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ACOL - 3 x Weak 2's

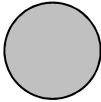
Open bids	Point range	Min. length	Conventional meaning	Special responses
1 ♣	10+	4	Note: 4 card major first unless 4414	. Splinters Inverted Raises
1 ♦	10+	4	Note: 4 card major first unless 4414	Splinters Inverted Raises
1 ♥	9+	4	Employs loser count	Jacoby, splinters, 4H LTC
1 ♠	9+	4	Employs loser count	Jacoby, splinters, 4S LTC
1 NT	12-14	2	May have 5-card major, major suit asking, transfers, Mckendrick,	
2 ♣	19 +	0	Game force 2NT rebid is 23 - 24	2♦=Relay
2 ♦	6 - 10	6	Sound when vulnerable	Ogust
2 ♥	6 - 10	6	Sound when vulnerable	Ogust
2 ♠	6 - 10	6	Sound when vulnerable	Ogust
2 NT	20-22	1		RST, Puppet Stayman
3 bids		7 (6)	Pre-emptive (Occasionally a 6 card minor) 3NT – Long Minor with 1 outside control 4C – pass or correct	
4 bids		8	Suit - Pre-empt to play within 2 tricks of bid 4 NT – Ace asking – 5 ♣=none, 5 NT shows A♣, suit shows ace	

DEFENSIVE BIDS

OVER CALLS	MEANING	OPP. OPEN	DEFENSIVE METHODS
Simple	8+ suit	Strong 1 ♣	Natural / Michaels cue-bid
Jump	6+ suit, weak 6-11 pts.	Weak 1NT	Landy (Both Majors 5/5)
Cue bid	Michaels 8+NV, 11+V	Strong 1NT	Landy (Both Majors 5/5)
1 NT	Direct 16+ Prot. 16+	Weak 2bids	X=take out, Natural, Michaels
		Weak 3bids	T.O.D Michaels
2 NT	Unusual / Michaels Cue Bid Two lowest unbid suits min 4/5	4 bids	Penalty double / Unusual NT
		Multi	Natural / Modified Hackett

ACTION AFTER OPPONENTS INTERVENE WITH

Simple overcall	Double: Neg. -up to 3 ♠ level otherwise - penalties	Bids: Natural & Forcing Pass for re-opening double
Jump overcall	Double: Neg. - up to 3 ♠ level otherwise - penalties	Bids: Natural New Suit is Forcing
Double	Redouble New suit Jump in new suit 8+ Weak N/F Forcing	Jump raise 2 NT Pre-emptive 10-12
Other doubles: Responsive up to level of 3 ♥, 1NT-X Regal Transfers, Pass = Wriggle XX ⊕		

OPENING LEAD	v. Suit Contracts: 4 th						
	<u>AK</u>	<u>AKx</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>	<u>K109</u>	<u>QJ10</u>
	<u>QJx</u>	<u>J10x</u>	<u>10xx</u>	<u>109x</u>	<u>987x</u>	<u>10xxx</u>	<u>Hxxx</u>
	Hxx <u>xxx</u>	Hxx <u>x</u>	Hxx <u>x</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>	
	v. NT contracts: 4 th or second from a poor 4 card suit						
	<u>AKx(x)</u>	<u>AJ10x</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>	<u>K109</u>	<u>QJ10</u>
	<u>QJx</u>	<u>J10x</u>	<u>10xx</u>	<u>10xxx</u>	<u>109x</u>	<u>987x</u>	<u>Hxx</u>
	Hxx <u>xxx</u>	Hxx <u>xx</u>	Hxx <u>x</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>	

CARDING METHODS	
On partner's lead	HELD High enc., low disc. (may be count or suit preference)
On declarer's lead	Suit length when helpful to partner
When discarding	McKinney 2,3,4-lower, 5-neutral, 6-8 - higher, >8 - asks for the suit
Exceptions to above	Visibility of cards OR When misleading declarer as well as partner

SLAM CONVENTIONS	Meaning of responses	Action if interference
Roman K/C Blackwood	0/3, 1/4, 2, 2+Q of trumps (stepped)	D0P1 / R0P1

Other conventions: **Unassuming cue bids** 3+ support asking for information
Stayman N/P: 2 ♣ may be weak take-out to 3 ♣ 2 NT reply = 14 HCP + both majors

Ogust - 2NT asking: 3 ♣ - weak points, weak suit; 3 ♦ - weak points, good suit
3 ♥ - strong points, weak suit; 3 ♠ - strong points, strong suit, 3NT - AKQxxx

Note: Hand evaluation is on loser count ...3 of suit may be either weak or strong in points.

Modified Hackett: 3 ♣/3 ♦ or 2 / 3 of other major - weak take-out (minimal opening hand)
2NT - 15+ balanced(ish), immediate double - penalties, double 4th position - take out, 3NT to play.

⊕ **Regal Transfers** 1NT-X-XX = Transfer to 2 ♣, 2 ♣ to 2 ♦, 2 ♦ to 2 ♥, 2 ♥ to 2 ♠, 2 ♠ 6+ suit
Or Wriggle Pass asks partner to XX, a response to XX of 2 ♣ may be a 3 card suit.

Mckendrick 1NT - 2 ♠ either 11+ points enquiry (2NT weak, 3 ♣ good) or weak 3 ♣ / 3 ♦ takeout

Note: **1NT – Bid – X** shows values but not enough for game.

Note: Change of suit after partner's interference bid shows 6+ suit and no tolerance for their suit.

FYJ Defence to weak 2 ♦ - both majors. 2 ♥/2 ♠ = singleton/void + ♣ holding. X = ♦ holding
2NT Michaels, 3 ♣/3 ♦ good opening hand, 3 ♥/3 ♠ = singleton/void good opening hand.

Checkback – 2 ♣ after partner rebids 1NT – 2 ♦ = < 3 card support and no four card major,
2 ♥/2 ♠ = 3 card support with minimum hand, other major minimum hand four of major
3 ♥/3 ♠ = 3 card support with maximum hand, other major maximum hand four of major
2NT invitational for 3NT.