

OTHER OPENING BIDS						
	HCP	See note	Min length	CONV MEANING	SPECIAL RESPONSES	Notes
1♣ 1♦ 1♥ 1♠	10+		4		2NT = good raise to 3+ double jump = void or singleton 3N = 12-15 flat 3 card support 1H/S 4N by resp is RKCB 1C/D 4C/D by resp is RKCB	
3 bids			6	Pre-empt		
4 bids			6	Pre-empt		
DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPEN A NATURAL ONE OF A SUIT			CONVENTIONAL MEANING		SPECIAL RESPONSES	Notes
Simple overcall		4 (usually 5) cards, 7-16 HCP			NT natural, suit forcing; UCB	
Jump overcall		Weak				
Cue bid		Majors or other major and a minor strong or weak				
1NT	Direct Protective	15-17 11-14			1NT system 1NT system	
2NT	Direct Protective	lowest 2 suits, strong or weak 20-21 NT			2NT system	
OPPONENTS OPEN WITH		DEFENSIVE METHODS			SPECIAL RESPONSES	Notes
Strong 1♣		X = majors, NT = minors, WJO				
Short 1♣/1♦						
Weak 1NT		X = max of their 1NT + 1 2♣ = ♥ & ♠ (at least 44) 2♦ = ♥ or ♠ 2M = 5M & 4+m 2N = minors or strong 2 suiter			1	1
Strong 1NT		as weak NT				
Weak 2		X = take out; 2NT = 15-18 Over 2M : 3M asks for a stop and 4m = m & other M			Lebensohl (2S) X (3S) X is pen 2NT system	2
Weak 3		X = take out				
4 bids		Over 4S X = values Else X = t/o				
Multi 2♦		X = 13-15 NT 2M = take out of other major				3
SLAM CONVENTIONS						
Name				Meaning of Responses		Action over interference
RKCB (B'wood over NT), Minorwood & Exclusion B'wood				14 / 30 / 2 / 2+Q		P1D0/P1R0

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply	7H		
Special meaning of bids	See note 4 and 6		
Exceptions / other agreements	See note 4		
Agreements after opponents double for takeout			
Redouble	9+	New suit	6 – 8 pts 4+ cards at 1 level and 5+ at the 2 level
Jump raise	Pre-emptive	Jump in new suit	6-card suit, 6-8 HCP
2NT	good raise to 3	Other	Pass then X other 2 suits
Other agreements concerning doubles and redoubles			
Responsive to 4D, game try, support Xs and XXs to 2Sover a M			
OTHER CONVENTIONS			
4 th suit forcing; DAB, UCB; Extended Stayman; 5NT= pick a slam No Gerber, David - 1NT rebid = 12-16 HCP (2♠ = Crowhurst) Jim – 1NT rebid = 15 -17 (2C Checkback) 2NT rebid over a 2/1 response is game forcing Jump in the 4 th suit is a splinter (except 1♠ 1♦ 1♥ 2♠ = 4 th suit) Any GF 4C/D is Minorwood			
SUPPLEMENTARY DETAILS			
1] After (1NT) 2♠ (pass)? 2♦=no preference (or 2Ss & 3Hs) or strong; 2NT=natural After (1NT) 2♠ (X)? pass=♣; 2♦=♦; XX=no preference (or 2Ss & 3Hs) or strong All 3-level overcalls are weak 2♦=single-suited with major, usually 6+ card suit (Multi style responses with 2NT inquiry) 2M = suit & a minor; 2N response is an inquiry 2NT=either minors or strong 2-suiter Passed hand X=single-suited with minor After (1N) X any subsequent X is for t/o			
[2] Lebensohl – fast shows - used after: their weak 2, our 1NT opener, our 1NT overcall and also (1y)X(2y)?; (1NT)X(2y)?; 1z(1y)pass(2y)X(pass)?; (multi 2♦)pass(2M)X 1. any suit bid at the 2 level is competitive 2. 2N (opener bids 3C) followed by a suit lower than RHO's is competitive 3. 2N followed by a suit higher than RHO's is a game try 4. a non jump to 3H/D/C is forcing opposite 1N bidder else mild INV (7-11ish) 5. this is because partner is limited when he has bid 1N 6. a jump bid is forcing 7. 2N followed by a cue bid is Staymanic with no stop 8. a direct cue bid is Staymanic and shows a stop 9. 2N followed by 3N shows no stop and no interest in the majors 10. 3N shows a stop and no interest in the majors 11. After 1N (2X) X shows a hand that would have bid 2N and has at least 2 cards in oppo suit, after (1H) X (2H) X is T/O, (1H) 1N (2H) X is pen and (1N) X (2X) X is T/O.			

