

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣)	3))
1♦)	4))
1♥)9 - 19	4) Rule of 19	Jacoby 2NT, Splinters
1♠)	5)	Jacoby 2NT, Splinters
1NT	12-14	2		Stayman, Transfers, Gerber
2♣		0	8PT or 20-22 pts balanced with a 5-card suit	2♦ relay. If 2NT rebid, 3♣ asks for 5-card suit; Transfers; Gerber
2♦		0	Game Force or 23+ pts balanced, can have a 5 card major	Control-showing
2♥	5-9	6	Weak	2NT = OGUST
2♠	5-9	6	Weak	2NT = OGUST
2NT	20-22	2	Balanced, denies a 5 card major	Stayman, Transfers; Gerber
3 bids	<10	7	Pre-emptive; 6 tricks non-vul, 7 vul	Minors require 2 top honours 1st/2nd in hand
4♣ / 4♦	10+	0	Texas. Solid 8-card suit in ♥/♠	
4♥/4♠	<10	8	Pre-emptive; 7 tricks non-vul, 8 vul	

SPECIAL USES OF DOUBLES:

All doubles up to 3♠ are for take out, except where a penalty double of 1NT has been made or when there are no options for take out. Dbl of 1♥ - 4♥ is for take out. Dbl of 1♠ - 4♠ is penalties with 4NT for take-out. Dbls of conventional bids are usually lead directing.

SLAM CONVENTIONS	Meaning of Responses	Action over interference
GERBER	4♦=0 or 4 aces, 4♥ = 1 ace 4♠ = 2 aces, 4NT = 3 aces	DOPI & ROPI
RKCB	5♣ = 0 or 3 Key cards; 5♦ = 1 or 4 Key cards 5♥ / 5♠ = 2 Key cards, +/- trump queen After 5♣ or 5♦ response, 5♦ / 5♥ asks for trump Q. With the Q, or extra length, bid a feature.	DOPI & ROPI
GSF	5NT without RKCB. Bid 7 of Trump suit with all 3 top trump honours. 6♣ = 0, 6♦ = 1, 6♥ = 2	

OTHER CONVENTIONS (SEE ALSO "SUPPLEMENTARY DETAILS")

- Fourth Suit Forcing: Exploratory; 2-level, 11+; 3-level game-forcing; 1♠ is a natural suit.
- Unassuming Cue Bids: show, depending on the situation, either (a) a sound raise to the next level in partner's suit after opponents' overcall, or (b) asks about the quality of partner's overcall.
- Gambling 3NT based on a long solid minor and no outside defensive trick.
- Opening 4NT: Ace-asking. 5♣ none, 5NT = 2, 6♣ = CA, other 5-bids = A of bid suit.
- Splinter bids. Over 1♥ or 1♠ opening, a double jump-shift response shows a raise to 4♥ / 4♠, 4+ trumps and either a singleton or void in the bid suit. Over 1♣ or 1♦ opening, a jump-shift shows a weak hand with a 6-card suit.
- Trial Bids: After major suit agreement: asks for help in the suit bid. In response, jump to game with 0-1 losers in the suit, else bid agreed suit at lowest level. After minor suit agreement: shows a stopper – angling for 3NT.
- Leads: Higher of touching honours. Fourth highest from an honour. J shows no higher honour and usually 10. Strong 10s: 10 shows either no higher honour, or J + either A or K.

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	Natural (5 card suit), 8+ points	Strong 1♣	Dbl for majors, 1NT for minors
Jump	Weak (6 card suit)	Weak 1NT	CDH
Cue Bid	Michaels	Strong 1NT	CDH
1 NT	Direct 15-17 Protective 15-17 Responses as to opening 1NT	Weak 2 / Lucas 2	x = T/O with other major 2NT = T/O <u>without</u> other major
		Weak 3	x = T/O
2NT	Direct Unusual Protective Unusual Lowest two unbid suits	4 bids, except 4♠...	Natural (x = T/O) x = Penalties; 4NT is for take-out.
		Multi	Dixon

OPENING LEADS	v suit contracts	4th		
Strong 10s	AK K109 109x Hxxx	AKx QJ10 987x Hxx	KQ10 QJx 10xxx xx	KQx J10x Hxxx xxx	KJ10 10xx Hxxxx xxxx
Other leads:	v NT contracts	4th		
Strong 10s	AKx(x) K109 10xxx Hxxx	AJ10x QJ10 109x Hxxx	KQ10 QJx 987x xx	KQx J10x Hxx xxx	KJ10 10xx Hxxx xxxx

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall		Double Forcing	Bids New suit is Forcing, 2NT 11-12 with stop		
Jump Overcall		Double Forcing	Bids New suit is Forcing, 2NT 11-12 with stop		
Double	Redouble 9+pts	New suit On-going	Jump in new suit Natural & Forcing	Jump raise Natural 6-9 pts	2NT Good raise to 3 (Truscott)

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	Ace asks for encourage/discourage; Reverse attitude signals
On Declarer's lead	High Low = Even number of cards
When Discarding	Italian: McKenney on Evens; Odds encourage the suit discarded
Exceptions to above	Discards may be natural

SUPPLEMENTARY DETAILS

1. Dixon Defense to Multi-2♦

Double	12-15 pts fairly balanced or first move on a very strong hand (19+)
2♥/2♠/3♣/3♦	Natural; 12-15, 5+ card suit
3♠/3♥	Strong & Natural
2NT	16-18 pts balanced; "Systems on" – ie. Baron, Transfers + Gerber

2. OGUST: 3♣ = Weak hand, Weak suit; 3♦ = Weak hand, Strong suit, 3♥ = Strong hand, Weak suit; 3♠ = Strong hand, Strong suit, 3NT = AKQ in bid suit. Weak Suit = 1 top honour (AKQ); Strong Suit = 2 top honours. Weak Hand = 5-7; Strong Hand = 8-9

3. Responses to Partner's Double: Minimum suit bid weak; Cue bid shows a stop and 4 cards in the other major; 2NT game force, Baron responses; otherwise respond as if partner had opened 1 of implied suit.

