

BASIC ACOL. WHAT DO WE PLAY PARTNER?		BEFORE playing with someone new, get their agreement about the bidding system you are using.
Tick what you play	Name	Partner
	OPENING 1NT 12-14 HCP balanced. OPENING 2NT 20-22 HCPS may be semi balanced	
	STAYMAN After 1NT or 2NT, 2♣ asks for a 4 card major. (Responder has 4 card major & 11+ pts.)	
	TRANSFERS After 1NT or 2NT, 2♦ shows 5 hearts, 2♥ shows 5 spades (ANY point count.)	
	REVERSE BIDS Opener rebids above their barrier to show a strong hand. (17+) e.g. 1♦ - 1♠ - <u>2♥</u>	
	4TH SUIT FORCE Must be alerted by partner. (Every time)	
	4-4-4-1 Open 1♦ OR if that is the singleton, open 1♣. (Discuss what you play.)	
	2♣ OPENING A very strong hand with either 23+ HCPs OR a hand that can make game without help.	
	STRONG TWOS An opening bid of 2 of a suit shows a strong hand with 8 playing tricks in the suit bid.	
	BLACKWOOD 4NT asks partner for aces. Responses 5♣ = 0 or 4, 5♦ = 1, 5♥ = 2, 5♠ = 3	
	TAKEOUT X Promises 12+ pts. and at least 3 cards in all the other suits. (Often with 4 of a major.)	
	1NT X A penalty double showing 15-18 HCPs. (Partner should pass with 6+ pts.)	
	STRONG JUMP OVERCALL - e.g. 1♦-2♥ Shows a very good 6 card suit and 16+ pts.	
	1NT OVERCALL - e.g. 1♦-1NT Shows 16-18 HCPs. with a stop in diamonds.	

BASIC ACOL. WHAT DO WE PLAY PARTNER?		BEFORE playing with someone new, get their agreement about the bidding system you are using.
Tick what you play	Name	Partner
	OPENING 1NT 12-14 HCP balanced. OPENING 2NT 20-22 HCPS may be semi balanced	
	STAYMAN After 1NT or 2NT, 2♣ asks for a 4 card major. (Responder has 4 card major & 11+ pts.)	
	TRANSFERS After 1NT or 2NT, 2♦ shows 5 hearts, 2♥ shows 5 spades (ANY point count.)	
	REVERSE BIDS Opener rebids above their barrier to show a strong hand. (17+) e.g. 1♦ - 1♠ - <u>2♥</u>	
	4TH SUIT FORCE Must be alerted by partner. (Every time)	
	4-4-4-1 Open 1♦ OR if that is the singleton, open 1♣. (Discuss what you play.)	
	2♣ OPENING A very strong hand with either 23+ HCPs OR a hand that can make game without help.	
	STRONG TWOS An opening bid of 2 of a suit shows a strong hand with 8 playing tricks in the suit bid.	
	BLACKWOOD 4NT asks partner for aces. Responses 5♣ = 0 or 4, 5♦ = 1, 5♥ = 2, 5♠ = 3	
	TAKEOUT X Promises 12+ pts. and at least 3 cards in all the other suits. (Often with 4 of a major.)	
	1NT X A penalty double showing 15-18 HCPs. (Partner should pass with 6+ pts.)	
	STRONG JUMP OVERCALL - e.g. 1♦-2♥ Shows a very good 6 card suit and 16+ pts.	
	1NT OVERCALL - e.g. 1♦-1NT Shows 16-18 HCPs. with a stop in diamonds.	

BASIC ACOL. WHAT DO WE PLAY PARTNER?		BEFORE playing with someone new, get their agreement about the bidding system you are using.
Tick what you play	Name	Partner
	OPENING 1NT 12-14 HCP balanced. OPENING 2NT 20-22 HCPS may be semi balanced	
	STAYMAN After 1NT or 2NT, 2♣ asks for a 4 card major. (Responder has 4 card major & 11+ pts.)	
	TRANSFERS After 1NT or 2NT, 2♦ shows 5 hearts, 2♥ shows 5 spades (ANY point count.)	
	REVERSE BIDS Opener rebids above their barrier to show a strong hand. (17+) e.g. 1♦ - 1♠ - <u>2♥</u>	
	4TH SUIT FORCE Must be alerted by partner. (Every time)	
	4-4-4-1 Open 1♦ OR if that is the singleton, open 1♣. (Discuss what you play.)	
	2♣ OPENING A very strong hand with either 23+ HCPs OR a hand that can make game without help..	
	STRONG TWOS An opening bid of 2 of a suit shows a strong hand with 8 playing tricks in the suit bid.	
	BLACKWOOD 4NT asks partner for aces. Responses 5♣ = 0 or 4, 5♦ = 1, 5♥ = 2, 5♠ = 3	
	TAKEOUT X Promises 12+ pts. and at least 3 cards in all the other suits. (Often with 4 of a major.)	
	1NT X A penalty double showing 15-18 HCPs. (Partner should pass with 6+ pts.)	
	STRONG JUMP OVERCALL - e.g. 1♦-2♥ Shows a very good 6 card suit and 16+ pts.	
	1NT OVERCALL - e.g. 1♦-1NT Shows 16-18 HCPs. with a stop in diamonds.	

