



Basic System: *Acol 12-14NT*,

Name: **Lindsay Herbert**

Partner: **Diccen Sargent**

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1 ♣	11+	3		2NT response Jacoby 2NT 2 over 1 change of suit 9+ HCP
1 ♦	11+	4		
1 ♥	11+	4		
1 ♠	11+	5		
1NT	12-14			<i>Non-promissory Stayman, Transfers</i> <i>Redouble = Escape Wriggle</i>
2 ♣	23+		23+ <i>BAL</i> or Game Force	2 ♦ waiting
2 ♦	6+	6	weak	2NT force, <i>OGUST</i> responses Redouble = SOS
2 ♥	6+	6	weak	
2 ♠	6+	6	weak	
2NT	20-22			<i>Puppet Stayman, Transfers</i>
3 bids/3NT	4-10	7	<i>NAT PRE/Solid minor</i>	
4 bids		8	<i>NAT PRE</i>	

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPONENTS OPEN	Defensive Methods
Simple	5+ Suit (8 – 15 HCP)	Strong 1 ♣	X=Take-out
Jump	Weak (6 cards 7-11 pts)	Weak 1NT	Capp: 2 ♣=Majors, 2 ♦ =single suit, 2 ♥ = ♥ & minor, 2 ♠ = ♠ & minor
Cue Bid	<i>Michael's</i> (always 5/5)	Strong 1NT	
1NT	Direct Protective 15-17 HCP 12-14 HCP	Weak 2 bids	Double=t/o, Cuebid = 2 suiter Overcall good 5+ (weaker) Leaping Michaels
	Responses Natural	Weak 3 bids	As above + NT = 1.5 stops minimum
2NT	<i>UNUSUAL – Minors</i> (always 5/5)	4 bids	Double=t/o
		Multi	double = t/o

OPENING LEADS	v.suit contracts <i>4<sup>th</sup> &amp; 2<sup>nd</sup></i>				
	<b>AK</b>	<b>Akx</b>	<b>KQ10</b>	<b>KQx</b>	<b>KJ10</b>
	<b>K10 9</b>	<b>QJ10</b>	<b>QJx</b>	<b>J10x</b>	<b>10xx</b>
	<b>109x</b>	<b>987x</b>	<b>10xxx</b>	<b>Hxxx</b>	<b>Hxxx</b>
	<b>Hxxx</b>	<b>Hxx</b>	<b>xx</b>	<b>xxx</b>	<b>xxx</b>
OTHER LEADS	v. NT contracts <i>4<sup>th</sup> &amp; 2<sup>nd</sup></i>				
	<b>AKxx</b>	<b>AJ10x</b>	<b>KQ10</b>	<b>KQx</b>	<b>KJ10</b>
	<b>K10 9</b>	<b>QJ10</b>	<b>QJx</b>	<b>J10x</b>	<b>10xx</b>
	<b>10xxx</b>	<b>109x</b>	<b>987x</b>	<b>Hxx</b>	<b>Hxxx</b>
	<b>Hxxx</b>	<b>Hxx</b>	<b>xx</b>	<b>xxx</b>	<b>xxx</b>

Weak Jump Shift = 6 card suit (0-6 points)  
Unassuming Cue bids

CARDING METHODS	Primary	(alternative)
Partner's Lead	<i>Reverse Attitude:</i> <i>Low Encourages : A o</i>	<i>(High-low = even number)</i>
	<i>Lead of A or Q asks for reverse attitude</i> <i>King asks for count</i>	
Declarer's Lead	<i>Current Distribution:</i> <i>High-low = even number</i>	
Discarding	<i>Reverse Attitude:</i>	<i>(Current count)</i>

Other key conventions	Checkback	Puppet Stayman over 2NT	Opponents 1NT transfer sequence: X of transfer = lead directing, Bid of transfer suit = takeout
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SLAM CONVENTIONS	Meaning of Responses	Action over Interference
<i>RKC Blackwood,</i>	<i>1403</i>	<i>DOPI / ROPI</i>
<i>Gerber</i>	<i>0,4; 1; 2; 3 ( NT )</i>	<i>(Dbl=0, Pass=1, next step=2)</i>

ACTION AFTER OPPONENTS INTERVENE WITH					
Overcall	<b>Double</b> <i>Sputnik to 3♠</i>		<b>Bids</b> <i>NAT</i>		
Jump overcall	<b>Double</b> <i>Sputnik to 3♠</i>		<b>Bids</b> <i>NAT</i>		
Double	<b>Re-double</b> <i>Balance of Points and possible misfit</i>	<b>New Suit</b> <i>NAT (5+) (good suit) Not forcing.</i>	<b>Jump in New Suit</b> <i>NAT, strong (with a fit for partner)</i>	<b>Jump Raise</b> <i>Stretched</i>	<b>2NT</b> <i>Sound Raise to 3</i>

Notes

OTHER CONVENTIONS		
<i>4<sup>th</sup> suit forcing</i>	<i>at 1 level - one round force</i>	<i>higher level - game force</i>
<i>Unusual NT</i>	<i>shows both minors 5/5 min</i>	
<i>Long Suit Trial Bids</i>	<i>e.g. 1M-2M-3new shows game interest with length in new suit. 1m-3m-3new is a try for 3NT with values in the new suit.</i>	
<i>Michaels</i>	<i>1M-2M overcall shows 55+ with the other major &amp; a minor. 1m-2m show 55+ with both majors</i>	
<i>Splinters</i>	<i>Standard</i>	
<i>Cuebids</i>	<i>Standard</i>	
<i>Lebensohl</i>	<i>FADS</i>	

## Additional System Notes

### Opponents double our 1NT – The Wriggle

Over penalty double of weak NT – sequence starts with redouble if responder has 5cd club suit or two or more four card suits

After the double of the 1NT: XX, 2♣, 2♦ & 2♥ are all transfers implying 5 card holdings

Redouble is ALWAYS weak and searches for a second spot to play

1NT Opener will bid 2♣ in response to the redouble and partner can pass with clubs or bid 1st four card suit he has up the way.

### Transfers to a minor over the weak NT opening

*1NT – Pass – 2S – Pass – 3c*

*Or*

*1NT – Pass – 2NT – Pass – 3D*

Sequence is the weakest transfer to a Minor if no opposition double. Partner can break the transfer with Hxx in the suit by bidding 'one-up'. ie: (i.e. 1NT-2S-2NT shows Hxx (H=A,K or Q) in clubs or 1NT-2NT-3C shows Hxx in Diamonds). To make an invitational 2NT bid you have to go through Stayman.

*1NT – Pass – 3m / M*

This is a slam try in the minor or Major