



BASIC SYSTEM: ACOL - SIMPLE SYSTEM

NAME:..... EBU NO.....

PARTNER:..... EBU NO.....

Opening Bids	point range	min. length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	12-19	3/4**		
1♦	12-19	4		
1♥	12-19	4		
1♠	12-19	4		
1NT	12-14			2♣=Stayman; Weak take out
2♣			Game forcing or 23+ balanced	2♦ = negative
2♦		5	8 playing tricks	2 NT = negative
2♥		5	8 playing tricks	2 NT = negative
2♠		5	8 playing tricks	2 NT = negative
2NT	20-22			3♣=Stayman/Baron
3 bids	6-10	7	Pre-emptive, 6 playing tricks not vulnerable 7 playing tricks vulnerable	
4 bids	6-10	8	Pre-emptive, one more trick than above	

DEFENSIVE BIDS

Your overcall	MEANING	Opponents open	DEFENSIVE METHODS
Simple	Standard, 5+ cards	Strong 1♣	Natural, weak jumps
Jump	Strong, non-forcing	Weak NT	Natural
Cue bid	See note over	Strong 1NT	Natural
1 NT	Direct 16-18 Protective 11-14 Responses Stayman	Weak 2	Any agreed method is permitted
		Weak 3	Any agreed method is permitted
2NT	Direct 20-22 balanced Responses As 2NT opener	4 bids	Any agreed method is permitted
		Multi	Any agreed method is permitted

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	Penalty	Bids	new suit forcing
Jump Overcall	Double	Penalty	Bids	new suit forcing
Double	Redouble	New suit	Jump in new suit	Jump raise
	9+ HCP	natural/forcing	forcing	pre-emptive
				2NT
				good raise
Other doubles Take out in normal situations				

OPENING LEADS	v SUIT CONTRACTS	4 th			
<div style="border: 1px solid black; border-radius: 50%; padding: 5px; display: inline-block;"> Attach Red Spot, or hatch over, if using non-standard leads </div>	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10
	K <u>10</u> 9	<u>Q</u> J 10	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>
	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x
	H x x <u>x</u>	H x <u>x</u>	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x
Other leads:	v NT CONTRACTS	4 th			
	<u>A</u> K x (x)	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10
	K <u>10</u> 9	<u>Q</u> J 10	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>
	10 x x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	H x <u>x</u>	H x x <u>x</u> x x
	H x x <u>x</u> x	H x x <u>x</u>	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x

In all the card combinations shown, circle the card you normally lead if different from standard (i.e. underlined card)

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead **	High-low = even number of cards or encouragement
On Declarer's lead**	High-low = even number of cards or encouragement
When Discarding **	High-low = even number of cards or encouragement
Exceptions to above	Suit Preference signals are not disallowed if they are a matter of general bridge knowledge

SLAM CONVENTIONS	Meaning of responses	Action over interference
Blackwood		
Gerber		
G.S.F.		

Other conventions:

1NT Any three point range from 12-18 inclusive (not-variable)

Cue bids: 1st round = game force

later auction = requests further description of partners holdings

After suit agreement = control in suit named

** delete method not employed

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