



Acol Bridge Crib Sheet

2025 4 june. eng

	BALANCED HAND (Opening Bid)		RESPONDING BIDS		OPENER'S REBIDS
12 -14	Open 1NT Balanced hand shape: 4-3-3-3 4-4-3-2 5-3-3-2 No singleton No void Only one doubleton	0 -10 11 -12 13 -18 19 -20 11 + 0 – 10 11+ 19 +	Balanced pass Balanced 2NT (or unbalanced 5+ minor). Balanced 3NT (or unbalanced 5+ minor). Balanced 4NT invitational to 6NT Balanced with 4 major bid STAYMAN poss game. Unbalanced with 5+ major bid TRANSFER Unbalanced with 5+ major TRANSFER poss game. Unbalanced. Look for slam after finding fit. (ie; use Transfer or Stayman to find a fit)		Raise 2NT to 3NT with 14 pts otherwise pass. Raise 4NT to 6NT with 14 pts otherwise pass. Bid 4 card major , holding none bid 2D See responses for transfer bid & bid at lowest level. If responder bid Transfer or Stayman the bid cannot be passed
15 - 19	First open one of a suit then rebid NT		See responses to opening bids of one of a suit.	15 - 17 18 - 19	Rebid NT at lowest level (Pass after 1NT response). Jump rebid NT . With 19 pts bid 3NT
20	Open 2NT Shape as for 1NT (exception: holding two doubletons with top honours in each 2NT can be bid).	0 – 3 4 – 10 4 – 10 4 – 10 13+ 11+ 11 +	Pass Balanced or long minor. Bid 3NT Holding 4 card major Bid STAYMAN Holding 5 card major Bid TRANSFER Balanced: bid 6NT Bid Gerber Unbalanced: Look for a slam after finding a fit		See responses to Stayman See responses to Transfers See responses to Gerber
	UNBALANCED HANDS Opening bids of one of a suit				
12 +	Open all hands with 12 pts With 10-11 pts use the Rule of 20 (see below). a) The longest suit. b) The lower ranking of two 4 card length suits. c) The higher ranking of two 5 card length suits. d) With 4441 distribution: With a red suit singleton open the suite below the singleton. With a black suit singleton open the middle of the three touching suites.	0 – 5 6 – 9 10 – 12 13 – 15 6 + 10 + 16 + 6 – 9 11 – 12 13 - 15	Pass. Four or more cards in opener's major Bid 2 of the suit Bid 3 of the suit Bid 4 of the suit Bid a new suit (forcing, partner has to answer). Bid 4+ card suit at the one level (need 10+ to bid at the two level). 10+ or Rule of 14: Can bid at the two level with 5+ card major or 4+ card suit but only if you can't bid at the one level. Bid 4 card major at the one level in preference to long minor at two level. Jump bid in a new suit with a strong 6+ card suit. If none of the above, bid NT or support partner's suit. Bid 1NT – need not be balanced hand. Bid 2NT with balanced hand Bid 3NT with balanced hand	11 – 15 16 – 18 19	After a limited response (SAME suit or NT) If combined points below game pass If game is possible if partner is maximum then raise by one level inviting partner to game. If game is certain even if partner minimum, bid game. After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid own 5+ card suit at lowest level. Jump Support responders suit with 4+ card fit. Bid a new higher ranking suite at the two level. Jump bid in a new suit after a two level response. Jump rebid your own suit with 6+ cards & 7 playing tricks. Bid game in partner's suit with a fit or bid 3NT Jump bid in a new suit.
10 -11	Use "Rule of Twenty" If the total of all your HCP plus the total card in your two longest suits is 20 or more you should open the bidding. If not pass.				



