

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	12-19	<input type="checkbox"/>	3			
1♦	12-19	<input type="checkbox"/>	4			
1♥	12-19	<input type="checkbox"/>	4			
1♠	12-19	<input type="checkbox"/>	4			
3 bids	6-10	<input type="checkbox"/>	7	Pre-emptive 6 playing tricks not vulnerable, 7 playing tricks vulnerable		
4 bids	6-10	<input type="checkbox"/>	8	Pre-emptive one more trick than above		
*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).						
DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes		
Simple overcall		standard, 5+ cards				
Jump overcall		Strong, non-forcing				
Cue bid		See note 2				
1NT	Direct: Protective	16 – 18 11 – 14	Stayman			
2NT	Direct: Protective	20 – 22 20 – 22	As 2NT opener			
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes		
Strong 1♣		Natural, weak jumps				
Short 1♣/1♦		Natural				
Weak 1NT		Natural				
Strong 1NT		Natural				
Weak 2		Any agreed method is permitted				
Weak 3						
4 bids						
Multi 2♦						
SLAM CONVENTIONS						
Name	Meaning of Responses	Action over interference				
Blackwood	5♣ 0/4, 5♦ 1, 5♥ 2, 5♠ 3					
Gerber	4♦ 0/4 4♥ 1, 4♠ 2, 4NT 3					
Grand Slam Force	5NT asks; 6♣ none, 6 trump suit 1, 7♣ 2 of top 3 honours					

COMPETITIVE AUCTIONS					
Agreements after opening of one of a suit and overcall by opponents					
Level to which negative doubles apply				Not used	
Special meaning of bids					
Exceptions / other agreements					
Agreements after opponents double for takeout					
Redouble	9+ HCP	New suit	Natural/forcing	Jump in new suit forcing	
Jump raise	Pre-empt	2NT	Good raise	Other	
Other agreements concerning doubles and redoubles					
Double of a simple overcall is penalty; double of a jump overcall is penalty.					
Take out doubles used in normal situations					
OTHER CONVENTIONS					
SUPPLEMENTARY DETAILS					
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).					
1	1NT opener can be any three point range from 12 – 18 inclusive (not variable)				
2	Cue Bids: 1 st round = game force Later auction = requests further description of partners holding After suit agreement = control in named suit				

OPENING LEADS							
For all the card combinations shown, clearly mark the card normally led if different from the underlined card.				Hatch over or shade this box if using non-standard leads.			
v. suit contracts	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 <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
v. NT contracts	<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>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
Basic method ** 4 th or 3 rd /5 th (** delete method not used)							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
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						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
** delete method not used							
SUPPLEMENTARY DETAILS (continued)							



Name

EBU No.

Partner

EBU No.

GENERAL DESCRIPTION OF BIDDING METHODS			
SIMPLE SYSTEM			
1NT OPENINGS AND RESPONSES			
Strength	12 to 14 see note 1	Tick if artificial and provide details below	<input type="checkbox"/>
Shape constraints		Tick if may have singleton	<input type="checkbox"/>
Responses	2♣ Stayman		
2♦	Weakness t/o / Transfer	2♥	Weakness t/o / Transfer
2♠	Weakness take out	2NT	
Others			
Action after opponents double			
Action after other interference			
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Acol 23+ / Benjamin	2♦ negative	
2♦	Acol Strong / Weak / Benjamin	2NT negative or enquiry	
2♥	8 playing tricks / Weak	2NT negative or enquiry	
2♠	8 playing tricks / Weak	2NT negative or enquiry	
2NT	20 – 22	3♣ Stayman/ Baron 3♦♥ transfers	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
This card is provided for people who need a simple version of Acol. It is not a full system and should be replaced by properly completed convention cards as soon as possible.			
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Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.