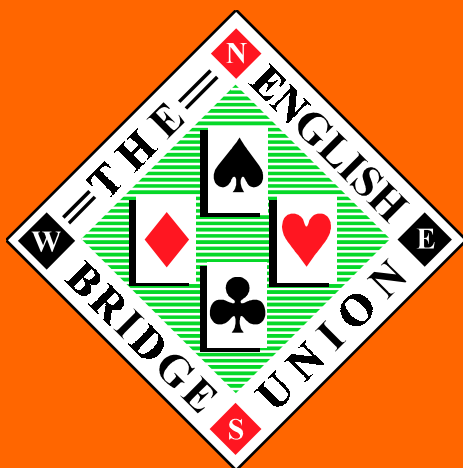


ORANGE BOOK 1998

HANDBOOK OF EBU DIRECTIVES AND PERMITTED CONVENTIONS



ORANGE BOOK 1998

HANDBOOK OF EBU DIRECTIVES AND PERMITTED CONVENTIONS

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

Edited by David Stevenson

© The English Bridge Union Ltd 1998

Secretary, Laws & Ethics Committee
English Bridge Union, Broadfields, Bicester Road
Aylesbury, Bucks, HP19 3BG
Tel: 01296 394414
Fax: 01296 330570
Email: lecsec@ebu.co.uk
EBU web site: <http://www.ebu.co.uk>
L&EC web page: <http://www.ebu.co.uk/landec>

INTRODUCTION

This book replaces the 1993 edition of the Orange Book. It contains the Directives and Conventions authorised by the EBU's Laws & Ethics Committee with effect from 1st September 1998.

If you have any comments on this Orange Book, then the Laws and Ethics Committee will be pleased to hear from you by e-mail, fax or letter (via their Secretary, details as above). I am afraid we cannot always respond in detail to suggestions or comments, but they are all noted and taken into account.

Steve Barnfield
Chairman, Laws and Ethics Committee

CONTENTS

1	Glossary of Terms.....	6
2	The Tournament Director	8
2.1	Calling the TD	8
2.2	Less experienced players.....	8
3	Disclosure of System.....	9
3.1	Requirements.....	9
3.2	Questions and Explanations: General	9
3.3	When things go wrong	9
3.4	Unauthorised Information and Misinformation	10
4	Convention Cards	11
4.1	Example EBU20A	11
4.2	General	15
4.3	Types of convention card	15
4.4	Naming of conventions.....	15
4.5	One No trump opening bids	16
4.6	Overcalling.....	16
4.7	Doubles and Redoubles	16
4.8	Leads, signals and discards.....	17
4.9	Special attention drawn	17
4.10	Inadequate Information	17
5	Alerting.....	18
5.1	General	18
5.2	Basic Rules	18
5.3	'Natural' calls.....	19
5.4	Specific Cases	19
5.5	Misinformation.....	20
6	Psychic Bidding	21
6.1	General	21
6.2	Fielding	21
6.3	Reporting and Recording	22
7	Procedures	23
7.1	'Stop' or 'Skip' Bids	23
7.2	Your Hand and Curtain Card	23
7.3	Bidding Boxes	23
7.4	Law book options	24
8	Appeals Procedure	25
8.1	Appeals Committees.....	25
8.2	Appeals to the National Authority	25
9	Permitted Conventions and Agreements.....	26
9.1	Basic.....	26
9.2	Rule of 19 (and Rule of 18, 22, 23, 25).....	26
9.3	Definitions	27
9.4	Treatments.....	28
10	Categorisation of Conventions.....	29
10.1	Categories.....	29
10.2	Submitting a convention for categorisation.....	29

CONTENTS

11	Level 1 Permitted Conventions	30
11.1	General approach	30
11.2	EBU Simple System	30
12	Level 2 Permitted Conventions	32
12.1	Basic.....	32
12.2	One of a suit opening bids	32
12.3	Responses to one of a suit opening bids	33
12.4	Opener's rebids after opening one of a suit.....	36
12.5	One No trump Opening Bids	36
12.6	Two of a Suit Opening Bids.....	36
12.7	Two No trump Opening Bids	37
12.8	Three of a Suit Opening Bids	37
12.9	Three No trump Opening Bids	38
12.10	Four or more of a Suit Opening Bids.....	38
12.11	Defence to Conventional Bids	38
12.12	Defence to Natural One of a Suit Opening Bids	38
12.13	Defence to Natural One No trump Opening Bids.....	40
12.14	Defence to Natural Opening Bids of 2♣ or higher	41
12.15	Leads, Signals and Discards.....	41
13	Level 3 Permitted Conventions	42
13.1	One of a Suit Opening Bids	42
13.2	Responses to One of a Suit Opening Bids	42
13.3	One No trump Opening Bids	43
13.4	Two of a Suit Opening Bids.....	44
13.5	Three No trump Opening Bids	44
13.6	Defence to One of a Suit Opening Bids	45
13.7	Defence to Natural One No trump Opening Bids.....	45
14	Level 4 Permitted Conventions	46
14.1	One of a Suit Opening Bids	46
14.2	Responses to One of a Suit Opening Bids	46
14.3	One No trump Opening Bids	48
14.4	Two of a Suit and Two No trump Opening Bids.....	48
14.5	Three of a Suit Opening Bids	49
14.6	Three No trump Opening Bids	50
14.7	Four of a Minor Opening Bids	50
14.8	Defence to Strong Opening Bids.....	50
14.9	Defence to Other Suit Opening Bids	50
14.10	Defence to One No trump Opening Bids	51
15	Level 5 Permitted Conventions	52
15.1	Responses to One of a Suit Opening Bids	52
16	Index	53

1 GLOSSARY OF TERMS

Basic System	The approach adopted to bidding by a pair. Examples are Acol, 5-card Majors, Strong Club, Precision Club, Blue Club, Polish Club. Systems are not categorised except at Level 1 (see section 11). Different no trump ranges (for example in different positions or at different vulnerabilities) do not make a different Basic System.
BBL	British Bridge League: the National Contract Bridge Organisation, responsible for Britain's international activities. It is funded by the four 'home' unions, EBU, SBU, WBU and NIBU, and run by elected delegates from them.
Bid	An undertaking to win at least a specified number of odd tricks in a specified denomination.
Call	Any bid, double, redouble or pass.
Canapé	Bidding the shorter of two long suits first by agreement.
Correction Period	The period after play during which objections can be made. At the end of the correction period the score/result becomes official.
Cue bid	(1) An artificial bid in a suit bid or shown by opponents, not indicating any length in the suit, but either promising specific features of the hand, such as distribution, strength or key cards held, or asking partner for some specific feature such as a stopper. (2) An artificial bid, not indicating any length in the suit, but promising a control (ie Ace, King, singleton or void) in the suit.
Deviation	A deliberate but minor mis-statement of honour strength and/or suit length (compare with definitions of Misbid and Psyche).
EBU	English Bridge Union.
Forcing	A call which a partnership has agreed cannot be passed. Forcing, without qualification, means forcing from strength: if a forcing bid might be made with a weak hand, you must tell your opponents.
Game forcing	A call after which a partnership has agreed the auction will end in a game or slam contract (or a doubled contract by opponents).
HCP	High Card Points, where A = 4, K = 3, Q = 2 and J = 1.
Jump bid	A bid at a higher level than the minimum required.
Jump shift	A jump bid in a different denomination.
L&EC	Laws & Ethics Committee. The publishers of this book. Also the National Authority in England for the purposes of Law 93C.

1 GLOSSARY OF TERMS

Laws	Laws of Duplicate Bridge (1997) promulgated by the WBF.
LHO	Left-hand opponent.
Misbid	An inadvertent mis-statement of honour strength and/or suit length (compare with definitions of Deviation and Psyche).
Multi-way	A call which has more than one potential meaning when it is made: the one which applies may be specified later in the auction.
National Authority	A body with powers under Law 93C: in England this is the Laws & Ethics Committee of the EBU.
OBESC	Orange Book Electronic Sub-Committee: appointed by the L&EC to advise on the production of this Orange Book.
Partnership experience	May include external experience by the partners not available to opponents.
Psyche, psychic call	A deliberate and gross mis-statement of honour strength and/or suit length.
Puppet bid	An artificial bid, requesting partner to bid the next denomination up, but not necessarily showing that suit (compare with definition of Transfer bid).
Relay bid	A response made to allow partner to bid again and indicating nothing about the denomination bid.
RHO	Right-hand opponent.
Splinter bid	A bid that shows support for partner's suit and a void or singleton in the suit bid.
TD	Tournament Director.
Transfer bid	An artificial bid, showing length in a specific suit (often the next suit up) and usually expecting partner to bid that suit.
Treatment	A minor modification of the permitted specification of a convention.
WBF	World Bridge Federation.
Zonal Organisation	A zone of the WBF: England is in the European Zone.

2 THE TOURNAMENT DIRECTOR

2.1 Calling the TD

- 2.1.1 The TD should be called as soon as attention is drawn to an irregularity, whether actual or potential. (Law 9B1A)
- 2.1.2 Although there are circumstances under Law 16 where you may "reserve your rights", it is better to call the TD. This assumes there is a non-playing TD to be called; in the case of a playing TD, you may have no choice but to reserve your rights.

2.2 Less experienced players

- 2.2.1 TDs must always apply the law, but where they are allowed to exercise discretion they may treat more gently the less experienced player who is unlikely to be aware of every technicality.
- 2.2.2 The Laws are not intended to provide scope for knowledgeable players to gain advantage at the expense of inexperienced players.

3 DISCLOSURE OF SYSTEM

3.1 Requirements

- 3.1.1 All agreements, including implicit understandings and practices of your partnership, must be fully disclosed to your opponents. (Law 75A, 40B)
- 3.1.2 At the start of a round, you have a duty to find out your opponents' Basic System, their method of leads, signals and discards, and the strength of their opening 1NT. You are expected to know all the above and, if you are later embarrassed because you failed to find them out, it will be your fault.

3.2 Questions and Explanations: General (Law 20, 41B)

- 3.2.1 Explanations must not be given unless asked for.
- 3.2.2 Following a question legitimately asked, the questioner may ask a supplementary question to find out if the call has any conditional meanings. The questioning, however, must not amount to harassment.
- 3.2.3 If you are asked for an explanation of a call on which you and your partner have no agreement, either explicit or implicit, you should say so, but bear in mind that the longer a partnership has played together the more implicit agreements it is likely to have. (Law 73C)

3.3 When things go wrong

- 3.3.1 If as a result of your partner's explanation you realise you have misbid, you must continue to call as if in ignorance of the correct meaning of your call, until it is obvious from the auction that something is amiss. Meanwhile you must alert, where necessary, and explain, if asked, your partner's calls solely according to your partnership agreements. (Law 73C)
- 3.3.2 If your partner's hand is found to differ from the explanation you have given of a call, two possibilities arise:
- it was a correct statement of your partnership agreement and your opponents are not entitled to any redress, although the TD should be called in case the explanation provided your partner with unauthorised information.
 - it was an incorrect statement and your opponents are entitled to redress if they have been damaged as a result. (Law 75D)
- 3.3.3 If you become declarer or dummy and your partner has given an incorrect or incomplete explanation, or one of your alertable calls has not been alerted, you must rectify the situation before the opening lead is selected; you must not do this as a defender until the hand is over, at which point you are required to do so. In both cases, however, you must first call the TD. (Law 75D)
- 3.3.4 If an explanation is corrected while your opening lead is still face down, your partner has not asked any questions about the auction since your selection of a lead and dummy has not appeared, then you will normally be allowed to change it with the TD's consent. (Law 47E2)

3 DISCLOSURE OF SYSTEM

- 3.3.5 When you know your partner's call is alertable, but cannot remember its meaning, you should alert. If asked for its meaning and if it is likely to be on the convention card then you may refer your opponents to your convention card. You must not say how you intend to interpret partner's call. If they misunderstand your intentions when referring them to your convention card, or if its meaning is not on the convention card, or if they still want more information, the TD should be called to ensure that any unauthorised information does not affect partner's actions. The TD should be told that you are unsure of the meaning. (The TD may require you to leave the table in order to ask your partner for the explanation.)

