

GUIDE TO COMPLETION OF THE WBF CONVENTION CARD AND SUPPLEMENTARY SHEETS

(incorporating the WBF CONVENTIONS BOOKLET)

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1. BEFORE YOU BEGIN:

This booklet has been prepared to assist you in filling out the WBF convention card, either manually or with the on-line Convention Card Editor (CCE). The task of adequately disclosing partnership agreements can be a difficult one; we hope to make it easier for you.

You will need to read the material in this booklet carefully in order to complete the convention card properly.

If you are completing the card manually, please use a fine-tipped **BLACK**-inked pen, or a typewriter (not as good for legibility purposes). You will have to use BLOCK LETTERS and SUIT SYMBOLS; it would be easier for you to use the CCE, obtainable from your NCBO.

1.1. FULL AND ADEQUATE DISCLOSURE:

You are aiming for FULL DISCLOSURE, which is not the same as presenting your complete system. You want your opponents to know everything about your methods and approach that you would want to know about theirs. Your obligation to disclose encompasses not only straight SYSTEM BIDS and CONVENTIONS, but also partnership STYLE and UNDERSTANDINGS based on experience. The early rounds of potentially contestable auctions are FAR more important to your opponents than later rounds of strictly constructive auctions.

Full disclosure is a combination of what you reveal in your Convention Card and Supplementary Sheets and what you add at the table WITHOUT YOUR OPPONENTS HAVING TO ASK QUESTIONS. Please beware that asking a question can have an adverse effect not only on the partnership asking the question but also, perhaps inadvertently, on the other side. If an opponent refrains from asking a question to which you should have provided the answer without prompting, and damage ensues,

there is an a priori assumption that you have not achieved full disclosure. Each case will be heard on its merits.

The GUIDE TO COMPLETION has been designed with CATEGORY 1 and CATEGORY 2 EVENTS in mind, where advance preparation is both possible and practical. ADEQUATE DISCLOSURE for such events requires the full depth in system presentation that is detailed in this GUIDE.

Since it is impractical to produce different versions of this GUIDE, however, it must be stated clearly that ADEQUATE DISCLOSURE for CATEGORY 3 EVENTS requires less "written" detail and more "verbal" support than ADEQUATE DISCLOSURE for CATEGORY 1 and 2 EVENTS.

You are **ALWAYS** responsible for revealing your agreements, although you cannot realistically get everything on your Card/Supp Sheets. In all cases, however the sum of the two (written and verbal) types of disclosure must amount to a complete explanation of the partnership's agreements, i.e. FULL DISCLOSURE.

In cases where there is damage due to possible failure to disclose, the side that was not informed will be given the benefit of the doubt. If you don't achieve adequate disclosure in your system presentation, the Conditions of Contest may provide for penalties.

1.2. SUPPLEMENTARY SHEETS:

In order to achieve adequate disclosure, you will almost certainly have to make proper use of the SUPPLEMENTARY SHEETS. An entry (NOTE) on the Convention Card that requires expansion should be numbered in square brackets, e.g. [26], and that number must correspond with a numbered entry on the SUPP SHEET. The SUPP SHEET entries should be organised so that they are user-friendly. The individual numbered entries should be separated by heavy lines and should not be crowded together to save space. The order of priority is:

- 1) BIDS THAT MAY REQUIRE A DEFENCE**
- 2) TWO-SUITED ACTIONS**
- 3) DOUBLES**
- 4) LEADS AND SIGNALS ... "CARDS"**
- 5) OTHERS**
- 6) PREPARED DEFENCES (a special case)**

With this in mind, you should leave space [—] for your convention card NOTES in the appropriate places, but you should not assign final numbers to these NOTES or start on your final detailed SUPP SHEETS until you complete the card.

1.3. FILING SYSTEMS:

Please file your Convention Card and Supplementary Sheets as required by the Conditions of Contest. Retain copies for use by your opponents at the table, and for emergencies.

When specified in the Conditions of Contest, you must file a copy of your COMPLETE SYSTEM in English at the Convention Card/Systems Desk at the start of the

Tournament (or event). It is a good idea to do so even if not required. If your complete system is fully described on your convention card (highly unlikely), you need not file it separately.

1.4. ABOUT THE GUIDE ITSELF:

The conventions included in this document have been grouped to correlate with the appropriate sections of the convention card.

When using a convention in full uniformity with this document, you need only enter the name (however, in many cases the "name" includes or consists of a one-line description of the bid) in LARGE BLOCK CAPITALS; ranges (strengths) have usually been omitted. Please fill in the (—) with a point range. Most conventions described here will list additional requirements for "name only" inclusion.

When using a convention included in this document, but in a MATERIALLY DIFFERENT version, you may either describe how your version differs or give your own full description. In such a case, enter the name of the convention in LARGE BLOCK CAPITALS in QUOTES, as per: e.g. "DRURY-FIT". Refer to the place on your card (if not obvious) or add a cross-reference NOTE to a SUPP SHEET [—] entry where further details can be found.

When using a convention NOT INCLUDED in this document, a full description, must be given, EVEN IF you consider the name alone to be sufficient. This is NOT a case calling for your "good judgement." These conventions may be named in this form: e.g. "MUNCHKIN 2♦ (6♥/6-10; or 25+ BAL)" ... LARGE BLOCK CAPITALS plus essential short description, all within QUOTES. There is no need to use the name MUNCHKIN at all, but if space permits, it is harmless enough to publicise a new convention.

If this entry is not in the place on the card where you are providing details about the convention or treatment, add a reference to the appropriate place (if not obvious; for MUNCHKIN 2♦, an opponent would turn to 2♦ on the INSIDE OF THE CARD as a matter of course), or add a cross-reference NOTE to a SUPP SHEET [—] entry where further details can be found. The idea is to first PRE-ALERT your opponents that you are using a particular action in an attention-worthy manner. Then you point them to the part of your system submission that provides further details.

IMPORTANT Note: Failure to present a convention or treatment accurately and fully may result in procedural penalties and/or its removal from your system; this is particularly true in cases where the opponents might wish to prepare a defence. Each case will be decided on its merits.

In selecting conventions for inclusion in this document, we have considered not only popularity but also practical usefulness. Some conventions have been included in an effort to define terms that tend to surface on cards without explanation, or that may enjoy great "regional" popularity while remaining unknown elsewhere. We have tried to cover a broad spectrum in order to alleviate the burden of explanation, particularly in late rounds of strictly constructive auctions. We make no claim to completeness. In the main body of the text, we have deliberately omitted "Brown Sticker" conventions and treatments.

We make no special claim to authoritativeness (although considerable effort was made to research the material); nor do we claim that these versions are necessarily approved by the majority of experts or by the authors of the conventions themselves. We are aiming for a basic presentation that leaves room for customising. That is the

purpose of the distinction between simple BLOCK CAPITALS and the addition of QUOTES.

This document may be taken to the table and consulted in respect of a call made by an opponent, but not in respect of a call made by your partner, nor one made or contemplated by you yourself.

In case of inconsistency between this document and the Conditions of Contest, the latter shall apply. Indeed, variations are to be expected over the life of this document.

Suit symbols MUST be used.

The following abbreviations may be used (Note the use of BLOCK CAPITALS and SLASHES (/)):

(5431)	Any hand with that distribution (suits unknown)	MIN	Minimum
5431	Five spades, four hearts, three diamonds, one club	NAT	Natural
5♠4♥(31)	A hand with five spades, four hearts, and 3♦1♣ or 3♣1♦	NEG	Negative
54(xx)	A hand with five spades and four hearts	NEU	Neutral
ASK	Asking bid	NF	Nonforcing
ART	Artificial	NT	No Trump
ATT	Attitude	NV	Nonvulnerable
B	Black suit(s)	OM	The other major om The other minor
BAL	Balanced	OPPT	Opponent(s)
BW	Blackwood	OPT	Optional
CB	Checkback	O/S	Outside
COMP	Competitive	O/C	Overcall
CONC	Concentrated (e.g. all values in the bid suits)	P/C	Pass or correct
CONST	Constructive	PEN	Penalty
CTRL	Control	PH	Passed hand
CUE	Cue-bid	PRE	Pre-emptive
DBL or X	Double	PUP	Puppet to (e.g. 2♣ forces 2♦)
DISCG	Discourage (ing)	QUANT	Quantitative
E	Even	R	Red suit(s)
ENCRG	Encourage (ing)	(R)	Relay (e.g. 2♣ asks for shape description)
FRAG	Fragment	RDBL	Redouble
F	Forcing	RESP	Responder; Response; Responsive
F1	Forcing 1 round	REV	Reverse
F2NT	Forcing to 2NT	RHO	The opponent on your right
FG	Forcing to game	RKCB	Roman Keycard Blackwood
4SF	Fourth suit forcing	R/O	Reopening
FREQ	Frequent	S/P	Suit preference
G/T	Game try	S/A	Suit agreement
H	Honour (Ace, King, or Queen)	S/O	Signoff, shutout
HCP	High Card Points	SOL	Solid (suit)
INV	Invitational	S-SOL	Semi-solid (suit)
INQ	Inquiry	SPL	Splinter, or short suit
JTB	Jacoby Transfer Bid	S/S	Short suit
KCB	Keycard Blackwood	S/T	Slam try
L/D	Lead-directing	STAY	Stayman
LEB	lebensohl (note the proper use of the lower-case "l")	STR	Strong
LHO	The opponent on your left	SUPP	Support
L/R	Limit raise	T/O	Takeout
L/S	Long suit	TRF	Transfer
M	Major m Minor	UNT	Unusual No Trump
MAX	Maximum, Maximal Maximal Overcall Double	VUL or V	Vulnerable w/With w/oWithout
		WJO	Weak jump overcall
		WJS	Weak jump shift
		WK	Weak x Any suit; any small card y/z Any other suit(s)

If there are two versions for the same item, as in V or VUL, use the longer whenever space permits. If you wish to use other abbreviations, you must provide a readily visible EXPLANATORY "KEY" on each side of the card where such abbreviations will appear.

2. OUTSIDE OF CARD FRONT SECTION

2.1. SYSTEM CATEGORY

Indicate the nature of your system by designating a colour as described in the WBF Systems Policy (to which you should now refer).

Unless your system is obviously HIGHLY UNUSUAL (Yellow) or obviously fairly straightforward NATURAL (Green) or employs an always-STRONG CLUB (Blue), you might have some trouble with this one. The catchall classification for everything else is RED (artificial).

Note: Additional to the classification of your system as above, any partnership using one or more "BROWN STICKER" conventions must indicate this alongside its system classification.

2.2. NCBO

Enter the name of your National Contract Bridge Organisation (which is also the name of your country, e.g. Brazil)

2.3. NAME OF PLAYER

Enter your own name and your partner's name. Underline the surname (family name) in each case.

2.4. SYSTEM SUMMARY

2.4.1. General Approach And Style

Be informative but concise; this is a capsule summary of the way you approach the game. You will elaborate in other sections of the card.

Note your tendencies to open, respond and compete on light or substandard hands (mentioning distinctions between balanced and unbalanced hands, majors and minors). Four- vs five-card majors (do you employ a forcing or semi-forcing 1NT response to these, and might you respond on a virtual yarborough with/without support?).

Say something clear here about your pre-empting style, perhaps a word about your two-bids (detail comes later).

If you play a Strong Club system, explain your approach. Style of responses (controls, natural, artificial, etc.); Relays (e.g. for pattern, controls, location of honours); Others (e.g. Support Asks, Specific Control Asks).

You needn't go into more detail than that, however. Just provide an over-view. If you use Canapé (openings/responses) systemically, note that here with minimum length/strength where relevant.

INT Opening

The true range, please (if you cheat by a point regularly, have your range reflect that); note positional and vulnerability variations if they exist. If you have MAJOR quirks (e.g. SMALL singletons possible), you should mention them here, but LESSER

eccentricities (5-card major, 6- card minor, singleton honours) can go on the inside of the card.

2 over 1 response –

“FG/1M,” or “FG/1M except direct rebid,” or “promises rebid,” and “1♦-2♣ F2NT” are the sorts of things you should aim for here.

Here is an example of what this section might look like if completed conscientiously:

5-card majors (semi-F 1NT), open heavy 1-bids; respond very light; simple rebid may be strong; most jump shift responses ART; “picture” constructive style; many “FIT” bids; flexible NEG DBL style; NAT weak 2-bids; terrible NV 1+3 seat PRE; wide-range overcalls (strongish at 2-level), many weak COMP jumps; frequent WJO; frequent use of non-penalty DBL and artificial 2NT in COMP.

1NT Opening: 11+-14 (1435, SPL x♠ possible) 2-over-1 Resp: FG/1M (usually 5+ cards); 1♦-2♣ F2NT

2.5. SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Since this is the most important part of the card, there is a major WBF caveat here: **When failure to enter any special opening, response, or competitive bid is alleged, the onus of justifying the omission is on the pair concerned. Procedural penalties are likely.**

This is where you list your secret weapons, competitive agreements after your side has opened (in the current version of the WBF Convention Card, there is no longer room for these on the INSIDE OF THE CARD), and other unusual or unexpected first-round actions. But (generally) not those actions with a separate section of their own elsewhere on the card. Even if your action is not artificial, its “unusualness” or “unexpectedness” makes it eligible for inclusion. Thus, if you happen to play perfectly natural but nonforcing two-over-one responses, this should be mentioned.

This section does NOT include doubles, No Trump defences, special defences to strong, artificial openings, special treatments by a passed hand, or slam zone tools. Recommended Option: a line entitled “Two-suiters” with a [—] to a SUPP SHEET, in which you will list all your defensive two-suited actions. Although you will go into detail elsewhere (Direct Cue-bids; Jump Overcalls, etc), there can be some wasteful, confusing overlap. If you exercise this option, you can insert the same [—] SUPP SHEET reference in the Direct Cue-bid and Jump Overcall sections and use your space there to expand on style, responses, and competitive agreements.

Only one treatment per line, but you may use more than one line per treatment, perhaps to include different pre-alertable responses to the same opening bid. Please make sure that the various entries are clearly separated.

If you have too many SPECIAL BIDS to get them all on the CARD FRONT in the format required, you are expected to include here the MOST IMPORTANT items. Some good judgement is called for here.

It is strongly recommended that you make a rough draft list before filling out this section. If you run out of lines in this section on the CARD FRONT, you are going to have to continue on your first SUPP SHEET; your very first available SUPP SHEET

notes must continue the introduction of these conventions and treatments most important to your opponents.

Although you should plan to start this section with OPENING BIDS and RESPONSES worthy of a PRE-ALERT, continuing with your special COMPETITIVE BIDS that may require a defence, it is not unlikely that you will want to change the order slightly in order to display most prominently the most important items. If you are going to have to continue to introduce SPECIAL BIDS on your SUPP SHEETS, insert on the LAST FREE LINE of the section on the card proper a prominent: SEE [16-23] for MORE SPECIAL BIDS.

For prepared defences to "popular" enemy conventions, which do need to go somewhere, you are going to enter these on a separate SUPP SHEET(s) entitled "DEFENCES TO ENEMY CONVENTIONS." They will be numbered [D1], etc, and will not interfere with your numbering of all the NOTES requiring cross-referencing to SUPP SHEETS.

For prepared defences (if any) and newly-created (after filing) defences to "Brown Sticker" (and "Yellow" System, etc) Conventions, you are going to enter these on a separate SUPP SHEET(s), entitled "DEFENCES TO BROWN STICKER CONVENTIONS." They will be numbered [BS1], etc, and will not interfere with your numbering of all the NOTES requiring cross-referencing to SUPP SHEETS. These defences will have to be presented to the opponents prior to the start of each session and may be referred to by both sides at the table at appropriate times [see CONDITIONS OF CONTEST for details]. You are encouraged to file these new SUPP SHEETS and updates at the Convention Card Desk.

The following conventions may be entered in this section using only their names (in LARGE BLOCK CAPITALS), provided that you play them as described and fill in the (—) point/strength range where required.

Note that some conventions are properly named only by including the accompanying same-line description of what they show. Note also that additional non-specific information will usually be required elsewhere to permit name-only inclusion in this section. If you provide more detail elsewhere on the Convention Card or a SUPP SHEET, add a cross-reference (if it is not obvious where to look) or a [—] NOTE reference, e.g. see also "Overcalls" or see [18].

If there is a MATERIAL DIFFERENCE in your version of the convention, you may include the name in LARGE BLOCK CAPITALS within quotes, e.g. "FLANNERY 2♦" or leave out the name entirely, e.g. 2♦(11-16); 4♠+5/6♥

FLANNERY 2♦ (—);
FLANNERY 2♥ (—)

An artificial opening bid which shows four spades and five hearts. 2NT is forcing, promising genuine values, and asks for further description.

You must have an agreement about 3♥, 3♠, 3m and 4m (F/INV/Signoff/ART).

Specify any agreements in competition (including Pass and RDBL).

Note: Before proceeding, make sure that you understand what is expected of you.

You may write nothing more than FLANNERY 2♥(11-16) on your card ... IF your 2♥ opening shows four spades and five hearts, if 2NT is a fairly strong artificial inquiry, and if you have some agreement about the meanings of 3M, 3m, and 4m, and if you outline your competitive arrangements (over an enemy double), etc. YOU ARE NOT BEING ASKED TO INCLUDE THOSE AGREEMENTS IN THIS SECTION, but you will do so on the inside of the card. Since an opponent would realise that he can find out more about your 2♥ opening in the 2♥ section on the inside of the card, there is no cross-reference NOTE required.

If (e.g.) in your version, a 2NT response by an unpassed hand would be natural and nonforcing, that is a MATERIAL DIFFERENCE from the original version; accordingly, you would enter on the card "FLANNERY 2♥(11-16)"

However, if (e.g.) you use a 2NT response for INV hands and 3M responses to start slam-interest hands, you are still playing name-only FLANNERY: the phrase "genuine values" in the short description does not **specify** forcing-to-game (FG) values. The key here is that an opponent should know the nature of his jeopardy in coming into the auction over a response of 2NT.

Note also that if you do NOT have an agreement about the bids mentioned in the capsule description, you are playing neither FLANNERY nor "FLANNERY" but an ILLEGAL convention. Why? Because the rules on full disclosure call for AT LEAST that much detail. If you are still in doubt about what is expected of you, please read this section again.

This, then, is the procedure expected for ALL special OPENING BIDS and RESPONSES listed in this section. You are to fill in the "name line" as indicated (please read carefully for special instructions in certain cases) and PROVIDE MOST OF THE DETAILS ON THE INSIDE OF THE CARD.

ANTIFLANNERY 2♦(—);
ANTIFLANNERY 2♥(—);
ANTIFLANNERY 2♠(—)

An opening bid which shows at least five spades and at least four hearts. 2NT is forcing, promising genuine values, and asks for further description. You must have an agreement about 3♥, 3♠, 3m and 4m (F/INV/Signoff/ART).

Specify any agreements in competition (including Pass and RDBL).

