

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL	SPECIAL RESPONSES	Notes
1♣	11*-19	<input type="checkbox"/>	4	* Light openings possible For opener's NT rebids – see note 1	1NT Response = 6-9 1♠ - 2♠ = 3-card support 2NT = GF Major (then 1st round control). Good raise (1RF) Minor Limit raises. Mini/Maxi Splinter bids over 1♥/♠ (see Other Conventions)	
1♦	11*-19	<input type="checkbox"/>	4			
1♥	11*-19	<input type="checkbox"/>	4			
1♠	11*-19	<input type="checkbox"/>	4			
3 bids	<10	<input type="checkbox"/>	6	Transfer pre-empts		2, 4
4 bids	<10	<input type="checkbox"/>	7	4♣/4♦ SA Texas; 4♥/4♠ pre-emptive		

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; usually 6 card (3♣=CRO)		3
Cue bid	2-suited hand (CRO)		3
1NT	Direct: 16-18 Protective 11-14	As for 1NT opening	
2NT	Dir/Prot	CRO (note 3)	

OPPONENTS OPEN DEFENSIVE METHODS / SPECIAL RESPONSES

Strong 1♣	Double= both majors; 1NT both minors
Short 1♠/1♦	Natural
Weak 1NT	Natural, except in 2 nd position, when ...
Strong 1NT	Modified Cappelletti: X = penalties (Note 6b); 2♣= Both majors. 2♦= unspecified 6-card suit; 2♥ asks which. 2♥/♠= H/S + minor; 2NT asks for the minor. 2NT= Both minors. 9+ NV, stronger Vul.
Weak 2 bids	Double = take out; Lebensohl.(Note 9). 2NT: 18-20 with a stop; then 3m or 3NT from partner is to play, 3M from partner is GF showing 4 cards; cue-bid shows 5 cards in other major (forcing); 4 of other major to play (usually 6+ card). 3NT: 18-20 without a stop, or 4 of the other M; partner bids 4♣ without a stop. 3m: 12-17; then, 3M from partner shows 5 cards and is forcing; cue-bid asks for a stop; 3NT to play; raise of the minor is 14-30 RKCB in that minor.
Weak 3 / 4 bids	Double = take out (except 4♠)
Multi 2♦	As weak 2. Immediate bid stronger than waiting.

SLAM CONVENTIONS

Roman Key Card Blackwood	5♣ = 1 or 4 aces; 5♦ = 0 or 3 Aces. 30-41 if Clubs. 5♥ = 2/5 aces no queen; 5♠ = 2/5 with trump queen
DOP1 + ROP1 (over agreed minor)	5NT: Specific Kings. Bid the one you have / don't have 4♠ = RKCB, 14-30 responses for all suits.
4NT 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 raise	Pre-emptive	2NT: Good Raise to 3-level or better (both majors and minors)
		Jump in new suit forcing

OTHER CONVENTIONS

Fourth Suit Forcing: After 1♣ - 1♦ - 1♥, 1♠ is natural; 2♠ is 'fourth suit forcing'
Mini / maxi Splinters: After 1♥/♠ single jump in new suit shows singleton (not A or K) After 1♥/♠ double jump in new suit shows void
Unassuming Cue Bids: After partner's overcall a cue bid asks for strength.
Checkback: After 1NT and 2 NT rebid (note 1)
Long suit trial bids. After 1♥/♠ - 2♥/♠: new suit may be < 4 cards
Weak jump shifts (over minors ONLY): 1♣ - 2♥/♠: 0-4pts 6 card suit
Lead 10 = 0 or 2 honours above. Suit or NT.
Exclusion RKB: Jump to 5 suit is Ace asking excluding suit bid