3.4 Unauthorised Information and Misinformation

- 3.4.1 The right to ask questions is not a licence to do so without consequence: if you ask about an unalerted call and then pass, you have shown an interest which may influence your partner. Asking about an alerted call and then bidding reduces this possibility, but in either case if your partner acts in a way that suggests he has taken advantage of your question, then unauthorised information may be deemed to have been given. Similarly, if you ask a question and then pass, thus ending the auction, your partner's choice of lead, from the logical alternatives available, must not be one that could have been suggested by your question. (Law 16A, 73F1)

Note: If, at your turn to call, you do not need to have a call explained, it is in your interest to defer all questions until either you are about to make the opening lead or your partner's lead is face-down on the table.

- 3.4.2 Questions about bidding may give unauthorised information to partner and/or mislead opponents. Declarer's questions about leads, signals and discards could illegally mislead the defenders. (Law 16A)
- 3.4.3 Explain only your partnership agreement: if you do not know the meaning of your partner's call, or you have no agreement, you must not say how you intend to interpret it.
- 3.4.4 You may use only information you have received from legitimate sources, such as calls, plays, and your opponents' convention cards, answers to questions and mannerisms; you may not use information gleaned from your partner's explanation or uncertainty. (Law 73B)

4 CONVENTION CARDS

4.1 Example EBU20A



NAME... ALAN STEPHENSON 069058.....

PARTNER... DAVID STEVENSON 068797.....

E.B.U. NO.

GENERAL DESCRIPTION OF SYSTEM

Bidding methods:-

ACOL

Style of leads, signals, discards:-

STRONG 10's , 2nd & 4th

REVERSE COUNT

REVERSE ENCOURAGE , DISCOURAGE

ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

1C MAY BE A DOUBLETEN 1st & 2nd NOT VUL.....

GHESTEM.....

2 WAY MULTI.....

ASPTRO.....

INVERTED MINOR.....

SUIT RAISES.....

SEE INSIDE

DOUBLE OF A COE-BID BY BIDDER SAYS.....

DON'T LEAD THIS SUIT.....

STRENGTH OF 1 NT OPENERS:

10-12 1st & 2nd NOT VUL.

12-14 OTHERS

2 ♣ RESPONSE TO 1 NT OPENER IS: STAYMAN , PROMISES
(with opponent passing) A MAJOR

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

EBU 20A

4 CONVENTION CARDS

OPENING BIDS	Point Range	Min. Length	MEANING	SPECIAL RESPONSE
1 ♣	10-20	2	MAY BE A DOUBLETEN 1ST & 2ND NON VUL.	SEE ① INVERTED RAISES
1 ♦	10-20	4		2NT & 3NT BARON
1 ♥	10-20	4		SPLINTERS
1 ♠	10-20	4		2NT & 3NT BARON
1 NT	10-12 12-14			STAYMAN, TRANSFERS
2 ♣	23+		GAME FORCE EXCEPT 2C - 2D - 2NT	2D NEGATIVE
2 ♦	5-9		6 CARD MAJOR 8 PLAYING TRICKS IN MINOR	2NT FORCING ASKING BID
2 ♥		5	8 PLAYING TRICKS	2NT NEGATIVE
2 ♠		5		2NT NEGATIVE
2 NT	20-22			3C 5 CARD STAYMAN 3S MINOR SUIT SLAM TRY
3 bids		6	PRE-EMPTIVE	NEW SUIT NATURAL & FORCING
4 bids			4C STRONG 4H 4D STRONG 4S	4D/4C & 4H/4D SLAM TRY

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	NATURAL, EXCEPTIONALLY COULD BE 4 CARDS	Strong 1 ♣	NATURAL WEAK JUMPS
Jump	INTERMEDIATE OR TWO SUITED. SEE ②	Weak 1 NT	ASPTRO 2C = H + ANOTHER 2D = S + ANOTHER WITH BOTH ANCHOR TO LONGER MAJOR
Cue Bid	TWO SUITED. SEE ②	Strong 1 NT	AS ABOVE
1 NT	Direct 15-18 Protective 10-14 Responses AS INT	Weak 2 Bids	X = TAKEOUT
		Weak 3 Bids	X = TAKEOUT
2 NT	Direct TWO SUITED Protective TWO SUITED Responses SEE ② BUT GOOD	4 Bids	X = GOOD HAND
		Multi	2H T.O. OF SPADES X 13-17 2S T.O. OF HEARTS BALANCED

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall		Double	TAKEOUT	Bids	NATURAL & FORCING
Jump Overcall		Double	TAKEOUT	Bids	NATURAL & FORCING
Double	Re-double 9+	New Suit NATURAL & FORCING	Jump in New Suit FIT	Jump Raise PRE-EMPT	2 NT HIGH CARD RAISE


4 CONVENTION CARDS

SPECIAL USES OF DOUBLES:

DOUBLE AFTER A SUIT RAISED IS TAKEOUT
 DOUBLE OF A CUE-BID BY BIDDER SAYS
 DON'T LEAD THIS SUIT

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name ROMAN BLACKWOOD	5C 3or0 5D 4or1 5H 2SAME 5S 2ODD	DOP1, ROP1
ROMAN GERBER	4D 3or0 4H 4or1 4S 2SAME 4NT 2ODD	DOP1, ROP1

Other Conventions:

OPENING LEADS	v suit contracts	(4th) 3rd and 5th; ... STRONG ... 10's ...
 <p>A 'No Lead' or 'No Bid' situation, if using one of standard leads.</p>	A <u>K</u>	A <u>K</u> X <u>K</u> Q 10 <u>K</u> Q X K <u>J</u> (10)
	K 10 9	Q J 10 Q J X J 10 X 10 X X
	10 (9) X	9 8 7 X 10 X X X H X X X X H X X X X X
	H X X X	H X X X X X X X X X X X
Other leads	v NT contracts	(4th) 3rd and 5th; ... STRONG ... 10's ...
	A <u>K</u> X (X)	A J 10 X K Q 10 K Q X K J (10)
	K 10 9	Q J 10 Q J X J 10 X 10 X X
	10 X X X	10 (9) X 9 8 7 X H X X H X X X X X
	H X X X X	H X X X X X X X X X X X X

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

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	LOW ENCOURAGING (LOW EVEN NUMBER)
On Declarer's lead	LOW EVEN NUMBER
When Discarding	Mc KENNEY
Exceptions to above	SUIT PREFERENCE WHEN OBVIOUS

SUPPLEMENTARY DETAILS

(Please cross-reference to appropriate part of card)

① AFTER INVERTED RAISES THE NEXT SUIT BY
 OPENER IS A GAME FORCING RELAY RESPONDER
 SHOWS SHORTAGE IF THEY HAVE ONE E.G.
 1C 2C 1D 2D
 2D 2S IS SHORT SPADE 2H 2NT NO SHORTAGE

② TWO SUITED CUE BID IS EXTREME SUITS
 2NT IS LOWEST SUITS
 3C IS HIGHEST SUITS

4 CONVENTION CARDS

4.2 General

- 4.2.1 The convention cards of you and your partner must contain the same information. At the beginning of each round they should be exchanged with those of your opponents. The TD may impose a penalty if you do not have two properly completed convention cards.
- 4.2.2 Failure to complete the front of the EBU20A convention card (see 4.1 for example) is unhelpful, and may be treated by the TD as not having a completed convention card.
- 4.2.3 Implicit understandings in bidding and play: Partnership experience generates agreements which are not just the product of bridge experience and your opponents are entitled to know about them.

4.3 Types of convention card

- 4.3.1 A TD may allow you to use a simplified convention card, such as the front of an EBU scorecard, if your methods are sufficiently straightforward to need no further explanation.
- 4.3.2 The EBU20 convention card (the small one) must only contain Level 2 or 3 conventions, but you may use it at Level 2, 3 or 4 events. Word-processed versions of the EBU20 card are permitted so long as they contain the same information in the same order.
- 4.3.3 The EBU20A convention card (the large one) must be used if you are using Level 4 conventions, but you can also use it at Level 2 or 3 events as long as it contains only Level 2 or 3 conventions. Word-processed versions of the EBU20A card are permitted so long as they contain the same information in the same order.
- 4.3.4 The WBF convention card, with all references to psychic habits removed, is permitted in all Level 5 events, or in other specified Level 4 events at the discretion of the sponsoring organisation (eg the EBU Tournament Committee or a County Association).
- 4.3.5 A convention card Editor to produce either EBU20A cards or WBF cards suitable for most modern computer systems is available. Other convention card Editors will become available. Details may be seen on the L&EC web page at <http://www.ebu.co.uk/landec> or by contacting the Secretary (see the first page of this book for contact addresses and numbers).

4.4 Naming of conventions

- 4.4.1 You must give the meaning of all but the simplest conventions on your card. If you do not, a TD will rule against you if there might be misinformation unless it is completely clear.
- 4.4.2 Particular care must be taken when describing two-suited overcalls. “Ghestem” should never be used as a description of such methods since there are many different versions. A full description of each bid should be given.
- 4.4.3 Similar care must be taken with defences to 1NT, especially with conventions that are either two-suiters or the bid suit (usually only permitted at Level 4). Such conventions should be described in full.

4 CONVENTION CARDS

4.5 One No trump opening bids

- 4.5.1 You should indicate any agreed modifications of a natural opening 1NT; these might be distributional (eg you might deny a four-card major or permit a six-card minor), or a matter of style, where you do not open on a bad 12-count or where you open all balanced and semi-balanced hands within the stated range.

4.6 Overcalling

- 4.6.1 If you habitually overcall on 4-card suits, or 5-card suits without an honour, or with fewer than 6 HCP or more than 16 HCP, then this should be disclosed on the convention card.

