are permitted.
2. No form of encrypted carding is permitted. That is, carding whereby the meaning of a lead, signal or discard is based in principle on information not available to declarer.

## Level 2 – Detailed List of Permitted Agreements

<b>1-Level Openings</b>	
<b>General</b> 1 of a suit must show 11+ HCP <b>or</b> both 8+ HCP and satisfying the ‘rule of 19’ (the sum of the hand’s HCP and the combined length of its two longest suits must be 19 or more)	
<b>Specific</b>	
1NT	Non-forcing, any agreed range but at least 10 HCP and balanced (no singleton or void, no 7+-card suit)
1♣	<ul style="list-style-type: none"> <li>– Strong, forcing, or</li> <li>– Any meaning, forcing or not, as long as this excludes an unbalanced hand with a 5+ card suit outside clubs (unless the clubs are at least as long).</li> </ul>
1♦	Any meaning, forcing or not, as long as this excludes an unbalanced hand with 5+ hearts or spades, (unless there is a minor suit at least as long).
<b>Responses to 1-level openings</b>	
<b>General</b> Any response is allowed which is <ul style="list-style-type: none"> <li>– natural, or</li> <li>– game forcing, or</li> <li>– showing at least invitational values and support for partner’s suit, or</li> <li>– a natural raise of partner's suit.</li> </ul> In competition double, redouble, 2NT and a cue bid may have any meaning. An artificial pass that promises values is not permitted.	
<b>Specific</b>	
To 1♣	A ‘negative’ or ‘semi-negative’ 1♦ or 1♥ response which (optionally) may also have any game forcing meaning(s).
To 1♦	A ‘negative’ or ‘semi-negative’ 1♥ or 1♠ response which (optionally) may also have any game forcing meaning(s).
To 1♦ (in competition)	If a 1♦ opening may be made on three or fewer cards, pass after 1( (Dbl) may promise diamonds and hence 1( or 1( may be a three-card suit.
To 1♥	A 1♠ response as artificial and forcing.
To 1♥/1♠	A 1NT response may have any meaning, as long as an artificial 1NT response is also forcing. A 2♣ or 2♦ response may be only three cards, forcing.
To 1NT	Any methods are allowed.

<b>2-Level and Higher Opening Bids</b>	
2 of a suit	<ul style="list-style-type: none"> <li>- Any single meaning including at least 4 cards in the suit opened, or</li> <li>- A three-suiter (at least three cards in each of three suits), short in the suit opened, at least 'Rule of 18', or</li> <li>- A three-suiter including the suit opened (any range).</li> </ul>
2 of suit/2NT	Any Strong meaning(s).
3♣	<ul style="list-style-type: none"> <li>- 5-5 in the minors, any strength, or</li> <li>- 6+ clubs with a four-card major, denying 3+ cards in the other major, any strength.</li> </ul>
3NT	A solid minor, with or without outside strength
4♣	A strong 4♥ opening
4♦	A strong 4♠ opening

<b>Defence to a natural 1 of a suit opening (including 1♣/1♦ showing 3+ cards)</b>	
<b>General</b>	
Overcalls which are systematically Canapé are <b>not</b> permitted at Level 2 (the exception to the general rule that natural bids are always permitted).	
<b>Specific</b>	
Double	<ul style="list-style-type: none"> <li>- Take-out (including any very strong hand), or</li> <li>- Penalty.</li> </ul>
Jump suit overcalls	A two-suiter, any strength and any suits, with at least one of the suits specified.
1NT	<ul style="list-style-type: none"> <li>- Natural, any range with at least 9 HCP, non-forcing, roughly balanced (no more than 9 cards in two suits, no 7-card suit, no void), or</li> <li>- A "take-out double" of any agreed strength, or</li> <li>- A two-suiter, any strength and any suits, with at least one of the suits specified.</li> </ul>
2NT	<ul style="list-style-type: none"> <li>- A two-suiter, any strength and any suits, with at least one of the suits specified, or</li> <li>- A Strong hand with any two suits.</li> </ul>
Simple Cue Bid	<ul style="list-style-type: none"> <li>- Any game force, or</li> <li>- Forcing for one round, showing a good take-out double, or</li> <li>- A two-suiter, any strength and any suits, with at least one suit specified.</li> </ul>
Jump Cue Bid	Any single-suiter (the suit does not have to be specified).

