

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣)	4		Jacoby 2NT, Splinters
1♦) Rule	4		Jacoby 2NT, Splinters
1♥) of 19	4		Jacoby 2NT, Splinters
1♠)	4		Jacoby 2NT, Splinters
1NT	12-14	2	Can have a 5 card major	Stayman, Transfers, Gerber
2♣		0	8PT or 20-22 pts balanced with a 5-card major	2♦ relay. If 2NT rebid, 3♣ asks for the 5-card major; Red suit Transfers; Gerber
2♦		0	Game Force or 23+ pts balanced, can have a 5 card major	2♥ relay, 5-card Stayman, Transfers after 2NT rebid
2♥	6-9	6	Weak	2NT = OGUST
2♠	6-9	6	Weak	2NT = OGUST
2NT	20-22	2	Balanced, denies a 5 card major	Stayman, Transfers, Gerber
3 bids		7	6 Tricks Non-Vul & 7 Tricks Vul	3♣ / 3♦ in 1st or 2nd Position must have 2 of top 3 Honours
4 bids		8	7 Tricks Non-Vul & 8 Tricks Vul	

SPECIAL USES OF DOUBLES:

All doubles up to 3♠ are for take out, except a) where a penalty double of 1NT has been made or b) when partner has already bid 2 suits or c) when partner opened 1NT, when double suggests penalties and shows 11 – 12 HCPs. Responsive dbls of jump raises up to 3♥ are for take out. Dbls of conventional bids are usually lead directing. Double of 3NT when we have not bid requests the lead of dummy's 1st natural bid suit, or if dummy has bid no natural suits, requests the lead of a Spade.

SLAM CONVENTIONS	Meaning of Responses	Action over interference
GERBER (not rolling)	4♦=0 or 4 aces, 4♥ = 1 ace 4♠ = 2 aces, 4NT = 3 aces 5♣ asks for Ks	DOPI (ignore x)
RKCB + Exclusion Blackwood (see Supplementary Details)	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 (ignore x)
GSF	5NT without RKCB. Bid 7 of Trump suit with 2 of top 3 trump honours. 6♣ = A/K + 5 th trump.	

OTHER CONVENTIONS (SEE ALSO "SUPPLEMENTARY DETAILS")

- Fourth Suit Forcing: Exploratory; 2-level, 11+; 3-level game-forcing; 1♠ is a natural suit (non-forcing).
- Unassuming Cue Bids: show, depending on the situation, either (a) at least 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.
- Splinter bids show a singleton - over minors or majors, and after intervention.
- 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, except a J shows no higher honour and usually promises the 10; lead of a 10 shows KJ10, AJ10 or 10-high. Fourth highest from an honour.

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	Natural	Strong 1♣	Dbl for majors, NT for minors
Jump	6 card suit (ATV 5/6/7 losers maximum)	Weak 1NT	Modified Cappelletti
Cue Bid	Michaels	Strong 1NT	Modified Cappelletti
1 NT	Direct 15-17 Protective 11-14 Responses as to opening 1NT	Weak 2	Dixon
		Weak 3	X = takeout. Suits natural & NF
2NT	Direct Unusual Protective Unusual	4 bids	X = penalties. 4NT = At least two lower-ranking suits
		Multi	Dixon

OPENING LEADS	v suit contracts	4th	A low card DOES NOT promise an honour		
Choice when leading from AK or KQ. Strong 10s & 9s.	<u>AK</u> K109 109x Hxxx	<u>AKx</u> QJ10 987x Hxx	<u>KQ10</u> QJx 10xxx xx	<u>KQx</u> J10x Hxxx xxx	<u>KJ10</u> 10xx Hxxx xxx
Other leads:	v NT contracts	4th	A low card DOES promise an honour		
Choice when leading from AK or KQ. Strong 10s & 9s. 2nd from poor suits.	<u>AK(x)</u> K109 10xxx Hxxx	AJ10x QJ10 109x Hxxx	<u>KQ10</u> QJx 987x xx	<u>KQx</u> J10x Hxx xxx	<u>KJ10</u> 10xx Hxxx xxx

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall		Double Forcing	Bids Non-disturbed bid is Forcing, 2NT: 11-12 with stop Disturbed bid is Non-Forcing		
Jump Overcall		Double Forcing			
Double	Redouble	New suit Natural & Forcing	Jump in new suit Natural & Non-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	A/Q asks for Reverse attitude signals; K asks for count (or unblock vs NT if safe)
On Declarer's lead	High Low = Even number of cards
When Discarding	HELD (High, Encouraging; Low, Discouraging)
Exceptions to above	McKenny at trick two if obvious.

