

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	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; Red suit 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 a) where a penalty double of 1NT has been made or b) when partner has already bid 2 suits or c) when partner opened 1NT, when double suggests penalties and shows 11 – 12 HCPs. Responsive dbls of jump raises up to 3♥ are for take out. Dbls of conventional bids are usually lead directing. Double of 3NT when we have not bid requests the lead of dummy's 1<sup>st</sup> natural bid suit, or if dummy has bid no natural suits, requests the lead of a Spade.

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 5♣ asks for Ks	DOPI (ignore x)
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 (ignore x)
GSF	5NT without RKCB. Bid 7 of Trump suit with 2 of top 3 trump honours. 6♣ = A/K + 5 <sup>th</sup> trump.	

### OTHER CONVENTIONS (SEE ALSO "SUPPLEMENTARY DETAILS")

- Fourth Suit Forcing: Exploratory; 2-level, 11+; 3-level game-forcing; 1♠ is a natural suit (non-forcing).
- Unassuming Cue Bids: show, depending on the situation, either (a) at least 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 show a singleton - over minors or majors, and after opponents' intervention.
- 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 KJ10, AJ10 or 10-high. 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	6 card suit (ATV 5/6/7 losers maximum)	Weak 1NT	Modified Cappelletti
Cue Bid	Michaels	Strong 1NT	Modified Cappelletti
1 NT	Direct 15-17 Protective 11-14 Responses as to opening 1NT	Weak 2	Dixon
		Weak 3	X = takeout. Suits natural & NF
2NT	Direct Unusual Protective Unusual	4 bids	X = penalties. 4NT = At least two lower-ranking suits
		Multi	Dixon

OPENING LEADS	v suit contracts	4th	A low card DOES NOT promise an honour		
Choice when leading from AK or KQ. Strong 10s & 9s.	<u>AK</u> K109 109x Hxxx	<u>AKx</u> QJ10 987x Hxx	<u>KQ10</u> QJx 10xxx xx	<u>KQx</u> J10x Hxxx xxx	<u>KJ10</u> 10xx Hxxx xxxx
Other leads:	v NT contracts	4th	A low card DOES promise an honour		
Choice when leading from AK or KQ. Strong 10s & 9s. 2nd from poor suits.	<u>AKx(x)</u> K109 10xxx Hxxx	AJ10x QJ10 109x Hxxx	<u>KQ10</u> QJx 987x xx	<u>KQx</u> J10x Hxx xxx	<u>KJ10</u> 10xx Hxxx xxxx

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall		Double Forcing	Bids Non-disturbed bid is Forcing, 2NT: 11-12 with stop Disturbed bid is Non-Forcing		
Jump Overcall		Double Forcing			
Double	Redouble	New suit Natural & Forcing	Jump in new suit Natural & Non-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	A/Q asks for Reverse attitude signals; K asks for count (or unblock vs NT if safe)
On Declarer's lead	High Low = Even number of cards
When Discarding	HELD (High, Encouraging; Low, Discouraging)
Exceptions to above	McKenny at trick one if obvious.

## 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, Red suit 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. 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.

### 4. Michaels / Unusual NT (6-11 or 16+HCPs, at least 5-5 in length)

2♣/♦ over 1♣/♦ Shows the other minor and a major. 2NT asks for the major. 2H weak (pass or correct)	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	

**5. 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.

**6. Lebensohl after opponents bid a suit over our 1NT.** Dbl is an invitational raise in NT, 11-12 pts – invites a penalty pass. Suit bid at the two level is nat and NF. Suit bid at 3 level is nat & F to game. Immediate cue is Stayman over 2♣/♦ or shows 4 of other major over 2♥/♠, and DENIES a stop. 2NT requires opener to bid 3C. THEN resp either a) passes or b) bids new suit to play NF or c) cue bids (as above but SHOWS a stop), or d) bids 3NT which now SHOWS a stop. i.e. DIRECT cue or 3NT DENIES a stop.

**7. Lebensohl after opps open Weak 2 and we Double.** As for 6 above EXCEPT that cue bids are NOT Staymanic, but ask doubler to bid NTs with a stop. DIRECT cue bid DENIES a stop - cue via 2NT SHOWS a stop.

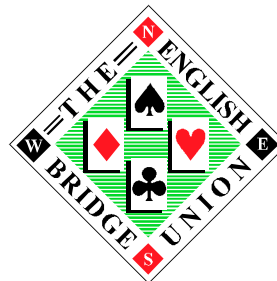
**8. Wriggle (Action after 1NT--- Double):** After opponents double 1NT, pass asks partner to redouble, after which responder either passes for penalties, or bids the lower of non-touching 4-card suits. An immediate redouble is a transfer to 2♣, to play or correct into 5+ suit. An immediate suit bid shows the lower of two touching 4-card suits.

**9. Modified Cappelletti:** 2♣ = Both majors. 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.

**10. Checkback:** After a 1NT rebid (12-16), 2♣ 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. Jump with 15-16. After a 2NT rebid, 3♣ asks; with nothing to say, respond 3♦.

**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). Jump support is 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.



Name: Theo Todman .....

Partner: Dave Turner .....

E.B.U. NOs. 424486 / 045122 .....

## GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- BENJI ACOL

Style of leads, signals, discards:- HELD discards  
Reverse attitude signals

## ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

2♥ / 2♠ = Weak, based on a 6 card suit  
Distributional jump overcalls (7/6/6/5 Losers)

STRENGTH OF 1NT OPENERS: 12 - 14

2♣ RESPONSE TO 1NT OPENER IS: STAYMAN

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