	OTHER OPENING BIDS								
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes			
1*	12*-19		4	For choice of	1NT response = 6-9				
1 🔶	12*-19		4	opening - note 1 * Light openings	2NT response = 10 Limit raises	onse = 10-12			
1 🗸	12*-19		4	possible – note 2	see				
1♠	12*-19		4	For opener's NT rebids – note 3					
3 bids	6-10		7	Pre-emptive					
4 bids	6-10		8	Pre-emptive					
agreemer	*(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).								
	DEFE	ENSIV	E METH	IODS AFTER OPPO	DNENTS OPEN				
OPPONENTS OPEN NATURAL ONE OF A S				CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes			
Simple	overcall	wio	wide range, from 8+ at 1-level						
Jump overcall			Intermediate 12-16, good 6-card suit						
Cue bid	bid 2-suited hand – note 6								
1NT	Direct: Protectiv		-18 -14	As for 1NT opening					
				est two unbid suits – note 6 Limit bids 22 balanced As 2NT opener					
OPPONENTS OPEN WITH		N		EFENSIVE ETHODS	SPECIAL RESPONSES	Notes			
Strong 1.		X =	X = both majors; 1NT both minors						
Short 1♣/1♦			Natural						
Weak 1	NT	Do	Double = penalties; 2+ both majors note 7; others nat.						
Strong 1NT			Double = penalties; 2.4 both majors note 7; others nat.						
Weak 2			Double = take out						
Weak 3 Do			Double = take out						
			buble = take out						
Multi 2 • X= 13-15 bal or v strong; 2NT = 16-18 bal									
			SLA	M CONVENTIONS					
Name			Mean	Meaning of Responses Action over interference					
Blackwood			5♣ = 0 or 4 aces; 5♦ = 1 ace, 5♥ = 2 aces; 5♠ = 3 aces						
5NT = Grand Slam Force			6. =	6 = 0; 6 = 1; 6 = 2 of top 3 honours,					
			7 of trump suit = 3						

COMPETITIVE AUCTIONS Agreements after opening of one of a suit and overcall by opponents 2▲ Level to which negative doubles apply Special meaning of bids Cue bid = good raise Exceptions / other agreements Jump raise pre-emptive Agreements after opponents double for takeout Redouble 9+ HCP New suit forcina Jump in new suit forcing Jump raise Pre-emptive 2NT Good raise Other Other agreements concerning doubles and redoubles **OTHER CONVENTIONS Fourth Suit Forcing**: A bid in the fourth suit is artificial, showing no particular Holding in that suit but requesting partner to describe his/her hand further. After 1.4 - 1.4 - 1.4, 1.4 is natural and 2.4 is 'fourth suit forcing'. Unassuming Cue Bids Opposite partner's overcall a cue bid shows a good raise **Splinter Bids** Response of $3 \star / 4 \star / 4 \star$ to $1 \star$ opening or $4 \star / 4 \star / 4 \star$ to $1 \star$ opening shows a raise to 4 /4 with 4+ trump support and singleton or void in bid suit Long suit trial bids Used after a simple raise, showing a suit with 2 losers. SUPPLEMENTARY DETAILS (Please cross-reference where appropriate to the relevant part of card, and continue on back if needed). 1 Balanced hands not 12 to 14. With four hearts and four spades open 1v, Otherwise open the longest suit or the higher ranking of 2 4-card suits. Unbalanced hands: always open the longest suit. With 2 5-card or longer suits always open the higher ranking. Consider Rule of 20 for light openings. 4441 hands: singleton ♣ open 1♥; singleton ♦ open 1♣; singleton ♥ or ♠ open 1♦ 2 Rule of 20 : If HCP + length of 2 longest suits is 20+ consider opening with 10 HCP 3 NT rebids: After 1 level response 1NT = 15-16; 2NT = 17-18; 3NT = 19 4 1NT - 2 Baron shows either a raise to 2NT without a 4-card major or GF with slam interest, usually no 5-card suit. Opener rebids 2NT with a minimum or lowest 4-card suit with a maximum. With 11-12 responder passes 2NT or bids 3NT over a suit. **1NT – 2NT** transfer to 3. Opener bids 3. and responder passes or bids 3. to play

			OPENING L	EADS					
			own, clearly mar the underlined o			over this bo n-standard le			
v. suit contracts	А <u>К</u>	<u>А</u> Кх	<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> Ј х	<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>	Н х <u>х</u>		
	H x x <u>x</u>	H	H	<u>x</u> x	х <u>х</u> х	x <u>x</u> x x			
- cts	<u>A</u> K x (<u>x</u>)	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	Q J 10		
v. NT contracts	<u>Q</u> Ј х	<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>	Н х <u>х</u>		
- 0 <u>0</u>	H x x <u>x</u>	H	H	<u>x</u> x	х <u>х</u> х	x <u>x</u> x x			
Other a	agreements i	n leading, e.	g. high level c	ontracts, p	partnership	o suits:-			
		(CARDING MI	THODS					
		Primary m	Primary method v suit contracts Primary method v NT contr						
On Par	tner's lead		Attitude: high encouraging, low discouraging EXCEPT lead of K v NT asks partner to unblock or give count.						
On Declarer's lead		Count: h	Count: high-low=even no. of cards; upwards = odd no.						
When o	discarding	Attitude:	Attitude: high encouraging; low discouraging						
Other ca to above		ents, including	g secondary me	hods (state	e when app	licable) and o	exceptions		
Suit pr	eference si	gnals: Hig	h = higher ran	king othe	r suit				
		Lov	v – Iower rank	ng other s	suit				
			ENTARY DE		ontinuo	4)			
5 2NT			interest, usua			u)			
			ows 5+ -5+ in			ws 5+ -5+ ir	n other		
			shows 5+ - 5						
major a	nce to 1NT	2 & shows 5+	4+ in majors	3.					



EBU No.

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GENERAL DESCRIPTION OF BIDDING METHODS								
Standard English Acol – Modern Acol								
1NT OPENINGS AND RESPONSES								
Streng	gth 12 to	D 14 Tick if artificial and provide details below						
Shape	e constraints	Tick if may have singleton						
Respo	onses 2*	Staymar	1					
2♦	Transfer to hearts			2♥	Transfer to spades			
2♠	11-12 or 18+.	See note	9 4	2NT	Relay to 3. See not	e 4		
Others	Others $3*// = 5+$ -card suit and slam interest.							
Action	after opponents	double	All tw	o level	responses are natural			
Action	after other interfe	erence	Bid na	aturally	, X = takeout after suit o	overcall		
TWO-LEVEL OPENINGS AND RESPONSES								
	Mean	ing		Re	sponses	Notes		
2*	Game forcing or 23+ balanced Strong two or Weak two **				negative			
2•				**	2NT negative /asks for feature			
2•	Strong two or Weak two **			**	negative /asks for feature	Delete as		
2♠	Strong two or W	Strong two or Weak two **			negative /asks for feature	appropri ate		
2NT	20 – 22; 3♣ Stayman, 3♦/♥ Transfer; 3♠ GF with slam interest (5)							
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE								
(Pleas	se include details of any	agreements	involving	bidding or	significantly less than traditional	values).		
Note: This convention card has been produced to summarise a standard system for use by players who have learnt Standard English Acol when they move into club bridge. This card may be copied as needed for club use.								

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