

OPENING BIDS

BALANCED HANDS

4-3-3-3, 4-4-3-2, 2-3-3-5

No void. No singleton. Not 2 doubletons.

12-14	Open 1NT*
15-19	Open 1 of suit and rebid NTs
20-22	Open 2NT
23+	Open 2♣

NOTES

*With 5 of a *rebidable* major suit, you can open the major and rebid it. Open lower of touching 4 card suits, but open **majors**, before minors.

TWO SUITED HANDS

5-4-2-2, 6-4-2-1, 5-5-2-1 etc.

12-19	5/4 etc. Open longest suit. 5/5 etc. Open highest rank.
20+	2 level suit opens show 8 playing tricks incl. 2 in defence.

SINGLE SUITED HANDS

6-3-2-2, 6-3-3-1, 7-3-2-1 etc.

12-19	Open 1 of suit.
18-22	Open 2 of suit. (Strong Two)
23+	2♣ (or Game Force)
6-10	Open 3 of suit. (7 card suit.) Weak Twos - <i>Many players now open 2 of a major to show a 6 card suit.</i>

4 - 4 - 4 - 1 HANDS

12+ **We suggest you open 1♦ or if the singleton is diamonds, open 1♣**

LOSING TRICK COUNT

Count 1 loser for each missing A,K,Q. e.g. Axxx = 2 losers KQx = 1 AQxx = 1

Opener = 7 loser, 3 controls, 12+HCPs
Responder = initially a 9 loser,

IF a trump fit is found, add your losers to partners and subtract from 18 to tell you the level you can bid to. e.g. a six loser opposite an eight loser is a total of 14. 18 - 14 = 4. If it's a major, bid game,

REBIDS After 1 level suit openings.

BALANCED HANDS

15/16	Rebid NTs at the lowest level. If partner responds 1NT, pass.	1♦ - 1♥ 1NT 1♦ - 2♣ 2NT
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17/18	Rebid NTs at the 2 level.	1♦ - 1♥ 2NT*
	1♦ - 1NT 2NT*	*Can be passed
	1♠ - 2♦ 2NT**	**Forcing to game

TWO SUITED HANDS

12-16 Do NOT rebid higher than 2 of your opening suit (**unless supporting*). Bid a 2nd suit **if** it is **below** this barrier. e.g.

1♥ - 1♠ 2♦	1♦ - 1♥ 2♣	1♦ - 1♥ 2♥
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17+	Now you must rebid over your barrier to show a stronger hand.	1♦ - 1♠ 2♥
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WITH 4 CARD MAJOR FIT

If responder bids a major suit in which you also hold four cards, show the support immediately.

12-16	Raise 1 level. (7/6 loser)
17 ish	Raise 2 levels. (5 loser)
18/19	Raise to game (5/4 loser)

SINGLE SUITED HANDS

12-16	Rebid at the cheapest level e.g.	1♥ - 1♠ 2♥
17+	Bid over your barrier.	1♥ - 1♠ 3♥
	Sometimes you may simply rebid to game!	1♥ - 2♣ 4♥

Opener's REBID defines the shape & strength of the hand.

RESPONDING BIDS

Responding to 1NT

0-10 Pass or transfer to 5 card major.
0-11 *2♠ Opener rebids 2NT = 12/13
Opener rebids 3♣ = 14 pts
**No major. To play in 3 of a long minor weak, or invite game with 11pts.*

11+	2♣ Stayman (0-10, see notes) 2♦/2♥ are Transfer bids.
11/12	2NT (no major)
19/20	4NT Quantitative (*See notes) 3♣/♦/♥/♠ = Mild slam try.

Respond to 1 of a suit

With a 4 Card Major Fit
5-9 9 loser raise to 2 level
10-11 8 loser raise to 3 level
12-16 7 loser - raise to game, or preferably use *Jacoby 2NT*.

Change of Suit (forcing)
6-9 **Only** bid at 1 level.
6-16 Bid suit at *cheapest* level.
17+ Bid 1 level higher than nec.

Limit Bids in NTs
6-9 1NT - may not be balanced
(*No biddable suit at 1 level.*)

After 1♠, 2♥ shows a **five** card suit.
After 1♣, a 1NT response = 9 pts.
After 1♣, a 2♣ response = 6-8 pts.
After 1♥/♠, 2NT can be *Jacoby 2NT* showing 12+ pts. and a four card fit.

