

| 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 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 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 (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 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 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 | OPPONENTS 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; | | | |
|---------------|---|---|--|--|--|
| | <u>A</u> K <u>K</u> 109 <u>1</u> 09x <u>H</u> xxx | <u>A</u> Kx <u>Q</u> J10 987x <u>H</u> xx | <u>K</u> Q10 <u>Q</u> Jx <u>1</u> 0xxx <u>x</u> x | <u>K</u> Qx <u>J</u> 10x <u>H</u> xxx <u>x</u> xx | <u>K</u> J10 <u>1</u> 0xx <u>H</u> xxx <u>x</u> xxx |
| Other leads: | v NT contracts | 4th, 3rd and 5th; | | | |
| | <u>A</u> Kx(x) <u>K</u> 109 <u>1</u> 0xxx <u>H</u> xxx | <u>A</u> J10x <u>Q</u> J10 <u>1</u> 09x <u>H</u> xxx | <u>K</u> Q10 <u>Q</u> Jx 987x <u>x</u> x | <u>K</u> Qx <u>J</u> 10x <u>H</u> xx <u>x</u> xx | <u>K</u> J10 <u>1</u> 0xx <u>H</u> xxx <u>x</u> xxx |

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

ACTION AFTER OPPONENTS INTERVENE WITH

| 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 | 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, 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. 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, 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.

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' overcall 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.

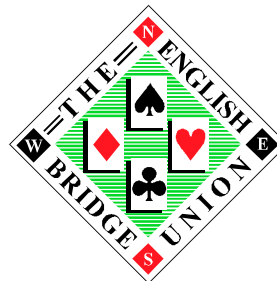
8. Wriggle (Action after 1NT--- Double): After opponents double 1NT, pass normally denies a 5-card suit and asks partner to redouble, after which responder either passes for penalties, or 4-card suits are bid in ascending order until a 4-3 or 4-4 fit is found. An immediate redouble is a transfer to 2♣,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