INTRODUCTION

BRIDGE
Unit 3
BASIC 'ACOL' BIDDING 2

Congratulations on having survived the most difficult unit in the beginner's course. The rebids on balanced hands are very difficult until you get used to them.

This term we will try to complete your basic Acol bidding armoury and introduce you to the concept of '***Conventional Bids'.*** These bids have special coded meanings that are not natural. e.g., an opening *2*♣, is used to show very strong hands - not clubs.

We will look at two other conventional bids. The first is *'Blackwood'* used to find out how many aces your partner has before bidding to slams, and the second is '*Stayman*' used to locate 4-4 fits in the majors after a 1NT or 2NT opening bid by partner.

We will look at the destructive 3 level bids called *Pre-empts* and how, in hand evaluation, you can add extra points for distributional values.

If the opponents open the bidding first, we will look at how you can get into the auction with bids that are either *Simple Overcalls* or *Jump Overcalls*, and finally we will explore some of the mysteries of the *Double!*

We decided to abandon teaching *'Weakness Takeouts'* as a response to partner's opening bid of 1NT. We believe that *'Weakness Takeouts'* are redundant in the modern game, having been superseded by '*Transfer bids*'. We DO recognise that transfer bids are another *conventional* (artificial) bid that beginners may find difficult to grasp, but when transfers are used with 'Stayman' they really are a must for anyone wishing to play the game competitively. AND NOW - -

WEAK TWOS have replaced STRONG TWOS

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CONVENTIONAL BIDS. 'STAYMAN'

NATURAL BIDS

All bids in bridge are part of a coded language. but most bids have a ***natural*** meaning.
e.g. 1♥ means "I have a heart suit", 1NT means "I have a balanced hand of 12-14 pts". etc.

CONVENTIONAL BIDS

In bridge, some bids have a more abstract, coded meaning. They are called ***conventional bids***.
They were introduced to the game, to solve problems. ***'Stayman'*** is usually the first that students learn.
'Stayman' is used **only after partner opens 1NT or 2NT** and it solves the following problem.

West	East
1NT	3NT
♠ 874	♠ 93
♥ KQ64	♥ A1085
♦ Q84	♦ AK73
♣ AJ5	♣ K86

If west opened 1NT and east held a balanced hand with 13+ points the bidding would be simply 1NT - 3NT.

On these two hands 3NT would be a poor contract, unlikely to make if either opponent held five spades. In 4♥, you can ruff a spade for your 10th trick.

West	East
1NT	2♣
2♥	4♥

The method was pioneered over seventy years ago by the late Ewart Kempson from Durham. It was subsequently developed and publicised by the American Sam Stayman and is now known by bridge players across the world as ***'Stayman'.***

Using the conventional ***'Stayman'*** response of 2♣ you will discover the 4/4 heart fit.
West's opens 1NT and east responds 2♣.
2♣ is simply a question. It has nothing to do with the club suit.
The question to west is - "Do you have a four card major partner?"
If west **has** a four card major s/he bids it. *(With both majors, west bids hearts 1st)*
If west does not have a four card major s/he bids 2♦

Because 2♣ does not mean what it appears to be saying, your partner must ***announce*** to the opponents - ***"Stayman"*** and explain the system if asked.
(You won't be asked, because virtually the whole bridge world uses Stayman).

WHEN TO USE 'STAYMAN'

Use Stayman after partner opens 1NT and 2NT. *(With more experience also use it after partner overcalls 1NT.)*
Use Stayman only if you have at least one **FOUR CARD MAJOR**. *(With a five card major, use a transfer bid.)*
*Use Stayman only if you have 11+ HCPs *(because if no 8 card fit appears, responder's rebid will be 2NT (with 11/12 pts.) or 3NT (with 13+ pts.)*

To play in 2NT you should have a combined point count of 23 ish HCPs and 25 HCPs to play in 3NT

(There are some special situations when you don't need 11 pts. but we will leave those until **much, much later.)*

Remembering that between your two hands you need 25 pts. to bid a game contract of 3NT.
After using Stayman, responder can subsequently bid or invite game in the appropriate contract.

♠ Q104	♠ KJ65
♥ KQ6	♥ A4
♦ K85	♦ 1096
♣ A754	♣ KJ62

West	East
1NT	2♣
2♦	2NT
3NT	

♠ 1074	♠ KJ65
♥ KQJ6	♥ A4
♦ Q85	♦ 1096
♣ A75	♣ KJ62

West	East
1NT	2♣
2♥	2NT
pass	

♠ Q742	♠ KJ65
♥ KQ6	♥ A4
♦ Q8	♦ 1096
♣ A752	♣ KJ62

West	East
1NT	2♣
2♠	3♠
4♠	

Use *'Stayman'* when you have a 4 card majors. **Use *'Transfer Bids* to show 5 card majors.**

TRANSFER BIDS in RESPONSE to 1NT or 2NT

TRANSFER BIDS INTO FIVE CARD MAJOR SUITS

At their simplest, ***transfer bids*** are used **after partner has opened 1NT or 2NT.**
*They replace the **weakness takeout bids** that were used in the olden days, (but they also do much more).*
After a 1NT open by partner, responder bids the suit below his FIVE card major.
After 1NT, responder can bid 2♦ to show ***FIVE HEARTS*** or 2♥ to show ***FIVE SPADES***.
Transfers say NOTHING about your HCPs! You may have a mammoth slam hand, or a Yarborough.

Transfers work extremely well because;

After the 1NT opening bid it puts the ***responding*** hand in control of the auction.
If the responding hand is weak it allows the stronger 1NT hand to play the contract.
This ensures that the lead is coming around to the 1NT hand which may have awkward ***tenaces***. e.g AQ or KJ
Used with 'Stayman', transfers allow you to make an accurate description of the shape and strength of your hand.
They can disguise weak hands in a way that can make it more difficult for the defence to enter the bidding.
They can provide an effective escape if 1NT is doubled. *(1NT can be a very dangerous opening bid).*
In short, transfers are essential to your bidding, even in this introductory form.

AFTER THE COMPLETION OF THE TRANSFER, responder should pass with 0 - 10 HCPs.

After the completion of the transfer, a new suit bid by responder is FORCING for one round.

With 12+ pts. responder can bid a 2nd suit, which is forcing for one round.

After the completion of the transfer, responder can show the strength of balanced hands.

With 11/12pts. and balanced responder can bid 2NT **(DO NOT rebid the 5 card suit.)**
With 13+pts. and balanced responder can bid 3NT **(DO NOT rebid the 5 card suit.)**

You have already shown 5.
Rebidding it would show 6.

Partner has opened 1NT and you hold the following hands.

♠ 109863
♥ 932
♦ A62
♣ 75

Bid 2♥ *(Transfer to spades)*

After partner completes the transfer to 2♠ **PASS**

♠ 86
♥ 93
♦ AQ763
♣ K542

Pass

Only transfer into the major suits!

♠ 63
♥ KQ932
♦ A6
♣ 7542

Bid 2♦ *(Transfer to hearts)*
2♥ pass *(0-10 pts.)*

♠ AK863
♥ K32
♦ A6
♣ 754

Bid 2♥ *(Transfer to spades)*

After partner completes the transfer **BID 3NT** *(to show 13+ pts.)*

♠ AQ863
♥ K32
♦ QJ6
♣ 54

	YOU
1NT	2♥ *(Transfer to spades)*
2♠	2NT *(11/12 pts.)*

♠ AQ985
♥ K32
♦ QJ3
♣ Q5

	YOU
1NT	2♥ *(Transfer to spades)*
2♠	3NT *(13+ pts.)*

♠ A10863
♥ K932
♦ QJ6
♣ A

	YOU
1NT	2♥ *(Transfer to spades)*
2♠	3♥ *(I also have 4 hearts and 13+ pts.)*

♠ AQ98
♥ KQ532
♦ J106
♣ 5

1NT	2♦ *(Transfer to hearts)*
2♥	2♠ *(I also have 4 spades and 12+ pts.)*

With a 4/4 or 5/3 major suit fit, opener should usually choose to play in 4♥/♠

CONVENTIONAL BIDS - STAYMAN & TRANSFERS

As OPENER

with four hearts, four spades and 13 HCPs. balanced, open 1NT

Opener	Responder
♠ AJ32	♠ KQ87
♥ K943	♥ 62
♦ Q54	♦ K1094
♣ K6	♣ AQ4

Opener	Responder
1NT	2♣
2♥	3NT
?	

After 1NT by opener, 2♣ is 'Stayman'. If opener has both majors, opener ***MUST bid hearts first!***

When responder now bids 3NT he must have 13 pts. AND four spades.

Simply ask yourself -
Why did partner use Stayman?

Over partner's 3NT, bid 4♠

Responding 2♠ after Stayman denies holding four hearts!

As RESPONDER

how would you bid after partner opens **1NT** (12-14)?

1	*2*	*3*	*4*
♠ 32	♠ AK65	♠ 932	♠ 932
♥ A1085	♥ A1085	♥ AQ975	♥ Q10852
♦ Q92	♦ 93	♦ A9	♦ 9
♣ K863	♣ K86	♣ K86	♣ K643

Notes on each hand:

1.) Pass. You do not have enough points to bid ! If you bid 'Stayman' and partner replies with 2♠ you are stuck!

