

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Wide ranging.
Cue bids are raises, new suit F1 by unpassed, tolerance if passed.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15/18 (10/15 in 4 <sup>th</sup> ) System on including redouble etc. rescue
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak (3/11 depending on position/level/vulnerability)
UNT (5/5+ two lowest unbid)
Reopen: Intermediate JO in 4 <sup>th</sup> ; 2NT= 19/22 in 4 <sup>th</sup>
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels (5/5+)
IF 1C opener can be 2 or fewer (e.g. Polish) 2C = natural and 2D= 2C = natural and 2D= Michaels
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2C= Majors, then 2D asks longer
2D= a Major, then 2M = P/C
2M= M + a minor
2NT= minors or Game Forcing 2 suiter
Double = penalty (minors if by passed hand)
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/o double, Lebensohl* if weak 2 is doubled
(Multi) Double is 12/15 balanced or very strong, then Dble is t/o
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT= Good raise
Rdble= penalty interest, then penalty doubles by both.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	Lo from xxx	
NT	2/4	do	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Axx AKx(x.) asks attitude	same	
King	AK.... KQ....asks count	Asks unblock/count	
Queen	QJ...	Same plus KQ....	
Jack	KJT(x..) JT(x..), Jx	same plus AJTx(x..)	
10	HT9(x...) or T(x)	Same	
9	T9x(x...) or 9(x)	same	
Hi-X	xXx(x..) or X(x)	same	
Lo-X	HxX, HxxX (x...)	same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (lo likes)	Count if useful	Attitude (lo likes)
Suit 2	Count	Suit Pref	Count
3	Suit Pref.		Suit Pref
1	Attitude (lo likes)	Count if useful	Attitude (lo likes)
NT 2	Count	Suit Pref	Count
3	Suit Pref		Suit Pref
Signals (including Trumps):			
Reverse Attitude – Hi discourages			
Standard Count- Hi =even			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Most lo level doubles take out including first after they run from (1NT) X			
Cue bid is F to suit agreement			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Opener's rebid Double often 15/19 balanced with no/poor stopper.			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Scotland</b>
<b>PLAYERS: All cross-partnerships</b>
<b>EVENT- Seniors</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Acol with 5 card 1S
1NT= (11) 12/14
Weak 2DHS
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
If they double No Trump for penalty, in principle:
Redouble is a one-suited hand, opener bids 2C P/C
2 of a suit = that suit and a higher one
Opener's Redouble is any 5(6) card suit
*Lebensohl (FASS) after 1NT (overcall) or (weak 2) Dble
Direct 3 level is stronger than via 2NT
Direct cue/3NT has a guard in their suit
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	4+ clubs or 15/19 bal.	2NT= 15+ 4 card support; 2/1 = 9+ points 3NT=12/15 4 card support, balanced	FSFG, Checkback Stayman after 1/2NT rebid Sign off after reverse via cheapest unbid	Cue = good raise, Jump Fits
1♦		4	4H	Natural	Do	Do 2/1 F 2D only	Do
1♥		4	4H	Do	Do	Do 2/1 F 2H only	Do
1♠		4	4H	Do	Do	Do 2/1 F 2S only	Do
INT			4H	(11) 12/14	Stayman, 4 suit transfers, 3 level natural FG+	1NT- 2R-2NT= max with 4 of major 1NT-2S/NT-3C/D= no top honour	See front of card for over Dble Lebensohl* (FASS) if overcalled
2♣	V	0	4H	(22)23/24 bal. or Game force	2D= negative or waiting		
2♦		6 (5)		Weak Two (3/10 depending on position/ vulnerability)	New Suit F1, 2NT asks for a feature	Over 2NT bid A, K or Q if non min.	Penalty Double
2♥		6 (5)		Do	Do	Do	Do
2♠		6 (5)		Do	Do	Do	Do
2NT			4H	(19)20/22 balanced	3C = 5 card Stayman, 3R= transfers, 3S= both minors, slam interest 4C/D = natural slam tries	2NT-3C-3D (4 card major)-3M= other major 4C/D= both with/without slam interest. 2NT-3R-4M shows 4 cds all suits controlled	
3♣		6		Pre-empt	New Suit F1		
3♦		6		Do	Do		
3♥		6		Do	Do		
3♠		6		Do	Do		
3NT	V			Solidish minor, not more than a King o/s in 1 <sup>st</sup> /2 <sup>nd</sup> seats	4C/D =P/C; 4 major to play	3NT- 4D- invites cue if clubs	
4♣							
4♦							
4♥							
4♠							
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						Splinters	
5♥						RKCB-4130 . Over Q ask min.trump=No. 5NT asks specific Kings or bid a grand	
5♠							

