

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1§	12+	1	No 5-card DHS	1D = <6 pts or 4 card D with 6-9 pts 1N = 6-9 pts no 4-card D H or S
1 <sup>..</sup>	12+	5		Jump response (if no overcall) = 10-12 pts and good support in suit opened.
1©	12+	5		2NT (if no overcall) = Jacoby, 12+ points, game forcing and slam interest in suit opened, 3NT rebid shows max14 pts
1 <sup>a</sup>	12+	5		
1NT	15-17			2C/3C= 9/10+ pts Stayman 2D, 2H = transfers, 2S = range enquiry
2§			Benji Acol	2D = negative, 0-6 points
2 <sup>..</sup>	23+		Benji Acol	2H, then 2S, 2NT, 3C, 3D, 3H (1)
2©	6-10	6	Benji Acol	3H, 4H pre-emptive, 2NT=16+pts (2)
2 <sup>a</sup>	6-10	6	Benji Acol	3S, 4S pre-emptive, 2NT=16+pts (2)
2NT	19-20			3C = 6+ pts Puppet Stayman (6) 3D, 3H = Transfers
3 bids	6-10	7	Pre-emptive, Rule of 2 and 3	To game with 3+ (Vuln) or 4+ (non-Vuln) tricks
4 bids	6-10	7	As above	As above

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	1-level 8-14 pts, 5+ suit 2-level 12+ pts, 5+ suit	Conventional 1§, 1 <sup>..</sup> (4)	Double = 12+ pts 1D, 1H, 1S= 8-12 pts with two 4+ suits, 1NT= 15-17 pts 2-level 12+ pts, good 5+ suit 2NT = Unusual minor/another
Jump	To 2-level 14+ pts, 5+suit To 3-level = Pre-emptive rule of 2 and 3	Weak 1NT	2C= 10-16 pts, 5+H and another 4+suit (9+ together) 2D = same with spades
Cue Bid	Michaels (majors or major/minor)	Strong 1NT	Overcalls 15+ pts and 5+ suit
1 NT	15-17 pts and cover -- in openers suit  Responses as for 1NT opening	Weak 2	Double = 12+ pts Mchaels & Unusual 2NT
		Weak 3	Double for take-out, 3NT to play
2NT	Direct Unusual (minors) --	Protective 4 bids	Double for take out or suit to play

Responses	Better minor to the level of the fit.	MULTI	2H, 2S = 12+ pts 4+suit 2NT = Unusual for minors 10+
ACTION AFTER OPPONENTS INTERVENE WITH			
Simple Overcall		Double = 8+ pts remaining suits	Bids 2X=6-9pts 2 support 3X=6-9pts 3+ support 2NT=good raise to 3X
Jump Overcall		Double = 10+ no other 5+ suit	Bids as above
Double	Redouble	New suit	Jump in new suit
		Jump raise	2NT
After 1 NT: Forcing pass - After 1 of a suit as after suit overcalls but redouble for 6-9 pts and 2 support.			

<p><b>SPECIAL USES OF DOUBLES:</b></p> <p><i>Doubles of suit bids up to 2 level (and 2/3/4 level pre-emptive) = 12+ points for take out</i></p> <p><i>Doubles of 1NT and 2NT are for penalties</i></p> <p><i>Responses:</i>  <i>Suit at next level = less than 8 pts but pass if opponents bid</i></p> <p><i>Cue bid up to 3-level = 8+ points and asking for lowest 4+card or better suit</i></p>
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(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	<i>Attitude</i>
On Declarer's lead	<i>Count: High-Low = Even, Low-High = Odd number of cards</i>
When Discarding	<i>Odd = suit; Even = remaining suits: 2,4 = lower, 6,8,10 = higher</i>
Exceptions to above	<i>None</i>

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name <i>If Suit agreed:</i> <i>Cue Bids and Roman Keycard Blackwood.</i> <i>Otherwise:</i> <i>Sequential Gerber; 4C</i>	<i>5C = 0/3, 5D = 1/4, 5H = 2/5, 5S = 2/5 +trump Q</i>  <i>4D = 0 or 4 aces, 4H = 1 etc</i> <i>Next bid asks for Kings</i> <i>Agreed/bid suits are not skipped.</i>	<i>Start count from interfering bid.</i>  <i>Start count from interfering bid.</i>

Other Conventions: .