<b>Fourth seat actions</b>	
<b>General</b> Any method is allowed after - any artificial opening or artificial response, or - any forcing opening, or - responder has raised opener's suit.	
<b>Specific</b>	
After partner's take-out double	"Herbert" negative: the next suit (or 1NT) is a negative.
After partner's overcall	A new suit is forcing, showing the suit bid together with a fit for partner (may only be played for jumps in a new suit unless third hand also bids).
Double	Any meaning
NT bids	Any meaning
Cue bids	Any meaning

<b>Defence to an artificial 1-level opening (not showing 3+ cards in the suit opened)</b>	
<b>General</b> Any defence is permitted	

<b>Defence to a 1NT opening</b>	
Double	<ul style="list-style-type: none"> <li>- Penalties (12+ HCP or compensating distribution), or</li> <li>- Promising 4+ cards in (at least) one specified suit, or</li> <li>- Showing three suits, at least 4-4-3, at least one of which is specified.</li> </ul>
2 of a suit or 2NT	<ul style="list-style-type: none"> <li>- Promising 4+ cards in a specified suit, or</li> <li>- Showing three suits, at least 4-4-3, at least one of which is specified.</li> </ul>
2♣	<ul style="list-style-type: none"> <li>- Any shape including 4+ spades, or</li> <li>- A balanced or semi-balanced hand with at least three clubs.</li> </ul>
2♦	A weak distributional hand with short clubs.
2NT	A Strong unspecified two-suiter.
3♣ or higher	Any meaning

<b>Defence to 1NT in fourth seat after an artificial response</b>	
<b>General</b> Any defence is permitted	

<b>Defence to a 1NT opening in fourth seat after a natural response</b>	
Double	<ul style="list-style-type: none"> <li>- Take-out, or</li> <li>- Penalty, or</li> <li>- Showing a penalty double of an opening 1NT.</li> </ul>

### **Level 3 – Detailed List of Permitted Agreements**

<b>1-Level Opening Bids</b>	
<b>General</b> 8+ HCP. In first or second seat this must also satisfy the 'rule of 18' i.e. total of HCP plus the lengths of the two longest suits must be 18 or more.	
<b>Specific</b>	
1NT	<ul style="list-style-type: none"> <li>- Non-forcing, any range with at least 9 HCP and roughly balanced (no more than 9 cards in two suits, no 7-card suit, no void), or</li> <li>- Strong, forcing.</li> </ul>
1♣/1♦	<ul style="list-style-type: none"> <li>- Strong, forcing, or</li> <li>- Any meaning, forcing or not, as long as this excludes unbalanced hands with a 5+ card major (unless there is a minor suit at least as long).</li> </ul>
<b>Responses to 1-level openings</b>	
<b>General</b> Anything is allowed	
<b>2-Level and Higher Opening Bids</b>	
<b>General</b> Two of a suit may have <ul style="list-style-type: none"> <li>- Any meaning including at least 4 cards in the suit opened, or</li> <li>- A three-suiter (at least three cards in each of three suits), short in the suit opened, at least 'rule of 18', or</li> <li>- A three-suiter including the suit opened (any range)</li> <li>- Any Strong meaning.</li> </ul>	
<b>Specific</b>	
2♣/2♦	Both majors (at least 4-4), any range
2♦	<p>"Multi": Must contain both at least one weak option and Strong option(s).</p> <p>Weak option: a weak two (5+ cards) in hearts, or a weak two in either major; with a 5 point range between 4 and 12 HCP.</p> <p>Strong options: any one or two of</p> <ul style="list-style-type: none"> <li>- an Acol Two with any combination of possible suits,</li> <li>- A 4441 or 5440, any combination of possible suits,</li> <li>- Balanced or semi-balanced,</li> <li>- Any game force.</li> </ul> <p>For more detailed regulations on playing the Multi, see the Orange Book.</p>
2NT	<ul style="list-style-type: none"> <li>- Any Strong meaning, or</li> <li>- Both minors, any range</li> </ul>

3 of a suit	Any meaning including at least 4 cards in the suit bid
3NT	<ul style="list-style-type: none"> <li>- Any solid suit, with or without outside strength, or</li> <li>- A one-suiter, out of at most two possible suits</li> </ul>
4♣	A strong 4♥ opening
4♦	A strong 4♠ opening

**Defence to a natural 1 of a suit opening (including 1♣/1♦ showing 3+ cards)**

**General**

Transfers: a suit or NT overcall can show any one specified suit, or can show a balanced or semi-balanced hand; the hand must be at least as strong as traditionally played for a natural overcall in the denomination specified.

**Specific**

Jump Overcalls	A two-suiter, any strength and any suits, with at least one suit specified.
Double	<ul style="list-style-type: none"> <li>- Take-out, or</li> <li>- Penalty.</li> </ul>
1NT	<ul style="list-style-type: none"> <li>- Natural, any range with at least 9 HCP, non-forcing, roughly balanced (no more than 9 cards in two suits, no 7-card suit, no void), or</li> <li>- A 'take-out double' of any agreed strength, or</li> <li>- A two-suiter, any strength and any suits, with at least one suit specified.</li> </ul>
2NT	<ul style="list-style-type: none"> <li>- A two-suiter, any strength and any suits, with at least one suit specified, or</li> <li>- A Strong hand with any two suits.</li> </ul>
Simple Cue Bid	<ul style="list-style-type: none"> <li>- Any game force, or</li> <li>- Forcing for one round, showing a good take-out double, or</li> <li>- A two-suiter, any strength and any suits, with at least one suit specified.</li> </ul>
Cue bid/Jump Cue Bid	Any single-suiter

**Fourth hand actions**

**General**

Any method may be played after:

- Partner has doubled or bid, or
- Any artificial opening, or any forcing opening, or any artificial response, or
- Responder has raised opener's suit.