Respond to 2♦/2♥/2♠

0-7* 2NT (negative)
8+ Bid your suit/3NT/or show support

Respond to 2♣

0-7* 2♦ (negative)
8+ Bid your suit or 2NT (positive)
***Holding an ace & king counts as 8+**

Respond to 2NT

0-3	Pass or transfer then pass.
4+	3♣ = Stayman 3NT = No four card major 3♦/3♥ = Transfers
11/12	4NT = Quantitative

As your game develops some of these guidelines may be modified or replaced.

NOTES

SPECIAL NT RESPONSES

0-10	2♣ Stayman = 5/4 in the majors or 4-4-4-1 (singleton club)
19/20	4♣ Gerber = Ace asking using stepped responses 4♦ = 0 etc.

*4NT is quantitative. It asks partner to pass if min. or to bid 6NT if maximum.

NEGATIVE DOUBLES

can find 4/4 major fits if opponents overcall partner's opening bid.

N	E	S	W
1♦	1♥	⊗	

This double = 6+pts. & four spades. With 6+ pts. and **five** spades, bid 1♠

N	E	S	W
1♦	1♠	⊗ =	

four hearts 6+ or five hearts 6-8 pts. (With 9+pts. and five hearts bid 2♥)

N	E	S	W
1♥	1♠	⊗ =	

= both minors

4TH SUIT FORCE

In uncontested auctions, a bid of the 4th suit is always conventional and forcing. It asks for further definition of partner's hand. If you *have* the 4th suit, show it by bidding NTs.

OVERCALLS

A **Simple Overcall** shows a **good 5** card suit with 8-15 pts. If you **need** to overcall your suit at the 2 level (e.g. 1♠-2♦) you need 10-15 pts. With a five card major, it is often best to overcall rather than double.

A **Jump Overcall** shows a good six card suit. The point range *needs to be agreed with partner* and can be weak 6-10, intermediate 11-15 or strong 16+

A **1NT overcall** shows 16-18 HCPs with a good stop in the enemy suit, balanced or semi balanced. **Partner can then use Stayman or transfers.**

CONVENTIONS FOR CLUB PLAYERS 1.

BENJI ACOL

Opener's 2 level opening bids are ;

- 2NT = 19/20 **Balanced**. (Agree NT ranges with partner)
 2♣ = an 'Acol two' in any suit (or a balanced 21/22)
 2♦ = 23+ pts or game force (same as 2♣ in Acol).
 2♥ = 5-10 pts with a six card heart suit.
 2♠ = 5-10 pts with a six card spade suit.

After a 2♣ opening, responder's 2♦ is a forced relay bid

Opener's rebids after the 2♦ response

- 2♥ = 8 playing tricks in hearts (one round force)
 2♠ = 8 playing tricks in spades (one round force)
 after which 2NT by responder is negative 0-7 as in traditional Acol
 3♣ = 9 playing tricks in clubs
 3♦ = 9 playing tricks in diamonds
 2NT = 21/22 **balanced** (Agree NT ranges with partner)

After a 2♦ opening, responder's 2♥ is negative (0-7)

- 2♠/3♣/3♦/3♥ = 8+ and a five card suit.
 2NT = 8+ balanced.

Opener's rebids after a 2♥ response

- 2♠ = 5+ spades (forcing to game)
 3♣ = 5+ clubs (forcing to game)
 3♦ = 5+ diamonds (forcing to game)
 3♥ = 5+ hearts (forcing to game)
 2NT = 23/24 **balanced** (Agree NT ranges with partner)

OGUST RESPONSES TO WEAK TWOS

After a 2♥/2♠ opening, 2NT = game interest. (15 ish)
 Ogust responses to 2NT show suit quality and hand strength.

Opener's rebids after a 2NT response

- 3♣ = weak hand, weak suit
 3♦ = weak hand, strong suit
 Strong suit = two of the top three
 honours
 3♥ = 6-8 ish, strong hand, weak suit
 3♠ = strong hand, strong suit

After a 2♥/2♠ opening, raises of opener's suit are pre-emptive.

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REMEMBER - Conventional bids MUST be ALERTED!

PUPPET STAYMAN

After an opening bid of 2NT by partner:

3♣ asks for a four OR a five card major. **Opener's rebids** are:

- 3♥ = five hearts
 3♠ = five spades
 3♦ = at least one four card major
 3NT = no four or five card major.

