

# Basic System

BENJAMIN ACOL

Name MIKE BEST

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W.B.U. Nos B003 R113

OPENING BIDS	POINT RANGE	MIN. LENGTH	CONVENTIONAL MEANING	SPECIAL RESPONSES
1 ♣	9-19	2	1D COULD BE SHORT	2C-5 CARDS 10+
1 ♦	9-19	5/4		3D-5/9 2N-11/12 BAL
1 ♥	9-19	5	} 3H - PRE BERGEN RAISES 3C/D } 3S PRE	} 2N - GAME FORCE
1 ♠	9-19	5		
1 NT	15-17	2	N/P STAY + TRANS	2SR/P 2N - TRANS MINS
2 ♣			2N-20/21 BAL * (K/A SING)	8/9 P/T. 2D-RELAY
2 ♦	GAME FORCE		2N-24/25 BAL * (K/A SING)	10+ P/T 2H-RELAY
2 ♥	5-10	5	} 2N-ENQ - OCUST. RESPS.	
2 ♠	5-10	5		
2 NT	22-23	SING K/A	5 STAY. 3D/H/S. TRANS	3N 5/4 8/H
3 Bids		6		
4 Bids		7	SAT 4 <sup>C/D</sup> . H/S	

## DEFENSIVE BIDS

OVER-CALLS	MEANING	OPPONENTS OPEN	DEFENSIVE METHODS
Simple	9-17 USUALLY - UCD 5 CARDS	Strong 1 ♣	2C - MATS X 2N - D/H 3C - D/S IN - C+1
Jump	WEAK N/V 3C-20DD SUITS	Weak 1 NT	} LANDY } 2C - MATS 2D MULTI AT TEAMS } 2H/S MATS + MIN AT PAIRS
Cue Bid	2 HIGHER SUITS	Strong 1 NT	
1 NT	Direct 15-17 Protective 15-17	Weak 2 Bids	X TO + LEBENSCHL
	Responses TRANS + STAY	Weak 3 Bids	X TO
2 NT	Direct TWO LOWER SUITS Protective	4 Bids	X TO. - 4H
	Responses	Multi	X TO - LEBENSCHL

## ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	T.O. - 4D	Bids	FORCE	
Jump Overcall	Double	T.O. - 4D	Bids		
Double	Re-double 9+	New Suit FORCE	Jump in New Suit N/F 6 CARDS	Jump Raise PRE	2NT GOOD RAISE
Other Doubles	X OF CUE OF OUR SUIT SUGGESTS ALTERNATIVE LEAD NEG X + PEN PASS OF ESCAPE FROM INX TO 2H				

<b>OPENING LEADS</b>	<b>Vs. suit contracts</b>	4th and 2nd and 5th .....			
<div style="border: 1px solid black; border-radius: 50%; padding: 5px; width: fit-content; margin: auto;">           Attach Red spot or hatch over, if using non-standard leads         </div>	<b>AK</b>	<b>AKX</b>	<b>KQ10</b>	<b>KQX</b>	<b>KJ10</b>
	<b>K109</b>	<b>QJ10</b>	<b>QJX</b>	<b>J10X</b>	<b>10XX</b>
	<b>109X</b>	<b>987X</b>	<b>10XXX</b>	<b>HXXX</b>	<b>HXXXX</b>
	<b>HXXX</b>	<b>HXX</b>	<b>XX</b>	<b>XXX</b>	<b>XXXX</b>
<b>OTHER LEADS</b>	<b>Vs. NT contracts</b>	4th and 2nd ..... S.T.R.O.N.G. ... 10 .....			
	<b>AKX(X)</b>	<b>AJ10X</b>	<b>KQ10</b>	<b>KQX</b>	<b>KJ10</b>
	<b>K109</b>	<b>QJ10</b>	<b>QJX</b>	<b>J10X</b>	<b>10XX</b>
	<b>10XXX</b>	<b>109X</b>	<b>987X</b>	<b>HXX</b>	<b>HXXXX</b>
	<b>HXXXX</b>	<b>HXXX</b>	<b>XX</b>	<b>XXX</b>	<b>XXXX</b>

(In all the card combinations shown, circle the card normally led if different from standard i.e. underlined card.)

<b>CARDING METHODS</b>	<b>Describe primary method. State alternative in brackets.</b>
<b>On Partner's lead</b>	INVERTED ATTITUDE DOMINATES
<b>On Declarer's lead</b>	STANDARD COUNT AS REQUIRED
<b>When Discarding</b>	MAINLY NEGATIVE - INVERTED
<b>Exceptions to above</b>	

<b>SLAM CONVENTIONS</b>	<b>meaning of response</b>	<b>Action over interference</b>
<b>Name:</b> GERBER RKCB GSF	AFTER IN. 4/30 REVEALED - BASED LAST REAL SUIT IF UNCLE	

**OTHER CONVENTIONS:** MUCH LEBENSZHL 2N SEEDOR NATURAL

SUPPORT X OPENERS SUIT CHANGE FORCE FSF → GAME

1C/D - 1A - 1N - 11-14 } 2C CHECK  
 1H - 1S - 1N - 15-17 }

15-2N-3C = Dey MIN SING  
 - 3D = H or MAY SING  
 - 3H = C or MIN VLD

3N = 17-19  
 3S = 15-16  
 4A = VOID + RA  
 EX - RA

WEAK JUMP SHIFTS TO 2 LEVEL

1H/S - 2C/D - 2N 15-19 → 3C END → 3D STRONG

1D - 1S - 2D - 2H FORCE

RESP SUIT CHANGE TO OVERCALL FORCE

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

**F56**