MULTI 2♦ (... weak 2M; or ...)

An artificial opening bid with several meanings. The ONLY weak type must be a weak-two in a major suit.

Specify with one descriptive word in the NAME LINE before the word "weak" ... your STYLE for the weak 2M type: standard (i.e. fair six-card suit), or undisciplined (i.e. bad six-card suit or often fair five-card suit acceptable) or random (anything is acceptable). You may use a more descriptive adjective. After this, replace the word "or" with the strong hand types, using semi-colons. Here is a proper entry on the card: e.g. MULTI 2♦(random weak 2M; 17-24 3-suiter; 25+ BAL) (Inside the card), you must include a full description of range and style for the weak type. Responder to 2♦ assumes a weak-two and bids as follows: Pass: Long

diamonds; 2♥: P/C; 2♠: P/C, willing to play at least 3♥ opposite a weak 2♥; 2NT: Forcing, showing genuine values, asking for clarification (**specify** rebids); All other heart bids are P/C (include something descriptive about STYLE here). You must have agreements about responses of 3m and 4m. You must have agreements about opener's immediate continuations with the strong hand type(s) over simple and jump responses. You must have agreements in competition (including Pass and RDBL).

Note: If you meet ALL of those conditions you may write nothing more than: MULTI 2♦(loose weak 2M; etc ...) in this section.

Note: If you have some special agreements, such as: "might pass a 2♥ response randomly with a weak 2♠" or "pass over an opponent's DBL of 2♦ means nothing," such variations are sufficiently important to merit "QUOTES" around the NAME. Your opponents will want to know about this sort of thing in advance.

2♠ = BOTH MINORS(—);
2NT = BOTH MINORS(—)

A weak artificial (opening) bid that promises at least five clubs and at least five diamonds. Minor suit responses are not encouraging.

Specify in a few descriptive words your STYLE (sound, random, etc) You must include the response you use a strong inquiry. You must have agreements about Pass, 2NT (where applicable) and 3M. You must have agreements in competition (including Pass and RDBL).

Note: With this type of convention, you would enter it in "QUOTES" if you use it to describe a hand of normal opening one-bid strength. If it is not "weak" that is a material difference.

ROMAN 2♣ – ANY THREE-SUITER(—);
MINI-ROMAN 2♦ – ANY THREE-SUITER(—)

An artificial minimum opening bid that promises 4441 or 5440 distribution with unspecified shortness. Simple responses are P/C. 2NT by responder shows genuine values and asks opener to show shortness. You must have agreements in competition (including Pass and RDBL).

Note: Should you wish to use these openings (and others) with weak hands (say, 6-10 HCP), you would be playing a "Brown Sticker" convention, allowed only in certain events or stages of events.

ROMAN 2♦ – ANY STRONG THREE-SUITER(—)

An artificial strong opening bid that promises 4441 or 5440 distribution with unspecified shortness. If only 4441, replace THREE-SUITER. You must mention whether the "range" specifically includes or excludes points in the short suit. 2M by responder is P/C. You must **specify** the meaning of 3m. 2NT by responder asks opener to show shortness. You must have agreements in competition (including Pass and RDBL and suit bids by opener and responder).

Note: The conventions known as BLUE TEAM 2♦ or NEAPOLITAN 2♦ are to be described as "ROMAN 2♦: ANY STRONG THREE-SUITER(—)" and the responses can be noted on the inside of the card.

2♥ HEARTS PLUS TWO OTHERS(—)

A minimum opening bid that promises 4441 or 5440 distribution with shortness in spades, diamonds, or clubs. Simple responses are P/C; you must **specify** exceptions. 2NT by responder shows genuine values and asks opener for information. You must have agreements in competition (including Pass and RDBL).

PRECISION 2♦(—);

PRECISION 2♥(—)

An artificial minimum three-suited opening bid with shortness in diamonds (4414; 4405; 4315; 3415) A 2NT response asks for description of range and shape. You must **specify** the meaning of 3♦ and 3M (length; F/INV/Signoff/ART) You must have agreements in competition (including Pass and RDBL).

ROMAN 2♥ - 5+♥/4+♣(—)

ROMAN 2♠ - 5+♠/4+♣(—)

A minimum opening bid with at least five cards in the bid major and at least four clubs. A response of 2NT asks opener for further information. You must **specify** the meaning of 2♠ where applicable, 3♦, 3♠. You must have agreements in competition (including Pass and RDBL).

Note: you may save a line on the card by writing: ROMAN 2M:
5M/4+♣(—)

TARTAN TWO-BIDS –

Multi-meaning opening bids of 2♥ and 2♠ that show either an Acol two-bid in the suit named, or a hand with 5-9 HCP, at least five cards in the suit named and at least five cards in a second, unspecified suit.

Specify responses and further details, including new suit bids and arrangements in competition.

WEAK 2M + MINOR(—)

A weak opening bid with a known major suit of at least five cards and an unspecified minor suit of at least four cards (if at least five, **specify** in the NAME line).

Specify in a few descriptive words your STYLE (sound, random, etc) 2NT by responder asks for description. Any club bid would be P/C to diamonds. You must **specify** the meaning of 3♦ and bids in the other major (OM). You must have agreements in competition (including Pass and RDBL).

2♦ = WEAK MAJOR TWO-SUITER(—);

2♥ = WEAK MAJOR TWO-SUITER(—)

A weak (artificial if 2♦) opening bid showing at least five-five in the majors. But see NOTE below.

Specify in a few descriptive words your STYLE (sound, random, etc) 2NT by responder shows genuine values, and asks for further information. You must **specify** the meanings of 3m, 4m, and any other response with a known meaning. You must have agreements in competition (including Pass and RDBL).

Note: It is not uncommon to use this opening with only five-four or four-four in the majors. If so, put the NAME in QUOTES. This convention was previously classified as Brown Sticker when the suits could be four-four but the definition of "brown sticker" has been modified (see SYSTEM POLICY, October 1995).

TWO-WAY TWO-BIDS (—....when weak)

An opening bid of 2♣ through 3♠ that shows either a weak PRE in the next higher-ranking suit or a strong hand with length in the bid suit. Strong BAL hands may be built into the structure.

Specify the style when weak. List all direct responses. You must have agreements in competition (including Pass and RDBL).

TRANSFER PRE-EMPTS (—);

TWO-UNDER PRE-EMPTS (—)

A weak artificial opening bid introducing a specific (one- or two-steps beyond the bid made) long suit. You must **specify** the minimum suit length required, and anything else that you know as a matter of style and experience. You must have agreements in competition (including Pass and RDBL).

GAMBLING 3NT

An opening bid based on a long, solid minor with no outside ace or king (if outside strength is expected, add a note in parentheses (—) in the NAME line; if solid M is possible, enclose in QUOTES). Any club bid invites correction to diamonds. 4♦ by responder is an inquiry (**specify**). 4M by responder is natural. You must have an agreement about Pass and RDBL if 3NT is doubled.

ALDER 3♠ OPENING = GAMBLING 3NT

An artificial opening bid based on a long, solid suit (if only a minor, please **specify**) with no outside ace or king. Any club bid invites correction to the long suit. You must have an agreement about other responses (**specify** artificial ones). You must have an agreement about Pass and RDBL if 3♠ is doubled.

Note: This is a prime example where the effect of the Systems Policy, October 1995 has effected a sensible change. This convention was previously categorised as "brown sticker" but the hand described is always of average strength since it guarantees a solid suit and thus has been reclassified.

3NT = SOLID MAJOR (KANTAR 3NT)

Unidentified solid major suit (pre-empt) with no side suit aces and at most one side suit king. Responses: 4♣: Asks opener to bid a king; 4♦: Transfers to opener's major; 4♥/4♠: Responder wants to declare and is guessing opener's major (opener corrects a misguess); 4NT: Asks for queens; Others: Asking bids in the suit named. You must have an agreement about Pass and RDBL if 3NT is doubled.

NAMYATS(—)

Opening bid of 4♣ = strong 4♥; 4♦ = strong 4♠. You must **specify** if a solid suit is implied or denied. You must **specify** if you have any rules about outside fast losers. You must **specify** if there are any forcing pass implications. You must list direct responses and agreement about Pass and RDBL if 4♣/4♦ are doubled.

REVERSE FLANNERY RESPONSES TO 1m – ...

A set of artificial responses to a minor suit opening bid that show (at least) five spades and (at least) four hearts; as follows ...This may require more than one line on the card; you MUST enter after the NAME: 1♣-2♦ = ... (—); 1m-2♥ = ... (—); 1m-2♠ = ... (—), replacing ... with the distribution shown, e.g. 5♠/4+♥ or 5+♠/5+♥. Alternatively (and better), you may leave out the NAME entirely and simply use two or three lines to describe the sequences. You must **specify** any responses that are NOT SIGNOFFS.

1m-1M ARTIFICIAL(—)

This is for things like 1♦-1♥ is either NAT or FG relay. You want to warn your opponents that they are dealing with an unusual scenario.

1♦-1M MAY BE THREE CARDS(—)

If your system or experience makes this feasible, include this entry.

1♣-1♦ MAY BE SHORT(—)

This is not for strong club systems. Many pairs respond 1♦ to 1♣ on a short holding for systemic reasons or for convenience. Reveal this, please.

1x-INT FORCING TO GAME

This is for specialised systems (usually RED ones), but it is a particular element that merits a PRE-ALERT.

1x-NON-JUMP NEW SUIT = NONFORCING(—)

In systems where there are other bids available to invite game or to force, a simple response may be treated as NF. The opponents need to know.

BERGEN FOUR-CARD RAISES OF 1M

A subset of responses to (usually) five-card major suit openings designed to get the partnership to the three-level with 9+ trumps without overstating responder's values. This may require more than one line on the card; you MUST enter after the NAME: 1M-3♣ = 7-9; 3♦ = 10-12; 3M = 0-6 (**specify** style here). There is more to the convention (2M/2NT/4M are also defined), but this is what your opponents need to know in this section.

1M-2x (lower) ARTIFICIAL(—)

Whether this is simply an element(s) of an artificial system or a wrinkle employed by a pair using natural methods, the PRE-ALERT is required. This includes things like: 1M-2♣ = either NAT or Limit Raise; and 1♠-2♥ = limit raise or better; and 1x-2♣ = any INV hand (artificial)

GARDENER NO TRUMP OVERCALL(—)

A two-way bid which may be either a natural strong No Trump overcall or a weak hand with a long suit (**specify** style here). Partner may:

- ❖ Pass - if he would pass a strong 1NT overcall
- ❖ Sign off in a long suit, if he would do so over a strong 1NT

Bid 2♣ - constructive over a strong NT; The overcaller bids his suit with the weak variant. The overcaller cue-bids or bids 2NT with the strong variant.

Note: Although this fits the strict definition of a “Brown Sticker” convention, its widespread notoriety and history qualify it for eligibility in all WBF events.

Nevertheless, if you cater to the weak variant in competitive auctions where there are insufficient clues to confirm your suspicion, you have an obligation to disclose your tendencies and techniques clearly. Failure to do this will create a presumption of improper disclosure should responder guess correctly in an unclear case.

Note: For special conventional OVERCALLS, you will add the required detail in the appropriate special section on the OUTSIDE BACK of the card. They are included here to PRE-ALERT your opponents.

COMIC NOTRUMP OVERCALL(—)

An overcall of 1NT to show a weak hand with a long suit. Partner bids 2♣ to locate the long suit.

Specify the nature of other responses.

Note: This convention is often confused with GARDENER (above). Although there is a “Brown Sticker” feel to COMIC too, its widespread notoriety and history qualify it for eligibility in all WBF events. Another reason for permitting its use is that it is known to be weak and the opponents can easily create a natural defence starting at the level of 2♣. Furthermore, the notrumper's side cannot easily and safely steal further valuable bidding space since the long suit is unspecified. Its inconvenience to the opposing side is minimal.

UNUSUAL INT(—)

An artificial overcall (second or fourth position) by an unpassed hand that shows length in two known suits.

Specify minimum expected suit lengths and agreements about defensive strength.

INT OVERCALL FOR TAKEOUT(—)

An artificial overcall (second or fourth position) that shows length in three known suits.

TRANSFER OVERCALLS(—); TWO-UNDER OVERCALLS(—)

An artificial overcall in a suit one or two steps below the real suit held; the identity of the suit is known. You must have agreements in competition (including Pass, DBL, and RDBL)

CANAPE OVERCALLS(—)

An overcall in a four-card suit that guarantees an unknown suit of at least five cards. You must **specify** here any artificial continuations. You must have agreements about P/C responses, cue-bids, No Trump bids. You must have agreements in competition (including Pass/DBL/RDBL)

Note: If the overcall might be on a three-card suit, you are playing a "Brown Sticker" convention (since it could be relatively weak and does not promise at least four cards in a known suit).

OBAR BIDS

A philosophy more than a convention. When the "Opponents Bid And Raise" (hence the mnemonic), a style that advocates competing particularly aggressively. In effect, both partners are deemed to be in the "reopening" position. Although not, strictly speaking, a special bid(s) that may require defence, the principle of full disclosure dictates that your opponents know IN ADVANCE what to expect.

Note: We come now to a variety of COMPETITIVE treatments and conventions.

Although the principles for disclosure and format for providing detail remain the same (i.e. brief one/two-line PRE-ALERT message, more information elsewhere, with a [—] reference if necessary), there is distinction between those agreements that relate to specific sections on the OUTSIDE BACK or MIDDLE of the card, those that relate to the opening side and that do not have a specific section in which to elaborate, and those that relate to BOTH. If you do NOT use a particular treatment after your side has opened the bidding AND if it fits conveniently into a specific OUTSIDE section AND if an opponent would not need to prepare a defence or adjust his approach, then you need not list it in this section. In all other cases, please include it here.

GOOD-BAD 2NT

In a competitive auction, after right hand opponent makes any two-level call, 2NT is not natural, but shows a desire to compete to the three-level. An immediate suit bid instead would promise extra values, a better hand (**specify** if treated, alternatively, as F1 or FG).

If you use this method in ALL such situations, the NAME will suffice. If not, you must list EITHER (a) the exceptions; or (b) the cases where GOOD-BAD would apply, adding a NOTE [—] in both cases.

INVERTED 1♠/1NT RESPONSES TO 1♥

1♥-1NT suggests at least four spades (if five+, please **specify**) 1♥-1♠ is a forcing relay, not unlike the forcing No Trump response. You must have an agreement about 1♥-1♠; 1NT (NAT or 4522 raise).

BAD-GOOD 2NT or REVERSE GOOD-BAD 2NT

In a competitive auction, after right hand opponent makes any two-level call, 2NT is not natural, but shows a strong hand willing to compete to at least the three-level. An immediate suit bid instead would promise a lesser hand. Further specifics as for GOOD-BAD 2NT ... [—]

WEAK JUMP SHIFTS AND RAISES IN COMPETITION

This covers a lot of ground, implying the same agreements whether your side opens the bidding or overcalls. If you use these agreements only in certain situations, please **specify** in the NAME line or in a SUPP SHEET NOTE.

Note: There is nowhere else to introduce this treatment in the cases where your side has opened. In response to overcalls, however, there is an appropriate section on the OUTSIDE BACK of the card.

2NT FOR TAKEOUT/SCRAMBLING 2NT/GROPE 2NT

When the opponents have bid and raised a major suit, and partner doubles (either directly or in reopening seat) for takeout, or if partner has opened the bidding and reopens with a double after a two-level major suit overcall: your 2NT is not natural but an expression of doubt about the best strain. Doubler is requested to bid either (a) his longest suit, or (b) his cheapest four-card suit.

Specify which agreement you use. An immediate suit bid would deny such doubt about strain, implying either at least five-card length or only one place to play; NOT extra values.

Specify if you use this treatment in other situations.

COMPETITIVE CUE = LIMIT RAISE (.... or better; optional)

COMPETITIVE 2NT = LIMIT RAISE

Self explanatory; enter in this section only if you use this treatment by Opener's side; this will be covered in the OVERCALL section o/wise.

LEBENSOHL-FAST or LEBENSOHL-SLOW

A scheme of responses to a natural 1NT opening where there has been an overcall by second hand at the two-level. Simple two-level new-suit bids are not encouraging. Three-level new-suit bids are forcing. 2NT asks opener to bid 3♣ over which responder may pass or make a minimum bid in a suit, non-forcing.

*The FAST (directly) and SLOW (via 2NT) variations refer to the manner in which you show stoppers or unbid majors. **A double is either** (a) showing at least the values for a raise to 2NT; or (b) Negative; or (c) Penalty; or (d) Competitive [add the expected number of cards in the opponents' suit here].*

Specify. If you use the same methods after partner's 1NT overcall and third-hand action, add to the NAME (also after 1NT overcall).

RUBENSOHL

A scheme of responses to a natural 1NT opening where there has been an overcall by second hand at the two-level. Simple two-level new-suit bids are not encouraging. **Three-level bids are forcing**; they are defined as either (a) transfers of INV strength or better; or (b) probes for stoppers or majors. 2NT asks opener to bid 3♣ over which responder may pass or make a minimum bid in a suit, non-forcing. **A double is either** (a) showing at least the values for a raise to 2NT; or (b) Negative; or (c) Penalty; or (d) Competitive [add the expected number of cards in the opponents' suit here].

Specify.

Note: The important issue here is the TRANSFER style.

LEB-VARIATIONS ♠—♥

The use of 2NT (not after partner's natural No Trump opening or overcall; not in "GOOD-BAD" situations) to show weak hands while three-level suit bids show better hands. The most common applications would be as alternatives to SCRAMBLE/GROPE. Please list the cases in a NOTE [—].

TRANSFERS BY OPENING SIDE IN COMPETITION(—)

Not related to transfers after No Trump openings or overcalls. Also, you can cover TRANSFER ADVANCES nicely in the OVERCALLS section on the OUTSIDE back of the card. The ones you can't cover elsewhere conveniently are transfers after partner opens and an opponent overcalls (usually at the two-level or higher). Your opponents will want to know how weak a hand you might have for a transfer bid and how many cards you promise in the suit. Are other non-transfer bids F/NF? You must have agreements in competition (including Pass/DBL/ RDBL). You will need at least one reference NOTE [—] to explain fully.

NEGATIVE FREE BIDS(—)

A non-forcing, non-jump, new suit bid at the two- or three-level after an opponent's interference with partner's opening suit bid. You must include in the NAME the expected minimum suit length for the NFB. A negative double, followed by a new suit, is forcing. Remember to explain this in the DOUBLES section of the card. If you do not have this corollary agreement, explain your method of forcing with a suit of only moderate quality.

Specify the nature of a new suit JUMP if affected by the NFB.

FIT-SHOWING JUMPS (FIT)

A forcing jump in a new suit by "responder" or "advancer" that promises at least nine combined cards in that suit and the suit that partner opened or overcalled, with a minimum of four-card support. Include in the NAME the nature of the jump, i.e. PRE, INV, FG. You will often need a NOTE [—] to explain fully.

