

	OPENING BIDS		RESPONDING BIDS		OPENER'S REBID
12 – 14 BAL	<b><u>OPEN 1NT</u></b> <div> <b>Balanced Hand Bidding Table</b>            (assumes no Major Suit Fit)            12-14 – <b>1NT</b> Opening            15-16 - Open 1 of Suit &amp; Rebid <b>1NT</b>            17-18 - Open 1 of Suit &amp; Rebid <b>2NT</b>            19 - Open 1 of Suit &amp; Rebid <b>3NT</b>            20-22 - <b>2NT</b> Opening            23-24 - Open <b>2♣</b> &amp; Rebid <b>2NT</b>            25-28 - Open <b>2♣</b> &amp; Rebid <b>3NT</b> </div>	0 – 10 11 - 12 13 – 18 19+  0 - 10 11+ 11+  19+	Balanced Hand <b>PASS</b> <b>2NT</b> <b>3NT</b> <b>4NT</b> (Invitation to <b>6NT</b> )  <b>2♦, 2♥, 2♠</b> Weakness Takeout Game with a 6 Card Major 3 of Suit with 5 Card Major  <b>2♣</b> Stayman (Asking for 4 card Major) Slam Possible with a Suit Fit	14	<b>3NT</b> (If raising a <b>2NT</b> Response) <b>6NT</b> (If raising a <b>4NT</b> Response) <b>Otherwise Pass</b>  Pass (If <b>2♦, 2♥, 2♠</b> Response) Pass (If <b>4♥</b> or <b>4♠</b> Response) Game if raising <b>3♥</b> or <b>3♠</b> Response with 3 card Support Otherwise Bid <b>3NT</b>
15 – 19 BAL	<b><u>OPEN 1 OF A SUIT</u></b>		See Below Responses to 1 of a suit unbalanced Hands		
20 – 22 BAL	<b><u>OPEN 2NT</u></b>	0 – 3 4 – 10  11 – 12 11+	Pass <b>3NT</b> (Balanced or Long Minor) Game (6+ card Major) 3 of a Suit (5 card Major)  <b>3♣</b> (4 card Major STAYMAN <b>4NT</b> (Balanced Invitational to <b>6NT</b> ) Slam Possible (Unbalanced with suit fit)	22 22	Pass (if <b>4♥</b> or <b>4♠</b> Response) Game (if Raising <b>3♥</b> or <b>3♠</b> to & 3+Card Support)  <b>6NT</b> (if Raising <b>4NT</b> Response, Otherwise Pass)
11 – 22 U/BAL	<b><u>OPEN 1 OF A SUIT</u></b> See “Rule of 20” on Front page then bid A. Your Longest Suit First (5-4, 6-4, 6-5) B. The higher ranking of two equally long suits (5-5, 6-6) C. 4441 distributed hand With Red Singleton open Suit Below With Black Singleton open Middle Suit	0 – 5  6 – 9 10 – 12 13 – 15  6+ 9+ 16+  6 – 9 10 – 12 13 - 15	<b>PASS</b> <b><u>With 4 Card Support in Partner’s Major</u></b> Bid 2 of the Suit Bid 3 of the Suit Bid 4 of the Suit (GAME) <b><u>Bid a New Suit (FORCING)</u></b> 1 of New suit (4+ Card Suit) 2 of New suit (4+ Card Suit) – 2/1 Response 9+ points) Jump Bid in new suit (needs 5 Card suit) <b><u>If Neither of the above are possible then bid NT</u></b> <b>1NT</b> (Balanced) <b>2NT</b> (Balanced) <b>3NT</b> (Balanced)	12 – 15  16 – 18  19+  15 -16 17 – 18 19+	<b><u>After same suit or NT Limited Response</u></b> Pass (if Combined points are below Game) Raise one level (if Game possible if partner is at maximum) Raise to Game (if Game possible if partner is at minimum) <b><u>After a NEW Suit Response (Forcing)</u></b> Raise Responders Suit with 4 Card Support Bid a New Suit at the one level Bid a new <u>Lower Ranked</u> suit at the 2 level (5+ Cards in first suit) Rebid your 5 Card Suit  Jump Raise Partner’s Suit with 4 Card Support Bid a new <u>Higher Ranked</u> suit at 2 level (5+ Cards in first suit) Jump Bid in a new suit Jump Rebid your suit (5+ Cards)  Game in Partner’s Suit if holding a Fit Jump Bid in a new suit (5+ Cards in first suit)  <b><u>After New Suit Response &amp; No Major Suit Fit</u></b> <b>1NT</b> <b>2NT</b> <b>3NT</b>
6 – 9 (Guide Only)	<b><u>Open 3♣, 3♦, 3♥, 3♠ (PRE-EMPTIVE)</u></b> With 7 Card Suit & no 4 card Major With 8 Card Suit Bid 4 of the Suit	0 – 15 16+	<b>PASS</b> Bid Game in Partner’s Suit		
6 - 10	<b><u>Open 2♥ or 2♠ (WEAK TWO)</u></b> A Good 6 Card Suit	14+ 0 - 13	Consider raising Partner to Game with 3 Card Support Only Raise if Competing in the Bidding		Only Raise partner’s invite if Stronger than Minimum
23+	Any Shape Game Going Hand or 10 Playing Tricks	0+ 7+ 8+	<b>2♦</b> negative or Waiting Response  3 of Minor (5 Card suit with 7+ points in Aces & Kings) OR 2 of Major OR <b>2NT</b> (8-10 Balanced Scattered Points)		<b>2NT</b> (Balanced after <b>2♦</b> Response ) (NON FORCING) <b>3NT</b> Strong Balanced Hand