4.7 Doubles and Redoubles

- 4.7.1 The meaning of certain doubles is as follows:

- (a) Penalty. Partner is expected to leave it in, though he can take out on a hand very unsuitable for defence.
- (b) Co-operative. In some situations they may be called 'penalty-oriented'. Partner is expected to leave it in with any suitable hand.
- (c) Optional. In some situations they may be called 'card-showing' (or just 'cards'), 'value-showing' (or just 'values') or 'action'. Partner is expected to decide to defend or progress. Take out doubles (especially as a defence to pre-empts) should NOT be called Optional.
- (d) Competitive. Partner is expected usually to take out, though he can pass on a suitable hand.
- (e) Take out. In some situations they may be called 'competitive', 'negative', 'responsive' or 'sputnik'. Partner is expected to take out, though he can pass on a hand very suitable for defence.
- (f) Lead-directing. In some situations they may be called 'Lightner'. Partner is expected to pass and lead the suit requested.
- (g) Doubles that show specific hands. In some situations they may be called 'game try' or 'fit-showing'. This also includes responses to Blackwood type bids, such as 'DOPI' or 'DEPO'. Partner is expected to take out, though he can pass on a suitable hand.

- 4.7.2 The meaning of certain redoubles is as follows:

- (a) Penalty. Partner is expected to leave it in and look for penalties, though he can take out on a suitable hand.
- (b) Take out. In some situations they may be called 'SOS' or 'Kock-Werner'. Partner is expected to take out.
- (c) Lead-directing. In some situations they may be called 'Rosencrantz'. Partner is expected to pass and lead the suit requested.
- (d) Redoubles that show specific hands. This includes responses to Blackwood type bids, such as 'ROPI' or 'REPO'. Partner is expected to take out, though he can pass on a suitable hand.

4 CONVENTION CARDS

- 4.7.3
- The practice of doubling for take out on unusually weak hands should be indicated.
 - Penalty doubles of an opening 1NT on balanced hands which have fewer than 15 HCPs must be indicated (see 5.4.3).
 - If a conventional double of a cue bid has an unusual meaning, such as being lead-directing but not related to the suit doubled, or suggesting NOT leading the suit doubled, this must be shown prominently on your convention card and on the front page of the EBU20A.
 - Under defence to pre-empt you MUST not use the term "Optional" to describe a take out double: "Optional" indicates a strong balanced hand.

4.8 Leads, signals and discards

- 4.8.1 You must make clear what leads, signals and discards you use: it is important to be specific since descriptions such as 'natural' or 'normal' are inadequate, as they mean different things to different people.
- 4.8.2 If the meaning of a signal may depend upon the situation, the primary meaning and any alternative meanings must be stated. For example, if a high card normally shows an even number but is instead encouraging in some positions, this could be described as "high = even (encouraging)."

4.9 Special attention drawn

- 4.9.1 The section on the front of the EBU20A marked "Aspects of System which opponents should note" should include very brief details of such things as short minors, canapé, special doubles at a high level, non-standard 2-level openings (eg "Multi 2♦") and 2-suited overcalls (eg "Ghestem"). Note that these names are sufficient in this section of the card so long as they are described in full (and not merely by name) inside the card.

4.10 Inadequate Information

- 4.10.1 In the event of a dispute, TDs and Appeals Committees will give the benefit of doubt to your opponents, if your card contains inaccuracies or discrepancies, if it lacks relevant information, or if you have failed to disclose explicit or implicit agreements. Such shortcomings will prejudice any claim you might make that it was the call rather than the explanation which was wrong. (Law 40C)

5 ALERTING (Law 40B, 21B)

5.1 General

- 5.1.1 The purpose of alerting is to draw your opponents' attention to any call by your partner that may have a special meaning.
- 5.1.2 Alerting is compulsory at all levels of bidding.
- 5.1.3 Alert only your partner's calls, never your own.
- 5.1.4 Alert any call of your partner which you believe to be alertable even if you cannot explain its meaning.
- 5.1.5 When there is no alert, your opponents can assume that the call does not fall within an alertable category.
- 5.1.6 Do not alert any play of the cards.
- 5.1.7 Except when using bidding boxes, alert by tapping the table; you may only say 'alert' if you are unable to tap.

5.2 Basic Rules

- 5.2.1 You must alert a call if
 - (a) it is not 'natural' (see 5.3).
 - (b) it is natural, but you have an agreement by which it is forcing or non-forcing in a way that your opponents are unlikely to expect.
 - (c) it is natural, but its meaning is affected by other agreements which your opponents are unlikely to expect.
- 5.2.2 General bridge inferences, like those a new partner could make when there had been no discussion beforehand, are not alertable, but you must alert any inferences drawn from partnership experience or practice which may not be expected by your opponents.

5 ALERTING (Law 40B, 21B)

5.3 'Natural' calls

5.3.1 The following are considered 'natural' **for alerting purposes**:

- (a) a bid of a suit which shows that suit and says nothing about any other suit; the suit shown will be at least four cards before opener rebids but may be on three cards from then on; exceptionally a bid of 2♣ in a 3=4=3=3 hand precisely in response to 1♠ is considered natural
 - (b) a bid of no trumps which you are prepared to play at that level, which is not forcing and which conveys no information about your suit holdings.
 - (c) A pass which does not convey values or specify suit holdings.
 - (d) a double if it is:
 - (i) a take out double of a suit bid naturally at the one, two or three level when your partner has not had a chance to call or has passed without indicating values.
 - (ii) a penalty double otherwise; this includes the double of a suit bid other than naturally to show you hold it.
- Note: when you pass your partner's take out double to convert it to a penalty double, you are showing values; after this has happened take out doubles are alertable, but penalty doubles are not.
- (e) a redouble when it shows strength and you are prepared to play in the redoubled contract, but not if it indicates specific suit holdings.

5.4 Specific Cases

The following are interpretations of the above directive in some difficult, or perhaps surprising, circumstances.

5.4.1 Because it is not natural, you must alert:

- (a) a Stayman response to 1NT, and a rebid of 2♦.
- (b) an opening bid of one of a suit (including Clubs) in which your partner may hold fewer than four cards.
- (c) a short suit trial bid, or any trial bid in a suit that may contain fewer than three cards.
- (d) a pass that shows unexpected extra values.
- (e) a double of a 1NT response which is a take out of opener's suit.
- (f) any 'competitive', 'negative' or 'responsive' double.
- (g) the completion of a transfer bid.
- (h) your partner's 2♣ bid after the double of your opening 1NT if it is the first move in an agreed rescue manoeuvre; you should not alert it if it is an attempt to find either a fit in Clubs or some other suit if 2♣ is doubled.

5 ALERTING (Law 40B, 21B)

5.4.2 Because you have an agreement by which it is forcing or non-forcing in a way that your opponents are unlikely to expect, you must alert:

- (a) a non-forcing new suit response to an opening bid, unless:
 - (i) responder has previously passed, or
 - (ii) the opening bid was doubled, or
 - (iii) the response is at the game or slam level, or
 - (iv) the opening bid was overcalled with a natural no trump bid
- (b) a forcing raise after an opening bid at the one-level.
- (c) a non-jump natural response to an opening natural 1NT bid if forcing.
- (d) a Weak two or Strong-but-not-forcing 2-level opening bid

5.4.3 Because of agreements which your opponents are unlikely to expect, you must alert:

- (a) a penalty double of an opening natural 1NT which may have less than the normally accepted point-count (ie 15 HCP or compensating distribution).
- (b) after partner's opening 1-bid is doubled for takeout, a pass that could have 10+ HCPs or other defined characteristics.
- (c) the first bid in a possible 'canapé' sequence.
- (d) the rebid in a possible 'canapé' sequence if in a suit that may be shorter than the first suit.
- (e) the rebid in a possible 'canapé' sequence if in no trumps that may conceal a suit longer than the first suit.
- (f) after partner's opening bid and a pass (but not an overcall or a double), a pre-emptive raise to three.
- (g) a minimum suit response to a takeout double that shows values.

5.4.4 You should not alert:

- (a) a weak jump overcall, or any wide range jump overcall that might be made on a very weak hand.
- (b) a non-forcing overcall where the suit may contain only four cards.
- (c) a 5-card major opening bid.
- (d) a natural response to an opening bid when a takeout double has intervened whether forcing or non-forcing
- (e) a 'wide range' natural opening bid.
- (f) a natural opening bid of 4♥ or 4♠ when you also have a South African Texas 4♣ or 4♦ or similar conventional bid in your system.
- (g) a natural 1NT opening that has some agreed distributional restraints like, for instance, having no 4-card major, or allowing a 6-card minor.
- (h) a long suit trial bid showing at least three cards in the suit bid.
- (i) an opening 2NT which is normally balanced (or semi-balanced) but may be bid on occasion with a singleton.

5.5 Misinformation

5.5.1 If you claim to have been damaged because your opponents failed to alert a call, and it is judged that you were aware of its likely meaning, you would fail in your claim if you had had the opportunity to ask without putting your side's interests at risk.

6 PSYCHIC BIDDING

6.1 General

- 6.1.1 A psychic bid is a legitimate ploy as long as it contains the same element of surprise for the psycher's partner as it does for the opponents.
- 6.1.2 Systemic psyching of any kind is not permitted. You may not use any convention to control a psyche.
- 6.1.3 You may not psyche a game forcing or nearly game forcing artificial opening. Thus, for example, you may not psyche an Acol 2♣ opening or a Benjamin opening 2♣ or 2♦. In addition you may not psyche a Multi-2♦ opening in a Level 3 event (see 13.4.2).
- 6.1.4 *Watson*: a double of 3NT asks your partner not to lead the suit you've bid: you may not use this if you have psyched.
- 6.1.5 Frivolous psyching, suggesting you have lost interest in the competition or are enjoying yourself at the expense of others, is a breach of the Laws. (Law 74A2, 74B1, 74C6)

6.2 Fielding

- 6.2.1 The actions of you and your partner following a psyche may provide evidence of an unauthorised - and therefore illegal - understanding. If so, then your partnership is said to have "fielded" the psyche. The TD will find that you have such an unauthorised understanding if, for example, you take any abnormal action, before the psyche has been exposed, to protect your side from its effect. The TD will judge your actions objectively: that is to say your intent will not be taken into account.
- 6.2.2 A partnership's actions on one board may be sufficient for the TD to find that it has an unauthorised understanding and the score will be adjusted (for example, 60% to the non-offending side and 30% to the offending side is normal in pairs). This is classified as a Red psyche.
- 6.2.3 A TD may find that whilst there is some evidence of an unauthorised understanding it is not sufficient, of itself, to deserve an adjusted score. This is classified as an Amber psyche. In particular, if both partners psyche on the same hand, then this is very likely to be evidence of an unauthorised understanding.
- 6.2.4 In the majority of cases the TD will find nothing untoward and classify it as a Green psyche.
- 6.2.5 A TD may use evidence from a partnership's action on two or more boards to determine whether it has an unauthorised understanding. If so, the score on all such boards will be adjusted, as long as it is practical to do so. In other words, two or more Amber psyches changes them all to Red.
- 6.2.6 Whilst a deviation, like a psyche, is a deliberate mis-statement of some feature of the hand, it differs in that it is minor whereas a psyche is gross. A partnership's actions following a deviation may provide evidence of an unauthorised understanding, but they are less likely to do so.