2.) Bid 'Stayman' 2♣. You would raise opener's 2♥ rebid to 4♥, or 2♠ to 4♠. If they bid 2♦ denying a four card major, you will bid straight to 3NT with 14 pts!

3.) Bid 2♦ to show a five card heart. Opener does as he is told and bids 2♥. Now show your points by bidding 3NT.

4.) Bid 2♦ a transfer to hearts. Opener does as he is told and bids 2♥. You pass. After partner's opening bid of 1NT you, control the auction. Only you know whether game is on.

Summary: Over 1NT opening bids by partner, you should respond as follows;

Pass	Shows 0-10 pts., no five card major and not a seven card minor. (It may even have a void).
2♣	Is the conventional bid**,** 'Stayman' (it says nothing about clubs and must be announced)
	It ***forces*** the 1NT opener to bid a four card major suit if they have one, OR respond 2♦ if they haven't.
2♦	Is a transfer bid forcing partner to rebid 2♥. It shows 5+ cards in hearts. Any strength
2♥	Is a transfer bid forcing partner to rebid 2♠. It shows 5+ cards in spades. Any strength
2NT	Shows 11/12 HCPs without a four or five card major.
3NT	Shows 13-18 HCPs without a four or five card major.
4♥/4♠	This jump to game shows 6+ cards in the suit bid and game values.
4NT (Very Rare)	Shows 20-22. It is ***quantitative***, asking opener to bid 6NT if max. or to pass with minimun.
5NT (Even rarer)	Shows 23/24. It is ***quantitative***, asking opener to bid 7NT if max. or to pass with minimun.

There is of course, much more to add at a later date but this should help you for the moment!

Always remember that responder is in charge after partner opens 1NT.

OPENING BIDS OF 2NT



1NT shows a balanced hand of 12-14.

An opening bid of **2NT** shows a balanced or semi balanced hand with 20-22 HCPs.

Even though 2NT shows a strong hand, it is a limit bid and can be passed if partner has fewer than 4 HCPs.

Because it is a ***strong hand*** , the shape is sometimes semi balanced as in hand 3. (Two doubletons.)

1
♠ Q 8
♥ A K J
♦ A 9 5 2
♣ A K J 10

2
♠ K Q 8
♥ A 6 3 2
♦ A 9 5 4
♣ A K

3
♠ K 4
♥ A J 10 5
♦ A Q 9 5 2
♣ A K

4
♠ Q 8
♥ A K J
♦ A Q 9 5 2
♣ A J 7

Open all of these hands 2NT

But the delightfully frustrating thing about Bridge is that you will be dealt hands where there is no absolutely *correct* bid!

Although these hands are not balanced , you *could* still open them 2NT.

Alternatively -
Hand 5 might be opened 1♦
Hand 6 might be opened 2♦*

5
♠ K 9 8 4
♥ A
♦ K J 8 7 3
♣ A K Q

6
♠ J 7
♥ A 9
♦ A K Q 5 4 2
♣ A K 3

* Next week we will suggest how you should open big ***unbalanced*** hands at the 2 level.

How you should RESPOND to partner's opening bid of 2NT?

0 - 3 HCPs. Pass or transfer and then pass, if you have a five card major.

4-11 points.
You can bid 3♣ 'Stayman' if you have a ***four*** card major and 4+ points.
Partner ***must announce*** "Stayman"
With a five card major, Transfer.
Partner ***must announce*** the transfer by saying "Hearts" or "Spades"

12+ points
You should be thinking about bidding a slam.
(Bid a quantitative 4NT, asking partner to pass with a minimum or to bid 6NT with a maximum)

THE ACOL 2♣ OPENING BID

If you simply open 1♥ on very strong hands, such as these, there is a very real danger that your partner will pass and game will be missed.

So there is a need to use a ***conventional*** bid, that ***forces*** your partner to bid, even if they have NO points. The conventional opening bid we use is 2♣, and it is the strongest opening bid you can make in Acol.

It must be alerted, because it does not mean that you have lots of clubs.

An opening bid of 2♣ shows either a hand of 23+ HCPs or a hand which can make game without any help from partner. With fewer than 23 HCPs it will be a very strong, distributional hand with slam potential.

♠ AK2 ♥ AKQ10 ♦ KQJ ♣ K64	or	♠ AK4 ♥ AKQJ92 ♦ KQ109 ♣

Open 2♣ on these hands.

Responder bids 2♦ to show 0-7 pts. (A negative)
or
Responder bids 2♥/2♠/2NT/3♣/3♦ to show 8+ pts. and an interest in going on to a slam.

Opener's rebid (assuming a 2♦ response)

2NT	=	23/24 pts. balanced
3NT	=	25+ pts. balanced
2♥/♠/3♣/♦	=	5, usually 6+ of suit. *(Game force)*

HOW YOU SHOULD RESPOND TO 2♣

0 - 7 HCPs *(Negative)*

With 0-7 pts. you must make a negative reply by bidding 2♦. *This says nothing about your diamonds!*

If partner then bids 2NT to show 23/24 HCPs. you can use Stayman or transfers or simply bid 3NT

NOTE 1:- After your partner has opened 2♣ you cannot stop short of a game contract unless your partner's rebid is 2NT and you have NO HCPs!

NOTE 2: Because aces and kings are such important cards responder should count an ace and a king as 8+ and respond positively.

8+ HCPs *(Positive)*

With 8 or more points you must bid any five card suit that you hold.
If the suit is diamonds you would need to bid 3♦ as 2♦ is simply the negative response to 2♣.

If you do not hold a five card suit, bid 2NT.

If you make a positive response it is more than likely that you will be in the slam zone and that you will use '***Blackwood***' to investigate partner's ace holding. (*Blackwood will be covered next week).*

♠ AK6 ♥ AK65 ♦ KQJ ♣ K94		♠ 7543 ♥ 107 ♦ 9642 ♣ 874
Opener 2♣ 2NT		Responder 2♦ Pass

♠ AK ♥ AK652 ♦ K9 ♣ AQJ4		♠ 754 ♥ 973 ♦ 86542 ♣ K5
Opener 2♣ 2♥ 3♣		Responder 2♦ 2NT 4♥

♠ AK ♥ AK652 ♦ K96 ♣ AQ4		♠ 754 ♥ Q73 ♦ AQ1042 ♣ K5
Opener 2♣ 3♥ 5♥ 6♠		Responder 3♦ 4NT (Blackwood) 5NT (Blackwood) 7NT

PRE-EMPTIVE BIDS

Opening bids at the 3 level are destructive bids designed to disrupt the opponent's bidding.
Unfortunately they sometimes make it difficult for your side too.

They are best made in 1st or 3rd position to make a pre-emptive strike against your opponents, before they can constructively bid to *their* best contract.

The guide lines for using this weapon are:

1. You have at least seven cards in the suit.
2. You do not have defensive tricks outside your suit *if* the opponents find *their* correct contract.
3. You should not have a four card major outside your suit.
4. Your point range is 6 - 10ish
5. Pre-empts have less effect if the opponents have already bid, particularly a major suit.
6. Assume that you will be doubled, and be particularly circumspect if you are vulnerable.
7. You would be wise to agree with partner, not to pre-empt with a poor suit.

NOTE Pre-emptive bids are risky to bid and to compete against. Be very careful if your side is vulnerable!

Suggested Opening Bids with Long Suits

3♠

♠ KQJ8652
♥ J9
♦ 954
♣ 10

♠ 9
♥ A1095
♦ AK86
♣ AQ43

3♥

♠ Q4
♥ AJ986532
♦ 1074
♣ -

4♥

♠ 4
♥ KQJ98653
♦ J1074
♣ -

PASS

♠ Q108
♥ J986532
♦ A7
♣ 4

Weak & defensive values

1♠

♠ AKJ8652
♥ A94
♦ 95
♣ 10

Too strong for 3♠

RESPONDING to Pre-emptives

3 level opening bids are NOT forcing.
Usually you should PASS if partner pr-empts, even with a void in partner's suit.

Some players make the mistake of bidding 3NT when they have the other suits covered - BUT remember you need to get to partner's long suit. In the first hand, 3NT will not make, but 4♠ WILL MAKE!

DEFENCE to Pre-emptives

Not easy because you are at the 3 level!!! BUT
You can overcall at the 3 level with a good six card suit or even bid game if your hand is wildy distributional.

When you want to compete but are unsure which is the best contract, you would make a TAKEOUT X (*which we will be cover in more depth - soon*)

N	E	S
3♥	3♠	

EAST
♠ AKQ1052
♥ 3
♦ KQJ
♣ QJ8

N	E	S
3♣	4♥	

EAST
♠ 92
♥ AKQ10952
♦ AK6
♣ -

N	E	S
3♠	X	

EAST
♠ 9
♥ AQ105
♦ AK987
♣ KJ3

N	E	S
3♠	X	

EAST
♠ 9
♥ AK1054
♦ AQJ983
♣ 7

When/IF - you hold length in RHOs pre-emptive suit, PASS - AS SMOOTH AS SILK

~~STRONG TWOS~~ WEAK TWOS in THREE SUITS

The game moves on!
Although it ***was*** normal to open suit bids at the 2 level to show a powerful hand with 8 playing tricks in the suit, ('Strong Twos'), it is now far more common to open 2♥ and 2♠ as a weak hand with 6-10 pts. and SIX cards in the suit. You are likely to hear bridge players saying that they play 'Benji.' This is an abbreviation of 'Benjaminised Acol', a bidding system named after Albert Benjamin that allows you to play Weak Twos AND Strong Twos in the same system.

