

OPENING LEADS

(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).

Colour this box if using non-standard leads

v. all contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	A <u>J</u> 10	K <u>J</u> 10	A <u>K</u> J 10
	A <u>10</u> 9	K <u>10</u> 9	Q <u>10</u> 9	<u>Q</u> J 10	<u>Q</u> J x	<u>J</u> 10 x	
	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			
	10 <u>x</u> x	10 <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> x x			
	? x	x <u>x</u> x	x <u>x</u> x x	x <u>x</u> x x x			

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

King requests unblock/count [against NT], count [against suit contract]

Ten not treated as an honour.

CARDING METHODS

	Primary method v suit contracts	Primary method v NT contracts
On Partner's lead	<i>High encourage, low discourage [unless lead is king]</i>	
On Declarer's lead	<i>Count; high/low shows even number.</i>	
When discarding	<i>Revolving [low cards not necessarily significant]</i>	

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

McKenney where appropriate.

SUPPLEMENTARY DETAILS [2]

2.1	<i>2♣ followed by 3-either-minor shows a weak hand with a 4-card major and a 6-card minor, and is to play.</i>	
2.2	<i>2NT/3-major shows 4-card support, 7-loser/8-loser respectively. Over 2NT, responder may re-transfer, trial bid, splinter, etc.</i>	
2.3	<i>Bid shows suit bid plus next higher suit, min 4-4. Pass forces redouble, which is either passed, or 2-suit shows that suit plus higher, non-touching suit. Redouble is relay to 2♣ for pass or correct</i>	
2.4	<i>After our 1NT is overcalled, 2NT from responder asks opener to relay to 3♣, then all bids are relatively weak. Cue-bids are Staymanic. Cue-bids and 3NT deny stop if preceded by 2NT. Direct 3-level suit bids are forcing. 3-level suit bids preceded by 2NT are to play, but invitational if suit could have been bid at 2-level. Double shows values for 2NT with at least Hxx in overcaller's explicit or inferred suit. 2-level cue bid is 2NT without stop.</i>	
2.5	<i>Ogust 2NT over 2♥/2♠</i>	<i>3♣/3♦ = min HCP; poor/good suit ['good' = 2 of top 3] 3♥/3♠ = max HCP; poor/good suit. 3NT=AKQ of suit.</i>
2.6	<i>3♣ asks for 5-card major. 3♦ rebid promises at least one 4-card major. If responder also has a 4-card major, he/she bids the other, or 4♣/♦ with both [4♣=slam try]. 3♥/♠ promises 5-card suit. Following a 3♠ response, 3NT is to play, 4-minor is Minorwood.</i>	

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GENERALISED DESCRIPTION OF BIDDING METHODS

Benjy Acol, 5-card ♠ Suit

1NT OPENING AND RESPONSES

Strength:	12-14	Tick if artificial and provide details below:	<input type="checkbox"/>
Shape constraints:	<i>May have any 5-card suit</i>	Tick if may have singleton:	<input type="checkbox"/>
Responses:	2♣ <i>Stayman [promissory] [see 2.1]</i>		
2♦	<i>Transfer to hearts [see 2.2]</i>	2♥	<i>Transfer to spades [see 2.2]</i>
2♠	<i>Range ask [2NT min, 3♣ max]</i>	2NT	<i>Transfer to a minor</i>
Others	<i>3-any-suit is slam try.</i>		

Action after opponents double: *Helvic: pass forces redouble [see 2.3].*

Action after other interference: *Penalty-oriented double; Lebensohl [see 2.4]*

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	
2♣	<i>8+ playing tricks or 23-24 balanced</i>	2♦=relay; rebid non-forcing	
2♦	<i>Game-forcing or 25+ balanced</i>	2♥=Relay	
2♥	<i>Weak, 5-9 NV, 6-10 Vul. Usually 6-card suit. Wider-ranging in 3rd position. <u>10-14 in 4th position.</u></i>	2NT = Ogust enquiry	2.5
2♠		<i>Suit responses are 1-round forcing</i>	
2NT	<i>20-22, may contain any 5-card suit</i>	3♣=5-card puppet Stayman 3♦♥ are transfers; 3♠=minors	2.6

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

4-card suits are bid up the line.

