

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣♦♥♠	12-19	4+	-	Direct raises are pre-emptive 2NT = sound raise
1NT	12-14	-	-	Stayman 2NT = both majors Transfers 2D/H = H/S 2S = 3C pass or 3D 4C/D = H/S SA (Texas)
2♣	18+	-	Acol 2C + Acol 2H/S 2C – 2D : 2H forcing to 3H 2C – 2D – 2NT	2D = negative or relay other = positive 3C Baron 3D/H = Transfer
Multi 2♦ see pg 4	6-19	-	Acol 2C/D, Weak 2H/S - 6+cards Balanced 21-22	2H = 0 -13 2S = 10+ with heart support 2NT = 14+
2♥	6-10	5-5	Hearts and minor	2NT for minor 3H pre-emptive 4H may be strong Other bids natural/forcing
2♠	6-10	5-5	Spades and minor	As above
2NT	6-10	5-5	Majors or minors	3CD for pass/correct to 3H 3H game force 3S = majors 3NT = minors Higher to play or correct
3♣♦♥♠ 3NT	6-10	7+	Natural Solid 7-card minor with up to queen outside	Pass with stoppers or 4C for pass or correct to 4D
4♣♦♥♠	6-10	8+	Natural	

	Responses Pick from lower 2 suits	MULTI	Double Optional pg 4
ACTION AFTER OPPONENTS INTERVENE WITH			
Simple Overcall	Double = Negative	Bids =	Natural
Weak Jump Overcall	Double = Negative	Bids =	Natural
Double	Redouble	New suit	Jump in new suit
	Penalty	Natural	*
			Jump raise
			Pre-emptive
			2NT
			Good raise

Lebensohl after Intervention over 1NT see page 4

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	Natural	Strong 1♣	1DHS natural [2 level bids as Multi Landy] see pg 4
Jump	Weak Natural	Weak 1NT	Multi Landy see pg 4
Cue Bid	Michaels	Strong 1NT	Multi Landy see pg 4
1 NT	Direct	Weak 2	Double for Take out pg 4
	Protective		
	16-18		
	Responses	Weak 3	Double for Take out
	Stayman/Transfers		
2NT	Direct	4 bids	Double for Take out
	Unusual NT		
	Protective		
	same		

USES OF DOUBLES: Doubles below game are for take-out unless clearly for penalty shown **X** below: -

- a) 1H – X
- b) 1H – P – P – X
- c) 1NT – **X**
- d) 1H – P – 1NT – X
- e) 1H – X – 2D – P
P – X
- f) 1H – X – 2D – X
- g) 1H – X – 2H – P
P – X
- h) 1H – X – P – 2C
2D – **X**
- i) 3H – X
- j) 4H – X optional
- k) 1NT – **X** – 2D – **X**
- l) 1H – X – P – **P**
- m) INT – P – P – 2D then opener's **X** is lead indicating
- n) after a penalty pass or redouble, all doubles are for penalty

CARDING METHODS	Describe Primary method. State alternative in brackets.
	Attitude – high is encouraging
On Declarer's lead	Count if appropriate
When Discarding	Low is encouraging
Exceptions to above	McKenny when suit change is required

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Roman Key Card Blackwood	5C = 0 – 3 5D = 1 – 4 5H = 2 Then 5NT and steps 0, 1, 2 over No Trump	PODI / PORI
4C Gerber		

Other Conventions: Double for their slam bids - Lead indicating and Lightner
Transfers **on** after 1NT is doubled XX = C. Pass = weak or strong then redouble