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20 - 22	OPENING BID OF 2♣ Benji (2♦ Reverse Benji) Ideally eight playing tricks if unbalanced. (Responder cannot pass even with zero pts).	0 +	Relay bid 2♦ (Relay bid 2♥ Reverse Benji)		Holding a balanced hand 21-22 pts bid 2NT (Responder can now bid either Transfer or Stayman) Unbalanced, bid your suit.
23 +	OPENING BID OF 2♦ Benji (2♣ Reverse Benji) Game forcing (Responder cannot pass even with zero pts).	0 - 7 8 +	Relay bid 2♥ (Relay bid 2♦ Reverse Benji) Make a positive response		After 2♥ response, with balanced hand bid 2NT (not forcing). (Responder can now bid either Transfer or Stayman) With an unbalanced hand bid your suit. (Forcing)
6 - 9	OPENING BID OF 2♠ or 2♥ (Weak two's): Need a 6 card suit with good suit quality. <u>Should have no outside 4 card major.</u>	0 - 14 15 +	Pass Bid 2NT (Ogust Convention) forcing to find more from partner. Bid 3NT to play if game is certain.		See response to Ogust convention.
6 - 9	PRE-EMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no 4 card major, with 8 cards bid 4	0 - 15 16 +	Pass Bid game in openers suit or bid new suit (forcing).		Don't bid again unless responder bid a new suit.

OVERCALLS

RESPONDING TO OVERCALLS (A Takeout double cannot be passed unless opener's partner have bid).

Takeout double 12 - 15 16 +	Need opening strength and good shape. The short suit is always opener's suit. Ideal shapes are 4441 & 5440. You must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points. With 6 card suit, first double then bid your 6 card suit.	0 - 7 8 + 6 - 9 13 + 13 - 15	Bid your longest suit. Bid 4 card major in preference to longer minor. With few points and no other suit than the opponent's suit bid your cheapest 3 card suit. Bid your longest suit at the two level. 1NT if balanced with 1 stopper in enemy suit. 10 - 12 2NT . Cue bid opponent's suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponent's suit.
Suit overcall 8 - 15 11 - 15	Must be a 5 card suit (containing two honours). Bid at the one level Can bid at the two level if necessary. The requirement for overcall of an opening bid of 1NT is 11 - 15 points & a good 5+ card suit.	0 - 5 6 - 9 10 - 15 16+ 9 - 12 13 - 14	After an overcall at the one level: Pass With 3 card support give a single raise. Without support pass. DO NOT BID OWN SUIT . With 3+card support give a double raise OR bid own good suit. Raise to game or jump bid in your own suit. Bid 1NT with stopper in opponent's suit. Bid 2NT with stopper in opponent's suit. 15 + bid 3NT
Jump overcall 5 - 10	At the two level: A 6 card suit containing two honours. At the three level: A 7 card suit containing two honours.		After a Jump Overcall at two level respond as if weak two opening bid. After a Jump Overcall at the three level respond as if pre-emptive bid.
Pre-emptive overcall. 6 - 10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable.		Respond as for opening pre-emptive bid.
Overcall 1NT 16 - 18	A balanced hand with a stopper in the opponent's suit. (With 19+ and a balanced hand, first double then rebid NT at the lowest level).	0 - 6 7 - 8	Pass or transfer bid with 5+ card suit. Bid 2NT or 3NT with 9+ pts Can bid Stayman or Transfer bid. (Unless opener's partner have bid).
Double of 1NT 16 +	This is always a penalty double. Any shape hand.	0 - 4 5 + 10+	If very unbalanced bid your longest suit. If opps vulnerable pass for penalties. If opps non-vul possibility of better score your way If vulnerable pass. If non-vulnerable force to a game contract.

