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GENERAL DESCRIPTION OF BIDDING METHODS

ACOL – 4 card suits 12-14 NT 15-18/19 rebid in NT.

1NT OPENINGS AND RESPONSES

Strength	12-14		
Shape constraints	No singleton - no 6 card suit	Tick if may have singleton <input type="checkbox"/>	
Responses	2♣ Staymen		
2♦	Transfer to ♥	2♥	Transfer to ♠
2♠	No such bid	2NT	Invitational
Others	3♣♦♥♠ sign off		
Action after opponents double	Same as without double. Redouble = 12+		
Action after other interference	New suit = too play. Double = penalties. Qbid=describe hand further.		

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	Strong (almost) game force	2♦ = weak. All other forcing to game	
2♦	Strong not enough 2♣	2♥ = weak all other forcing to game	
2♥	Strong not enough 2♣	2♠ = weak all other forcing to game	
2♠	Strong not enough 2♣	2NT = weak all other forcing to game	
2NT	20-22 balanced	systems on	

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

Over an opening of 1 then 2♣ shows 10-12 with 2♦ showing minimum anything else shows better
 2♦ = game force. 2♥ shows minimum anything else shows better
 Rebid of 1NT = 15-18 and 2NT = 19.

OTHER OPENING BIDS

	HCP	see Note *	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11-20	<input type="checkbox"/>	4	None	2♣/2♦ shows invite/game force	
1♦	11-20	<input type="checkbox"/>	4	None	2♣/2♦ shows invite/game force	
1♥	11-20	<input type="checkbox"/>	4	None	2♣/2♦ shows invite/game force	
1♠	11-20	<input type="checkbox"/>	4	None	2♣/2♦ shows invite/game force	
3♣	0-10	<input type="checkbox"/>	6	None		
3♦♥♠	0-10	<input type="checkbox"/>	6	None		
3NT	26-28	<input type="checkbox"/>		None		
4 bids	0-10	<input type="checkbox"/>	8+	None		

DEFENSIVE METHODS AFTER OPPONENTS OPEN

NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	8-15 4+cards on 1 level 5+ 2 level		
Jump overcall	0-12 6+ cards		
Cue bid	Forcing for take out. 8+ points		
Double	15+ any distribution	cheapest bid = 0-5	
1NT Direct: Protective:	Balance 15 with stopper		
2NT Direct: Protective:			
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	None		
Short 1♣/1♦	None		
Weak 1NT	None		
Strong 1NT	None		
Weak 2	None		
Weak 3	None		
4 bids	None		
Multi 2♦	None		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
Gerber	0/1/2/3/4	None
Blackwood	0/1/2/3/4	None

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents

Level to which negative doubles apply

Double shows 10+

Special meaning of bids

2♣ = 10-12 2♦ = GF if available else double=10+. Qbid = forcing partner to describe hand further.

Exceptions / other agreements

Agreements after opponents double for takeout

Redouble: 10+

New suit: Too play

Jump in new suit: Too play

Jump raise: Too play

2NT: Too play

Other:

Other agreements concerning doubles and redoubles

None

OTHER CONVENTIONS

SUPPLEMENTARY DETAILS

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