6 PSYCHIC BIDDING

- 6.2.7 Whilst a misbid, like a psyche, is a mis-statement of some feature of the hand, it differs in that it is inadvertent whereas a psyche is deliberate. A partnership's actions following a misbid may provide evidence of an unauthorised understanding, but they are less likely to do so because of the lack of intent to mislead. As with psyches, misbids may be classified as Red, Amber or Green.

6.3 Reporting and Recording

- 6.3.1 Psychic Bids do not have to be reported but you may request the TD to do so if you wish. To do so is not to accuse your opponents of malpractice. The TD may keep a record of any hand if he thinks fit.

7 PROCEDURES

7.1 "Stop" or "Skip" Bids (Law 73A2)

- 7.1.1 Before making a jump bid (ie a bid at a higher level than the minimum required) you should say "stop" or "skip bid", to give the next player time to reflect.
- 7.1.2 Just as when passing you can use "Pass" or "No Bid" but should not change from one to the other during a session, so you should be consistent in the use of "stop" or "skip bid". (Law 74C1)
- 7.1.3 After a jump bid, the next player **must** pause for about ten seconds before calling. It is an offence either not to pause or to show indifference when pausing.

7.2 Your Hand and Curtain Card

- 7.2.1 It is your responsibility to ensure you have the correct cards in your hand and you fail to do so at your peril! When you take the cards from the board, before looking at them, first check that the curtain card - if there is one - belongs to you, then count your cards, then examine the faces of them and check from the curtain card that they are correct. (Law 7B1)
- 7.2.2 You may not take the cards, or the curtain cards, of other players out of the board during or after play without the permission of the TD. At the end of play, however, you may ask an opponent to show his hand to check on a revoke or to ascertain the number of tricks won or lost. (Law 7C, 66D)

7.3 Bidding Boxes

- 7.3.1 The EBU has adopted the following procedures based on recommendations by the WBF.
- 7.3.2 Starting with the dealer, players place their calls on the table in front of them, from the left and neatly overlapping, so that all calls are visible and faced towards partner. Players should refrain from touching any cards in the box until they have determined their call. A call is considered to have been made when the call is removed from the bidding box with apparent intent (but the Director may apply Law 25).
Note that some left-handed bidding boxes are available, where the calls are placed in a row from right to left.
- 7.3.3 Alerts should be made by use of the Alert card. It is the responsibility of the Alerting player to ensure that BOTH his opponents are aware of the Alert.
- 7.3.4 Before making a jump bid (ie a bid at a higher level than the minimum required) a player must place the Stop card in front of him, then place his call as usual, and eventually remove the Stop card. His LHO should not call until the Stop card has been removed. The Stop card should be left on the table for about ten seconds, to give the next player time to reflect. It should not be removed prematurely.
- 7.3.5 After a jump bid, the next player **MUST** pause for about ten seconds before calling. It is an offence either not to pause or to show indifference when pausing. If the Stop card has been removed prematurely or has not been used, an opponent should pause as though the Stop card had been used correctly.
- 7.3.6 At the end of the auction the calls should remain in place until the opening lead has been faced and all explanations have been obtained, after which they should be returned to their boxes.

7 PROCEDURES

7.3.7 Calls made using cards are treated under the Laws in the same way as spoken calls. For example, a call may be changed without penalty under Law 25A only if:

- The change is solely due to the player having taken out the wrong card in error, and
- He changes - or attempts to change - it instantly when he realises that he has removed the wrong card by mistake.

7.4 Law book options

7.4.1 Certain Laws have Zonal options. European Zone options are:

- Law 12C3 applies, so an Appeals Committee may vary an assigned adjusted score in order to achieve equity.
- Law 18F authorises such methods as Bidding Boxes and Silent Bidders.
- Law 40D has been delegated by the Zone. The EBU does not allow opening 1-bids on such hands (typically 7HCP or weaker) except in some cases at Level 5.
- Law 61B applies in full, so defenders may not ask each other whether they have any cards left of the suit led.
- Law 93 allows the possibilities of differing methods of appeals and thus permits special methods to deal with special cases.

8 APPEALS PROCEDURES

8.1 Appeals Committees

- 8.1.1 A Law 92A appeal to an EBU Appeals Committee or Referee is - at the time of going to print - subject to a deposit of £10 for a pair and £20 for a team. This is returned at the Appeals Committee's discretion and their decision is based upon whether they consider the appeal to have been frivolous for the class of player involved. The test in the case of an experienced appellant would be if the Committee came to a unanimous decision with little or no discussion; the less experienced the player, the more lenient the Committee would be.
- 8.1.2 At certain competitions, the Laws & Ethics Committee appoint experienced players as 'Appeals Advisors' to help would-be appellants decide whether their case has sufficient merit to justify an appeal. This facility is advertised in advance and the names of the advisors are announced at the start of the competition.
- 8.1.3 An Appeals Committee or a Referee will seek any guidance required as to law or regulation from the Director in Charge. It is within the discretion of the Committee to seek such other consultation as may be helpful; it is recommended for a Referee to do so, if convenient.

8.2 Appeals to the National Authority

- 8.2.1 These are settled by the Laws & Ethics Committee and must be submitted in writing to the Secretary of the Committee, enclosing a deposit - at the time of going to print - of £50. You should inform the TD of your intention to appeal, since the Committee may want information from him, as well as the comments of the Referee or the Appeals Committee which heard the original appeal.
- 8.2.2 No Appeal to the National Authority will be allowed if there was not a request for an appeal against the TD's ruling under Law 92A. (Law 93C)
- 8.2.3 The deposit will normally be returned only if the Laws & Ethics Committee considers the appeal to involve either a question of principle, an error of direction, or an error in the application of Law or Regulation. The Committee does not revise value judgements unless they are grossly inappropriate
- 8.2.4 The outcome of an appeal to the National Authority, or some other intervention by the Laws & Ethics Committee, will affect the result of a match in a knock-out competition only if the decision is made before the publication of the draw for the next round.

9 PERMITTED CONVENTIONS AND AGREEMENTS

9.1 Basic

- 9.1.1 It is your duty to ensure that the conventions you use are permitted.
- 9.1.2 You and your partner must use the same bidding conventions and play the same system of leads, signals and discards.
- 9.1.3 You may define the strength of your hand by using any method of hand evaluation that will be understood easily by your opponents (eg High Card Points, the number of Playing tricks, etc).
- 9.1.4 No convention is permitted whose sole benefit, or one of whose main benefits, is to deceive the opponents intentionally as to:
- the length or strength of a suit, and/or
 - the strength of the hand held by the player making the call.
- 9.1.5 You may not have an agreement to make random calls, including overcalls. Even random calls without an agreement are likely to be an offence against the Proprieties. (Law 74)
- 9.1.6 No method of controlling psyches is permitted.
- 9.1.7 Under Level 2, 3 or 4, only conventions and agreements are permitted, not systems.
- 9.1.8 You and your partner may play two systems at different positions or vulnerabilities only in Level 4 competitions, and only where rounds are of 7 boards or more. You must each make out two convention cards, indicating the occasions when the different systems apply.

9.2 Rule of 19 (and Rule of 18, 22, 23, 25)

- 9.2.1 This is a method of hand valuation calculated by adding the HCPs to the sum of the number of cards in the two longest suits. It is used for defining what agreements are permitted for bidding on hands (usually for opening bids).

For example:

	(A)	(B)
	♠ J 8 4 3 2	♠ 6
	♥ 3	♥ A J 8 7 2
	♦ A 4 3	♦ K J 9 3 2
	♣ K 6 5 4	♣ 8 6
High Card Points:	8	9
No. of cards in longest suit:	5	5
No. of cards in 2nd longest suit:	4	5
Total value by "Rule of 19":	17	19

At Level 2 (for example) it is normally permitted to open on Rule of 19, so you may normally agree to open on (B), but not on (A). See 9.3.1, 12.2.1, 13.1.1 and 14.1.1 for the main uses of this Rule.

9 PERMITTED CONVENTIONS AND AGREEMENTS

9.3 Definitions

9.3.1 General Definitions.

Weak Opening bid:

minimum strength is Rule of 18 or less.

'Non-Strong' opening bid:

minimum strength is Rule of 22 or less.

Strong Opening bid:

minimum strength is Rule of 23 or more.

Natural Suit bid:

a bid showing length in the suit and saying nothing about any other suit. Length is at least four cards unless explicitly stated otherwise. In many situations, especially on later rounds, a natural suit bid may show at least three cards in that suit.

Natural No trump Bid:

a bid prepared to play in that level of no trumps, where the hand is either balanced or semi-balanced or short only in the suit or suits bid by partner.

Balanced:

a hand of 4-3-3-3, 4-4-3-2 or 5-3-3-2 shape.

Semi-balanced:

a hand with no seven-card or longer suit, nor a singleton or void.

Three-suiter, or three-suited hand:

a hand of 4-4-4-1, 5-4-4-0 or 5-4-3-1 shape.

Two-suiter, or two-suited hand:

a hand with one suit of at least five cards and another of at least four cards.

One-suiter, or one-suited hand:

a hand with one suit of at least five cards and not showing any other suit of four or more.

9.3.2 Definitions of one of a minor openings.

Names for 1♣ openings are as follows. Similar names are used for 1♦ openings.

Short (or Nebulous) club:

not forcing, possibly on two (or fewer) clubs.

Prepared club:

not forcing, guaranteeing at least three clubs.

Phoney club:

forcing, possibly on three (or fewer) clubs.

Strong club

forcing, showing 16+ HCP.

Either/or club

forcing showing a strong hand (like a Strong club) or a weaker hand (such as a weak no trump or a minimum opening with clubs).

Note: Conventional openings:

Short, Phoney, Strong, and Either/or clubs are considered conventional:
Prepared clubs are considered natural (except for alerting).

9 PERMITTED CONVENTIONS AND AGREEMENTS

9.3.3 Choices.

In the permitted lists of conventions (see section 11 to section 15) if there is a list of choices then you may play the particular call to mean only one item from the list if it says:

- Any one of ...
- Either ... or ...

However, you may play it as a multi-way bid, showing various possibilities from the list if it says:

- Any of ...
- ... or ...
- Up to three of ...

9.4 Treatments

9.4.1 In the 'treatment' of a permitted convention, you may alter the suit length(s) only if this does not change the nature of the convention, and you may change the range of values only if the different range is:

- the same width or narrower and
- not weaker.

You may not change suits.

9.4.2 You are allowed to restrict the range of a conventional or natural call by excluding certain types of hand, but any such treatment must be shown on your convention card and alerted: you should bear in mind that it can transform an otherwise natural call into a conventional one. You may not, however, alter the meaning of a call so that its basic character is changed: for instance, you could not exclude one-suited Spade holdings from an opening bid of 1 Spade, making it then by definition a two or three-suited hand.

9.4.2 Certain permitted conventions may not be 'treated' at all and you should check the descriptions before using them:

- Multi-2♦ at Level 3 (13.4.2)
- Gardener 1NT Overcall (14.9.4)

10 CATEGORISATION OF CONVENTIONS

10.1 Categories

10.1.1 In order to provide the right kind of competition for every level of player, the EBU has created five categories of permitted conventions which are, in order of complexity:

- Level 1, which has various types
- Level 2, which can also be used in
- Level 3, which can also be used in
- Level 4, and also
- Level 5, which has various types.