Conventions

<p>STAYMAN (Can only bid if no overcall made. Partner must respond).</p> <p>Bid 2♣ in response to 1NT opening to check if you have a major suit fit (Bid 3♣ over 2NT opening bid). Partner's responses are: 2♦ = no 4 card major. 2♥ = 4 hearts, 2♠ = 4 spades.</p> <p>You need 11 points to respond with Stayman because you must have a rebid if no fit found. (i.e. 2NT with 11-12 pts). Can also use Stayman with 0-10pts a) if you are happy to pass any reply, eg. 4441 shape, short in Clubs. b) with 5 -4 in the majors, pass any major bid by partner, bid your better long suit after 2♦ reply. (Partner must pass your bid as weak, not forcing).</p> <p>Stayman can also be played over 2NT opening. 1NT overcall and the sequence *2C, 2D, 2NT or **2D, 2H, 2NT Stayman does not apply after opponents have overcalled or doubled. * Benji (**Reverse Benji)</p>	<p>TRANSFERS (Can only bid if no overcall made. Partner must respond).</p> <p>In response to 1NT opening, with 5+ cards in hearts or spades bid the suit below. (bid of 2♦=2♥, bid of 2♥=2♠) After partner completes the transfer: pass with 0-10 pts With 5 card major 11-12 pts bid 2NT With 5 card major 13+ bid 3NT With 6 card major 10-11 pts bid 3 of the major or With 6 card major 12+ pts bid 4 of the major</p> <p>After the 2NT or 3NT bid (by responder), opener can support the major with 3+ cards, otherwise pass, (or raise to 3NT if the bid was 2NT).</p> <p>A new suit by responder after the transfer is forcing and shows a second suit. Requires 11+ at the two level and 13+ at the three level.</p> <p>Transfers can also be played over 2NT opening. 1NT overcall and the sequence *2C, 2D, 2NT or **2D, 2H, 2NT Transfers do not apply after opponents have overcalled or doubled. * Benji (**Reverse Benji)</p>	<p>OGUST Ogust is a conventional 2NT response to a weak two bid or a weak jump overcall. It is an artificial strong bid, showing 15+pts with interest in game. It usually (but not always) shows trump support.</p> <p>Ogust is a forcing bid for one round. After an Ogust 2NT response, the preemptor's conventional rebids are:</p> <table><tr><th>Bid</th><th>Meaning</th></tr><tr><td>3♣</td><td>Bad hand (5-7) pts with only one of the top three honours in the preempt suit.</td></tr><tr><td>3♦</td><td>Bad hand (5-7) pts, two of top three honours</td></tr><tr><td>3♥</td><td>Good hand (8-10) pts, one of top three honours.</td></tr><tr><td>3♠</td><td>Good hand (8-10) pts, two top honours of the top three honors.</td></tr><tr><td>3NT</td><td>Good hand (8-10) pts, all three top honors.</td></tr></table> <p>Rebids by the Ogust bidder are natural. (Minors are Minimum 1- 2 – 1 – 2 – 3).</p>	Bid	Meaning	3♣	Bad hand (5-7) pts with only one of the top three honours in the preempt suit.	3♦	Bad hand (5-7) pts, two of top three honours	3♥	Good hand (8-10) pts, one of top three honours.	3♠	Good hand (8-10) pts, two top honours of the top three honors.	3NT	Good hand (8-10) pts, all three top honors.
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3NT	Good hand (8-10) pts, all three top honors.													

SLAM BIDDING CONVENTIONS

<p>Blackwood</p> <p>A bid of 4NT is asking for Aces (except see below). The responses are: 5♣ = 0 or 4 Aces 5♦ = 1 Ace 5♥ = 2 Aces 5♠ = 3 Aces</p> <p>Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT Do not ask for Kings unless you have the strength for a grand slam.</p>	<p>Invitational 4NT</p> <p>A 4NT response to an opening bid of 1NT is invitational to 6NT. 1NT pass 4NT = 19-20 pts and invites opener to bid 6NT if he has 14 pts or otherwise pass.</p> <p>Gerber</p> <p>A 4♣ response to an opening of 1NT or 2NT asks for Aces The responses are: 4♦ = 0 or 4 Aces 4♥ = 1 Ace 4♠ = 2 Aces 4NT = 3 Aces</p> <p>Now 5♣ asks for Kings. Give the same responses at the 5 level</p>
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