

Basic System : Acol Style			Name	John Kelly (8301)	
5 card Majors			Partner	Peter Lavery (8307)	
OPENING BIDS	Point Range	Min Length	CONVENTIONAL MEANING	SPECIAL RESPONSES	
1♣	10-19	2	Denies 5 – card Major	2C - 5 Clubs, 6+ pts	
1♦	10-19	4			
1♥	10-19	5		1NT forcing, Bergen Raises and	
1♠	10-19	5		2 over 1 is forcing to game.	
1NT	14-16			Stayman & Transfers to all suits	
2♣	18+	0	Any strong hand	2D Relay	
2♦	10-15	0	Flannery (5 Hearts, 4 Spades)	2NT enquiry, 3D relay	
2♥	5-9	6	Weak	2NT enquiry	
2♠	5-9	6	Weak	2NT enquiry	
2NT	21-22			Transfers & 5 Card Stayman	
3 BIDS	4-9	7	3C,3D,3H are transfers 3S shows a solid 8 card Minor	Completion (= Gambling 3NT)	
4 BIDS	4-9	7/8	Pre-emptive ( Rule of 500 )		
DEFENSIVE BIDS					
OVER-CALLS	MEANING		OPONENTS OPEN	DEFENSIVE METHODS	
SIMPLE	8-15	5+ cards	<b>Strong 1♣</b>	Natural	
JUMP	12-16	6+ cards	<b>Weak 1NT</b>	DONT (X in direct seat = Pen)	
CUE BID	See over		<b>Strong 1NT</b>	DONT	
1NT	<b>Direct</b> 15 - 17	<b>Protective</b> 11 - 14	<b>Weak 2 Bids</b>	X = Takeout, 2NT = 17–20 Suit bids natural, Lebensohl	
	<b>Responses</b> As for 1NT Opener		<b>Weak 3 Bids</b>	X = Takeout. 3NT to play Suit bids natural	
2NT	<b>Direct</b> See over	<b>Protective</b> See over	<b>4 Bids</b>	X = Takeout: 4NT= Unusual	
	<b>Responses</b> Preference		<b>Multi</b>	X=13-16, 2NT = 17–20 Suit bids natural	
ACTION AFTER OPPONENTS INTERVENE WITH					
<b>Simple Overcall</b>	Negative Doubles up to 3♠		<b>Bids</b> Bergen over Majors if possible		
<b>Jump Overcall</b>	Negative Doubles up to 3♠		<b>Bids</b> Bergen over Majors if possible		
<b>Double</b>	<b>Re-double</b> 10+ HCP (Penalty interest)	<b>New Suit</b> NAT. F1 (Good Suit)	<b>Jump in New Suit</b> Bergen where possible or Natural and forcing with support for Partner	<b>Jump Raise</b> Pre-emptive	<b>2 NT</b> Bergen where possible OR a good raise
<b>Other Doubles</b>	Responsive		Support		

OPENING LEADS	V suit contracts	4 <sup>th</sup> Mud			
	AK K109 109x Hxxx	AK x QJ10 987x Hxx	KQ10 QJ x 10xxx xx	KQ x J10x Hxxx xxx	KJ10 10xx Hxxxx xxxx
OTHER LEADS	V NT contracts	4 <sup>th</sup>			
	AKxx K109 10xxx Hxxxx	AJ10x QJ10 109x Hxxx	KQ10 QJx 987x xx	KQx J10x Hxx xxx	KJ10 10xx Hxxxx xxxx
CARDING METHODS	Describe Primary method. State alternative in brackets				
On Partner's Lead	Reverse attitude				
On Declarer's Lead	Reverse count				
When Discarding	Roman: Odd is encouraging, even is McKenney in style				
SLAM CONVENTIONS	Meaning of Responses	Action over Interference			
<b>RKCB</b> <b>GERBER over NT</b>	0/3, 1/4, 2 w/out Q, 2 with Q	<b>DOPI / ROPI</b> <b>DOPI / ROPI</b>			
<u>Other Conventions</u>					
<b>Lebensohl</b>	<b>Transfer Lebensohl</b>				
<b>4<sup>th</sup> Suit forcing</b>	<b>Negative Free Bids</b>				
<b>Unassuming cue bids</b>	<b>Two Way Reverse Drury</b>				
<b>Crowhurst</b>	<b>Kabel</b>				
<b>Checkback</b>					
<b>Modified DONT</b>					