

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	9-19	<input type="checkbox"/>	4	For choice of opening - note 1. * Light openings possible – note 2. For opener's NT rebids – note 3	1NT = 6-9; 2NT = 10-12; 3♣/♦ = 8LH; 2♣/♦ = 10+ NF  1NT = 6-9, 2NT = Strong 11+, Splinter bids. 3M = Weak 8 LH distributional; 4M = Weakish	
1♦	9-19	<input type="checkbox"/>	4			
1♥	9-19	<input type="checkbox"/>	4			
1♠	9-19	<input type="checkbox"/>	4			
3 bids	0+	<input type="checkbox"/>	6	Pre-emptive		
4 bids	6+	<input type="checkbox"/>	7	Pre-emptive		
*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).						
DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING		SPECIAL RESPONSES		Notes
Simple overcall		Natural 5cards 8Points		UCB		
Jump overcall		Weak 6 card				
Cue bid		Michaels/UCB See Note 6		None		
1NT	Direct: Protective	15-17 12-14		As for 1NT opening		
2NT	Direct: Protective	Unusual – Note 6 19-21 balanced		Limit bids As 2NT opener		
OPPONENTS OPEN WITH		DEFENSIVE METHODS				Notes
Strong 1♣		X = both majors; 1NT both minors				
Short 1♣/1♦		Natural				
Weak 1NT		Natural				
Strong 1NT		Natural				
Weak 2		X = T/O - NT to play 16+,		Suit natural.		
Weak 3		X = T/O - NT to play 16+,		Suit natural.		
4 bids		X = T/O - NT to play 16+,		Suit natural.		
Multi 2♦		X = T/O - NT to play 16+,		Suit natural.		
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
RKC Blackwood		5♣ = 0 or 3; 5♦ = 1 or 4; 5♥ = 2; 5♠ = 2 + Q of Trumps		DOPI & ROPI		
5NT		Promises all aces and asks for kings. If one King held bid suit of King held. If 2 Kings held, bid suit King not held in.				
5NT = Grand Slam Force		6♣ = 0; 6♦ = 1; 6♥ = 2 of top 3 honours, 7 of suit = 3				

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply		2♠	
Special meaning of bids		Cue bid = good raise	
Exceptions / other agreements		Jump raise pre-emptive	
Agreements after opponents double for takeout			
Redouble	9+ HCP	New suit forcing	Jump in new suit forcing
Jump raise	Pre-emptive	2NT	Good raise Other
Other agreements concerning doubles and redoubles			
OTHER CONVENTIONS			
<b>Fourth Suit Forcing:</b> A bid in the fourth suit is artificial, showing no particular Holding in that suit but requesting partner to describe his/her hand further. After 1♣ - 1♦ - 1♥, 1♠ is natural and 2♠ is 'fourth suit forcing'.			
<b>Unassuming Cue Bids</b> Opposite partner's overcall a cue bid shows a good raise			
<b>Splinter Bids</b> Response of 3♠/4♠/4♦ to 1♥ opening or 4♣/4♦/4♥ to 1♠ opening shows a raise to 4♥/4♠ with 4+ trump support and singleton or void in bid suit			
<b>Long suit trial bids</b> Used after a simple raise, showing a suit with 2 losers.			
SUPPLEMENTARY DETAILS			
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).			
<b>1. Balanced hands not 12 to 14.</b> With four hearts and four spades open 1♥, Otherwise open the longest suit or the higher ranking of two 4-card suits.			
<b>Unbalanced hands:</b> Normally open the longest suit. With two 5-card or longer suits usually open the higher ranking. Consider Rule of 19 for light openings.			
<b>4441 hands:</b> single ♣ open 1♥; Otherwise open suit below singleton.			
<b>2. Rule of 19:</b> If HCP + length of 2 longest suits is 19 + consider opening with 10 HCP			
<b>3. NT rebids:</b> After 1-level response, 1NT = 15-16; 2NT = 17-18; 3NT = 19; after a 2-level response, 2NT = 18+, 3NT = 15-17			
<b>4. 1NT - 2♠ Baron</b> shows either a raise to 2NT or GF with slam interest, usually no 5-card suit. Opener rebids 2NT with a minimum or lowest 4-card suit with a maximum. With 11-12 responder passes 2NT or bids 3NT over a suit.			