SUPPLEMENTARY DETAILS

1. NT rebids: After 1 level response, 1NT = 15-17; 2NT = 18-19; 3NT = long suit. After 1NT Rebid: 2♣ checkback. 2♦=min not 3 or 5; 2NT =max not 3 or 5 After 2-level response: Immediate 3NT =15-17, not 3 or 5. 2NT = 15-19: then 3♣ is checkback. Responses: 3♦ = 3 or 5, 15-17; 3♥/♠ 3 or 5, 18-19; 3NT not 3 or 5, 18-19 After 2NT jump rebid: 3♣ = checkback
2. Transfer pre-empts: 3♣ = ♦; 3♦ = ♥; 3♥ = ♠; 3♠=Gambling 3NT; 3NT = ♣ OR 3♣/3♦/3♥ could be strong two-suiter showing 6+ anchor suit and another OR If 3 rd -in-hand opener rebids 3NT this is to play (showing 18-19 with strong minor)
3. 2-suited overcalls: CRO (Cue = Colour; 2NT = Rank; 3♣ = Other)
4. Weak minors show 2 top H in 1/2. After 2♣ - 2♦ - 2NT; 3♣ asks for the 5-card suit. RST. After 2♣ - 2NT (F); PQQP Ogust responses if weak 2D; if strong, jump or bid 3NT.
5. After 2♦ - 2♥ - 2NT; 3♣ is 5-card puppet Stayman 3♦/♥ Transfer
6a. Opp double our 1NT: Redouble = minor, 2♣ = Stayman, 2♦/♥ = Transfer to ♥/♠, Pass asks opener to Redouble. 6b. If we double their NT, T/O with weak hand is Natural.
7. Super-Accept: Max+4-card. Bid doubleton or 2NT.
8. Range Baron (1NT – 2♠): Minimum opener rebids 2NT, when continuations are Baron. With non-minimum, Baron rebids.

OPENING LEADS							
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	

'Strong 10s' in suit and NT contracts.

CARDING METHODS

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 (odd card asks for that suit, even McKenney)

Suit preference signals

SUPPLEMENTARY DETAILS (continued)

9. Reverse Lebensohl after our 1NT is overcalled. Lebensohl after opponents' weak 2 bid is doubled.

- In either case, responder's bid at the 2-level is weak (or to play if a free bid). If strong, with a 2-level bid available, jump, and if intermediate, use Lebensohl and then bid the suit.
- Using Lebensohl, immediate responses at the 3-level are strong; using reverse Lebensohl, 3-level non-cue-bid responses are weak, except 3♣ is always strong, inviting 3NT, showing 6+ cards to 2 top honours; if weak, use Lebensohl and pass 3♣.
- In either case, a 2NT bid by responder asks partner to bid 3♣ which can be passed by a weak hand. If doubler is very strong, he can break the transfer.
- 'Direct Denies a stop': An immediate 3NT by responder denies the other major(s) and denies a stop in opponents' suit. Without a stop, opener or doubler bids 4m. An immediate cue-bid promises the other major(s) but denies a stop. 3NT or cue bid after Lebensohl or Reverse Lebensohl promises a stop.
- Strength:** Depends on vulnerability and the level we are likely to have to bid to. Doubles of any weak 2 always promise an opening hand, with 4 cards in the other major (or 4-3 after weak 2♦) unless very strong. Worst case: Double of weak 2♠ at red promises 15+ unless distribution is exceptional.
- Responder's strength:** while 9 HCP is the rule-of-thumb lower limit for a 'strong' response, use the situation as a guide to partner's likely strength and the level you will commit to or want to end up at.
- Length:** Forced responses only promise 4 cards; free bids promise 5 cards except where partner has promised 4.
- Doubles of opponents' suit bid over our 1NT opening:** Doubles of artificial bids are lead directing. Over natural 2M overcall – penalties (alerted). Over natural 2m – T/O and competitive (stronger hands jump or use Reverse Lebensohl).



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GENERAL DESCRIPTION OF BIDDING METHODS

Benjaminised Acol

1NT OPENINGS AND RESPONSES

Strength 12-14 Tick if artificial and provide details below

Shape constraints May be 6-card minor Tick if may have singleton

Responses 2♣ Stayman

2♦ Transfer to hearts (Note 7) 2♥ Transfer to spades (Note 7)

2♠ Range Baron (Note 8) 2NT Transfer to a minor

Others 3♣/♦/♥/♠ = 6+ card suit and slam interest.

Action after opponents double System on See note 6

Action after other interference Reverse Lebensohl: See note 9.

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	Acol 2 or 20-22 unbal (or weak 2♦)	2♦ relay 2NT Forcing	4
2♦	Game forcing or 23+ balanced	2♥ relay, others +ve	5
2♥	Weak, 5-9 usually 6 card suit	2NT – Ogust (PQPQ)	
2♠	(Intermediate in 4 th seat)		
2NT	20-22 balanced; 3♣ Baron 3♦/♥ Transfer; 3♠=5♠+4♥ 3NT to play		

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

TRANSFER PREEMPTS 2♣ INCLUDES WEAK 2♦ 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.

10/11/25

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