

OVERCALLS

Take-out Double 12+	S.O.S. Shortage in opener's suit. Opening hand so 12+ points and Support for the other three suits, 3+ cards
19+	With 5+ card suit, double first then rebid suit
Suit Overcall	Must be a five card suit (containing two honours if minimum points)
6 - 18	Bid at the one level
8+	Can bid at the two level if necessary The requirement for overcalling an opening bid of 1NT is 8-15 points and a good 5+ card suit If minimum have a good 6+ card suit
Jump Overcall	A six card suit containing two honours
5 - 10	Weak - just like a weak two opener
Pre-emptive Overcall 5 - 10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!
1NT Overcall 15 - 18	A balanced hand with a stopper in the opponent's suit. 15 - 18 (With 19+ and balanced hand, first double then rebid NT at lowest level)
Double of 1NT 16+	This is always a penalty double. Any shape hand

DEFENCE

LEADS

Which suit to lead:

If partner bid, lead partner's suit

Which card to lead:

Against NT contracts lead 4th highest of your longest suit or top of a sequence of three honours.

Against trump contracts lead top of a sequence of 2 honours or singleton, or top of doubleton or 2nd highest from suit with nothing higher than the nine (MUD) Never lead away from an Ace against trump contracts.

SIGNALS

When following suit (and not trying to win): Encourage partner to continue playing the suit by playing a high card, followed by a lower card. Discourage by playing low then high

When discarding: Discard a high card of a suit you wanted or low card of suit you don't want led

RESPONDING TO OVERCALLS

RESPONDING TO A TAKE-OUT DOUBLE:

0 - 8	Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponent's suit bid your cheapest 3 card suit
6 - 9	INT if balanced with 1 stopper in enemy suit. 2NT = 10 - 12
9 - 12	Jump bid in your longest suit
13+	Bid game in own 5+ card suit or 3NT with stopper in opponent's suit

AFTER AN OVERCALL AT THE ONE LEVEL:

0 - 5	Pass
6+	With 3+ card support, give a single raise. Without support pass With 4+ card support, give a double raise: bid to the level of the fit
18+	Raise to game or jump bid in own suit
10 - 12	Bid 1NT with a stopper in opponent's suit
13 - 15	Bid 2NT with a stopper in opponent's suit.
16+	Bid 3NT

After a weak jump overcall at the two level:

Responses are the same as if partner opened a Weak Two

0 - 14	With 3+ card support, give a single raise. With 4+ cards, give a double raise
15 - 17	Bid 2NT enquiry. 18+ Bid game Treat as an opening pre-emptive bid.

Responding to a 1NT overcall:

0 - 6	Pass or bid 5+ card suit
7 - 8	Bid 2NT
9+	Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 3NT

After partner doubles 1NT for penalties

0 - 3	Bid a 5+ card suit
4+	Pass

STAYMAN

Bid 2♣ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2♦ = no 4 card major, 2♥ = 4 hearts, 2♠ = 4 spades. 11+ points to respond with Stayman but use weak Stayman with 0 - 10 points if 5 - 4 in the majors

BLACKWOOD

A bid of 4NT is asking for Aces. The responses are 5♣=0 or 4

Aces, 5♦=1, 5♥=2, 5♠=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. Do not ask for Kings unless you know you have the strength for a grand slam

GERBER (Advanced users only!)

A bid of 4♣ over an opening bid of 1NT or 2NT asks for Aces.

The responses are 4♦= 0 or 4, 4♥= 1, 4♠= 2, 4NT= 3. Now 5♣ asks for Kings. Give the same responses at the 5 level

ACOL

BIDDING GUIDE

with Jack Stocken

High Card Points: Ace=4, King=3, Queen=2, Jack=1

CONTRACT LIMIT GUIDE

- Part scores: 19-24.
- Major Suit games and 3NT: 25+.
- Minor Suit games: 27+.
- Small Slam: 6 in Suit 31+, 6NT 33+
- Grand Slam: 7 in Suit 35+, 7NT: 37+

SCORING

Tricks bid and made	UnDbld	Dbld	ReDbld
Clubs & Diamonds - Each trick	20	40	80
Hearts & Spades - Each Trick	30	60	120
No Trumps - First trick	40	80	160
-Each subsequent trick	30	60	120

Undertricks

Not Vulnerable

First trick	50	100	200
Second and third trick	50	200	400
Each subsequent trick	50	300	600

Vulnerable

First	100	200	400
Second and subsequent trick	100	300	600

Bonuses

Part-score contract bid and made	50
Game bid and made - not vulnerable	300
Game bid and made - vulnerable	500
Small slam bid and made - not vulnerable	500
Small slam bid and made - vulnerable	750
Grand slam bid and made - not vulnerable	1000
Grand slam bid and made - vulnerable	1500
For making doubled contract	50
redoubled contract	100

Overtricks

Undoubled - Trick value Doubled - 100 each if not vulnerable, 200 each if vulnerable Redoubled - 200 each if not vulnerable, 400 each if vulnerable

OPENING BIDS

BALANCED HANDS

12 - 14 Open 1NT
even with a 5 card major and 5332

15 - 19 First open one of a suit then rebid NT

20 - 22 Open 2NT

UNBALANCED HANDS

Opening Bids of One of a Suit

12+ Open all hands with 12 points.

