

Module 5

ACOL – “Our Bidding System”

- Quiz
- Opening Bids
- Limit Bids
- Card Play

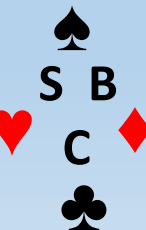
Partner put his hand down as dummy.
Declarer asks: “Where has the hand you bid
on gone?”



This week's Paddy's Pearl

KKeep
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Quiz 5

Bidding

Q1 What is wrong with opening 1NT with these hands?

a)

♠ K43
♥ Q
♦ KJ873
♣ A764

.....

b)

♠ 632
♥ AK5
♦ KQ62
♣ KQ4

.....

Q2 Choose the best opening bid for these hands

a)

♠ AKQ2
♥ J9643
♦ K52
♣ 7

.....

b)

♠ AKJ8
♥ 92
♦ J1074
♣ AQ5

.....

c)

♠ 7
♥ 72
♦ AKQ
♣ AJ9732

.....

d)

♠ 85
♥ AKQ32
♦ 9
♣ KQJ74


.....



Quiz 5

Bidding


Q3 Partner opens 1NT and RH opponent passes. What do you bid with the following hands?

a) 

.....

b) 

.....

c) 

.....

d) 

.....

3

Q4 Are these contracts part score or game contracts?

a) 3♥

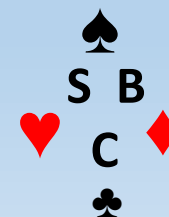
b) 3♣

c) 3NT

d) 4♦

5) 4♠

f) 4NT

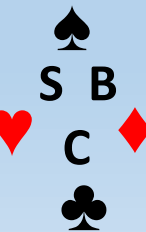




ACOL – “Our Bidding System”

The purpose of a Bidding System is to reach contracts that are neither too high or too low

- The Bidding System is the means by which you exchange information using a limited vocabulary to reach the optimum contract. The vocabulary uses only the bids from 1♣ to 7NT, pass, double and redouble.
- It is not a secret code between partners, opponents are entitled to ask and know the meaning of bids.
- Normally partnerships have “system cards” which explain their bidding system and are available to opponents at the beginning of each match.
- The art of bidding is to use the vocabulary as effectively as possible.
- ACOL is the most commonly used system in the UK and was named after Acol Rd. in London. It has been developed and improved over 70 years. International competitors tend not to play Acol **BUT** it is the best basis for learning and developing in the UK.

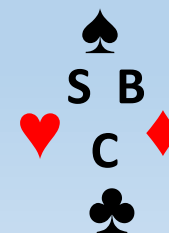




Summarising the basis of Establishing the level of Contracts

Part Scores	1♣ through 3♠, 4♣ and 4♦	<25pts
Game	3NT	≥25pts
	4♥ and 4♠ (8+ cards in trump)	≥25pts
	5♣ and 5♦ (8+ cards in trump)	≥28pts
Small Slam	6♣ through 6NT	min.32/33pts
Grand Slam	7♣ through 7NT	≥37pts

- Trump games can be made with less than 25pts if you have many more than 8 trump and/or have shortages in side suits.
- When we discover we have <25pts and obviously cannot make game stop bidding ASAP. It is much easier to make 1NT rather than 2NT and 1♠ rather than 3♠





The Opening Bid

RULE 1 A hand with 12, 13, or 14 pts with a balanced hand should open 1NT

♠ A85	4pts	
♥ Q984	2	
♦ KQ7	5	Open 1NT
♣ Q63	2	
	13pts	

RULE 2 A hand with ≥ 13 and < 20 pts which is unbalanced and *unsuitable for 1NT* is opener 1 of a suit. You open the longest suit.
 With 2 suits of the same length, open the **higher** ranking first.