*Benjamin twos.*

*Un-assuming cue bids and extended pre-empts in response to overcalls (3).*

*Splinters (5).*

*Jacoby 2NT.*

OPENING LEADS	v suit contracts	4 <sup>th</sup> , 3 <sup>rd</sup> and 5 <sup>th</sup> ; ... <i>Fourth</i> .....
Other leads:	<div> <div>AK</div> <div>K109</div> <div>109x</div> <div>Hxx</div> </div> <div> <div>AKx</div> <div>QJ10</div> <div>987x</div> <div>Hx</div> </div> <div> <div>KQ10</div> <div>QJx</div> <div>10xx</div> <div>x</div> </div> <div> <div>KQx</div> <div>J10x</div> <div>Hxx</div> <div>xx</div> </div> <div> <div>KJ10</div> <div>10xx</div> <div>Hxxx</div> <div>xxx</div> </div>	
	<div>v NT contracts</div> <div>4<sup>th</sup>, 3<sup>rd</sup> and 5<sup>th</sup>; ....<i>Fourth</i>.....</div>	
	<div> <div>Akx(x)</div> <div>K109</div> <div>10xx</div> <div>Hxxx</div> </div> <div> <div>AJ10x</div> <div>QJ10</div> <div>109x</div> <div>Hxx</div> </div> <div> <div>KQ10</div> <div>QJx</div> <div>987x</div> <div>x</div> </div> <div> <div>KQx</div> <div>J10x</div> <div>Hx</div> <div>xx</div> </div> <div> <div>KJ10</div> <div>10xx</div> <div>Hxxx</div> <div>xxx</div> </div>	

## SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

(1) Benjamin Rebids after 2D - x - 2H:

3H, 2S = 8 playing tricks

2NT = 21- 22 pts

3C, 3D = 9 playing tricks

(2) Benjamin Responses to 2H, 2S:

3H, 3S, 4H, 4S = weak with support

2NT = 16+ pts

Benjamin rebids after 2NT response:

3C = 6-8 pts, 0-1 of top 3 honours

3D = 6-8 pts, 2 of top 3 honours

3H = 8-10 pts, 0-1 of top 3 honours

3S = 8-10 pts, 2 of top 3 honours

(3) Unassuming Cuebid Responses to Overcalls

Suit Response = 5-8 pts, suit length is bid level + 1

Cue Bid Response = 9+ pts, 3+support,  
reasonable sprinkling of honours  
inviting to game

(4) Two-suit Overcalls over conventional 1C, 1D Openings if 11+ pts  
( Not if 16+ pts)

Double = 12+ points any distribution

1D = 8-12 pts, 4+ D-suit and 4+ H-suit

1H = 8-12 pts, 4+ H-suit and 4+ S-suit

1S = 8-12 pts, 4+ S-suit and 4+ C-suit

1NT = 15-17 pts

Two-level = good 5+ suit and 12+ points

Responses to two-suit overcalls:

2C, 2D, 2H, 2S = 8+ pts and suit agreement

Responses to Double are as for take out doubles

(5) Splinter

Double jump in new suit = good raise to game and 0 or 1 in suit bid.

(6) Puppet Stayman

Response 3C = 3+ major

Rebids 3H, 3S = 5 card major. 3D = at least one 4 card major, 3N = no  
4 or 5 card major.

Responses to 3D:

3H= not 4 hearts, if next bid 3N = not 4 spades either,

3S= 4 hearts not 4 spades, 3N = both majors.

SBU NO

**9695**

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## GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:-

**Five-card openers in three suits**

**Weak and strong openers: Reverse Benjamin ACOL style**

Style of leads, signals, discards:-

**Traditional**

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## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

**Two-suit overcalls over conventional 1C, 1D openers.**

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STRENGTH OF 1NT OPENERS: **15 – 17 points**

2§ RESPONSE TO 1NT OPENER IS: **Stayman**

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

EBU 20A