OUR BASIC DEFENCE **Please take a few minutes to read this before we play together.**

OPENING LEADS AGAINST NO TRUMP CONTRACTS					A sequence is always headed by an honour, it guarantees the next card down & denies the card immediately above. A sequence is usually from 3 touching cards but near sequences are acceptable. e.g. QJ93 (missing the 10.)
TOP OF A SEQUENCE	QJ10x	AJ109x	KQ10x	1098xx	
4TH HIGHEST	KJ753	QJ62	KQ83	My standard lead - IF I do not have a sequence.	
PARTNER'S SUIT	Kx	xx	Kxx	xxx	IF you have bid a suit, I will lead my highest from ANY 2 cards,
M.U.D.	963	732	Middle-Up-Down from three rags! (NO honours). I Use M.U.D. against suit contracts as well!		
OPENING LEADS AGAINST SUIT CONTRACTS					Same as above but a sequence of 2 touching honours is OK. *Decide between 4th highest or low from 3 or 4 to an honour. My hi-lo leads & singleton leads are looking for a ruff. Try to win and return my suit, unless it is obvious not to do so.
TOP OF A SEQUENCE	QJxx	KJ10x	KQx	1098x	
LOW FROM AN HONOUR	K8753*	K8752*	K873	Q73	
SHORT SUIT LEADS	83	5			
I WILL NEVER underlead an ace against a suit contract ! (e.g. A 7 4)					
I WILL NEVER lead hi-lo from a doubleton honour ! (e.g. K 4)					
PLAYING 3RD IN HAND	I will usually try to win the trick.		I will play the lower or lowest of touching cards to do this.		
PLAYING 2ND IN HAND	I will usually play low.				
IF I CANNOT WIN A TRICK	I will give you a count signal.		Hi-lo with 2 or 4 cards.	Lowest from 3 cards.	

OUR BASIC DEFENCE **Please take a few minutes to read this before we play together.**

OPENING LEADS AGAINST NO TRUMP CONTRACTS					A sequence is always headed by an honour, it guarantees the next card down & denies the card immediately above. A sequence is usually from 3 touching cards but near sequences are acceptable. e.g. QJ93 (missing the 10.)
TOP OF A SEQUENCE	QJ10x	AJ109x	KQ10x	1098xx	
4TH HIGHEST	KJ753	QJ62	KQ83	My standard lead - IF I do not have a sequence.	
PARTNER'S SUIT	Kx	xx	Kxx	xxx	IF you have bid a suit, I will lead my highest from ANY 2 cards,
M.U.D.	963	732	Middle-Up-Down from three rags! (NO honours). I Use M.U.D. against suit contracts as well!		
OPENING LEADS AGAINST SUIT CONTRACTS					Same as above but a sequence of 2 touching honours is OK. *Decide between 4th highest or low from 3 or 4 to an honour. My hi-lo leads & singleton leads are looking for a ruff. Try to win and return my suit, unless it is obvious not to do so.
TOP OF A SEQUENCE	QJxx	KJ10x	KQx	1098x	
LOW FROM AN HONOUR	K8753*	K8752*	K873	Q73	
SHORT SUIT LEADS	83	5			
I WILL NEVER underlead an ace against a suit contract ! (e.g. A 7 4)					
I WILL NEVER lead hi-lo from a doubleton honour ! (e.g. K 4)					
PLAYING 3RD IN HAND	I will usually try to win the trick.		I will play the lower or lowest of touching cards to do this.		
PLAYING 2ND IN HAND	I will usually play low.				
IF I CANNOT WIN A TRICK	I will give you a count signal.		Hi-lo with 2 or 4 cards.	Lowest from 3 cards.	

