

The ACOL system – Limit Bids

- . Limit bids describe your hand strength within a narrow range
- ♣ Once your partner has made a limit bid, it is generally up to you to decide the right level of contract for your pair

Opening Bids

Limit Wide Ranging

1NT 1♣, 1♦, 1♥, 1♠

2NT 2♣

2♦, **2**♥, **2**♠

Responses

<u>Limit</u> <u>Wide Ranging</u>

20pening Suit Change of suit next level

3Opening Suit Jump Switch

1NT, 2NT, 3NT

Opener's Re-bid

<u>Limit</u> <u>Wide(r) Ranging</u>

20pening Suit Third Suit below 2 of Opening

Suit

Single Raise Partner

Bid "above the barrier"

(Reverse)

1NT, 2NT, 3NT

Assessing Both Hands

Found a fit? Use Losing Trick Count

- Count your losers
- Estimate Partner's losers:
 - Minimum Opener Generally = 7 Losers (or 6)
 - Jump Opening Rebid Generally Suggests 5 or less
 - Above the barrier Re-bid suggests 5 or less
 - Minimum Reply Generally = 9 Losers
 - Jump Limit Raises subtract 1 loser for each skipped level
- ♣ Total losing Trick Count of 14 suggests you can bid to the 4 level; of 13 suggests you can bid to the 5 level



Two balanced hands? All suits covered?

- Count your High Card Points
- Estimate Partner's High Card Points:
 - 1NT Opener = 12-14 HCP
 - 2NT Opener = 20-22 HCP
 - Minimum Suit Opener Generally 10 14 HCP
 - Jump Opening Re-bid Generally Suggest 16-19 HCP and 6+ cards in the suit
 - Above the Barrier Opening Re-bid Suggest 16+ HCP
 - Minimum Reply 6 9 HCP
 - Single Jump Raises 10 12 HCP
- ♣ Total HCP of 25+ will make 3NT almost always
 - Otherwise divide joint total by 3, round up.

The ACOL system – Natural Forcing Bids

Bidder has taken charge! Often after a limit bid from partner They are seeking information before making contract choice

<u>Bid</u>	<u>Meaning</u>	<u>Responses</u>
Change of suit reply	Wide Ranging Requires opener's re-bid describing hand further	No Trumps if balanced, repeat own or partner's suit showing <15HCP Bid third suit, but at level consistent with hand strength
Opener's Re-bid above 2 of Opening Suit	"Above the barrier" – shows 16+ HCP or 5 or less losers – forcing for one round	Give more information – e.g next four card suit, repeat long suit
New suit at 3 level	Forcing for one round	Give more information – e.g. next four card suit; or repeat long suit
Reply to 1NT opening with 3 ♥ / 3 ♠	Game is on and I have five in this suit	Either 3NT, or 4♥ / 4♠

The ACOL system – Conventional Forcing Bids

First bids in a convention are normally forcing

Some of these are very common, others you need to discuss with partner

A forcing bid lets one partner gather more information before choosing a contract

<u>Bid</u>	Meaning	Responses
Opening 2*	Shows a very strong hand. Forces reply and bidding to game	Denial = 2 ◆ (0-7HCP); otherwise bid best suit or NT
Stayman, Transfers	Used in reply to 1NT Opening; Conventional and demanding a response	Respond with information requested
Slam Bidding e.g. Gerber; Blackwood	Conventional and demanding a response	Respond with information requested



BJ L07 Is Game On

NOTES

Techniques for Marginal Games

Trial Bids

Fourth Suit Forcing

Directional Asking etc