10.1.2 Competitions licensed by the EBU. The conditions attached to a convention or its classification may not be changed.

10.1.3 County Associations. For their own competitions, County Associations are free to choose which conventions can be used. This includes Level 5, which involves choosing a further category (see section 15).

10.1.4 Clubs can make their own arrangements, except that EBU rules apply to all heats of National events, and County rules apply to all heats of County events.

10.2 Submitting a convention for categorisation

10.2.1 If you want the Laws & Ethics Committee to consider any convention for categorisation you should contact the Secretary of the Laws & Ethics Committee, details as on the first page of this book.

11 LEVEL 1 PERMITTED CONVENTIONS

11.1 General approach

11.1.1 General

'Level 1' events are run under a suitable 'Simple Systems' type approach, either by giving players a particular convention card or a list of permitted agreements. Details will be given by the sponsoring organisation.

11.1.2 Convention cards

The L&EC recommends that the sponsoring organisation gives each player a convention card to follow. They should indicate whether any changes may be made. The following cards are available from the EBU:

- EBU Simple System
- English Standard - Foundation
- English Standard - Full

Any call that is part of old-fashioned simple Acol is allowed, even if not on the convention card being used.

11.1.3 List of Conventions and Agreements.

Alternatively (but not recommended) competitors may be required to adhere to the following list of conventions and agreements, which is approximately the same as on the EBU's Simple System convention card.

Where one of the conventions below is not used, the particular call will have a natural meaning. Where alternatives are given, you may select only one.

Any call that is part of old-fashioned simple Acol is allowed, even if not on the List of Conventions and Agreements.

11.2 EBU Simple System

11.2.1 Basic system

Natural:

- 1♣ either natural or prepared.
- 1NT limited to a 3-point range between 12 and 18 HCP: its strength may vary according to the vulnerability.
- 2♣ Acol: 2♦ negative response.
- 2♦, 2♥, 2♠ strong: 2NT negative response.

11.2.2 Bidding Conventions.

- Responses to 1NT: Stayman 2♣.
- Responses to 2NT: Either Stayman 3♣ or Baron 3♣.
- Take out doubles of an opponent's suit, before partner has bid or doubled.
- Any defence to pre-empts.
- Slam bidding: Blackwood, Gerber, and 5NT Grand Slam Force.

11.2.3 Leads, signals and discards.

Honour card leads:

A from AKx.

the highest from touching honours

Small card leads from an honour:

lowest from three

4th highest from four or more

Small card leads from suits not headed by an honour

Any of:

the highest card

the 2nd highest card from 3 or more

the 4th highest card from 4 or more

Signals on partner's lead, signals on declarer's lead and discards:

High-low shows either an even number of cards or encouragement,

low-high shows either an odd number of cards or discouragement.

When a card would be generally understood to have a suit preference meaning, such as when it is led for partner to ruff, then this is allowed.

12 LEVEL 2 PERMITTED CONVENTIONS

The following conventions and bidding agreements may be used in 'Level 2' competitions.

12.1 Basic

12.1.1 Development of the auction.

You are free to develop the auction in any manner you like:

- (a) from the opener's rebid onwards
- (b) with a call that is game forcing from strength
- (c) after any player has made a game forcing call
- (d) after any opening bid at the 2-level or higher

(subject to the explicit restrictions on conventional calls in 12.2.1, 12.5.2, 12.13.1, 13.1.1, 13.3.2, 13.6.1, 14.1.1, 14.3.2, 14.10.1).

12.1.2 Canapé bids.

Canapé style bidding, where the shorter suit is bid before the longer, is permitted. Both suits must contain at least four cards, although there are exceptions to this and you should refer to the relevant section below for further information. You must write 'Canapé' as part of your basic system on the convention card or on the front of the EBU20A.

12.2 One of a suit opening bids

12.2.1 Minimum opening bids.

- The minimum agreement for opening 1-of-a-suit is Rule of 19, or 11 HCP; except
- You may open a natural 1-of-a-suit that may be weaker than this by agreement, but only if you do not play any conventional calls thereafter.
- You may not open conventional 1-of-a-suit that may be weaker than this by agreement.
- The minimum agreement for suit length for 1♥ or 1♠ is four cards; except
- You may open 1♥ or 1♠ on 3 cards by agreement but only if you do not play any conventional calls thereafter.

12.2.2 1♣ opening may be played as any one of the following

- (a) natural, not forcing
- (b) balanced, forcing or not
- (c) natural or balanced, forcing or not
- (d) artificial, forcing, at least 16 HCPs.

12 LEVEL 2 PERMITTED CONVENTIONS

12.2.3 1♦ opening may be played as any one of the following.

- (a) natural, not forcing
- (b) balanced, forcing or not
- (c) natural or balanced, forcing or not
- (d) natural 1♣ opening with no suit longer than clubs, forcing or not
- (e) natural or a natural 1♣ opening with no suit longer than clubs, forcing or not
- (f) natural or balanced or natural 1♣ opening with no suit longer than clubs, forcing or not

12.2.4 1♥ and 1♠ openings may be played as any one of:

- (a) natural, 4+ cards, not forcing
- (b) natural, 5+ cards, not forcing

12.2.5 Other permitted conventions.

Phoney or Short Club:

1♣ opening may be played as natural or balanced or 4-4-4-1 with a singleton club, forcing or not

12.2.6 Example of convention covered by 12.2.2.

Prepared 1♣ opening bid with 1♦ negative

12.3 Responses to one of a suit opening bids

12.3.1 Any response which is always game forcing is permitted, whether additional to or replacing the responses below.

12.3.2 To a 1♣/♦ opening.

- (a) All responses may be forcing or non-forcing.
Any response showing at least four cards in the suit bid is permitted, as is a natural response in no trumps or any response which is game forcing.
- (b) Instead, a 1♦ response over 1♣
or a 1♥ response over 1♦
may be either one or two of:
 - (i) artificial, negative or semi-negative
 - (ii) any agreed meaning, game forcing
- (c) Instead, a 1♥ response over 1♣
or a 1♠ response over 1♦
may be artificial, negative or semi-negative

12 LEVEL 2 PERMITTED CONVENTIONS

12.3.3 To a 1♥ opening.

One of each of the following responses may be played:

1♠:	natural, forcing or not forcing
1NT:	natural, not forcing or weakish, unsuitable for any other response or 4+ Spades, forcing for one round. or 5+ Spades, forcing for one round.
2♣/♦:	natural, forcing or not forcing or natural, 3+ cards, forcing
2♥:	natural, limit bid.
2♠:	natural, forcing or not forcing
2NT:	natural, limit bid
3♣/♥/♠:	natural, forcing or not forcing.

12.3.4 To a 1♠ opening.

One of each of the following responses may be played:

1NT:	natural, not forcing or weakish, unsuitable for any other response
2♣/♦/♥:	natural, forcing or not forcing or natural, 3+ cards, forcing
2♠:	natural, limit bid.
2NT:	natural, limit bid.
3♣/♦/♥/♠:	natural, forcing or not forcing.

12.3.5 Examples of conventions covered by 12.3.2 to 12.3.4.

SNAP

Euinton:

1♦ response to 1♠ to show a negative with range 0-8 HCP.

12.3.6 Other permitted conventions:

Forcing Spade/No trump response:

You may use 1♠ or 1NT over an opening bid of 1♥, or 1NT over an opening bid of 1♠, as artificial and forcing with any number of meanings.

Support bids:

Any call which shows support for partner and the values for game opposite a non-minimum opening is allowed. This includes calls that could alternatively contain game values.

12 LEVEL 2 PERMITTED CONVENTIONS

12.3.7 Examples of conventions covered by 12.3.6.

Bergen raises:

A 3♣/3♦ response to 1♥/1♠ to show 10-12 HCP and a fit. Note that the response to show 7-9 HCP is only permitted at Level 3 (13.2.2/3).

Fit jumps (previously Fit-showing jumps):

if they show the values for a raise to the three level.

Note that if played in a pre-emptive fashion then they are only permitted at Level 3 (13.2.2/3).

2NT response:

to show either a limit raise or a 16+ HCP raise.

2NT in response to 1♥/♠:

as a raise, balanced hand, limit bid.

Austwick

Jump shift asking bids

12.3.8 In competition.

After the next player doubles or overcalls the opening bid:

- Any meaning may be played for double, redouble, 2NT and a cue bid of an opponent's suit
- Any meaning that includes a pass on 0 HCP may be played for pass.

Pass: a conventional pass promising values is not allowed. Your pass must be considered by your partner to show at its minimum no points at all, though of course there may be occasions when, despite holding values, your system gives you no other option but to pass.

Note: over a take out double of a non-forcing 1♦ that may have fewer than four cards in the suit, you may pass to show Diamonds, and you may also bid a three-card major if there is no alternative.

12.3.9 Examples of conventions covered by 12.3.8.

Truscott 2NT

Redouble: this may show any one of the following:

- (a) strength and a willingness to play in that contract.
- (b) a singleton or a void in the suit bid by your partner, who is expected to remove to another suit, which may only have three cards in it.
- (c) a specific distributional feature, such as a 5-card or two 4-card suits.

12.3.10 Withdrawn convention.

You may NO LONGER play:

Baron pass:

over a take out double by your right-hand opponent, pass shows 5½-8½ HCPs.

12 LEVEL 2 PERMITTED CONVENTIONS

12.4 Opener's rebids after opening one of a suit

12.4.1 Rebids after a 1 suit opening.

Any system of rebids is allowed.

12.4.2 Examples of conventions covered by 12.4.1.

Opener's 2♣ enquiry after a 1NT response

Fragment bids

Long-suit trial bids

Romex trial bids

Short-suit trial bids

Splinter bids

Stevens-Watts approach to 3NT

K rebids after 1♦-1♥/♠

Sarjeant

Strachan rebids after Short diamond

12.5 One No trump Opening Bids

12.5.1 You may only open a natural 1NT. You may vary the HCP range according to position and vulnerability and this must be shown on your convention card.

12.5.2 Minimum opening bids.

- The minimum agreement for opening a natural 1NT is 10 HCP; except
- You may open a natural 1NT that may be weaker than this by agreement but only if you do not play any conventional calls thereafter.

12.5.3 A natural 1NT must have a defined range, a minimum of 10 HCPs and must not be forcing.

You may play one of the following:

- a balanced hand
- a balanced or semi-balanced hand

All continuations are allowed.

12.6 Two of a Suit Opening Bids

12.6.1 You may not mix strong and non-strong types.

All continuations are allowed.

12 LEVEL 2 PERMITTED CONVENTIONS

12.6.2 You may play these to show strong hands, with up to three meanings from:

- (a) game forcing.
- (b) balanced (or semi-balanced) hand, defined range, minimum 18 HCPs:
alternatively may be played so that on occasion it may contain a singleton
- (c) Acol Two or Rule of 25: the suit need not be specified.
- (d) three-suiter, minimum 16 HCPs.

12.6.3 You may play these to show non-strong hands, with one meaning from:

- (a) any agreement that includes length (at least 4 cards) in the bid suit
- (b) three-suiter, short in the bid suit, Rule of 19.