**Fourth hand actions after a natural response (including pass)**

Double	Any meaning
NT bids	Any meaning
Cue bids	Any meaning

## Level 4 - Detailed List of Permitted Agreements

<b>1-Level Opening Bids</b>	
<b>General</b>	
One of a suit must show 8+ HCP. In first and second seat it must also satisfy the 'rule of 18' i.e. total of HCP plus the lengths of the two longest suits must be 18 or more. This restriction does not apply to the balanced 1-major opening.	
Subject to the strength restriction above, one of a suit or 1NT may have any meaning that promises 4+ cards in a specified suit, forcing or not.	
One of a suit or 1NT may alternatively be played as Strong, forcing with any shape.	
<b>Specific</b>	
1NT	<ul style="list-style-type: none"> <li>- Non-forcing, any agreed range with least 9 HCP and roughly balanced (no more than 9 cards in two suits, no 7-card suit, no void), or</li> <li>- A three-suited hand, values for an opening of 1 of a suit.</li> </ul>
1♣/1♦	Any meaning, forcing or not, as long as this excludes unbalanced hands with a 5+ card major (unless there is a minor suit at least as long).
1♣	Forcing, both of (i) Any meaning excluding unbalanced hands with a 5+ card major without a minor suit at least as long; or (ii) Strong
1♥/1♠	Non-forcing, a defined range with a minimum of at least 9 HCP, and a balanced hand (no singleton or void, no 7-card suit).
1♠	A hand with clubs or diamonds as the longest suit.
<b>Responses to 1-level openings</b>	
<b>General</b>	
Anything is allowed	
<b>2-Level and Higher Opening Bids</b>	
2 of a suit	Any one or two of the following: <ul style="list-style-type: none"> <li>i) Any Strong meanings;</li> <li>ii) Any meanings which all either promise a specified suit of 4+ cards; or which all exclude the suit opened as a possible long suit (the suit opened may coincidentally be 4+ cards but not longer than the anchor suit(s)).</li> </ul>
2NT	Any one or two of the following: <ul style="list-style-type: none"> <li>i) Any Strong meanings;</li> <li>ii) Any meanings which all either promise a specified suit of 4+ cards; or which all exclude one specific suit as a possible long suit (this suit may coincidentally be 4+ cards but cannot be longer than the anchor suit(s)).</li> </ul>
3 of a suit	<ul style="list-style-type: none"> <li>- Any meaning including at least 4 cards in the suit opened, or</li> <li>- A specified suit, or</li> <li>- One of two specified suits, neither of which is the suit bid, or</li> <li>- An unspecified solid suit with or without outside strength, or</li> <li>- A two-suiter with both suits specified, or</li> <li>- Any Strong meanings, or</li> <li>- Either (i) any Strong meanings, or (ii) a specified one-suiter.</li> </ul>

3NT	<ul style="list-style-type: none"> <li>- A solid suit, with or without outside strength, or</li> <li>- A one-suiter, out of at most two possible suits.</li> </ul>
4♣	A strong 4♥ opening
4♦	A strong 4♠ opening
4♣/♦	Either major, solid or semi-solid, with or without outside strength.

**Defence to a natural 1 of suit (including 1♣/1♦ showing 3+ cards)**

**General**

- Transfers: any suit or NT overcall can show any one specified suit, or can show a balanced hand; the hand must be at least a strong as traditionally played for a natural overcall, or
- 'Shortage' overcalls: showing at least 5-4 in the two unbid suits

**Specific**

Jump Overcalls	A two-suiter, any strength and any suits, with at least one suit specified.
Double	<ul style="list-style-type: none"> <li>- Take-out (including any very strong hand), or</li> <li>- Penalty</li> </ul>
1♦	Either diamonds or a balanced hand
1NT	<ul style="list-style-type: none"> <li>- Natural, any range with at least 9 HCP, non-forcing, roughly balanced (no more than 9 cards in two suits, no 7-card suit, no void), or</li> <li>- A "take-out double" of any agreed strength, or</li> <li>- A strong balanced hand or a weak hand with a long suit, or</li> <li>- A weak hand with a long suit.</li> </ul>
2NT	<ul style="list-style-type: none"> <li>- A two-suiter, any strength and any suits, with at least one suit specified, or</li> <li>- A Strong hand with any two suits.</li> </ul>
Simple Cue Bid	<ul style="list-style-type: none"> <li>- Any game force, or</li> <li>- Forcing for one round, showing a good take-out double, or</li> <li>- A two-suiter, any strength and any suits, with at least one suit specified.</li> </ul>
Cue bid/Jump Cue Bid	Any single-suiter

**Fourth hand actions**

**General**

Any method may be played after:

- Partner has doubled or bid
- Any artificial opening, or any forcing opening, or any artificial response
- Responder has raised opener's suit

**Specific**

Double	Any meaning
NT bids	Any meaning
Cue bids	Any meaning
2♣	<ul style="list-style-type: none"> <li>- After two passes, 2♣ shows a balanced hand, or</li> <li>- After two passes, 2♣ shows clubs or a balanced hand</li> </ul>