

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11*-19	<input type="checkbox"/>	4	* Light openings possible For opener's NT rebids – note 1	1NT response = 6-9	
1♦	11*-19	<input type="checkbox"/>	4		2NT response = 10-12	
1♥	11*-19	<input type="checkbox"/>	4		Limit raises	
1♠	11*-19	<input type="checkbox"/>	4		Splinter bids/ 3NT see Other conventions	
3 bids	<10	<input type="checkbox"/>	6	Pre-emptive		
4 bids	<10	<input type="checkbox"/>	7	Pre-emptive		
*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).						
DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPEN A NATURAL ONE OF A SUIT			CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes	
Simple overcall		Natural				
Jump overcall		Weak, usually 6 card suit 2				
Cue bid		2-suited hand 5				
1NT	Direct: Protective	16-18 11-14			As for 1NT opening	
2NT	Direct: Protective	Lowest two unbid suits 20-22 balanced			Limit bids As 2NT opener	5
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣		Double= both majors; 1NT both minors				
Short 1♣/1♦		Natural				
Weak 1NT		Double = penalties; 2♣ both majors ; others nat. 3				
Strong 1NT		Double = penalties; 2♣ both majors ; others nat. 3				
Weak 2		Double = take out				
Weak 3		Double = take out				
4 bids		Double = take out				
Multi 2♦		X= 13-16 bal or v strong; 2NT = 17-19 bal				
SLAM CONVENTIONS						
Name		Meaning of Responses			Action over interference	
Roman Key Card		5♣ = 0 or 3 aces; 5♦ = 1 or 4 Aces				
Blackwood		5♥ = 2 aces no trump queen; 5♠ = 2 with trump queen				
5NT = Grand Slam Force		6♣ = 0; 6♦ = 1; 6♥ = 2 of top 3 honours, 7 of trump suit = 3				

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply		3♠	
Special meaning of bids		Cue bid = good raise	
Exceptions / other agreements		Jump raise pre-emptive	
Agreements after opponents double for takeout			
Redouble	9+ HCP	New suit forcing	Jump in new suit forcing
Jump	Pre-emptive	2NT Good raise	
Other agreements concerning doubles and redoubles			
OTHER CONVENTIONS			
<b>Fourth Suit Forcing:</b> A bid in the fourth suit is artificial, showing no particular Holding in that suit but requesting partner to describe his/her hand further. After 1♣ - 1♦ - 1♥, 1♠ is natural and 2♠ is 'fourth suit forcing'.			
<b>Unassuming Cue Bids</b> Opposite partner's overcall a cue bid shows a good raise			
<b>Splinter Bids</b> Response of 3♠/4♠/4♦ to 1♥ opening or 4♣/4♦/4♥ to 1♠ opening shows a raise to 4♥/4♠ with 4+ trump support and singleton or void in bid suit			
SUPPLEMENTARY DETAILS			
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).			
<b>1 NT rebids:</b> After 1 level response 1NT = 15-17; 2NT = 18-19; 3NT = long suit			
<b>2 After Weak 2♥♠</b> 2NT asks for a feature and shows game interest. Respond 3 of original trump suit with a minimum and show a high card by bidding the suit with the high card with better than a minimum. The same system applies after a weak jump overcall by our side. After a Weak Two a change of suit at the two level is natural and invitational. A change of suit at the 3 level is natural and forcing. A simple raise of the major is pre-			
<b>3 Defence to 1NT</b> 2♣ shows 5+ - 4+ in majors.			
<b>4 2NT - 3♠ Baron</b> GF with slam interest, usually no 5 card suit			
<b>5 2 suited overcalls</b> 1m 2m shows 5+ -5+ in majors; 1M 2M shows 5+ -5+ in other major and a minor. 1any - 2NT shows 5+ - 5+ in two lowest unbid suits.			

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Hatch over this box if using non-standard leads).			
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
v. NT contracts	<u>A</u> K x ( <u>x</u> )	<u>A</u> <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
CARDING METHODS							
		Primary method v suit contracts		Primary method v NT contracts			
On Partner's lead		Attitude: high encouraging, low discouraging EXCEPT lead of K v NT asks partner to unblock or give count.					
On Declarer's lead		Count: high-low=even no. of cards; upwards = odd no.					
When discarding		Attitude: high encouraging; low discouraging					
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Suit preference signals							
SUPPLEMENTARY DETAILS (continued)							
6 Continuations after a 2NT rebid are as over an opening 2NT bid							



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GENERAL DESCRIPTION OF BIDDING METHODS			
Benjaminised Acol			
1NT OPENINGS AND RESPONSES			
<b>Strength</b>	12 to 14	Tick if artificial and provide details below <input type="checkbox"/>	
<b>Shape constraints</b>	Tick if may have singleton <input type="checkbox"/>		
<b>Responses</b> 2♣ Stayman			
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	Transfer to clubs	2NT	Transfer to diamonds
Others 3♣/♦/♥/♠ = 6+ card suit and slam interest.			
Action after opponents double		All two level responses are natural	
Action after other interference		Bid naturally, X = takeout after suit overcall	
TWO-LEVEL OPENINGS AND RESPONSES			
<b>Meaning</b>		<b>Responses</b>	<b>Notes</b>
2♣	Acol 2 or 21-22 balanced	2♦ relay	6
2♦	Game forcing or 23+ balanced	2♥ negative	6
2♥	Weak 2, 5-9 usually 6 card suit	2NT asks for feature	2
2♠	Weak 2, 5-9 usually 6 card suit	2NT asks for feature	2
2NT	19-20; 3♣ Stayman; 3♦/♥ Transfer; 3♠ GF ART with slam interest		4
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
<p><b>Note:</b> This convention card has been produced to summarise a standard system for use by players who want to play Benjaminised Acol</p> <p>This card may be copied as needed for club use and altered as appropriate.</p>			

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