

Standard English – Basic Acol (Weak Twos) – Quick Guide

<p>Hand Evaluation: A-4, K-3, Q-2, J-1 Once a good trump fit has been established, the hand that will become dummy can count dummy points as follows: Void: 5, Singleton: 3, Doubleton: 1</p>	<p>Points needed for Game: 3NT, 4♥ or 4♠ 25 5♣ or 5♦ – 28 6 suit or NT – 33, 7 suit or NT – 37</p>		
<p>Opening the Bidding 1NT: 12-14 pts and a balanced hand with no 5-card major 2NT: 20-22 pts and a balanced hand</p> <p>1-suit: 12-20 pts. Open your longest suit or the higher ranking of two equal length suits: Exception: with exactly 4 hearts and 4 spades open 1♥. (Use rule of 20 with 10-11 pts and good distribution).</p> <p>2♣: 23+ pts or fewer points, with game in your own hand, any shape.</p> <p>2♦/2♥/2♠: 6-10 points, a good 6-card suit.</p> <p>3 of a suit: Normally a 7 card suit, and fewer than 11 pts - a hand worth 6-7 tricks (Vul/Non Vul)</p> <p>4 of a suit: Normally an 8 card suit, and fewer than 11 pts - a hand worth 7-8 tricks (Vul/Non Vul)</p>	<p>Responding to an opening bid of 1NT: 0-10 pts: Pass or signoff in 2♦/2♥/2♠ - at least a 5-card suit. (2♣ is reserved for Stayman) 11-12 pts: Bid 2NT (invitational), or bid 2♣ Stayman, and then invite game. 13-18 pts: <ul style="list-style-type: none"> - With a 4 card major, bid 2♣ (Stayman) - With a 5 card major, bid 3♥/♠ (forcing) - With a 6 card major, jump to 4♥/♠ - Otherwise bid 3NT - Bid 3♣/3♦ (forcing) if interested in 5♣/5♦ </p> <p>Responding to an opening bid of 2NT: 0-4 pts: Pass 5-10 pts: <ul style="list-style-type: none"> - With a 4 card major bid 3♣ (Stayman) - With a 5 card major, bid 3♥/3♠ (forcing) - With a 6 card major, jump to 4♥/4♠ - Otherwise bid 3NT - Bid 3♦ (forcing) if interested in 5♦ or 6♦ </p>		
<p>Opener's rebid with a balanced hand: With 15-19 pts, open one of a suit and rebid as follows</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <p>If partner bids a new suit at the 1 level:</p> <ul style="list-style-type: none"> • 15-16 pts: 1NT (or pass 1NT) • 17-18 pts: 2NT • 19 pts: 3NT </td> <td style="width: 50%; vertical-align: top;"> <p>If partner bids a new suit at the 2 level:</p> <ul style="list-style-type: none"> • 15-16 pts: 2NT • 17-19 pts: 3NT </td> </tr> </table>	<p>If partner bids a new suit at the 1 level:</p> <ul style="list-style-type: none"> • 15-16 pts: 1NT (or pass 1NT) • 17-18 pts: 2NT • 19 pts: 3NT 	<p>If partner bids a new suit at the 2 level:</p> <ul style="list-style-type: none"> • 15-16 pts: 2NT • 17-19 pts: 3NT 	<p>Responding to an opening bid of 2♣: 0-7 pts: 2♦ (negative and artificial) 8+ pts: Bid 2NT or your own good 5+ card suit</p> <p>Responding to an opening bid of 2♦/2♥/2♠:</p> <ul style="list-style-type: none"> • 15+ pts: Jump to game, or bid a new suit (5+ cards) (forcing), or bid 2NT (forcing) to request a "feature" (a side ace or king). • 0-14 pts: Pass or raise to the 3 or 4 level if you have a good trump fit (sign-off).
<p>If partner bids a new suit at the 1 level:</p> <ul style="list-style-type: none"> • 15-16 pts: 1NT (or pass 1NT) • 17-18 pts: 2NT • 19 pts: 3NT 	<p>If partner bids a new suit at the 2 level:</p> <ul style="list-style-type: none"> • 15-16 pts: 2NT • 17-19 pts: 3NT 		
<p>Opener's rebid after responder supports your suit: After responder raises opener's major to the 2 level:</p> <ul style="list-style-type: none"> - With a minimum hand (12-15) - Pass - With a medium hand (16-18) - Raise to the 3 level - With a maximum hand (19-20) - Raise to Game <p>After responder raises opener's minor to the 2 level:</p> <ul style="list-style-type: none"> - With a minimum hand (12-15) - Pass - With a medium hand (16-18) - Raise to the 3 level or bid 2NT, or another suit. (Looking for game in NT) - With a maximum hand (19-20) bid 3NT, another suit or (rarely) 4 or 5 in your minor. 	<p>Responding to an opening bid of 1 of a suit: 0-5 pts: Pass With a minimum hand (6-9 pts) – Priorities are: <ul style="list-style-type: none"> - Raise a major to the 2 level with 4 card support - Bid a new suit, if it can be bid at the 1-level (6-16 pts) - Raise a minor to the 2 level with 4 card support - Bid 1NT (may not be balanced) With a medium hand (10-12 pts) – Priorities are: <ul style="list-style-type: none"> - Raise a major to the 3 level with 4 card support - Bid a new suit at the lowest level (1-level: 6-16 pts, 2-level: 10-16 pts) - Raise a minor to the 3 level with 4 card support - Bid 2NT with a balanced hand With a maximum hand (13+ pts) – Priorities are: <ul style="list-style-type: none"> - Raise a major to game with 4 card support - Bid a new suit at the lowest level (1-level: 6-16pts, 2-level: 10-16 pts) - Bid 3NT (13-15) with a balanced hand With a very strong hand – 16+ pts and your own good suit (5+ cards), bid your suit, jumping one level (e.g. 1♠-3♥, or 1♣-2♦)</p>		
<p>Blackwood: A bid of 4NT asks for aces: Responses are 5♣=0 or 4, 5♦=1, 5♥=2, 5♠=3</p> <p>If you have all the aces, and the values for a grand slam, bid 5NT to ask for kings: Responses are 6♣=0 or 4, 6♦=1, 6♥=2, 6♠=3</p>			

