	OTHER OPENING BIDS							
	НСР	see Note	Min length	CONVENTIONAL MEANING	SPECIAL Notes			
1.	12*-19		4	* Light openings possible 1NT response = 6-9 2NT response = 10-1				
1 ♦	12*-19		4					
1♥	12*-19		4	For opener's NT	Limit raises 2NT to major opening			
1 ♠	12*-19		4	rebids – note 1	Jacoby			
3 bids	<10		6/7	Pre-emptive 7 card min vul				
4 bids	<10		8	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								
OPPONENTS OPEN A CONVENTIONAL SPECIAL								

DEFENSIVE METHODS AFTER OPPONENTS OPEN							
	PONENTS OPE JRAL ONE OF A		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes		
Simple overcall		Natural					
Jump overcall		Weak,	2				
Cue bio	d	Michaels			5		
1NT	Direct: Protective	16-18 As for 1NT opening					
2NT	Direct: Protective	Lowest two unbid suits 20-22 balanced Limit bids As 2NT opener		5			
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES	Notes		
Strong 1♣		Double= both majors; 1NT both minors					
Short 1♣/1 ◆		Natural					
Weak 1NT		Double = penalties; 2♣ both majors; others nat.					
Strong 1NT		Double = penalties; 2♣ both majors ; others nat.					
Weak 2		Double = take out					
Weak 3		Double = take out					
4 bids		Double = take out					
Multi 2♦							

SLAM CONVENTIONS						
Name	Meaning of Responses	Action over interference				
Roman Key Card	5♣ = 1 or 4 KC; 5♦ = 0 or 3 Aces					
Blackwood	5♥ = 2 aces no trump queen; 5♠ = 2 with trump queen					
5NT for kings	1K bid that suit, 2K 6NT, none	e 6 of agreed suit.				
Gerber	Over NT only, step responses					

COMPETITIVE AUCTIONS								
Agreements after opening of one of a suit and overcall by opponents								
Level to which negative doubles apply 3.								
Special mear	ning of bids		Cue bid = 10-	+ at least 3 card support				
	other agreemen	nts	Jump raise p					
	Agreements after opponents double for takeout							
Redouble	10+ HCP	New suit	forcing Jump in new suit forcing					
Jump	Pre-emptive	2NT	Double raise	1 1 1 1 1 1 1 1 1				
	nents concernin	n doubles ar						
Julier agreen	nonto conceniin	y dodnies ai	ia redoubles					
		OTHER CO	ONVENTIONS					
Fourth Suit	Forcing : A bid i	n the fourth s	suit is artificial, sl	howing no particular				
Holdir	ng in that suit bu	ıt requesting	partner to descr	ibe his/her hand further.				
After f	1♣ - 1♦ - 1♥, 14	is natural a	nd 2♠ is 'fourth	suit forcing'.				
Jacoby 2NT	only over 1H/1	IS opener. O	peners rebid: ne	ew quit = void/singleton, 3NT				
-	-	-	-	urs, 3 of agreed suit at least				
16+ 5 cards.	4 of agreed suit	minimum 5	 +					
16+ 5 cards, 4 of agreed suit, minimum 5+								
SUPPLEMENTARY DETAILS								
(Please cross	(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).							
1 Balanced hands not 12 to 14. With 4-♥ and 4♠ open 1♥. Otherwise open longest suit or the								
higher ranking of 2 4 card suits								
Unbalanced hands: always open the longest suit, With 25 card or longer suits open the								
higher ranking								
4441 hands red suit singleton bid 1♣ black suit singleton bid 1♥								
2 NT rebids after 1 level response =15-16, 2NT = 17-18								
3 Unusual 2NT lowest of 2 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	А <u>К</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	Q J 10		
	Q 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>		
7 00	Н х х <u>х</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	х <u>ж</u> х	x <u>x</u> x x			
r cts	<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	Q J 10		
v. NT contracts	Q 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>		
. 8	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	х <u>ж</u> х	x <u>x</u> x x			
Other a	greements ir	n leading, e.	g. high level co	ontracts, p	partnership	suits:-			
		C	ARDING ME	THODS	5				
		Primary m	ethod v suit con	ntracts	Primary me	thod v NT co	ontracts		
On Par	tner's lead	Attitude:	Attitude: high encouraging, low discouraging						
On Dec	clarer's lead	Count: h	Count: high-low=even no. of cards; upwards = odd no.						
When c	discarding	Revolvin	g						
Other ca		ents, including	secondary met	hods (state	e when appl	icable) and e	exceptions		
Suit pr	eference sig	ınals							
		NIDDI EME	NTADV DE	TAILS (c	continue	1/			
SUPPLEMENTARY DETAILS (continued)									



Name Tony Scarsbrook Partner Tony Eberle

EBU No. 117602

EBU No. 439731

EBU 20B

GENERAL DESCRIPTION OF BIDDING METHODS								
Benjaminised Acol								
	1N	T OPENI	NGS AND	RE	SPONSES			
Streng	Strength 12 to 14 Tick if artificial and provide details below							
Shape	constraints		Tick if may have singleton 🗌					
Respo	nses 2*	Stayma	Stayman (may become extended)					
2♦	Transfer to I	nearts	2♥		Transfer to spade:	S		
2♠	See Note A		2N	Т	Balanced 12			
Others								
Action	after opponent	s double	All two le	vel	responses are natur	al		
Action	after other inte	rference	Bid natur	ally,	, X = takeout after s	uit overcall		
	TWO-L	EVEL OF	PENINGS	AN	D RESPONSES			
Meaning Responses Notes								
2*	8 playing trick	s or 19-20	bal.	2♦ :	relay			
2•	Game forcing	or 23+ ba	lanced	2♥ relay		В		
2♥	Weak 2, 6/10	6 card sui	t	2NT	OGUST	С		
2♠	Weak 2, 6/10	6 card sui	t	2NT	OGUST	С		
2NT	21-22			Stay	yman and Transfers			
ОТН	OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE							
(Please include details of any agreements involving bidding on significantly less than traditional values).								
A Balanced 11 or weak hand with 6+ card minor. Opener rebids 2NT with minimum, 3C with maximum.								
B 2D-2H-2NT shows 23-24, 2D-2H-3NT shows 25-26								
C 3C low points, <=1 honour, 3D low points, 2 honours, 3H high points <=1 honour, 3S high points, 2 honours, 3NT top 3 honours								

Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.