

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣ / 1♦	9-19	4	Rule of 19	INT 6-9
1♥ / 1♠	9-19	4	Rule of 19	Jacoby 2NT (see Note 6), Splinters (see Other Conventions)
1NT	12-14	2		Stayman, Transfers (See Note 4), Gerber
2♣		0	8PT or 21-22 pts balanced with a 5-card suit	2♦ relay. Suit shows 8+ pts & 5+cards. If 2NT rebid, 3♣ asks for the 5-card suit; Transfers (Note: 3NT is a transfer to 4♣); Gerber
2♦		0	Game Force or 23+ pts balanced (when can have a 5 card major)	2♥ relay. 5-Card Puppet Stayman after 2NT rebid (Note 14)
2♥	6-10	6	Weak	2NT = OGUST (see Note 2)
2♠	6-10	6	Weak	2NT = OGUST (see Note 2)
2NT	21-22	2	Denies a 5 card suit	Stayman, Transfers (Note: 3NT is a transfer to 4♣); Gerber
3 bids	<10	7	Pre-emptive; 6 tricks non-vul, 7 vul	Minors require 2 top honours 1st/2nd in hand
4 bids	<10	8	Pre-emptive; 7 tricks non-vul, 8 vul	

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	WIIS (6 card suit)	Weak 1NT	Modified Cappelletti (see Note 9)
Cue Bid	Michaels (see Note 5)	Strong 1NT	Modified Cappelletti (see Note 9)
1 NT	Direct 15-17	Protective Weak 2 / Lucas 2	Hackett (see Note 13)
	Responses as to opening 1NT	Weak 3	x = T/O
2NT	Direct Unusual	Protective Unusual	4 bids x = T/O; 4NT for minors.
	Lowest two unbid suits	Multi	Dixon (see Note 1)

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall		Double: for takeout through 2♠		Bids: New suit is Forcing, 2NT 11-12 with stop	
Jump Overcall					
Double	Redouble 9+pts	New suit N/F	Jump in new suit Forcing, 5+ cards	Jump raise Pre-emptive	2NT Good raise to 3-major (Truscott)

SPECIAL USES OF DOUBLES:

All doubles up to 2♠ 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♥ - 3♥ is 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:** Mini + Maxi. Over 1♥ or 1♠ opening, a jump-shift response shows a raise to 4♥ / 4♠, 4+ trumps and a singleton in the bid suit. A double-jump shift shows a void. 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 versus NT.

OPENING LEADS	v suit contracts	4th highest		
	<u>A</u> K K <u>10</u> 9 <u>10</u> 9x H <u>xxx</u>	<u>A</u> Kx QJ10 987x H <u>xx</u>	<u>K</u> Q10 QJx 10 <u>xx</u> <u>xx</u>	<u>K</u> Qx J10x H <u>xxx</u> <u>xxx</u>	<u>K</u> J10 10 <u>xx</u> H <u>xxxx</u> <u>xxxx</u>
Other leads:	v NT contracts	4th highest		
Strong 10s	<u>A</u> Kx(x) K10 <u>2</u> 10 <u>xxx</u> H <u>xxx</u>	AJ10x QJ10 109x H <u>xxx</u>	<u>K</u> Q10 QJx 987x <u>xx</u>	<u>K</u> Qx J10x H <u>xx</u> <u>xxx</u>	<u>K</u> J10 10 <u>xx</u> H <u>xxxx</u> <u>xxxx</u>

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	Ace / Queen asks for attitude; King for count. Reverse attitude signals
On Declarer's lead	High-Low = Even number of cards
When Discarding	Italian: even card = McKenney, odd card asks for the suit discarded.
Exceptions to above	Discards may be natural

SUPPLEMENTARY DETAILS

1. Dixon: Defence to multi 2♦	
Double	12-16 pts fairly balanced or first move on a very strong hand (19+)
2♥/2♠/3♣/3♦	Natural; 12-16, 5+ card suit
3♠/3♥	Strong & Natural
2NT	17-18 pts balanced; "Systems on" – ie. Baron, Transfers + Gerber

2. OGUST: 3♣ = Weak suit, Weak hand; 3♦ = Weak suit, Strong hand; 3♥ = Strong suit, Weak hand; 3♠ = Strong suit, Strong hand; 3NT= AKQ in bid suit. Weak Suit = 1 top honour (AKQ); Strong Suit = 2 top honours. Weak Hand = 6-8; Strong Hand = 9-10.

