

Name: **Pippa Green**

EBU No: **32860**

Name: **Derek Marsh**

EBU No: **482908**

# ACOL - 3 x Weak 2's

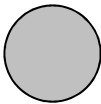
Open bids	Point range	Min. length	Conventional meaning	Special responses
1 ♣	9+	4	Note: 4 card major before a 4 card minor	Splinters
1 ♦	9+	4	Note: 4 card major before a 4 card minor	Splinters
1 ♥	9+	4	Employs loser count	Splinters, 2NT – Good Raise to 3
1 ♠	9+	4	Employs loser count	Splinters, 2NT – Good Raise to 3
1 NT	<b>12-14</b>	2	May have 5-card major, major suit asking, transfers, Mckendrick,	
2 ♣	19 + (16+)	0	8PT single suited or 2 suited or If 19-22 (may have exposed suit) 3♣→3♠ 8+pts / 5+suit 2 Hon.	Stepped responses 2♦=0-3, 2♥=4-7, 2♠=8+
2 ♦	5 - 10	6	Sound when vulnerable	Ogust
2 ♥	5 - 10	6	Sound when vulnerable	Ogust
2 ♠	5 - 10	6	Sound when vulnerable	Ogust
2 NT	20-22	1	Has good stop in each suit	Puppet Stavman: 3♠ = 5♠ / 4♥
3 bids		7 (6)	Pre-emptive (Occasionally a 6 card minor)	Sound in 1 <sup>st</sup> or 2 <sup>nd</sup>
4 bids		8 ?	4 ♣ - Gerber, others pre-emptive (within 2 tricks) 4 NT – Ace asking – 5 ♣=none, 5 NT shows A♣, suit shows ace	

## DEFENSIVE BIDS

OVER CALLS	MEANING	OPP. OPEN	DEFENSIVE METHODS
Simple	5+ suit 8-15 HCP Sound at 2+	Strong 1 ♣	<b>Natural / Michaels cue-bid</b>
Jump	6+ suit, weak Sound When Vul.	Weak 1NT	<b>Landy 2♣/2♦ Better major</b>
Cue bid	Michaels <b>8+NV, 11+V</b>	Strong 1NT	<b>Landy 2♣/2♦ Better major</b>
1 NT	Direct <b>15-17</b> Prot. <b>11-14</b>	Weak 2bids	<b>Mod. Hackett</b> , 2NT = 15+pts
		Weak 3bids	<b>T.O.D</b> (Take Out Doubles)
2 NT	Unusual / Michaels Cue Bid Two lowest unbid suits min 4/5	4 bids	<b>Penalty double / Unusual NT</b>
		Multi	<b>Natural / 2<sup>nd</sup> round Modified Hackett</b>

## ACTION AFTER OPPONENTS INTERVENE WITH

Simple overcall	Double: <b>Neg.</b> -up to 3 ♠ level otherwise - penalties	Bids: <b>Natural &amp; Forcing</b>
Jump overcall	Double: <b>Neg.</b> - up to 3 ♠ level otherwise - penalties	Bids: <b>Natural</b> <b>New Suit is Forcing</b>
Double	Redouble New suit Jump in new suit <b>10+ Weak N/F Forcing</b>	Jump raise 2 NT <b>Level of fit 10-12</b>
Other doubles: Responsive up to level of 3♥, 1NT-X Regal Transfer, Pass = Wriggle XX ⊕ ⊗		

OPENING LEADS	v. Suit Contracts: 4 <sup>th</sup>				
	<u>AK</u>	<u>AK</u> x	<u>KQ</u> 10	<u>KQ</u> x	<u>KJ</u> 10
	<u>K10</u> 9	<u>QJ</u> 10	<u>QJ</u> x	<u>J</u> 10x	10 <u>xx</u>
	<u>10</u> 9x	<u>98</u> 7x	10 <u>xxx</u>	H <u>xxx</u>	H <u>xxx</u>
	H <u>xxx</u>	H <u>xx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>
	v. NT contracts: 4 <sup>th</sup> or second from a poor 4 card suit				
	<u>AK</u> x(x)	<u>AJ</u> 10x	<u>KQ</u> 10	<u>KQ</u> x	<u>KJ</u> 10
	<u>K10</u> 9	<u>QJ</u> 10	<u>QJ</u> x	<u>J</u> 10x	10 <u>xx</u>
	10 <u>xxx</u>	<u>10</u> 9x	<u>98</u> 7x	H <u>xx</u>	H <u>xxx</u>
	H <u>xxx</u>	H <u>xxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>

CARDING METHODS	
On partner's lead	<b>HELD</b> High enc., low disc. (may be count or suit preference)
On declarer's lead	Suit length when helpful to partner
When discarding	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
<b>Gerber</b>	0/4,1,2,3 4NT asks for Kings with 4 A's	DOPI,ROPI
<b>Roman K/C Blackwood</b>	0/3, 1/4, 2, 2+Q of trumps (stepped)	DOPI,ROPI

Other conventions:

**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

**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.

☯ In competitive auction if partner has limited their hand, double is for penalties.  
 After suit agreement a double of opposition's suit is for penalties.  
 After 1suit – pass – 1NT, double is for Take Out to first bid suit.