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| **OPENING LEADS** | | | | | | | |
| Card led is highlighted in **bold** | | | | | | | |
| v Suit contracts | A **K** | **A** K x | **K** Q 10 | **K** Q x | K **J** 10 | K **10** 9 | **Q** J 10 |
| **Q** J x | **J** 10 x | 10 x **x** | **10** 9 x | **9** 8 7 x | 10 x x **x** | H x **x** |
| H x x **x** | H x x **x** x | H x x **x** x x | **x** x | x **x** x | x x x **x** |  |
| v NT contracts | **A** K x **(x)** | A **J** 10 x | **K** **(Q)** 10 | K **Q** x | K **J** 10 | K **10** 9 | **Q** J 10 |
| **Q** J x | **J** 10 x | 10 x **x** | **10** 9 x | **9** 8 7 x | 10 x x **x** | H x **x** |
| H x x **x** | H x x **x** x | H x x **x** x x | **x** x | **x** x x | x x x **x** |  |
| Other agreements in leading, e.g. high level contracts, partnership suits:- | | | | | | | |
| Against a suit contract: Lead highest of partners first bid suit unless holding a singleton. Strong tens. Mid-range card denies that suit. Lead of the trump suit is aggressive.  Against No Trumps: Generally fourth longest or an unbid suit or a fourth suit forced suit. But always defeat contract from the off if possible. | | | | | | | |

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| **Carding methods** | | |
|  | Primary method v. suit contracts | Primary method v. NT contracts |
| On Partner’s lead | Low = Encouraging | Low = Encouraging |
| On Declarer’s lead | Count: H/L = even, L/H = odd | Low = Encouraging//McKinney |
| When discarding | McKinney | McKinney |
| Other carding agreements, *incl secondary methods (state when applicable) and exceptions to above* | | |
| First discard is McKinney. Lead of a King asks partner to unblock or give count. High Low doubletons. Middle Up Down. | | |

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| **SUPPLEMENTARY DETAILS (continued)** |
| Note 4: Defence to 1N  Type out your defence or write “Natural” |
| Note 5: Cue Bid  Type out your method or “N/A” |

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| **EBU_LOGO** | **Name** |  | **EBU No.** |  |
| **Partner** |  | **EBU No.** |  |

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| **GENERAL DESCRIPTION OF bidding methods** |
| Benji, Weak 1NT |

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| **1nt openings and responses** | | | | | | |
| **Strength** | | 12-14 HCP | | |  | |
| **Shape constraints** | | No Voids & No Singletons | | | Tick if may have singleton ⬜ | |
| **Responses** | | 2♣ | Stayman | | | |
| 2♦ | Transfer to Hearts | | | | 2♥ | Transfer to Spades |
| 2♠ | 11 or Relay to Minor (3♣ shows Max, 2N Min) | | | | 2NT | Invite to 3NT if upper end |
| Others |  | | | | | |
| Action after opponents double  = Exit Transfer | | | | XX = bid 2♣, 2♣ bid 2♦, 2♦ bid 2♥, 2♥ bid 2♠ (5 Card Suits) | | |
| Action after other interference | | | | Dbl Penalties | | |

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| **two-level openings and responses** | | | |
|  | **Meaning** | **Responses** | Notes |
| 2♣ | 21-22 or 8 Playing Tricks | 2♦Relay, All on over 2N Re-bid | **2** |
| 2♦ | 23+ Or Game Force | 2♥Neg, All on over 2N Re-bid | **2** |
| 2♥ | 6 Card and Weak (5-10HCP’s) | Ogust Responses | **1** |
| 2♠ | 6 Card and Weak (5-10HCP’s) | Ogust Responses | **1** |
| 2NT | 19-20 (Maybe Single Minor Ace) | Stayman & Transfers |  |

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| **other aspects of system which opponents should note** |
| *(Please include details of any agreements involving bidding on significantly less than traditional values).* |
| Over 2♦An A+K is positive |

