

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10-20	4) Limit raises; Splinters;) 2NT resp = natural 10-12	
1♦	10-20	4		
1♥	10-20	4) Limit raises; Splinters;) 2NT resp = Jacoby GF 4+card support	
1♠	10-20	4		
1NT	12-14		2C Stayman (non-promissory), Four suit Transfers (note 1)	
2♣	19-20 or 8 p/t		Benji (note 6)	2D waiting (note 6)
2♦	23+ or GF		Strong	2NT shows 10+pts, 2S 5 cards 7+pts, 3C/3D/3H 6 cards 7+pts, 2H all other hands.
2♥	5-10	6	Weak) 2NT enquiry (Ogust – note 5)
2♠	5-10	6	Weak	
2NT	21-22		3C Stayman, Transfers to majors (note 1)	
3 bids		6	New suit F1	
4 bids		7		

DEFENSIVE BIDS				
OVER-CALLS	Meaning		OPPONENTS OPEN	Defensive Methods
Simple	Natural, wide-ranging		Strong 1♣	
Jump	Weak		Weak 1NT	Multi Landy (note 4)
Cue Bid	Michaels		Strong 1NT	Multi Landy (note 4)
1 NT	Direct 15-18	Protective 12-18	Weak 2	T/O dble
	Responses		Weak 3	T/O dble
2NT	Direct Unusual NT	Protective 19-22	4 bids	Optional dble
	Responses		MULTI	T/O dble; cue bid of known suit

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall:		Double:	Negative thru 3S	Bids:	UCB sound raise; New suit Nat F1
Jump Overcall:		Double:	Negative thru 3S	Bids:	UCB sound raise
Double:	Redouble	New suit	Jump in new suit	Jump raise	2NT
	10+pts, denies fit	Nat, F1	Weak 6cards	Stretch bid (pre-empt)	Sound raise to the 3-level

SPECIAL USES OF DOUBLES:

Doubles are Take-out except in these penalty situations:

- Dble of 1NT; Dble of 1NT overcall,
- Dble when partner has opened a weak 2 or other pre-empt,
- Third or subsequent dbles by the partnership,
- Dbles of game contracts.

Doubles of artificial bids are lead directing. Lightner Double of a slam asks for unusual lead

SLAM CONVENTIONS	Meaning of Responses	Action over interference
4NT Roman KeyCard Blackwood (1430)	5C=1 or 4, 5D = 0 or 3, 5H=2 without Q trumps, 5S=2 with Q trumps. Continuations: Q Ask: Next non-trump suit up. 5NT asks for specific kings.	D0P1/R0P1
Exclusion KeyCard	5-level bid of void suit bypassing 4NT. Response steps as for RKCB1430.	D0P1/R0P1

Other Conventions:

- Fourth Suit Forcing – forcing to suit agreement, except at 1-level
- Checkback Stayman (note 3)
- Multi Landy defence to 1NT (note 4)
- Ogust 2NT enquiry bid after weak 2 opener (note 5)
- In competition, UCB is the only strong raise.

OPENING LEADS	v suit contracts	4th		
<div>Attach Red Spot, or hatch over, if using non- standard leads</div>	AK K109 109x Hxx	AKx QJ10 987x Hxx	KQ10 QJx 10xxx xx	KQx J10x Hxxx xxx	KJ10 10xx Hxxxx xxx
Other leads:	v NT contracts	4th		
	AKx(x) K109 109x Hxxx	AJ10x QJ10 987x Hxx	KQ10 QJx 10xxx xx	KQx J10x Hxxx xxx	KJ10 10xx Hxxxx xxx

(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 = discouraging, Low=Encouraging (Give Count on lead of K)
On Declarer's lead	Standard present count. High = Even, Low=Odd.
When Discarding	McKenney
Exceptions to above	

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

Note 1.

Four suit transfers over 1NT.

2D->H, 2H->S, 2S->C, 2NT->D

Major suit transfer breaks with 4 cards: break to 2NT with 14pts; to 3-Major with 12-13pts.

Minor suit transfer breaks: bid the intervening suit with 3 cards and a high honour (A or K)

Note 2.

Stayman and major suit transfers are ON after:

- 2NT opener
- 2C - 2D - 2NT
- 2D - 2H - 2NT

When 1NT or 2NT is doubled for penalty, then Stayman and Transfer systems are OFF.

Wriggle when 1NT is doubled:

- Pass (forcing) = Either 8+ HCP or weak 7- with no five card suit. If there is no intervening bid, then opener must Redouble.
 - o With 8+ HCP partner passes the Redouble,
 - o Otherwise bids 4 card suits upwards.
- Redouble = Single suited hand. Opener puppets to 2C, pass or convert.

Note 3.

After 1suit – 1/2suit – 1NT/2NT, then 2C/3C by responder is Checkback Stayman, to check for a missed 4-4 or 5-3 major suit fit.

Note 4.

Multi Landy defence to 1NT. Overcalls:

- 2C shows both majors,
- 2D shows a single suited hand; partner puppets to 2H, pass or convert.
- 2H shows hearts and a minor.
- 2S shows spades and a minor.
- 2NT shows both minors.

After a Multi Landy overcall (except 2NT) then 2NT is an enquiry for suit and strength.

Note 5.

Ogust 2NT enquiry bid after weak 2H/2S opener. 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 6.

2C opener is Benji Acoll; reply 2D waiting bid. Opener then bids (non-forcing):

- 2H/2S = 8 playing tricks in H/S
- 3C/3D = 8 ½ playing tricks in C/D
- 2NT = balanced 19-20pts



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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- Benji Acoll, 4-card majors,

Style of leads, signals, discards:-

4th highest leads, reverse attitude signals,
standard count signals, McKenney discards

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Opening bids of 2H and 2S are weak.

STRENGTH OF 1NT OPENERS: 12 - 14

2♣ RESPONSE TO 1NT OPENER IS: Stayman

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