OTHER OPENING BIDS								
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL Not RESPONSES			
1.	11*-19		4	* 1 : - 1.4 :	1NT response = 6-9			
1 ♦	11*-19		4	* Light openings possible	2NT response = 10-12 Limit raises Splinter bids/ 3NT see			
1♥	11*-19		4	For opener's NT rebids – note 1				
1 ♠	11*-19		4	replas – note 1	Other conventions			
3 bids	<10		6	Pre-emptive				
4 bids	<10		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							
	PONENTS OPE IRAL ONE OF A			SPECIAL RESPONSES	Notes			
Simple overcall		Natural						
Jump overcall		Weak, usually 6 card suit			2			
Cue bio	t	2-suited hand			5			
1NT	Direct: Protective	16-18 11-14	As for 1NT opening					
2NT	Direct: Protective		Lowest two unbid suits 20-22 balanced Limit bids As 2NT opener					
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES	Notes			
Strong 1♣		Double= both majors; 1NT both minors						
Short 1♣/1 ◆		Natural						
Weak 1NT		Double	3					
Strong 1NT		Double	3					
Weak 2		Double = take out						
Weak 3		Double = take out						
4 bids		Double = take out						
Multi 2◆		X= 13-16 bal or v strong; 2NT = 17-19 bal						
	SLAM CONVENTIONS							

SLAM CONVENTIONS					
Name	Meaning of Responses	Action over interference			
Roman Key Card	5♣ = 0 or 3 aces; 5♦ = 1 or 4 Aces				
Blackwood 5♥ = 2 aces no trump queen; 5♠ = 2 with trump		5♠ = 2 with trump queen			
5NT = Grand Slam Force	n Force 6♣ = 0; 6♦ = 1; 6♥ = 2 of top 3 honours,				
	7 of trump suit = 3				

COMPETITIVE AUCTIONS								
Agreements after opening of one of a suit and overcall by opponents								
Level to which negative doub	oles apply	3♠						
Special meaning of bids		Cue bid = go	od raise					
Exceptions / other agreemen	its	Jump raise p	re-emptive					
Agreements after opponents	double for ta	akeout						
Redouble 9+ HCP	New suit	forcing	Jump in new suit forcing					
Jump Pre-emptive	2NT	Good raise						
Other agreements concerning	g doubles ar	nd redoubles						
		ONVENTIONS						
Fourth Suit Forcing: A bid i								
-			ibe his/her hand further.					
After 1♣ - 1♦ - 1♥, 1•								
Unassuming Cue Bids Opp								
Splinter Bids Response of 3								
shows a raise to 4♥/4♠ with 4+ trump support and singleton or void in bid suit								
SI	JPPLEMEN	ITARY DETAI	LS					
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).								
1 NT rebids: After 1 level res	sponse 1NT :	= 15-17; 2NT = 1	18-19; 3NT = long suit					
2 After Weak 2♥ ♠ 2NT ask	s for a feat	ure and shows	game interest.					
Respond 3 of original trump	suit with a mi	inimum and show	w a high card					
by bidding the suit with the high card with better than a minimum. The same								
system applies after a weak jump overcall by our side.								
After a Weak Two a change of suit at the two level is natural and invitational. A								
change of suit at the 3 level i	s natural and	d forcing. A simp	le raise of the major is pre-					
3 Defence to 1NT 2. shows 5+ - 4+ in majors.								
4 2NT - 3♠ Baron GF with slam interest, usually no 5 card suit								
5 2 suited overcalls 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> Q J x H x x <u>x</u>	<u>A</u> K x <u>J</u> 10 x H x x <u>x</u> x	<u>K</u> Q 10 10 x <u>x</u> H x x <u>x</u> x x	<u>K</u> Qx <u>10</u> 9x <u>x</u> x	K <u>J</u> 10 9 <u>8</u> 7 x x <u>x</u> x	K <u>10</u> 9 10 x x <u>x</u> x <u>x</u> x x	<u>Q</u> J 10 H x <u>x</u>	
v. NT contracts	<u>A</u> K x (<u>x</u>) <u>Q</u> J x H x x <u>x</u>	A <u>J</u> 10 x <u>J</u> 10 x H x x <u>x</u> x	<u>K</u> Q 10 10 x <u>x</u> H x x <u>x</u> x x	<u>K</u> Qx <u>10</u> 9x <u>x</u> x	K <u>J</u> 10 9 <u>8</u> 7 x x <u>x</u> x	K <u>10</u> 9 10 x x <u>x</u> x <u>x</u> x x	<u>Q</u> J 10 H x <u>x</u>	
Other agreements in leading, e.g. high level contracts, partnership suits:-								
			ADDING ME	TUODS				
		<u>_</u>	ARDING ME					
		Primary m	ethod v suit con	tracts	Primary me	thod v NT co	ntracts	
On Par	tner's lead		Attitude: high encouraging, low discouraging EXCEPT lead of K v NT asks partner to unblock or give count.					
On Dec	clarer's lead	Count: hi	gh-low=even r	no. of car	ds; upward	ls = odd no		
When o	discarding	Attitude:	Attitude: high encouraging; low discouraging					
Other ca		nts, including	secondary met	hods (state	e when appl	icable) and e	exceptions	
Suit pr	eference sig	nals						
SUPPLEMENTARY DETAILS (continued)								
6 Conti	nuations after	a 2NT rebi	d are as over a	an openin	ng 2NT bid			
			·					



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GENERAL DESCRIPTION OF BIDDING METHODS								
Benjaminised Acol								
		1NT	OPENI	NGS AN	D RE	SPONSES		
Stren	Strength 12 to 14 Tick if artificial and provide details below					pelow 🗌		
Shape	e const	raints		Tick if may have singleton				
Respo	onses	2*	Stayma	n				
2•	Trans	sfer to he	arts	2	Y	Transfer to spades		
2♠	Trans	sfer to clu	ıbs	2	NT	Transfer to diamond	S	
Others	3♣/♦	/♥/♠= 6+	card su	it and sla	m inte	erest.		
Action	Action after opponents double							
Action	Action after other interference Bid naturally, X = takeout after suit overcall							
	TWO-LEVEL OPENINGS AND RESPONSES							
		Mean	ing		Res	sponses	Notes	
2*	Acol 2	or 21-22	balance	d	2∳ ı	relay	6	
2♦	Game	forcing o	r 23+ ba	lanced	2♥ ۱	negative	6	
2♥	Weak 2	2, 5-9 us	ually 6 ca	ard suit	2NT	asks for feature	2	
2♠	Weak 2	2, 5-9 us	ually 6 ca	ard suit	2NT	asks for feature	2	
2NT	19-20;	3 ♣ Stayı	man, 3♦	Transfe	er; 3 ♠	GF ART with slam in	terest 4	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE								
(Please include details of any agreements involving bidding on significantly less than traditional values).								
Note: 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.

EBU 20B