♠ QJ1072	3pts	
♥ AK92	7	
♦ 102	0	Open 1♠
♣ A4	4	the longest suit
	14pts	

♠ AQ94	6pts	
♥ K5	3	
♦ K86	3	Open 1♠
♣ K1073	3	the higher suit
	15pts	



Opening Bids

More Examples

a)

♠ K532
♥ A7
♦ AQ94
♣ 1097

13pts

Open 1NT

b)

♠ 4
♥ AKJ7
♦ Q9764
♣ AQ8

16pts

Open 1♦
Longest Suit

c)

♠ 862
♥ KJ6
♦ AQ95
♣ AJ4

15pts

A balanced hand
Too strong for 1NT
Open 1♦

d)

♠ QJ4
♥ KJ6
♦ K432
♣ Q98

12pts

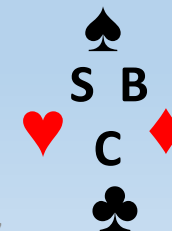
Open 1NT
(some may pass, OK
but I would open)

d)

♠ A103
♥ AQJ7
♦ KQ52
♣ Q9

18pts

Open 1♥
Longest Suit





Responding to Opening Bids

Limit Bids: This is a bid with a clearly defined point range. e.g 1NT opener is 12-14pts
Responsive limit bids are the same. They allow partner to assess the **combined point count** and whether game is on or not.

First Response to one of a suit

With 4 cards in openers suit, **support the suit** as you know you have 8+ cards in that suit.
Support with ≥ 6 pts, PASS with < 6 pts.

Minimum Responses to one of a suit

With **6-8pts** make a **minimum response**.

With 4 cards in partners opening suit, bid 2 of that suit, that is a minimum response.

Otherwise **bid 1NT**

With ≥ 9 pts we have more than minimum and must make a higher/more encouraging response.



Dealer: West
Vulnerability:

13pts

♠6
♥Q93
♦AKJ42
♣QJ87

7pts

♠A974
♥K1052
♦986
♣53

	N	
W		E
	S	

♠KQJ52
♥A86
♦1073
♣42

10pts

♠1083
♥J74
♦Q5
♣AK1096
10pts

<u>Bidding</u>				
<u>W.</u>	<u>N</u>	<u>E</u>	<u>S</u>	
P	1♦	1♠	2♣	
2♠	3♣	P	P	
P				

Example of Bidding and nomenclature

West: Dealer, since no opening bid PASS

North: With 13pts and a 5 card ♦ suit. Opening Bid of 1♦

East: With a 5 card ♠ suit and 10pts, East proposes 1♠ as trump. This is called an Overcall. ♠ are higher ranking than ♣.

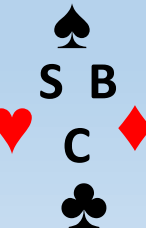
South: Sees good prospects with ♣ as trump, so bids 2♣. His partner has bid so this is called a Response.

West: Has not many big cards but with 4 spades and 7pts can support partners suit and raises partner to 2♠.

North: Has support for partners suit (clubs) so shows his second suit and rebids 3♣

East: With no extra values east “passes” as do South and West.

The final contract is therefore 3 clubs played by S, first to bid The suit. W leads (LH of declarer and N is dummy.





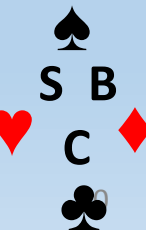
Minimum Responses to Opening Bids of 1 of a Suit. - Example 1

	♠A8		♠9652	
19pts	♥AQ975	W	♥K1043	6pts
	♦A43		♦82	
	♣AJ4	N	♣K76	E
		S		
	<u>W</u>		<u>E</u>	
	1♥		2♥	
	4♥		p	

West is **balanced** but too strong for 1NT, therefore opens his/her longest suit 1♥

East's 2♥ shows a **minimum response**, 6-8pts and at least 4 card heart support.

