

## **Note 1: One Level Suit Openings**

**Choice of opening suit.** With one suit of five or more cards open it. With 4432 open hearts if you have them if not spades and with neither diamonds. With 4441 open diamonds with four otherwise open clubs. With 55 or 65 open your higher ranking suit.

**2/1 response** after a 2/1 response showing 10+ a bid of 2NT by opener is artificial and game forcing showing any 15-16, a 15+ raise of responder's suit or 17+ balanced with major suit interest.

**Strong Jump Shifts.** An immediate jump in a new suit shows a hand with slam interest and 16-18. It will be five card or four card with four card support. Rebidding the suit shows a good six card suit, bidding hearts over spades is five card. Opener should bid naturally and responder will support opener on the next round with support.

**Opener's Reverse.** Shows 17+ and is forcing to NT at the same level.

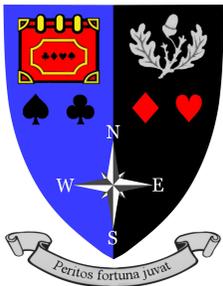
**Opener's Jump Shift.** This is forcing to game in all situations showing 17+ after a two level response and 19+ after a one level response. Returning to opener's first suit is a waiting bid.

**Fourth Suit.** This is artificial and forcing to NT at the same level. It asks for three card support for responders major, a stop for NT or three card minor suit support. With none of these opener bids their cheapest suit.

**In Competition:** Raises are pre-emptive, a cue bid shows a good raise to the next level.

## **Note 2: Double of 1NT Opening**

**When our opponents X NT** New suits five card, an immediate XX is penalties, protective XX (after two passes) is SOS asking for four card suits upwards.



# Acol

## Four Card Majors

### 1NT 12-14

### Three Weak Twos

Name:

Partner:

## OPENING BIDS

Bid	HCP	Length	Description (In Bold) and Continuations
1♣♦♥♠	12-20	4+	<p>1Suit 6+</p> <p>2Suit 10+ then 2NT rebid by opener is artificial and game forcing.</p> <p>1♥ - 2♥ three+ card support 6-10 (opener rebids NT if balanced)</p> <p>1♥ - 3♥ four+ card support 11-12, 1♥ - 4♥ four+ card support 13-15.</p> <p>Raising a minor shows five card support.</p> <p>1NT 6-9 no alternative bid.</p> <p>2NT 11-12, 3NT 13-15 balanced, exactly two card major suit support.</p> <p>Jumps shifts 16-18 slam tries.</p> <p>1♠ - 2♥ and 1♠ - 3♥ are five card suits.</p> <p>See note 1.</p>
1NT	12-14		<p><b>Balanced.</b></p> <p>2♣ Stayman 11+ promises a four card major</p> <p>2♦♥♠ weak takeouts.</p> <p>Penalty doubles of overcalls. See note 2 for actions after opponents X.</p>
2♣	21+	0	<p><b>21+ unbalanced or 22+ balanced.</b></p> <p>2♦ negative, others slam tries with an A and K and a five card suit 2/3 top honours. After opener rebids 2NT responses are same as to 2NT.</p>
2♦♥♠	6-10	6	<p><b>Weak twos.</b> Raises pre-emptive. New suits forcing five card (unless there is a takeout X). 2NT asks opener to rebid their suit with a minimum or show a stop with a maximum, 3NT is a maximum with no stop.</p>
2NT	20-21		<p><b>No major suit singleton.</b></p> <p>3♣ Stayman 5+ promises a four card major.</p> <p>3♦♥♠ weak takeouts.</p>
3♣♦♥♠	6-9	7	<p><b>Seven card pre-empt.</b></p> <p>New suits forcing six card choice of Major or 3NT.</p>
3NT	9-12		<p><b>Solid seven card minor suit with little else.</b></p> <p>Responses pass or correct</p>
4♣♦	3-9	8+	<p><b>Natural pre-empt.</b> New suits non-forcing</p>
4♥♠	3-12	7+	<p><b>Natural pre-empt.</b> New suits non-forcing</p>

