


OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	(9)11-21	<input checked="" type="checkbox"/>	4 (3)	3 cards 1 <sup>st</sup> /2 <sup>nd</sup> not vul 13-14	Inverted minors 2NT = G15+ bal/weak raise	1-3
1♦	(9)11-21	<input checked="" type="checkbox"/>	4 (3)		UNT/UNT Splinters 3NT = 4333	5-8
1♥	(9)11-21	<input checked="" type="checkbox"/>	4		2NT = raise to 3+	1-2
1♠	(9)11-21	<input checked="" type="checkbox"/>	4		3♣/♦ = G15+ minor/bal	4-8
3bids	4 – 10	<input type="checkbox"/>	6 5/5	Salisbury artif pre-empts [note B]	Most resps = pass/correct or ask Dbl = pens McCabe	B 81-95
4bids	6 – 13	<input type="checkbox"/>	7 (6)	SA Texas 4♣/♦	4♦/♥ = ask New suit = control	
*(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		7-15 approx, fair 5+ card suit		Fit Jumps McCabe		141/2
Jump overcall		Weak Intermediate Prot		Fit Non-Jumps UCBs		
Cue bid		Michaels		M: 2NT asks 3♣/♦ p/c		145
1NT	Direct	Takeout, 3-11 approx, 2 or 3 suited		Pass/correct Cue art		144
	Protective	11-15, need not have stop		System on		146
2NT	Direct	UNT/major		m: pass/correct		145
	Protective	18-20		System on		146 F
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		Dbl/1♥/NT = 2 of same col/rank/shape 1♦ = ♥ or ♠ 1♠ = 3♠s Suction		Pass/correct		183 122
Short 1♣/1♦		Canapé overcalls		Artificial if not jump		181/2
Weak 1NT		Asptro 2NT = ♣+♦ or GF 2 suiter		Artificial 2NT/3 any		E
Strong 1NT		Lionel/pass Special pairs/str NT t/o dbl		Pass/correct		161-5
Weak 2		Leaping Michaels 2NT = 16-18 Dbl = t/o Cue asks for a stop for 3NT		Lebensohl 2NT after X System on over 2NT		202 F
Weak 3		Dbl = t/o Cue = Michaels 4NT = Unusual				206
4 bids		4♣/♦/♥: Dbl = t/o 4NT = 2 suiter 4♠: Dbl = pens 4NT = t/o				208
Multi 2♦		X = Dixon 2NT = 16-18		Lebensohl 2NT after X System on over 2NT		204 F
SLAM CONVENTIONS						
Name	Meaning of Responses		Action over interference		Notes	
RKCB Kickback Exclusion RKCB	3041 then specific Kings		X or XX = 1 <sup>st</sup> step, Pass = 2 <sup>nd</sup> etc At 6-level: X = odd, Pass = even		101/2	
Gerber GSF	Steps		X or XX = 1 <sup>st</sup> step, Pass = 2 <sup>nd</sup> etc		104	
Blue Club controls	1 <sup>st</sup> /2 <sup>nd</sup> indiscriminately				105	

COMPETITIVE AUCTIONS						
Agreements after opening of one of a suit and overcall by opponents						Notes
Level to which negative doubles apply		4♥ (6+/8+/10+ at the 1/2/3 level) 1♣ (1♦) Dbl = 4♥s			C	
Special meaning of bids		F, 5+ cards if major except 1♠ over 1♦				C
Exceptions / other agreements		Fit Jumps 2NT as without overcall Transfers over 2♥/♠			3-5	
Agreements after opponents double for takeout						7 231
Redouble	9+, pens	New suit	Nat, F 1NT+ = Trans/M	Jump in new suit	Fit Jumps	
Jump raise	Raise to 2	2NT	As without dbl	Other	Splinters IMSR	
Other agreements concerning doubles and redoubles						Notes
Most low level Doubles are for takeout						221/2/7/30
Responsive through 4♥ = two places to play			Lead Directing		143 228	
Special doubles after opener rebids			SOS redoubles		147 225/31	
Game try doubles			Lightner		226	
After a cue of our suit by opponents (except on first round): Dbl (from either side) = do not lead our suit Pass (from either side) = Neutral						
OTHER CONVENTIONS						
Lebensohl 2NT		Fast Arrival Denies a Stop (FADS) over interference of 1NT and any t/o dbl of 2♥/♠			Scrambling 2NT	
						224
Asptro over 1NT overcall						8
4♣ ask, Flint and Transfers over 3NT			Forcing passes		229/32	
Leaping Michaels						162 202
Blackwood & Acol Specific Ace asking 4NT on first round only Last Train						103/6/7
Sandwich 1NT		Cues in Sandwich position natural [LHO] t/o [RHO]			D 148	
In competition:		Suction	Fit Jumps	Fit Non Jumps	McCabe	
					122 223/31	
After 1-suit opening:		Good-Bad 2NT	Mini-splinters	O'Neal		
Crowhurst 2♣		4 <sup>th</sup> Suit Forcing	Blackout	Gazilli		
				21-37		
Short Suit Trial Bids [Mod]		Wolff	Bource			
SUPPLEMENTARY DETAILS						
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).						
Special defences to unusual openings						121
A Special defences to artificial responses						149/50
Special advances after special defences						184/5 201-8