OPENING LEADS							
v suit contracts	A K	A K x	K Q 10	K Q x	K J 10	K 10 9	Q J 10
	Q J x	J 10 x	10 x x	10 9 x	9 8 7 x	10 x x x	H x x
	H x x x	H x x x x	H x x x x x	x x	x x x	x x x x	
v NT contracts	A K x (x)	A J 10 x	K Q 10	K Q x	K J 10	K 10 9	Q J 10
	Q J x	J 10 x	10 x x	10 9 x	9 8 7 x	10 x x x	H x x
	H x x x	H x x x x	H x x x x x	x x	x x x	x x x x	
Other agreements in leading, e.g. high level contracts, partnership suits							
CARDING METHODS							
	Primary method v suit contract			Primary method v NT contract			
On Partner's lead	Rev Attitude, K for count			Rev Attitude, K to unblock/count			
On Declarer's lead	Count			Count			
When discarding	Rev Attitude			Rev Attitude			
OTHER CARDING AGREEMENTS							
<p style="text-align: center;">Current count (low = odd)</p> <p>Suit pref when obvious (high card asks for higher of other suits, low card asks for lower)</p>							
SUPPLEMENTARY DETAILS (continued)							
<p>3] Bidding over (2D)</p> <p>In 2nd : 2NT=16-18 then 2NT system, X=13-15 flat or 19+, 2H/S equiv of Xing the other M</p> <p>In 4th : pass (2M) X=t/o & Lebensohl (note 2); 2NT=16-18 then 2NT system</p> <p>In 6th : X=pen; 2NT=minors; 3m=m & M; M = 6+ card suit</p> <p>In 8th : X=take out; 2NT=minors; 3m=m & M</p>							
<p>[4] Supp parts suit - 2/3 pre empt. Suits are nat and forcing. A jump cue is a splinter. If maj with 8 losers (10+) or better bid 2N with 4 card supp and cue bid with 3 card supp (after a jump o/c, if the cue takes you past the 3 level ie 1H (2S), then all suit bids are natural). If min with 8 losers (10+) or better bid 2N with 4 card sup and a stop and cue bid with 4 card supp and no stop.</p>							
<p>[5] after 2N; 2C/2D 2N, 2D 2H 2N and (2X weak) 2N.</p> <ul style="list-style-type: none"> • 3C = 5 Card Stayman. Responses are 3D = no 5 card maj but with 1 or 2 4 card majors. 3H = 5Hs; 3S = 5Ss, 3N = no 4 card maj • After 3C 3D 3H = 4 Hs could also have 4Ss, 3S = 4Ss • 3D/H transfers opener can break into a cue bid, no retransfers • After transfer 4C asks length of major 4D – single A, 4H – doubleton, 4S – tripleton • 2N 4N; 2N 3D/H, 3H/S 4N are all quantitative. • 3S = 5Ss and 4Hs and 3N = to play • With 5 5 in majors bid 3H then bid 4Hs • With a slam try and both minors bid 3C then 4C. Opener bids 4D or cue bids with Cs • With 5Hs & 4Ss bid 3D then 3S after part bids 3H • 4C = slam try with long Cs, 4D = slam try with long Ds both are minorwood 							
<p>[6] 1A (2N minors or 2m majs): X pens; parts suit at any level to play; 4th suit constructive, 2H/3C 3 card support & 4/5 of other M/m (opener responds 2S/3D with 3 card support), 2S/3D game try with 4+ card support: 1M (2M* other M and a m): 2N game try in parts suit, parts suit at any level to play, 3m constructive and cue of opps M 3 card support.</p>							

David / Jim & Mike Ribbins (015722)				V17				
GENERAL DESCRIPTION OF BIDDING METHODS								
Benjaminised Acol								
1NT OPENINGS AND RESPONSES								
Strength		12+-14		Artificial?		NO		
Shape constraints					Singleton?		NO	
Responses		2♣	Stayman (note 2C followed by 3C = weak with both minors) No SID & no Gerber					
2♦	transfer to ♥ (no retransfers)			2♥	transfer to ♠ (no retransfers)			
2♠	17+ flat or natural 11 – poor 12			2NT	Weak with a minor OR strong with both minors			
Others								
Action after opponents double			Played after any (X) of a NT pass = to play XX = single suited suit = lower suit with a 2 suited hand					
Action after other interference			(2A) Lebensohl (note 2) with X = pens (values for 2NT + at least 2cards in ops suit): (3A) X is T/O					
TWO-LEVEL OPENINGS AND RESPONSES								
	Meaning		Responses		Notes			
2♣	8 playing tricks or flat 22-23/ 26-27		2♦ = relay (usually < 8 HCP) suits= 8+ and 5+ cards 2N = 8+ no 5 card suit					
2♦	Game force or flat 24-25 / 28+		2♥ = relay (usually < 8 HCP) suits= 8+ and 5+ cards 2N = 8+ no 5 card suit					
2♥	6 cards, 6-9 HCP		2NT = asking 2S constructive non forcing					
2♠	6 cards, 6-9 HCP		2NT = asking					
2NT	20-21 NT		3♣ = 5 Card Stayman 3♦/♥ = transfers 3♠ = 5Ss & 4Hs		5			
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE								
2H/S are weak								

