

OTHER OPENING BIDS					
	HCP	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11*-19	4	* Light openings possible For opener's NT rebids – note 1	1NT response = 6-9	
1♦	11*-19	4		2NT = good raise to 3 ... (then 1st round control)	
1♥	11*-19	4		Limit raises	
1♠	11*-19	4		Splinter bids (see Other Conventions)	
3 bids	<10	6	Transfer pre-empts		2
4 bids	<10	7	4♣/4♦: SA Texas; 4♥/4♠: 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		
Jump overcall		Weak, usually 6 card suit (3♣=CRO) 3		
Cue bid		2-suited hand CRO 3		
1NT	Direct: Protective:	16-18 11-14	As for 1NT opening	
2NT	Direct: Protective	CRO (Note 3) 20-22 balanced	As 2NT opener	
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣		Double= both majors; 1NT both minors		
Short 1♣/1♦		Natural		
Weak 1NT		Double = penalties; CDH + higher suit; 2♠ natural (8 – 14)		
Strong 1NT		Responses: next suit asks for 2 nd suit.		
Weak 2		Double = take out		
Weak 3		Double = take out		
4 bids		Double = take out		
Multi 2♦		X= 13-16 balanced or very strong; 2NT = 17-19 balanced		

SLAM CONVENTIONS		
Name	Meaning of Responses	Action over interference
Roman Key Card Blackwood	5♣ = 0 or 3 aces; 5♦ = 1 or 4 aces 5♥ = 2/5 aces, no queen; 5♠ = 2/5 with trump queen	
RKC Exclusion B/W	5NT: Specific Kings. Bid the one you have or don't have.	
4 NT Opener (A asking)	5♣ = 0; 5♦/5♥/5♠/6♣ that ace; 5NT two aces	

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	3♠	
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: non-forcing
Jump raise: Pre-emptive	2NT: Good raise	
Other agreements concerning doubles and redoubles		
OTHER CONVENTIONS		
Fourth Suit Forcing: 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'.		
Unassuming Cue Bids: Opposite partner's overcall a cue bid shows a good raise		
Splinter Bids: 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.		
Weak jump shifts: eg. 1♣ – 2♠		
Lead 10 = 2 or 0 above		
Checkback: After 1NT and 2NT rebid (See note 6)		

SUPPLEMENTARY DETAILS
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).
1. NT rebids: After 1 level response 1NT = 15-17; 2NT = 18-19; 3NT = long suit
2. Transfer pre-empts: 3♣ = ♦; 3♦ = ♥; 3♥ = ♠; 3♠ = Gambling 3NT; 3NT = ♣ OR 3♣/3♦/3♥ could be strong two-suiter showing anchor suit and another
3. 2-suited overcalls: CRO (Cue= Colour; 2NT= Rank; 3♣ = Other) Weak or Strong
4. After 2♣ – 2♦ – 2NT, 3♣ asks for the 5-card suit.
5. After 2♦ – 2♥ – 2NT, 3♣ is 5-card puppet Stayman.
6. After a 2NT rebid, responder's 3♣ shows a weak hand with 5-cards in his bid suit. 3♦ is Checkback.
7. Opponents double our 1NT: xx=minor; 2♣=Stayman; 2♦/♥= transfer to ♥/♠. Pass asks for xx.

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	K Q <u>10</u>	<u>K</u> Q x	K J <u>10</u>	K 10 <u>9</u>	<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 J <u>10</u> x	<u>K</u> Q 10	<u>K</u> Q x	K J <u>10</u>	K 10 <u>9</u>	<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: low encouraging, high discouraging EXCEPT lead of K v NT asks partner to unblock or give count. Likewise, lead of Q v NT, subject to sensibleness checks.						
On Declarer's lead	Count: high-low=even no. of cards; upwards = odd no.						
When discarding	Italian						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Suit preference signals							
SUPPLEMENTARY DETAILS (continued)							
8. Reverse Lebensohl							
1NT 2♥ 2♠/3♣/3♦ = suit to play (1NT 2♥ 2NT 3♣ 3♠ = 5-card-♠ & stop)							
1NT 2♥ 3NT = No stop & No 4 card major							
1NT 2♥ X = Penalty							
1NT 2♥ 3♥ = No stop but 4 card major							
1NT 2♥ 2NT 3♣ 3♥ = stop and 4 card major							
1NT 2♥ 2NT 3♣ 3NT = stop and no 4 card major							
9. 4♠ after Minor suit agreement: RKCB							
10. Checkback after 1♥ – 1♠ – 1NT – 2♣: 2/3♦=neither; 2/3NT=both; 2/3 Major = one. Jump if maximum.							



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GENERAL DESCRIPTION OF BIDDING METHODS			
Benjaminised Acol			
1NT OPENINGS AND RESPONSES			
Strength	12 to 14	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints		Tick if may have singleton <input type="checkbox"/>	
Responses	2♣	Stayman – Promissory	
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	Range	2NT	Transfer to a minor
Others 3♣/♦/♥/♠ = 6+ card suit and slam interest.			
Action after opponents double		System on (see Note 7)	
Action after other interference		Reverse Lebensohl (Note 8)	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Acol 2 or 20-22 unbal (or weak 2♦)	2♦ relay	4
2♦	Game forcing or 23+ balanced	2♥ negative	5
2♥	Weak 2, 5-9 usually 6 card suit	2NT - Ogust (PQPQ)	
2♠	Weak 2, 5-9 usually 6 card suit	2NT - Ogust (PQPQ)	
2NT	20-22 Balanced; 3♣ Baron, 3♦/♥=♥/♠, 3♠=5♠+4♥, 3NT to play		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
TRANSFER PREEMPTS		2♣ INCLUDES WEAK OPTION	
Note: This convention card has been produced to summarise a standard system for use by players who want to play Benjaminised Acol			
This card may be copied as needed for club use and altered as appropriate.			
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Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.