<p>Opener's rebid after responder bids a new suit or bids 1NT</p> <ul style="list-style-type: none"> - With a minimum hand (12-15) <ul style="list-style-type: none"> - Raise partner's suit to the lowest level available with 4-card support. - Bid a new 4 card suit (if below the two level of the first suit) - Rebid the original suit at the two level (5+ cards) - Pass 1NT with a balanced hand (12-16 pts) - With a medium hand (16-18) <ul style="list-style-type: none"> - Raise partner's major suit, jumping a level - Bid a new 4 card suit (even if above the two level of the first suit – a reverse) - Bid 2NT with a balanced hand (see ranges over). - Raise partner's minor suit, jumping a level - Rebid the original suit at the three level (6 card suit) - With a maximum hand (19-20) <ul style="list-style-type: none"> - Raise partner's major suit, jumping to game - Bid 3NT with a balanced hand (see range over) - Bid a new 4-card suit, jumping a level if necessary to break the 2-level barrier of the original suit (i.e. reverse or jump-shift) - Rebid the original suit, jumping to game (in a major) - Raise partner's minor suit, jumping 2 levels 	<p>Responder's rebid</p> <p>Add your points to the points shown by opener and bid accordingly. You may be able to decide the contract.</p> <p>With a minimum hand (6-9)</p> <ul style="list-style-type: none"> - Pass if game is not possible - Bid 1NT if that bid is still available - Bid a previously bid suit (either your own or partner's suit) at the cheapest level <p>If you might have the values for game, try to make an invitational bid such as:</p> <ul style="list-style-type: none"> - Raise a previously bid suit to the 3 level - Bid 2NT - E.g. after 1♥-1♠; 2♦, responder could rebid 2NT with 10-12 pts, and no support for opener and a club stopper. <p>If you have the values for game (25+ points):</p> <ul style="list-style-type: none"> - Bid game or make a forcing bid. A new suit by responder is forcing unless NT has been bid.
<p>Responding to Stayman</p> <p>After 1NT-2♣</p> <ul style="list-style-type: none"> 2♦ – no 4 card major 2♥ – promises 4 hearts (may also have 4 spades) 2♠ – promises 4 spades (denies 4 hearts) <p>The same responses (a level higher) apply after 2NT-3♣ (Stayman), or after 2♣-2♦; 2NT-3♣ (Stayman)</p>	<p>Overcalls</p> <ul style="list-style-type: none"> - A simple suit overcall at the 1 level shows around 8-16 pts, a 5 card good quality suit - A simple suit overcall at the 2 level shows 10-16 pts, at least a 5 card good quality suit - A jump overcall shows a very good 6+ suit, about 12-16 pts - With more than 16 pts, double first, then bid your suit. - 1NT overcall shows 15-17 pts and a good stopper <p>Responding to a non-jump suit overcall</p> <ul style="list-style-type: none"> - Pass with 0-5 pts or no fit for partner - With 3+ card support raise partners suit, bidding at the 3 level with 10+ pts, or a very good fit (count dummy pts) - Bid your own suit (at least a good 5 card suit) - 1NT 9-12 pts, stopper in opps suit - 2NT 13-14 pts, good stopper in opps suit
<p>Opener's rebid after a 2 level opening</p> <p>After 2♣-2♦</p> <p>2NT shows a balanced hand with 23-24 pts Any other rebid is natural and game forcing</p> <p>After 2♦/2♥/2♠-2NT</p> <p>Opener's rebid is natural and can be passed if responder's hand is very weak.</p>	<p>Responding to a double of a suit</p> <p>0-8 pts - Bid your longest suit at the lowest level. 9-12 pts - Bid your longest suit, jumping a level (e.g. 1♥ – X – P – 3♣)</p> <p>13+ pts - Either bid your longest suit, jumping to game in a major, or bid the opponents suit – a cuebid - forcing partner to make another bid.</p> <p>6-9 pts - Bid 1NT with a stopper in the opps suit. 10-12 pts - Bid 2NT with 2 stoppers in the opps suit 13+ pts - Bid 3NT with 2 stoppers in the opps suit</p> <p>Responding to a double of a suit after an intervening bid</p> <p>If the 3rd person to bid raises openers suit, or bids a new suit, you can pass with 0-5pts, or bid your best suit:</p> <p>6-9 pts - Bid at the 2 level 10-12pts - Bid at the 3 level 13+ pts - Bid game in a major or bid the opponents suit</p> <p>Responding to a double of 1NT</p> <ul style="list-style-type: none"> - With a balanced hand, pass - With an unbalanced weak hand (fewer than 4 pts), bid 2 of your long suit.
<p>Double</p> <p>A double of a suit at or below 2♠ is for takeout and shows support for all unbid suits.</p> <p>A double of 1NT is for penalties (16+ pts)</p> <p>A double of a pre-emptive opening bid at or below 4♦ is for takeout</p>	