|  |
| --- |
| **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:- |
| Against a suit contract: Lead highest of partners first bid suit unless holding a singleton. Strong tens. Mid-range card denies that suit. Lead of the trump suit is aggressive.Against No Trumps: Generally fourth longest or an unbid suit or a fourth suit forced suit. But always defeat contract from the off if possible. |

|  |
| --- |
| **Carding methods** |
|  | Primary method v. suit contracts | Primary method v. NT contracts |
| On Partner’s lead | Low = Encouraging | Low = Encouraging |
| On Declarer’s lead | Count: H/L = even, L/H = odd | Low = Encouraging//McKinney |
| When discarding | McKinney | McKinney |
| Other carding agreements, *incl secondary methods (state when applicable) and exceptions to above* |
| First discard is McKinney. Lead of a King asks partner to unblock or give count. High Low doubletons. Middle Up Down. |

|  |
| --- |
| **SUPPLEMENTARY DETAILS (continued)** |
| Note 4: Defence to 1NType out your defence or write “Natural” |
| Note 5: Cue BidType out your method or “N/A” |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **EBU_LOGO** | **Name** |  | **EBU No.** |  |
| **Partner** |  | **EBU No.** |  |

|  |
| --- |
| **GENERAL DESCRIPTION OF bidding methods** |
| Benji, Weak 1NT |

|  |
| --- |
| **1nt openings and responses** |
| **Strength** | 12-14 HCP |  |
| **Shape constraints** | No Voids & No Singletons | Tic-k if may have singleton ⬜ |
| **Responses** | 2♣ | Stayman |
| 2♦ | Transfer to Hearts | 2♥ | Transfer to Spades |
| 2♠ | 11 or Relay to Minor (3♣ shows Max, 2N Min) | 2NT | Invite to 3NT if upper end |
| Others |  |
| Action after opponents double= Exit Transfer | XX = bid 2♣, 2♣ bid 2♦, 2♦ bid 2♥, 2♥ bid 2♠ (5 Card Suits) |
| Action after other interference | Dbl Penalties |

|  |
| --- |
| **two-level openings and responses** |
|  | **Meaning** | **Responses** | Notes |
| 2♣ | 21-22 or 8 Playing Tricks | 2♦Relay, All on over 2N Re-bid | **2** |
| 2♦ | 23+ Or Game Force | 2♥Neg, All on over 2N Re-bid | **2** |
| 2♥ | 6 Card and Weak(5-10HCP’s) | Blue Club Responses | **1** |
| 2♠ | 6 Card and Weak(5-10HCP’s) | Blue Club Responses | **1** |
| 2NT | 19-20 (Maybe Single Minor Ace) | Stayman & Transfers |  |

|  |
| --- |
| **other aspects of system which opponents should note** |
| *(Please include details of any agreements involving bidding on significantly less than traditional values).* |
| Over 2♦An A+K is positive |

|  |
| --- |
| **OTHER OPENING BIDS** |
|  | HCP  | see note\* | Min length | CONVENTIONALMEANING | SPECIAL RESPONSES | Notes |
| 1♣ | 11+ | ⬜ | 4 | Natural Suit |  |  |
| 1♦ | 11+ | ⬜ | 4 | Natural Suit |  |  |
| 1♥ | 11+ | ⬜ | 4 | Natural Suit |  |  |
| 1♠ | 11+ | ⬜ | 4 | Natural Suit |  |  |
| 3 bids | 5-10 | ⬜ | 7 | Pre-emptive | Pass unless holding 3 tricks or 15+HCP |  |
| 3NT | <14 | ⬜ | 7 | Gambling 3NT | Pass unless very weak | ***3*** |
| 4 bids | <13 | ⬜ | 8 | Pre-emptive | Pass unless very weak |  |

|  |
| --- |
| **DEFENSIVE METHODS AFTER OPPONENTS OPEN** |
| NATURAL ONE OF A SUIT | conventional meaning | special responses | Notes |
| Simple overcall | Five Card Suit with Intermediate Values | Raise to level of fit if weak |  |
| Jump overcall | Six Card Suit (Weak) |  |  |
| Cue bid | Michaels |  | **5** |
| 1NT | Direct:Protective: | 15 – 17 HCP with a Balanced Hand | All normal NT responses remain in play |  |
| 2NT | Direct:Protective: | Unusual | Strength according to vulnerability | **5** |
| OPPONENTS OPEN WITH | DEFENSIVE METHODS | special responses | Notes |
| Strong 1♣ | Natural overcalls |  |  |
| Short 1♣/1♦ | A double shows values and that suit |  |  |
| Weak 1NT | Cappelletti |  | **4** |
| Strong 1NT | Cappelletti |
| Weak 2 | Dbl for T/O |  |  |
| Weak 3 | Optional Double // 3NT to play |  |  |
| 4 bids | Penalty Double, 4NT = T/O |  |  |
| Multi 2♦ | Take Out Doubles |  |  |

|  |
| --- |
| **SLAM CONVENTIONS** |
| Name | Meaning of Responses | Action over interference |
| Roman KeycardBlackwood | 5♣ 0 or 3, 5♦ 4 or 1, 5♥ 5 or 2(no Queen), 5♠ with agreed Trump Queen. | D0P1R0P1 |
|  |  | X = 0 // Pass = 1 |
|  |  | XX = 0 // Pass = 1  |
|  |  |  |

|  |
| --- |
| **COMPETITIVE AUCTIONS** |
|  Agreements after opening of one of a suit and overcall by opponents |
| Level to which negative doubles apply | Negative doubles apply up to and including 2♠ |
| Special meaning of bids | Bid to level of fit and cue bids |
| Exceptions / other agreements | Cue bid at 3 Level asks for a stop in that suit – NT says yes |
|  Agreements after opponents double for takeout |
| Redouble: | 9+ | New suit: | Natural suit | Jump in new suit: | Forcing |
| Jump raise: | Barrage bid | 2NT: | Enough to happily play 2NT | Other: |  |
|  Other agreements concerning doubles and redoubles |
| After opponents Take Out Double or Negative Double jump to level of fit if weak or jump to game with suit agreement. |

|  |
| --- |
| **conventions** |
| Fourth Suit Forcing, Direct Asking Bids(DABS), Roman Keycard Blackwood, Stayman, Michaels, Cappelletti, Ogust Response and Exit Transfers |

|  |
| --- |
| **SUPPLEMENTARY DETAILS** |
| *(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).* |
| Note 1: Ogust Responses.3 Clubs = Minimum & One honour above a jack in opening suit.3 Diamonds = Minimum & Two honours above a jack in opening suit. 3 Hearts = Maximum & One honour above a jack in opening suit.3 Spades = Maximum & Two honours above a jack in opening suit.3 No Trumps = Ace, King and Queen in opening Suit. |
| Note 2: Not currently used |
| Note 3: Gambling 3NTShows 7 Card Minor headed by AKQPartner passes with 2 outside Stops (2 Winners plus 7 in Minor)Partner bids 4♣ as T/O asking partner to pass or correct to 4♦ |