3. Responses to Partner's Double: Suit bid weak; Cue bid shows a stop and 4 cards in the other major; 2NT game force, Baron responses.

4. Transfers (12-14 NT): 2♦ = 5+ hearts, 2♥ = 5+ spades, 2♠ = 11-12 points, 2NT = 5+ clubs / diamonds. Super-acceptance of red-suit transfer: jump response if minimum, or bid the doubleton if maximum.

5. Michaels / Unusual NT

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

6. Jacoby 2NT response to 1♥ / 1♠: Good raise to at least game with 4-card support and no shortage. Opener's rebids show a feature. 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 the opponents overcall our 1NT: Pass with a weak hand and no features; Dbl is a raise to 2NT, which may be passed for penalties. Non-jump suit bids are natural and weak, to play. Jump suit bids are 5+ card suit, game-forcing, not promising a stop. 2NT is game forcing, no 5-card suit, not promising a stop; responses are Baron; with a stop, cuebid showing the other / both major(s) and then bid NT. A direct 3NT shows game values, but no stop and no 4-card major; with no stop, opener will take out into his better minor.

8. Wriggle (Action after 1NT--- Double): After opponents double 1NT, pass normally denies a 5-card suit and asks partner to redouble, after which responder either passes for penalties, or 4-card suits are bid in ascending order until a 4-3 or 4-4 fit is found. An immediate redouble is a transfer to 2♣ (or 2♦); 2♣ is Stayman; 2♦ & 2♥ are normal transfers.

9. Modified Cappelletti: 2♣ = Both majors (at least 5-4; 2♦ response = no 4-card major; 2♥/♠ rebid 5+ cards); 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 (weakness responses are as if partner opened 1NT).

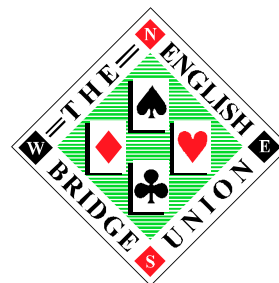
10. Checkback: After a 1NT (or 2NT) rebid, 2♣ (or 3♣) asks opener to show "extra length" – 5 cards in opener's suit, 3-card support for responder or an unbid 4-card major. Suits are bid up the line. Over 3♣ with nothing to say, bid 3♦. Over 2♣ with nothing to say, bid 2NT if minimum, 3NT if maximum.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

11. Truscott: After the opponents double 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.

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

13. Hackett Defense to weak 2♥ / 2♠ Opening: X = Penalties. 3♣ = intermediate takeout, promising 4-cards in other major. 3♦ = strong takeout (16+, not necessarily promising 4-cards in other major).

14. 5-Card Puppet Stayman: After 2♦ - 2♥ - 2NT, 3♣ asks. Responses: 3♦ = no 5-card, but unspecified 4-card major(s). 3♥/♠ 5-card suit; 3NT no 4-card major. After 3♦, responder bids 3NT with no 4-card major (or makes a slam try), or with one 4-card major bids the other major. With both majors, responder bids 4♣ with slam interest (after which opener may cue-bid 4♦, sign-off in 4-major, etc.) and 4♦ without slam interest.



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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- BENJI ACOL

Style of leads, signals, discards:- Italian discards,
Strong-10 Leads against NT,
Reverse attitude signals

ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

2♥ / 2♠ = Weak, based on a 6 card suit
Jump overcalls: W.I.I.S.

STRENGTH OF 1NT OPENERS: 12 - 14

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

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