

OTHER OPENING BIDS				
	HCP	See note	Min length	SPECIAL RESPONSES Notes
1♣	Rule		3	Extended inverted minors <sup>4</sup>
1♦	of		4	Weak Jump shifts <sup>5</sup>
1♥	19		4	Jacoby 2NT <sup>6</sup>
1♠			5	Singleton and void Splinters <sup>7</sup>
3 bids	Weak		7	
4 bids		8	8	

\*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).

DEFENSIVE METHODS AFTER OPPONENTS OPEN				
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall		May be lead-directing and < "basic Acol strength"; 2♣/♦ majors <sup>16</sup>		
Jump overcall		Weak (13-15 in 4 <sup>th</sup> seat) except 3♣ = weak or strong "other" 2 suits		
Cue bid		Weak or strong highest 2 suits except 2♣/♦ <sup>16</sup>		
1NT	Direct: Protective:	15-17 11-14	Respond as if to 1NT opening	
2NT	Direct: Protective	Weak or strong lowest 2 suits		
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣		Truscott <sup>9</sup>		
Short 1♣/1♦		Treat as though it is a suit		
Weak 1NT		X = penalties; Multi-Landy <sup>10</sup>		
Strong 1NT		X = 5-card minor and 4-card major; Multi-Landy <sup>10</sup>		
Weak 2		X = t/o; 2NT = 15-18; Cue/Jump Cue <sup>17</sup> ; Leaping Michaels <sup>11</sup>		
Weak 3		X = t/o		
4 bids		Over 4♣/♦, X = t/o; Over 4♥/♠, X = penalties, 4NT = t/o		
Multi 2♦		2NT = 17-20; Immediate X = 12-16 balanced or any 20+; In 4 <sup>th</sup> seat <sup>12</sup>		

SLAM CONVENTIONS		
Name	Meaning of Responses	Action over interference
RKCB (4NT; minor suit 4♣/♦; Exclusion): 30,41,2w/o,2w, 5NT = 2+void, 6♣ = 1+void Rebid of next suit = Q ask: -ve return to trumps; +ve bid K or "missing K" or 5NT with Q but no K 5NT = K ask: Bid K with 1; "missing K" with 2; 7♣ with 3; 6 trumps with 0. Gerber 4♣ in response to 1NT/2NT. GSF 5NT: 6♣ = A or K; 6♦ = Q; 6NT = 2; 6 trumps = 0 DOPI and ROPI (i.e. D/R = first step and P = second step)		


COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	3♠	
Special meaning of bids	Cue = support for opener raise to at least 3 level	
Exceptions / other agreements	Jump cue = 15-18, no fit, no stop	
Agreements after opponents double for takeout		
Redouble Any 9+ hand	New suit < 10 points	Jump in new suit Weak <sup>5</sup>
Jump raise	2NT	Other
Natural raise to 2	Natural raise to 3	

**Other agreements concerning doubles and redoubles**  
 Rosencranz XX after partner's overcall shows Ax or Kx  
 Support X = all levels when we opened or above 2♥ when we overcalled  
 Lead directing X: unusual v slam contracts; my suit or dummy's v 3NT; Suit below a splinter

OTHER CONVENTIONS	
2♣ checkback after 1NT rebid Lebensohl <sup>1</sup> after X of weak 2's and after X of Multi 2♦ and after (1a) - X - (2b) Fit jumps after our overcalls 2NT rebid after a 2 level response (e.g. 1♠-2♥) = 14+ GF may not be balanced 1♣/♦-1♥/♠-4♣/♦ = KQJxxx or better and 4-card support for ♥/♠ Blackout <sup>15</sup> after: 1♣-1♥/♠-2♦; and 1♦-1♠-2♥.	

SUPPLEMENTARY DETAILS	
1. Lebensohl after interference over 1NT: X = penalties; Direct cue-bid = Stayman, no stop; Direct 3NT = no 4 card major, no stop; 3 level bid is to play (invitational if jump); 2NT = transfer to 3♣ after which... Cue-bid = Stayman, with a stop; ...3NT = no 4 card major, with a stop; .....other bids = GF 2. XX = unspecified 5 card suit; 2 bid = lower of two 4-card suits; Opener's XX = 5332 or 5422 3. 3♣ Modified Baron, opener rebids a 5 card major or 3♦ with 4♥'s or 3/4♠'s or 3NT with neither of these major suit holdings; 3♦/3♥4♦/4♥ transfers; 3♠ = minor suit(s) slam try; 4♣ Gerber 4. In response to 1♣/1♦ with 5/4 card support, no 4-card major: 2♣/2♦ = 10+ points; 2NT = 4-6 points; 3♣/3♦ = 7-9 points 5. In response to a 1 level opening, a jump shift is weak. At 2 level = 6 cards, 2-5 points; at 3 level = 7 cards, 2-7 points 6. In response to 1♥/1♠, 2NT = 4-card support, GF. Opener rebids: 4 of the major = minimum opening; or with a stronger hand: 3-level = source of tricks; 4-level = splinter; 3 of the major = 6 card suit; 3NT = balanced. 7. Splinters = 4-card support, weaker than 2NT. 1♠ responses: 4♣/♦/♥ = a void; 3NT = unspecified singleton. 1♥ responses: 3NT = void ♠; 4♣/4♦ = void; 3♠ = unspecified singleton	