### Opening Leads Vs Suit Contracts:

4<sup>th</sup> highest and 2<sup>nd</sup> from bad suits

<u>A</u> <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> 10
<u>K</u> 10 <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 8 7 x	10 <u>x</u> <u>x</u> <u>x</u>	H <u>x</u> <u>x</u>	H <u>x</u> <u>x</u> <u>x</u>
H <u>x</u> <u>x</u> <u>x</u> <u>x</u>	H <u>x</u> <u>x</u> <u>x</u> <u>x</u>	<u>x</u> <u>x</u>	<u>x</u> <u>x</u> <u>x</u>	<u>x</u> <u>x</u> <u>x</u> <u>x</u>

### Opening Leads Vs NT Contracts:

4<sup>th</sup> highest and 2<sup>nd</sup> from bad suits

<u>A</u> <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> 10
<u>K</u> 10 <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 8 7 x	10 <u>x</u> <u>x</u> <u>x</u>	H <u>x</u> <u>x</u>	H <u>x</u> <u>x</u> <u>x</u>
H <u>x</u> <u>x</u> <u>x</u> <u>x</u>	H <u>x</u> <u>x</u> <u>x</u> <u>x</u>	<u>x</u> <u>x</u>	<u>x</u> <u>x</u> <u>x</u>	<u>x</u> <u>x</u> <u>x</u> <u>x</u>

### SIGNALS AND DISCARDS Subsidiary methods are in brackets

	Primary Method v Suit Contracts	Primary Method v NT Contracts
<b>On Partners Lead</b>	High encourages (High encourages higher ranking side suit)	High encourages (High encourages highest ranking suit)
<b>On Declarers Lead</b>	High even number (High encourages higher ranking side suit)	High even number (High encourages higher ranking side suit)
<b>When Discarding</b>	High encourages (High encourages higher ranking side suit)	High encourages (High encourages higher ranking side suit)
<b>When leading a suit to ruff</b>	High encourages higher ranking side suit	

## Defence To Natural One Of A Suit Openings

<b>X</b>	<b>Takeout 12+ or 16+ unsuitable for 1NT overcall.</b> Takeout shows three cards in the other three suits at most two in opener's suit.		
<b>1 Suit Overcall</b>	<b>Five card 8-15 at one level, 12-15 two level.</b> New suits non-forcing, cue bid forcing artificial 11+, NT bids Natural.		
<b>Jump Overcalls</b>	<b>Same as the opening bid.</b> In response new suits are forcing, NT bids natural, raises pre-emptive. Cue bids show a good raise.		
<b>1NT</b>	<b>16-19 no major singleton, with a stop.</b> New suits at the two level are weak takeouts. A cue bid is asking for a four card major 7+		
<b>2NT</b>		<b>Cue Bid</b>	

## Defence To Other Openings

<b>1NT</b>	<b>X = 16+, overcalls natural 12-15.</b> Constructive raises, new suits non-forcing.		
<b>Strong 1♠</b>	Natural		
<b>Short 1♠♦</b>	Treat as natural on first round. On later rounds bidding their suit is natural.		
<b>Weak Twos</b>	<b>X = Takeout</b>	<b>Opening Four Bids</b>	<b>X = Takeout</b>
<b>Weak Threes</b>	<b>X = Takeout</b>	<b>Multi 2♦</b>	<b>X immediate = 16+;</b> Later X 12-15 Takeout; X then X 16+ takeout.

## Competitive Auctions

<b>Negative X</b>	<b>X takeout to 4♠</b>	<b>Cue Bid</b>	<b>Forcing and artificial.</b> Good raise or balanced no stop.
<b>After takeout X</b>	<b>XX penalties 11+</b>	<b>Other Xs</b>	<b>Penalties</b> when partner has shown more than 0 points

## Slam Conventions

**4NT Backwood** when last bid was a suit. Show aces stepwise from 0.

**4♣ Gerber** when partner's last bid was in NT. Show aces stepwise from 0.

**4NT Quantitative** when the last bid was NT, pass with a minimum bid 6NT extras.

**5NT Slam force** bid 6NT with minimum and 7NT with extras