- The longest suit
- The higher ranking of any two equal length suits, except with 4 Hearts and 4 Spades, then open 1♥
- With 4441 distribution: Open the suit below the singleton. With a singleton club open 1♥

10 - 11 See 'Rule of Twenty' below

23+ OPENING BID OF 2♣
23+ points (any shape) or of equal playing strength

5 - 10 OPENING BIDS OF 2♦, 2♥ or 2♠ (Weak Twos)
Need six card suit with good suit quality

5 - 10 PRE-EMPTIVE OPENING BIDS OF 3 OF A SUIT 7
card suit with 2+ honours and no four card major.
With 8 card suit, bid four of suit

RULE OF TWENTY

If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass

Personal notes:

RESPONDING BIDS:

RESPONDING TO 1NT

- 0 - 10 Pass or bid 5+ card suit, a weak take-out
11 - 12 Balanced: 2NT (or unbalanced 5+ minor)
13 - 18 Balanced: 3NT (or unbalanced 5+ minor)
19 - 20 Balanced: 4NT invitational to 6NT
- 0 - 10 Unbalanced with a 5+ card suit: 2♦, 2♥ or 2♠ (2♠ is reserved for 'Stayman' convention - see overleaf)
11+ With 6+ card major suit bid game
With 5 card major suit bid 3 of the major
With 4 card major suit bid 2♣ (Stayman)
19+ Unbalanced: Look for a slam after finding a fit
21+ Balanced: Bid 6NT

RESPONDING TO 2NT

- 0 - 3 Pass
4 - 10 Balanced or long minor: Bid 3NT
With 6+ card major suit bid game
With 5 card major suit jump to 3 of the major
With 4 card major suit bid 3♣ (Stayman)
11 - 12 Balanced: 4NT invitational to 6NT
11+ Unbalanced: Look for a slam after finding a fit
13+ Balanced: Bid 6NT

RESPONDING TO ONE OF A SUIT

- 0 - 5 Pass
Four or more cards in opener's major suit
6 - 9 Bid two of the suit
10 - 12 Bid three of the suit
13 - 15 Bid four of the suit
Bid a new suit (forcing)

- 6+ Bid 4+ card suit at the one level (need 10+ to bid at two level)
10+ Bid at the two level with 5+ card major suit or 4+ card minor suit but only if you can't bid at the one level. Bid 4 card major at the one level in preference to longer minor suit at the two level

If none of the above, bid No Trumps

- 6 - 9 Bid 1NT - need not be balanced hand
10 - 12 Bid 2NT with balanced hand
13 - 15 Bid 3NT with balanced hand

RESPONDING TO A 2♣ OPENER:

- 0 - 12 Bid 2♦ (waiting response)
8+ Bid a 5+ card suit with 2 of top 3 honours

RESPONDING TO A WEAK TWO OPENER:

- 0 - 14 Raise to the 3 level with 3 card support. Raise to the 4 level with 4 card support or if game is certain opposite a minimum hand
15+ Bid 2NT (artificial and forcing) to find out more from partner. Bid 3NT to play if game is certain

Responding to a weak three opener:

- 0 - 15 Less than 3 card support, PASS. 3+ support, raise one level and bid to the level of the fit
16+ Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries

OPENER'S REBIDS

OPENER'S REBID AFTER OPENING 1NT

- Raise 2NT to 3NT with 14 points otherwise pass
Raise 4NT to 6NT with 14 points otherwise pass
Always pass over 2♦, 2♥ or 2♠ response
Pass after a bid of 4♥ or 4♠
Raise 3♥ or 3♠ to game with 3 or 4 card support otherwise bid 3NT

OPENER'S REBID w/ STRONG BALANCED HANDS:

- 15 - 16 Rebid NT at the lowest level (Pass after 1NT response)
17 - 18 Jump rebid NT. With 19 points bid 3NT

OPENER'S REBID AFTER OPENING 2NT:

- Pass after a bid of 4♥ or 4♠
Raise 3♥ or 3♠ to game with 3 or 4 card support otherwise bid 3NT
Raise 4NT to 6NT with 22 points otherwise pass

OPENER'S REBID WITH UNBALANCED HANDS:

After limited response (same suit or NT)

- If combined points below game, pass
If game is possible if partner is maximum then raise by one level inviting partner to bid game
If game is certain even if partner minimum, bid game

After a forcing response (new suit)

- 11 - 15 Raise responder's suit with a 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid own 5+ card suit (need 6+ cards if 1NT response)
16 - 18 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump rebid your suit with 6+ cards and 16+ points
19+ Bid game in partner's suit with a fit or bid 3NT. Jump bid in a new suit

2♣ OPENER REBID:

- Over 2♦ bid 2NT with 23 - 24 balanced (not forcing). Any other rebid is forcing to game

WEAK TWO OPENER REBID:

- Raises are pre-emptive so always pass if partner raises After a 2NT response:
5 - 7 Bid three of own suit with minimum hand
8 - 10 Bid a suit containing an Ace or King or protected Queen.
Bid 3NT with two of the top three honours in trumps
Don't bid again unless responder bids a new suit (forcing)