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Shade this box grey if using non-standard leads).			
v. suit contracts	A <u>K</u>	<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	<u>K</u> <u>J</u> <u>10</u>	<u>K</u> <u>10</u> <u>9</u>	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> x	<u>J</u> 10 x	10 <u>x</u> x	10 <u>9</u> x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
v. NT contracts	<u>A</u> <u>K</u> x ( <u>x</u> )	<u>A</u> <u>J</u> <u>10</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	<u>K</u> <u>J</u> <u>10</u>	<u>K</u> <u>10</u> <u>9</u>	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> x	<u>J</u> 10 x	10 <u>x</u> <u>x</u>	10 <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> x x	H <u>x</u> x
	H x <u>x</u> x	H x x <u>x</u> x	H x x x <u>x</u> x	<u>x</u> x	<u>x</u> <u>x</u> x	x <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
V NT: MUD in partner's bid suit; Attitude leads							
CARDING METHODS							
Signals	Primary method v suit contracts		Primary method v NT contracts				
On Partner's lead	Reverse Attitude (K count)		Reverse Attitude (K unblock)				
On Declarer's lead	Count (Smith Peters both sides)						
When discarding	Odd encouraging; Even may be McKenney						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Rosencranz X of a splinter requests lead of suit below the splinter K lead to NT – if nothing to unblock, give count							
SUPPLEMENTARY DETAILS (continued)							
8. 4♣/♦ = 4♥/♠, 8-card suit, outside Ace. 4♥/♠ = 8-card suit, no outside Ace. 4NT = Ace-asking.							
9. Over strong 1♣: 1♦ = ♦/♥; 1♥ = ♥/♠; 1♠ = ♠/♣; 2♣ = ♣/♦; 1NT = ♦/♠; X = ♣/♥. Over 1♣-1♦: 1♥ = ♥/♠; 1♠ = ♠/♣; 2♣ = ♣/♦; 2♦ = ♦/♥. 1NT = ♣/♥; X = ♦/♠. Bids above 2♣ are pre-emptive.							
10. Over 1NT: 2♣ = both majors; 2♦ = a single major; 2♥/♠ = that major & a minor; 2NT = both minors.							
11. Leaping Michaels over weak 2♥/♠: 4♣/♦ = that minor and the other major NF.							
12. Over Multi 2♦-2♥/♠: X = ♥/♠ suit bid; 3♣ = weak t/o of ♥/♠ suit bid; cue = strong t/o of ♥/♠ suit bid							
13. Broken transfers after 1NT-2♦/♥: If max with 4-card support then: suit bid = doubleton without Q; jump to 3 of transfer suit otherwise except 3NT with 4333.							
14. Broken transfers after 2NT-3♦/♥: If max with 4-card support then bid best outside suit							
15 Blackout after: 1♣-1♥/♠-2♦; and 1♦-1♠-2♥. Then lower of 4 <sup>th</sup> suit and 2NT = 4 cards in first response suit and min; higher of 4 <sup>th</sup> suit and 2NT = 4 cards in first response suit, GF.							
16. Over 1♣/♦-1NT and 1♣-1♦: 2♣ = 6-4 or 5-4 majors ≈ 10-15, 2♦ = 5-5 weak or strong							

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GENERAL DESCRIPTION OF BIDDING METHODS			
Benji Acol (but 2♣ may be a weak 2 in ♦), 5 card 1♠ opening			
1NT OPENINGS AND RESPONSES			
Strength	12–14 (13–15 V 3 <sup>rd</sup> )	If artificial give details below and make obvious by shading in grey the cell on right.	
Shape constraints	May have a 5 card suit	If may have singleton make obvious by shading in grey the cell on the	
Responses	2♣ Promissory Stayman		
2♦	Transfer to ♥ <sup>13</sup>	2♥	Transfer to ♠ <sup>13</sup>
2♠	Strength and shape enquiry	2NT	To play in 3♣/♦ or both minors GF
Others	Lebensohl <sup>1</sup> , 4♣ Gerber, 4♦/♥ transfers		
Action after opponents double	Note <sup>2</sup>		
Action after other interference	Lebensohl <sup>1</sup>		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	≥ Acol 2 <u>or</u> ext. Rule of 25 <u>or</u> Weak 2♦	2♦ Relay or 2NT Forcing	
2♦	Game Forcing extended Rule of 25	2♥ -ve or 2NT = 8+ but < 3 controls	
2♥	5-9 (9-14 in 4 <sup>th</sup> ), 6 cards (rarely 5)	2NT asks with rebids P before Q, mimimini,	
2♠	As above	minimaxi, maximini, maximaxi, 3NT = AKQxxx	
2NT	20/22	Notes <sup>3 14 18</sup>	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
Low-level overcalls, especially by a passed hand, may be "lead directing" and less than "basic Acol strength" (except 2♣/♦ which may be majors) <sup>16</sup>			
FURTHER SUPPLEMENTARY DETAILS			
17. Cue over weak 2♥/♠ is stop-seeking: 3NT = stop; 4♣ = no stop, weak; 4♦ = no stop, strong; Jump cue over weak 2♥/♠ is minors, F, with defence; 4NT over weak 2♥/♠ is minors, F, offensive.			
18. 2NT - 3♠, minor suit slam try; opener rebids 3NT and responder shows 6 card minor or 5-5.			

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