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GENERAL DESCRIPTION OF BIDDING METHODS

Benji-ACOL

1NT OPENINGS AND RESPONSES

Strength	12 to 14	Tick if artificial and provide details below <input type="checkbox"/>
Shape constraints	May have 5 cd suit	Tick if may have singleton <input type="checkbox"/>
Responses	2♣ Stayman	
2♦	Transfer to hearts Super-accept with 4 cds & 14 pts	2♥ Transfer to spades Super-accept with 4 cds & 14 pts
2♠	Minor Transfer 5+ cd suit 3C pass or correct	2NT 11-12
Others 3♣/♦/♥/♠ = 6+ card suit and prob game poss slam interest - forcing		

Action after opponents double: Flint Pender – transfer to 5 card suit, XX = clubs
 Action after other interference: Bid naturally, X = takeout after natural suit overcall

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	8 P-T/18+ & 5+ cds/19-20 bal	2♦ negative ≤ 6	5)
2♦	Game forcing or 23+ balanced	2♥ negative ≤ 8	5)
2♥	Weak 2, 5-9 usually 6 card suit	2NT asks for OGUST	2)
2♠	Weak 2, 5-9 usually 6 card suit	2NT asks for OGUST	2)
2NT	21-22; 3♣ Puppet Stayman, 3♦/♥ Transfers; 3♠ 4&5 both majors		

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

**Note: ALL VALUES AND LENGTHS AJUSTABLE FOR
SHAPE, MLTC AND VULNERABILITY**

OTHER OPENING BIDS

	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	12*-19	<input type="checkbox"/>	4	* Light openings possible For opener's NT rebids – note 1)	1NT response = 6-9 2NT response = 10-12 over minor & game force over major Limit raises 3NT response = 13+ bal Splinter bids	
1♦	12*-19	<input type="checkbox"/>	4			
1♥	12*-19	<input type="checkbox"/>	4			
1♠	12*-19	<input type="checkbox"/>	4			
3 bids	≤10	<input type="checkbox"/>	6	Suits Pre-emptive. 3NT gambling AKQ 7 cd minor		
4 bids	≤10	<input type="checkbox"/>	7	Suits Pre-emptive		

Longest suit; 4/4 both Majors open 1♥; 5/5 both Majors open 1♠;

4441 hands: singleton ♣ or ♠ open 1♦; singleton ♦ or ♥ open 1♣

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPS OPEN NAT. ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	Natural	UCBs	
Jump overcall	Weak - usually 6 card suit & 6-9 pts		2)
Cue bid	2-suited hand		4)
1NT Direct: Protective:	16-18 11-14	As for 1NT opening	
2NT Direct: Protective	Two lowest unbid suits	Limit bids	4)
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	Double= both majors; 1NT both minors		
Short 1♣/1♦	Natural		
Weak 1NT	Double = penalties; Multi-Landy		3)
Strong 1NT	Double = penalties; Multi-Landy		3)
Weak 2	Double = take out. Otherwise see note		6)
Weak 3	Double = take out. Otherwise see note		7)
4 bids	Double = penalty		
Multi 2♦	X = 13-16 bal or v strong; 2NT = 17-19 bal		

SLAM CONVENTIONS

Name	Meaning of Responses
4NT = Roman Key Card Blackwood	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 = King ask	Number of Ks – 6♣ = 0
Over NT > 4NT =	Min 32 pts both hands together

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 = good raise
Exceptions / other agreements	Jump raise pre-emptive

Agreements after opponents double for takeout

Redouble 9+ HCP	New suit Forcing 1 rnd	Jump new suit forcing to game
Jump raise Pre-emptive	2NT Good raise	

Other agreements concerning doubles and redoubles

<i>X of intervening bid by opps:</i>	To adopt opps suit as a response to partner's asking bid
<i>X of artificial bid by opps:</i>	Shows a liking for that suit
<i>X of game contract bid:</i>	Prima facie penalty

OTHER CONVENTIONS

4th Suit Forcing: 4th suit bid is artificial, asking partner to describe his/her hand further (1) Show 3-card support for partner's major; (2) Rebid a suit to show extra length; (3) Bid no-trumps with a stopper in the fourth suit; (4) Raise 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

Long suit trial bids New suit after suit agreed asks for support in new suit

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

SUPPLEMENTARY DETAILS

1) NT rebids: Simple NT rebid = 15 -16 bal and natural responses;
Jump NT rebid = 17-18 bal and 2NT responses

2) OGUST: 3♣ = 6-8pts & Poor Suit; 3♦ = 6-8pts & Good Suit; 3♥ = 9pts & Poor Suit; 3♠ = 9pts & Good Suit; 3NT top 3 honours in suit

After a Weak Two overcall:

A change of suit at the two level is natural and invitational.

A change of suit at the 3 level is natural and forcing.

A simple raise of the major is pre-emptive

3) Defence to 1NT: Multi-landy - 2♣ 5+/4+ in Majors; 2♦ 6+ cd Major, 2♥ 5+/4+ hearts and a minor; 2♠ 5+/4+ spades and a minor; 2NT 5+/5+ both minors. 2NT response asks for minor

4) 2 suited overcalls:

1m > 2m shows 5+/4+ in Majors;

1M > 2M shows 5+/4+ in other Major and a minor. 2NT response asks for minor

1 any > 2NT shows 5+ in two lowest unbid 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 15 pts; 3NT balanced min 20 pts & stopper, respond nat.

8) RKCB Void responses: Even no. KCs = 5NT; Odd no. KCs - 6♣ = ♣ void if not trumps; 6♦ = ♦ void if not trumps; 6♥ = ♥ void if not trumps; 6♠ = ♠ void if not trumps. If 6 Trump Suit shows void in higher suit

After intervention: DOPI/ROPI

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	x <u>x</u> x	x <u>x</u> x x	

Other agreements in leading, e.g. high level contracts, partnership suits:-

CARDING METHODS

On Partner's lead	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 Declarer's lead	Count: high-low=even no. of cards; upwards = odd no.
When discarding	Attitude low encouraging; high discouraging. Show count after attitude

Other carding agreements, including secondary methods (state when applicable) and exceptions to above

Suit preference signals

SUPPLEMENTARY DETAILS (continued)

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