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GENERAL DESCRIPTION OF BIDDING METHODS

BENJI ACOL; WEAK 2♥/♠; WJOs; ITALIAN DISCARDS; REVERSE ATTITUDE SIGNALS

1NT OPENINGS AND RESPONSES

Strength	12-14	
Shape constraints	Can have a weak 5-card major	Tick if may have singleton <input type="checkbox"/>
Responses	2♣ Stayman	
2♦	Transfer to Hearts	2♥ Transfer to Spades
2♠	Transfer to Clubs	2NT Transfer to Diamonds
Others	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.	
Action after opponents double	Wriggle (Note 8)	
Action after other interference	Lebensohl (Note 4)	

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	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♦	Game Force or 23+ pts balanced, can have a 5 card major	2♥ relay 5-card puppet Stayman, Red-suit Transfers after 2NT rebid	2
2♥	Weak (6-9) 6-card suit	OGUST	9
2♠			
2NT	20-22 Balanced, denies a 5 card major	Stayman, Red-suit Transfers, Gerber	

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

Italian Discards (McKenney on Even Cards, Odd Card asks for that Suit)

2nd May 2017

OTHER OPENING BIDS

	HCP	see Note *	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	R19	<input type="checkbox"/>	4	Natural	Jacoby 2NT Splinter bids	10
1♦	R19	<input type="checkbox"/>	4			
1♥	R19	<input type="checkbox"/>	4			
1♠	R19	<input type="checkbox"/>	4			11
3♣	5-9	<input type="checkbox"/>	7	3♣ / 3♦ in 1st or 2nd Position must have 2 of top 3 Honours 6 Tricks Non-Vulnerable & 7 Tricks Vulnerable		
3♦♥♠		<input type="checkbox"/>	7			
3NT	Acol	<input type="checkbox"/>	7	Solid 7-card minor suit with no outside defensive trick		
4 bids		<input type="checkbox"/>	8	7 Tricks Non-Vulnerable & 8 Tricks Vulnerable		

DEFENSIVE METHODS AFTER OPPONENTS OPEN

NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	Natural		
Jump overcall	Weak (6 card suit)		
Cue bid	Michaels		3
1NT	Direct: 15-17 Protective: 12-14	Responses as to opening 1NT	4,8
2NT	Direct: Protective: Unusual		
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	Double for majors, NT for minors		
Short 1♣/1♦	Treat as natural		
Weak 1NT Strong 1NT	Modified Cappelletti		5
Weak 2	Dixon + Lebensohl		1,4
Weak 3	Natural (x = T/O)		
4 bids	Optional double		
Multi 2♦	Dixon + Lebensohl		1,4

SLAM CONVENTIONS

Name	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	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. 5NT after 4NT: K ask. Bid the (non-trump) K you've got or not got.	DOPI & ROPI
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.	
GSF	5NT without RKCB. Bid 7 of Trump suit with 2 of top 3 trump honours.	

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents

Level to which negative doubles apply	2♠	
Special meaning of bids		
Exceptions / other agreements		
Agreements after opponents double for takeout		
Redouble: 9+pts	New suit: Weak	Jump in new suit: Natural, Forcing
Jump raise: Natural 6-9 pts	2NT: Good raise to 3 (Truscott; Note 7)	Other:
Other agreements concerning doubles and redoubles		

All doubles up to 2♠ are for take-out, except where a penalty double of 1NT has been made or when using the Dixon 2NT defence to a multi 2♦ / weak 2 or when there are no options for take-out. Doubles of jump raises (eg. 1♥ - 3♥) are for take-out. Doubles of conventional bids are usually lead directing.

OTHER CONVENTIONS

1. Fourth Suit Forcing: Exploratory; 2-level, 11+; 3-level game-forcing; 1♠ is a natural suit.
2. 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.
3. 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.
4. 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.

SUPPLEMENTARY DETAILS

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).

1. 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 points balanced; "Systems on" – ie. Stayman, red-suit Transfers + Gerber; Wriggle (Note 8) applies if our 2NT is doubled.

2. 5-CARD PUPPET STAYMAN (3♣ AFTER 2♦ - 2♥ - 2NT). Responses:-

3♦ = At least one 4-card major, no 5-card major; 3♥ = 5♥, 3♠ = 5♠. 3NT = no 4/5-card major.

Over 2♦ - 2♥ - 2NT - 3♣ - 3♦: 3♥ = 4♠, may also have 4♥; 3♠ = 4♥, denies 4♠; 3NT to play.

3. 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

OPENING LEADS

Card led is highlighted in **bold**

v Suit contracts	A K	A K x	K Q 10	K Q x	K J 10	K 10 9	Q J 10
	Q J x	J 10 x	10 x x	10 9 x	9 8 7 x	10 x x x	H x x
	H x x x	H x x x x	H x x x x x	x x	x x x	x x x x	
v NT contracts	A K x (x)	A J 10 x	K (Q) 10	K (Q) x	K J 10	K 10 9	Q J 10
	Q J x	J 10 x	10 x x	10 9 x	9 8 7 x	10 x x x	H x x
	H x x x	H x x x x	H x x x x x	x x	x x x	x x 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	Ace / Queen asks for encourage/discourage; King asks for Count / unblock; Reverse attitude signals	
On Declarer's lead	High Low = Even number of cards	
When discarding	Italian (McKenney on Even Cards, Odd Card asks for that Suit)	

Other carding agreements, including secondary methods (state when applicable) and exceptions to above

Discards may be natural.

SUPPLEMENTARY DETAILS (continued)

4. LEBENSOHL (AFTER OPPONENTS BID A SUIT OVER OUR 1NT OR WE "DIXON DOUBLE" A WEAK 2♥ / 2♠)

After opponents' overcall of our 1NT, Double is an invitational raise in NT, 11-12points – invites a penalty pass. Suit bid at the two level natural and weak. 2NT requires opener to bid 3♣ and responder passes or bids his suit, weak. Jump suit bid or direct bid at the three level is natural & forcing to game. If responder bids a suit via Lebensohl 2NT that he could have bid at the 2-level to show a weak hand, this is invitational, 11-12points.

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.

5. 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. Against Weak NT: 9+; Against Strong NT: 13-15. X = Penalties.

6. 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♦ (or 3♦).

7. 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.

SUPPLEMENTARY DETAILS (continued)

8. WRIGGLE:

After opponents immediately double our 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 transfers (so 2♣ is a transfer to 2♦, NOT Stayman).

After opponents double our 1NT in re-opening position, opener normally passes (a bid would show a 5-card suit in a minimum hand). Responder can also pass to play. Responder is unlikely to have a 5-card major in a weak hand, or he'd have transferred earlier. Consequently, redouble by responder is a transfer to 2♣, which responder will pass or correct. Otherwise, 4-card suits are bid in ascending order until a 4-3 or 4-4 fit is found.

Also applies – but one level higher – if our Dixon 2NT is doubled.

9. OGUST:

2NT Response to weak 2♥ / 2♠ is 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

D0P1 / R0P1 after intervention.

10. JACOBY 2NT:

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.

11. SPLINTER BIDS:

Game force, agreeing the previously bid suit. Mini / Maxi where space allows (Single Jump = singleton, Double Jump = void or singleton A). If – in competition – no space for double jump below game, a single jump shows either singleton or void.

Splinters apply in response either to an opening bid, or in reply to partner's suit response to an opening bid.

Non-trump-suit bids following a Splinter show a control.

SUPPLEMENTARY DETAILS (continued)

