

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	Sprinters, 2NT – Good Raise to 3
1 NT	12-14	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 a good stop in each suit	Puppet Stavman: 3♠ = 5♠ / 4♥
3 bids		7 (6)	Pre-emptive (Occasionally a 6 card minor)	Sound in 1 st or 2 nd
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 ♣	Natural / Michaels cue-bid
Jump	6+ suit, weak Sound When Vul.	Weak 1NT	Landy 2♣/2♦ Better major
Cue bid	Michaels 8+NV, 11+V	Strong 1NT	Landy 2♣/2♦ Better major
1 NT	Direct 15-17 Prot.11-14	Weak 2bids	Mod. Hackett , 2NT = 15+pts
		Weak 3bids	T.O.D (Take Out Doubles)
2 NT	Unusual / Michaels Cue Bid Two lowest unbid suits min 4/5	4 bids	Penalty double / Unusual NT
		Multi	Natural / 2nd round Modified Hackett

ACTION AFTER OPPONENTS INTERVENE WITH

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

OPENING LEADS	v. Suit Contracts: 4th				
	<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>	<u>Hxxx</u>
	<u>Hxxx</u>	<u>Hxx</u>	<u>xx</u>	<u>xx</u>	<u>xxxx</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>	<u>Hxxx</u>
	<u>Hxxx</u>	<u>Hxx</u>	<u>xx</u>	<u>xx</u>	<u>xxxx</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	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
Gerber	0/4,1,2,3 4NT asks for Kings with 4 A's	DOPI,ROPI
Roman K/C Blackwood	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.