This method IS too complicated for inexperienced players, but a simpler system known as 'Weak Twos in THREE suits' is now so common that we have decided to teach this system *within the beginners units.*

Remember that you MUST agree with your partner what system you are playing!

If partner opens 2♦, 2♥ or 2♠, you must announce to the opponents "***Weak***!" If they ask for more information, you will tell them that it shows ***SIX cards in the suit opened and 5-10 pts.*** **It is a mini pre-empt!**
Here are some examples

1	2	3	4	5	6
♠ KJ9875 ♥ 72 ♦ K72 ♣ J6	♠ KQ9875 ♥ Q2 ♦ A742 ♣ 6	♠ J98 ♥ KQJ742 ♦ 74 ♣ 96	♠ 8 ♥ 832 ♦ AK7654 ♣ J96	♠ 98 ♥ AQ ♦ QJ10542 ♣ 962	♠ KJ9842 ♥ 8 ♦ J42 ♣ K62
Open 2♠	Open 1♠ (Too strong for 2♠)	Open 2♥	Open 2♦	Open 2♦	Open 2♠

REQUIREMENTS TO OPEN A WEAK TWO.

WEAK TWOS are defensive bids designed to make it difficult for opponents to bid constructively. They show:

1. A six card suit. (Maybe a 7 card suit if the vulnerability makes a 3-level pre-empt too dangerous).
2. 5-10 points (NOT strong enough to open 1 of a suit!)
3. A reasonable suit quality (QJ10xxx, Q109xxx, K10xxxx or AQxxxx.
4. No outside four card major (*maybe* if the major is strong and the other 4 card major is very poor).

RESPONDING to PARTNER'S WEAK TWO.

With a singleton/void in partner's suit, only bid a new suit if you have a good 6+ card suit and	**16** ish pts.
With a small doubleton in partner's suit only bid a new suit if you have a good 6+ card suit and	**15** ish pts.
With three cards or doubleton honour, raise 1 level. (Pre-emptive, not invitational)	**14** ish pts.
With four cards ***raise to the level of the fit*** (unless 4-3-3-3 or V. against N.V.)	**12** ish pts.

There are more accurate ways for responder to ask "How good was your Weak 2 opening?" i.e. "Was it 5-8 or 9/10"? but for now responder should simply use judgements based on the guidelines above.

Remember that bridge is not just about making game scores. It is about getting the best score you can with the cards you are dealt. -100 for 4♥ -2 is better than -620 for opponents making 4♠

♠ 864 ♥ KQJ984 ♦ 32 ♣ K3	♠ AKJ942 ♥ 53 ♦ 6 ♣ AQ87	♠ 864 ♥ KJ9842 ♦ 32 ♣ K3	♠ 5 ♥ Q763 ♦ QJ7 ♣ A9875	♠ 864 ♥ KQ9842 ♦ 32 ♣ K3	♠ AQ9 ♥ A65 ♦ 87 ♣ QJ875
WEST *2H* *3S*	*EAST* *2S* *4S*	*WEST* *2H*	*EAST* ***4H**	*WEST* *2H*	*EAST* *3H*

SIMPLE OVERCALLS

So far we have looked only at bidding in a ***constructive auction***, which assumes that only **one** pair are bidding. However, if the opponents open the bidding, your side can still compete with a higher ranking bid.
This type of bid is called a ***simple overcall***.
Understand and remember, that opening hands and hands suitable for overccalling are two different animals!

An overcall is made for one or more of the following reasons :

1. To begin a sequence which will get your side to the optimum contract.
2. To push opponents one or more levels higher than they would wish to go.
3. To prepare the way for a possible sacrifice.
4. To indicate a good lead to partner, if the opponents win the auction.
5. To obstruct the opponents.

Simple Overcalls after Right Hand Opponent (RHO) opens.

Simple overcalls in a suit, are made at the lowest available level. They show:

e.g. N 1♦ E 1♠ *or* N 1♥ E 2♣

1.) At least a good five card suit.
2.) 8 ish pts. (but can be as many as 15) for a bid at the 1 level. e.g. 1♦ - 1♥
3.) 10 ish pts. (but can be as many as 15) for a bid at the two level. e.g. 1♠ - 2♦
4.) Usually a shortage in the enemy suit.

NOTE - With 16+ HCPs begin with a 'Double' The red bidding card with a white X More later!

OR if you have a very good 6 card suit and 16+pts. you can make a Jump Overcall More later!.

If your right hand opponent (RHO) opens 1♥ and you hold**.**

♠ AKJ743 ♥ 9 ♦ J1093 ♣ 86	♠ AKJ107 ♥ 109 ♦ K53 ♣ A76	♠ 983 ♥ 87 ♦ KQJ95 ♣ AJ8	♠ A ♥ 974 ♦ AJ1053 ♣ K942	♠ 72 ♥ AK8 ♦ KJ95 ♣ Q942
HCPs = 9 Bid 1♠	HCPs = 15 Bid 1♠	HCPs = 10 Bid 2♦	HCPs = 12 Bid 2♦	HCPs =13 Pass

Responding to Simple Overcalls

Because overcalls guarantee a ***five*** card suit, you can show immediate support for partner's overcall with only three cards, but remember, **OVERCALLS ARE NOT FORCING BIDS.** Generally you should only respond to partner's overcall if 1. you consider that game might be on.
2. that there is a much better contract available elsewhere.
3. you want to make it hard for LHO to support his partner who opened

You can of course bid on with three card support, if your opponents compete but watch the vulnerability

Finally, if your partner overcalls in a suit in which you have a void or singleton, do not try and rescue your partner by bidding a suit of your own - UNLESS it is a very good five, or preferably, SIX card suit.
You invariably get into deeper trouble and in the post mortem, YOU now get the blame!!

STRONGER OVERCALLS

Jump overcalls

A jump overcall is made *one level higher* than necessary e.g.

N	E	S	W
1♠	**3♥**		

or

N	E	S	W
1♣	**2♠**		

At this stage of your learning, a jump overcall shows a strong hand (16+) with a good six card suit.
Use your own judgement at the table. Even though the bid shows a strong hand, it is NOT forcing.

If your right hand opponent opens 1♥ and you have

♠ A K 10 8 5 3	♠ Q J
♥ 9 7	♥ 8
♦ A	♦ A K Q 9 5 3
♣ K Q 4 2	♣ K J 4
Bid 2♠	Bid 3♦

♠ A K Q J 5 3 2	♠ K 6
♥ K 7	♥ 3
♦ 6	♦ A K 6
♣ Q J 8	♣ K Q J 10 9 3 2
Bid 2♠	Bid 3♣

An Overcall Bid of 1NT (Please note the point range.)

You need all of the following to make an overcall bid of 1NT

1.) **16 -18 HCPs** (*Because the hand doesn't have ruffing values it needs extra high cards to make tricks).*
2.) **A good stop in the enemy suit.** (*Preferably two stops*.)
3.) **A hand, that is usually balanced**, that will play better in NTs than a major

There is often some grammatical confusion when discussing the 1NT overcall.

After opponents open 1 of a suit - your overcall **BID of 1NT,** requires 16-18 HCPs
After opponents open 1NT - your overcall **in a suit**, requires normal overcall criteria. (10 ish)

1. If your right hand opponent opens 1♥

♠ K 2	♠ A 9 8
♥ A K 5	♥ A Q
♦ K J 9 5	♦ A J 10 5 3
♣ Q 9 4 2	♣ K 9 4
overcall 1NT	overcall 1NT

2. If your right hand opponent opens 1NT

♠ K 2	♠ 9 8
♥ A K J 7 5	♥ A 9
♦ 6 5	♦ A Q J 10 5 3
♣ Q 9 4 2	♣ 10 9 4
overcall 2♥	overcall 2♦

Bidding the Opponent's Suit !?

If the opponents open 1♥, you would NEVER bid hearts naturally.

If you were lucky enough to pick up this incredibly strong hand after your right hand opponent has opened the bidding 1♥, you could bid ***THEIR*** suit to tell partner that you have a VERY strong hand which can make game in your own hand, but you are not sure of the best suit.

♠ A K J 10 8 5
♥ -
♦ A K 10 5 3 2
♣ 7

If your RHO opens 1♥, overcall 2♥

This is called a ***Cue Bid.*** The hand will likely have two long suits but is very rare.

NOTE
Sometimes you will have a hand that is too strong to make a simple overcall but you don't have a six card suit. You may have two five card suits and 16+ HCPs. With this type of hand you should begin with ***a Takeout Double****. Next Page - -*

THE 'TAKEOUT' DOUBLE

Originally, ***'Double'*** ('X') meant - "I don't think you are going to make that contract" and my double, literally doubles your penalty!
Because, *doubles* at low levels offered such little reward, bridge players eventually decided to use the 'X' to invite partner to ***compete in a different suit,*** by ***taking out*** the double. The double was no longer for Penalties. It became known as a 'TAKEOUT X'

The 'direct' TAKEOUT DOUBLE should have all of these qualities:

1.) It is made directly after an opening suit bid by your right hand opponent
2.) It shows opening points. (12+)
3.) It shows a shortage in the suit opened by your RHO.
4.) It *usually* shows at least three card support in the other three suits.
The hand is NOT suitable for a simple or jump overcall.
The hand has no five card major, (8-15) or is too strong (16+)

It looks like this (Often unused!)