# Advanced Acol System Notes for Scottish Senior Team

## cross-partnerships

### 1. Opening One of a suit

Order of suits if 15/19, 4432, Hearts, better minor, Spades.

2NT= 16+ 4 card support, not 4M over a minor. Respond with shortage.

3NT=12-15 balanced with 4 card support, not 4M over a minor.

Checkback Stayman after 1/2 NT rebid. Simple responses- 2/3H= extra heart, S= extra spade but not heart, D= neither.

Responder's Jump shift and opener's jump rebid are FG.

Two over One= 9+, Forcing to 2 opener's suit. If opener reverses, jumps, or rebids 2NT, becomes Game Forcing (FG).

Sign off after a reverse thru lowest unbid denomination, e.g. 1C-1H-2D, then 2H neutral, 2S wants out, rest FG+.

**Interference:** Raises to 2/3 are shaded. If they overcall, double is take out (normally four unbid major), new suit is forcing one round (F1), cue bid (their suit) is a good raise of partner's suit.

If they double, redouble is 10+ with no fit and 2NT is 10+ with four card support.

### Opening 1NT= 12(11) -14

Stayman- may not have 4M if invitational balanced. Stayman then 3 other M = slam try.

Stayman then 3 minor = Forcing One Round (F1).

4 suit transfers- (2NT break over major is max: 3M is min. with four).

2S/NT= clubs/diamonds respectively (intermediate bid shows A, K or Q).

3 level natural FG+, opener rebids 3NT with doubleton.

**Interference:** If they bid a suit they might have, e.g. 2C= H and a minor, double is take out.

If they bid a suit they cannot have, e.g. 2C= majors, double shows suit bid but weakish.

Lebensohl FASS (Fast arrival shows stop), i.e. direct three-level is F1.

If they double, redouble by either hand shows a 5+ card suit, two of a suit shows that suit and a higher suit- may be 4/4 if weak.

### 2. Two Level openers

**2C**= Strong, 23/24 balanced or Game Forcing. 2D= negative or waiting.

**2DHS**= Weak Twos. New suit F1. 2NT response = feature ask if non-min. Penalty doubles.

**2NT**= 20/22. 4 card Stayman. Transfers- break with four cards to 4M shows all suits controlled, other breaks = cheapest cue. 3S= minors, slam interest. 4C/D= natural slam tries.

### 3. Other Conventions

Weak jump overcalls, Splinters, Michaels, Unusual NT, 4th suit Forcing to Game. Cue bids are raises.

RKCB -5C= 1 or 4, Q ask min. trump=no; 5NT= specific King ask or bid a grand; DOPI/ROPI

Jump fits by passed hand or in competition.

Most low-level doubles t/o including first double after they run from 1NT doubled.

Opener's rebid double usually 15/19 balanced with no/poor stopper.

Against their 1NT, 2C= majors; 2D= one major, 2M= 5M/4+minor- 2NT enquiry with linked responses. 2NT= minors or Game Forcing two suiter. Double by passed hand = minors.

After our 1/2NT overcalls, system on (including redouble for one-suited rescue);

Against Multi, 2nd seat double is 12/15 bal. or very strong; double of their suit t/o.

Lebensohl (FASS) responses if their weak two is doubled. Direct 3 level = 7/11.

### 4. Defence

Leads 4th and 2nd, King for standard count (hi= even), Ace/Queen for reverse attitude (hi= discouraging).

First discard reverse attitude, otherwise standard current count, but lots of suit preference including if singleton or king on dummy.