

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10+		4) Inv. minors	5
1♦	10+		4) Splinters	
1♥	10+		4) INT =6-9	
1♠	10+		4) 2NT g. raise	6
3 bids	0+		7	3NT solid minor	4♦ asks for sing.	
4 bids	6+		7	♣♦ SA Texas		7

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall		Natural		
Jump overcall		Weak NV, Intermediate V (except 3♣)		
Cue bid		Ghestem		
1NT	Direct: Protective	15-17 11-15	As for 1NT opening	
2NT	Direct: Protective	Ghestem		8
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣		X = majors, 1NT = minors		
Short 1♠/1♦		Natural		
Weak 1NT		D.O.N.T. 9		
Strong 1NT		D.O.N.T. 9		
Weak 2		X t/o; 2NT 16-18 with stop	Lebensohl	3 & 14
Weak 3		X t/o; 3NT 16+, 5-card puppet Stayman, Red Suit T/frs		
4 bids		X t/o; 4NT 16+, 5-card puppet Stayman, Red Suit T/frs		
Multi 2♦		X t/o; 2NT 16-18	Lebensohl	3 & 14

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
RKCB	5♣ = 0 or 3; 5♦ = 1 or 4 5♥ = 2; 5♠ = 2+QT	D0P1, R0P1
5NT asking for side suit kings	Confirms all key cards held. Bid suit with K or suit without if 2 K held	

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	Raises weak, cue-bid with good raise
Exceptions / other agreements	

Agreements after opponents double for takeout			
Redouble:	10+	New suit:	Weak
Jump raise	Weak	2NT:	Good raise
		Other:	Jump in new suit: weak

Other agreements concerning doubles and redoubles:
Double of freely bid game or slam asks for unusual lead

OTHER CONVENTIONS

Fourth suit forcing (except at 1-level) - forcing to game; Long suit trial bids; Grand Slam Force

SUPPLEMENTARY DETAILS

- Transfers:** Break transfer with maximum and 4-card support – bid doubleton or 2NT with 4333.
- Range Enquiry:** After 1NT - 2♠, opener rebids 2NT with minimum, lowest 4-card suit with maximum.
- Lebensohl**
 - After our NT overcalled:** X values (T/O); 2 level suit to play, 3 level forcing, 2NT transfer to 3♣. Direct cue-bid no stopper, cue-bid after 2NT no stopper and interest in major(s), Direct 3NT to play, 3NT after 2NT stopper and interest in major(s). If 3♣ corrected to another suit, invitational if that suit could have been bid at 2-level. 1NT opener can protect with suitable hand if overcall is passed round.
 - Partner doubles a weak 2 for T/O:** 2NT is an escape mechanism to play at the 3-level, all direct 3-level responses constructive.
 - Partner doubles 1M – 2M:** As for x of weak 2.
- Responses to 2♣ Opening:** 2♦ relay (opener passes with weak 2♦); after 2NT rebid, 3♣ is 5-card Puppet Stayman. 2♥ asks – responses of 2♠ / 2NT show min / max weak 2 in ♦, 3-level bids strong.
- Inverted Minors:** Response of 2♣/♦ to 1♠/♦ is forcing to game, Raise to 3 is weak. NB: Applies only if no intervention.
- Jacoby:** Over minor, 2NT = good raise with no void or singleton. Over major shows support and FTG. Opener responds with 4M if min, 3M or cue-bid otherwise.
- 4♣/♦ show self-supporting ♥/♠ (7+) suits with other values. NSU invites cue-bid. Opening bid of 4♥ or 4♠ denies 2 Aces.
- Ghestem:** 2NT overcall = lowest 2 unbid suits; cue-bid = extremes; 3♣ = higher two suits.

OPENING LEADS							
For all the card combinations shown, clearly mark the card normally led if different from the underlined card.				Hatch over or shade this box if using non-standard leads.			
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9	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	A <u>K</u> x (x)	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9	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	
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	A or Q rev att. / K count*			A or Q rev att. / K count*			
On Declarer's lead	Count			Count			
When discarding	McKenney (Note 10)			McKenney (Note 10)			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
* or unblock in NT							
SUPPLEMENTARY DETAILS (continued)							
<p>9. D.O.N.T. Defence to 1NT: X=single suited hand (respond 2♣ NF to ask), bid of any suit shows that suit and a higher suit. Minimum 5/4 but either of the suits can be the 5. (Partner responds NSU to prefer 2nd suit). 2♠ pre-emptive.</p> <p>10. McKenny: High card shows higher of other two suits, low card lower of other two suits</p> <p>11. 1NT - 2♦/♥ - 2♥/♠ - 4NT = quantitative with 5 card major. 1NT - 4♦/♥ - 4♥/♠ - 4NT = RKCB in shown major</p> <p>12. NT rebids after 1-level response: 15-16, 17-18, 19; with a simple 2C or 3C checkback.</p> <p>13. NT rebids after a 2-level response: 3NT is 15-16 with no further interest in the majors. A 2NT response is 15-19; if 15-16 then implies further interest in majors. 3C asks, responses 3D=15-16, 3H=17+ with relevant holding in H, 3S= 17+ with relevant holding in S, 3NT=17+ without relevant holding. "Relevant holding" in this context means a 5-card suit if it is the suit you originally bid, 3-card support in the suit partner bid, or 4 cards in an unbid major.</p> <p>14. Response to 2NT Opening (direct or via 2♠/2♦) or our 2NT Overcall of Weak 2: 3♣ is 5-card puppet Stayman; 3♦/♥ are transfers to ♥/♠, 3♠ = raise to 3NT; 3NT = 5♠+4♥.</p> <p>15. In response to our bid overcall of 1NT or 2NT where natural, ALL systems are on (including Stayman/5-card puppet, transfers, Lebensohl, escape from X), just as they would be over a 1NT or 2NT opening.</p>							



Name Theo Todman

EBU No. 424486

Partner Robert Elliott

EBU No. 82316

GENERAL DESCRIPTION OF BIDDING METHODS			
BENJAMINISED ACOL			
1NT OPENINGS AND RESPONSES			
Strength	11-14 (12-14 if Vul)		Tick if artificial and provide details below
Shape constraints	5332/4333/4432/4441		Tick if may have singleton ✓
Responses	2♣ Stayman		
2♦	Transfer to hearts (Note 1)	2♥	Transfer to spades (Note 1)
2♠	11+ (Note 2)	2NT	Transfer to a minor
Others	3♣/♦/♥/♠ = 5 card suit, slam try; 4♣ Gerber, 4♦/♥ transfers (Note 11)		
Action after opponents double	XX xfr to a minor, P demands XX, else system on		
Action after other interference	Lebensohl (Note 3)		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Any strong 2, weak 2♦, 19-20	2♦ relay; 2♥ asking	4
2♦	Game force or 23+	2♥ negative	
2♥	5-9 6-card	2NT asking; Blue Club (PQPQ)	
2♠	5-9 6-card	2NT asking; Blue Club (PQPQ)	
2NT	21-22		14
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
<p>1. Disturbing 3NT to 4 of a minor is a slam try in that minor. Response of 4NT denies support, any other bid is an RKCB step response agreeing the minor.</p> <p>2. If dummy has a singleton in suit led, card played to trick is McKenney (Note 10) rather than reverse attitude or count. (Applies in suit contracts only).</p>			
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Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.