12.6.4 Examples of conventions covered by 12.6.3.

Alexander 2♦/♥/♠

Lucas 2♦/♥/♠

Precision 2♣

12.7 Two No trump Opening Bids

12.7.1 You may play one of the following:

- (a) balanced (or semi-balanced) hand, defined range, minimum 18 HCPs:
alternatively may be played so that on occasion it may contain a singleton
- (b) game forcing
- (c) a minor two-suiter with at most a 5 HCP range

All continuations are allowed.

12.7.2 Example of convention covered by 12.7.1.

Austwick:

Unbalanced game force.

12.8 Three of a Suit Opening Bids

12.8.1 You may play these as either natural or natural and pre-emptive.

All continuations are allowed.

12.8.2 Other permitted conventions.

Clarke 3♣:

shows a 6+ card club suit, a 4-card major, 11-15 HCPs and denies three cards in the other major.

Dhondy 3♠:

shows at least 5-5 in the minors and 9-13 HCPs.

All continuations are allowed.

12 LEVEL 2 PERMITTED CONVENTIONS

12.9 Three No trump Opening Bids

12.9.1 You may use any one of the following:

- (a) balanced (or semi-balanced) hand, defined range, minimum 18 HCPs: alternatively may be played so that on occasion it may contain a singleton
- (b) an unspecified solid minor without high cards outside
- (c) an unspecified solid minor with high cards outside

All continuations are allowed.

12.10 Four or more of a Suit Opening Bids

12.10.1 You may play these as natural or natural and pre-emptive.

All continuations are allowed.

12.10.2 Other permitted conventions.

South African Texas:

4♣ shows a strong 4♥ opener

4♦ shows a strong 4♠ opener

Note: They are often played to show solid suits.

All continuations are allowed.

12.11 Defence to Conventional Bids

12.11.1 Any defence may be used to a conventional opening bid. Note that opening bids of a minor that are non-forcing, and show 3+ cards, are considered natural. Opening bids of a minor that are forcing, or may be made on fewer than 3 cards, are conventional, so any defence may be played to them.

12.11.2 Any defence may be used to a conventional response to any opening bid.

12.11.3 Examples of conventions covered by 12.11.1.

*Any method of defence to multi-way bids which are at the level of two or higher.
All defences previously permitted over Strong conventional openings.*

12.12 Defence to Natural One of a Suit Opening Bids

All the defences below can also be used against 1♣/1♦ openings that may be on 3 cards, and to natural responses to natural openings. All defences are permitted (see 12.11.1) to conventional 1♣/♦ openings, ie either forcing or made on fewer than 3 cards, and to conventional responses to natural openings (see 12.11.2).

12 LEVEL 2 PERMITTED CONVENTIONS

12.12.1. Natural overcalls

- The minimum agreement for suit length for a natural overcall is 4 cards; except
- You may overcall on 3 cards by agreement but only if you do not play any conventional calls thereafter.

12.12.2 Doubles

- These may be played as either takeout or penalty.
- Doubles of natural responses may be played as either takeout or penalty.

12.12.3 Cue bids

- You may use a cue bid, at the lowest level, of an opponent's suit as a game force.

12.12.4 Two-suiter overcalls.

- Over an opponent's natural bid, you may use a jump overcall, a simple or jump cue bid of an opponent's suit or a bid of no trumps to show a two-suited hand of any agreed strength as long as one of the suits is specified; after that any action by either side is allowed.

12.12.5 Responses to overcalls.

- Any meaning may be played for double, redouble, 2NT and a cue bid of an opponent's suit
- Any meaning that includes a pass on 0 HCP may be played for pass.

12.12.6 Responses to natural no trump overcalls.

- As long as your partner's no trump overcall is natural (see 12.5.3) with a defined range, you may use any method of responding, irrespective of any intervention.

12 LEVEL 2 PERMITTED CONVENTIONS

12.12.7 Other permitted conventions.

Baron 1NT overcall:

a weak take out double.

Hudson 1NT overcall:

a strong take out double with 16+ HCPs.

Jump cue bid:

an immediate jump in an opponent's suit denies a stopper in it and shows an unspecified solid suit.

Konstam and Tarlo ("KAT"):

an immediate cue bid, forcing for one round only and showing a good take out double.

Roman Jump Overcalls:

these show a limited two-suiter with specified suits; 2NT shows a strong two-suiter with any unbid suits and a minimum of 17 HCPs.

Herbert negatives:

in response to a take out double, a bid of the next suit up is negative.

Cotterill semi-positive 1NT:

in response to your partner's take out double of an opening 1♠, 1NT shows 6-8 HCPs but not necessarily a balanced hand. Suit bids at the lowest level are natural and negative, 0-5 HCPs.

Fit jumps (previously called Jump Shift response):

in response to an overcall, a jump in a new suit is forcing, shows a good holding in the suit you've bid and support for your partner.

Fit non-jumps:

in response to an overcall, over intervention by the responder, a new suit at the lowest level is forcing, shows a good holding in the suit you've bid and support for your partner.

12.12.8 Examples of conventions covered by 12.11.1.

Kirby over a Short 1♠/♦

Rodgers over a Short 1♦

12.13 Defence to Natural One No trump Opening Bids

12.13.1 1 No trump opening.

- (a) Double by an unpassed hand is for penalties, showing at least 12 HCP or compensating distribution.
- (b) You may use 2-level bids and, if you've passed, double to show any one of:
 - (i) a single specified suit.
 - (ii) two suits, at least 4-4, of which at least one is specified.
 - (iii) three suits, at least 4-4-3-2, of which at least one is specified.

Note: players abuse this by bidding, say, 2♣ to show Hearts and another suit and then rebidding 3♣ to show just Clubs: this is not allowed.

- (c) Alternatively, 2NT may be used to show a strong unspecified two-suiter, as long as it is forcing to game.
- (d) Bids at the three level may have any meaning.

All continuations are allowed.

12 LEVEL 2 PERMITTED CONVENTIONS

12.13.2 Defence to Responses.

- Any defence is allowed to conventional responses (see 12.11.2).
- Doubles of natural responses may be played as either takeout or penalty.

12.13.2 Other permitted conventions.

Sharples:

- 2♣ shows an unspecified shape, including at least 4 Spades
- 2♦ shows a weak distributional hand with short Clubs.

Roche:

- 2♣ shows an unspecified shape with at least three clubs

All continuations are allowed.

12.14 Defence to Natural Opening Bids of 2♣ or higher

12.14.1 You may use any method of defence to natural (or conventional, see 12.11.1) opening bids which are at the level of two or higher.

12.14.2 Examples of conventions covered by 12.14.1.

Any method of defence to pre-emptive bids which are at the level of two or higher
Stevenson

12.15 Leads, Signals and Discards

12.15.1 You may use any system of leads, signals and discards as long as:

- reasonable details are entered on your convention card: it is not acceptable to use terms such as 'natural' or 'standard'.
- no signal is given to your partner which, in principle, is based upon information not available to declarer, so no form of 'encrypted' signalling is allowed.
- you do not use dual meaning odd/even signals (when following suit) where odd and even are combined with whether a card is high or low to show suit preference. Odd/even discards, however, are permitted.

13 LEVEL 3 PERMITTED CONVENTIONS

The following conventions and agreements, together with those in section 12, may be used in 'Level 3' competitions.

13.1 One of a Suit Opening Bids

13.1.1 Minimum opening bids.

- The minimum agreement for opening 1-of-a-suit is Rule of 19, or 11 HCP; except
- You may open a natural 1-of-a-suit that may be weaker than this by agreement, but only if you do not play any conventional calls thereafter.
- You may not open conventional 1-of-a-suit that may be weaker than this by agreement.
- The minimum agreement for suit length for 1♥ or 1♠ is 4 cards; except
- You may open 1♥ or 1♠ on 3 cards by agreement but only if you do not play any conventional calls thereafter.

13.1.2 1♣ opening may be played as any one of the following:

- (a) natural 1♦ opening with no suit longer than diamonds, forcing or not
- (b) natural or natural 1♦ opening with no suit longer than diamonds, forcing or not
- (c) natural or balanced or natural 1♦ opening with no suit longer than diamonds, forcing or not

13.1.3 1♦ opening may be played as

artificial, forcing for one round, at least 16 HCP.

13.2 Responses to One of a Suit Opening Bids

13.2.1 To a 1♣/♦ opening.

All responses may be forcing or non-forcing. Any response showing at least four cards in one or more specific suits is permitted, as is any response showing a balanced hand, or any response which is game forcing.

Instead, a 1♦ or 1♥ response over 1♣

or a 1♥ or 1♠ response over 1♦

may be any one or two of:

- (a) artificial, negative or semi-negative
- (b) any agreed meaning, game forcing
- (c) showing at least four cards in the bid suit

13.2.2 Other permitted conventions.

Blue Club Responses to ♥ or 1♠

2♣/♦ over 1♥, or

2♣/♦/♥ over 1♠

are multi-way, being any of

- (a) natural, forcing to 2NT
- (b) Canapé, game forcing, holding at least Kx in the suit.
- (c) game forcing with primary support.

Support jumps:

Any jump bid which shows support for partner is allowed.

13 LEVEL 3 PERMITTED CONVENTIONS

Power responses:

2♣ or 2♦ is an artificial game try

Note that 2♣ or 2♦ as an artificial game force is covered by 12.1.1.

13.2.3 Examples of conventions covered by 13.2.1/2.

Bergen raises:

A 3♣/3♦ response to 1♥/1♠ to show 7-9 HCP and a fit. Note that the response to show 10-12 HCP is now permitted at Level 2 (12.3.6/7).

Fit jumps (previously Fit-showing jumps) if played in a pre-emptive fashion:

Note that if they show the values for a raise to the three level then they are now permitted at Level 2 (12.3.6/7).

Invitational minor splinters:

3♥/♠ over 1♣/1♦ shows 8-10 HCP, singleton or void in ♥/♠ respectively, and 5+ card support

3NT over 1♣/1♦ shows 8-10 HCP, singleton or void in ♦/♣ respectively, and 5+ card support

Meadows:

A 2♣ response to 1♦ is a Stayman-type enquiry showing at least game try values.

Ritter

13.3 One No trump Opening Bids

13.3.1 You may open 1NT as either natural (see 12.5.3) or artificial.

13.3.2 Minimum opening bids.

- The minimum agreement for opening a natural 1NT is 10 HCP; except
- You may open a natural 1NT that may be weaker than this by agreement but only if you do not play any conventional calls thereafter.

13.3.3 Artificial may be any shape, must be forcing for one round and must have at least 19 HCPs. Permitted responses are:

- 2♣: artificial, negative.
- 2♦ or higher: game forcing.

13.3.4 In competition after Artificial 1NT opening

After the next player doubles or overcalls the opening bid:

- Any meaning may be played for double, redouble, 2NT and a cue bid of an opponent's suit
- Any meaning that includes a pass on 0 HCP may be played for pass.

