

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11-19	<input type="checkbox"/>	4	* Light openings possible For opener's NT rebids – note 1	1NT response = 6-9	
1♦	11-19	<input type="checkbox"/>	4			
1♥	11-19	<input type="checkbox"/>	4			Over major opener
1♠	11-19	<input type="checkbox"/>	4			2NT response = good raise to at least 3 [unaffected by intervention]
3 bids	<10	<input type="checkbox"/>	7	Pre-emptive		
4 bids	<10	<input type="checkbox"/>	7	Pre-emptive		
*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).						
DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING		SPECIAL RESPONSES		Notes
Simple overcall		Natural				
Jump overcall		Weak throughout				
Cue bid		Michaels				5
1NT	Direct: Protective	15 - 17 11-14		As for 1NT opening		
2NT	Direct: Protective	Lowest two unbid suits 18+ balanced		Limit bids As 2NT opener		5
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		Natural				
Short 1♣/1♦		Natural				
Weak 1NT		Double = penalties others nat.except 2C = Landy				
Strong 1NT		Double = penalties others nat.except 2C = Landy				
Weak 2		Double = T/O :2NT=16-18		Lebensohl		
Weak 3		Double = take out				
4 bids		Double = take out				
Multi 2♦		X= 13-16 bal 2NT = 17+				
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
RKC Blackwood		5♣ = 0/3; 5♦ = 4/ 1; 5♥ = 2 No Q trumps , 5S = 2 with Q				

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 = general force	
Exceptions / other agreements			
Agreements after opponents double for takeout			
<b>Redouble</b>	9+ HCP	<b>New suit</b>	forcing
<b>Jump</b>	Pre-emptive	<b>2NT</b>	Good raise
Jump in new suit weak			
Other agreements concerning doubles and redoubles			
OTHER CONVENTIONS			
<b>Fourth Suit Forcing:</b> A bid in the fourth suit is artificial, showing no particular Holding in that suit but requesting partner to describe his/her hand further. After 1♣ - 1♦ - 1♥, 1♠ is forcing (for 1 round)			
<b>Unassuming Cue Bids</b> Opposite partner's overcall a cue bid shows a good raise			
<b>Splinter Bids</b> Response of 3♠/4♠/4♦ to 1♥ opening or 4♣/4♦/4♥ to 1♠ opening shows a raise to 4♥/4♠ with 4+ trump support and singleton or void in bid suit			
<b>Lebensol</b> After overcall of partners opening 1NT , 2NT asks partner to bid 3C and pass Any further bid ( but see note 4 below )			
SUPPLEMENTARY DETAILS			
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).			
<b>1 NT rebids:</b> After 1 level response 1NT = 15-17; checkback responses; 2NT=18-19			
<b>2</b> After Weak 2♥♠ 2NT asks for further description and shows game interest.			
Blue club responses			
3 After double of partners 1NT opening bid responses are simple Halmic – P forces			
Xx, xx shows 5cd suit and forces 2C, suit shows 4/4 in suit +higher suit			
4 After overcall at 2 level of partners 1NT opening direct cue bid in major suit which Opponents are known to hold shows game values + 4 cards in the other major but no Stop in opponents major – if cue bid is made after first proceeding via lebensol then this shows game values + 4 cards in other major + stop in opponents major			
<b>5 2 suited overcalls</b> 1m 2m shows 5+ -5+ in majors; 1M 2M shows 5+ -5+ in other major and a minor. 1any - 2NT shows 5+ - 5+ in two lowest unbid suits.			

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Hatch over this box if using non-standard leads).			
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
v. NT contracts	<u>A</u> K x ( <u>x</u> )	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	<u>x</u> x x	x <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
A for attitude K for count							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Count Primarily						
On Declarer's lead	Count: high-low=even no. of cards; upwards = odd no.						
When discarding	MCKENNEY						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
<b>Suit preference signals</b>							
SUPPLEMENTARY DETAILS (continued)							
6 Continuations after a 2NT rebid following 2C or 2D opener are as over an opening 1							
7. After 2 over 1 response 2NT = 15 – 19 and forcing to game . Thereafter 3C =							
Checkback – 3D response = 15-16 other bids show 17 - 19							
8.After 2C – 2D -3NT : 4C = Baron , 4D+4H = transfers							
9. Transfers may be broken with 4card support .							



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GENERAL DESCRIPTION OF BIDDING METHODS			
<b>Benjaminised Acol</b>			
1NT OPENINGS AND RESPONSES			
<b>Strength</b>	12 to 14	Tick if artificial and provide details below <input type="checkbox"/>	
<b>Shape constraints</b>		Tick if may have singleton <input type="checkbox"/>	
<b>Responses</b>	2♣ Stayman		
2♦	Transfer to hearts(Note9)	2♥	Transfer to spades(Note 9)
2♠	Raise to at least 2NT	2NT	-
Others 3♣/♦/♥/♠ = 6+ card suit and slam interest.			
Action after opponents double		See Note 3	
Action after other interference		Lebensohl - see notes	
TWO-LEVEL OPENINGS AND RESPONSES			
	<b>Meaning</b>	<b>Responses</b>	<b>Notes</b>
2♣	Acol 2 or 23-24 balanced	2♦ relay	6
2♦	Game forcing or 25-26balanced	2♥ relay	6
2♥	Weak 2, 6 - 10 usually 6 card	2NT enquiry – see notes	2
2♠	Weak 2, 6 - 10 usually 6 card	2NT enquiry – see notes	2
2NT	20-22; 3♣ Puppet Stayman, 3♦♥ Transfer; 3S = 5S+4H		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
<b>Note:</b> 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.			

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