X

Here are two classic example of hands where east doubles for Takeout.

N	E	S	W
1♦	**X**	?	?

♠ AK74
♥ KJ65
♦ 4
♣QJ104

S	W	N	E
1♦	P	2♦	**X**

West is required to bid even with NO points.
West, with more pts. (10ish) should bid 1 level higher.
West can only bid NTs if west can stop diamonds. (9ish).
West (if weak) is ONLY excused from bidding if south bids.

Responses to east's TAKEOUT X

West 3	West 2	West 3
♠ 85	♠ 85	♠ 852
♥ 9632	♥ AQ32	♥ J63
♦ J974	♦ J974	♦ KQ7
♣ 1083	♣ K83	♣ K832
1♥	2♥	1NT

EXCEPTIONS - WHERE X IS BEST!

Bridge is rarely that straightforward.
After an opening bid of 1♥ by RHO,
'X' would still be correct on these hands.

♠ KQ53
♥ 86
♦ A10974
♣ K9

Importance of finding a major fit makes 'X' preferable to bidding a five card minor suit

♠ KQJ43
♥ J
♦ AQ43
♣ KQ9

This hand is too strong to make a simple overcall which shows 8-15.

ALTERNATIVES to the TAKEOUT X

North has opened 1♥

East
♠ KQ532
♥ 86
♦ A1097
♣ K9
1♠

Make a simple overcall with a 5 card major and 8-15 HCPs

East
♠ KQ53
♥ AJ8
♦ 1097
♣ Q92
PASS

Yes you could have opened 1NT but there is no bid available

East
♠ KQ53
♥ AJ8
♦ A97
♣ Q92
1NT

Overcall 1NT to show 16-19 and a good stop in hearts.

East
♠ K5
♥ AJ865
♦ K83
♣ Q92
PASS

Why would you want partner to bid another suit?

TAKEOUT DOUBLES WITH FEWER THAN 12 HCPs

A player ***who has already passed***, can make a Takeout 'X' to ask partner to compete in another suit.
These Takeout 'X's will always be short in the opponents suit!

N	E	S	W
1♦	P	2♦	P
P	*X		

E	S	W	N
P	1♦	P	P
*X			

***X East**
♠ A865
♥ QJ109
♦ 43
♣ Q93

East is in the Protective position.
(The player whose PASS would close the auction.)

Notice that in these examples, 'X' is made by east who ***has already passed***!
Opponents have stopped well short of game despite having a fit. They may only have 18-22 HCPs between them.
*East can take some action if short in opponent's suit. (*If they have a fit - then so do you!*) COMPETE!

REMEMBER - 1NT - 'X' IS NOT A TAKEOUT DOUBLE! *It is a PENALTY DOUBLE!*

*It shows at least 15 HCP's. Partner would only take out this penalty double, (by bidding,) if he had fewer than 6 pts. If partner **bids** after your penalty double, you should pass. Partner is WEAK! (0-5 pts.)*

1NT - DOUBLE

As we have discussed earlier, all direct doubles of a suit bid by your opponents, are for ***takeout***.
Meaning, that you want your partner to 'take out' the double by bidding their best suit .
i.e.

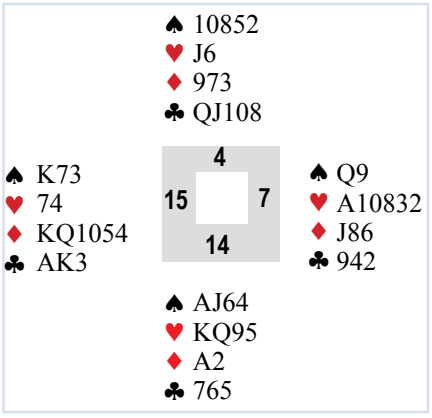
N	E	S	W	
1♣	*X*	*The double shows 12+ HCPs* ***shortage in clubs****.*		*It asks west to bid their best suit.*
1♦	*X*	*The double shows 12+ HCPs****, shortage in diamonds****.*		*It asks west to bid their best suit.*
1♥	*X*	*The double shows 12+ HCPs****, shortage in hearts.***		*It asks west to bid their best suit.*
1♠	*X*	*The double shows 12+ HCPs* ***shortage in spades****.*		*It asks west to bid their best suit.*

BUT

N	E	S	W
1NT	X	is ALWAYS a ***penalty double***. It shows 15+ HCPs usually with a balanced/semi balanced hand.	

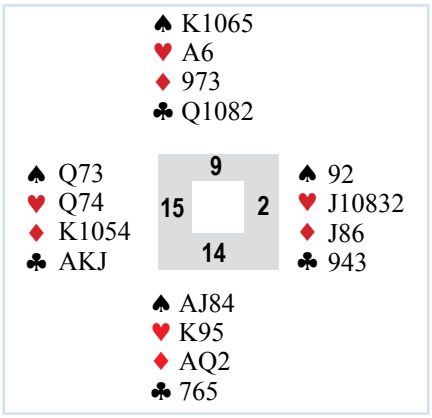
In order for this to be successful, partner (west) needs to have a few points of their own.
If east has a minimum 15 HCPs for the double, west with at least 6+ HCPs can help partner to defeat north's 1NT because E/W have ***'the balance of points'***
So we have an unusual situation where west will PASS with 6+points and BID with fewer points.

Here are two examples



S	W	N	E
1NT	X	P	P
P			

West's double shows 15-19 HCPs.
East has 7 HCPs and therefore knows that E/W have the balance of points.
East passes and hopes that their 22+ points are enough to set the contract.



S	W	N	E
1NT	X	P	2H
P	P	P	

West's double shows 15-19 HCPs
East, with only 2 HCPs, knows that N/S have the balance of points and the penalty double will fail.
Therefore east would be wise to bid 2♥.
West concludes that partner must be weak and passes.

IF, in the example above, north had held a 5 card suit he could have bid the suit as an attempt to escape the penalty.

Although balanced hands where both sides have roughly the same number of HCPs are often considered boring, they are a real challenge to play and to defend.

REBIDS WITH TWO SUITED HANDS

You always bid your longest suit first, and rebid your second suit if you can*.This will tell partner where 9 of your 13 cards are.
* ***Reverse*** bids show 17+ HCPs (More later)

For now, simply remember that with two suited hands, and 12-16 HCPs, you must not bid higher than 2 of your opening suit. e.g. if you open 1♥, **your rebid should not be higher than 2♥**.

Hands 2 & 3 show situations where you would simply rebid your 1st suit.
In hand 5, with 17 points, you can rebid your second suit even though it is higher ranking.

1	2	3	4	5	6
♠ AQ763 ♥ QJ52 ♦ 84 ♣ K9	♠ K84 ♥ KJ762 ♦ 8 ♣ AK93	♠ KQ76 ♥ KJ5 ♦ A97532 ♣ -	♠ Q6 ♥ AJ843 ♦ KJ92 ♣ QJ	♠ A87 ♥ KQJ6 ♦ A ♣ KQ842	♠ KQ752 ♥ J3 ♦ A743 ♣ KJ

1.) Open 1♠ intending to rebid 2♥ showing five spades & four hearts.

2.) Open 1♥ intending to rebid 2♣. If partner bids 2♦, simply rebid 2♥.

3.) Open 1♦ If partner bids 1♥ rebid 1♠. If partner bids 2♣, rebid 2♦.

4.) Open 1♥ rebid 2♦ showing five hearts and four diamonds.

5.) Open 1♣ intending to rebid 2♥ because you have 17+

6.) Open 1♠ intending to rebid 2♦ If partner bids 2♥, simply rebid 2♠.

What do you open?

1	2	3	4	5	6
♠ A653 ♥ QJ7 ♦ 6 ♣ AK932	♠ KQJ82 ♥ KJ432 ♦ 86 ♣ A	♠ A854 ♥ AKJ8 ♦ 107 ♣ Q84	♠ Q10 ♥ Q852 ♦ AKJ73 ♣ J9	♠ A1062 ♥ Q7 ♦ J ♣ KQ9743	♠ QJ8653 ♥ K10 ♦ 4 ♣ AQ54
.....	.....	.....	.....	.....	.....

Partner responds:

1♦	1NT	2♣	1♥	1♠	2♦

What is your rebid?

.....	.....	.....	.....	.....	.....

ANSWERS

1	**1♣**	**rebid**	**1♠**	*4*	**1♦**	**rebid**	**2♥**
2	**1♠**	**rebid**	**2♥**	*5*	**1♣**	**rebid**	**2♠**
3	**1NT**	**rebid**	**2♥**	*6*	**1♠**	**rebid**	**2♠**

'BLACKWOOD'

To bid a ***Small Slam***, requiring 12 of the 13 tricks, you may need 33 HCPs. (*Only one ace missing.*)
For a ***Grand Slam*** where you must make ALL 13 tricks, you need at least 37 HCPs. (*No aces missing*.)