When the reply is 3♦, responder with a four card major bids 3♥ to show four spades and 3♠ to show four hearts.

Other bids available to responder are:

- 2NT - 3♦ = five hearts (normal transfer)
 3♥ = five spades (normal transfer)
 3♠ = five spades and four hearts
 3NT = four spades AND four hearts

UNASSUMING CUE BID

N	E	S	W
1♣	1♥	P	2♣ = West has game interest.

This cue bid asks east "How good was your overcall?"

East will bid an outside feature or raise to 3♥ if strong, and simply rebid his overcall suit at the cheapest level, if weak.

JACOBY 2NT

If responder jumps to 2NT over partner's 1♥ or 1♠ opener, it is **Jacoby 2NT**, asking opener to show a singleton or void. It shows 13+ pts, support for opener's suit and is game forcing.

Opener after 1♥ - 2NT rebids as follows:

- 3♣, 3♦, 3♠ = singletons or voids
 3♥ = 17+
 4♥ = Normal opener with no slam interest
 3NT = 15-17 balanced. Usually only four hearts
 4♣, 4♦, 4♠ = good five card side suit.

ROMAN KEY CARD BLACKWOOD

If a trump suit has been agreed and slam is possible - 4NT now asks about **five** key cards. (Aces & trump king.)

- 5♣ = 0 or 3 key cards
 5♦ = 1 or 4 key cards
 5♥ = 2 key cards without the queen of trumps
 5♠ = 2 key cards with the queen of trumps

After a 5♣ or 5♦ reply, responder can ask for the trump queen by bidding the next suit up. 4NT - 5♣

♦ - asks for the trump queen.

Use stepped responses to answer. 5♥ = No. 5♠ = Yes!

WITHOUT A FIT, USE TRADITIONAL BLACKWOOD.

REMEMBER - Conventional bids MUST be ALERTED!

NEGATIVE DOUBLES

Negative doubles are used after partner opens and opponents overcall. They are excellent for finding four card major suit fits.

Partner opens 1♦ and RHO overcalls 1♥
X = four spades 6+ pts.
1♠ = five spades 6+ pts.
Partner opens 1♦ and RHO overcalls 1♠
X = four or five hearts 6+ pts.
2♥ = five hearts 9+ pts.
Partner opens 1♣ and RHO overcalls 1♦
X = both majors. *Responding 1♥ or 1♠ does not show 5!*
Partner opens 1♥ and RHO overcalls 1♠
X = both minors.

JUMP SHIFT

Partner opens 1♥ You respond STOP 2♠ or 3♣ or 3♦
When you could have bid 1♠ or 2♣ or 2♦

Each of these jump bids guarantees game, and shows *slam interest*. They show 17+ pts., a solid six card suit and something in partner's suit. Don't use this bid if you are in doubt as to where your *game* contract might be. - *Don't take up your own bidding space.*

SPLINTER BIDS

are used to show a singleton or void, four card trump support and a game going hand with *slam interest*.

Partner opens 1♣ - 3♦, 3♥ or 3♠ are splinters.
Partner opens 1♦ - 4♣, 3♥ or 3♠ are splinters.
Partner opens 1♥ - 4♣, 4♦ or 3♠ are splinters.
Partner opens 1♠ - 4♣, 4♦ or 4♥ are splinters.

NOTE - These bids are one level higher than a jump shift.

LANDY

After opponents open 1NT, there are many conventions to show two suited hands. The simplest is Landy which uses an overcall of 2♣ to show both majors. 2NT can be 'Unusual 2NT' showing both minors.

4TH SUIT FORCING

In an uncontested auction the bid of the 4th suit is conventional.

It asks partner to give more definition about the shape of her hand.

Responder holds ♠Axx ♥Kxxx ♦xx ♣AKxx. The auction proceeds

1♣ - 1♥

1♠ - ? Responder cannot bid NTs without a diamond stop but game is on.

Bid 2♦ to find out more about partner's opening hand.

2♥ from opener = 5 clubs, 4 spades, and 3 hearts

2♠ from opener = 6 clubs, 5 spades.

2NT from opener = 5 clubs, 4 spades, a stop in diamonds or 4-1-4-4.

3♣ from opener = 5 clubs, 4 spades, NO diamond stop, NOT 3 hearts.

NOTE 4th Suit Forcing are often game forcing.

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CONVENTIONS FOR CLUB PLAYERS 2.

