OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1*	11+	4		
1 ♦	11+	4		
1♥	11+	4		
1♠	11+	4		
1NT	12-14			Stayman /McKendrick* RED suit(major) Transfers
2*	19-20		or 8+ PTs	
2♦	23+	6	Or 9+ PT's	
2♥	6-10	6	Weak Long Suit	Ogust
2♠	6-10	6	Weak Long Suit	Ogust
2NT	21-22			Stayman / Major Transfers
3 bids	5-9	7	Weak Long Suit	
4 bids	Any	8	Long Suit	

DEFENSIVE BIDS						
OVER- CALLS	Meaning		OPPONENTS OPEN	Defensive Methods		
Simple	8+ HCPs	5 Cards	Strong 1 🌲	TOX = Opening Hand		
Jump	6 Cards 6	pts. All Weak	Weak 1NT	2♣ = Majors/X = Penalties		
Cue Bid	2 highest unbid suits		Strong 1NT	2. = Majors/X = Penalties		
1 NT	Direct Protective 15 - 18		Weak 2	TOX = Opening Hand		
	Responses Stayman/Transfers		Weak 3	TOX = 15 + HCPs		
2NT	Direct UNT/20-2	Protective 22 20 - 22	4 bids			
	Responses		MULTI			
ACTION AFTER OPPONENTS INTERVENE WITH						
Simple Overcall Double			Bids Natural			
Jump Overcall Double			Bids Natural			
Double	Double Natural					

SPECIAL USES OF DOUBLES:		

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name:	BLACKWOOD	

Other Conventions: Unusual NT, Michaels Cue Bids, Wriggle

OPENING LEADS	v suit contracts		4th, 3rd and	5th;			
Attach Red Spot, or hatch over, $10^{9}x$		<u>Q</u> J 9 <u>8</u>	AKx KQ10 QJ10 QJx 987x 10xxx Hxx xx			<u>K</u> Qx KJ10 J10x 10x <u>x</u> Hxx <u>x</u> x Hxx <u>x</u> xx x <u>x</u> x x <u>x</u> xx	
Other leads:	v NT contracts		4th, 3rd and	5th;			
	<u>A</u> Kx <u>(x)</u> K <u>10</u> 9 10xx <u>x</u> Hxx <u>x</u> x		A <u>J</u> 10x QJ10 <u>10</u> 9x Hxx <u>x</u>		<u>K</u> Q10 <u>Q</u> Jx 9 <u>8</u> 7x <u>x</u> x	<u>K</u> Qx J10x Hx <u>x</u> x <u>x</u> x	K <u>J</u> 10 10x <u>x</u> Hxx <u>x</u> x x x <u>x</u> xx
(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	Reverse Attitude (low likey)
On Declarer's lead	
When Discarding	Odds / Evens
Exceptions to above	

SUPPLEMENTARY DETAILS (Please cross reference to appropriate part of card)

- Response to Weak two if responder has 16 pts is 2NT. OGUST
- 3C=6-8 pts 1 honour.
- 3D= 6-8 pts 2 of top 3 honours.
- 3H= 9-10 pts 1 honour
- 3S= 9-10 pts 2 of top 3 honours
- Multi-Landy over 1NT:
 2C= both Majors 5,4 or 5,5 factor vulnerability 9 cards, 11 points
 2D= 6 of a suit, usually a Major
 2H= 5 Hearts and (usually) a minor. Advancer bids 2NT to ask for minor
 2S= 5 Spades and (usually) a minor.Advancer bids 2NT to ask for minor
 2NT= 5,5 minors (like Unusual no trump)
- Michaels: 2NT asks for <u>minor</u> (same as Multi-Landy). 8-12pts and 5/5 non-vulnerable. 10-12 pts vulnerable. Can also use with 16+ pts
- Unusual NT overcall: In <u>second seat</u> 2NT can be a pre-empt 8+ and shows 5/5 in 2 lowest unbid suits.2 honours in each. Can also be <u>strong</u> 20-22.
- In fourth seat 2NT is strong! 20-22 (you are not going to preempt if no previous bids!)
- <u>Over partner's Weak No Trump. McKendrick*</u>
 <u>2s is exactly 11 pts</u>. (It could be a transfer into the minors)
 <u>2nt is exactly 12 pts</u>



Carolyn Cuthbert 14826.....

: Margaret Kinghorn 15562......

SOL January 2022

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- Benji Acol: 2c=19-20 pts or 8+ playing tricks 2d= 23+pts or 9+ playing tricks 2NT+ 21-22 pts

Standard Leads Reverse Attitude to partner's lead (low likey) Odds/ Evens Discards

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Red suit transfers to Majors. (2d=transfer to h. 2h= transfer to s) Jump overcalls are Weak. Multi Landy. Ogust. Stayman.

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.