

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11-19	<input type="checkbox"/>	4	Inverted Minor Suit Raise* & Splinter)	*Other suit - stop	
1♦	11-19	<input type="checkbox"/>	4	Inverted Minor Suit Raise* & Splinter)	*3m = minimum	
1♥	11-19	<input type="checkbox"/>	4	Jacoby 2NT* & Splinter)	See * in "Other	
1♠	11-19	<input type="checkbox"/>	4	Jacoby 2NT* & Splinter)	Conventions"	
3 bids	<10	<input type="checkbox"/>	7	Pre-empt		
4 bids	<10	<input type="checkbox"/>	8	Pre-empt		

. Rule of 20 for all opening bids; 3rd in hand can be light if NV: Acol 4NT opener

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall**	8-18 HCP,5+cards;>19+ HCP X then bid suit		
Jump overcall	Weak, 5 -10 HCP + good 6 card suit		
Cue bid	Michaels; unassuming cue bid		
1NT Direct: Protective:	15-19 HCP & 1+stop*** Protective: 12-15 HCP & 1+stop***		
2NT Direct: Protective	Unusual 2NT Protective: 20-22 HCP balanced***		
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	Natural		
Short 1♣/1♦	2C natural; 2D majors; 2NT minors; X is T/O		
Weak 1NT	X = Penalties (16+ HCP); 2♣ Landy (8-15 pt)		
Strong 1NT	X = Penalties; 2♣ Landy		
Weak 2	X = T/O*; Overcall **10+ HCP	2NT Lebensohl 0-7	
Weak 3	X = T/O*; Overcall ** 10+ HCP satisfied		
4 bids	X = T/O* (*Xs of pre-empts can be 2 suited)		
Multi 2♦	Natural		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
Roman Key Card	5♣ = 1 or 4 key cards, 5♦ = 0 or 3. Next (non-trump) suit up is Q ask*****	
Blackwood 14/30	5♥ = 2 key cards & no Queen of trumps	
	5♠ = 2 key cards & Queen of trumps	

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents	
Level to which negative doubles apply	4♦
Special meaning of bids	If partner opens 1♥/♠ and opponent overcall, cue bid [eg 1♠(2♣)3♣/1♥(1♠)2♠] is a good raise

Agreements after opponents double for takeout				
Redouble	10+HCP	New suit	Forcing	Jump in new suit Pre-empt
Jump	Pre-empt	2NT	Good Raise	Other

Other agreements concerning doubles and redoubles
 See below for details of action after double of partner's opening 1NT****
 Double after opponents' interference prevents opener's normal rebid shows a non-minimum hand

OTHER CONVENTIONS

Jum shift is weak (2-5 HCP, 6+ cards)
 Fourth Suit Forcing – a bid in the 4th suit is artificial (unless its a jump which is natural)
 BUT after 1♣-P-1♦-P-1♥, a bid of 1♠ is natural; 2♠ is 4SF. Opener jumps with 16+ points
 Splinter bids = Slam interest limit bid, forcing to game, 4+ card support, exactly 7 losing tricks, and singleton or void in bid suit (double jump)
 *Jacoby 2NT = Game force, 4+ card support: Responses:4M (7LTs); <7LTs: 3NT=15-19 bal;
 3m/oM = singleton/void; 4m/4oM = second suitt. Cue bids are ace/void-showing controls
 Inverted Minor Suit Raises (no 4 card major) (1♦-2♦ = 10+ point, forces to 3♦; 1♣-3♣ = 6-9 points
 ** Overcalls must satisfy SQOT test (no honours + no cards in suit = tricks bid for)

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).

