

Opening bid	Min lgth	DESCRIPTION	RESPONSES (Including modifications over competition)	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION
1♣	3	Balanced hands (15 - 19 Pts) with 4 of a major and 4 of a minor are opened the minor and rebid NT.	Standard Acol limit raises. 2NT = 16+ balanced raise. 3NT = 13 - 15 balanced raise. Splinters. 1S-3H= 3card raise 10+ <i>After intervention</i> New suit = forcing. Jump shift = fit showing. Double raise = pre-emptive. Cue bid = unlimited good raise. Jump cue bid = splinter. Double = negative upto 4♣ <i>After take out double</i> XX = 10+ 3 card support or X. New suit = forcing. Jump shift = fit showing. 2NT = unlimited good raise.	4th suit = G.F. Splinters. Checkback after 1NT rebid. 4 level rebid in minor = good suit and fit. <i>Openers rebid after 2NT resp.</i> New suit = shortage. <i>Openers rebid after 3NT resp.</i> New suit = cue bid. 3♣ after 2NT rebid = enquiry. 3NT rebid after 1 or 2 level resp = Just below acol two strength. <i>After a reverse.</i> 2NT = relay. Rebid suit by resp = Forcing and 5 cards. All other bids are forcing.	<i>After response and 4th seat intervention</i> Pass = minimum or penalty X. X = strong no-trump type hand. Bids = normal <i>After low level intervention from 2nd seat and response from partner.</i> Cue bid = strong bal, no stop 17+. Jump cue bid = splinter. <i>Further auctions.</i> Game try doubles when no natural trial bid can be made over opponents bidding.
1♦	4				
1♥	4				
1♠	5				
1NT		11 - 14 Bal or semi bal May contain 4-4-4-1 singleton club	2♣ = enquiry . 4♥♠ = Natural. 2♦/2♥ = transfers. 4♦=5-5majors 2♠ = Baron 2NT = invitational+ ♣ 3♣= invitational+♦. 3♦3♥= pre-empt or slam tries in the above suit.	<i>After 2♣-2♦ 3♦♥♠=shortage</i> <i>After 2♣.</i> 2NT = minimum. 3♣♦♥♠ = maximum (Suits bid in ascending order).	<i>After simple overcall .</i> Lebensohl 3 level bids = forcing. 2NT = relay. Cuebid = Stayman with stop. X = take out. 1NT - 3 any - X = take out.
2♣	0	Very strong hand.	2♦ = semi positive 2♥ = negative 2NT = ♥	2NT = 23 - 25 bal <i>Responses as 2NT.</i>	<i>After overcall X = Shortage in opponents suit.</i>
2♦	5	Weak, less than an opening bid.	New suit = Constructive. 2NT = Shortage enquiry <i>Responses</i> Rebid suit =min. 3C= High card feature enquiry New suit = max + feature.		
2♥					
2♠					
2NT		20 - 22 balanced or semi balanced. May include good 19 point hands.	3♣ = 5 card enquiry. Bid the major you have. 3♦/3♥ = transfers. 3♠= Baron 4♣/4♦ = natural and slam try. 4NT = quantitative.	<i>Vs short 1♣ opener.</i> X = 12 - 15 bal or very strong. 2C = Michaels 3C = Natural <i>Redouble of negative double = AX or KX.</i> <i>Double by pre-emptor = defensive card and a wish to bid again.</i> <i>Double of opponents U.C.B.= take out.</i> <i>Forcing pass.</i> Only applies when opponents Are clearly sacrificing. <i>2NT Response to 1S opener by a passed hand = 3 card raise with 10-11 points</i>	<i>After 1NT has been doubled</i> XX =single suited hand. 2♣/2♦/2♥/2♠ = that suit and a higher ranking suit. XX by 1NT opener = 5 card suit. 3♣/3♦/3♥/3♠ = pre-emptive. <i>After multi 2♦</i> X = 13 - 15 bal or very strong. <i>Responses</i> Lebensohl. Bids = natural. Jump bids = very strong. 2NT = 16 -19 bal, <i>Resp as 2NT.</i> 4th seat X = TO of suit bid by RHO.
3♣♦ ♥♠	6	Pre-emptive.	New suit = forcing. <i>Rebids</i> = shortage. XX = competitive.		
3NT		Solid single suited.	4♣ = correctable 4♥/♠ = natural. 4♦ = asks for singleton.		
4♣♦ ♥♠		Natural			