Note: This is a prime example of an entry that you would not need to include in this section if you used them in competition after an overcall but not after an opening bid. Do not forget jumps by a passed hand in competition, however.

MIXED RAISE(—)

A jump to the three- or four-level in the opponents suit (below game) after partner's opening bid or overcall (you need not include this if you play MIXED RAISES only after overcalls), showing at least four-card support and about a trick-and-a-half defensively; something between a PRE raise and a limit raise, usually with a short suit. These bids can also be treated as strictly PRE raises with one defensive trick, with variations according to level.

Specify clearly.

TRANSFER SPLINTER RAISES(—);

SCRAMBLED SPLINTER RAISES(—)

Raises showing a singleton or void in a suit other than suit bid, e.g. 1♠-(2♥)-4♣ = short diamonds, strong spade raise (TRANSFER). 1♠-(2♥)-4♣ = short hearts, strong spade raise (SCRAMBLED) Although these are slam-interest tools, the opponents will want to prepare a defence. Include these even if used only without competition.

OVER OPPONENT'S INT OVERCALL

Your special methods after partner opens and second hand overcalls 1NT; such methods may include something to show the majors, transfer bids, two-suiters, fit bids, etc. You will need a NOTE [—] to explain fully.

ESCAPING FROM INT DOUBLED ♠—♥

This is the place to mention that you have a method to escape (including a pass to force a redouble). You will definitely need a NOTE [—] to explain fully.

2.6. SPECIAL FORCING PASS SEQUENCES

Forcing passes relating to control in the enemy suit in high-level slam situations should properly go into the HIGH LEVEL BIDDING section inside the card. So should any special rules pertaining to CLEARLY strong auctions past the four-level. However, situations in which an opponent tampers with your strong artificial opening should go into this section. If you have agreements about how far your side is forced after doubling a weak No Trump, or after 1x-(DBL)-RDBL, or after you double an enemy PRE opening and responder raises, this is the section to broach these subjects (although you might make a note in the VS PRE-EMPTS section instead or in addition for this last item).

But most important of all is to explain here (or in a NOTE) the rules used by your partnership to determine whether a forcing pass situation exists in non-obvious competitive situations. By taking the time to explain fully, you may be able to avoid ethical problems in otherwise ambiguous positions.

2.7. IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

This section is for things like first bids (other than natural No Trumps) by your side that have alternative meanings in different positions, and for other alert-worthy parts of your system that you can't accommodate elsewhere.

e.g. "Competitive two-over-one response forcing to three of that suit." or: "2NT forcing one round opposite an implied six-card or longer suit." or: "Frequently open 1♦ with four diamonds and five clubs." or: "If responder's second bid in a competitive auction is in a lower-ranking suit than his first bid, it is natural but nonforcing at the two- or three-level."

If you have partnership rules for resolving ambiguity in undiscussed situations, this is the place to mention them, e.g. (1) If a No Trump bid can be NAT, it is NAT; (2) If it cannot be NAT, it is Blackwood (4NT) or Takeout (3NT) or LEBENSÖHL-style (2NT). or perhaps, even: "In unclear situations, we do not pass."

This section is often used wrongly to extend the preceding section or the DOUBLES section. Remember that if you run out of room in the aforementioned sections, you are to insert a footnote number directing your opponents to your SUPP SHEETS, where you will continue.

2.8. PSYCHICS: WBF GUIDELINES

Psychic bids are specifically permitted by the Laws of Contract Bridge, provided that any partnership understandings or agreements are disclosed. It would be inconsistent therefore if the WBF forbade psychics in its own tournaments.

Some partnerships of reasonably long standing develop understandings that psychic bids in certain situations will be of a certain type. These are developed partnership understandings and not conventions, and should be explained on the Convention Card and on the Supplementary Sheets. In other words the psychics should be made randomly but any understandings about them should be revealed. Where partnerships have agreements that psychic bids are expected or are likely in specific situations or where the psychics are protected by

System then a convention has developed. These understandings should be classified as Brown Sticker Conventions and are therefore forbidden in certain events. The type of agreement referred to, for example, is where, third in hand at favourable vulnerability, a player is expected to open the bidding on anything at all. Virtually no one fills in anything other than "rarely" here, but even where this is true, more detail is expected. When you do psych, what sort of hand would you have? Long suit? Short suit? Major? No Trump? No Trump overcalls other than confirmed "comic" types? Takeout doubles? Maximum strength? Defensive trick possible? And so on. Do you psych within an artificial system or relay sequence? Do you have any jeopardy yourself and what is it?

What do you do when partner takes strong action? Is there anything (other than passing a forcing bid) you can do to reveal your psychic. You will probably need a NOTE on the SUPP SHEET to do a decent job.

3. OUTSIDE OF CARD MIDDLE SECTION

3.1. Leads and Signals

Common inclusions here and throughout these sections are:

4th	Fourth best leads.
3rd/LOW	Third best from an even number; lowest from an odd number of cards.
3+5/LOW	Third best from four/fifth best from six; lowest from an odd number of cards.
2nd/4th	Second best from short, fourth best from long holdings. (Note: this is NOT the designation for second from a bad holding, fourth from an honour).
ATT	Attitude: the lower the card led, the better the holding implied; alternatively, low from an honour; as a signal, the expression of encouragement vs discouragement.
STND	Standard honour leads; top of touching honours but with an ambiguous king lead (from both AKx(x) or KQ combinations).
ACE	Top of touching honours in all cases.
RNOW	Rusinow, the second of touching honours.
U/D	Upside down/reverse signals; i.e. high = DISCG or ODD NUMBER.
O/E	Odd = ENCG/Even = DISCG and S/P.
CT	Count.
UB	Unblock.
Hi	High
Lo	Low
S	Small card (the one led).
x	Small card (not the one led)
()	An additional card.
(+)	More cards.
[]	SUPP SHEET reference number

3.2. OPENING LEADS STYLE

You are asked for your opening lead agreements against suit contracts and No Trump contracts, and also for agreements at trick two and later (on the "subseq" line). Are there distinctions when leading partner's suit? Note that a lot of what you can include here will be picked up in the next

(LEADS) sub-section. You can simplify, expand, or even summarise here.

Then you are asked for other agreements. The "others" section gives you a bit of space for things like:

- ❖ "Low from doubleton non-honour"
- ❖ "Suit Preference Leads" [—]
- ❖ "Through declarer, Rusinow-style honour leads"
- ❖ "Up to queen in dummy, jack denies higher"
- ❖ "King vs NT asks CT or UB"

Often, however, you will need a numbered NOTE (referring to a SUPP SHEET NOTE labelled "CARDS") to do a complete job. Please keep in mind that carding methods tend to vary around the world. What is "normal" in Scandinavia may be unfamiliar in China. Make your agreements very clear.

3.3. LEADS

Use H for the ace, king or queen; S for the small card that you lead; x for any small card; / to denote alternatives. For example, you lead:

- ❖ Low from honour tripleton: HxS
- ❖ Third best from four to an honour: HxSx....both the above in the "Lo-x" section
- ❖ Second highest from four or more small cards: xSxx(+)in the "Hi-x" section
- ❖ 10 promises 0 higher; or the jack plus ace or king: Top or (A/K)J10x(+)...in the "10" section

In the "vs NT" section, you might use some of the space to describe the SIGNAL expected from third hand on the lead of a particular honour, e.g. for a pair using RUSINOW leads vs No Trump with special Ace and King leads:

Ace AKx(+),AQx(+),Ax(+); ATT
King Strong holding; CT/UB
Queen KQx, KQ(10/9)x
Jack QJ(+), AQJx(+)
10 J10(+), (A/K)J10x(+)
9 109(+), H109x(+)
HI SMALL Sxx[23], XSxx(+)
LO SMALL (H/10)xxS(+),HxS,xxs[23]

Please note the use of an example NOTE [23] to refer to the SUPP SHEET for further description of these leads. In NOTE [23] you might find:

"Low from three small in partner's suit if NOT raised, high if raised; High from three small in other suits."

3.4. SIGNALS IN ORDER OF PRIORITY

For both suit contracts and No Trump contracts, LINE 1 is for your "normal" signal in the three listed situations. If you play (e.g.) "upside down count" as your first priority in most cases, enter: Hi = Odd. The assumption here is that Lo (Low) will cover the opposite case, i.e. Lo = Even.

LINE 2 and LINE 3 are for showing ALTERNATIVE possible meanings for a particular signal. It is necessary to **specify** plainly the principal reasons or conditions for using these secondary meanings rather than the primary meaning (LINE 1) of a card played. You have a bit of room to attempt this on the card (if you can use the "Signals" lines with profit), but in order to accommodate all your variations, it is likely that you will need a NOTE [—] and SUPP SHEET entry in the section labelled "CARDS." Some examples:

- ❖ "Against No Trump we signal standard attitude on the ace, queen, or jack lead, but count or unblock on the king; standard count when we can't beat the card in dummy; upside down count and attitude after trick one;"

- ❖ "Against suit contracts, we give a three-way signal (middle = ENCRG, high or low = S/P) whenever we are known to hold at least five cards in a suit or when dummy has a singleton and no one has mentioned that suit; otherwise normal upside down attitude signals;"
- ❖ "Although we try to signal only when we feel partner needs to know something, our priorities are (1) suit preference; (2) count in a different critical suit; (3) parity of the whole hand; (4) normal count; (5) normal attitude.
- ❖ "We normally play count first, with the following exceptions...."

When you go over your partnership carding agreements, you will realise how many agreements you really have. Try to reduce those agreements to a few short sentences.

3.5. SIGNALS (including trumps):

This is the place to admit to using the trump suit to send some sort of message (see TRUMP SIGNAL, below, for examples), or to admit that you do some special things to help each other out on defence (e.g. SMITH; VINJE). It may be easier to verbalise something here than in the schematic diagram above. Some of the "priority" material can go in here if it is most convenient.

Some possible inclusions follow below

FOSTER ECHO

Against No Trump contracts, third hand plays "second highest" when unable to play a card higher than dummy's or the leader's. An unpopular treatment.

LAVINTHAL SIGNAL

The signaller's card does not relate to the suit itself; by its size it says something about interest in the other suits.

REMAINDER COUNT --- this is the designation to use on the Card

(also known as CURRENT COUNT; PRESENT COUNT)

A signal to show how many cards in a suit are left in your hand AFTER the suit has already been played once, assuming your length has not yet been shown. The so-called "standard" version is: LOW from an odd number; HIGH from an even number of cards remaining.

SMITH SIGNAL

At No Trump (usually), an echo in the first suit played by declarer conveys a special message: When made by partner of the opening leader (when count is not required) the echo says: "I believe you should continue the suit originally led." When made by the opening leader himself, the echo says, "I think you should find a switch." There are several popular variations on the meanings of the echo by one partner or the other (indeed, our definition varies from the original version). If you use a variation, enter "SMITH SIGNAL" and explain.

STANDARD SIGNALS

- (a) High-low (or simply high) to encourage in "attitude" situations;
- (b) High-low to show an even number of cards in "count" situations;

- (c) High relates to the higher (highest) relevant suits in "suit preference" situations;
- (d) High shows an even number of cards remaining in that suit in "remainder count" situations;
- (e) High shows an even number of cards remaining when returning a suit.

ODD-EVEN SIGNAL/DISCARD ---

this is the designation to use on the Card (Also known as: ITALIAN CARDING; ROMAN DISCARD). An odd card encourages; an even card discourages and by its size says something positive about interest in particular other suits.

THREE-WAY SIGNAL

When signaller is "known" to hold genuine length in a particular suit: a low card is suit preference for the lower suit, a high card is suit preference for the higher suit, a middle card encourages a continuation of the suit led. Common applications are at trick one or when dummy holds a singleton in the suit of the signal or when discarding from a long suit.

Specify applicable cases.

TRUMP SIGNAL

High-low (or low-high) in the trump suit can show (please **specify**):

- (f) An odd number of trumps;
- (g) The ability (or interest) to ruff;
- (h) Suit preference;
- (i) Attitude for a particular suit (perhaps like SMITH, below);
- (j) Parity of the hand (three odd suits or three even suits; VINJE)
- (k) Count in a suit critical to partner
- (l) Something else

UPSIDE DOWN SIGNALS

This is the designation to use on the Card (Also known as REVERSE SIGNALS)

Where "standard" methods use a high card to encourage, U/D players use a low card. Where "standard" methods play high-low to show an even number of cards, U/D players use low-high. It is possible to play "standard" count and U/D attitude, or the reverse, or U/D throughout. If you use variations, you must spell them out on the card or in a SUPP SHEET. Include "suit preference" and "remainder count" variations.

3.6. DOUBLES

Note: "Aggressor" - The first player to act positively for the defending side (the side that does not make the first positive bid)

“Advancer” - Aggressor's partner.

3.7. TAKEOUT DOUBLES

Do NOT write “natural” or “standard” or even “jump responses INV” (that is what an opponent would expect with no explanation) here. Try to explain your style and special agreements as clearly as possible. Pattern is a central issue. If you do NOT imply support for ALL unbid suits, mention that first. Appropriate entries in this regard might be:

- ❖ “Emphasise major(s); minors unclear” or
- ❖ “Promise 4OM or 43+Ms; offshape OK”

If you can have an unexpectedly light hand when your shape is perfect (or otherwise), mention that. If you do NOT show extra values when you convert a minor response to a major, or a club response to diamonds, mention that; (see EQUAL LEVEL CONVERSION). Say something about how far a cue-bid response forces the partnership (see CUE-BID) and how far your side plays Responsive Doubles (if at all) after a takeout double and raise.

List any special agreements relating to reopening doubles after: 1x-(P)-P-???

Other special treatments include:

- ❖ 1m-(DBL)-1M-(2M) as NATURAL and invitational (not a cue-bid);
- ❖ 1NT response to double of 1M may be very weak;
- ❖ Jump cue-bid response shows some solid suit, asks stopper;
- ❖ Competitive 2NT by advancer shows weak hand with minors;
- ❖ PENALTY PASS over opponent's redouble;
- ❖ Advancer's cue-bid of opener's suit is NATURAL, NF.

CUE-BID(—)

Specify whether the cue-bid response promises a rebid, and/or whether it is forcing to suit agreement (i.e. a suit must be bid and raised) or to game; if any cue-bids by advancer are to be treated as NATURAL bids; whether support is implied for any particular suit(s); the normal HCP minimum for a cue-bid response to a takeout double; any agreements relating to later doubles by the cue-bidder.

Note: The first two requirements are essential for CATEGORY 3 events, the others useful if time permits. For CATEGORY 1 events, you should do a complete job. CATEGORY 2 is somewhere in between.

HERBERT NEGATIVE(—)

A bid of the cheapest suit by advancer is an artificial negative response.

TRANSFER ADVANCES TO T/O DBL(—)

Simple responses are natural, not strong. Starting with the cue-bid response, advancer's bids are transfers, showing length in the next highest suit and at least invitational values.

Specify the normal HCP minimum for a transfer advance.

EQUAL LEVEL CONVERSION(—)

An agreement that the takeout doubler promises no extra values when he converts (typically) a minor response to a major, or a club response to diamonds. The implication is that doubler has support for only two suits.

Specify if your version of "ELC" is different.

RESPONSIVE (RESP) DOUBLE(—)

A takeout double by advancer when the opponents have bid and raised (perhaps including an ART raise) around a T/O DBL by aggressor.

Please **specify** any special agreements. For example,

- ❖ After a double of 1M, usually less than four cards in OM;
- ❖ After a double of 1m, at least two four-card suits;
- ❖ At least 8 HCP; at least a doubleton in the opponents' suit;
- ❖ Takeout doubler may pass freely when relatively balanced;
- ❖ After double of 1M, takeout doubler's 2NT rebid is SCRAMBLE.

2NT FOR TAKEOUT (SCRAMBLING 2NT/GROPE 2NT)

When the opponents have bid and raised a major suit, and partner doubles (either directly or in reopening seat) for takeout, your 2NT is not natural but an expression of doubt about the best strain. Doubler is requested to bid either (a) his longest suit, or (b) his cheapest four-card suit.

Specify which agreement you use. An immediate suit bid would deny such doubt about strain, implying either at least five-card length or only one place to play; NOT extra values.

Note: An acceptable entry for this might be: "SCRAMBLING 2NT; DBLer bids his cheapest suit"

LEB-VARIATIONS ♠—♥

The use of 2NT (not after partner's natural No Trump opening or overcall; not in "GOOD-BAD" situations) to show weak hands while three-level suit bids show better hands. The most common applications would be as alternatives to SCRAMBLE/GROPE.

Please list the cases in a NOTE [—]

LEAD-DIRECTING BIDS OVER REDOUBLE

A non-jump suit bid after partner's takeout double has been redoubled is lead directing and promises no specific length. In this style it is common to play that advancer's jumps are pre-emptive, and a pass is neutral. After advancer's neutral pass, doubler generally reopens with the cheapest denomination, and a simple bid

by advancer shows length, not strength. If the opponents double, a redouble by either partner is for rescue.

OBAR DBLs(—)

When the "Opponents Bid And Raise," a style that advocates competing particularly aggressively. In effect, both partners are deemed to be in the "reopening" position, e.g.

West	North	East	South
1♠	P	2♠	???

An OBAR DBLs player might double on: x Kxxx AJxx 10xxx. Full disclosure dictates that your opponents know this in advance.

Specify the normal HCP minimum for a takeout double in an OBAR situation.

3.8. SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

A very important section of the card that gives you only enough room to make a start on disclosing your agreements. Describe any double, other than a normal penalty double, that is not covered in the TAKEOUT DOUBLE section, the OVERCALL section, the HIGH LEVEL BIDDING section, and the SPECIAL FORCING PASS SEQUENCES section.

List the situations in which each treatment is used, or (perhaps more practically) state the exceptional cases. It can only help you to cover as many cases as possible. In naming the doubles listed below, it is rare that your job will be complete. Even though the INSIDE OF THE CARD has a column for the level through which you play NEGATIVE DBLs, you must explain the parameters expected in each particular case. Use a reference NOTE to a SUPP SHEET entry if you need the extra space. Some examples of the types of agreements relating to doubles/redoubles that you will wish to include:

- ❖ 1♣-(1♦)-DBL shows at least four cards in both majors.
- ❖ 1m-(1♥)-DBL shows exactly four spades.
- ❖ 1m-(1♠)-DBL strongly suggests at least four hearts, 8+ HCP.
- ❖ Our NEG DBLs beyond the level of 2♠ do not imply any special shape, but do suggest a minimum of 10 HCP.
- ❖ Our NEG DBL of any PRE overcall shows TRANSFERABLE VALUES (i.e. cards useful for both offence and defence).
- ❖ Our RESP DBLs guarantee length in any unbid major, but only suggest length in any unbid minor suit.
- ❖ Our style is to make a lot of speculative penalty doubles.
- ❖ We base decisions to pass OPT DOUBLES on the Law of Total Tricks.
- ❖ "Support Doubles" show either three-card support and a non-minimum hand or a quasi-balanced hand too strong to pass.