SUPPLEMENTARY DETAILS

1. Dixon

DIXON DEFENCE TO MULTI 2♦ AND WEAK 2♥/2♠	
Double	12-15 pts fairly balanced or first move on a very strong hand
2♥/2♠/3♣/3♦	Natural
3♠/3♥	Strong & Natural
2NT	16-18 pts balanced; "Systems on" – ie. Stayman, Red suit 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 = 6-7; Strong Hand = 8-9

3. Transfers (12-14 NT): 2♦ = 5+ hearts, 2♥ = 5+ spades, 2♠ = 5+ clubs, 2NT = 5+ diamonds. 3-level responses are slam-invitational, good 6+ card suit. With good support (Hxx+), opener raises if minimum, and bids a first-round control if maximum. Without good support, opener rebids 3NT.

4. Michaels / Unusual NT (6-11 or 16+HCPs, at least 5-5 in length)

2♣/♦ over 1♣/♦ Shows the other minor and a major. 2NT asks for the major. 2H weak (pass or correct)	2♥/♠ over 1♥/♠ Shows the other major and a minor. 2NT asks for the minor.
Over 1♣/♦, 2NT = both majors	Over 1♥/♠, 2NT = both minors
Over 1NT, 2NT = both minors	

5. Jacoby 2NT response to 1♣/1♦/1♥/1♠: Game raise with 4-card support, no shortage and possible slam interest. Opener's rebids show a shortage. 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.

6. Lebensohl after opponents bid a suit over our 1NT. Dbl is an invitational raise in NT, 11-12 pts – invites a penalty pass. Suit bid at the two level is nat and NF. Suit bid at 3 level is nat & F to game. Immediate cue is Stayman over 2♣/♦ or shows 4 of other major over 2♥/♠, and DENIES a stop. 2NT requires opener to bid 3C. THEN resp either a) passes or b) bids new suit to play NF or c) cue bids (as above but SHOWS a stop), or d) bids 3NT which now SHOWS a stop. i.e. DIRECT cue or 3NT DENIES a stop.

7. Lebensohl after opps open Weak 2 and we Double. As for 6 above EXCEPT that cue bids are NOT Staymanic, but ask doubler to bid NTs with a stop. DIRECT cue bid DENIES a stop - cue via 2NT SHOWS a stop.

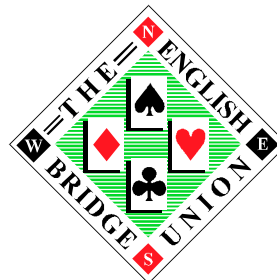
8. Wriggle (Action after 1NT--- Double): After opponents double 1NT, pass asks partner to redouble, after which responder either passes for penalties, or bids the lower of non-touching 4-card suits. An immediate redouble is a transfer to 2♣, to play or correct into 5+ suit. An immediate suit bid shows the lower of two touching 4-card suits.

9. Modified Cappelletti: 2♣ = Both majors. 2♦ = unspecified 6-card suit; 2♥ asks which. 2♥ = Hearts and a minor (2NT response shows 10+HCPs and asks for the minor). 2♠ = Spades and a minor (2NT response shows 10+HCPs and asks for the minor). 2NT = Both minors. Non-Vul: 9-15; Vul: 13-15. X = Penalties.

10. Checkback: After a 1NT rebid (12-16), 2♣ 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. Jump with 15-16. After a 2NT rebid, 3♣ asks; with nothing to say, respond 3♦.

11. 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). Jump support is pre-emptive.

12. Exclusion Blackwood: Jump above game in a new suit. Key-card asking, but showing void in bid suit. Responses are steps as RKCB, but ignoring A of the bid suit.



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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- BENJI ACOL

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

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

2♥ / 2♠ = Weak, based on a 6 card suit
Distributional jump overcalls (7/6/6/5 Losers)

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.