

# DUKE OF DEVONSHIRE CUP

## SUMMARY OF ALLOWED AGREEMENTS

**Basic System:** *4 card majors, or 5-card majors with better minor, or 2-card club suit*

**Strong 2-level, weak 3-level opening bids:** ***WEAK TWOS NOT PERMITTED***

**Stayman:** Simple stayman

**Transfers:** ***NOT PERMITTED***

**Unusual 2NT:** *Lowest two suits, must promise 10+ points*

**Jump overcalls:** *Must be natural 6+ suit, must promise 11+ points*

**Cue bids:** *Control-showing in the suit bid, or general force*

**Support-showing/unassuming cue-bid:** ***NOT PERMITTED***

**Splinter bids:** *Shortage in the suit bid*

**Simple Blackwood only:** ***KEY-CARD NOT PERMITTED, RKCB NOT PERMITTED***

**Gerber:** *4C after a NT bid*

**Negative doubles:** *May not be played higher than 3S.*

**Fourth-suit forcing:** *May not be played as intrinsically game forcing*

**Natural Defence to 1NT only:** ***ASTRO NOT PERMITTED, NO LANDY, MULTI-LANDY, CAPELETTI***

**3NT opening:** *Gambling - a solid long minor with an otherwise weak hand.*

**Standard leads only:** ***3rds and 5ths NOT PERMITTED, strong 10's/J's NOT PERMITTED***

**Standard signals only:** ***'Low-like' / Reverse attitude NOT PERMITTED***

**Discards:** *High encourages the suit discarded, low discourages or neutral.*

**THAT'S IT. NOTHING ELSE IS ALLOWED.**