

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	12-19	4	Limit raises	
1♦	12-19	4	Limit raises	
1♥	12-19	4	Limit raises	Jacoby 2NT GF 4card+ support
1♠	12-19	4	As for 1H above	
1NT	12-14	balanced	Stayman, transfers into all suits (Note 1)	
2♣	Benji		8P/T in major or 9P/T in minor or 19-20 bal /semi bal	2D relay
2♦	23+		Game forcing	2H =less than 8HCPs Any other bid shows possible interest in slam
2♥	5-10	6	2NT OGUST enquiry (note 2)	
2♠	5-10	6	Same as 2H above	
2NT	21-22	Balance d/semib alanced	Stayman and transfers	
3 bids	5-9	7		
4 bids	5-9	8		

Simple	8-15 HCPs and 5-card suit		
Jump	Weak comparable to weak 2		
Cue Bid	Michaels: two five card suits		
1 NT	Direct	Protective	
	16+		
	Responses		
2NT	Direct	Protective	
	Unusual NT		
	Responses		
ACTION AFTER OP			
Simple Overcall		Double(of 1NT) wriggle (see Note 4)	
Jump Overcall		Double	
Double	Redouble	New suit	

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods

SPECIAL USES OF DOUBLES:

Doubles are for takeout except in the following penalty situations:

Double of 1NT

Double of game contracts

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: Roman Key Card Blackwood 14/30	5C=1 or 4 Key cards, 5D=3or0,5H=2 without Q trumps,5S =2 with Q trumps Quantitative 4NT if final contract to be NT. With max. p bids 6NT or passes	

- Other Conventions:
- Fourth suit forcing
 - Splinters
 - Trial bids
 - Checkback Stayman (see Note 5)

OPENING LEADS	v suit contracts	4th, 3rd and 5th;
Attach Red Spot, or hatch over, if using non-standard leads	<div> <div>AK</div> <div>K109</div> <div>109x</div> <div>Hxxx</div> </div> <div> <div>AKx</div> <div>QJ10</div> <div>987x</div> <div>Hxx</div> </div> <div> <div>KQ10</div> <div>QJx</div> <div>10xxx</div> <div>xx</div> </div>	
Other leads:	v NT contracts	4th, 3rd and 5th;
	<div> <div>AKx(x)</div> <div>K109</div> <div>10xxx</div> <div>Hxxx</div> </div> <div> <div>AJ10x</div> <div>QJ10</div> <div>109x</div> <div>Hxxx</div> </div> <div> <div>KQ</div> <div>QJx</div> <div>987</div> <div>xx</div> </div>	
(In all the card combinations shown , circle the card normally lead if different from standard i.e. underlined card)		

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	High = encouraging, Low = discouraging
On Declarer's lead	
When Discarding	McKenney
Exceptions to above	

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

Note 1 Four suit transfers as response to p opening 1NT:

2D>2H, 2H>2S, 2S>C or D. Opener bids clubs and responder passes or corrects

Note 2 OGUST 2NT enquiry after weak 2 opener in major. Responses:

- 3C = 5-7pts and poor suit
- 3D = 5-7pts and good suit
- 3H = 8-10pts and poor suit
- 3S = 8-10pts and good suit

Note 3 Multi-Landy defence to NT Overcalls:

- 2C = both majors
- 2D = 6-card major
- 2H = 5 hearts and 4 of a minor
- 2S = 5 spades and 4 of a minor
- 2NT = both minors

Note 4 Wriggle: after opener's 1NT has been dbld by opps responder bids:

- Pass = 4333 hand or 6+pts
- Redouble + single-suited hand. Opener bids 2C and responder passes or converts
- 2 of a suit shows a 4-card suit and one other higher 4-card suit. With only a doubleton, opener bids next highest suit.

Note 5

After 1 of a suit – 1 of a suit – 1NT (15-16 pts) then 2C by responder is Checkback Stayman to check for a missed 4-4 or 5-3 major suit fit

Note 6 Stayman and transfers are ON after:

- 1NT and 2NT opener
- 2C-2D-2NT
- 2D-2H-2NT

When 1NT or 2NT are doubled for penalties or there is an intervening bid then Stayman and transfer systems are OFF



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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- Benji ACOL

Style of leads, signals, discards:- standard leads, Standard attitude, McKenney discards

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Opening bids of 2H or 2S are weak

Benji 2C = 8P/T in major or 9 in minor or 19-20 balanced/semi-balanced

STRENGTH OF 1NT OPENERS: 12-14

2♣ RESPONSE TO 1NT OPENER IS: Stayman asking for 4-card major

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