

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	5-card 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; Transfers; Gerber
2♦		0	Game Force or 23+ pts balanced, can have a 5 card major	2♥ relay. 5-card Stayman, Transfers, Gerber 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	Baron, 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 2♠ are for take out, except where a penalty double of 1NT has been made or when using the Dixon defence to a multi 2♦ / weak 2 or when there are no options for take out.

Dbls of jump raises (eg. 1♥ - 3♥) are for take out.

Dbls of conventional bids are usually lead directing.

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	DOPI & ROPI
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	DOPI & ROPI
GSF	5NT without RKCB. Bid 7 of Trump suit with 2 of top 3 trump honours. Other bids deny this.	

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.
- Splinter bids. Over minors or majors, and after intervention. However, opener's single jump rebid is a natural jump-shift. Mini / Maxi where space allows (Single Jump = singleton, Double Jump = void or singleton A). If no space for double jump below game, a single jump shows either singleton or void.
- 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 two or no higher honours. Fourth highest from an honour.

DEFENSIVE BIDS

OVER-CALLS	Meaning	OPONENTS OPEN	Defensive Methods
Simple	Natural	Strong 1♣	Dbl for majors, NT for minors
Jump	Weak (6 card suit)	Weak 1NT	Modified Cappelletti
Cue Bid	Michaels	Strong 1NT	Modified Cappelletti
1 NT	Direct 15-17 Protective 12-14 Responses as to opening 1NT	Weak 2	Dixon
		Weak 3	Natural (x = T/O)
2NT	Direct Unusual Protective Unusual	4 bids	Optional double
		Multi	Dixon

OPENING LEADS	v suit contracts	4th, 3rd and 5th;		
<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin: auto;"> Attach Red Spot, or hatch over, if using non-standard leads </div>	<u>AK</u> <u>K109</u> <u>109x</u> <u>Hxxx</u>	<u>AKx</u> <u>QJ10</u> <u>987x</u> <u>Hxx</u>	<u>KQ10</u> <u>QJx</u> <u>10xxx</u> <u>xx</u>	<u>KQx</u> <u>J10x</u> <u>Hxxx</u> <u>xxx</u>	<u>KJ10</u> <u>10xx</u> <u>Hxxx</u> <u>xxx</u>
	Other leads:	v NT contracts	4th, 3rd and 5th;	
	<u>AK(x)</u> <u>K109</u> <u>10xxx</u> <u>Hxxx</u>	<u>AJ10x</u> <u>QJ10</u> <u>109x</u> <u>Hxxx</u>	<u>KQ10</u> <u>QJx</u> <u>987x</u> <u>xx</u>	<u>KQx</u> <u>J10x</u> <u>Hxx</u> <u>xxx</u>	<u>KJ10</u> <u>10xx</u> <u>Hxxx</u> <u>xxx</u>

(In all the card combinations shown, circle the card normally lead if different from standard i.e. underlined card)

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 Weak	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	McKenney
Exceptions to above	Discards may be natural

SUPPLEMENTARY DETAILS

1. Dixon

DIXON DEFENCE TO MULTI 2♦ AND WEAK 2♥/2♠	
Double 2♥/2♠/3♣/3♦ 3♠/3♥ 2NT	12-15 pts fairly balanced or first move on a very strong hand Natural Strong & Natural 16-18 pts balanced; 3C response is Baron

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. 5-Card Stayman (2♣ over 12-14 1NT) - need 11+. Responses:-

2♦ = At least one 4-card major, no 5-card major; 2♥ = minimum 5♥, 2♠ = minimum 5♠. 2NT = minimum no 4/5-card major; 3♥ = maximum 5♥, 3♠ = maximum 5♠; 3NT = maximum no 4/5-card major. Over 1NT - 2♣ - 2♦ :-
... 2♥/2♠ invitational – opener jumps if maximum; ... 3♣ game-forcing Stayman; ... 3♦/3♥: transfers to 3♥/3♠

4. Transfers (12-14 NT): 2♦ = 5+ hearts, 2♥ = 5+ spades, 2♠ = 5+ clubs, 3♣ = 5+ diamonds, 2NT = 11-12 balanced. Analogous transfers and 5-card Stayman apply over: 2NT; 2♣, 2♦, 2NT; and 2♦, 2♥, 2NT

5. Michaels / Unusual NT

2♣/♦ over 1♣/♦ Shows the other minor and a major. 2NT asks for the major.	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	

6. 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.

7. Lebensohl (after opponents bid a suit over our 1NT or we "Dixon double" a weak 2♥/2♠)

After opponents' overall of our 1NT, Dbl is an invitational raise in NT, 11-12pts – invites a penalty pass. Suit bid at the two level natural and weak. 2NT requires opener to bid 3♣ and responder bids his suit, weak. Jump suit bid or direct bid at the three level is natural & forcing to game.

After opponents bid weak 2♥/2♠ and we "Dixon double", 2NT is the weak bid by responder (0-6) asking doubler to bid 3♣, which responder will pass or convert. If doubler has a very strong hand, he makes some bid other than 3♣. Direct 3-level bids by responder are encouraging (7+) but not forcing.

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♣, and 2♣, 2♦ & 2♥ are normal transfers (so 2♣ is a transfer to 2♦, NOT Stayman).

9. Modified Cappelletti: 2♣ = Both majors. 2♦ = unspecified 6-card suit; 2♥ asks which. 2♥ = Hearts and a minor; 2NT asks for the minor. 2♠ = Spades and a minor; 2NT asks for the minor. 2NT = Both minors. X = Penalties. Against Weak NT: 9+; Against Strong NT: 13-15

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. With nothing to say, bid 2♦.

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). Suit responses are 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:- McKenney 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: 5-CARD STAYMAN

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