When you are brave enough to bid to the ***slam*** zone it is important to know how many of the four aces your side has.You might make a grand slam missing two jacks and a queen but not if you have an ace missing.

Bridge players use a ***conventional bid*** called 'Blackwood' to find out. After discovering during the auction that your side has sufficient points or distribution to bid towards a slam, one of the partnership may bid 4NT. This is a conventional bid called ***'Blackwood'.***

Remember that 3NT, 4♥ or 4♠ scores a game bonus, so any bid ***beyond a game call*** must express an interested in bidding on to a slam.

The convention is named after Easley Blackwood Senior, an American who devised the bid.

If partner bids 4NT, it is the conventional bid ***asking for aces*** and you would reply as follows:

Partner	You		
4NT	5♣	(the next bid up)	shows 0 aces (or 4)
4NT	5♦	(one step higher)	shows 1 ace
4NT	5♥	(two steps up)	shows 2 aces
4NT	5♠	(three steps up)	shows 3 aces

Often refered to as ***STEPPED RESPONSES.***

Then

Rarely and ***ONLY if all aces are known***, partner can bid 5NT, to ***ask for kings***, using the same scale.

5NT	With 0 or 4 kings	Bid 6♣
5NT	With 1 king	Bid 6♦
5NT	With 2 kings	Bid 6♥
5NT	With 3 kings	Bid 6♠

What do you bid after partner bids 4NT?

1	2	3	4*.....	5 .....
♠ AQJ85 ♥ K9 ♦ 954 ♣ J108	♠ - ♥ AK106 ♦ A5432 ♣ AJ108	♠ K852 ♥ KQ ♦ 954 ♣ AQJ10	♠ AQJ73 ♥ A8 ♦ A54 ♣ A108	♠ 42 ♥ AKQ7 ♦ A962 ♣ J108

ANSWERS

1 **5♦**
2 **5♠**
3 **5♦**
4 **5♣**
5 **5♥**

(*4 *It would be very unusual for partner to be investigatng slam without an ace in his hand.*)

PLEASE NOTE

1NT - 4NT is NOT Blackwood. It is ***QUANTITATIVE***
asking opener to bid 6NT if maximum (14 pts.) or to pass on a minimum.

2NT - 4NT is NOT Blackwood. It is ***QUANTITATIVE***
asking opener to bid 6NT if maximum (22 pts.) or to pass on a minimum.

'Gerber'

Please ONLY use Gerber over partner's ***1NT or 2NT opening bids***
'Gerber' uses 4♣ as the asking bid. The stepped responses after 1NT - 4♣ are:

With no aces	Rebid 4♦	(4♥ would then ask for kings.)
With 1 ace	Rebid 4♥	(4♠ would then ask for kings.)
With 2 aces	Rebid 4♠	(4NT would then ask for kings.)
With 3 aces	Rebid 4NT	(5♣ would then ask for kings.)

In other sequences, 'Gerber' can be confusing, especially when clubs have been bid during the auction.
It removes a useful, natural bid from the auction

DISTRIBUTIONAL POINTS

Length Points *(Used initially.)*

When it is likely that the final contract is going to be in a suit rather than NTs, add ***distributional points*** to your HCPs based on long suits.
Add an extra point for any suit that has more than four cards.
For a five card suit add one point, for a six card suit add two points etc.

♠ AK7642 ♥ KJ65 ♦ 4 ♣ 97	= 11pts. +2 for a six card suit	= 13 (open 1♠)
♠ AK764 ♥ QJ654 ♦ - ♣ 973	= 10 pts. +2 for two five card suits	= 12 (open 1♠)
♠ J4 ♥ A96543 ♦ - ♣ KQ974	= 10 pts. +2 for a six card + 1 for a five card suit	= 13 (open 1♥)

These points help to evaluate the strength of your hand for an opening bid or when responding to partner, but if partner opens a suit in which you have a singleton or void, it is wise to remember that without a fit, you will need to win your tricks with HCPs.

Shortage Points *(Used ONLY after a trump fit has been found.)*

You will come to realise that a hand's playing strength does not only rely on HCPs, and that in trump contracts, a 'void' is sometimes as good as an ace. If a 4-4 or 5-3 (or better,) suit fit with partner is revealed during the auction, you can use a different method of hand evaluation. Instead of counting points for long suits, you would now add points for short suits on the following scale!

Void	=	**5 points**
Singleton	=	**3 points**
Doubleton	=	**1 point**

This scale of additional points is an *alternative* to length points. You cannot use the two together.

So, if on the first of the above hands you opened 1♠ and partner bid 2♠ (5-9 points.), you would re-count your hand as - 11 HCPs + 3 (singleton) & 1 (doubleton) = **15 points.** **This is still not enough for game so PASS would still be your best rebid.**

On the second hand, if partner bid 2♠ (5-9 points), you would re-count your hand as 10 HCPs + 5 (void) = **15 points.** **PASS would still be your best rebid**

On the third of the above hands you opened 1♥ and if partner bid 3♥ (10-12 points), you would re-count your hand as 10 HCPs +5 (void) & 1 (doubleton) = **16 pts.**

NOTE: If partner bids the suit in which you hold a void or singleton, you should begin to mentally knock points off the original value of your hand. Some hands are mis-fits and you must learn to recognise this early in the auction.

		You open	Partner responds	Your rebid?
1.	♠ AQJ764 ♥ K10654 ♦ - ♣ 84	1♠	1NT	
2.	♠ 42 ♥ AK108 ♦ 4 ♣ KQJ932	1♣	1♥	
3.	♠ A942 ♥ K106542 ♦ A6 ♣ 8	1♥	1♠	
4.	♠ AQJ764 ♥ K10654 ♦ - ♣ 84	1♠	2♥	

ANSWERS

1. 2♥ Bid your 2nd suit
2. 3♥ With the fit, revalue your hand as 17 pts.
3. 2♠ Simple raise.
4. 4♥ Partner has 10 pts and you have 15, so bid game.

FINDING A MAJOR SUIT 'FIT' (8+)

Remember that if you become declarer, you will be playing with two hands, your hand and dummy.

The quickest way to get a game bonus is to bid 3NT (nine tricks needed), but in NTs you cannot make extra tricks by ***ruffing*** (trumping losers.)
You need at least 25+HCPs to make 3NT.
If, during the auction, you can locate an eight card major suit fit between the two hands, most players prefer to play in 4♥/♠ with 25+ points.

Ten tricks are needed but you can *ruff* losers.

You will find when playing the hand, that if you have a 4-4 trump fit with your partner, you can make extra tricks by *'ruffing'* in both hands, but a 5-3 trump fit is almost as good.

If your partner opens 1 of a ***major suit***, and you hold four cards in the suit, you will immediately show the fit.

If you hold three cards in a major suit that your partner has opened, bid your own longest suit first if you can. (Remember you need 10+points to bid a new suit at the 2 level.) Make the ***dustbin bid*** of 1NT if you can't.

Partner opens				
1♠	with four spades and	**6-9**	you bid	2♠
	with four spades and	**10-12**	you bid	Stop* 3♠
	with four spades and	**13-16**	you bid	Stop* 4♠
	with four spades and	**17+**	you should be thinking of a slam. *(More later)*	

* The *'Stop'* bid simply warns the other three players that you are going to ***jump a level of bidding.***

With three (or fewer spades,) you obviously cannot support spades.
With 6-9 pts. bid 1NT
With 10+ pts. bid a minor suit or 2♥ if you have five hearts.

Watch for your partner's rebid! It will tell you whether they have five spades.

If they rebid a second suit it guarantees that they have five spades and you can now show three card support at the appropriate level. If they rebid spades, it would again show a five card suit.

With 12 ish HCPs but no eight card major suit fit, you can investigate NTs. (*Find out if you have stops in all suits!*)

What do you rebid with the following hands if your partner opens 1♥?

Partner	*You*
1♥	*1♠*
2♦	*?*

1	2	3	4	5	6
♠ AQxxx ♥ QJx ♦ xxx ♣ KJ	♠ AJxxx ♥ xxx ♦ x ♣ Qxxx	♠ KQxx ♥ KJx ♦ Jxxxx ♣ A	♠ AQxx ♥ Qxx ♦ Qxxx ♣ xx	♠ Qxxxx ♥ Qx ♦ Ax ♣ AKxx	♠ Qxxxx ♥ x ♦ Kxxx ♣ Jxx
.....4H.....	.....2H.....	.....4H.....	.....3H.....	.....3NT.....	.....Pass.....

Similarly, opener would show immediate support for responder's major suit at the appropriate level.

N	S
1♦	1♠
2♠ normal opening hand.	

N	S
1♦	1♠
3♠ strong opening hand.	

N	S
1♦	1♠
4♠ very strong opening hand.	