***After a 1NT (or natural 2NT) overcall or 2C-2D-2NT), Stayman and Transfers apply as above
 Unassuming Cue bid. After partner's overcall, bid of opponents suit = 3+ support, 10+ HCP
 *****Halmic wriggle used in 3rd or 7th seat after a double of 1NT ie: 1NT X ? or 1NT P P X P P ?
 If < 7 points: Pass with 4333; Redouble with a 5+ card suit, partner bids 2♣ which you pass or correct; Bid your lowest ranking 4 card suit with 44xx, partner will pass with 3+ cards or bid a higher ranking suit at the 2 level. This guarantees playing a 4-3 fit at worst and at the two level.
 ***** RKCB details: After 5♣ or 5♦ reply, 4NT bidder bids next non-trump suit up to ask about QT.
 Responses to Q ask: No Q = 5 of trump suit; Yes Q = 6 of trump suit.
 After 4NT shows 5 key cards, 5NT is king ask. 6♣=0, 6♦=1, etc.



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OPENING LEADS							
For all the card combinations shown, clearly mark the card normally led if different from the underlined card.				Hatch over or shade this box if using non-standard leads.			
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 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	A K <u>x</u> (x)	A J 10 <u>x</u>	<u>K</u> Q 10	K Q <u>x</u>	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J <u>x</u>	J 10 <u>x</u>	10 x <u>x</u>	<u>10</u> 9 <u>x</u>	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	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
Usually an ace vs small slam; always a trump vs grand slam							
Always a trump when partner has doubled their part score for penalties							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Attitude: H = Hate;			Attitude: H = Hate; L = Like			
On Declarer's lead	Count: H = Even no; L = Odd no			Count: H = Even no; L = Odd no			
When discarding	Attitude: H = Hate; L = Like			Attitude: H = Hate; L = Like			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Suit preference signals: High card = higher suit; Low card = Lower suit							
SUPPLEMENTARY DETAILS (continued)							
After 2♣ opener, responses: 2♦ = 0-7; 2NT = 8+, no 5 card suit; 2♥/♠/3♦ = 8+ and 5 card suit							
After 2♦ response to 2♣ opener, opener's 2NT (3NT) rebid = 23-24 (25+) HCP, balanced							
After 2♣ opener, all sequences except 2♣ - 2♦ - 2NT are forcing to game							
Other bids forcing to game: 2NT after 2 over 1 response; all 4SF; all jump shifts; Jacoby; Splinter; (new suit at the 3 level); 3 of a suit after 1NT opener;							
Opening 4441 hands; 13+ points. Bid 1♥ if black singleton; bid 1♣ if red singleton (? Pass if 12)							

GENERAL DESCRIPTION OF BIDDING METHODS			
MODERN ACOL – WEAK 1NT & 3 WEAK 2S			
1NT OPENINGS AND RESPONSES			
Strength	12-14 HCP (11-14 NV)	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints	Balanced (inc 5 card major)	Tick if may have singleton <input type="checkbox"/>	
Responses	2♣ Stayman (3♣ is regular Stayman after 2NT opener or 2♣-2♦-2NT)		
2♦	Transfer to ♥	2♥	Transfer to ♠
2♠	Transfer to minor	2NT	12 HCP Balanced
Other	3 of any suit, 16+ HCP + 6+card suit – Slam Interest. 4♣ is Gerber. 4NT is quantitative		
Action after opponents double	Halmic wriggle (see ***** in Other Conventions)		
Action after other interference	All bids natural; X (Dbl) is takeout after natural suit O/C		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Game in hand or 22 + HCP Balanced	See Supplementary details	
2♦	5-10 HCP and 6+Card Suit	2NT } 15-20 HCP	
2♥	5-10 HCP and 6+Card Suit	2NT) *OGUST (below)	
2♠	5-10 HCP and 6+Card Suit	2NT) see below	
2NT	20-21 HCP Balanced*	Stayman or transfer to ♥ or ♠	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
After Weak 2♥/♠, 2NT response = 15-20 Points. Opener's reply is OGUST			
Opener replies 3♣: weak suit, minimum hand; 3♦ weak suit, maximum hand; 3♥ strong suit, minimum hand; 3♠ strong suit, maximum hand; 3NT 2 of top 3 honours, strong hand.			
Same calls after WJOs			

Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.