OTHER OPENING BIDS								
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes		
1*	12*-19		4		1NT response – 6.0			
1 🔶	12*-19		4	* Light openings possible	1NT response = 6-9 2NT response = 10-12 Limit raises Splinter bids/ 3NT see			
1 🗸	12*-19		4	For opener's NT				
1 🛦	12*-19		rebids – note		Other conventions			
3 bids	<10		6	Pre-emptive				
4 bids <10 □		7	Pre-emptive					
_	Longest suit; 4/4 both Majors 1♥; 5/5 both Majors open 1♠; 4M/5m may prefer M 4441 hands: singleton ♣ or ♠ open 1♦; singleton ♦ or ♥ open 1♣							
	DEFENSIVE METHODS AFTER OPPONENTS OPEN							
OPPS OPEN NAT. ONE OF A SUIT		-		IVENTIONAL /IEANING	SPECIAL RESPONSES	Notes		
Simple	overcall	N	atural		UCBS			
Jump o		N	W-I-S - usually 6 card suit		I & S natural	2)		
Cue bid		2.	2-suited hand			4)		
1NT	Direct: Protectiv		6-18 1-14		As for 1NT opening			
2NT			owest two)-22 bala	o unbid suits nced	Limit bids As 2NT opener	4)		
	OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES	Notes		
Strong [•]	1*	D	Double= both majors; 1NT both minors					
Short 1	♣/1♦	N	Natural					
Weak 1	NT	D	Double = penalties; 2* Landy and transfers3)					
Strong [•]	Strong 1NT		Double = penalties; 2* Landy and transfers					
Weak 2	Weak 2		Double = take out		See note 6)			
		Double = take out See note 7) Double = take out/penalty						
	4 blus d		direct & penalty protective					
Multi 2	Multi 2 • X= 13-16 bal or v strong; 2NT = 17-19 bal							
	SLAM CONVENTIONS							
Name	Name Meaning of Responses							
4NT = Roman Key Card Blackwood		trump	5♣ = 0 or 3 KCs; 5♦ = 1 or 4 KCs; 5♥ = 2 or 5 KCs no trump queen; 5♠ = 2 or 5 KCs with trump queen See Note 8)					
5NT = 🖌	5NT = King ask		Cheapest non trump K					
Over NT > 4NT =			Min 3	Min 32 pts both hands together				

COMPETITIVE A	AUCTIONS
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Agreements a	after opening of	one of a suit	and overcall by	opponents			
Level to which	n negative doub	les apply	3.				
Special mean	ing of bids		Cue bid = good	d raise			
Exceptions / c	other agreemen	ts	Jump raise pre	e-emptive			
Agreements a	after opponents	double for ta	akeout				
Redouble	9+ HCP	New suit	forcing	Jump in new suit forcing			
Jump	ump Pre-emptive 2NT Good raise						
Other agreer	ments concern	ing doubles	and redoubles	;			
X of intervenin X of artificial k			opps suit as a re g for that suit	sponse to partner's bid			
X of game co	<i>ntract bid</i> : prima	a facie penal	ty				
OTHER CONVENTIONS							
 Fourth Suit Forcing: A bid in the fourth suit is artificial, asking partner to describe his/her hand further (1) Showing 3-card support for partner's major; (2) Rebidding a suit to show extra length; (3) Bidding no-trumps with a stopper in the fourth suit; (4) Raising the fourth suit with 4 cards in that suit. After 1♣ - 1♦ - 1♥, 1♠ is natural and 2♠ is 'fourth suit forcing'. Unassuming Cue Bids Opposite partner's overcall a cue bid shows a good raise 							
	Splinter Bids 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						
	SL	JPPLEMEN	ITARY DETAII	LS			
 2) OGUST: 3 Suit; 3 ▲ = 9pt After a Weak A change of s A change of s A simple raise 3) Defence minor (usually 4) 2 suited or 1m > 2m show 	Jump NT reb 3 = 6-8pts & F ts & Good Suit; Two overcall: suit at the two lesuit at the two lesuit at the 3 level of the major is to 1NT: 2 \leq sho / 6 card suit), 2-	id = 18 bal a Poor Suit; 3 ◆ 3NT top 3 have vel is natura pre-emptive presemp	ons in suit I and invitational nd forcing. Majors; 2∢/2♥	es d Suit; 3♥ = 9pts & Poor			
1 any > 2NT s	shows 5+ in two	lowest unbi	d suits				
 5) Continuations after a 2NT rebid are as over an opening 2NT bid 6) Suit overcall = min 5 cds 15 pts; 2NT balanced min 15 pts & stopper, respond nat. 7) Suit overcall = min 6 cds 18 pts; 3NT balanced min 20 pts & stopper, respond nat. 							

