

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	11-20	2	Natural or balanced (may have 5 diamonds if bal)	1NT=6-9
1♦	11-20	4	Unbalanced	2NT=10-12
1♥	11-20	5		2-level response 9+, F1
1♠	11-20	5		Splinters
1NT	15-17		2♣=Stayman, 2♦/2♥=transfers, 2♠=transfer to 3m 2NT=INV, 3X 1-suited slam try, 4♣=Gerber	
2♣			19-20 BAL or strong hand with 8 playing tricks	2♦=weak or waiting
2♦	23+	6	Game forcing unless 23-24 BAL	2♥=negative
2♥	5-9	6	Weak	2NT relay: 3♣=bad, bad; 3♦=good suit, bad points; 3♥=bad suit, good points; 3♠=good, good.
2♠	5-9	6		
2NT	21-22		Balanced	3♣=Puppet Stayman, 3♦/3♥=transfers, 3♠=minor-suit Stayman, 4♣=Gerber
3 bids	5-10	(6)7	Pre-emptive Gambling 3NT	New suit is F1
4 bids		7	Pre-emptive	

DEFENSIVE BIDS					
OVER-CALLS	Meaning		OPPONENTS OPEN	Defensive Methods	
Simple	< opening strength or short in overcalled suit		Strong 1♣		
Jump	NV: 6+ suit, 5-10 HCP VUL: 6+ suit, 11-15 HCP		Weak 1NT	Double=PEN 2♣=any single-suited hand 2♦=majors 2M=5+M + 4+ minor	
Cue Bid	(1♣)-2♣=5+/4+ majors 10+; (1♦)-2♦=5♥, 5♠, 10+; (1♥)-2♥=5♠,5m, 10+; (1♠)-2♠=5♥,5m, 10+		Strong 1NT		
1NT	Direct 15-17		Weak 2	Double=takeout 2NT=NAT, 11+	
	Protective 12-14				
	Responses As over 1NT		Weak 3	Optional double	
2NT	Direct 5-5 lowest unbid suits		4 bids	Optional double	
	Protective 19-21				
	Responses		MULTI		
ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall		Double	Takeout through 3♠	Bids	New suit F1
Jump Overcall		Double	Takeout through 3♠	Bids	Raises PRE
Double	Redouble	New suit	Jump in new suit	Jump raise	2NT
	10+ misfit	natural, F1	Strong	PRE	Sound raise

SPECIAL USES OF DOUBLES:
Double of suit is take-out Negative doubles after overall may be minimal values with good distributional values Wriggle after double of our 1NT (redouble=clubs, transfers, responder may bid on if distributional)

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: Roman Keycard Blackwood	5♣=0/3 key cards, 5♦=1/4, 5♥=2 w/o Q, 5♠=2 w/Queen (5NT then asks for kings) 4♦=0 aces, 4♥=1, 4♠=2, 4NT=3 (5♣ then asks for kings)	Double=0, Pass=1, next step=2 Redouble=0 Pass=1, etc.
Gerber		

Other Conventions:

Fourth Suit Forcing

Splinters

Long suit trial bids after major suit agreed at two-level

Cue bids after major suit agreed at three-level

OPENING LEADS	v suit contracts	4th	2nd from bad suit, MUD		
Attach Red Spot, or hatch over, if using non-standard leads	<u>AK</u> K109 <u>109x</u> Hxxx	<u>AKx</u> QJ10 987x Hxx	<u>KQ10</u> QJx 10xxx xx	<u>KQx</u> J10x Hxxxx xxx	<u>KJ10</u> 10xx Hxxxxx xxxx
Other leads:	v NT contracts	4th	2nd from bad suit, MUD		
	<u>AKx(x)</u> K109 10xxx Hxxxx	<u>AJ10x</u> QJ10 109x Hxxx	<u>KQ10</u> QJx 987x xx	<u>KQx</u> J10x Hxx xxx	<u>KJ10</u> 10xx Hxxxxx xxxx
(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 card=encouraging vs suit, High=even count vs NT
On Declarer's lead	High card=even count
When Discarding	Odd=encourage, even=suit preference
Exceptions to above	

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



Name: Penny Davidson (SBU 12002)

Partner: Perry Vassie (SBU 14373)

S.B.U. NO.

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- 5-card majors, short club, 15-17 1NT,
weak twos in majors
Benjy Acol 2♣/2♦

Style of leads, signals, discards:- 4th highest leads, 2nd from bad suit
High=encouraging

**ASPECTS OF SYSTEM WHICH
OPPONENTS SHOULD NOTE**

1♣ is opened with all balanced hands outside of the no trump range. It may contain two clubs and five diamonds if balanced.

1♦ is unbalanced, but may be four with 4441 distribution

Gambling 3NT (solid minor, less than a king outside)

STRENGTH OF 1NT OPENERS: 15-17

2♣ RESPONSE TO 1NT OPENER IS: Stayman

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