- ❖ Maximal Overcall Doubles are used even where the opponents' suit has not been supported; if there is room for a game try in a new suit, the double shows at least a doubleton in the opponents' suit and extra values.
- ❖ A strength-showing RDBL promises a further bid if the auction has not progressed beyond the three-level in redoubler's suit.
- ❖ A double of an opponent's bid in our suit is a request to have that suit led ONLY if the double is made by a known weak hand and the other side is known to hold the balance of power.

Please be advised that if you do not go into this sort of detail (or do not file your complete system) and a contentious matter should arise, you will be judged on the basis of your listed agreements. The most bitterly fought cases involve the removal of slow doubles. It might be completely normal for you to remove this sort of double with a variety of hands, but no Director or Committee will find in your favour without some supporting claim in your system filing. A particularly useful entry on your system presentation is a line or two explaining: (a) how many cards in the opponents' suit are normally expected for a particular double, and (b) how many cards in the opponents' suit you generally require to pass a particular non-penalty double.

Give this section a great deal of care. Use SUPP SHEET [—] freely.

PENALTY DOUBLE (PEN)

A double made with the expectation that partner will pass. Please indicate partnership style, e.g. Many speculative PEN DBLs; At low levels, we do NOT pass a PEN DBL with a void; or, having shown a balanced hand, with BOTH a small doubleton in the opponents' suit and an unbid five-card suit; or Most low-level DBLs are TAKEOUT, not PEN.

TAKEOUT DOUBLE (T/O)

A double of a suit opening bid, or a double of a response to it when partner has passed, or any other agreed-upon double, made in the expectation that partner will remove. If you play very few PENALTY DBLs, you may prefer to define/describe THOSE situations, labelling all other doubles as TAKEOUT.

TWO-WAY DOUBLE (2-WAY)

A double that is either for takeout or penalty; nothing in-between. Partner of the doubler is supposed to look at his hand to determine the doubler's intentions. In reality, this sort of double is most often treated as takeout unless the doubler believes that his partner will be able to read the position easily.

OPTIONAL DOUBLE (OPT)

A co-operative double, showing a balanced hand with enough high cards to defeat the contract in all probability, and with some tolerance for any unbid suit. Partner of the doubler is not expected to remove from fear unless he holds an unusually long suit. List the situations (not covered elsewhere) in which you use OPT DBLs.

NEGATIVE DOUBLE (NEG)

A double by third hand after interference is for takeout. Please state any specific agreements, e.g. 1m-(1♥)-DBL: denies four spades; NEG DBLs beyond 2♠ do not promise any special shape, only HCP; NEG DBL followed by suit rebid = F1 (we use NEG FREE BIDS); No upper HCP limit for a NEG DBL on a hand with no 5-card suit.

COMPETITIVE DOUBLE (COMP)

A double in a competitive auction that conveys the message, "I am unwilling to pass, but have no satisfactory descriptive bid." The typical COMP DBL contains useful values for both offensive/defensive purposes.

Specify the types of marginal hands with which partner of the COMP DOUBLER is expected to pass the double, e.g. "Generally pass a COMP DBL with a doubleton in the opponents' suit and no long suit and/or three-card support for doubler's suit." Please list the types of situations in which you use the COMP DBL.

RESPONSIVE DOUBLE (RESP)

When the opponents have bid and raised, naturally or artificially: a double by advancer after aggressor's takeout double or overcall. This DBL is primarily for T/O, but will generally be strong enough to accommodate a penalty pass should partner hold an awkward balanced hand.

Specify any special agreements, e.g. RESP DBLs show length in any unbid major, but only suggest length in any unbid minor; or RESP DBLs at the three-level or higher promise useful values and some tolerance for partner's suits, no special shape.

RESPONSIVE DOUBLE EXTENDED (RESP-EXT)

When the opponents have bid and raised, naturally or artificially: A double by opener after responder's NEGATIVE DBL,

West	North	East	South
1♣	1♠	DBL	2♠ ???

or a double by aggressor after advancer's RESPONSIVE DBL.

West	North	East	South
1♣	1♠/DBL	2♣	DBL
3♣	???		

Please **specify** any special agreements.

Note: If you use any material variations, enter the NAME in "QUOTES" and explain further.

MAXIMAL OVERCALL DOUBLE (MAX)

A type of competitive double used by either side when both sides have found a fit and there is no room for any other game try. The double shows a hand at least strong enough to invite game. These are prototypes:

West	North	East	South
1♠	2♥	2♠	3♥
???			

West	North	East	South
1♥	1♠	2♥	2♠

3♥ ??

In such situations, 3♠ by South suggests a desire to contest the partscore.

MAXIMAL OVERCALL DOUBLE EXTENDED (MAX-EXT)

A similar sort of double when only your side has established a fit, e.g.

West	North	East	South
1♠	P	2♠	3♥
???			

or when there is room for another trial bid, e.g.

West	North	East	South
1♠	P	2♠	3♦
???			

... in which case you use the double to suggest a balanced game try while 3♥ would suggest an unbalanced game try, not necessarily related to hearts. Material variations can be appended, entering the NAME in "QUOTES."

SUPPORT DOUBLE (SUPP)

A double by opener in competition to show three-card support for the suit bid (or implied) by responder.

West	North	East	South
1♦	P	1♠	2♥
???			

Please specify any minimum strength requirements or variations, e.g. "Support Doubles" show either three-card support and a non-minimum hand or a quasi-balanced hand too strong to pass.

CUE-BID DOUBLE FOR TAKEOUT(CUE-T/O)

A double by opener of a cue-bid response to an overcall. This double is not meant to show a strong suit; rather it is a takeout double of the overcall suit. This is the prototype:

West	North	East	South
1♦	1♥	P	2♦
???			

WEST's double shows short hearts, support for the other three suits, and extra values. A corollary of this treatment is that opener's cue-bid of the overcall suit shows a strong one-suited hand.

USEFUL VALUES DOUBLE (VALUES)

This is the designation to use on the Card. (Also known as TRANSFERABLE VALUES; CONVERTIBLE VALUES; CARD-SHOWING DBL) A double that shows enough overall strength to expect to defeat the contract, but with very few (if any) wasted values in the opponents' suit. Typical holdings: Axx; Jxx; xxx

This double is most often used in high-level competitive situations where a pass by the doubler would not be forcing, e.g.

West	North	East	South
1♥	1♠	4♥	4♠ ???

West would have a good hand interested in bidding 5♥ but unwilling to do so unilaterally. East is invited to take out the double with exceptional distribution.

The double may be used simply as a variant of the classic NEG DBL, e.g.

West	North	East	South
1♦	4♥	???	

when the bidding has bypassed the partnership's normal, structured range for a NEG DBL.

LEAD-DIRECTING DOUBLE (L/D)

A double of a potential final contract that requests or forbids a particular opening lead. You need not mention doubles that arise strictly from the logic of the situation and that are independent of partnership understanding. Since variations are virtually limitless, you are asked to list any specific partnership treatments as well as any agreements based on experience; e.g. DBL of 3NT when we have each bid a different suit asks opening leader to lead his own suit; DBL of 3NT by a player whose partner has taken the only action(s) for the partnership suggests a lead in another suit, usually dummy's; Unsolicited DBL by a pre-emptor suggests interest in ruffing.

Note: Specific conventional doubles, such as the FISHER DOUBLE (not listed in this guide) are best introduced without using a NAME, i.e. write out the partnership agreement instead.

ANTI LEAD-DIRECTING DOUBLE

A double of an opponent's bid in a suit mentioned in a natural sense by your side, at a stage in which it is clear that you would no longer wish to contest the auction. This sort of double sends the message: "I would be happier if you led some other suit; my holding in the suit I am doubling is unusually weak." If you use this treatment, you must alert your opponents to the ramifications of your (and partner's) failure to double. You may enter this treatment in the form shown without further explanation.

SPLINTER DOUBLE

A double of an opponent's splinter bid that is unrelated to the short suit. By agreement, this double might show values in either the higher or lower of the two remaining suits, or it might send the message: "Do not make your normal lead, i.e. in dummy's "fragment" suit.

Specify your precise arrangements, including the cases where double simply shows interest in a save.

You may enter this treatment only if you supply the detail described above either on the card or in a SUPP SHEET [—] NOTE.

4. OUTSIDE OF CARD BACK SECTION

4.1. DEFENSIVE AND COMPETITIVE BIDDING

Your countermeasures against the "standard" opening bids of "Blue" and "Green" and many "Red" systems; and countermeasures by opener's side over an opponent's takeout double.

Your prepared defences against certain popular conventions can be detailed on a separate SUPP SHEET, with the individual defences numbered [D1], [D2], etc. Should you wish to prepare in advance defences against "Red" or "Yellow" systems or against special "Brown Sticker" conventions or unusual understandings that are part of "Blue" or "Green" or "Red" systems, these go on a separate SUPP SHEET, with individual defences numbered [BS1], etc.

4.2. OVERCALLS (Style, Responses, 1/2 Levels; Reopening)

Be sure you give a full description of your style. If you would bid 1♠ over an enemy 1♥ opening with BOTH sides vulnerable on: KQxxx xxxKxx xx, you ought to say something about being aggressive at the one-level (is spades a key factor?); If you often overcall on four-card suits at the one-level, say so (mentioning suit quality would be helpful);

If you would bid 2♣ over an enemy 1M opening with neither side vulnerable on something like: Qxx Kxx Jx AQxxx, you are an aggressive overcaller at the two-level. Do you make distinctions for (say) 1♠-(2♥)? Or if the opponents have found a fit (OBAR)?

If you would overcall 1♣ with 1♥ on: Ax KJ10xxx AKx Ax, you ought to say something about upper range, just as you would if you would never settle for a simple overcall with a sound 17-point hand.

CUE-BID RESPONSE

Promises support? If so, what is the minimum strength? Forcing how far: one round/suit agreement/game/other?

NEW SUIT (by advancer)

After one-level overcall: NF/F1/FG? After two- or three-level overcall: NF/F1/FG?

TRANSFER ADVANCES?

JUMP IN NEW SUIT

After one-level overcall: WEAK/NF/F1/FG/FIT? After two-level overcall: WEAK/NF/F1/FG/FIT? Distinction between jumps to two/three levels?

RAISES (Style)

Simple raise: courtesy/constructive/doubleton support not unlikely? Jump raise: PRE/limit/forcing? Artificial: MIXED/SPLIMITS/SPLINTERS/others?

NOTRUMP RESPONSES (Style)

After one-level overcall: NF(aggressive?)/stopper/F1/Artificial? After two-level overcall: NF/F1/FG/Artificial?

Note any differences if the overcall is in the reopening (balancing) seat.

To do a good job, particularly for CATEGORY 1 and CATEGORY 2 events, you probably need more room, so use a note reference number and pursue the subject on a SUPP SHEET.

There follows a list of treatments that may be applicable to this section.

If the treatment was introduced in detail in the SPECIAL BIDS THAT MAY REQUIRE DEFENCE section, they will be referred to only by NAME or perhaps with limited detail. Please refer to the "SPECIAL BIDS" section to be sure of your responsibilities in including these treatments here.

CANAPE OVERCALLS(—)

An overcall in a four-card suit that guarantees an unknown suit of at least five cards. You must **specify** here any artificial continuations. You must have agreements about P/C responses, cue-bids, No Trump bids. You must have agreements in competition (including Pass/DBL/RDBL)

Note: If the overcall might be on a three-card suit, you are playing a "Brown Sticker" convention.

TRANSFER OVERCALLS(—)

TWO-UNDER OVERCALLS(—)

An artificial overcall in a suit one or two steps below the real suit held. The identity of the suit is known. You must have agreements in competition (including Pass and RDBL)

OBAR OVERCALLS

When the "Opponents Bid And Raise" both partners are deemed to be in the "reopening" position. An OBAR player would probably volunteer 3♣ after: 1♠-(P)-2♠-??? with: xxx x Axx KJ10xxx (perhaps with less).

NONJUMP 2NT FOR TWO SUITS(—)

After your opponents bid: 1M-2M, an overcall that shows length in two of the unbid suits.

Specify style. You must have agreements about continuations, both uncontested and if the opponents compete further (including Pass and RDBL)

PRE-EMPTIVE JUMP RAISE(—)

MIXED RAISE(—)

A jump to the three- or four-level in the opponents suit (below game) after partner's overcall, showing at least four-card support, about a trick- and-a-half defensively, and an unknown short suit.

SPLIMIT(—)

A raise of overcaller's suit that promises shortness in the suit bid and the values for a limit raise.

TRANSFER SPLINTER RAISES(—); SCRAMBLED SPLINTER RAISES(—)

Raises showing a singleton or void in a suit other than suit bid, e.g. 1♠-(2♥)-P-(4♣) = short diamonds, strong heart raise (TRANSFER). 1♠-(2♥)-P-(4♣) = short spades, strong heart raise (SCRAMBLED).

WEAK JUMP SHIFTS AFTER PARTNER'S OVERCALL(—)

If you use these agreements only in certain situations, please **specify**.

Specify the expected range based on experience.

Note the possibility of a five-card suit.

FIT SHOWING JUMPS (FIT)

A forcing jump in a new suit by advancer that promises at least nine combined cards in that suit and the suit that partner overcalled, with a minimum of four-card support. Include in the NAME the nature of the jump, i.e. PRE, INV, FG. You will often need a NOTE [—] to explain fully.

TRANSFER ADVANCES(—)

A scheme of responding to overcalls whereby bids starting with the cue-bid of the opponent's suit show length in the next higher suit. This method enables advancer to show many different kinds of hands economically (in the relevant cases). Aggressor "accepts" the transfer on all hands that would have passed a nonforcing takeout to the suit shown by the transfer; he makes a different, essentially natural bid otherwise.

Specify the normal HCP minimum for a transfer advance. You must **specify** whether the non-transfer new suit bids are F/NF.

4TH SUIT DOUBLE (4TH X♥)

this is the designation to use on the Card. (Also known as SNAPDRAGON DOUBLE) A double by advancer after three different suits have been bids is for takeout, showing length in the fourth suit, usually tolerance for aggressor's suit.

West	North	East	South
1♣	1♦	1♥	???
West	North	East	South
1♦	P	1♥	1♠
2♦/2♥	???		

Please specify any agreements about length and strength, e.g. If suit can be bid at one-level, 4THX implies four cards. If suit can be bid at two-level or higher, 4THX implies five cards. In a 4thx situation, bidding the suit itself implies greater length and does not hint at tolerance for aggressor's suit; nor does it imply a different range of strength. If you use this DBL as EITHER "length in the unbid suit" OR a good three- card raise of overcaller's suit, enter "4THX" in QUOTES and explain.

RAISE DOUBLE (RAISE)

This is NOT another name for SUPPORT DBL.

A double used to show support and values in a jammed auction, e.g.

West	North	East	South
1♠	2♥	2♠	???

South's DBL shows a hand too strong for 3♥, inappropriate for 4♥ or 3♠.

ROSENKRANZ DOUBLE AND REDOUBLE (RKRNZ DBL/RDBL)

A double by overcaller's partner that shows the values for a raise and one of the top three honours in overcaller's suit. If third hand makes a NEG DBL, redouble shows this sort of hand. The corollary is that a simple raise of the overcaller's suit denies one of the top three trump honours.

Note: If advancer need not have the trump support or overall values normally expected for a true raise, enter the NAME in "QUOTES."

RESPONSIVE DOUBLE (RESP)

When the opponents have bid and raised, naturally or artificially: a double by advancer after aggressor's overcall. This double is primarily for takeout, but will generally be strong enough to accommodate a penalty pass should partner hold an awkward balanced hand. The prototype:

West	North	East	South
1♣	1♠	2♣	???

Please specify any special agreements, e.g. RESP DBLs show length in any unbid major, but only suggest length in any unbid minor; RESP DBLs at the three-level or higher promise useful values and some tolerance for partner's suit, no special shape.

MAXIMAL OVERCALL DOUBLE (MAX)

A type of competitive double used by the defending side when both sides have found a fit and there is no room for any other game try. The double shows a hand at least strong enough to invite game, e.g.

West	North	East	South
1♥	1♠	2♥	2♠
3♥	???		

In this situation, 3♠ by South would suggest a desire to contest the partscore while double would be the only game try.

USEFUL VALUES DOUBLE (VALUES)

This is the designation to use. (Also known as: TRANSFERABLE VALUES / CONVERTIBLE VALUES / CARD-SHOWING DBL)

A double that shows enough overall strength to expect to defeat the contract, but with very few (if any) wasted values in the opponents' suit. Typical holdings: Axx; Jxx; xxx

This double is most often used in high-level competitive situations where a pass by the doubler would not be forcing, e.g.

West	North	East	South
1♠	2♥	4♠	DBL

East would have a hand that expects to defeat 4♠ on values (not trumps). West is invited to take out the double with exceptional distribution.

GOOD-BAD 2NT
 BAD-GOOD 2NT or REVERSE GOOD-BAD 2NT
 2NT FOR TAKEOUT (SCRAMBLING 2NT/GROPE 2NT)
 LEB-VARIATIONS ♠—♥

The most common applications would be as alternatives to SCRAMBLE/GROPE. Please list the cases in a NOTE [—]

4.3. 1NT OVERCALL (2nd/4th "live"; Responses; Reopening)

The main purpose of this section is to cover the first (defensive) bid in No Trump made by aggressor that implies willingness to play in that strain. There are three principal cases envisioned:

...2nd position...

West	North	East	South
1♦	1NT		

...4th position "live"...

West	North	East	South
1♦	P	1♥	1NT

If you treat these situations in the same way, enter a global point range; If your range changes for the "live" position, mention that. If your response structure is the same as it would be over a 1NT opening, enter: "As over 1NT OPEN"; otherwise outline them or add a NOTE [—]. Describe also the range for a reopening bid of 1NT, noting any vagaries pertaining to the particular suit opened or to missing stoppers.

...Reopening position...

West	North	East	South
1x	P	P	1NT

If you also treat 2NT by South as natural in (c), mention that and enter a range and some detail about continuations. Mention should also be made in this section of natural non-jump bids of 2NT after the opponents bid and raise a suit, e.g.

...a "live" auction...

	West	North	East	South
(i)	1m	P	2m	2NT
(ii)	1M	P	2M	2NT

If there is a distinction between (i) and (ii) above, please explain. If not NAT, these sequences are covered in the "Overcalls" Section.

GARDENER NOTRUMP OVERCALL(—)

A two-way bid which may be either a natural strong No Trump overcall or a weak hand with a long suit (**specify** style here). Partner may: Pass - if he would pass a strong 1NT overcall or Sign off in a long suit, if he would do so over a strong 1NT.

Bid 2♣ - constructive over a strong NT; The overcaller bids his suit with the weak variant. The overcaller cue-bids or bids 2NT with the strong variant.