West has 19pts and knows the partnership has at **least 25pts and at least 9 hearts** so bids **game** 4♥
That is the **final contract** with W **declarer**





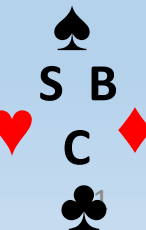
Minimum Responses to Opening Bids of 1 of a Suit. - Example 2

	♠7		♠9652	
13pts	♥AQJ83	W	♥K1042	6pts
	♦KQ5		♦82	
	♣J963	N	♣K75	E
		S		
	<u>W</u>		<u>E</u>	
	1♥		2♥	
	p			

West is **unbalanced** this time but with 13pts can open and therefore bids his/her longest suit 1♥

East's has the same as before and bids 2♥, a **minimum response**, 6-8pts and at least 4 card heart support.

West has 13pts and knows the partnership has at **most 21pts** but at least 9 hearts, so not enough for game, but should play well in 2♥ so passes and is the **final contract** with W **declarer**





Minimum Responses to Opening Bids of 1 of a Suit. - Example 3

	♠Q743		♠K82
15pts	♥AQ975		♥104
	♦K3		♦Q754
	♣A8		♣J1054
	<u>W</u>		<u>E</u>
	1♥		1NT
	p		

West is unbalanced and opens his/her longest suit 1♥

East's has a minimum response, 6-8pts, a relatively balanced hand but no heart support and does not have 4 spades, the only suit above hearts which he can bid at the 1 level with a minimum response, so bids 1NT.

West knows the partnership has a max. of 23pts, and game cannot be on; hence with a relatively balanced Hand and no rebidable suit passes. That is the **final contract** with E declarer





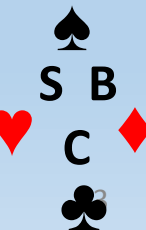
Minimum Responses to Opening Bids of 1 of a Suit. - Example 4

	♠AQ7		♠K82
18pts	♥QJ83		♥104
	♦AQ5		♦Q754
	♣K86		♣J1054
	<u>W</u>		<u>E</u>
	1♥		1NT
	2NT		p

West is balanced but too strong for 1NT, therefore opens his/her longest suit 1♥

East's has the same minimum response, 6pts, a relatively balanced hand and again bids 1NT.

West knows that with 24pts they will not have game if E is **minimum**, but with **maximum** they will make game, so W with a balanced hand bids 2NT inviting game if E has more than minimum. With minimum East passes and the **final contract** is 2NT played by E **declarer**



Module 5

Limit Bid Playing Hands for Module 5

**Dummy puts his cards down
Declarer asks: "Where has the hand you bid on gone?"**



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Kkeep
It
Simple
Stupid

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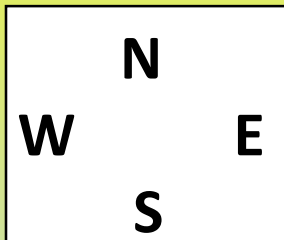




Dealer: North
Vulnerability:

13pts
♠AQ952
♥8
♦Q106
♣AJ53

9pts
♠73
♥AJ53
♦KJ73
♣972



♠J10
♥K1097
♦A852
♣K108
11pts

♠K864
♥Q642
♦94
♣Q64
7pts

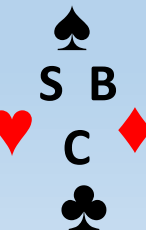
<u>Bidding</u>			
<u>W.</u>	<u>N</u>	<u>E</u>	<u>S</u>
	1♠	p	2♠
p	p	p	

N/S and E/W each have 20pts but North is only player with an opening hand.

Bidding: North with 13 pts and a 5 card spade suit opens 1♠. South with a minimum response and 4 spades bids 2♠. Neither E nor W should compete since they don't have a 5 card suit nor enough points.

Lead: Not easy. I would suggest on this instance ♠J, but would not object to ♥10 top of an internal sequence. Definitely not ♣K.

