OTHER OPENING BIDS

	HCP	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11 - 19	☐ 4 ☐ 3	Natural	1NT = 6-9, 2NT = 10-12, limit raises When 1NT = 12-14, after 1-level response: 1NT = 15-16, 2NT = 17-18, 3NT = 19 HCP	
1♦	11 - 19	☐ 4 ☐ 3			
1♥	11 - 19	☐ 4 ☐ 5			
1♠	11 - 19	☐ 4 ☐ 5			
3 bids	6-10	7	Pre-emptive		
4 bids	6-10	8	Pre-emptive		

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	Wide range, from 8+ at 1-level		
Jump overcall	Intermediate 11-16, good 6-card suit		
Cue bid	Very strong hand, game force		
1NT *Direct:*	16-18	As for 1NT opening	
Protective:	11-14		
2NT *Direct:*	☐ 20-22 balanced ☐ UNT[1]	As for 2NT opening after strong 2NT	
Protective	20-22 balanced		

OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	N/A		
Short 1♣ / 1♦	Natural		
Weak 1NT	Double = penalties; suits natural		
Strong 1NT	Double = penalties; suits natural		
Weak 2	Double = take out		
Weak 3	Double = take out		
4 bids	Double = take out		
Multi 2♦	N/A		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
☐ Blackwood	5♣ = 0 or 4 aces; 5♦ = 1 ace	
	5♥ = 2 aces; 5♠ = 3 aces	
☐ RKCB	5♣ = 0 or 3 keycards; 5♦ = 1 or 4 keycards	
	5♥/♠ = 2 keycards without/with trump queen	

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents

Level to which negative doubles apply	☐ Not played ☐ 2♠

Agreements after opponents double for takeout:

Redouble: 9+ HCP	*New suit*: forcing	*Jump in new suit*: Game forcing
Jump raise: pre-emptive	*2NT*: Good raise	

OTHER CONVENTIONS

☐ Fourth Suit Forcing: A bid in the fourth suit is artificial, showing no particular holding in that suit but requesting partner to describe his/her hand further.

After 1♣ - 1♦ - 1♥, 1♠ is natural and 2♠ is 'fourth suit forcing'.

SUPPLEMENTARY DETAILS

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).

Note 1: Unusual No Trump (UNT). A direct overcall of 2NT shows at least 5-5 in the lowest two unbid suits.

OPENING LEADS

(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).

(Hatch over this box if using non-standard leads).

v. suit contracts	A **K** **Q** J x H x x **x**	**A** K x **J** 10 x H x x **x** x	**K** Q 10 10 x **x** H x x **x** x x	**K** Q x **10** 9 x **x** x	K **J** 10 9 **8** 7 x x **x** x	K **10** 9 10 x x **x** x **x** x x	**Q** J 10 H x **x**
v. NT contracts	**A** K x (x) **Q** J x H x x **x**	A **J** 10 x **J** 10 x H x x **x** x	**K** Q 10 10 x **x** H x x **x** x x	**K** Q x **10** 9 x **x** x	K **J** 10 9 **8** 7 x x **x** x	K **10** 9 10 x x **x** x **x** x x	**Q** J 10 H x **x**

CARDING METHODS

	Primary method v suit contracts	*Primary method v NT contracts*
On Partner's lead	Attitude: high encouraging, low discouraging EXCEPT lead of K v NT asks partner to unblock or give count	
On Declarer's lead	Count: high-low = even no. of cards; upwards = odd no.	
When discarding	Attitude: high encouraging, low discouraging	

Other carding agreements, including secondary methods (state when applicable) and exceptions to above

Suit preference signals: High = higher ranking other suit

Low = lower ranking other suit

SUPPLEMENTARY DETAILS (continued)

London Metropolitan Bridge Association

Name EBU Number

Partner EBU Number

GENERAL DESCRIPTION OF BIDDING METHODS

Palmer Bayer Convention card

(Please tick boxes to indicate chosen options where available)

1NT OPENINGS AND RESPONSES

Strength: 12 to 14 ☐ 15 to 17 ☐

Responses: 2♣ Stayman

2♦, 2♥ ☐ Weakness take outs ☐ Transfers

2♠ ☐ Weakness take out ☐ Takeout to weak minor | 2NT 11-12

Others: 3♣/♦ = 5+-card suit, slam interest. 3♥/♠ = 5+-card suit, game force

Action after opponents double: All bids natural

Action after other interference: Bid naturally. After a suit overcall: X = ☐ takeout ☐ penalty

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	**Responses**	Notes
2♣	Game forcing or 23+ bal	2♦ negative	
2♦, 2♥, 2♠	☐ Strong two – 8 playing tricks ☐ Weak two – 6-card suit 5-9 HCP	2NT negative 2NT asks for feature if non-minimum	
2NT	20 – 22, bal	3♣ = Stayman ☐ 3♦, 3♥ = transfers, 3♠ = both minors ☐	

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