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Hatch over this box if using non-standard leads).			
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
v. NT contracts	<u>A</u> K x ( <u>x</u> )	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Reverse Attitude Hi/Lo= Even. Except on A or Q. Then low encourages.						
On Declarer's lead	Count: high-low=even no. of cards; upwards = odd no.						
When discarding	Count & McKenney						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
<b>Suit preference signals:</b> High = higher ranking other suit							
Low = lower ranking other suit							
SUPPLEMENTARY DETAILS (continued)							
<b>5. 2NT</b> - No 5 card Major							
<b>6. 2 suited overcalls</b> 1m 2m shows min 5/5 in majors; 1M 2M shows min 5/5 in other major & a minor. 1 of any suit, overcall of 2NT shows min 5/5 in 2 lowest unbid suits.							
<b>7. Defence to 1NT Natural</b>							
<b>8. 1NT* Escape</b> - Pass = xx; xx = 2♣ (2♦ = Stayman); 2♣ = Tx2♦; 2♦ = Tx2♥; 2♥ = Tx2♠							
<b>9. Responses to 2♣ - 2♦ - 2NT:</b> 3♣ asks which M ;3M=that M; 3♦ = Tx3♥; 3♥ = Tx3♠; 3♠ = 5♠ & 4♥.							
<b>10. Defence to weak 2-level Jump overcalls</b> —Dbl of M=Penalties; 2NT=10-11pts Cue-bid = other M + Forcing . Dbl of m = T/O; Responder raises suit bid Non/f; 3NT= to play							
<b>11. Gambling 3NT:</b> Responding ♣ bids are to play / convert to ♦. Response of 4♦ asks for shortage (singleton or void). Responses to 4♦: 4♥/4♠: Shortage in bid suit; 4NT: Denies a shortage; ... 5♣ / 5♦: opener's minor: shortage in other minor							



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GENERAL DESCRIPTION OF BIDDING METHODS			
<b>Benji – Acol</b>			
1NT OPENINGS AND RESPONSES			
<b>Strength</b>	12 to 14	Tick if artificial and provide details below <input type="checkbox"/>	
<b>Shape constraints</b>		Tick if may have singleton <input type="checkbox"/>	
<b>Responses</b>	2♣	Non-Promissory Stayman & Transfers	
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	11 + (Note 4)	2NT	Tx to 3♣. Res' passes or bids 3♦ to play.
Others 3♣/♦/♥/♠ = 5+-card suit and slam interest.			
Action after opponents double		See Note 8	
Action after other interference		Lebensohl	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	8PT Unspecified suit or 20-22	2♦ = relay; Note 9: 2NT has 5-card Major	
2♦	Game-force or 23+NT	2♥ negative	
2♥	Weak 5-9, 6-card suit	2NT=Forcing request PQPQ	
2♠	Weak 5-9, 6-card suit	2NT=Forcing request PQPQ	
2NT	20 – 22; 3♣ Baron, 3♦/♥ Transfer; 3♠ = 5♠ & 4♥ (Note 5)		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
<b>12. Check-Back</b> -1m -1M -1NT-2C; inquires for major suit holding; ... 2♦ = Minimum with both 3-card support for partner and 4 cards in the other major ... 2♥/♠ = Minimum with 3-card support for partner; denies 4 cards in the other major ... 2NT = Minimum, neither 3-card support for partner nor 4 cards in the other major ... 3♦ = Maximum with 3-card support for partner and 4 cards in the other major ... 3♥/♠ = Maximum with 3-card support for partner; denies 4 cards in the other major ... 3NT = Maximum, neither 3-card support for partner nor 4 cards in the other major			

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