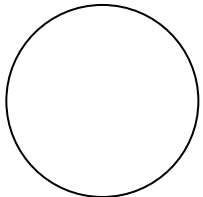


OPENING LEADS	v suit contracts: 4th				
	AK	AKX	KQ10	KQX	KJ10
	K109	QJ10	QJX	J10X	10XX
	109X	987X	10XXX	HXXX	HXXXX
	HXXX	HXX	XX	XXX	XXXX
	v NT contracts: 4th				
Other leads	AKX(X)	AJ10X	KQ10	KQX	KJ10
	K109	QJ10	QJX	J10X	10XX
	10XXX	109X	987X	HXX	HXXXX
	HXXXX	HXXX	XX	XXX	XXXX
Where two pips are underlined, the standard one is in bold					

CARDING METHODS	Describe Primary method	State alternatives in brackets
On Partner's lead	Attitude (McKenney suit preference)	
On Declarer's lead	Count (McKenney suit preference)	
When Discarding	HELD / (McKenney when obviously required)	
Exceptions to above	Lead of K asks for count Suit pref when length is known	

SLAM CONVENTIONS	Meaning of Responses	Actions over interference
Name: R K C B * 12	5♣: 0 or 3 of 5, 5♥: 2 of 5 - trump Q 5♦: 1 or 4 of 5, 5♠: 2 of 5 + trump Q	DOPI/ROPI

Other Conventions:

- **UCBs *** (9+ and 3+ support and good defence at 2 level, 11+ and 4 + card support and good defence at 3 level) in ALL situations. Direct raises are Distributional & preemptive.
- **Splinters :** 5 trumps, 7 losers or 4 trumps, 6 losers
- **Fourth Suit Forcing *:** at 1 & 2 level = Forces 1 bid; at 3 level = GF . 1C-1D-1H-2S is natural (and forcing for one round), **Exception** is 4th suit by responder after opener's reverse which is Lebensohl showing minimum initial response (5-8 points)
- **Openers 2NT rebid** after 2 level response: 15+ Game Forcing, **No CheckBack.**
- **Openers 3N rebid** after 2 level response = 18-19 with Hxxx in partner's Minor or Hxx in Major
- **Lebensohl *** After intervention over our 1NT : X = suggests penalty, values for at least 2NT. 2NT demands 3C = to play (or correct) or is invitational if suit could have been bid at 2 level. All bids at 3 level, natural (5+) and G F. Immediate 3N = Natural with stop. Immediate CUE = 4 in major(s) with stop. 2N first then CUE or 3N = same but without stop.
- **Lebensohl 2N after (1x) Dbl (2x). Dbl = Responsive. New suit = forcing.**
- **Lebensohl 2N after (2M)-Dbl-(P) - .**



Basic System
Benj. Acol
4 Card Majors

Neil Gayner (451660)

Adrian/Julian/Robin

OPENING BIDS	Point Range	Min. Leng th	Conventional Meaning	Special Responses
1♣	11+	4	Inverted minor suit raises are forcing to at least 3N or 4m. 1/2	
1♦	11+	4		
1♥	11+	4	2NT* = 4+ card GF 3	
1♠	11+	4	3NT= 3-3-3-4 13-14, 3 card sup, Splinters	
1NT	12-14	*	12-14	4
2♣	16+	*	Strong 2 any suit or Bal 21-22 *	2D relay, 2N 3+ controls 5
2♦	19+	*	Game Force or Bal 23+	2H relay, 2N 3+ controls 6
2♥	5-10	6	2NT enquiry (OGUST)	9
2♠	5-10	6	2NT enquiry (OGUST)	9
2NT	19-20 (20-21-R)	*	May include 5 card major 4	Puppet stayman & Trfrs* 8
3 Bids		6	Preemptive (3♣ / 3♦ may be 6), 3NT Gambling	
4 Bids		7	Preemptive	

DEFENSIVE BIDS			
OVER-CALL	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	Natural (should be 5+card suit)	Strong 1♣	Dbl for majors, 1NT for minors
Jump	1-3 loser suit depending on vulnerability. Strong in protective seat	Weak 1NT	7
Cue Bid	Michaels <11 or >15 10	Strong 1NT	X = 15+ Good suit; 7
1NT	Direct: 15-17 Protective 11-14 Responses: Both as for 1NT opening 4	Weak 2 Bids	X = take-out; 2NT:16-18
		Weak 3 Bids	X = take-out
2NT	Direct: Lower 2 suits (not 11-15) 10 . Protective 18-20 8 Resp. as over 2N	4 Bids	X = As & Ks outside. 4NT = 2 suiter
		Multi 2♦	X = 13-15 or 19 +bal ; 2NT = 16-18

