

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 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, NF.
- 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 1♣ / 1♦ / 1♥ / 1♠ opening, a double-jump shows a singleton or void in the suit bid, 4 trumps and at least a raise to game.
- 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	Natural
Cue Bid	Michaels	Strong 1NT	Natural
1 NT	Direct 15-17	Weak 2	Natural (x = T/O)
	Protective 12-14		
	Responses as to opening 1NT	Weak 3	Natural (x = T/O)
2NT	Direct Unusual	4 bids	Optional double
	Protective Unusual		Multi
		Multi	Natural (x = T/O)

OPENING LEADS	v suit contracts	4th, 3rd and 5th;		
	<u>A</u> K K <u>10</u> <u>10</u> 9x Hxx	<u>A</u> Kx QJ <u>10</u> 987x Hxx	<u>K</u> Q10 QJx 10xx xx	<u>K</u> Qx J10x Hxxx xxx	<u>K</u> J10 10xx Hxxx xxxx
Other leads:	v NT contracts	4th, 3rd and 5th;		
	<u>A</u> Kx(x) K <u>10</u> 10xx Hxxx	AJ10x QJ10 <u>10</u> 9x Hxxx	<u>K</u> Q10 QJx 987x xx	<u>K</u> Qx J10x Hxx xxx	<u>K</u> J10 10xx Hxxx xxxx

(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	New suit	Jump in new suit	Jump raise	2NT
	9+pts	Weak, 6-card suit	Natural s& Forcing	Natural	10-12

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	A/Q asks for encourage/discourage; K for count. Reverse attitude signals
On Declarer's lead	High Low = Even number of cards
When Discarding	Italian: McKenney on Evens; Low Odd asks for the suit discarded.
Exceptions to above	Discards may be natural

SUPPLEMENTARY DETAILS

1. 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

2. 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 in the other major – opener jumps if maximum;

... 3♣ game-forcing Stayman.

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.

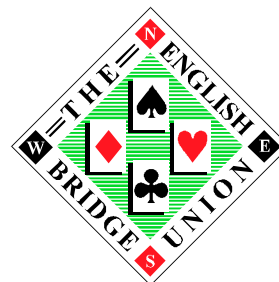
4. Michaels / Unusual NT

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	

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. 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).

7. 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♦.



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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- BENJI ACOL

Style of leads, signals, discards:- Italian 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 PUPPET STAYMAN

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