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| **OTHER OPENING BIDS** | | | | | | |
|  | HCP | see note\* | Min length | CONVENTIONAL MEANING | SPECIAL RESPONSES | Notes |
| 1♣ | 11+ | ⬜ | 4 | Natural Suit |  |  |
| 1♦ | 11+ | ⬜ | 4 | Natural Suit |  |  |
| 1♥ | 11+ | ⬜ | 4 | Natural Suit |  |  |
| 1♠ | 11+ | ⬜ | 4 | Natural Suit |  |  |
| 3 bids | 5-10 | ⬜ | 7 | Pre-emptive | Pass unless holding 3 tricks or 15+HCP |  |
| 3NT | <14 | ⬜ | 7 | Gambling 3NT | Pass unless very weak | ***3*** |
| 4 bids | <13 | ⬜ | 8 | Pre-emptive | Pass unless very weak |  |

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| **DEFENSIVE METHODS AFTER OPPONENTS OPEN** | | | | |
| NATURAL ONE OF A SUIT | | conventional meaning | special responses | Notes |
| Simple overcall | | Five Card Suit with Intermediate Values | Raise to level of fit if weak |  |
| Jump overcall | | Six Card Suit (Weak) |  |  |
| Cue bid | | Michaels |  | **5** |
| 1NT | Direct:  Protective: | 15 – 17 HCP with a Balanced Hand | All normal NT responses remain in play |  |
| 2NT | Direct:  Protective: | Unusual | Strength according to vulnerability | **5** |
| OPPONENTS OPEN WITH | | DEFENSIVE METHODS | special responses | Notes |
| Strong 1♣ | | Natural overcalls |  |  |
| Short 1♣/1♦ | | A double shows values and that suit |  |  |
| Weak 1NT | | Cappelletti |  | **4** |
| Strong 1NT | | Cappelletti |
| Weak 2 | | Dbl for T/O |  |  |
| Weak 3 | | Optional Double // 3NT to play |  |  |
| 4 bids | | Penalty Double, 4NT = T/O |  |  |
| Multi 2♦ | | Take Out Doubles |  |  |

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| **SLAM CONVENTIONS** | | |
| Name | Meaning of Responses | Action over interference |
| Roman Keycard  Blackwood | 5♣ 0 or 3, 5♦ 4 or 1, 5♥ 5 or 2(no Queen), 5♠ with agreed Trump Queen. | D0P1  R0P1 |
|  |  | X = 0 // Pass = 1 |
|  |  | XX = 0 // Pass = 1 |
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| **COMPETITIVE AUCTIONS** | | | | | |
| Agreements after opening of one of a suit and overcall by opponents | | | | | |
| Level to which negative doubles apply | | | Negative doubles apply up to and including 2♠ | | |
| Special meaning of bids | | | Bid to level of fit and cue bids | | |
| Exceptions / other agreements | | | Cue bid at 3 Level asks for a stop in that suit – NT says yes | | |
| Agreements after opponents double for takeout | | | | | |
| Redouble: | 9+ | New suit: | Natural suit | Jump in new suit: | Forcing |
| Jump raise: | Barrage bid | 2NT: | Enough to happily play 2NT | Other: |  |
| Other agreements concerning doubles and redoubles | | | | | |
| After opponents Take Out Double or Negative Double jump to level of fit if weak or jump to game with suit agreement. | | | | | |

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| **conventions** |
| Fourth Suit Forcing, Direct Asking Bids(DABS), Roman Keycard Blackwood, Stayman, Michaels, Cappelletti, Ogust Responsse and Exit Transfers |

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| **SUPPLEMENTARY DETAILS** |
| *(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).* |
| Note 1: Ogust Responses.  3 Clubs = Minimum & One honour above a jack in opening suit.  3 Diamonds = Minimum & Two honours above a jack in opening suit.  3 Hearts = Maximum & One honour above a jack in opening suit.  3 Spades = Maximum & Two honours above a jack in opening suit.  3 No Trumps = Ace, King and Queen in opening Suit. |
| Note 2: Not currently used |
| Note 3: Gambling 3NT  Shows 7 Card Minor headed by AKQ  Partner passes with 2 outside Stops (2 Winners plus 7 in Minor)  Partner bids 4♣ as T/O asking partner to pass or correct to 4♦ |