North
♠ AQxx
♥ Qx
♦ KJxxx
♣ xx

North
♠ AKxx
♥ KJ
♦ AQxxx
♣ xx

North
♠ AKxx
♥ KQx
♦ AQxxx
♣ x

AN 'ACOL' CONVERSATION

THE TWO HANDS

Opener	Responder
♠ K2	♠ 864
♥ AK974	♥ Q105
♦ QJ8	♦ K6
♣ K72	♣ AQ986

Gentle reminders

If your partner opens the bidding with 1♥

& THIS	♠ K75
WAS	♥ 105
YOUR	♦ 75
HAND	♣ KJ7532

You should only bid 1NT because you do not have the 10 pts. needed to bid your own suit at the 2 level

If your partner opens the bidding with 1♥

& THIS	♠ KQ752
WAS	♥ A5
YOUR	♦ 75
HAND	♣ KJ75

You DO NOT need to jump. Simply respond 1♠ which shows 6+ pts. and FORCES partner to rebid.

TRANSLATED INTO ACOL

Opener	"I have 12-19 points and at least four hearts."	1♥
Responder	**"Thank you, I have 10+ points and at least four clubs."**	**2♣**
Opener	"Oh good! I have 15/16 points. With your 10 pts. we have enough for game! I can tell you that by rebidding NTs to show my balanced hand of more than 12-14 - but will the game be 4♥ or 3NT or 5♣? You must tell me more partner."	2NT
Responder	**"Excellent, you have 15+ we have enough points for game. To help you to determine the best game contract, you may wish to know that I have three hearts. You know that I don't have four don't you?"**	**3♥**
Opener	" Oh good, you have three hearts. Thank you partner, that's just what I needed to know because I DO have five and I was actually a bit worried about my spade holding for 3NT."	4♥
Responder	**"With eight trumps between us 4♥ is the best contract game. Good luck."**	**Pass**

Now try bidding these six hands correctly to the best contract. North to open.

1	2	3	4	5	6
♠ A754 ♥ QJ2 ♦ 8 ♣ AK983	♠ AK75 ♥ K9642 ♦ 843 ♣ K	♠ 75 ♥ AKJ64 ♦ Q76 ♣ AQ9	♠ AQJ64 ♥ K10 ♦ AKJ76 ♣ 9	♠ A764 ♥ Q52 ♦ K6 ♣ KQ96	♠ A63 ♥ A965 ♦ K98 ♣ J72
♠ KQ32 ♥ K5 ♦ AQ762 ♣ 75	♠ Q862 ♥ 85 ♦ 76 ♣ A9753	♠ AK862 ♥ 753 ♦ K2 ♣ K74	♠ K76 ♥ QJ432 ♦ Q53 ♣ Q5	♠ J2 ♥ AK984 ♦ A4 ♣ J543	♠ QJ9852 ♥ K7 ♦ 3 ♣ AK85
4♠	**2♠**	**4♥**	**4♠**	**4♥**	**4♠**

BASIC 'ACOL' BIDDING PRECIS 1.

'Acol' is a beautifully structured natural bidding system with many options.

Conventional bids can be added without disturbing it's basic logic and HCPs required for certain bids may vary slightly depending on style! e.g.

We are recommending 10 pts. for a change of suit at the 2 level. (Others may play 8 or 9)
We are recommending 17 pts. for reverse bids and jump shifts.
We are recommending that 4-4-4-1 hands are always opened 1♦ (or 1♣ if the singleton is diamonds.)

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*
15-19	Open 1 of suit.** (Rebid NTs).
20-22	2NT
23+	2♣

* With 5 of a major you should 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+	Usually open at 2 level.
23+	2♣

SINGLE SUITED HANDS

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

12-19	Open 1 of suit.
20-22	Open 2 of suit. 8 playing tricks.
23+	2♣
6-10	Open 3 of suit. (7cards in suit.)

4 - 4 - 4 - 1 HANDS

12+	Open suit below singleton if red, and middle suit if black*.
23+	2♣

*We suggest you open 1♦ on these hands or if the singleton is diamonds, open 1♣

DISTRIBUTIONAL POINTS

Length points
You can add 1 extra point for five card suits. 2 for 6 card suits etc.

OR , *if* a fit is found, Shortage points revalue your hand by adding to H.C.P.s.
Void = 5 Singleton = 3 Doubleton = 1

You need 25+ HCPs between the two hands to make game, in 3NT or 4 of major.

REBIDS

with BALANCED HANDS

15-16	Your rebid must be in NTs at the lowest level. e.g Pass, if partner bids 1NT. 1♣ - 1♦ 1NT 1♥ - 2♣ 2NT
17-18	Your rebid must be in NTs at a higher level. e.g. Bid 2NT, if partner bids 1NT. 1♣- 1♦ 2NT
19	Your rebid can be **3NT**

with TWO SUITED HANDS

12-16	With this point range you must not rebid higher than 2 of your opening bid. Bid your second suit if it is **below** this barrier. e.g. 1♥ - 2♣ 2♦ = five hearts / four diamonds
17+	Now rebid **over** your barrier to show 17+ points 1♥ - 2♦ 3♣ = 5 hearts /4 clubs or 1♥ - 2♦ 2♠

with SINGLE SUITED HANDS

12-16	You must not rebid higher than 2 of your opening suit.
17+	Now you must bid over your barrier to show 17+ points. e.g. 1♥ - 1♠ 3♥ (6 hearts)

WITH FOUR CARD MAJOR FIT

	If responder bids a suit in which you also hold four cards, show the fit immediately.
12-14	Raise 1 level.
15-17	Raise 2 levels.
18-19	Raise to game (if a major suit).

OPENER'S REBID, DEFINES THE SHAPE AND STRENGTH OF THE HAND.

BASIC 'ACOL' BIDDING PRECIS 2.

RESPONDING BIDS

RESPONSES TO 1NT

0 -10	Pass or transfer to 5 card major and then pass.
11-19	2♣ Asking for a four card major
	2♦ *Transfer = 5+ hearts
	2♥ *Transfer = 5+ spades
	2NT = 11/12. No major.
	3NT = 13+ No major.

*After the completion of the transfer responder bids 2NT = 11/12, 3NT = 13+, or a new suit which is forcing.

RESPONSES TO 1♠/1♥/1♦/1♣

0-5	Pass
	With a four Card Fit
6-9	Support opener's major at 2 level
10-12	Support opener's major at 3 level
13-16	Support opener's major at 4 level
	Change of Suit
6-9	Bid your suit only at 1 level
10-16	Bid your suit at 1 level. 2 if necessary
17+	Bid suit 1 level higher than nec.
	Limit Bids in NTs
6-9	1NT**
11/12	2NT No prospect of major fit
13/16	3NT No prospect of major fit

* Support is four cards in opener's suit. Three card support may be shown later.

****1NT** may not be balanced. No four card support and no biddable suit at the level.

RESPONSES TO 2♠/ 2♥/ 2♦

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

RESPONSES TO 2♣

0-7*	2♦ (negative)
8+	Bid your suit or 2NT (positive)

*Holding an ace & king counts as 8+

RESPONSES TO 2NT

0-3	Pass
4-10	3♣ Stayman
	3NT No four card major
	3♦/3♥ Transfers
12+	4NT Quantitative

DOUBLES

N E S W
1♦ (x)

A direct double of an opponent's bid says that you have:
1. Opening points.
2. A shortage in the opponent's suit.
3. An ability to play in any other suit.

Called a takeout double it asks partner to bid their best suit.

N E S W
1NT (x)

Shows 15-18 and is always for penalties.

N E S W
1♥ 1♠ (x)

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.

OVERCALLS

A Simple Overcall at the 1 level shows a good five card suit with 8+ish points.
At the 2 level it shows a good five card suit with 10+ish points, (inc. distribution) but don't jump because ----
A Jump Overcall shows a good six card suit with 16 ish points. (inc. distribution).

A 1NT overcall shows 16-19 HCPs with a stop in the enemy suit and balanced or semi balanced.

DISTRIBUTIONAL POINTS OVERCALLS

Length Points You can add 1 extra point for five card suits. 2 for six card suits etc. or
Shortage Points When a fit is found, revalue your hand by adding to HCPs.
Void = 5 Singleton = 3 Doubleton = 1

'STAYMAN' AFTER 1NT

2♣ = 11+ HCPs with a four card major.
It asks opener if *they* have a four card major.
With both, opener bids hearts first.

With no four card major opener bids **2♥**
and you bid 2NT with 11/12 points
3NT with 13+

'BLACKWOOD'

4NT Asks for aces and in response
5♣ = 0 or 4 5♦ = 1 5♥ = 2 5♠ = 3

5NT now asks for Kings. (Same scale)

SCORES and PENALTIES

The ***Part Score*** bonus (for ANY contract worth less than 100) is 50.
The ***Game Score*** bonus (for any contract worth 100 or more.) is 300 N.V. or 500 vulnerable.
The ***Small Slam*** bonus is 500 N.V. or 750 vulnerable (plus the game bonus).
The ***Grand Slam*** bonus is 1000 N.V. or 1500 vulnerable (plus the game bonus).

NV	contract of	2♣ (making 8 tricks)	=	2 x 20 +50	=	90
NV	contract of	2♠ (making 10 tricks)	=	4 x 30 +50	=	170
NV	contract of	4♠ (making 10 tricks)	=	4 x 30 +300	=	420
V	contract of	4♥ (making 10 tricks)	=	4 x 30 +500	=	620

Penalties when your Contract Fails

are 50 per undertrick when non-vulnerable and 100 per undertrick when vulnerable. e.g.