If you cater to the weak variant in competitive auctions where there are insufficient clues to confirm your suspicion, you have an obligation to disclose your tendencies and techniques clearly. Failure to do this will create a presumption of improper disclosure should responder guess correctly in an unclear case.

LEBENSOHL-FAST or LEBENSOHL-SLOW

A scheme of responses to a natural 1NT overcall where there has been an action by the No Trump bidder's LHO at the two-level. If you use the same methods after partner's 1NT overcall and third-hand action as over a 1NT opening, you would have mentioned this treatment in the BIDS THAT MAY REQUIRE DEFENCE section (which SEE). Please remember to explain your use of a double by overcaller's partner.

RUBENSOHL

A scheme of responses to a natural 1NT overcall where there has been an action by the No Trump bidder's LHO at the two-level. If you use the same methods after partner's 1NT overcall and third-hand action as over a 1NT opening, you would have mentioned this treatment in the BIDS THAT MAY REQUIRE DEFENCE section (which SEE). Please remember to explain your use of a double by overcaller's partner.

Note: The important issue here is the transfer style.

ESCAPING FROM INT DOUBLED ♠—♥

This is the place to mention that you have a method to escape (including a pass to force a redouble) after partner is doubled in 1NT. You will need a NOTE [—] to explain fully. After you finish with the NATURAL 1NT overcalls flowing from an opponent's opening one-bid, you may have to introduce some special quasi-NAT or non-NAT treatments, as per...

UNUSUAL INT(—)

An artificial overcall (second or fourth position "live") by an unpassed hand that shows length in two known suits.

Specify the suits, the expected minimum lengths, and a rough strength range.

INT OVERCALL FOR TAKEOUT(—)

An artificial overcall (second or fourth position) that shows length in three known suits.

COMIC NOTRUMP OVERCALL(—)

An overcall of 1NT to show a weak hand with a long suit. Partner bids 2♣ to locate the long suit.

Specify the nature of other responses.

4.4. JUMP OVERCALLS (Style; Responses; Unusual NT)

If it's just a question of weak/intermediate/strong one-suiters, you might be able to manage on the line provided, being sure to list any exceptions, if they exist. More than likely, however, you will require a SUPP SHEET [] NOTE. Please note that "intermediate" refers to a hand with some genuine high card values (say about 13-16) and a decent six-card suit, and "strong" is something akin to an Acol two-bid,

with defensive values outside the main suit. If you play weak jump overcalls, your opponents will want to know your style (five-card suits possible; defensive strength, etc)

Are new-suit advances (and jumps) forcing and/or perhaps lead-directing? Be specific. Is a 2NT advance natural or conventional (and if so, what might it ask for)? Transfer advances?

If you have any special agreements about "captaincy" here, please list them. For example: 1♣-(2♠)-DBL*-(3♠); if the raise to 3♠ involves the (weak) jump overcaller to the extent that he might bid 4♠ or double for penalty in competition, that needs to be disclosed.

If you use at least some of your jump overcalls to show two-suiters, you will undoubtedly need a NOTE [—] here also to get the job done; in fact, it is better not to try to squeeze a proper presentation into the two lines allotted. Identify the suits, their expected lengths, and the sort of hand you would expect (strength, defensive values, etc). If you have any specific agreements (including artificial bids) about continuations, please **specify**. You must also **specify** any special competitive agreements (including Pass/DBL/RDBL).

If you use ANY of the following treatments or conventions (or any other two-suited jump overcalls), **YOU MAY NOT SIMPLY ENTER THE NAME**. A proper entry includes the SPECIFIC SUITS shown.

You are expected to provide details (somewhere on the card or a SUPP SHEET) about strength, style, and follow-ups, both with and without competition.

For all the conventions in this and the following sections where naming the suits is essential, a sample presentation is given for each. You may spread the information over two lines rather than (say) four, but if you do have the space, please follow the suggested format.

UNUSUAL NOTRUMP OVERCALL (UNT)

A proper entry for this popular convention might be:

UNUSUAL NT (PRE or STR; 55+)

(1m)-2NT: ♠+om (1M)-2NT: ♦+♣ New-suit bids NAT/NF All jumps in known suits
PRE

GHESTEM

A proper entry for this convention might be: GHESTEM (13+ HCP; 55+)

(1m)-2m: ♠+om

(1M)-2M: OM+♣

1m)-3♣: ♠+♥

1M)-3♣: OM+♦

1m)-2NT: ♠+om

1M)-2NT: ♦+♣

New-suit bids NAT/NF

All jumps in known suits limit

ROMAN JUMP OVERCALLS

A proper entry for this convention might be: ROMAN JUMP OVERCALLS (5/6 losers; 55+ CONC)

(1♣)-3♣: ♥+♦

(1♦)-3♦: ♠+♥

(1♥)-3♥: ♠+♣

(1♠)-3♠: ♦+♣

New suits = NAT/F1

All jumps in known suits limit

(1x)-2NT: Any strong two-suiter (2/3 losers); unbid m resp = ART

On the last line of the JUMP OVERCALLS section, explain your jump overcall structure in the reopening position, as per...

...Reopening position...

West	North	East	South	
(i)	1♣	P	P	2♥
(ii)	1♠	P	P	3♣

noting any differences between the two/three-level or majors/minors.

4.5. DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopening)

Your partner has not yet bid; you cue-bid or jump cue-bid the enemy suit. Unless your arrangement is something like straight MICHAELS, you are likely to need a note on your SUPP SHEET to explain your agreements properly.

If your direct cue-bid shows a two-suiter, you need to **specify** whether new-suit bids by advancer are forcing or nonforcing, and natural vs pass-or-correct (P/C), both without further competition and with competition. And something about how advancer identifies the cue-bidder's "unknown" suit in relevant cases (via a competitive double or No Trump bid, for example). Are all doubles by advancer pure penalty doubles or is the two-suited hand expected to remove with extreme shape (or perhaps otherwise)?

If you use ANY of the following treatments or conventions (or any other two-suited or conventional cue-bids or jump cue-bids), YOU MAY NOT SIMPLY ENTER THE NAME. A proper entry includes the SPECIFIC SUIT(s) shown and could profitably leave out the name altogether.

You are expected to provide details (somewhere on the card or a SUPP SHEET) about strength, style, and follow-ups, both with and without competition. Since there are enough variations in detail to make it meaningless to use a NAME-ONLY entry, your customised version of the convention defines it in every case.

A few examples follow:

MICHAELS CUE-BIDS

A proper entry for this convention might be: MICHAELS CUE (PRE or STR)

(1m)-2m: ♥+♠ (54+); 2♦ advance shows equal M lengths

(1M)-2M: OM+m (55+); 2NT or DBL asks m; m-bid = NAT/NF

All jumps in known suits PRE (but may be tactically strong)

UPPER SUIT CUE-BIDS

A proper entry for this convention might be: UPPER SUIT CUE (Any strength)

(1m)-2m: ♠+♥ (54+)

(1M)-2M: OM+♦ (55+)

New-suit bids NAT/NF

All jumps in known suits PRE (but may be tactically strong)

TOP AND BOTTOM CUE-BIDS

A proper entry for this convention might be: TOP/BOTTOM CUE (Any strength)

(1m)-2m: ♠+om (54+)

(1M)-2♥: OM+♣ (55+)

New-suit bids NAT/NF

All jumps in known suits PRE (but may be tactically strong)

Some other popular candidates for this section include:

COLOURFUL CUE-BIDS

ASTRO CUE-BID

MODIFIED ASTRO CUE-BID

GHESTEM

Please follow scrupulously the format set out in the examples above.

STRONG CUE-BIDS (Near FG)

A cue bid by second hand which promises a one- or two- or three-suited hand almost good enough to force to game.

Specify if you could have only one or two of these hand types or something different. Please add particulars as appropriate.

JUMP CUE ASKS FOR STOPPER(—)

A strong action that shows a long solid suit (**Specify** if it must be a minor, etc) and usually at least one-and-a-half stoppers outside the suit opened. Advancer is expected to bid 3NT with a stopper in the opener's suit. Without a stopper, advancer is expected to bid a new suit with some length and values, or cue-bid, or bid 4♣ (P/C) with a poor hand with no direction, or bid 5♣ with a better hand (P/C).

Specify if the jump cue-bid establishes any forcing passes in competition; any other agreements you might have, including Pass/DBL/RDBL.;any distinctions in the reopening position/majors vs minors, etc.

If you might use this bid with virtually no strength outside the solid suit, please mention that prominently and enter the NAME in "QUOTES". DOUBLE JUMP m CUE = STRONG 4M(—) 1♣-4♣ or 1♦-4♦ shows a strong (Acol-style) 4M bid (M unspecified). 4♥ by advancer is P/C.

Specify whether 4♦ (where available) has any special meaning; if the 4♣/4♦ bid establishes any forcing passes in competition.

If you find too much overlap between the DIRECT CUE-BID and the "two- suiter" part of the JUMP OVERCALLS section above, you might create a SUPP SHEET note entitled "TWO-SUITERS" and list them ALL one-by-one: e.g. (1m)-2m = Majors; (1M)-2M = OM+♣; (1m)-3m = ♠+om; and so on. Add all the details about strength, style, responses, etc. In the two relevant places on the OUTSIDE BACK OF THE CARD, enter the same corresponding NOTE [—]

If you treat any first-turn bids in the enemy suit as NATURAL, please list them here (although you might feel that natural bids needn't be mentioned).

Some examples:

West	North	East	South
(i)	1♣(2+)	2♣/3♣	
(ii)	1♣	P	P 3♣
(iii)	1♣	P	1♥ 2♣/3♣
(iv)	1♣	P	1♥ 2♥/3♥
(v)	1♣	P	1♥ 4♥
(vi)	1♦(0+♦)	2♦	

4.6. VS NOTRUMP (vs Strong, Weak; Reopening; PH)

Insert here not only your conventional method and noteworthy responses

(bids that ask, bids that are correctable, bids that show or deny particular lengths or "playability"), but also any understandings related to fourth-hand actions after third hand has responded to 1NT (e.g. doubling or bidding over Stayman or a transfer response).

You will probably need a NOTE [—] on your SUPP SHEET to get everything across, particularly when you might play different defences against different ranges of No Trump openings and/or different methods by a passed hand. Your double of Stayman or a Transfer bid may vary with the opponents' range as well.

Please say something at the beginning of the section about your philosophy of competing against both strong (perhaps obstructively) and weak No Trumps (perhaps constructively). Please note the nature of a jump overcall, with appropriate variations for the opponent's range, etc. Do you play anything over enemy natural 2NT openings? This IS the place to mention things like delayed actions by second hand after: 1♣(strong)-P-1♦(weak)-P; 1NT ... would you treat this as if the strong clubber had opened 1NT (you could have acted directly over 1♣, however)? You can do this by entering: After: 1♣(strong)-P-1♦(weak)-P; 1NT, act as if over direct STR NT

This is NOT the place to outline your defence to the Gambling 3NT or other non-natural 2NT or 3NT openings.

The conventions listed in this section (and many others not named here) are used after an opponent's 1NT opening bid (and may be used over higher openings). Unless you **specify** otherwise, listing the name of the convention will assume that you play it in second and fourth seat against all ranges of 1NT opening bids AND by a passed hand.

Specify any continuations not included in the definition, and outline your methods in competition.

The following conventions may be used on a NAME-ONLY basis, assuming that your method shows exactly the SUIT COMBINATIONS described. Wherever unspecified, double is assumed to be PENALTY. Other material variations will lead you to enter the NAME in "QUOTES"...

LANDY

2♣ shows at least four cards in each major suit;

A 2♦ advance is ...;

A 3♣ cue-bid advance is a strong inquiry;

A 2NT advance is

RIPSTRA

A bid of a minor suit to show both majors and "length" (often negligible) in the minor bid. An advance in the other minor is ...

A 2NT advance is...

ASTRO

A bid of a minor suit promises at least nine cards in two suits, as per:

2♣: ♠+m

2♦: ♠+any.

Advancer's 2NT is artificial and forcing, suggesting at least invitational values, but not promising another bid. The next suit above the one overcalled is a semi-natural negative, promising at least two cards in the suit bid and denying three-card support for the known major.

In the short selection of conventions that follows, the SUIT COMBINATIONS shown must be specified...the NAME is not relevant.

e.g. BROZEL(DBL = 1-suit; 2♣ = ♣+♥; 2♦ = ♦+♥; 2♥ = ♥+♠; 2♠ = ♠+m; 2NT = ♣+♦)

If you use any other scheme, the name is equally irrelevant. You **MUST specify** the SUIT COMBINATIONS and continuations in the fashion of the treatments depicted below:

ASPSTRO

Promises at least nine cards in the two suits.

2♣: ♥+any; over which

2♦ = P/C,

2NT/3♣ = STR "relay"

2♦: ♠+any; over which

2♥ = P/C,

2NT/3♣ = STR "relay"

With equal majors, aggressor emphasises one at his discretion.

BROZEL

Double shows a normal one-suited overcall(—). Advancer bids 2♣ if he does not wish to defend 1NTx.

The following bids promise at least nine cards in the two suits:

2♣: ♠+♣

2♦: ♠+♦

2♥: ♠+♥

2♠: ♠+m

2NT: ♦+♣

A three-level overcall shows a singleton or void in the suit bid with either a 4441 or 5440 pattern.

CAPPELLETTI

Promises at least nine cards in the two suits.

2♣: any one-suiter; advancer's 2♦ = P/C; new-suit bids = NF 2♦: ♠+♥;
over which 2NT = F1; 3m NF

2♥: ♥+m; over which 2♠/3m = NF,

2NT asks m 2♠: ♠+m; over which 3♥/3m = NF, 2NT asks m

TRANSFER OVERCALLS(—)

TWO-UNDER OVERCALLS(—)

An artificial overcall in a suit one or two steps below the real suit held. The identity of the suit is known. You must have agreements in competition (including Pass and RDBL)

MULTI-LANDY

Promises at least nine cards in the two suits.

2♣: ♠+♥; 3♣ = strong inquiry;

2♦ = NF; 2NT... 2♦: an unspecified major; 2M = P/C; 3m = NF; 2NT...

2♥: ♥+m; over which 2♠/3m = NF, 2NT asks m

2♠: ♠+m; over which 3♥/3m = NF, 2NT asks m

DONT

An acronym for "Disturb Opponents' No Trump" -- a very aggressive style. Suggests at least nine cards in the two suits.

DBL = An unspecified one-suiter; 2♣ = P/C; others = NAT/NF

2♣ = ♣+another 2♦ = M+♦; 2M = P/C; 3♣ = NF; 3M = ?; 2NT = ?

2♥ = ♠+♥; 3m = NF; 2NT = ?

2♠ = NAT, not as strong as DBL, then 2♠; 2NT = ?; 3x = ?

ORTPSA (ASPTR0 backwards)

ASPRO
PINPOINT ASTRO
MULTI-DOUBLE CANAPE
TRANSFER OVERCALLS(—);
TWO-UNDER OVERCALLS(—)

The list is virtually open-ended. You can play whatever you like, with or without a NAME, but you MUST indicate the SUIT combinations shown in every case. Add enough detail to enable your opponents to get a feel for your style and competitive approach.

Here is a possible presentation:

Vs STR or by PH:

DONT (aggressive; 9+ cards);

DBL = any 1-suiter

(2♣ = P/C; both = NAT/NF); 2♣ = ♣+any (P/C; 2NT = F1);

2♦ = M+♦ (2/3M = P/C; 3♣ = NF; 2NT = Leb);

2♥ = ♠+♥ (3m = NF; 2NT = F1);

2♠ = NAT (<DBL->2♠; 2NT = F1; 3x = NF).

Vs WK: CAPPELLETTI (sound; 9+ cards)

2♣: any 1-suiter (2♦ = P/C; new- suits = NF);

2♦: ♠+♥ (2NT = F1; 3m = NF);

2♥: ♥+m (2♠/3m = NF, 2NT asks m);

2♠: ♠+m (3♥/3m = NF; 2NT asks m);

Jump o'call: WK vs STR; "Good" vs WK.

Can you get that on the six lines allotted? Probably not. If you can't, it is best to enter (e.g.) everything related to "Vs STR or by PH" and devote the last line to these words: "Vs WK see [—]" and do the rest on a SUPP SHEET. You could easily leave out DONT and CAPPELLETTI --- the names are not the least bit important. The only reason to include them is that someone familiar with the treatments under those names might save some time and eyestrain.

4.6.1. VS PRE-EMPTS (Doubles, Cue-bids, Jumps, NT Bids)

Unless you do nothing other than double, overcall, or use a scheme involving two or three different bids, you will need a SUPP SHEET [—]

NOTE for this topic.

Start with doubles: takeout/penalty/optional. If not for takeout (or even if so), do you have any (other) artificial takeout bids.

Things like lebensohl responses to doubles of weak two-bids are not played the same way by everyone using this treatment. You might wish to elaborate on "direct" vs "delayed" cue-bids and No Trump bids, etc in a SUPP SHEET [—] NOTE. There

are other schemes of competing against weak two-bids. Be sure you outline adequately at least the essential early bids in your structure.

If you have a package of responses to your natural 2NT or 3NT overcalls after an enemy pre-empt, you may want to use a NOTE [—] to elaborate. Say something about direct cue-bids and jump cue-bids: two-suiters (how strong?)/stopper-seeking/other possibilities.

Some other issues:

- ❖ Does a 4NT overcall show three suits or a specific/non-specific two-suiter?
- ❖ Do any of your jumps over weak two-bids show two-suiters (F vs NF; Style)?
- ❖ What is your approach to passing takeout doubles or passing your version of "optional" doubles for penalties?
- ❖ In the sequence: 3x-P-3y-??? is your double still for takeout?
- ❖ Are there any special forcing pass situations that might best be included in this section?
- ❖ A sampling of related treatments follows:

CMOMODOM

Cheaper minor for T/O over 3M; optional DBL over 3m

LEAPING MICHAELS(—)

Over an opponent's weak-two in a major:

4♣ = OM+♣

4♦ = OM+♦;

Over an opponent's weak 2♦:

4♣ = ♣+M

4♦ = ♠+♥;

Specify whether any of these jumps is to be treated as forcing. Explain your style: is any 5-5 near-opening bid all right?

Note: You must enter all the SUIT COMBINATIONS.

LEBENSOHL AFTER T/O DBL OF NAT 2x

A scheme of responses designed to separate good and bad hand without getting too high after an opponent starts with a natural opening at the two-level. The principle is that advances to the two-level are weak while advances to the three-level are (at least; **specify**) invitational. A 2NT advance is intended as a puppet to 3♣ to enable advancer to sign off or show a variety of better hands.

Please **specify** the meanings of direct vs delayed (via 2NT) cue-bids and direct vs delayed 3NT bids; and also all other special agreements.

Note: For CATEGORY 3 events, great detail is not required

ROSENKRANZ OVER PARTNER'S 3NT OVERCALL

An artificial 4♣ advance after partner's 3NT overcall of opponent's PRE opening. Aggressor replies:

4NT: normal hand;

Cue-bid: 20+ HCP;

New suit: 3NT based on a source of tricks (6+ cards) in that suit.