4. Transfers (12-14 NT): 2♦ = 5+ hearts, 2♥ = 5+ spades, 2NT = 5+ clubs / diamonds. 2♠ = transfer to 2NT, showing a game-invitational hand with a 6-card minor headed by two of the top 3-honours. With 4 cards in the red-suit transfer suit, consider super-acceptance: jump to 3-level if non-maximum; if maximum bid 2NT if 4333, else bid the doubleton in 4432 or 5332 distribution; responder should repeat the transfer.

5. Michaels / Unusual NT ("weak or strong")

2♣/♦ over 1♣/♦ shows the majors.	2♥/♠ over 1♥/♠ shows the other major and a minor. 2NT asks for the minor.
Over 1♣/♦, 2NT = other minor and a major	Over 1♥/♠/1NT, 2NT = both minors

6. Jacoby 2NT response to 1♥ / 1♠: Game raise with 4-card support, no shortage and possible slam interest. Opener's rebids show a control. 3NT rebid by opener is NOT to play but shows a balanced hand too strong to open 1NT. After suit intervention, 2NT is natural (11-12 with a stop). Over opponents' double, 2NT is Truscott.

7. Reverse Lebensohl (after opponents bid a suit over our 1NT)

After opponents' overcall of our 1NT: Pass with a weak hand and no features; Dbl is penalties. Non-jump suit bids are natural and weak, to play. Jump suit bids are 5+ card suit, game-forcing, not promising stop. 2NT is game forcing, no 5-card suit, promising a stop; responses are Baron. Without a stop, cuebid showing the other / both major(s) and bid 3NT to show game values, but no stop and no 4-card major; with no stop, opener will take out into his better minor.

7. Wriggle: After opponents immediately double our 1NT, pass normally denies a 5-card suit and asks partner to redouble, after which responder either passes for penalties, or bids as follows:-

...2♣ weak, showing ♠s and a major, usually 4-4; 2♦ weak, showing ♦s and ♠s, usually 4-4.

...2♥ weak, showing 5-4 in ♥s and a minor; 2♠ weak, showing 5-4 in ♠s and a minor.

An immediate redouble is a weak transfer to 2♣ (responder passes or corrects to a suit of at least 5 cards).

2♣/2♦/2♥ show the lower of two touching, usually 4-card, suits, weak.

8. CDH Defense to 1NT: Suit bids show either a single 6+ card suit or the lower of two (maybe 4-card) suits.

Responder usually passes with 3-card support, or bids 4-card or better suits up the line until a 4-3 or better fit is found, or until overcaller rebids his/her long suit. With 14+ points and 3+ of overcalled suit, responder can bid 2NT. Overcaller's strength is according to vulnerability. **Double:** Against Weak NT, 15+pts direct (penalties), 12+pts protective NV (optional) - responses as to partner's opening 1NT.

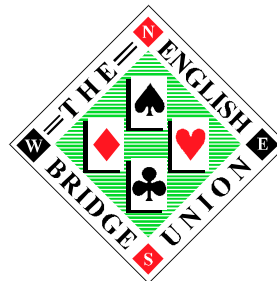
9. Checkback: After a 1NT (or 2NT) rebid, 2♣ (or 3♣) asks opener to show "extra length" – 5 cards in opener's suit, 3-card support for responder or an unbid 4-card major. Suits are bid up the line. Over 3♣ with nothing to say, bid 3♦. Over 2♣ with nothing to say, bid 2NT if minimum, 3NT if maximum. Over 2♣ with both 3-card support for partner and 5+ card suit, bid 2♦ if minimum, 3♦ if maximum.

10. Truscott: After opponents' double of our suit opening, a 2NT response shows a good raise to three (ie. 10-12 points, primary support, 8 losers). Suit responses are pre-emptive.

11. After 2NT opening, or 2NT rebid after 2♣ / 2♦ opening, 3♠ shows 5 spades + 4 hearts.

12. Responses to 2♦ Opening: With no controls (A = 2, K = 1) respond 2♥ with < 6 points, 2NT with 6+.

Otherwise, steps show the number of controls, skipping over 2NT. So, 2♠ shows 1, 3♣ shows 2, 3♦ shows 3, 3♥ shows 4, etc.



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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- BENJI ACOL

Style of leads, signals, discards:- Italian discards
Reverse attitude signals

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

2♥ / 2♠ = Weak, based on a 6 card suit
Weak jump overcalls

STRENGTH OF 1NT OPENERS: 12 - 14

2♣ RESPONSE TO 1NT OPENER IS: Non-Promissory Stayman, forcing to 2NT.

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