ACTIONS AFTER OPPONENTS INTERVENE WITH					
Simple Overcall	Double: Negative to 3♣		Bids: Nat & F; *		
Jump Overcall	Double: Negative to 3♣		Bids: Nat & F; *		
Double	Re-double 8-9	New suit Forcing	Jump in New Suit Non-forcing (6 card)	Jump Raise Preemptive	2NT Good Raise
Other Doubles	Responsive and Competitive to 3♣ *				

1. 1C-2C & 1D-2D are forcing to 3N or 4 minor. May have 4 card major. Bids at 3 level are exploratory for 3N

2. 1m-2N: normal raise to 3m; 1m-3m: normal raise to 2m

3. 1M-2N = GF with 4+ support. Responses: 3 suit = splinter, 3M = strong with length, 3N = balanced 14-16, 4M=minimum, 4 suit= strong 2 suiter

4. 1N-2C = promissory stayman. After 1N-2C-2H 2S is weak, 2N/3N show 4 spades balanced (2N invitational)

1N-2S = McKendrick: 2N = minimum; 3C = max with no 5 card suit, other 3 bids show 5 cards (3N = 5 clubs)

1N-2N = minors. Over 1N-2N-3C 3H/3S are slam tries in C/D

1N-3m/3M = 6+ suit with 2 of top 3 9-11 points – invitational

1N (Dbl) all bids are transfers

1N-P-P-Dbl: Rdbl= tfr to clubs (which may be converted to diamonds. Any other bid is lowest 4 card suit

5. 2C-2N =3+ controls. 2C-2H/S shows 5+ cards, two of top three honours and 3+ controls. 2C-3C/D shows 6+ other same as 2M. 2C-2D-2N/3N shows 21-22/25-26

6. 2D-2N shows 3+ controls. 2D-2H-2N/3N shows 23-24/27-28

7 Defence to 1NT.

2C – 4/4 in majors. 2N asks. 3C/3D = min/max 4432. 3H/3S = max with short C/D.

2D = 5 card major. 2N asks. 3C/3D = min H/S. 3H/S = max H/S.

2H/2S – 45/54 SH. 2N asks. 3C/3D = min (any shape) or max 5422. 3H/3S = max with short C/D

2N= undisclosed 6 card minor

3C/3D = 5-5 minors/5-5 majors

3H/3S= preempt

8. Over 2N (incl via 2C or 2D and incl 2N overcall in protective seat): 3C = puppet stayman (3D shows at least 1 4 card major), 3D/3H – transfers, 3S = 5-4 spades/hearts

9 WEAK 2s: in H & S 6 card suit:

- √ 2NT: Enquiry, responses:
 - 3C: lower range, poor suit (not 2 of top 3 hon)
 - 3D: lower range, good suit,
 - 3H: upper range, poor suit
 - 3S: upper range, good suit
 - 3NT: AKQxxx (xpt when GREEN : AK or AQJ)
- Raise of the opening suit by responder is Pre-emptive.
- Bid of New suit by responder is Forcing for one round

10. Either weak or strong

11. Checkback (CB) after 1N Rebid* The 1NT rebid may hide an un-bid 4 card major (hearts) or 5 in the opened major. So, **2C** checks for that and/or for 3 card support for responder. Opener shows hidden major length; otherwise rebids 2D. He does NOT go over 2M

With both 4 of other major and 3 of partner's, (or 5 of own and 3 of partner's) he bids the cheaper (hearts)

e.g. 1C-1S-1N-2C...**2D** <4H,<3S; **2H**= 4H, ?3S; **2S**= 3S,<4H

Jumps to 3-level without going via 2C CB are game forcing;

3-level bids after using CB are invitational

2-level bids are non-forcing

NO checkback (CB) after 2N Rebid. Since ALL responder's rebids are forcing to game, he can proceed naturally.

12. 4NT: Roman Key Card Blackwood* Key cards are 4 aces and King of Trumps.

5C: 0 or 3 of 5 key cards. **5D: 1 or 4** of 5 key cards.

√ **5H: 2 without** the queen of trumps. **5S: 2 with** the queen of trumps.

√ After 5H or 5S, the next **UNAMBIGUOUS** non-trump step asks for number of non-trump kings.

√ RESPONSES: 1step = 0, 2nd step = 1 etc

After a 5C or 5D response, Blackwooder can ask for Trump Queen by bidding next higher UNAMBIGUOUS non-trump suit. Responses are: 1st step = no; 2nd step = yes; then next UNAMBIGUOUS non-trump suit asks for kings as above

13. OTHER: 1NT may hold a 5 card major, not suited to rebidding (e.g. 1H-1S-2H), so is treated as 4 card suit

Change of suit after 2-level response is forcing for one round (e.g.1H-2C-2D)

Opener's jump rebid is forcing over 2-level response, but not forcing over 1-level

Responder's Reverse is forcing for one round

Opener's reverse is forcing for one round

14. 1M – (Dbl) we play transfers

15. After opener reverses, lower of 2N or 4th suit by responder is Lebensohl, showing a minimum hand.