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).					(Hatch over 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 J <u>10</u>	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>	10 <u>9</u> x 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	10 <u>9</u> x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x
v. NT contracts	<u>A</u> K x ( <u>x</u> )	A J <u>10</u> x	<u>K</u> Q 10	<u>K</u> Q x	K J <u>10</u>	K <u>10</u> 9 x x	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	10 <u>9</u> x 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	10 <u>9</u> 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:-						241/2	
4th and 2nd Strong 10s at trick 1, not in partner's suit Roman v NT for unblock 9 from H98 Q from KQJ A/Q asks for count, K for attitude K from AK with sing Against 5♣ and above and also after trick 1, A asks for attitude, K/Q for count Leads in partner's 5+ card suit: High, usually 2 <sup>nd</sup> , from even Low from odd Leads from known 5+ card suit: High, usually 3 <sup>rd</sup> , from even Low from odd Similar leads in partner's 4 card suit, or from known 4 card suit, if it has been raised							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	High on King lead encourages otherwise high shows even						
On Declarer's lead	High shows even In declarer's first suit in NT or trump suit high says likes opening lead [Smith] followed by high likes high suit [Lavinthal]						
When discarding	Roman: ODD card encourages: EVEN discourages and is Lavinthal						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Returns: High shows even number [current count] Lavinthal when obvious: count or attitude when obvious						243-8	
SUPPLEMENTARY DETAILS (continued)							
B	3♣ = Weak 5/5+ ♣ + ♦ 3♦ = Weak 6+ ♥/♠ 3♥ = Weak 5/5+ ♥ + ♠ 3♠ = Solid ♣/♦, no outside A/K 3NT = Weak 7+ ♣/♦ 4♣/♦ = Solid ♥/♠, no outside A						
C	Sputnik doubles show at least one four-card major [if there is one] at the 1 or 2-level, but only probably at the 3-level. After a double a new suit rebid by doubler = to play 1♣ (1♦) Dbl = four ♥s 1♥ = five+ ♥s 1♠ = four+ ♠s						
D	After (1X) P (1Y) 1NT = mild t/o, 2/3X nat, 2Y 4/6 in unbid suits [4 in higher suit]						
E	After our double of 1NT later doubles are for takeout whether they of natural suits or not Special double at pairs/PaB or over strong 1NT: 4/4+ minors or ♦/major or 4/4 majors						
F	Responses to natural 2NT: 3♣ = Muppet Stayman 3♦/♥ = transfer 4♣ = Gerber 3♠ = 1-suit or minors s/try 4♦ = 5/5 majors 4M = to play						

	Partner <b>Liz Commins</b>	EBU 427173 WGV 071	WBU 902331 MBC 381	DV 059
	Name <b>David Stevenson</b>	EBU 68797 WGV 064	WBU 918284 MBC 382	DV 369
GENERAL DESCRIPTION OF BIDDING METHODS				
<b>ACOL</b>			November 2015 v 8.6	
Multi 2♣ & 2♦, Lucas 2♥ & 2♠, Salisbury 2NT to 3NT				
1NT OPENINGS AND RESPONSES				
<b>Strength</b>	9-12 1 <sup>st</sup> /2 <sup>nd</sup> non vul 12-14 vul and 4 <sup>th</sup> 14-17 all 3 <sup>rd</sup>		Tick if artificial and provide details below <input type="checkbox"/>	
<b>Shape constraints</b>	Singleton hon poss in minor May include any 5 card suit		Tick if may have singleton <input checked="" type="checkbox"/>	
<b>Responses</b>	2♣	5-card Stayman		<b>Notes</b> 41/2/3
2♦	5+ ♥s	2♥	5+ ♠s	42/4
2♠	5+ ♠s	2NT	5+ ♦s	42/5
<b>Others</b>	4♣ = Gerber 3m = 4441, GF 3M = g/try Game = to play 4♦ = Both majors (5/5) no slam interest 4NT = nat			42/6
<b>Action after opponents double</b>	Aardvark	Halmic XX	3 any = to play 48/9 2NT = 2-suiter without ♠s 2♣ = 2-suiter with ♠s 50	
<b>Action after other interference</b>	Lebensohl 2NT Dbl = t/o Dbl of art bid = values		47/8 50	
TWO-LEVEL OPENINGS AND RESPONSES				Notes
	<b>Meaning</b>	<b>Responses</b>		73/74
2♣	Artificial GF or 21+ bal [Kokish] or weak 5+ ♦	2♦/3♦ p/c – 2NT asks [Ogust] 2♥/♠ to play – 3♣ nat, F		61-5 F
2♦	Weak 5+ card suit in ♥ or ♠	2NT asks – 2M Multi – 3m art FG 3M p/c		61/6
2♥	Weak 5+ ♥ + 4+ ♣/♦	2NT asks – 2♠ to play – 3m p/c		61/7
2♠	Weak 5+ ♠ + 4+ ♣/♦	2NT asks – 3m p/c		61/7
2NT	Weak 6+ ♣/♦	3m p/c – 3M nat, F		61/8
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE				
(Please include details of any agreements involving bidding on significantly less than traditional values).				
Artificial and aggressive pre-empts		Third hand openings may be very light		
Re-opening doubles can be made on light values				
1NT overall over natural opening is a weak 2/3 suited takeout				

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