			OPENING	LEADS				
			own, clearly ma the underlined			over this bo		
t cts	А <u>К</u>	<u>А</u> Кх	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 1(
v. suit contracts	<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>	Н х <u>х</u>	
~ O	H x x <u>x</u>	H x x <u>x</u> x	H	<u>x</u> ×	х <u>х</u> х	x <u>x</u> x x		
v. NT contracts	<u>A</u> Kx(<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	Q J 10	
	<u>Q</u> J x	<u>J</u> 10 х	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	Н х <u>х</u>	
- 0 0	H x x <u>x</u>	H	H	<u>x</u> x	х <u>х</u> х	x <u>x</u> x x		
Other a	agreements i	n leading, e.	g. high level c	ontracts, p	artnership	o suits:-		
	<u> </u>							
		(CARDING M	ETHODS				
		A						
On Partner's lead		EXCEPT	Attitude; low encouraging, high discouraging EXCEPT lead of K v NT asks partner to unblock or give count Show count after attitude on partner's leads					
On Dec	clarer's lead	Count: h	Count: high-low=even no. of cards; upwards = odd no.					
When discarding		Attitude Show co	Attitude low encouraging; high discouraging. Show count after attitude					
Other ca		ents, includin	g secondary me	thods (state	e when app	licable) and	exceptior	
Suit pr	eference si	gnals						
Usually	/ McKenny o	n 1 st discard	and opening	lead and s	tandard c	arding there	eafter	
		SUPPLEM	ENTARY DE	TAILS (c	ontinue	d)		
trumps If 6T/S	; 6♦ = ♦voic shows void							
	Α		AND LENGT			OR		



Name CHARLES SCOTT

EBU No.479839 EBU No. 25465

GENERAL DESCRIPTION OF BIDDING METHODS	•
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Benji-ACOL

1NT OPENINGS AND RESPONSES

Streng	Strength 12 to 14 Tick if artificial and provide details below					
Shape	constraints	May have 5 cd suit Tick if may have singleto			ngleton	
Respo	nses 2+	Stayman				
2♦	Transfer to hearts			Transfer to spades		
2	Minor Transfe	er 5+ cd suit	2NT	11-12		
Others	3♣/♦/♥/♠=6	+ card suit ar	nd prob gar	me poss slam interes	t.	
Action a	after opponents	double Al	l two level	responses are natura	ıl	
Action a	after other interf	erence Bi	d naturally,	X = takeout after su	it overcall	
	TWO-LE	VEL OPEN	INGS AN	D RESPONSES		
	Mean	ning	Res	sponses	Notes	
2*	8 P-T/18+ & 5+	- cds / 19-20 b	al 2♦	negative ≤ 6	5)	
2•	Game forcing o	or 23+ balanc	ed 2¥	negative ≤ 8	5)	
2•	Weak 2, 5-9 us	ually 6 card	suit 2NT	asks for OGUST	2)	
2♠	Weak 2, 5-9 us	ually 6 card s	suit 2NT	asks for OGUST	2)	
2NT	21-22; 3♣ Stayman, 3♦/♥ Transfer; 3♠ 4&5 both majors					
ОТН	ER ASPECTS C	OF SYSTEM	WHICH OF	PONENTS SHOUL	D NOTE	
(Please	e include details of any	agreements invol	ving bidding on	significantly less than traditio	nal values).	
	Note: ALL	VALUES AN	D I FNGTHS	S AJUSTABLE FOR		
		VALUES AN				
		VALUES ANI HAPE, MLTC A				

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