

Name Andries Botha
Partner Walter Focke
David van Vuuren

GENERAL DESCRIPTION OF BIDDING METHODS			
Precision			
1NT OPENINGS AND RESPONSES			
Strength	13-15	Tick if artificial and provide details below	<input type="checkbox"/>
Shape constraints	Balanced	Tick if may have singleton	<input type="checkbox"/>
Responses	2♣ Stayman		
2♦	To play – weak, 5 cards	2♥	To play – weak, 5 cards
2♠	To play – weak, 5 cards	2NT	8-10, balanced
Others 11-13 – 3NT			
Action after opponents double Natural			
Action after other interference Natural			
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	11-15, 6C or 5C and a 4 card major	2D – strong, asking further explanation 3C, 2S, 2H – encouraging, but not forcing	
2♦	11-15, 4414 or 4405	Name trump suit	
2♥	5-10, at least 6H	Jump to game with 2 ½ quick tricks	
2♠	5-10, at least 6S	Jump to game with 2 ½ quick tricks	

2NT 22-24, balanced

3C – 4+ Stayman, 3D,3H,3S 4+ 5 card suit forcing to game, 3NT – signoff, 4C Gerber, 4S,4H,5C,5D signoff with long suit, 4NT 9-10 points, 5NT 13-15 exploring grand slam, 6NT/7NT signoff

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

3NT – gambling NT, AKQJxx or AKQxxxx in a minor, response – pass if 3 suits covered, 4C if not – opener will correct.

OTHER OPENING BIDS

	HCP	see Note *	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	16+	<input type="checkbox"/>	0	Strong	1D – 0-7, 1NT 8-10, 2NT 11-13, 2H, 2S, 3D, 3C – 4441 with singleton in bid suit	
1♦	11-15	<input type="checkbox"/>	2	No 5 card major or 5C and 4 card major	Major response can be a 4 card suit	
1♥	11-15	<input type="checkbox"/>	5			
1♠	11-15	<input type="checkbox"/>	5			
3 bids	5-10	<input type="checkbox"/>	7	Pre-emptive	Bid game with 2 ½ quick tricks	
4 bids		<input type="checkbox"/>				

*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	11-15 – STANDARD CONVENTIONS HOLD, 2 LEVEL IN MINORS SHOWS 5 CARD SUIT DOUBLE INDICATES 16+ POINTS		
Jump overcall	Standard		
Cue bid	Standard		

1NT	Direct: Protective:	Standard		
2NT	Direct: Protective:	Standard		
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣		Standard		
Short 1♣/1♦		Standard		
Weak 1NT		Standard		
Strong 1NT		Standard		
Weak 2		Standard		
Weak 3		Standard		
4 bids		Standard		
Multi 2♦		Standard		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
Roman Key-Cards Blackwood – 4NT	5C – 0 or 3 key-cards, 5D – 1 or 4 key-cards, 5H – 2 or 5 key-cards and no Q of trumps, 5S – 2-5 key-cards and Q of trumps	
5NT – Blackwood – Side Kings	6C – 0, 6D – 1, 6H – 2, 6S - 3	
Gerber – 4C – Ace call	4D – 0 or 4, 4H – 1, 4S – 2, 4NT - 3	
Gerber – 5C - Kings	5D – 0 or 4, 5H – 1, 5S – 2, 5NT - 3	

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents					
Level to which negative doubles apply			Not used		
Special meaning of bids			After 1C opening and overcall – pass 0-4, double 5-7, bid 8+ After 1C and double – pass 0-4, redouble 5-7, bid 8+		
Exceptions / other agreements					
Agreements after opponents double for takeout					
Redouble	Suit support	New suit	8+ good suit	Jump in new suit	11+ good suit
Jump raise	11+ good support	2NT	11-13	Other	
Other agreements concerning doubles and redoubles					
After 1C opening and overcall – pass 0-4, double 5-7, bid 8+ After 1C and double – pass 0-4, redouble 5-7, bid 8+					

OTHER CONVENTIONS

3NT – gambling NT, AKQJxx or AKQxxxx in a minor, response – pass if 3 suits covered, 4C if not – opener will correct.

SUPPLEMENTARY DETAILS

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

OPENING LEADS

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

Hatch over or shade this box if using non-standard leads.

v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	x <u>x</u> x x x
v. NT contracts	<u>A</u> K x (<u>x</u>)	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	x <u>x</u> x x x

Other agreements in leading, e.g. high level contracts, partnership suits:-

[illegible]

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	Highest	Highest
On Declarer's lead	Minimum to take	Duck
When discarding	High low encouraging	Unwanted suit

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

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SUPPLEMENTARY DETAILS (continued)

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