3rd-seat openings may be stretched.

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	9+	☐	3		Splinters.	1.1 1.2
1♦	9+	☐	4			
1♥	9+	☐	4			1.3
1♠	9+	☐	5			
3 bids	0+	☐	6	3NT = solid minor		
4 bids	0+	☐	7			

DEFENSIVE METHODS AFTER OPPONENTS OPEN			
Opponents Open A Natural One of a Suit	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	Usually 5+ cards		
Jump overcall	Pre-emptive		
Cue bid	Michaels		1.4
1NT	Direct	16-18	As 1NT
	Protective	11-14	
2NT	Direct	2 lowest unbid suits, weak/strong	1.4
	Protective	20-22	As opening 2NT
Opponents Open With	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	Truscott		1.7
Short 1♣/1♦	Treat as natural		
Weak and Strong 1NT	Landy; 2♣=both majors.	2♦=equal length	
Weak 2	Dbl for take-out; 2NT=16-18 bal. Leaping Michaels.	Lebensohl	1.5 1.6
Weak 3	Dbl for take-out		
4 bids	Dbl for take-out		
Multi 2♦	Dbl: 13-15 or 19+; 2NT=16-18	Lebensohl	1.5

SLAM CONVENTIONS		
Name	Meaning of Responses	Action over interference
Roman Key Card Blackwood 1430	5♣=1/4, 5♦=0/3, 5♥/♠=2/5 without/with trump queen. 5NT asks for lowest side-suit king.	Dbl=1/4, pass=0/3, etc
Minor-suit RKCB	Unless part of a competitive auction 4♣/♦ is RKCB in that suit.	

COMPETITIVE AUCTIONS					
Agreements after opening of one of a suit and overcall by opponents:					
Level to which negative doubles apply		No fixed upper limit			
Special meaning of bids		2NT is natural, and cue-bid is Jacoby			
Exceptions/other agreements		Over opponents' UNT, cue-bidding their suits shows support for partner or 5+ in 4th suit respectively.			
Agreements after opponents double for takeout					
Redouble	9+	New suit	Forcing	Jump in new suit	Fit-jump
Jump raise	Pre-emptive	2NT	Good raise	Other	

Other agreements concerning doubles and redoubles:

Doubles are for take-out unless: we have a fit; we have pre-empted; we are doubling a naturally-bid NT.

After penalty double of 1NT, first subsequent double by either player is take-out.

OTHER CONVENTIONS	
Fourth-suit forcing [1♠ is natural]	
After 1X-2Y, 2NT is game-forcing [3♣ asks], 3NT = flat 15/16	
1NT/2NT rebid is 15-17/18-19 [2♣/3♣ being Staymanic checkback]	
Unassuming cue-bids (show good raise of partner's suit or very strong hand)	
Directional asking bids	

SUPPLEMENTARY DETAILS [1]	
(Please cross-reference where appropriate to the relevant part of the card and continue on back if needed)	
1.1	Splinter jump shows support for partner [min 4] with typically singleton in bid suit. A splinter may be an immediate response, opener's rebid, or an unnecessary-to-be-forcing bid at any stage.
1.2	Responding 2-minor over 1-minor is unlimited raise and denies a 4-card major. Responding 3-minor over 1-minor is weak raise, no 4-card major. Doesn't apply after interference.
1.3	Jacoby 2NT promises 4+ trump support and is forcing to game. Opener rebids 4-major if minimum. 3-new-suit as trial bid, 4-new-suit as splinter.
1.4	Minor-suit cue-bid shows at least 5-5 in the majors. Major-suit cue-bid shows at least 5-5 in other major + unspecified minor. Usually weak/strong, not intermediate, also for UNT.
1.5	If partner doubles a weak 2-bid, 2NT shows a weak hand [<8] and requests a 3♣ relay.
1.6	A bid of 4♣/♦ is a game-forcing bid showing at least 5-5 in the suit bid and the unbid major. Responder picks the contract or cue-bids.
1.7	1-level overcall or 2♣ shows that suit and next higher suit. Double shows suit doubled and non-adjacent suit, 1NT shows other two non-touching suits. Jump overcall is single-suited hand.