13 LEVEL 3 PERMITTED CONVENTIONS

13.4 Two of a Suit Opening Bids

13.4.1 You may not mix strong and non-strong types except in the case of the Multi-2♦.

13.4.2 Other permitted conventions.

Multi-2♦: you may play it as one of:

- (a) a weak unspecified 5+ card major which must have a defined range of no more than 5 HCPs, a minimum strength of 4 HCPs and a maximum of 12 HCPs.
 - (b) a weak unspecified 6+ card major which must have a defined range of no more than 5 HCPs, a minimum strength of 4 HCPs and a maximum of 12 HCPs.
- together with one or two of:
- (c) an Acol Two or Rule of 25: the suit need not be specified.
 - (d) a strong 4-4-4-1 hand, any singleton and a defined range.
 - (e) balanced (or semi-balanced) hand, defined range, minimum 18 HCPs: alternatively may be played so that on occasion it may contain a singleton
 - (f) a game forcing hand.

All continuations are allowed.

Note: since the Multi-2♦ has only continued to be allowed at Level 3 because it was a popular convention long before the present approach to permitted conventions was adopted, the following restrictions have been imposed upon its use:

- (i) in the weak option, there must be ambiguity as to whether the opener has Hearts or Spades: it must not be used to show just one suit.
- (ii) you must not vary the above by any sort of treatment (see 9.4.3).
- (iii) you are expected to explore game possibilities if your hand justifies it opposite the stronger options of your partner's Multi-2♦.
- (iv) you may pass your partner's Multi-2♦ only if you have a good reason to believe that 2♦ is the partnership's best contract.
- (v) you may not psyche a Multi-2♦ in Level 3 events.
- (vi) at least one strong option must be of reasonable frequency.

13.5 Three No trump Opening Bids

13.5.1 Other permitted conventions:

Minor pre-empt:

3NT may be played as a pre-empt in either minor

Liggins 3NT:

Shows a solid or semi-solid major with or without an outside ace or king.

All continuations are allowed.

13 LEVEL 3 PERMITTED CONVENTIONS

13.6 Defence to One of a Suit Opening Bids

13.6.1 Natural overcalls

- The minimum agreement for suit length for a natural overcall is 4 cards; except
- You may overcall on 3 cards by agreement but only if you do not play any conventional calls thereafter.

13.6.2 Suit transfers

Suit transfer overcalls, and suit transfer responses to overcalls, are permitted, subject to the following:

- The suit's quality and the hand's minimum strength are those generally played for a natural call at the level that would result from the completion of the transfer.

A suit transfer overcall is any one of:

- (a) Clubs to show length in diamonds
- (b) Diamonds to show length in hearts
- (c) Hearts to show length in spades
- (d) Spades to show length in clubs
- (e) No trumps to show length in clubs
- (f) No trumps to show length in diamonds

13.6.3 No trump transfers

No trump transfer overcalls, and no trump transfer responses to overcalls, are permitted, subject to the following:

- The bid shows a hand whose distribution and minimum strength is that generally played for a natural no trump call at that level.

A no trump transfer overcall is:

- Spades to show a no trump hand.

13.6.4 Other permitted convention

Power responses:

2♣ response to an overcall is a conventional game try.

Note: a 2♦ response to an overcall as a conventional game force is permitted under 12.1.1

13.7 Defence to Natural One No trump Opening Bids

13.7.1 Other permitted convention

Donovan double:

A double by a passed hand shows at least 3-3 in the majors.

14 LEVEL 4 PERMITTED CONVENTIONS

The following conventions and agreements, together with those in sections 12 and 13, may be used in 'Level 4' competitions.

14.1 One of a Suit Opening Bids

14.1.1 Minimum opening bids.

- The minimum agreement for opening 1-of-a-suit is Rule of 18; except
- You may open a natural 1-of-a-suit that may be weaker than this by agreement, but only if you do not play any conventional calls thereafter.
- You may not open conventional 1-of-a-suit that may be weaker than this by agreement.
- The minimum agreement for suit length for 1♥ or 1♠ is four cards; except
- You may open 1♥ or 1♠ on 3 cards by agreement but only if you do not play any conventional calls thereafter.

14.1.2 Either/or clubs.

1♣ opening may be played as up to three meanings from:

- (a) a balanced (or semi-balanced) hand with 9+ HCP
- (b) 5+ Clubs, Rule of 18
- (c) 4-4-4-1, 10+ HCP

together with:

- (d) any 17+ HCP

Note: the ranges may be narrower if desired (see 9.4.1)

14.1.3 Example of convention covered by 12.2.2/3 at Level 2 (previously Restricted Licence).

Macfarlane Two-way 1♣/1♦

14.1.4 Example of convention covered by 14.1.2.

Beavon 1♣

14.2 Responses to One of a Suit Opening Bids

14.2.1 Transfers

Any transfer response is permitted. A transfer response is any one of:

- (a) Clubs to show length in diamonds
- (b) Diamonds to show length in hearts
- (c) Hearts to show length in spades
- (d) Spades to show a no trump hand
- (e) Spades to show length in clubs
- (f) No trumps to show length in clubs
- (g) No trumps to show length in diamonds

14 LEVEL 4 PERMITTED CONVENTIONS

14.2.2 Relays

Any relay response is permitted. A relay response is:

- A call that is forcing, asks for information about partner's hand, is constructive, but does not show any other feature.

14.2.3 Other permitted conventions.

Power 2NT:

in response to 1♥/1♠, 2NT shows both minors, 6-12 HCP.

BOSS responses to 1♥/1♠:

1♥ - 2♦ shows a weak raise in hearts or a game force with diamonds.

1♠ - 2♥ shows a weak raise in spades or a game force with hearts.

Woolven 2♦ response to 1♣:

Shows 5-9 HCP with a 6+ card major or a game force with hearts.

Callaghan responses to 1♣:

1♠ shows a hand with no major

Note that the 1♦/♥/NT responses are covered by 13.2.3.

1♦/1♥ are transfers

1NT shows a hand with both majors

Samuelson responses to a 3-suited 1♦:

If a 1♦ opening is played as a 3-suiter with no 5 card major then the following responses are permitted:

1♥, 1♠ and 2♣ show at least 3 cards and are not forcing

Prepared minor suit openings with relay responses:

the next suit up is an artificial relay, showing 6+ HCPs. The relay must not be compulsory.

Clarke responses to a 'Short' Diamond:

1♥ is 8-10 HCPs, 1♠ 11-13 HCPs and 1NT 14+ HCPs, all artificial.

14.2.4 Examples of conventions covered by 12.1.1/5 at Level 2 (previously Restricted Licence).

Fit jumps (previously Fit-showing jumps) if showing values for a raise

SNAP

Drury

14.2.5 Examples of conventions covered by 13.2.1/3 at Level 3 (previously Restricted Licence).

Fit jumps (previously Fit-showing jumps) if played in a pre-emptive fashion.

RM responses to a 'prepared' Club to identify a Club fit

14.2.6 Examples of conventions covered by 14.2.1/2.

2♣ artificial responses to a 1♣/1♦ opening

2♣/2♦/2♥/2♠ transfer responses to a 1♣/1♦ opening

2♣/♦ artificial responses to a 1♥/1♠ opening

1NT/2♣/2♦/2♥/2♠ transfer responses to a 1♥/1♠ opening

14 LEVEL 4 PERMITTED CONVENTIONS

Responses to a 'prepared' 1♣ in a strong Diamond system

Relay 2-level responses

Palmer

Dual strength transfer jump responses

- 14.2.7 In competition: example of convention covered by 12.14.1 at Level 2 (previously Restricted Licence).

Kandzia

14.3 One No trump Opening Bids

- 14.3.1 You may open 1NT as either natural (see 12.5.3) or artificial (see 13.3.3).

- 14.3.2 Minimum opening bids.

- The minimum agreement for opening a natural 1NT is 9 HCP; except
- You may open a natural 1NT that may be weaker than this by agreement but only if you do not play any conventional calls thereafter.

- 14.3.3 Other permitted conventions.

Aveyard:

an opening 1NT shows 5 Diamonds and another 4-card suit, or a 6+ card Diamond suit, Rule of 18.

Reverse Roman:

an opening 1NT shows 5+ Clubs, a 4-card major and a maximum of 16 HCPs, Rule of 18.

Stoker:

an opening 1NT is a 3-suited hand with a maximum of 16 HCPs, Rule of 18.

14.4 Two of a Suit and Two No trump Opening Bids

- 14.4.1 Basic.

These may be played as any one of:

- (a) a strong hand, any one or more of:
 - (i) game forcing.
 - (ii) balanced (or semi-balanced) hand, defined range, minimum 18 HCPs: alternatively may be played so that on occasion it may contain a singleton
 - (iii) Acol Two or Rule of 25: the suit need not be specified.
 - (iv) a 3-suiter, minimum 16 HCPs.
- (b) a non-strong hand, any one or two of:
 - (i) 1-suiter of defined values with one of no more than two specified suits.
 - (ii) 2-suiter of defined values with at least one suit specified.
 - (iii) 3-suiter of defined values with at least one suit specified.

14 LEVEL 4 PERMITTED CONVENTIONS

- (c) strong and non-strong, any one or more of the options in (a) together with one, two or three of the options in (b).

Notes:

- In the case of 2-of-a-suit openings, the hands permitted by the non-strong options (ie those in (b)) must either all guarantee or all deny the suit bid.
- You are expected to explore the possibility of game if your hand justifies it opposite the stronger types of your partner's opening bid.
- In the non-strong hands, the range of defined values may differ in different positions and at different vulnerabilities, but only one range is allowed at any one position/vulnerability.

All continuations are allowed.

14.4.2 Withdrawn conventions.

You may NO LONGER play:

Forrester 2♠:

shows 7-11 HCPs and a 2-suiter in Clubs and another suit.

Economou 2♥:

shows any of:

- (a) a weak hand with Spades and another suit.
- (b) a weak two in Spades.
- (c) a strong balanced hand.

14.5 Three of a Suit Opening Bids

14.5.1 Basic

These may be played as any one of:

- (a) a specified one-suited hand, any defined values.
- (b) a one-suited hand containing one of two specified suits neither of which must be the bid suit, any defined values.
- (c) an unspecified solid suit with high cards outside.
- (d) an unspecified solid suit without high cards outside.
- (e) a two-suited hand with both suits specified, any defined values.

All continuations are allowed.

14.5.2 Withdrawn convention.

You may NO LONGER play:

Alder 3♣:

shows seven playing tricks in Clubs or a pre-emptive bid in Diamonds.

14 LEVEL 4 PERMITTED CONVENTIONS

14.6 Three No trump Opening Bids

14.6.1 These may be played as any one of:

- (a) balanced (or semi-balanced) hand, defined range, minimum 18 HCPs: alternatively may be played so that on occasion it may contain a singleton
- (b) an unspecified solid suit with high cards outside.
- (c) an unspecified solid suit without high cards outside.
- (d) a specified suit.
- (e) one of two specified suits.

All continuations are allowed.

14.7 Four of a Minor Opening Bids

14.7.1 4♣ and/or 4♦ may be played as any one of:

- An unspecified solid major with outside high card(s)
- An unspecified semi-solid major with outside high card(s)

All continuations are allowed.