THE WRIGGLE (One of many variations. All alertable)

If partner's 1NT is doubled, all rescue bids are transfers. i.e.

xx = transfer to clubs 0-6 pts. With more pts., PASS!
2♣ = transfer to diamonds 0-6 pts.
2♦ = transfer to hearts 0-6 pts.
2♥ = transfer to spades 0-6 pts.
pass* = asks opener to re-double or bid a five card suit.

If however opener *rebids* a five card suit - pass, even if doubled again.

* *The pass must be alerted because it is a forcing bid!*

Responder, with **6+ pts. passes the redouble to play.**

Responder, with 0-5 pts. & any 4-4-3-2 shape, bids the lowest 4 card suit. Opener *knows* that you have another higher ranking four card suit. BECAUSE with a 4-3-3-3 hand, responder can transfer into a 4 card suit with 0-3 pts. OR *tough it out with 4 or 5pts!*

If opener has 13 pts. and doubler has 16 pts., and responder has 6 pts., few defenders will risk 1NT XX making - when they have only 5 pts? Most will think it too risky, and bid.

UNUSUAL 2NT Used with Michael's Cue Bids

If opponents open the bidding, use this convention to show 5/5 in the two lowest unbid suits. i.e.

N	E
1♣	2NT = 5 - 5 in diamonds & hearts
1♦	2NT = 5 - 5 in clubs & hearts
1♥	2NT = 5 - 5 in clubs & diamonds
1♠	2NT = 5 - 5 in clubs & diamonds

Recommended point ranges - weak (6-10) AND strong (16+)

With an intermediate hand of 11 -15 overcall your highest ranked suit.

MICHAEL'S CUE BIDS Used with Unusual 2NT.

If opponents open the bidding, use this convention to show 5/5 in one or both majors. **REMEMBER - Conventional bids MUST be ALERTED!**

N	E
1♣	2♣ = 5 - 5 in both majors
1♦	2♦ = 5 - 5 in both majors
1♥	2♥ = 5 - 5 in spades and a minor
1♠	2♠ = 5 - 5 in hearts and a minor

Recommended point ranges - weak (6-10) AND strong (16+)

With an intermediate hand of 11-15 overcall your highest ranked suit.

INVERTED MINOR RAISES

Partner opens a minor suit and you have support but no major suit.

Bid pre-emptively with few points and save bidding space with more.

e.g. Partner opens 1♦ You bid 3♦ with 6-9 pts.

You bid 2♦ with 10-12 pts.

REMEMBER - Conventional bids MUST be ALERTED!

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OPENING BIDS

BALANCED HANDS

4-3-3-3, 4-4-3-2, 2-3-3-5

No void. No singleton. Not 2 doubletons.

12-14	1NT*
15/16	Open 1 of suit**
17/18	Open 1 of suit**
20-22	2NT (Balanced or semi balanced)
23+	2♣ (Forcing to game)

*With 5 of a rebiddable major suit, open the suit and rebid it.

**Open lower of touching 4 card suits, but open majors, before minors.

TWO SUITED HANDS

5-4-2-2, 6-4-2-1, 5-5-2-1 etc.

12-19	5/4, 6-5 etc. Open longest suit. 5/5 etc. Open highest rank.
20+	Open at 2 level (8 playing tricks)
23+	2♣ (Forcing to game)

SINGLE SUITED HANDS

6-3-2-2, 6-3-3-1, 7-3-2-1 etc.

12-19	Open 1 of suit.
20 ish	Open 2 of suit. (8 playing tricks)
23+	2♣ (Forcing to game)
6-10	Open 3 of suit. (with 7 card suit)

4 - 4 - 4 - 1 HANDS

12-19	Opening a major on such hands is not advisable. We suggest you open 1♦. If the singleton is diamonds, open 1♣.
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DISTRIBUTIONAL POINTS

Length Points (used before a fit is found)
Add 1 extra point for 5 card suit.
2 extra points for 6 card suit.

Shortage points (used when a fit is found)
Revalue your hand by adding to HCPs.
Void = 5 Singleton = 3 Doubleton = 1

Decide what your REBID will be BEFORE you open the bidding.

