

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	N of es
1♣	11-21	<input type="checkbox"/>	4		14,13	
1♦	11-21	<input type="checkbox"/>	4		14,13	
1♥	11-21	<input type="checkbox"/>	4		9,13	
1♠	11-21	<input type="checkbox"/>	4		9,13	
3 bids		<input type="checkbox"/>	(6)7			
4 bids		<input type="checkbox"/>	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		WIDE RANGE	CUE = GOOD HCP RAISE			
Jump overcall		Weak [6-10]NV, [12+]V				
Cue bid		Michaels. Weak/Strong.				
1NT	Direct: Protective	15-17 11/14	As after 1NT opening			
2NT	Direct: Protective	Lowest two suits 19-21 (System on [8])				
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣		As over Acol 1C				
Short 1♣/1♦		As over Acol 1C				
Weak 1NT		Multi-Landy. x = 16+				
Strong 1NT		Multi-Landy				
Weak 2		2NT 16-18 [8]; x=t.o				
Weak 3		X=t.o.				
4 bids		X=t.o. X(4S)=penalty				
Multi 2♦		2NT[16-18]; x = 12+ (t.o.)				
SLAM CONVENTIONS						
Name		Meaning of Responses	Action over interference			
Blackwood (RKCB)		5c=4, 1 5d=3, 0 5h=2 5s=2+Q	D0P1, R0P1			
5NT King ask.		Show K if possible.				

COMPETITIVE AUCTIONS	
Agreements after opening of one of a suit and overcall by opponents	
Level to which negative doubles apply	3S (+ including)
Special meaning of bids	
Exceptions / other agreements	New suit forcing unless passed hand
Agreements after opponents double for takeout	
ignored	
Other agreements concerning doubles and redoubles	
OTHER CONVENTIONS	
Lowest NT rebid=15-17. If available 2NT(Jump)=18/19 3NT rebid=to play.	
Lebensohl, (Fast Arrive denies stop, Cue shows 4 of other major)	
Played when:-partner dbles weak 2.and over interference over 1NT.	
Also Over oppo bids over our 1NT:bids @2 level minimum and not forcing.	
and bids at 3 level GF.	
SUPPLEMENTARY DETAILS	
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).	
(9)Jacoby (G/Force). 1M,2NT,Rebids.Rebids:-	
(9A)->3X=0/1 of suit.->3NT then asks. 4X shows void.	
(9B)->3NT, 15-17 Balanced.(9C)->3M,5+CM,17+	
(9D)->4X, Slam Try->2 nd suit	
(10) x=t.o. (Except 4Sx=penalties) 4NT=2 places to play.	
(11) 2NT inq, 3C=6 to 2 top honours, 3NT=solid suit, else 3Suit.	
(12).Double Jump in another suit shows good support + singleton/void in suit.	
(13) 1NT rebid (15-17)->Lowest unbid minor.(Game Invite+)	
(14)Inverted Minors..	

		Hatch over or shade this box if using non-standard leads.	
SUIT	<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x
	<u>J</u> 10 x	10 <u>x</u> x	10 <u>9</u> x
	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x
NT	A <u>J</u> 10 x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x
	<u>J</u> 10 x	10 <u>x</u> x	10 <u>9</u> x
	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x
2 nd (Bad) 4 th from good. (mud).K for normal count, A for normal attitude, Strong 10s.			
Leads from KQxx = King. From KJxx lead x			
		Primary method v suit contracts	Primary method v NT contracts
A,Q	Attitude (normal)		Attitude (normal)
K	Normal count		Normal Count
else	Bottom up/normal count		Bottom up/normal count
1- 2NT ->3C = good suit (6 + 2 of AKQ), 3NT=(6 + AKQ) else 3 Suit			
2- Bids of new suit Forcing 1Round. E.g. 2H,P,2S is forcing. Shows >=6S.			
3-Positive=5+ suit + 2 of AKQ.			
5-2 nd neg is 2NT. E.g. 2C,2D,2S,2NT(2 nd -ve. <4 points). Fast arrival=Weak.			
6-Bid at 2level=weak 5+ < 11 points, 3 level bid=forcing.(11+) Q asks 4 stop			
7-Dble of artificial bid->shows 11+, Dble of natural bid->T.O.			
8-2NT bid->3C=stayman, 3D,3H=xfers. 4[C,D,H,S]=Slam try;4NT=Blackwood			

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GENERAL DESCRIPTION OF BIDDING METHODS			
ACOL [05-FEB-2025]			
1NT OPENINGS AND RESPONSES			
Strength	12-14		<input type="checkbox"/>
Shape constraints	Tick if may have singleton <input type="checkbox"/>		
Responses	2♣ Stayman (Promissory)		
2♦	->2H(Bid 3H max & 4H)	2♥	->2S(Bid 3S max & 4S)
2♠	->3C (Then Pass/ or 3D)	2NT	->11 with no 4card major
Others	3C,3D,3H,3S are Slam tries.->3NT if xx in suit. Else Q. 4C=Gerber[same steps as rkcb]. 4H,4S=pre-emptive.		
Action after opponents' double	Standard wriggle.		
Action after other interference	6,7		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	GF (except 2C,2D,2NT[22/23])	2D neg, 2NT=8+ no suit	3,4,8,5
2♦	Weak 6-10	2NT inquiry (1),2	
2♥	Weak 6-10	2NT Inquiry,(1),2	
2♠	Weak 6-10	2NT Inquiry,(1),2	
2NT	20-21	(8)	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			

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