Specify if other advances are natural or transfers, or ... Does 4NT have any special meaning?

4.7. VS ARTIFICIAL STRONG OPENINGS:

Most important here is to describe your partnership STYLE. Is it acceptable to show a two-suiter over 1♣ with a 4432 yarborough (the ONE QUICK STRIKE approach)? Or do you insist that aggressor hold any five-five or five-four with "decent" suits (the HOPE TO GO HIGHER approach)?

If you use any artificial method, please explain it fully. For example, some play that an overcall of 1♥ shows either hearts or spades, but not both. How does advancer proceed? Some play that a 1♠ overcall is a meaningless noise. What happens next? In these (and related) cases, what does advancer's pass mean if third hand doubles?

If you use a two-suited method, does advancer have some way to play in his own suit? Is there a level at which advancer is "on his own?" Do you have any agreements about Pass/DBL/RDBL/No Trump bids in various situations?

Explain how advancer proceeds after a bid by third hand. Two sample presentations of defensive approaches follow. You may use the NAME or not, but you must **specify** the SUIT COMBINATIONS and your style in any method you present.

CRASH (random style)

Over a strong 1♣ opening:

DBL = Red suits or black suits (colour);

1♦ = Majors or minors (rank);

1NT = ♠+♦ or ♥+♣ (shape; "rounded" or "pointed").

After 1♣-P-1♦:

DBL = colour;

1NT = rank;

2♣ = shape.

Advances are all P/C. To show his own suit, advancer must bid it once, then rebid it. Include a full explanation of your style: lengths/suit quality, etc. Other direct actions are natural, PRE. Tend to pass first with most 13+ HCP hands.

WONDER BIDS (any 54 okay)

Over 1♣, or 1♣-(P)-1♦: Any non-jump bid shows that suit OR the other three (1NT by advancer shows four+-card support for the bid suit); DBL = ♠+♥; NT = ♦+♣; Jump in diamonds = ♥+♦; Jump in hearts = ♥+♣; Jump in spades = ♠+m (NT asks m). Include a full explanation of your style: lengths/suit quality, etc. Tend to pass first with most 13+ HCP hands.

4.8. OVER OPPONENTS' TAKE OUT DOUBLE

This is an important area because both sides will often wish to compete for a round or two. It is also a fertile area for customised treatments. Questions that might be meaningful include: Do you treat a bid in a new suit as forcing or non-forcing (one-level vs two-level)? If a new suit bid is nonforcing, what sort of hand does it show (length, strength, absence of fit, etc)? If your style is to bid whenever you are short in opener's suit, mention that here. Do you play "fit showing" jumps? Or do your jump takeouts have some other natural or artificial meaning? Do you use a method of transfers? Do you use 2NT/3NT as raises (limit/PRE/FG)? Are there artificial (weak) bids that your opponents should know about. Splinters? Are jumps to game defined as weak or might you have a good hand? Do you have some special approach to responder's redouble? Balanced hand? Lack of support for a major/minor? Two four-card suits? Or anything else? Does the combination of "Pass, then Double," carry any inferences? What is your style with a unilateral penalty double of any suit that the opponents' should bid (RDBL first, or Pass first)? If you have any partnership experience introducing new suits that you don't really have, you might mention it here too. Maybe you missed it in PSYCHICS.

Please explain as fully as possible in the space provided, continuing in a SUPP SHEET [—] NOTE, if necessary.

Some related treatments:

JORDAN 2NT

- (m) A jump to 2NT is a limit raise of opener's suit.
- (n) A jump to 3NT is a forcing raise of opener's suit.

In both cases, please **specify** minimum trump length.

"TRUSCOTT 2NT"

Similar to JORDAN, but with some options and variations, including:

A jump to 2NT after partner's minor suit opening is a PRE raise; 3m = limit.

Specify your particular variations from the JORDAN version.

CAPPELLETTI (CAPP/IMX)

A system of raises and transfers after an opponents doubles 1M for takeout: **Specify** your particular agreements.

1M-(DBL)-2♣ = CONSTRUCTIVE RAISE(—)

Self-explanatory;

1M-(DBL)-INT = CONSTRUCTIVE RAISE(—)

Self-explanatory ;

FIT-SHOWING JUMPS (FIT)

Include in the NAME the nature of the jump, i.e. PRE, INV, FG.

WEAK JUMP SHIFTS

Specify style (e.g. five-card suit possible)

4.9. FINAL NOTES ON OUTSIDE OF CARD:

There is a very important distinction between bids and treatments which require advance announcement (because they occur in auctions which are likely to be competitive) and bids in strong, non-competitive auctions.

You are bound to make some mistakes or leave some things out in the process of completing the Convention Card. Be especially careful with items involving competitive or potentially competitive bidding because the damage to your opponents that can result from an omission is so much greater.

The onus to disclose is on the user of any convention or treatment. In a contentious case, an omission of something that might have mattered will most often be deemed conclusive.

5. INSIDE OF CARD

5.1. OPENING

In this column, list them all, in ascending order. The opening bids listed here cannot be contingent upon the provisions of opponents' system.

Since you can't tell whether you're going to run out of space, you should budget your space before starting and see how that turns out. You might save some space by combining certain bids: if, for example, your structure over all PRE three-bids is the same, you may include just one entry in this form: "3x" ... and use as many lines as necessary to describe the bids themselves and what follows.

A caveat: try not to write on the farthest left part of this column - that somehow gets snipped off in the photocopying and causes everyone grief.

5.2. TICK IF ARTIFICIAL

Tick any opening bid that does not denote willingness to play in the stated denomination or that does denote willingness to play in another denomination. Include "Pass" and tick it when it has a special meaning. Do not tick 1♣ or 1♦ just because your system allows an opening bid in a three-card minor. However, do tick when an opening in a two-card or shorter suit is permitted.

5.3. MINIMUM NUMBER OF CARDS

This column should be completed whenever the opening promises length in a specified suit or suits.

If you open five-card majors in first and second position, put a "5" in the appropriate 1M box. In the "Description" section, however, be sure to mention prominently that you might have only four cards (does suit quality matter?) in third or fourth position. Which suit would you open with four- four in the majors when you choose one; or would you not open 1M with four- four, even in third or fourth position?

If you enter a "3" in the appropriate 1m box, be sure to mention in the "Description" section the cases in which you will have only three cards.

If, for example, you might open 1♣ and not 1♦ with 4♦333 pattern (this is a popular treatment in France), you must mention that.

5.4. NEGATIVE DOUBLE THRU

This starts out as a straightforward exercise, but somewhere on the card you've got to explain the strength and character of the NEG DBL. The DOUBLES section on the FRONT OF CARD, MIDDLE SECTION with a cross-reference NOTE [—] to a detailed SUPP SHEET entry will do the job. If you know that a NEG DBL implies, promises, denies, or refuses to state ANYTHING AT ALL, please mention that in one of the appropriate places. If you can add an adjective or two to describe your NEG DBL style, you might save some space and get the job done,

e.g. "Mostly non-specific NEG DBLs," or "NEG DBLs classic thru 2♠, loose higher"

5.5. DESCRIPTION, RESPONSES, SUBSEQUENT AUCTION

Before you start, please keep in mind that your opponents want to know as much as possible about the opening bid itself (tendencies toward aggression or conservatism, unusual patterns (e.g. No Trump openings with singleton honours {SPL H}, or even small singletons {SPL x}, six-card suits, five-card M, or balanced canapé patterns) that you lump into a particular initial action, bad patterns that you might pass if you are not full value), and about your "approach" with initial responses. For example:

- ❖ What do you open with four-four or four-five in the minors (in a non-canapé system)?
- ❖ Do you bid your suits up the line as responder? Does strength matter?
- ❖ How light can you be to respond to 1m? Or to 1M?
- ❖ What is your approach to opening 11/12-point BAL hands?
- ❖ If your hand is unbalanced, how light can your hand be to open with a one-bid?
- ❖ Do you promise any minimum defensive strength (honour tricks) to open?
- ❖ If you use an obstructive gadget, what is your style with regard to suit quality, outside strength, TRUE maximum strength?
- ❖ Pre-emptive style: Rule of 2 and 3 or something similar, suit quality, outside strength, variations according to position, etc, etc.

Hardly anyone does a proper job here. You know the sorts of hands with which YOU pre-empt. So should your opponents.

What you are trying for is a blend of "not too much" and "not too little" in the RESPONSES and SUBSEQUENT AUCTION sections. Although you might feel that "NAT, 6+ HCP" does the trick, that is wasteful. If you say NOTHING, your opponents would assume just that "standard" practice. A statement like "Resp VERY light, M first unless STR" covers a lot of ground, and would be particularly useful.

You must deal with all conventional or artificial responses and rebids. If you open or respond with an OBSTRUCTIVE or MULTI-MEANING bid, it is essential that you deal with ALL early auctions. What do you do if someone doubles or overcalls? Does your "relay" for further information promise any strength at all? How do you develop the auction if you have a good hand? Can you show your own suit in response? Does this change in competition? Might you randomly pass an artificial opening or response without length in the suit you are passing? SUPP SHEET notes are almost surely in order, especially since some of your badly-needed space for these bids is being encroached upon by the HIGH LEVEL BIDDING section.

Although you can elaborate on "Splinter" bids and rebids in the HIGH LEVEL BIDDING section, say something about strength IF they (a) do not force to game, or (b) fall below the HCP values normally associated with such a bid.

Essentially, you've got to take the bidding through 2NT and through the first two rounds of bidding at any level wherever there are related special understandings. For CONSTRUCTIVE treatments, try to be as concise as possible; if you are

embroided in an artificial method, just summarise on the card and supply details (at least for CATEGORY 1 and CATEGORY 2 events) in a SUPP SHEET. Even there, provide just enough guidance to enable an interested reader to figure out what you're doing. Best in such cases is a meaningful example sequence (or two or three) with annotations. If you have a lot of well-defined follow-up sequences, the body of the card will inevitably have a lot of entries like: "1♣-1x; 1NT-2♣ = PUP2♦ [—]" ... don't clutter up the inside of the card with detail that is better accommodated on a SUPP SHEET.

Note: While inadequate presentations in this delicate area have not in the past deprived partnerships from using OBSTRUCTIVE or MULTI-MEANING bids, that is no longer the case. You can be sure that the more equitable approach (deprivation) will now be employed. Be prepared to give your opponents all the information they require to plan an adequate defence. You are not entitled to gain because of the surprise factor.

The following conventions/treatments may be mentioned by name only (with the requested clarifications) if they are played as described. If you play a material variation of the convention, place the NAME in "QUOTES" and note the differences, or describe your version in full.

INVERTED MINOR RAISES – 1m-3m(—)

1m-2m is forcing for one round, guaranteeing at least the values for a limit raise (—).

Specify "unexpected" follow-ups. 1m-3m is a weak raise. The key issue is "how weak?" If you expect opener to rebid 3NT with a BAL 18-19 or so, you are playing the mainstream version. If opener is expected to pass with such a hand, your opponents should know about this. The "range" section after the NAME should make this very clear.

REVERSE FLANNERY RESPONSES TO 1m – ...

1♣-2♦ = ... (—); 1m-2♥ = ... (—); 1m-2♠ = ... (—),
1♣-1♦ MAY BE SHORT(—)

This is not for strong club systems. Many pairs respond 1♦ to 1♣ on a short holding for systemic reasons or for convenience. Elaborate, please.

1♣-1M BYPASSES DIAMONDS(—)

If you respond in a four-card major rather than bid an equally long or longer diamond suit, enter the NAME and appropriate strength range.

1♦-1M MAY BE THREE CARDS(—)

If your system or experience makes this feasible, include this entry.

1m-1M ARTIFICIAL(—)

This is for things like: 1♦-1♥ is either NAT or FG relay.

1x-INT FORCING TO GAME

This is for specialised systems (usually RED ones).

IX-NONJUMP NEW SUIT = NONFORCING(—)

In systems where there are other bids available to invite game or to force, a simple response may be treated as NF. Minimum length expected?

WEAK JUMP RESPONSES(—)

Self-explanatory.

Specify the expected range based on experience. Note the possibility of a five-card suit.

BARON 2NT RESPONSE(—)

A natural treatment most frequently found in Acol-style systems. A direct response of 2NT to an opening one-bid shows a balanced of roughly 16- 18 HCP, no five-card suit. Natural continuations. Describe any special agreements.

ARTIFICIAL REBIDS AFTER NAT 1♦-2♣(—)

If you solve the difficulties flowing from this sequence in any artificial or conventional manner, please **specify**.

CROWHURST

A 2♣ range/support inquiry after a wide-range 1NT rebid by opener. Include relevant F/NF and non-2♣ continuations. NEW MINOR FORCING 2♣ CHECKBACK. A 2♣ or 2♦ STAYMAN-like inquiry after a 1NT rebid by opener. Include relevant F/NF and non-checkback continuations.

TWO-WAY CHECKBACK

A two-tier secondary STAYMAN-like inquiry method after a 1NT rebid by opener: both 2♣ and 2♦ are artificial inquiries, but 2♦ is reserved for FG hands. Include relevant F/NF and non-m continuations.

Note: A variation of this method treats responder's 2♣ as a puppet to 2♦, after which responder describes various (mostly INV) hand types. Enter the NAME in "QUOTES" and explain.

TRANSFERS OVER 1NT REBID

CHECKBACK STAYMAN AFTER 2NT REBID

An artificial 3♣ rebid by responder after opener's jump rebid of 2NT to enquire about major suit holdings (support, unbid suits), and perhaps other distributional features (**specify**).

Note: A variation of this method treats 3♦ as the artificial check- back mechanism, and uses 3♣ for other purposes (e.g. WOLFF)

TRANSFERS OVER 2NT REBID

WOLFF SIGNOFF (enter here 3♣ or 3♦) OVER 2NT REBID

An artificial 3♣ or 3♦ rebid by responder after opener's jump rebid of 2NT to enable the partnership to stop below game when responder has a weak hand with a long major (or in some variations, both majors).

Please outline the specifics of your version.

4th SUIT FORCING/ARTIFICIAL (4SF)

A nonjump bid of the only unbid suit by responder at his second turn is a constructive waiting move promising nothing about the suit named. State the nature and extent of the force (including any exceptions, e.g. 4th suit 1♠). FG/F1/F2NT/Can pass simple rebid/other?

Specify the nature of any subsequent jumps by either partner. INVERTED 1♠/1NT RESPONSES TO 1♥ 1♥-1NT suggests at least four spades (if five, please **specify**) 1♥-1♠ is a forcing relay, not unlike the forcing No Trump response. You must have an agreement about 1♠-1♠; 1NT (NAT or 4522 raise).

FORCING INT OVER IM(—)
SEMI-FORCING INT OVER IM(—)

Explain any ultra-weak or ultra-strong applications; the possibility of bypassing spades over 1♥; support types that might start with 1NT.

Specify any artificial treatments within this framework.

IM-2x ARTIFICIAL(—);
1x-NONJUMP 2y ARTIFICIAL(—)
TWO OVER IM FG

Specify agreements about style (e.g. Fast Arrival vs Picture Bidding) and suit lengths, extra values, etc.

BERGEN RAISES

OF 1M 1M-3♣ = 7-9; 3♦ = 10-12; 3M = 0-6 (all with four trumps); 2M = three-card raise; 2NT = FG four-card raise; 4M = PRE.

IM-3M PRE-EMPTIVE(—)
JACOBY 2NT(—)

A 2NT to 1M by an unpassed hand is a forcing raise with unlimited strength (although opener expects roughly 13-16 HCP). Opener rebids: a new suit at the three-level to show SPL; a new suit at the four-level to show length; 4M with a BAL minimum; 3M with extra values, and 3NT with a sound balanced hand.

Specify your customised agreements. If there are material variations, enter the NAME in "QUOTES."

STENBERG'S 2NT(—)

A 2NT to 1M by an unpassed hand is a forcing raise with unlimited strength. There are many variations in the rebid structure.

Specify, please.

SPLINTER (SPL) BIDS AND RAISES
TRANSFER OR SCRAMBLED SPLINTER RAISES(—)
SPLIMITS(—)
FRAGMENT (FRAG) RAISES

An unusual jump on the second round of bidding to show a "fragment" (typically three cards) in the suit bid and excellent support for partner's suit, and shortage in the unbid suit, e.g. For the sequence: 1♠-2♣; 2♠-4♦ Resp might hold: Kxx x AJx AJxxxx; For the sequence: 1♠-2♥; 4♦ Opener might hold: AKxxx QJxx AJx x

SWISS(—)

In response to an opening bid of one of 1M, direct responses of 4♣ and 4♦ are artificial sound balanced raises to game with specific features (e.g. number of aces, control cards, etc). If you employ this convention, please **specify** these features.

LONG SUIT GAME TRY

HELP SUIT GAME TRY/TRIAL BID

A try for game after a suit has been raised. The new suit bid focuses on a suit of at least three cards in both cases. The "Long" version is most likely to be this sort of four-card holding: Kxxx Qxxx AJxx. The "Help" version is based on similar holdings and also: xxx, Axx, Qxx, Jxxx. More assistance is needed opposite a "Help" try.

SHORT SUIT GAME TRY

A try for game after a suit (usually a major) has been raised. The new suit bid shows a singleton/void, asks responder to evaluate the degree of fit.

TWO-WAY GAME TRY;

THREE-WAY GAME TRY

A method that combines both long-suit and short-suit game tries after a major suit raise. After 1♥-2♥: 2NT/3♣/3♦ are short suit tries in ♠/♣/♦ respectively; 2♠ puppets to 2NT, over which 3♣/3♦/3♥ are NAT (long/ help suit) tries. After 1♠-2♠: three-level new suits are short tries; 2NT relays to 3♣, over which 3♦/3♥/3♠ are long suit tries with ♦/♥/♣. In the THREE-WAY version, 1M-2M; 3M is also a game try with a specific meaning, e.g. "I need help in trumps," or "I have six or seven good trumps and I'm interested in 3NT; can you bid it?" **Specify**.

STAYMAN (STAY)

In response to a 1NT or 2NT opening or overcall, a minimum bid in clubs asks the No Trump bidder to respond, at the minimum level: diamonds with no four-card major; hearts with four hearts (may also have four spades); spades with four spades.

Specify variations.

Specify if your version of Stayman does not promise a four-card major.

- ❖ NONFORCING STAYMAN caters to weak responding hands and permits the bidding to end below 2NT.
- ❖ FORCING STAYMAN requires at least INV values from the 2♣ bidder; F2NT.

TWO-WAY (CARTER) STAYMAN

In response to a 1NT opening or overcall, 2♣ is Nonforcing Stayman (responses as in STAYMAN above) and 2♦ is FG. To 2♦, opener rebids: 2♥ with four hearts (not four spades); 2♠ with four spades (may contain four hearts); 2NT with no four-card major; and a bid at the three-level with any five-card suit (with a five-card major, **specify** any agreements about length in the other major).