REBIDS

with BALANCED HANDS

15-16	Rebid in NTs at the lowest level. assuming no fit	1♦ - 1♥ 1NT
		1♦ - 2♣ 2NT
	Pass, if partner bids 1NT.	
17-18	Rebid in NTs at a higher level. e.g.	1♦ - 1♥ 2NT
	Bid 2NT, if partner bids 1NT.	
19	Your rebid can be 3NT	

with TWO SUITED HANDS

In this point range, do NOT rebid higher than 2 of your opening suit. Bid a 2nd suit if it is **below** this barrier. e.g.

1♥ - 1♠	1♥ - 2♣
2♣	2♦

17+ Now you *should* rebid OVER your barrier to show the stronger hand.

1♦ - 1♠
2♥

with a 4 CARD MAJOR FIT

If responder bids a major suit in which you also hold 4 cards, **show the support immediately.**

12-15	Raise 1 level.
16/17	Raise 2 levels.
18/19	Raise to game

with SINGLE SUITED HANDS

12-16	Rebid your suit at the cheapest level.	1♥ - 1♠ 2♥
17+	Bid over your barrier.	1♥ - 1♠ 3♥
	Sometimes you may simply rebid to game!	1♥ - 2♣ 4♥

When you REBID in another suit, you are telling partner that you have at least 5 of your 1st suit.

BASIC ACOL WITH TRANSFERS

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RESPONDING

RESPOND to 1NT

0-10	Pass, or transfer if you have a 5 card major. - Then pass.
11/12	2NT (No 4 or 5 card major)
13-19	3NT (No 4 or 5 card major)
11-19	2♣ Stayman with 4 card major 2♦/2♥ = Transfer. Tells partner you hold a 5 card major. (Then bid 2NT 11-12 or 3NT 13-19)
20/21	4NT Quantitative

RESPOND to 1 OF A SUIT

0-5	Pass
	With a 4+ Card Major Fit
5-9	Support opener at 2 level
10-12	Support opener at 3 level
13-16	Support opener at 4 level
17+	4NT. Ace asking 'Blackwood'
	Change of Suit
6-9	*Bid your suit ONLY at 1 level
10-16	Bid your suit at <i>cheapest</i> level
17+	Bid 1 level higher than necessary IF you have a solid 6 card suit.
	Limit Bids in NTs
6-9	1NT*
11/12	2NT No prospect of major fit
13/16	3NT No prospect of major fit

*Note The 1NT response may not be balanced. It simply *denies* a 4 card suit that can be bid at the 1 level.

RESPOND to 2♦/2♥/2♠

0-7*	2NT (negative)
8+	Bid your suit, 3NT, or show support

RESPOND to 2♣

0-7*	2♦ (negative)
8+	Bid your suit or 2NT (positive)
	*Holding an ace & king counts as 8+

RESPOND to 2NT

0-3	Pass or transfer into 5 card major
4-10	3♣ = Stayman 3NT = No 4 card major 3♦/3♥ = Transfers
11+	4NT = Quantitative

As your game develops some of these guidelines will be modified or replaced.

NOTES

TAKEOUT DOUBLES

N	E	S	W
1♦	1♣	1♥	1♠

A direct double of an opponent's suit bid, tells partner that you have:

- Opening points.
- A shortage in the opponent's suit.
- An ability to play in any other suit.

It asks partner to bid their best suit.

N	E	S	W
1♥	1♠	1♣	1♦

Simply tells partner that you could have bid if east hadn't overcalled. It shows 9+ and therefore your side has the balance of points.

PENALTY DOUBLES

N	E	S	W
1NT	1♣	1♥	1♦

shows 16-18 pts. and is for penalties.

OVERCALLS

A **Simple Overcall** shows a **good 5** card suit with 8-15 pts. If you need to overcall your suit at the 2 level, you should have 10-15 pts. (e.g. 1♠-2♦)

A **Jump Overcall** (e.g. 1♦ - 2♠) shows a solid 6 card suit with 16+ pts.

A **1NT overcall** shows 16-18 HCPs with a good stop in the enemy suit and a balanced or semi balanced hand.

'STAYMAN' AFTER 1NT

2♣ = 11+ pts. *with* a 4 card major. It asks opener to bid a 4 card major. With both, opener bids hearts first. With no 4 card major opener rebids 2♦ and responder bids either 2NT with 11/12 pts. or 3NT with 13+ pts.

'BLACKWOOD'

4NT Asks for aces and in response
5♣ = 0. 5♦ = 1. 5♥ = 2. 5♠ = 3
5NT now asks for kings. (Same scale)