OUR BASIC DEFENCE **Please take a few minutes to read this before we play together.**

OPENING LEADS AGAINST NO TRUMP CONTRACTS					A sequence is always headed by an honour, it guarantees the next card down & denies the card immediately above. A sequence is usually from 3 touching cards but near sequences are acceptable. e.g. QJ93 (missing the 10.)
TOP OF A SEQUENCE	QJ10x	AJ109x	KQ10x	1098xx	
4TH HIGHEST	KJ753	QJ62	KQ83	My standard lead - IF I do not have a sequence.	
PARTNER'S SUIT	Kx	xx	Kxx	xxx	IF you have bid a suit, I will lead my highest from ANY 2 cards,
M.U.D.	963	732	Middle-Up-Down from three rags! (NO honours). I Use M.U.D. against suit contracts as well!		
OPENING LEADS AGAINST SUIT CONTRACTS					Same as above but a sequence of 2 touching honours is OK. *Decide between 4th highest or low from 3 or 4 to an honour. My hi-lo leads & singleton leads are looking for a ruff. Try to win and return my suit, unless it is obvious not to do so.
TOP OF A SEQUENCE	QJxx	KJ10x	KQx	1098x	
LOW FROM AN HONOUR	K8753*	K8752*	K873	Q73	
SHORT SUIT LEADS	83	5			
I WILL NEVER underlead an ace against a suit contract ! (e.g. A 7 4)					
I WILL NEVER lead hi-lo from a doubleton honour ! (e.g. K 4)					
PLAYING 3RD IN HAND	I will usually try to win the trick.		I will play the lower or lowest of touching cards to do this.		
PLAYING 2ND IN HAND	I will usually play low.				
IF I CANNOT WIN A TRICK	I will give you a count signal.		Hi-lo with 2 or 4 cards.	Lowest from 3 cards.	

WHAT DO WE PLAY PARTNER?			
Name	I play	We play	
WEAK NO TRUMP			
STAYMAN			
TRANSFERS			
4TH SUIT FORCING			
REVERSE BIDS			
NEGATIVE DOUBLE			
JUMP OVERCALLS	WEAK	INTERMEDIATE	STRONG
COUNT SIGNALS			
BENJI ACOL (Full system)			
WEAK TWOS			
OGUST RESPONSES			
LANDY			
WRIGGLE (Transfer only)			
McKENNEY SUIT PREFERENCE SIGNALS			
UNASSUMING CUE BIDS			
1ST ROUND CONTROL SHOWING CUE BIDS			
MICHAELS CUE BIDS			
UNUSUAL NT			
SPLINTERS			
JACOBY 2NT			
PUPPET STAYMAN			
R.K.C.B.			
FULL WRIGGLE (Discuss at length)			
LEBENSOHL			
INVERTED MINOR RAISES			

WHAT DO WE PLAY PARTNER?			
Name	I play	We play	
WEAK NO TRUMP			
STAYMAN			
TRANSFERS			
4TH SUIT FORCING			
REVERSE BIDS			
NEGATIVE DOUBLE			
JUMP OVERCALLS	WEAK	INTERMEDIATE	STRONG
COUNT SIGNALS			
BENJI ACOL (Full system)			
WEAK TWOS			
OGUST RESPONSES			
LANDY			
WRIGGLE (Transfer only)			
McKENNEY SUIT PREFERENCE SIGNALS			
UNASSUMING CUE BIDS			
1ST ROUND CONTROL SHOWING CUE BIDS			
MICHAELS CUE BIDS			
UNUSUAL NT			
SPLINTERS			
JACOBY 2NT			
PUPPET STAYMAN			
R.K.C.B.			
FULL WRIGGLE (Discuss at length)			
LEBENSOHL			
INVERTED MINOR RAISES			

WHAT DO WE PLAY PARTNER?			
Name	I play	We play	
WEAK NO TRUMP			
STAYMAN			
TRANSFERS			
4TH SUIT FORCING			
REVERSE BIDS			
NEGATIVE DOUBLE			
JUMP OVERCALLS	WEAK	INTERMEDIATE	STRONG
COUNT SIGNALS			
BENJI ACOL (Full system)			
WEAK TWOS			
OGUST RESPONSES			
LANDY			
WRIGGLE (Transfer only)			
McKENNEY SUIT PREFERENCE SIGNALS			
UNASSUMING CUE BIDS			
1ST ROUND CONTROL SHOWING CUE BIDS			
MICHAELS CUE BIDS			
UNUSUAL NT			
SPLINTERS			
JACOBY 2NT			
PUPPET STAYMAN			
R.K.C.B.			
FULL WRIGGLE (Discuss at length)			
LEBENSOHL			
INVERTED MINOR RAISES			