	OVERCALLS		RESPONDING TO OVERCALLS
12+	<b>TAKEOUT DOUBLE</b> Asking Partner "Bid your best suit except what Opener has bid With Opening Strength and good shape(4441, 5440 & zero or one card in Opponent's Suit) Shape is less important with more points but you have to play in Responder's Suit. Rebid Option: don't rebid unless partner promises points	0-8 6-9 10-12 13-16	<b>RESPONDING TO A TAKEOUT DOUBLE</b> Bid Longest Suit (4 Card Major before 5 Card Minor) With Minimum Points & no suit except Opponents Bid the cheapest 3 Card Suit <b>1NT</b> (Balanced and Stopper in Opponents Suit) <b>2NT</b> (Balanced and Stopper in Opponents Suit) <b>3NT</b> (Balanced and Stopper in Opponents Suit)
16+	With a 6 Card suit first Double then rebid your 6 card suit (tells Responder you have a strong hand)	9-12 13+	Jump your Longest suit Bid Game in your 6 Card Suit
	<b>SIMPLE OVERCALL</b> 1 Suit (with 5 Card Suit Containing 2 Honours if Minimum Points) 2 Suit (Can bid at this Level if necessary)  Overcalling a <b>1NT</b> Opening (11-15 Points and a good 5 card suit)	0-5 6-9  10-15 16+ 9-12 13-14 15+	<b>RESPONDING TO A SIMPLE OVERCALL</b> <b>PASS</b> Single Raise (with 3 Card support) OR Bid own good 5 card suit  Double Raise (with 3 Card support) OR Bid own good 5 card suit Raise to Game or Jump Bid in own suit <b>1NT</b> (With stopper in Opponent's suit) <b>2NT</b> (With stopper in Opponent's suit) <b>3NT</b> (With stopper in Opponent's suit)  <i>After an Overcall at the 2 Level</i> Respond the same as you would if Partner had opened the bidding
12-15 16+	<b>JUMP OVERCALL</b> Jump Overcall (with a 6 card suit containing 2 honours) JUMP Overcall (First double then rebid your 6 card suit)	6-10  11-12 13+	<b>RESPONDING TO A JUMP OVERCALL</b> Single Raise (with 3 card support), Otherwise pass. Do Not Bid your own suit Raise to Game with Suit Fit, otherwise bid <b>2NT</b> Bid <b>3NT</b> if no suit fit
6 - 11	<b>PRE-EMPTIVE OVERCALL</b> Overcall at the 3 Level with a 7 card suit Overcall at the 3 Level with a 8 card suit Overcall at the 3 Level with a 9 card suit (Minors Only)		<b>RESPONDING TO A PRE-EMPTIVE OVERCALL</b>  Treat as an Opening Pre-emptive Bid
15 – 18 19+	<b>1NT OVERCALL</b> Balanced Hand & a stopper in the Opponents Suit Balanced Hand (First double then rebid <b>NT</b> at the Lowest Level)	0-6 7-8 7+	<b>RESPONDING TO 1NT OVERCALL</b> <b>PASS</b> Bid <b>2NT</b> Jump to the 3 Level with a 5 Card Major) Bid Game in Own 6 Card Major or Bid <b>3NT</b>

## ACOL BIDDING SUMMARY



### HIGH CARD POINTS

ACE = 4, KING = 3, QUEEN = 2, JACK = 1

### DISTRIBUTION POINTS

VOID = 3 DOUBLETION = 2, SINGLETON = 1

### RULE OF TWENTY (Optional)

When deciding if to open the bidding with less than 10 or 12 points use the RULE OF TWENTY

If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more, then you may open the bidding. If less than 20 then Pass

### CONTRACT LIMIT GUIDE

**3NT – 25+ points**

**4♥ or 4♠ – 26+ points**

**5♣ or 5♦ – 28+ points**

SMALL SLAM – **33+ points**

GRAND SLAM – **37+ points**

16+	<b>PENALTY DOUBLE OF 1NT</b> On any Shape - It is a Penalty Double	0 – 4 5+	If very unbalanced Bid your longest Suit Generally Pass
	<b>STAYMAN 2♣</b> over Partners <b>1NT</b> & <b>2NT</b>	11+	<b>2♦</b> – No 4 Card Major <b>2♥</b> or <b>2♠</b> shows the 4 Card Major held (3 level over <b>2NT</b> )
	<b>BLACKWOOD 4NT</b> <b>4NT</b> Asks for ACES <b>5NT</b> Asks for Kings (& promises 4 Aces held between both hands)		<b>5♣</b> = 0 or 4, <b>5♦</b> = 1, <b>5♥</b> = 2, <b>5♠</b> = 3 <b>6♣</b> = 0 or 4, <b>6♦</b> = 1, <b>6♥</b> = 2, <b>6♠</b> = 3
	<b>GERBER 4♣</b> A Bid of <b>4♣</b> asks for Aces A subsequent Bid of <b>5♣</b> asks for Kings		<b>4♦</b> = 0 or 4, <b>4♥</b> = 1, <b>4♠</b> = 2, <b>4NT</b> = 3 <b>5♦</b> = 0 or 4, <b>5♥</b> = 1, <b>5♠</b> = 2, <b>5NT</b> = 3