



Basic System: *Acol 12-14NT*,

Name: Lindsay Herbert

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

Partner: Dikken Sargent

OPENING LEADS	v.suit contracts ^{4th} & ^{2nd}				
	<u>AK</u>	<u>A</u> xx	<u>KQ</u> 10	<u>KQ</u> x	<u>KJ</u> 10
	<u>K10</u> 9	<u>QJ</u> 10	<u>QJ</u> x	<u>J</u> 10x	10xx
	<u>109</u> x	<u>987</u> x	10xxx	Hxxx	Hxxx
	Hxxx	Hxx	xx	xxx	xxx
OTHER LEADS	v. NT contracts ^{4th} & ^{2nd}				
	<u>AK</u> xx	<u>AJ</u> 10x	<u>KQ</u> 10	<u>KQ</u> x	<u>KJ</u> 10
	<u>K10</u> 9	<u>QJ</u> 10	<u>QJ</u> x	<u>J</u> 10x	10xx
	10xxx	<u>109</u> x	<u>987</u> x	Hxx	Hxxx
	Hxxx	Hxx	xx	xxx	xxx

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

CARDING METHODS	Primary	(alternative)
Partner's Lead	<i>Reverse Attitude: Low Encourages : A o</i>	<i>(High-low = even number)</i>
	<i>Lead of A or Q asks for reverse attitude King asks for count</i>	
Declarer's Lead	<i>Current Distribution: 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	Double <i>Sputnik to 3 ♠</i>		Bids <i>NAT</i>		
Jump overcall	Double <i>Sputnik to 3 ♠</i>		Bids <i>NAT</i>		
Double	Re-double <i>Balance of Points and possible misfit</i>	New Suit <i>NAT (5+) (good suit) Not forcing.</i>	Jump in New Suit <i>NAT, strong (with a fit for partner)</i>	Jump Raise <i>Stretched</i>	2NT <i>Sound Raise to 3</i>

Notes

OTHER CONVENTIONS		
<i>4th 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 & 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