

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 shortage). 2NT = 10-12 balanced (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; Solid suit with <2 losers + outside values (game-going). 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		WIIS (7,6,5 losers G,A,R); usually 6 card (3♣=CRO) – Note 3				
Cue bid		2-suited hand (CRO). WIIS.				3
1NT	Direct: Protective	16-18 11-14	As for 1NT opening			
2NT	Dir/Prot	CRO (Note 3). WIIS.				
OPPONENTS OPEN		DEFENSIVE METHODS / SPECIAL RESPONSES				
Strong 1♣		Double= both majors; 1NT both minors				
Short 1♣/1♦		Natural				
Weak 1NT		Modified Cappelletti: X = penalties (Note 6b); 2♣= Both majors. 2♦ = unspecified 6-card suit; 2♥ asks which. 2♥/♠ = H/S + minor; 2NT= Both minors. 9+ NV, stronger Vul. 3-bid 7+ cards. Response to 2♥/♠: 2NT (10+, bid minor); 3♣ (pass or correct)				
Strong 1NT						
Weak 2 bids		Double = take out; Lebensohl.(Note 9). 2NT: 18-20 with a stop; (responses as to opening 2NT). 3NT: 18-20 without a stop, or 4 of the other M (long minor); 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	5♣ = 1 or 4 aces; 5♦ = 0 or 3 Aces. 30-41 if Clubs.
Blackwood	5♥ = 2/5 aces no queen; 5♠ = 2/5 with trump queen
DOP1	5NT: Specific Kings. Bid the one you have / don't have
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♠ (but see Note 7 and end of Note 9)	
Special meaning of bids	Cue bid = good raise; Support x = 3cs.	
Exceptions / other agreements	Jump raise pre-emptive	
Agreements after opponents double for takeout		
Redouble	9+ HCP	New 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, F1; 2♠ is 'FSF' (to 2NT)	
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. Opener splinter: double-jump = S/V.	
Unassuming Cue Bids: Opposite partner's overcall a cue bid shows a good raise	
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 (including J). 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 = 15-18; 2NT = 19; 3NT = long suit. After 1NT Rebid: 2♣ checkback. Bid up the line; lowest of 5 of mine, 3 of yours, unbid major, NT; jump if 17-18. Immediate 2NT invitational without above. Others to play. After 2-level response: 3♣ checkback. Bid up the line as above. After 2NT jump rebid: 3♣ = weak, 5+ cards in suit initially bid; 3♦ = checkback, FG	
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); PQQQ Ogust resps 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. Doubles of natural Major suits bid over our 1NT / 2NT are PENALTIES.	
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 & NT. J + one higher honour. Otherwise, top of touching.

CARDING METHODS

On Partner's lead	Reverse Attitude: low encouraging, high discouraging EXCEPT lead of K asks for unblock (v NT only) or 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 & 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 4♣. 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	<input type="checkbox"/>
Shape constraints	May be 6-card minor	Tick if may have singleton	<input type="checkbox"/>
Responses	2♣ Promissory Stayman. 4NT after resp is quantitative		
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	Range Baron (Note 8)	2NT	Transfer to a minor
Others	3♣/♦/♥/♠ = 6+ card suit and slam interest. 4NT after T/fer quant.		
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 (Intermediate in 4 th seat)	2NT – Ogust (PQPQ)	
2♠			
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.

24/01/26

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