14.8 Defence to Strong Opening Bids

14.8.1 Basic

All defences are permitted (see 12.11.1 and 12.14.1).

14.8.2 Examples of conventions covered by 14.8.1.

Amsbury over a strong 1♣

Modified Panama 2♣ over a strong 1♣

Rodgers 1NT over a strong 1♣

14.9 Defence to Other Suit Opening Bids

14.9.1 Natural overcalls

- The minimum agreement for suit length for a natural overcall is 4 cards; except
- You may overcall on 3 cards by agreement but only if you do not play any conventional calls thereafter.

14 LEVEL 4 PERMITTED CONVENTIONS

14.9.2 Transfers

Any transfer overcall is permitted. A transfer overcall is any one of:

- (a) Clubs to show length in diamonds
- (b) Diamonds to show length in hearts
- (c) Hearts to show length in spades
- (d) Spades to show a no trump hand
- (e) Spades to show length in clubs
- (f) No trumps to show length in clubs
- (g) No trumps to show length in diamonds

14.9.3 Responses to overcalls

- Your response to your partner's take out double or overcall may have any meaning.

14.9.4 Other permitted conventions.

Bliss cue bid:

an intermediate jump overcall (about 11-15 HCP) in an unspecified suit (usually 6-cards).

Gardener 1NT overcall:

shows a strong balanced hand or a weak hand with a long suit of at least six cards. It is not allowed to vary this by 'treatment' (see 9.4.3).

Mollo 1NT overcall:

a weak hand with a 6-card suit, Rule of 18 or less.

Shortage overcalls:

these show shortages in the opener's suit and in the suit bid as well as normally 5-4 in the unbid suits.

Reese 2♣ protection:

a bid of 2♣ in the protective position shows a balanced hand with a strength approximating to 15+ HCP. Alternatively it may be played as either clubs or a balanced hand.

All continuations are allowed (see 14.9.3).

14.9.5 Examples of conventions covered by 14.9.3.

Kirby

Power 2♣/2♦:

Responses to takeout doubles as artificial game tries or game forces.

14.10 Defence to One No trump Opening Bids

14.10.1 Any defence is allowed.

15 LEVEL 5 PERMITTED CONVENTIONS

'Level 5' events are run under a suitable EBL or WBF category, or a combination of such a category and Level 4. Details will be given by the sponsoring organisation.

15.1 Responses to One of a Suit Opening Bids

15.1.1 Example of convention covered by 12.3.6 at Level 2 (previously Experimental Licence).

Fit jumps (previously Fit-showing jumps) if showing values for a raise

15.1.2 Example of convention covered by 13.2.2 at Level 3 (previously Experimental Licence).

Fit jumps (previously Fit-showing jumps) if played in a pre-emptive fashion.

Conventions have been printed in italics.

Acol 2♣ Opening, psyching of	21	Convention cards	
<i>Alder 3♣</i>	49	Doubles and redoubles	16
Alerting		EBU20	15
Basic rules	18	EBU20A	15
Canapé bids	20	Example EBU20A	11
General	18	General	15
Misinformation	20	Inadequate information	17
Natural calls	19	Leads signals and discards	17
Not alerting five card major openings	20	Naming of conventions	15
Specific cases	19	Overcalling	16
<i>Alexander 2♦/♥/♠</i>	37	Special attention drawn	17
Amber psyche	21	Types	15
<i>Amsbury over strong club</i>	50	WBF	15
Appeals		Convention names	15
Advisors	25	Co-operative double, definition	16
Committees	25	<i>Cotterill semi-positive</i>	40
Deposit	25	County associations, categorisation of	
Procedures	25	conventions	29
to the National Authority	25	Curtain card	23
<i>Austwick</i>	35, 37	Defence to conventional bids	
<i>Aveyard</i>	48	Level 2	38
<i>Balanced hand, definition</i>	27	Defence to one level openings	
<i>Baron 1NT overcall</i>	40	Level 2	38
<i>Baron 3♣</i>	30	Level 3	45
Basic system		Defence to one no trump openings	
Level 2	32	Level 2	40
Simple system	30	Level 3	45
<i>Beavon 1♣</i>	46	Level 4	51
<i>Bergen raises</i>	35, 43	Defence to other suit openings	
Bidding boxes	23	Level 4	50
<i>Blackwood</i>	30	<i>Defence to pre-empt</i>	41
<i>Bliss cue bid</i>	51	Defence to strong openings	
<i>BOSS responses to 1♥/1♠</i>	47	Level 4	50
<i>Callaghan responses to 1♣</i>	47	Defence to two level openings	
Calling the TD	8	Level 2	41
Canapé bids		Definitions	27
Level 2	32	Deviation	21
Level 3	42	<i>Dhondy 3♣</i>	37
Canapé bids Alerting	20	Different systems	
Cards		At different vulnerabilities	26
Looking at other players'	23	In different positions	26
Procedure for checking	23	Discards See Leads, signals and discards	
Categorisation of conventions	29	Disclosure of system	
Club	29	Finding out opponents' system	9
County	29	Implicit understandings	9
Submitting convention for	29	<i>Donovan double</i>	45
Checking your hand	23	Doubles	
<i>Clarke 3♣</i>	37	Competitive	16
<i>Clarke responses to a short ♦</i>	47	Co-operative	16
Clubs, categorisation of conventions	29	Fit showing	16
Competitive double, definition	16	Game try	16
		Lead directing	16
		Optional	16

Penalty	16	Leads, signals and discards	
Take out	16	Level 2	41
Doubles and redoubles	16	Simple system	31
<i>Drury</i>	47	Less experienced players	8
<i>Dual strength transfer jump responses</i>	48	Level 1	30
<i>Economou 2♥</i>	49	Level 2	32
<i>Either/or club</i>	46	Level 3	42
<i>Either/or club, definition</i>	27	Level 4	46
Encrypted signals	41	Level 5	52
English Standard		<i>Liggins 3NT</i>	44
Foundation	30	<i>Long suit trial bids</i>	36
Full	30	<i>Lucas 2♦/♥/♠</i>	37
<i>Euinton</i>	34	<i>Macfarlane two-way 1♣/1♦</i>	46
Example EBU20A	11	<i>Meadows</i>	43
Fielding of psyches	21	Minimum opening bids	
<i>Fit jumps</i>	35, 40, 43, 47, 52	Level 2	32
<i>Fit non-jumps</i>	40	Level 3	42
<i>Forcing 1♠/1NT response</i>	34	Level 4	46
<i>Forrester 2♠</i>	49	Misbid	22
Four of a minor openings		Mis-explanation see Incorrect explanation	
Level 4	50	Misinformation	20
Four of a suit openings		<i>Modified Panama 2♣</i>	50
Level 2	38	<i>Mollo 1NT overcall</i>	51
<i>Fragment bids</i>	36	<i>Multi 2♦</i>	28, 44
<i>Gardener 1NT overcall</i>	28, 51	<i>Natural no trump bid, definition</i>	27
<i>Gerber</i>	30	<i>Natural suit bid, definition</i>	27
Green psyche	21	<i>Nebulous club, definition</i>	27
Hand evaluation		No trump transfers	
Methods of	26	Overcalls	45
Rule of 19 etc.	26	Responses	45
<i>Herbert negatives</i>	40	Non-strong opening bid, definition	27
<i>Hudson 1NT overcall</i>	40	One no trump openings	
Incorrect explanation		Convention card	16
Correcting	9	Level 2	36
General	9	Level 3	43
<i>Invitational minor splinters</i>	43	Level 4	48
<i>Jump cue bid</i>	40	One of a suit openings	
<i>Jump shift asking bids</i>	35	Level 2	32
<i>K rebids</i>	36	Level 3	42
<i>Kandzia</i>	48	Level 4	46
KAT	40	<i>One-suited hand, definition</i>	27
<i>Kirby</i>	40, 51	Opener's rebids	
<i>Kock-Werner redouble</i>	16	Level 2	36
<i>Konstam and Tarlo</i>	40	Optional double, definition	16
Law book options	24	<i>Palmer</i>	48
Lead directing redouble, definition	16	Penalty double, definition	16
Leads See Leads, signals and discards		Penalty redouble, definition	16
		Permitted conventions and agreements	26
		<i>Phoney Club</i>	33
		<i>Phoney club, definition</i>	27
		<i>Power 2♣/♦</i>	51
		<i>Power 2NT</i>	47
		<i>Power responses</i>	45
		<i>Precision 2♣</i>	37

<i>Prepared 1♣ with 1♦ negative</i>	33	<i>Stevens-Watts</i>	36
Prepared club, definition	27	<i>Stoker</i>	48
Psychic call	21	Stop bids	23
Psyching		<i>Strachan</i>	36
Amber Psyche	21	<i>Strong club, definition</i>	27
Controlling	21	<i>Strong opening bid, definition</i>	27
Fielding	21	<i>Support bids</i>	34
Frivolous	21	Take out double, definition	16
General	21	Take out redouble, definition	16
Green psyche	21	TD	
Red psyche	21	Calling	8
Reporting and recording	22	Three no trump openings	
Systemic	21	Level 2	38
Random calls	26	Level 3	44
Red psyche	21	Level 4	50
Redoubles	16	Three of a suit openings	
Lead directing	16	Level 2	37
Penalty	16	Level 4	49
Take out	16	<i>Three-suited hand, definition</i>	27
<i>Reese 2♣ protection</i>	51	Tournament Director	see TD
Relays	47	Transfer overcalls	
Responses to one of a suit		Level 3	45
Level 2	33	Level 4	51
Level 3	42	Transfers	
Level 4	46	Level 3	45
Level 5	52	Level 4	46
<i>Reverse Roman</i>	48	Treatments	28
<i>Ritter</i>	43	<i>Truscott 2NT</i>	35
<i>RM responses to prepared ♣</i>	47	Two no trump openings	
<i>Roche</i>	41	Level 2	37
<i>Rodgers</i>	40	Two no trump openings	
<i>Rogers 1NT</i>	50	Level 4	48
<i>Roman jump overcalls</i>	40	Two of a suit openings	
<i>Romex trial bids</i>	36	Level 2	36
<i>Rozencrantz redouble</i>	16	Level 3	44
Rule of 19 etc.	26	Level 4	48
<i>Samuelson responses to 3 suited 1♦</i>	47	<i>Two-suited hand, definition</i>	27
<i>Sarjeant</i>	36	Unauthorised Information	10
Semi balanced hand, definition	27	WBF convention card	15
<i>Sharples</i>	41	Weak opening bid, definition	27
<i>Short Club</i>	33	Withdrawn conventions	35, 49
<i>Short club, definition</i>	27	<i>Woolven 2♦</i>	47
<i>Short suit trial bids</i>	36		
<i>Shortage overcalls</i>	51		
Signals See Leads, signals and discards			
Simple System	30		
Skip bids	23		
SNAP	34, 47		
<i>SOS redouble</i>	16		
<i>South African Texas</i>	38		
<i>Splinter bids</i>	36		
<i>Stayman</i>	19, 30		
<i>Stayman 3♣</i>	30		
<i>Stevenson</i>	41		

