

Basic System

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Natural, Benjaminised Acoll

Partner:

Opening Bids	Point Range	Min Length	Conventional Meaning	Special Responses
1♣	11 - 20	4	Natural	1NT response 6-9 HCP, 2 over 1 change of suit 10+ HCP
1♦	11 - 20	4		
1♥	11 - 20	4		1NT response 6-9 HCP, 2NT is good raise to 3H or better 2 over 1 change of suit 10+ HCP
1♠	11 - 20	4		
1NT	12 - 14			Stayman, transfers (see note 1)
2♣	15+	5 (not nec ♣)	8 playing tricks in any suit or 21/22 bal	2♦ is relay;
2♦	23+		23+ Bal or Game values	2♥ is relay;
2♥	6 - 9	6	Weak 2	2NT means describe hand further (see note 2)
2♠	6 - 9	6	Weak 2	2NT means describe hand further (see note 2)
2NT	19 - 20			5 card puppet stayman (see note 3); transfers in majors; 3♠ = 5/4 in ♠/♥
3 bids	4 - 10	7	NAT Pre-empt	
4 bids		7	NAT Pre-empt	
4NT			Bid 1 st ace	5♣ = 0, 6♣ = ♣ace, 5NT = 2 aces

DEFENSIVE BIDS

OVERCALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	NAT, 5+ cards	Strong 1♣	Weak overcall
Jump	W-I-I-S	Weak 1NT	2♣ = ♥ & ♠, 2♦ = single suited major, 2♥ = ♥ & minor, 2♠ = ♠ & minor, (in latter 2 cases 2NT response asks which minor?), 2NT = both minors; DBL = 16+;
Cue Bid	Michaels	Strong 1NT	As above except DBL would be stronger
1NT	15 - 17 (11-14 protective) Responses Per 1NT opening	Weak 2 bids	DBL = take-out
		Weak 3 bids	DBL = take-out
2NT	Lower 2 suits Responses Better of 2 suits above	4 Bids	DBL = optional but doubler must have no def.
		Multi	DBL = 13-16 bal or 20+; 2NT = 17 - 20 & stoppers in majors
		1 of suit	DBL = 12+ HCP (response is jump if 8+ HCP, bid opponents suit if 11+ HCP)

REBIDS

1NT	15 - 17 HCP	2NT	- 18 HCP
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ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double NEG to 3♠	Bids NAT Forcing 1 round
Jump Overcall	Double NEG to 3♠	Bids NAT Forcing 1 round
Double (suit)	Re-double 8+HCP & little support New Suit NAT Jump in new suit NAT strong (& fit) Jump raise Pre-empt 2NT Sound raise	
Double (1NT)	if expected to make, or if 4/3/3/3 then pass; if NOT expected to make, ** = 5 cards (opener now bids 2C), suit bid = lowest of two 4 card suits; if opener **, he is showing a 5 card suit.	
Other doubles	Responsive through to 3♠	

OPENING LEADS	v suit & NT contracts		4th and 2nd		
	AK(see carding) K <u>10</u> 9 <u>10</u> 9x Hxxx	AKx(see carding) <u>Q</u> J10 <u>9</u> 87x Hxx	<u>K</u> Q10 <u>Q</u> Jx 10xxx xx	<u>K</u> Qx <u>J</u> 10x Hxxx xxx	<u>K</u> <u>J</u> 10 10xx Hxxx xxx

CARDING METHODS	Primary method
On Partner's lead	Attitude - High encourages (except lead of King, or slam contract on which distribution is played).
On Declarer's lead	
When discarding	McKenney (low card = lower of 2 remaining suits, high card = higher of remaining 2 suits)

SLAM CONVENTIONS	Meaning of Responses
Name Key card Blackwood Gerber 4♣, directly over any NT bid by partner.	5♣ = 3 or 0, 5♦ = 4 or 1, 5♥ = 2 without Q of trumps, 5♠ = 2 with Q of trumps 4 dm = 0 4h = 1 4sp = 2 4nt = 3

OTHER CONVENTIONS

Fourth suit forcing:	bid NT if stopper in suit
Unassuming cue bids:	bid of opponent's suit once partner has opened shows values, 4 card support and is forcing for one round.
Splinter bids:	double raise (eg 1♠, stop 4♣) = 4 card support in ♠, singleton or void in ♣ and game values.
Michaels:	(1M) - 2(M) overcall shows 5/4+ other major/minor: 2NT asks which minor (1m) - 2 (m) overcall shows 5/4 at least with both majors
Unusual No trump:	(1M) - 2NT overcall shows 5/5+ with both minors (1m) - 2NT overcall shows 5/5+ with other minor and hearts
Double of Opposition 1NT	If partner of opponent opening 1NT bids after a double, then a double of that bid is for penalties
Note 1 (transfers over 1NT):	2♦, 2♥, 2NT = transfer to 2♥, 2♠, 3♣, 3♦ respectively. 2sp asks strength of 1nt opener must bid 2nt with 12 pts
Note 2 (reply to 2NT after weak 2):	3♣ = 6/7 HCP mainly out trump suit, 3♦ = 6/7 HCP mainly in trump suit, 3♥ = 8/9 HCP mainly out trump suit, 3♠ = 8/9 HCP mainly in trump suit
Note 3 (5 card stayman):	If 3♣ bid, opener replies: 3♦, if 1 or both 4 card majors (responder then bids major he doesn't have, or 4♦ showing both majors for opener to bid his major); if 3♥ was bid, opener can then bid 3NT showing a heart suit, or 4♠ if holding a 4 card spade suit; if 3♠ was bid, opener can then bid 3NT showing a 4 card spade suit, or 4♥ showing a 4 card heart suit. Strong hand never dummy. 3NT, if no 4 card major 3♥ or 3♠ if 5 card major.