N.V.	contract of	2♣ (making only 6 tricks)	=	50 x -2	=	-100
V.	contract of	2♣ (making only 6 tricks)	=	100 x -2	=	-200

Penalties when your Doubled Contract Fails

N.V.	One trick down = -100	Two tricks down = -300.	Three down = -500,	Four down = -800
V.	One trick down = -200	Two tricks down = -500.	Three down = -800,	Four down = -1100

Rewards when your Doubled Contract Makes

If 2♠ is doubled, the two tricks worth 30 each are doubled to 120 points.
This is a game score and is therefore you are entitled to the appropriate game bonus of 300 or 500.
Additionally you will score an extra 50 points ***for the insult.***

The N.V. contract of 2♠ doubled making 8 tricks scores 2 x 2 x 30 + 300 + 50 insult = **470**!
The contract of 2♦ doubled making 8 tricks scores 2 x 2 x 20 + 50 part score + 50 insult = **180**!

(*Addititional points are scored for* ***doubled over tricks*** *but this will do for now.)*

Scoring a Teams of Four Match - The Scorecard

Board	Vuln.	Contract	by	Tricks	Our score	Other table	Difference +	Difference −
1	L.A.	3NT	N	10	+430	+50	+480	
2	N/S	2♠	W	10	-170	+140		-30
3	E/W	3♦	W	9	-110	-100		-210
4	G.A.	4♥	S	9	-100	-620		-720
5	N/S	1NT x	E	5	+300	-140	+160	
6	E/W	3NT	S	11	+660	-600	+60	
7	G.A.	3♠	N	11	+200	-620		-420
8	L.A.	4♠x	E	7	+800	+110	+910	
						Your side wins by 230 !	+1610	-1380

OPENING/RESPONDING QUIZ

HAND SHAPES

Which of the following are TWO SUITED hand shapes? (Underline them.)

6 2 3 2 4 4 3 2 5 4 3 1 6 5 1 1 6 4 3 0 5 5 2 1 4 2 3 4

PARTNER OPENS

When partner opens 1♥ What is their point range? .....

When will you know more clearly, the strength and shape of partner's hand? .....

Partner opens 1♥ and after your responding bid of 1♠, partner rebids 2♦

How many hearts have they? ..... How many diamonds have they? .....

How many spades have they? ..... How many clubs have they? .....

How many points have they? .....

Partner opens 1♠ and rebids 2♥ over your 1NT. What is their shape & point range ? ....

Partner opens 1♠ and rebids 3♥ over your 1NT. What is their shape & point range ? ....

RESPONDING TO AN OPENING BID BY PARTNER OF 1♦

If you respond 1♥, what is your point range? .....

If you respond 1♥, how many hearts do you promise? .....

If you respond 1NT, what is your point range? .....

If you respond 1NT, what do you not have? .....

If you respond 2♣, how many points do you promise? .....

If you respond 2♦, what do you not have? .....

What is your responding bid, holding ♠ 6532 ♥ A10 ♦ AQ1073 ♣ 98 ? .....

Always remember that it is opener's rebid that defines the hand.
After which responder should take control of the auction.

YOU OPEN. WHAT IS YOUR REBID?

You pick up ♠ KQ9 ♥ A1075 ♦ AQ107 ♣ 98 After opening 1♥ partner responds 1♠ what is your rebid? .....

You pick up ♠ KQ96 ♥ A75 ♦ AQ107 ♣ 82 After opening 1♠ partner responds 1NT what is your rebid? .....

You pick up ♠ KQ963 ♥ A7 ♦ AJ107 ♣ A2 After opening 1♠ partner responds 1NT what is your rebid? .....

Answers on page 22

UNIT 3. ANSWER PAGE

Page 8 ***'Blackwood'***

1 5♦
2 5♠
3 5♦
4 5♣
5 5♥

Page 13 ***2 suited Rebids -***

1 2♥ **Bid your 2nd suit**
2 3♥ **With the fit, revalue your hand as 17 pts.**
3 2♠ **Simple raise.**
4 4♥ **Partner has 10 pts and you have 15, so bid game.**

Page 15 ***Distributional pts.***

Page 16 ***Major suit fits***

1 4♠ **With 13 pts. and a fit, bid game.**
2 4♠ **With 14 pts. and a fit, bid game.**
3 4♠ **With 15 pts. and a fit, bid game.**
4 1NT **You cannot bid 2H with only 8 pts.**
5 4♠ **Opening hand opposite an opening hand**
6 2/3♠ **Many players will optimise with 5 trumps and 9 pts.**

Page 21. ***Opening, Rebidding and Responding***

Which of the following are TWO SUITED hand shapes? (Underline them.)
6 2 3 2 4 4 3 2 ***5 4 3 1*** ***6 5 1 1*** ***6 4 3 0*** ***5 5 2 1*** 4 2 3 4

Partner opens 1♥ What is their point range? ***12-19***
When will you know more clearly, the strength and shape of partner's hand? ***After the rebid***

TWO SUITED HANDS
Partner opens 1♥ and after your responding bid of 1♠, partner rebids 2♦
How many hearts have they? .....***5+***..... How many diamonds have they? .....***4+***.....
How many spades have they? .....***0-3***..... How many clubs have they? .....***0-3***.....
How many points have they? .....***12-16***.....

Partner opens 1♠ and rebids 2♥ over your 1NT. What is their shape & point range ? .....***5/4***..... .....***12-16***.....
Partner opens 1♠ and rebids 3♥ over your 1NT. What is their shape & point range ? .....***5/4***..... .....***17+***.....

WHAT IS YOUR REBID
You pick up ♠ KQ9 ♥ A1075 ♦ AQ107 ♣ 98 After opening 1♥ partner responds 1♠ what is your rebid? ..***1NT***..
You pick up ♠ KQ96 ♥ A75 ♦ AQ107 ♣ 82 After opening 1♠ partner responds 1NT what is your rebid? .***PASS***..
You pick up ♠ KQ963 ♥ A7 ♦ AJ107 ♣ A2 After opening 1♠ partner responds 1NT what is your rebid? ...***3D***..

RESPONDING TO AN OPENING BID BY PARTNER OF 1♦
If you respond 1♥, what is your point range? .....***6+***.....
If you respond 1♥, how many hearts do you promise? .....***4***.....
If you respond 1NT, what is your point range? .....***6-9***.....
If you respond 1NT, what do you not have? .....***four hearts or four spades***....
If you respond 2♣, how many points do you promise? .....***10***....
If you respond 2♦, what do you not have? ..... ***four hearts or four spades***....

Partner opens 1♦. What is your responding bid, holding ♠ 6532 ♥ A10 ♦ AQ1073 ♣ 98 ? ...***1S***....

UNIT 3 SELF ASSESSMENT 1.

Stayman	Tick if yes
Do you know why Stayman is used?	
Do you know that normally you need 11+ HCPs before you can use Stayman?	
Do you know that Stayman can be used after partner opens 1NT, 2NT or overcalls 1NT?	
Do you know why you need 11+ pts. before using Stayman?	
Do you know of any occasions when you can use Stayman with fewer than 11 HCPs?	
Partner uses Stayman and you respond 2♦. Do you know what partner's rebid of 2♥ shows?	
Transfers After 1NT or 2NT	
Can you recognise partner's ***transfer bids*** and rebid appropriately?	
Do you know that transfer bids show 5+ cards in the major?	
Do you know that transfers can be used after partner has opened 1NT, 2NT or overcalls 1NT?	
Do you know that you transfer into a 5 card major whether you have no HCPs or 20 HCPs?	
Do you know that if partner transfers and then bids another suit, it is forcing for one round?	
Do you know that if partner transfers and then bids another suit, the new suit is natural?	
Do you know what is being shown if partner transfers and then bids 2NT?	
Do you know what is being shown if partner transfers and then bids 3NT?	
Doubles by Partner, After Left Hand Opponent Opens	
Do you know what partner's double means?	
Do you know how to respond with very few points?	
Do you know whether you could you pass with very few points?	
Do you know how to respond with 10+ points?	
Do you know how to respond with a good stop in the opponent's suit?	
Do you know of any situation where you might pass a takeout double?	
Do you know that a double of 1NT is a penalty double, NOT a takeout double?	
If partner doubles 1NT, do you know what to do with 6+ pts.?	
If partner doubles 1NT, do you know what to do with 0 - 5 pts.?	
Overcalls	
Do you know that to make a ***simple overcall*** you need a good five card suit?	
Do you know that to make a simple overcall at the 1 level, you need *about* 8 pts?	
Do you know that to make a simple overcall at the 2 level, you need a few more HCPs?	
Do you know that you should never rescue partner even if you are void in his overcall suit?	
Do you know that partner's overcall is non-forcing? *(You are not required to do anything).*	
Do you know that to bid on after partner's overcall is ***constructive*** with some chance of game?	
Do you know what a ***jump overcall*** shows?	
Do you know whether a jump overcall is forcing you to bid?	
Do you know how many HCPs an overcall bid of 1NT shows?	
Do you know that an overcall bid of 1NT must have a stop in the opponent's suit?	
Do you know that you can use Stayman and transfers after partner has overcalled 1NT?	