Specify also any additional special rebids (e.g. 3NT) that you employ.

BARON COROLLARY ...TO 2♦ FG STAYMAN –

After 1NT-2♦(FGSTAY); 2NT(no 4M)-???, a 3♣ bid by responder now asks opener's precise distribution. Opener replies 3♦ with 4♦333; 3NT with 4♣333; 3♥ with precisely 2344; 3♠ with precisely 3244.

PUPPET STAYMAN (PUP STAY)

After a 1NT opening and Stayman 2♣ response, the opener bids as follows:

2♥ or 2♠ with five cards; otherwise 2♦.

Over 2♦, responder bids:

2♥ with four spades;

2♠ with four hearts;

2NT with a minimum hand and

4♠+4♥; 3NT with a maximum hand and 4♠+4♥.

Specify any further agreements. With material variations, enter the NAME in "QUOTES."

JACOBY TRANSFERS (JTB)

After a 1NT or 2NT opening bid, a response of 2♦ promises length in hearts; 2♥ promises length in spades. Strength is not specified.

Specify any unusual or artificial further developments.

Specify your methods in competition (including DBL/"free" 2M vs Pass/RDBL). If you may "break" the transfer (bid higher than 2M as opener), please outline your agreements.

WALSH

After a Jacoby Transfer of 2♦, responder's continuation of 2♠ over 2♥ changes the original meaning of the 2♦ bid. 2♠ acts as a puppet to 2NT, over which responder can use the various available three- and four-level rebids to show different types of hands.

Specify which. In this method, opener can "break" the transfer to hearts (i.e. with a particularly good hand for play in hearts) only by bidding 2♠. Then responder's 2NT continuation confirms that he really has hearts; all other bids are in the WALSH structure, as they would have been after: 1NT-2♦; 2♥-2♠; 2NT-??? **Specify** any special competitive agreements.

TEXAS TRANSFER BIDS; SOUTH AFRICAN TEXAS

The use of four-level transfer bids after a natural 1NT or 2NT opening.

TEXAS:

4♦ transfers to hearts,

4♥ transfers to spades.

SA TEXAS:

4♣ transfers to hearts;

4♦ transfers to spades.

FOUR-SUIT TRANSFERS

A method that incorporates standard Jacoby Transfers and two of three other bids (2♠/2NT/3♣) to show length in clubs or diamonds.

Specify which. Strength is not specified.

Specify any unusual or artificial further developments.

Specify your methods in competition (including DBL/"free" 2M vs Pass/RDBL). If you may "break" the transfer (bid higher than 2M/3m as opener), please outline your agreements.

SMOLEN TRANSFERS

After a 1NT (or 2NT) opening and a 2♦ (or 3♦) response to Stayman, responder bids his four-card major at the three-level to show at least five cards in the other major, FG values.

Specify any unusual or artificial further developments.

WEISSBERGER

After a 1NT opening and a 2♦ response to Stayman, responder's "raise" to 3♦ is not natural; it is used as an inquiry for three-card majors on a hand with (1) 5♠+4♥/FG values; (2) 5♠+5♥ FG; (3) 5♠+5♥ INV. With three-card spade support, opener rebids 3♠ or 4♠; without three spades and presumably with three hearts, opener rebids 3♥ with a minimum or 3NT with a maximum. This treatment is perhaps more frequently used only with at least five- five, INV values or better.

Specify your version and any unusual or artificial further developments.

Specify if you use this over 2NT also, with any different parameters.

CONOT 2♠ OR 2NT FOR MINORS; MINOR SUIT STAYMAN

A conventional agreement to use either a 2♠ or 2NT (**specify**) response to 1NT to show length in both minor suits, strength unspecified. Although there are many variations (**specify** yours), a common feature is a continuation of 3M by responder to show shortness.

Specify any unusual or artificial further developments.

FLINT 3♦

FLINT 3♣;

REVERSE FLINT

After a strong 2NT opening, responder bids 3♦ as a puppet to 3♥. With a weak hand, responder passes or bids 3♠/4m, expecting opener to pass. If responder continues with 3NT, he is making a mild slam try with real diamonds. Bids of 4♥ or higher also confirm real diamonds and a good hand.

Specify agreements. A direct response of 3M = FG. In the 3♣ version, 3♣ puppets to 3♦, enabling the partnership to stop at 3♦; a 3♦ response is Stayman.

Specify any unusual or artificial further developments.

BARON 3♣

After a 2NT opening, 3♣ asks opener to bid his suits upwards (3NT = clubs).

GLADIATOR 2♣

As in REVERSE FLINT, but 2♣ over 1NT. 2♦ is Stayman. Responses of 2M are natural and forcing. Explain fully.

Specify any unusual or artificial further developments.

CONFIT/SUPER CONFIT

A convention that allows the responder to a No Trump opening to ask for the number of controls (**specify** which bid does this) when his hand is balanced. If sufficient controls are present for slam (at least 10 of 12) the search for an eight-card trump fit begins by showing biddable (Qxxx or better) suits "up the line." No Trump bids may be passed, but suits are forcing to agreement. In the SUPER variant, the partnership is forced to at least 6NT and the same principles are applied. If there are less than 12 combined controls (all of them), responder signs off at 6NT. Any suit is biddable in this treatment.

Specify which bids are used for CONFIT/SUPER CONFIT

CONTROL-SHOWING RESPONSES TO 2♣

An ace counts as two controls, a king one. Responder shows his controls by steps: 2♦ = 0/1; 2♥ = 2; 2♠ = 3; 2NT = 4, etc. If your version differs, please explain.

SECOND NEGATIVE

After a strong 2♣ opening, 2♦ response, and rebid, an artificial rebid by responder to show extreme weakness. The traditional treatment is to use 3♣ for the SECOND NEGATIVE after a 2M rebid, the cheapest step after 3m.

Specify if your version is different. If you use a direct 2♥ response to 2♣ to show extreme weakness, with 2♦ showing some values, enter "2♥ DIRECT SECOND NEGATIVE" on your card. 2♣-2♦; 2♥ = NAT, or BAL 25+HCP.

Specify relevant followups.

OGUST RESPONSES TO WEAK TWO-BIDS

A scheme of step responses to a 2NT inquiry that enables the weak two- bidder to describe his overall strength and his suit quality. The Ogust rebids are:

- 3♣: minimum strength, poor suit;
- 3♦: maximum strength, poor suit;
- 3♥: minimum strength, good suit;
- 3♠: maximum strength, good suit;
- 3NT (optional): solid suit.

Some partnerships prefer to reverse the meanings of 3♦ and 3♥ ("OGUST").

You may also enter the following opening bids, which were introduced in detail for inclusion on the OUTSIDE FRONT of the card:

MULTI 2♦(... weak 2M; or ...)

An artificial opening bid with several meanings. The ONLY weak type must be a weak-two in a major suit.

Specify with one descriptive word in the NAME LINE before the word "weak" ... your STYLE for the weak 2M type: standard (i.e. fair six-card suit), or undisciplined (i.e. bad six-card suit or often fair five-card suit acceptable) or random (anything is acceptable). You may prefer a more descriptive adjective. Then replace the word "or" with the strong hand types, using semi-colons. Here is a proper entry on the card:

e.g. MULTI 2♦(random weak 2M; 17-24 3-suiter; 25+ BAL)

On the inside of the card, you must include a full description of range and style for the weak type. Apart from the "standard" agreements about Pass; 2M; 2NT (**specify** rebids), you must have agreements about responses of 3m and 4m; about opener's immediate continuations with the strong hand type(s) over simple and jump responses; and in competition (including Pass and RDBL).

Note: If you have some special agreements, such as: "might pass a 2♥ response randomly with a weak 2♠" or "pass over an opponent's DBL of 2♦ means nothing," such variations are sufficiently important to merit "QUOTES" around the NAME.

Note: For Multi 2♦, some "requirements" details are repeated, but for all the other bids, it is assumed that you will consult the BIDS THAT MAY REQUIRE DEFENCE section for instructions.

FLANNERY 2♦(—);

FLANNERY 2♥(—)

ANTI-FLANNERY 2♦(—);

ANTI-FLANNERY 2♥(—);

ANTI-FLANNERY 2♠(—)

2♠ – BOTH MINORS(—);

2NT – BOTH MINORS(—)

ROMAN 2♣ – ANY THREE-SUITER(—);

MINI-ROMAN 2♦ – ANY THREE-SUITER(—)

2♥ – HEARTS PLUS TWO OTHERS(—)

WEAK 2M + MINOR(—)

ROMAN 2♦: ANY STRONG THREE-SUITER(—)

Note: The conventions known as BLUE TEAM 2♦ or NEAPOLITAN 2♦ are to be described as "ROMAN 2♦: ANY STRONG THREE-SUITER(—)" and the responses can be noted on the inside of the card. If applicable, change THREE-SUITER to 4441.

ROMAN 2♥ – 5+♥/4+♣(—)

ROMAN 2♠ – 5+♠/4+♣(—)

Note: you may save a line on the card by writing: ROMAN 2M:
5M/4+♣(—)

TARTAN TWO-BIDS –

Multi-meaning opening bids of 2♥ and 2♠ that show either an Acol two-bid in the suit named, or a hand with 5-9 HCP, at least five cards in the suit named and at least five cards in a second, unspecified suit.

Specify responses and further details, including new suit bids and arrangements in competition.

TWO-WAY TWO-BIDS(...when weak)

Specify the style when weak.

PRECISION 2♦(—);

PRECISION 2♥(—)

2♦ = WEAK MAJOR TWO-SUITER(—);

2♥ = WEAK MAJOR TWO-SUITER(—)

Note: It is not uncommon to use this opening with only five-four or four-four in the majors. If so, put the NAME in QUOTES.

TRANSFER PRE-EMPTS(—)

TWO-UNDER PRE-EMPTS(—)

GAMBLING 3NT

ALDER 3♠

3NT = SOLID MAJOR

Also known as KANTAR 3NT

NAMYATS(—)

5.6. PASSED HAND BIDDING

This section has been revamped to allow more room for your understandings. There may be lots to do here. Give this your close attention and expand where necessary. If you treat a new suit response by a passed hand as forcing, mention it.

Specify any changes in your agreements about a passed-hand 1NT response to a major or about the length requirements for a passed-hand two-level response.

Include details on the following, if applicable:

- ❖ "Fourth Suit" by PH;
- ❖ "Artificial relays not on by PH" (e.g. 1D-1H* may now be CLEARLY NAT);
- ❖ Jump shifts and raises by PH (different meanings, e.g. FIT or SPLIMIT);
- ❖ Jump to 2NT or 3NT by PH;
- ❖ Jump to 3♣ (affected by DRURY?);

DRURY

A response of 2♣ by a passed hand to 1M, is artificial and asks opener to clarify his range. Opener rebids 2♦ if minimum or makes any other bid with sound opening values. 2♣ does not promise a fit. This is the original version of DRURY, played by almost no one.

Specify how opener describes his hand in competition (include 2♣-DBL).

DRURY (FIT)

As in Drury, but responder promises limit/constructive raise (**specify**) values in support of opener's major, at least three-card support.

Specify any other artificial rebids or continuations.

Specify how opener describes his hand in competition (include 2♣-DBL).

REVERSE DRURY (FIT)

As in Drury (Fit) but opener's rebids are changed. Opener rebids: 2♦ with a sound opening bid, 2M with a minimum, 2♥ (after a 1♠ opening) with a minimum and four hearts.

Specify higher bids according to agreement.

Specify any other artificial rebids or continuations.

Specify how opener describes his hand in competition (include 2♣-DBL).

Note: It is also possible to play all these Drury variations after an opponent's overcall of 1♠ over 1♥. **Specify** if you do this.

TWO-WAY DRURY (FIT)

Both 2♣ and 2♦ responses by a passed hand are used to show values and trump support. One is used to show three-card support, the other to show four (**specify**).

Specify any other artificial rebids or continuations.

Specify how opener describes his hand in competition (include 2♣-DBL).

5.7. HIGH LEVEL BIDDING

Simply listing Cue-bids is inadequate. For example, "Cue style: first and second round controls are treated initially as equals; first round controls may have to be rebid in grand slam auctions" or "Show first round controls before second, except king in partner's suit" would be more meaningful.

Blackwood variations not included below must be explained. Do not assume that the version named is the same version that you play; you are ALWAYS safe by LISTING THE RESPONSES.

You may wish to add a SUPP SHEET note to explain the order of responses and pattern of responses to relays if you have not already done so in the body of the inside of the card.

Best is to include self-explanatory items like "4NT in cue-bidding auctions is a waiting bid," but a substantial list of treatments is being supplied below for inclusion on a name-only basis, if you prefer. The idea is that when one side dominates the auction, the need for the other side to know a lot of detail at each turn is minimised.

With slam agreements, a comprehensive approach can only help you, but the real answer is to file your complete system at the Convention Card desk, not to provide three SUPP SHEETS of specific artificial sequences.

For contested auctions, you should deal with "pass and pull" sequences here rather than in the SPECIAL FORCING PASS section. Explain any agreements you might have about actions in forcing vs nonforcing situations at high levels. Indicate any agreements about showing or denying control of an enemy suit.

Indicate also any "defensive" agreements for situations where your opponents are in a slam sequence: e.g. measures for assessing a save, such as a double that denies or promises a defensive trick(s).

Some of the following constructive bidding tools and slam-zone conventions are included to introduce them to a wider audience for recognition purposes. Users will have to provide details at the table in any case.

SPLINTER BIDS

TRANSFER SPLINTER RAISES(—)

SCRAMBLED SPLINTER RAISES(—)

AUTOSPLINTER/SELF SPLINTER

An unusual jump which shows shortness in the suit bid and a long, quality suit that has (usually) not yet been explicitly supported. Often employed in No Trump auctions, e.g.

1NT-2♦(JTB); 2♥-4♣ Responder might have: Axx KQ10xxx Kxx x 1♣-1♠;

1NT-4♦ Responder might have: AQ10xxxx Kxx x Ax

FRAGMENT BIDS

SWEEP CUE-BIDS

A structured cue-bidding method that uses principles of combining cue-bids to show and deny specific holdings. More detail is required from the users, perhaps in a NOTE [—].

SCAN/SPIRAL SCAN

A structured cue-bidding method that uses principles of combining cue-bids to show and deny specific holdings, but the various elements of interest are given a particular order of priority in a coded step system. The scan can be repeated to deal with lesser holdings, again in a particular order. More detail is required from the users, perhaps in a NOTE [—].

SERIOUS 3NT

When a major suit has been strongly agreed, a cue-bid at the four-level is not as strong a slam try as a waiting bid of 3NT. More detail is probably required from the users, perhaps in a NOTE [—].

LAST TRAIN

There are several versions of this treatment, some of them used in combination with SERIOUS 3NT. A common thread is that a four-level cue-bid in the suit immediately below the agreed major in a slam auction is not related to that suit itself. It may be "the last available below-game slam-try" or it may make some statement about particular controls (**specify**). In any case, More detail is probably required from the users, perhaps in a NOTE [—].

DI 3NT/4NT/5NT

The use of a non-jump No Trump bid as a general slam try. Partner is invited to show some undisclosed feature, such as a first or second round control or an outside key queen.

WAITING 3NT/4NT

In a forcing auction, with a trump suit strongly agreed (usually a major), a non-jump No Trump bid is a waiting action, made to allow partner to cue-bid clubs. A cue bid that by-passes that No Trump bid would promise a control in that suit and all the suits below, e.g.

WEST EAST

1♥ 2NT (forcing raise)

3♠ (SPL) 3NT (looking for a club cue bid)

4♣ (cue-bid, no diamond control)

4♦ (both minor controls)

USEFUL VALUES DOUBLE;

(or TRANSFERABLE VALUES; CONVERTIBLE VALUES; CARDS/CARD-SHOWING DOUBLE)

BLACKWOOD

A bid of 4NT asks partner to show his total number of aces by the step system: 5♣ shows no ace or four; 5♦ shows one ace; 5♥ shows two aces; 5♠ shows three aces. A further bid of 5NT guarantees that the partnership owns all the aces and asks for kings, with the same step responses. If your customised version uses different responses, **specify** please.

ROMAN KEY CARD BLACKWOOD (RKCB)

A variation of Blackwood with the king of the agreed trump suit acting as the fifth key card. Responses are: 5♣ shows no key cards or three; 5♦ shows one key card or four; 5♥ shows two key cards or five, without the trump queen; 5♠ shows two key cards or five with the trump queen.

Follow-ups include a cheap-suit ask for the trump queen in the ambiguous cases, and a rebid of 5NT to guarantee that all key cards and the trump queen are accounted for; responder now shows specific kings.

ROMAN KEY CARD BLACKWOOD 1430 (RKCB-1430)

AS in RKCB, but the meanings of 5♣ and 5♦ are reversed, the idea being that the one-ace response is more likely, and that a 5♦ trump queen ask will be available more often.

KICKBACK

A variation of Blackwood in which the ace-asking bid is the bid of the suit immediately higher-ranking than the trump suit at the four-level.

Responses, by agreement, may follow RKCB or any other BW version. **Specify**.

EXCLUSION BLACKWOOD/RKCB, etc

A jump above the game level in a new suit, usually at the second opportunity to bid, by either partner is an ace-asking bid. The responder disregards the ace in the suit bid and responds with the step system as in the partnership's normal BW scheme. **Specify**.

LACKWOOD

A five-level bid denying a control in a particular suit and asking for key cards if partner has that control (else a signoff in the agreed suit).

DOPI

When a Blackwood bid of 4NT is overcalled by next hand, partner of the 4NT bidder uses the following scheme of responses: Double: no aces; Pass: one ace; cheapest suit: two aces; etc. If your responses follows a different pattern, please **specify**.

ROMAN DOPI

When a Blackwood bid of 4NT is overcalled by next hand, partner of the 4NT bidder uses the following scheme of responses: Double: no aces or three; Pass: one ace or four; cheapest suit: two aces without the king or queen of trumps; next step: two aces with the king or queen of trumps; next step; two aces with both the king and queen of trumps. If your responses follow a different pattern (related to a different RKCB variation, perhaps), please **specify**.

DEPO

DOPE

When a Blackwood bid of 4NT is overcalled by next hand, partner of the 4NT bidder uses the following scheme of responses playing DEPO: Double: an even number of aces; Pass: an odd number of aces. Playing DOPE, the meanings of double and Pass are reversed. If you use these methods only at a certain level (say, the six-level or higher), **specify**.

ROPI

When a Blackwood bid of 4NT is doubled by next hand, partner of the 4NT bidder uses the following scheme of responses: Redouble: no ace; Pass: one ace; cheapest suit: two aces, etc.

(R)KCB INTERFERENCE VARIANTS

If your Blackwood interference countermeasures deal with key cards and perhaps also the trump queen, present your method with an appropriate name, e.g. "RKCB1430-DOPI". If you think there may be some confusion, please list the responses.