by opener is mandatory responder bids 4-card suit or passes

OPENING LEADS	v suit contracts	Standard
Only in partner's bid suit	<div> <div><u>A</u>K</div> <div>K<u>10</u>9</div> <div><u>10</u>9x</div> <div>Hxx<u>X</u></div> </div> <div> <div><u>A</u>Kx</div> <div><u>Q</u>J10</div> <div>9<u>8</u>7x</div> <div>Hxx<u>X</u></div> </div>	<div> <div><u>K</u>Q10</div> <div><u>Q</u>Jx</div> <div>10xx<u>X</u></div> <div><u>X</u>x</div> </div> <div> <div><u>K</u>Qx</div> <div><u>J</u>10x</div> <div>Hxx<u>X</u>x</div> <div>x<u>X</u>x</div> </div> <div> <div>K<u>J</u>10</div> <div>10xx</div> <div>Hxx<u>X</u>xx</div> <div>x<u>X</u>xx</div> </div>
Other leads:	v NT contracts	4 th highest and Standard
Subsequent leads from sequence of 2	<div> <div><u>A</u>Kx(<u>X</u>)</div> <div>A<u>J</u>10x</div> <div>10xx<u>X</u></div> <div>Hxx<u>X</u>x</div> </div> <div> <div><u>Q</u>J10</div> <div><u>10</u>9x</div> <div><u>10</u>9x</div> <div>Hxx<u>X</u></div> </div>	<div> <div><u>K</u>Q10</div> <div><u>Q</u>Jx</div> <div>9<u>8</u>7x</div> <div><u>X</u>x</div> </div> <div> <div><u>K</u>Qx</div> <div><u>J</u>10x</div> <div>Hx<u>X</u></div> <div>x<u>X</u>x</div> </div> <div> <div>K<u>J</u>10</div> <div>10xx</div> <div>Hxx<u>X</u>xx</div> <div>x<u>X</u>xx</div> </div>
(In all the card combinations shown, circle the card normally lead if different from standard i.e. underlined card)		

SUPPLEMENTARY DETAILS

. Multi 2D after 2H

Pass/2S = weak major	<i>responder may continue</i>
2NT = 21-22 balanced	<i>3C Baron/Transfers</i>
3C/D = strong minor	<i>responder may pass with no tricks</i>
after 2S	
Pass or 3/4H = weak major	
2NT = 21-22 balanced	<i>3C Baron/Transfers</i>
3C/D = strong minor	<i>game or slam</i>
after 2NT	
3C/D = strong minor	<i>seek slam</i>
3H/S = weak major	<i>pass or raise to game</i>
3NT = 22-22 balanced	<i>seek slam</i>

Multi Landy over 1NT

Double = penalties
2C = both majors
responder picks better major or 2D for overcaller to choose
2D = 1 suited hand
responder relays 2H overcaller bids 6-card suit
2H = hearts and minor [5/5 or 4/5] } responder bids
2S = spades and minor [5/5 or 4/5] } 2NT for minor
2NT = minors [5-5]

Lebensohl after overcall of 1NT

Over 2C system on (with X = Stayman after 2C)
2DHS = competitive
3cue = Stayman
3CDHS = forcing to game with stopper, 3NT = stopper
2NT* = forces 3C relay then pass, 3DHS is competitive **no** stopper 3NT = values but no stopper

Defence to pre-empts - Weak 2 in any suit

- | | |
|--|-------------------------|
| 1) Double Take Out (or strong 1-suiter or 19+ balanced)* | 2) Suits Natural |
| 3) Jump Suits Natural 6/7 card suit in good hand | 4) 2NT 16-18 balanced |
| 5) 3NT to play (usually long minor + stopper) | 6) Cue asks for stopper |
| *a) Doubler bids again with strong hand | |

Against Multi

1-5) as above

Against 3-level pre-empts

1-5) as above except 4)



Name: John Traill

Partner: John Bryden

S.B.U. NO. 6513

H.B.C. No. 238

Revised 27/08/13

GENERAL DESCRIPTION OF SYSTEM

ACOL

Style of Leads – Standard

Signals - Attitude, [count secondary], McKenny

Discards – Reverse Attitude

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

All opening bids from and including parts of Multi 2D up are weak
Direct raises of partner's suit are pre-emptive

STRENGTH OF 1NT OPENERS: 12 –14

2♣ RESPONSE TO 1NT OPENER IS: Stayman

Both players of a partnership must have identically completed convention cards.
Cards must be exchanged with opponents for each round.