UNIT 3 SELF ASSESSMENT 2.

	Tick if yes
2C Opening Bids	
Do you know that you can open 2♣ with 23+ HCPs OR 10 tricks in your own hand?	
Do you know how to respond to partner's 2♣ opening with 0 -7 pts.?	
Do you know how to respond to partner's 2♣ opening with 8+ pts.?	
Do you know that you can not pass, short of game?	
2D, 2H and 2S Opening Bids	
Do you know what these opening bids promise?	
Do you know that a response of 2NT is a ***Negative response*** showing 0- 7 pts?	
Do you know that any other bid would show 8+pts.	
Do you know that an ace and a king are so good that they count as 8 HCPs?	
2NT Opening Bids	
Do you know how many HCPs this promises?	
Do you know that you can use Stayman & transfers after partner opens 2NT?	
Do you know that 3S would promise five spades and four hearts?	
Blackwood	
Do you know what Blackwood is?	
Do you know how to use Blackwood?	
If your side have all the aces, do you know how to find how many kings your side has?	
Do you know that if your side are missing an ace you would NOT go looking for kings?	
If partner opens 1NT and you want to ask for aces, do you know that you can use 4C (Gerber)?	
Do you know that 1NT - 4NT is quantitative and NOT Blackwood?	
Reverse Bids	
Do you know that if you rebid a 2nd suit, you are showing 5 of your 1st suit?	
Do you know that if you open 1H and rebid 2C, you are limiting your hand to 12 -16 pts. ?	
Do you know that if you rebid higher than 2 of your opening suit, you promise 17+ pts?	
Do you know that if you open 1D & partner responds 1H, a rebid of 2NT = 17/18, balanced?	
Distributional Points	
Do you know that you can add 1 length points for a five card suit before opening 1 of a suit?	
Do you know that if a fit is found you can add 1 point for a doubleton, and 3 for a singleton?	
Do you know that if a fit is found you can add 5 points for a void?	
Do you know that you cannot add length pts. AND shortage pts.? *(It's one or the other).*	
Do you understand that '*shapely*' hands have better playing strength than '*flat*' hands?	
Do you understand that you therefore need fewer points when you have a fit AND shape?	
****Negative Doubles - Responding, After Opponents Overcall - (ADVANCED LEVEL)***	
Do you know that 1D - 1H - **X** shows 6+ Pts. and ***four*** of the other major? (spades).	
Do you know that 1D - 1H - **X** is called a ***Negative Double***?	
Do you know that 1D - 1H - **1S** shows ***five*** spades?	
** Some players will use this double to show 9+ pts. - and therefore the balance of points!*	
When you get this far with bridge you can decide on your style with your regular partner.	

BIDDING REMINDERS

OPENING BALANCED HANDS

♠ A943 ♥ KJ6 ♦ KQ43 ♣ 97	♠ A94 ♥ KJ6 ♦ KQ432 ♣ 97	♠ A94 ♥ KJ6 ♦ KQ432 ♣ K7	♠ A94 ♥ KJ6 ♦ KQ432 ♣ A7	♠ A943 ♥ KJ62 ♦ KQ3 ♣ Q7	♠ A943 ♥ KJ62 ♦ KQ3 ♣ Q7
1NT	**1NT**	**1♦ - 1♠?** *1NT*	**1♦ - 1♠?** ***2NT***	**1♥ - 1NT** *Pass*	**1♥ - 1♠?** *2♠*
Only bid again if forced by partner's Stayman or transfer.	Do not open 1♦ on balanced hands of 12-14 HCPs.	*1NT rebid shows 15/16 HCPs*	*Rebid shows 17/18 HCPs* **See note below on the barrier.*	1♥ = lower of two 4 card suits of the same rank	*Rebid shows support NOT a strong hand*

OPENING TWO SUITED HANDS

The grey bids are just examples of possible responses from partner to illustrate ***the rebids that we recommend***

with NORMAL rebids | *or STRONG rebids*

♠ A9 ♥ KJ652 ♦ KQ43 ♣ 97	♠ A942 ♥ KJ ♦ KQ432 ♣ 97	♠ A10942 ♥ KJ43 ♦ KQ ♣ 97	♠ A10942 ♥ KJ432 ♦ KQ ♣ A	♠ A10943 ♥ KJ62 ♦ AQ ♣ K7	♠ A9 ♥ KJ62 ♦ KQJ93 ♣ A7
1♥ - 1♠ *2♦*	**1♦ - 1♥** *1♠*	**1♠ -1NT?** *2♥*	**1♠ -1NT?** ***3♥***	**1♠ - 1NT** ***3♥***	**1♦ - 1♠?** ***2♥***
Showing 5 hearts & 4 diamonds	*Showing 5 diamonds & 4 spades*	*Showing 5 spades & 4 hearts.*	*Showing 5 spades & 4 hearts. The jump shows 17+pts*	*Showing 5 spades & 4 hearts. The jump shows 17+pts*	*Showing 5 spades & 4 hearts & 17+ (The 2♥ rebid is higher than 2♦)*

There is an artificial BARRIER when you are rebidding normal opening hands of 12-16.
With normal opening hands of 12-16.**you should not rebid higher than 2 of your opening suit.**
***NOTE** - On the last three hands the rebid IS higher, to show a strong hand of 17-19 pts.

RESPONDING TO PARTNER'S 1NT

(Remember that with a combined 25 HCPs you should be in game!)

♠ A943 ♥ KJ64 ♦ Q93 ♣ 97	♠ A943 ♥ KJ6 ♦ K932 ♣ 97	♠ A10943 ♥ KJ6 ♦ K93 ♣ K7	♠ A109 ♥ KJ643 ♦ J93 ♣ 97	♠ A10943 ♥ KJ63 ♦ J9 ♣ A7	♠ A109 ♥ KJ6 ♦ J943 ♣ A75
PASS	**2♣ - 2♦** *2NT*	**2♥ - 2♠** *3NT*	**2♦ - 2♥** *Pass*	**2♥ - 2♠** ***3♥***	**3NT**
No chance of game. (25 HCPs)	2♣ is of course STAYMAN.	2♥ is of course a TRANSFER BID *2NT = 11/12 pts.*	No chance of game. (25 HCPs)	*3♥ rebid is natural. Forcing for 1 round*	13+ and no 4 card major

STRONG TWOS

If you pick up a hand with 20+ pts. it is usual to open the bidding at the 2 level. (2NT = 20-22 balanced).
Sometimes you have a good 6 card suit with your 20+ pts. and an unbalanced hand.
If you only opened 1 of a suit, a game score could be missed! (Partner may have 4 or 5 pts. and pass.)
With this type of strong unbalanced hand and a good six card suit it is usual to open the bidding at the 2 level.

An opening bid of 2♦/2♥/2♠ shows:

1. A strong hand. ***The bid is forcing for at least one round!***
2. Eight playing tricks, if that suit is trumps.
3. At least five cards (but usually six or more) in the suit bid.
4. Guarantees at least two defensive tricks outside the trump suit.

***Sometimes these strong hands do not have 20 HCPs but they will conform to the 4 points shown**

♠ AKQJ85 ♥ A ♦ J54 ♣ KQ8	♠ J ♥ AQJ986 ♦ KQ ♣ AK109	♠ AJ109852 ♥ KQ ♦ 9 ♣ AK2	♠ AQJ7 ♥ A8 ♦ AKJ985 ♣ 8	♠ - ♥ AKJ ♦ A952 ♣ AKJ1083
OPEN 2♠	2♥	*2♠	*2♦	?**
Expect to make 6 spades 1 heart 1 club	Expect to make 5 hearts 1 diamond 2 clubs	Expect to make 5/6 spades 1 heart 2 clubs	Expect to make 2 spades 1 hearts 5 diamonds	Expect to make 2 hearts 1 diamond 5 clubs

As you can see, these hands also have additional aces and kings ***outside*** the trump suit.

A ***Strong Two*** should have ***at least two defensive tricks*****,** if the opponents were to win the contract and play in *their* trump suit. OR it should conform to the rule of 25.
Add your HCPs + no. of cards in your two longest suits. *(Too early to worry about this).*

An opening 2 level suit bid is ***forcing for one round.*** It ***cannot*** be passed!.
The reason that it is forcing is that opener may have a strong ***two*** suited hand.

**2♣ would show 23+ points but what are your options?

(1♣? 2♣? 2NT? 3♣? 4♣ or 5♣?)

**2♣ will be introduced next week.

How you should RESPOND TO PARTNER'S OPENING *of* 2♦, 2♥ or 2♠

- 0-6 with no support for opener's suit, bid 2NT.
- a single raise shows trump support and at least one ace or void. Stronger than a direct jump to game, and game forcing.
- a double raise (i.e. jump to game over a major), shows trump support and about 6+ points.
- a change of suit shows lack of support for opener, a good (5+card) suit.
- a jump to 3NT shows a fairly balanced hand 7-10 points, with two cards in opener's suit

Please note that you are not permitted to open 2♥ on this type of hand.
Your options are to open 1♥ or more pre-emptively, 4♥
It does not have eight playing tricks, or 16 HCPs. and nor does it satisfy the rule of 25
(This should not concern you too much at the minute).

♠ 63
♥ AKQ10863
♦ 97
♣ K8