

# Welwyn Garden City Bridge Club

## *Tuesday Night is Level 1+ with Simple Acol or Benji*

It is essential that systems are kept simple enough for newcomers to cope with. This is a **BEGINNERS** evening, for players of 'A' rank although 'B' ranked players are welcome to play occasionally, or regularly if partnering an 'A' rank player. Thursday evening is primarily for 'B' ranked players. Anyone who wants to play systems that are not allowed should try another evening or daytime.

In addition to the existing system described on the Yellow Card that includes Strong Two Opening Bids, Acol may now be played with Weak Two Opening Bids. These can take the form of Three Weak Twos or Benji Acol.

**Apart from Three Weak Twos and Benji you may ONLY play systems listed on the YELLOW CARD**

## ***Allowances and Permitted Conventions***

**One level suit openers 10-19 HCP**

*But 9 hcp hands with 2 five or 1 six card suit that match the rule of 19 and have no more than 7 losers are acceptable.*

*Also 20/21 hcp hands that have no suitable 2 level opener may be opened at the one level.*

**Strong Two Bids**

*Unbalanced Hands: 5 +card suit with 8 Clear Cut Tricks or Rule of 25 or 16+ HCP with 8 Playing Tricks*

**2NT Openers 20-22 HCP**

*ALLOWANCES - a singleton only if an Ace, Two doubletons, a good 5 card major, a 6 card minor*

**1NT = 12-14 HCP**

*Stayman*

*Weak and Strong Take Outs*

*Quantitative Bidding*

**Blackwood or Gerber**

**Fourth Suit Forcing**

**Negative (Take out) Doubles**

**Protective NT (after a bid followed by two passes) of 12-14 HCP**

**Intermediate jump overcalls = a 6 (+) card suit with 10-15 HCP**

**Or Strong jump overcalls = a 6 (+) card suit with 15 to 17 HCP**

***Also permitted (not normally part of Level 1)***

**Transfers over 1NT or 2NT, with any natural continuation**

**McKenney discards**

**Benji Acol**

**For Three Weak Two opening bids the bid suit (S, H or D) must be a minimum of six cards with a range of either 5-9 or 6-10 HCP. For Benji ACOL a 2S or 2H opening bid must be a minimum of six cards with a range of either 5-9 or 6-10 HCP. A 2C opening bid must satisfy the requirements of a Strong Two opening bid and a 2D opening bid should have 23+ HCP or Game in Hand.**

**If playing Three Weak Twos or Benji you MUST amend your convention card, notify your opponents and make all of the announcements and alerts required during the bidding.**

**If asked for meanings of bids YOU MUST GIVE THEM IN FULL DETAIL**

**Please DO NOT use prohibited Conventions or you will be warned and might be penalised**

**Hon Tournament Secretary Nov 2015**