GERBER

4♣, as an immediate response to 1NT or 2NT, asks opener to show his aces in accordance with the step system: 4♦ shows no ace or four; 4♥ shows one ace, 4♠ two, 4NT three. A bid of 5♣ following the response to 4♣, asks for kings. Some variations use a 6♣ follow-up to ask for queens (**specify**).

KEY CARD GERBER

ROMAN KEY CARD GERBER

ROMAN KEY CARD GERBER 1430

As in Gerber, but with responses and follow-ups as in KCB/RKCB/RKCB-1430.

Specify any unusual or artificial continuations.

SUPERGERBER

In auctions where 4♣ is unavailable and where 4NT would be natural or quantitative, a bid of 5♣ is used to ask for aces, following the pattern of GERBER or KEY CARD GERBER responses.

Specify any unusual or artificial continuations.

5NT – GRAND SLAM FORCE (JOSEPHINE)

A method of locating the top trump honours when a grand slam is in view. A bid of 5NT asks responder to bid a grand slam (or always 7♣ by agreement) with two of the top three trump honours. Other responses (perhaps “graded”) according to partnership agreement (**specify**).

Note: If you use another bid as the GSF in certain situations, **specify**.

LIGHTNER SLAM DOUBLE (LIGHTNER)

A lead-directing double of a slam contract by the hand not on lead requesting an unusual lead. When there is a trump suit, this double is most often based on an interest in ruffing. Please list any rules your partnership relies on to resolve ambiguity in determining which suit should be led.

NEGATIVE SLAM DOUBLE or THE UNDOUBLE

The DIRECT double of an enemy slam contract, after doubler's side has bid and raised a suit pre-emptively to suggest a sacrifice, shows zero defensive tricks. Pass shows one or more defensive tricks. After a pass, partner doubles himself only with ZERO tricks,

POSITIVE SLAM DOUBLE

The direct double of an enemy slam contract, after doubler's side has bid and raised a suit pre-emptively to suggest a sacrifice, indicates you can defeat the slam. A balancing double shows exactly one defensive trick.

5.8. SUPPLEMENTARY SHEETS

Your entries on the SUPP SHEETS should be listed with the following priority:

- 1) **BIDS THAT MAY REQUIRE A DEFENCE**
- 2) **TWO-SUITED ACTIONS**
- 3) **DOUBLES**
- 4) **LEADS AND SIGNALS**
- 5) **OTHERS**
- 6) **PREPARED DEFENCES (a special case)**

Be sure that each SUPP SHEET entry has a number, and that this number corresponds to a number on the Convention Card proper. The same SUPP SHEET note may have multiple occurrences on the Card. Be sure that each entry is separated by a heavy line.

For prepared defences to “popular” enemy conventions, remember to enter these on a separate SUPP SHEET(s) entitled “DEFENCES TO ENEMY CONVENTIONS.” They will be numbered [D1], etc, and will not interfere with your numbering of all the NOTES requiring cross-referencing to SUPP SHEETS.

For prepared defences (if any) and newly-created (after filing) defences to "Brown Sticker" (and "Yellow" System, etc) Conventions, remember to enter these on a separate SUPP SHEET(s), entitled "DEFENCES TO BROWN STICKER

CONVENTIONS." They will be numbered [BS1], etc, and will not interfere with your numbering of all the NOTES requiring cross-referencing to SUPP SHEETS. These defences will have to be presented to the opponents at least 15 minutes before the start of each session and may be referred to by both sides at the table at appropriate times [see CONDITIONS OF CONTEST for details].

You may also wish to put each of those defences on its own sheet, to which you may refer at the table after offering them to your opponents. Please note that you may refer to ONLY your "Brown Sticker" defences at the table. Otherwise, your convention card and SUPP SHEETS are off limits for you.

Be sure that your SUPP SHEETS are numbered and that your names appear on each.

6. THE BROWN STICKER SECTION

This special section is being devoted to a selection of "Brown Sticker" conventions, a subject of considerable controversy. Whether or not you agree with the current WBF restrictions on their use, the Systems Policy is likely to remain in force in its present form for several years.

The way to bring these conventions into the mainstream is to publicise them; indeed, that is just what happened with the Multi 2♦, a very "Brown Sticker" convention by any stretch of the imagination. By outlining some of these conventions in detail and perhaps introducing a viable defence, some of the mystery surrounding them will be removed. The surprise factor will be eliminated. Of course, in many cases that will kill some of the apparent attractiveness of the conventions, but is that not good for bridge?

In the conventions that follow, details are sometimes left for the user to fill in, sometimes included as a properly-described sample. The suggested defences are simply one possible solution. You may find them inconsistent with your style or find them theoretically unsound. This is just a start; let's see where it goes from here...

"ROMAN 2♣ – ANY THREE-SUITER(—)";
"MINI-ROMAN 2♦ – ANY THREE-SUITER(—)"

A WEAK artificial (opening) bid that promises 4441 or 5440 distribution with unspecified shortness. Simple responses are P/C. 2NT by responder shows genuine values and asks opener to show shortness. You must have agreements in competition (including Pass and RDBL).

Note: This convention is "Brown Sticker" because of its strength (less than the values for a normal one-bid) and because there is no "known" suit. There is no constructive aspect to this convention. It is strictly a bet that a fit can be located and that the damage to opener's side will be minimal. Note the degree of detail expected from the user.

SUGGESTED DEFENCE –

DBL = 13-16 or 20+/2NT = 17-19, both BAL/quasi-BAL responsive DBLs; lebensohl-style advances to DBL; 2nd DBL by aggressor = 20+ closer to T/O; Stayman/transfers over 2NT); 3NT = tricks; overcalls = normal strength; jump overcalls strong; 4m = m+unknown M, very strong;

Pass, then DBL = T/O; Pass, then 2NT or cue-bid = 2-suiters. Direct DBL of a P/C bid = T/O; cue = strong one-or two-suiter; others as in second seat. 2♦ = WEAK 2♥ or WEAK 5+♠/5+m(—). A WEAK (normally 5-11 HCP), artificial (opening) bid showing six hearts or at least five-five in spades and an unknown minor. Vulnerable: if with hearts, the suit will be at least QJTxxx, and if ♠+m, 6/7 losers.

In third seat, often a five-card heart suit, and may have only 9 cards with the two-suited type (particularly at favourable vul). Responses: P = long diamonds; 2M/3m = P/C; 2NT shows genuine values, and asks for clarification (3m = ♠+m; 3M = ♥, Min/Max); 3M/4m = NAT, F; Games = S/O. Follow-ups: 2♦-2♥; 2♠-??? 3♣ = P/C; others = NAT. 2♦-2♠; ??? 2NT = 5♠5♣/Max; 3♣ = 5♠5♦/Max; 3♦ = ♥/Max; 3♥ = ♥/Min..

Competitive auctions: Over DBL: Pass = to play if opener has five diamonds; RDBL forces 2♥ to allow responder to play in his own suit; 2M/3x = P/C; 2NT asks (as if

uncontested). Over oppts' bid: DBL = PEN; 2NT asks; others = P/C. After 2♦-(P)-2M/3m-(DBL); ??? Pass = length in the suit bid; others = NAT.

SUGGESTED DEFENCE – (two different schemes presented here)

(1) Use your Multi defence. Also, after 2♦-(P)-3m, DBL = T/O; both = NAT. (2) 2M = NAT; others as if over a weak 2♥ opening bid, e.g. DBL = takeout of ♥, 3♥ = cue-bid (as you would normally play it), 2NT = 16-18, 3m/3♠ NAT, 3NT = tricks plus a heart stopper, 4m = that m+spades (very sound); but 4M = NAT. After (2♦)-P-(2♥)-? DBL = takeout of hearts (since they could pass); 2NT = NAT (system on); others as above; PASS with takeout double of spades since opener will correct and you will have another turn. If it goes (2♦)-P-(P), responder has diamonds himself, but you still can't be sure about opener's hand type. DBL covers a lot of ground; 2M NAT (the suits could be breaking very badly); 2NT = 15-18 HCP (system on); others = as above.

2♥ = WEAK 2♠ or WEAK 5+♥/5+m(—).

A WEAK (normally 5-11 HCP), artificial (opening) bid showing six spades or at least five-five in hearts and an unknown minor. Vulnerable: if with spades, the suit will be at least QJTxxx, and if ♥+m, 6/7 losers. In third seat, often a five-card spade suit, and may have only 9 cards with the two-suited type (particularly at favourable vul).

Responses:

P = long hearts or a (frequent) guess;

2♠/3m = P/C; 2NT shows genuine values, and asks for clarification (3m = ♥+m; 3M = ♠, Min/Max);

3M/4m = NAT, F;

Games = S/O.

Follow-ups:

2♥-2♠; 2NT = 5♥5♣/Max; 3♣ = 5♥♠5♦/Max; 3♦/3♥/3♠ = ♠/Max, Ogust-style. 2♥-3♠; ??? 3♦ = 5♥5♦; 3♥ = ♠/Max; 3♠ = ♠/Min.

Competitive auctions:

Over DBL: Pass = to play if opener has five hearts;

RDBL forces 2♠ to allow responder to play in his own suit; 2♠/3x = P/C; 2NT asks (as if uncontested).

Over oppts' bid: DBL = PEN; 2NT asks; others = P/C. After 2♥-(P)-2♠/3m-(DBL); ??? Pass = length in the suit bid; others = NAT.

SUGGESTED DEFENCE –

(1) The thing to note here is that 2♥ will be passed (randomly) quite often. If your Multi defence includes a direct Pass on a variety of strong hands, it may not be the right defence here. You might use something like:

(2) DBL = takeout of ♥; 2♠ = NAT; others as if over weak 2♠ opening, e.g. 2NT = 16-18 HCP (system on); 3♣/3♦/3♥ = NAT; 3♠ = cue-bid, 3NT = tricks plus ♠ stopper; 4m = that m+hearts (very sound); but 4M =

NAT. After (2♥)-P-(2♠)- DBL = takeout of spades (since they could pass); 2NT = NAT (system on); others as above; PASS with takeout double of hearts since opener will correct and you will have another turn. If it goes (2♥)-P-(P)-? you don't know whether responder has guessed that opener has hearts and a minor or whether responder has hearts himself or whether responder is just giving you a headache! You must be careful here. DBL = takeout of hearts or 19+ HCP; 2♠ is NAT (the suit could be breaking very badly); 2NT = 15-18 HCP (system on); others = as above.

CRASH TWO-BIDS(—)

A scheme of WEAK, artificial (opening) bids showing at least five-five in three pairs of suits, in the following framework:

2♦ = Red suits or black suits (colour);

2♥ = Majors or minors (rank);

2♠ = ♠+♦ or ♥+♣ (shape; "rounded" or "pointed")

Suit responses are all P/C.

To play in his own suit, advancer must bid it once, then rebid it. 2NT is an inquiry, showing genuine values; replies are "graded" in each combination, e.g. 2♦-2NT; 3♣ = min Blacks/3♠ = max Blacks. Include an explanation of your style: suit quality, defensive strength, etc.

SUGGESTED DEFENCE –

DBL = 13-16 or 20+/2NT = 17-19, both BAL/quasi-BAL (responsive DBLs; lebensohl-style advances to DBL; 2nd DBL by aggressor = 20+ closer to T/O; Stayman/transfers over 2NT); 3NT = tricks; 2M/3x overcalls = normal strength; 3M jump overcall strong;

Over 2♦: 4♣ = blacks/4♦ = reds (strong); over 2♥: 4♣ = minors/4♦ = majors (strong); over 2♠: 4♣ = ♣+♥/4♦ = ♦+♠ (strong); 4M = NAT;

Pass, then DBL = T/O; Pass, then 2NT = two-suiter; Direct DBL of a P/C bid = T/O; cue = strong one-or two-suiter; others as in second seat.

2♠ = WEAK MAJOR OR MINOR TWO-SUITER(—)

A WEAK artificial (opening) bid introducing a 55+ ♠/♥ or ♦/♣ two-suiter.

A 2NT response is a relay for further information, showing genuine values: (3♣/3♦ = minors, Min/Max; 3♥ = majors, Min/Max); 3x/4m = P/C; 4M = S/O.

Specify any further agreements, including PASS/DBL/RDBL (COMP too)

SUGGESTED DEFENCE –

DBL = 13-15 or 20+ HCP, BAL or semi-BAL, 3+♠ (advancer uses Resp DBLs/lebensohl-style responses); 2nd DBL by aggressor = 20+ closer to T/O); 3NT = tricks; 3x overcalls = normal strength; 4♣ = minors/4♦ = majors (strong); 4M = NAT; Pass, then DBL = T/O; Pass, then 3NT = two-suiter; Direct DBL of a P/C bid = T/O; cue = strong one-or two-suiter; others as in second seat. After (2♠)-P-(2NT)-??? DBL = 16+ BAL/quasi-BAL; Pass, then DBL = other combination; use with care.

2♠ = PRE 3m(—)

A weak artificial (opening) bid that introduces a 3♣ or 3♦ opening (**specify** style, length, defensive strength, etc). A 2NT response is an inquiry showing genuine

values (3m = min; 3♥ = ♣/3♠ = ♦/Max). A 3♣ response is P/C; 3♦ shows interest in going higher opposite a club pre-empt; 3M = NAT/F; 4♣/4♦/5♣ = P/C; 4M = S/O; 4NT = BW .

Specify any additional agreements, including Pass/DBL/RDBL (COMP too).

SUGGESTED DEFENCE –

DBL = 13-15 or 20+ BAL; 2NT = 16-19 (system on); 3♣/3M = NAT; 3♦ = Majors (less than a 4♦ o'call); 3NT = tricks; 4♣ = strong unspecified one-suiter; 4♦ = Majors; 4♥ = ♥+m; 4♠ = ♠+m (sound); Pass, then DBL = TO; Pass, then cue-bid = as if they had opened 3m; Pass, then 3♦ covers a wide range; Pass then 3M suggests lesser hand, possibly a M+om two suiter.

2♠ = ANY THREE BID(—);

2NT = ANY THREE BID(—)

A WEAK artificial (opening) bid that introduces a three-bid (**specify** style/range/length, etc) in an unspecified suit. The 2♠ opening is not forcing.

Specify whether this pass shows a certain minimum number of spades or whether it is a random gamble. And a pass of 2NT? Responses to 2♠: 2NT shows game interest (opener may bid 3NT with a good suit, in context); 3♣ = P/C; 3♦ = ♥/3♥ = ♠/3♠ = unspecified minor; Games = S/O. Responses to 2NT: 3♣ = P/C; 3♦ = ♥/3♥ = ♠/3♠ = unspecified minor; Games = S/O.

After 2♠-(DBL); ??? P = neutral; RDBL = interest in PEN; 2NT = lebensohl; others = interest in saving in any bypassed suit; e.g. 2♠-(DBL); 3♥ = typically length in both minors and at least three spades, heart shortage. O/wise DBL = PEN; others = P/C.

After 2NT-(DBL); ??? RDBL = lebensohl; others as if uncontested; DBL = PEN; others = P/C.

After 2♠/2NT-(P)-3♣-(DBL); ??? P = ♣; RDBL/3♦/3♥ = ♦/♥/♠ respectively; 3♠ = some good suit.

SUGGESTED DEFENCE TO 2♠ – (two versions are presented here)

(1) DBL = 13-16 HCP, 3+♠, or 20+HCP (any); 2NT = 16+-19 HCP; 3x = natural; 4x = sound; pass, then DBL = takeout of opener's suit; pass then cue-bid = strong 2-suiter; pass then 3NT = lesser 2-suiter (any); DBL, then DBL again = "penalty-ish" BAL.

(2) "Transfer-style": DBL = 14+ HCP BAL or three suits (one of which is spades); 2NT = ♣; 3♣ = ♦; 3♦ = ♥; 3♥ = ♠; 3♠ = spades and a minor, 5-5+; 3NT = "semi-Gambling"; 4m = ♥+m/55+; 4♥ = ♠+♥/55+; 4NT = minors.

In both versions: After 2♠-P-3♣(P/C):

DBL = takeout of ♣; 3x = natural;

3NT = natural (ambiguous as to type); pass with pure takeout doubles of other suits (waiting for the correction); 4♣ = decent 2-suiter (might be slightly shaded); 4x = sound.

After 2♠-P-2NT:

DBL = 16+ BAL or semi-BAL (second DBL = more HCP, transferable values); others = NAT; 3NT = tricks; Pass, then DBL = takeout; Pass, then bid = lesser hand; Pass-then cue-bid = sound two-suiter; Pass, then 3NT = lesser two-suiter.

After 2♠-P-P:

Ask what the pass means! Then (if it shows ♠), DBL = T/O of spades; 2NT = natural (transfer continuations; 3♥ = Stayman); 3x = NAT; 3♠ = strongish 2-suiter; 3NT = natural, tricks; 4x = sound; 4♠ = ♥+m, huge two-suiter; 4NT = minor 2-suiter. But if 2♠ = (a) a gamble, or (b) undiscussed, and not likely to be based on spades, 3♠/4♠ = NAT. If (2♠)-P-(2NT) simply asks which suit), DBL = 15+ HCP BAL, or three- suiter, bid naturally otherwise; Pass, then DBL can be either an imperfect takeout double or a pure penalty double (choose one, or even something else).

After: (2♠)-P-(3x = NAT/NF),

treat as if 3x were an opening three-bid, but be careful (3x may be a fair hand).

MULTI 3♦ OPENING(3♦ = PRE 3♥ or 3♠)

A weak artificial opening bid introducing a three-bid in one of the majors. You must **specify** the minimum suit length required, and anything else that you know as a matter of style and experience. 3♥/4♥ response = P/C. You must have agreements about other responses. You must have agreements in competition (including Pass and RDBL).

SUGGESTED DEFENCE –

DBL = 13-16 or 20+ HCP, BAL or semi-BAL (advancer uses Resp DBLs over 3M runout, 2nd DBL by aggressor = 20+ closer to T/O); 3NT = 17-19 (Stayman/transfers); 3M/4m overcalls = normal strength; 4M = sound; Pass, then DBL = T/O; Pass, then 3NT = two-suiter; Direct DBL of a P/C bid = T/O; cue = strong one-or two-suiter; others as in second seat.

CANAPÉ OVERCALLS(—)

An overcall that might (by agreement) be in a three-card suit and that guarantees an unknown suit of at least five cards. Please note that a great deal of descriptive detail is required from the users whether the treatment is acceptable for normal use (four cards in the overcall suit) or for "brown sticker" events only (three cards in the overcall suit).

SUGGESTED DEFENCE –

DBL suggests a BAL hand rather than specific suits, and subsequent bids and checkbacks should cater to a four-four or five-three fit in the overcalled suit. Free No Trump bids needn't show a stopper in the canapé suit and might better be used for something else, perhaps as a classical NEG DBL.

This section has been nothing more than an introduction to some popular "Brown Sticker" conventions.

**Please try to follow the sort of detail suggested above in presenting your
own**

“Brown Sticker” offerings.

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