Card Play: North should assess after lead before playing that at most he should only lose 1♥, 2♦, and 1♣ and expect to make 9 tricks. Poor defence would assist in making 10 tricks



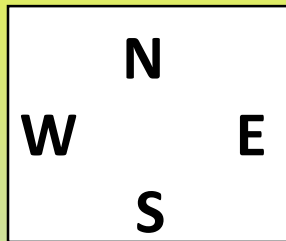
Deal 5.1



Dealer: East
Vulnerability:

6pts
♠1062
♥Q98
♦A72
♣10875

8pts
♠83
♥K62
♦Q96
♣QJ643



15pts
♠KQ94
♥A75
♦K1043
♣K2

♠AJ75
♥J1043
♦J85
♣A9

11pts

<u>Bidding</u>			
<u>W.</u>	<u>N</u>	<u>E</u>	<u>S</u>
1NT	p	1♠	p
	p	p	p

Deal 5.2

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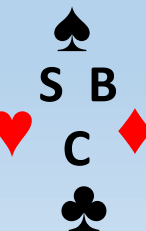
E/W with 23pts should play the contract.

Bidding: East with 15pts is too strong for 1NT although he/she has a balanced hand, so should open the longest suit 1♠. West with a minimum response (6-8pts) and balanced hand bids at lowest possible level 1NT. East should assess that the maximum the partnership have is 24pts and therefore pass.

Lead: Probably ♥3, 4th highest. Using the rule of 11 (taking 11-lead 3 =8) should assess that there are 3 cards in E above the ♥3, so play ♥Q, *3rd hand play high*.

Card Play: West should assess when dummy goes down that if he takes out ♣A he makes 3♣ tricks (clubs behave badly), 2♥ tricks, 1♠ and potentially 2♦ or perhaps even 3♦ tricks. I suggest taking first trick with A and play ♣K and continue until ♣A out. Keep ♥K until 3rd lead of the suit to avoid N being able to lead back ♥. The problem is finding discards in S on long ♣ suit (I suggest 5♠ and 5♦).

I expect E/W to make 8 tricks most times.

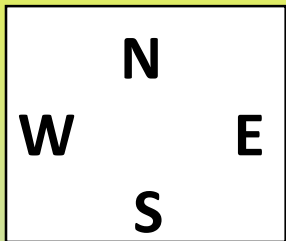




Dealer: South
Vulnerability:

14pts
♠J73
♥KQ62
♦AQ2
♣Q102

4pts
♠K642
♥J84
♦75
♣9875



9pts
♠A98
♥1097
♦J983
♣A43

♠Q105
♥A53
♦K1064
♣KJ6
13pts

<u>Bidding</u>			
<u>W.</u>	<u>N</u>	<u>E</u>	<u>S</u>
p	3NT	p	1NT
P			p

Deal 5.3

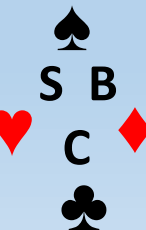
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N/S with 27pts should play the contract.

Bidding: SOUTH with 13pts and a balanced hand should bid 1NT.
North assessing that the maximum partnership total is 28pts and having a balanced hand bids 3NT.

Lead: W leads ♠2, 4th highest of longest suit. E should take ♠A and return ♠9. W should play low as ♠K as it is his only entry in the hope that his partner can get in again and lead a further ♠ and allow W to make the 4th ♠. At worst it blocks the suit.

Card Play: South should assess 3 or 4♥, 3 or 4♦, 1♠ and 2♣ tricks so long as the ♣A is eliminated immediately. Recognising that there could be 3♠ losers and 1♣ loser S must eliminate A♣ immediately to establish the 2♣ tricks and ensure 9 tricks in case ♥ and ♦ split badly and prevent either suit making 4 tricks. Fortunately the ♥ split kindly.





Dealer: West
Vulnerability:

7pts
♠KQJ7
♥5
♦7654
♣J1087

19pts ♠A63
♥AKQ74
♦98
♣AQ3

	N	
W		E
	S	

♠82
♥J863
♦KQ102 6pts
♣542

♠10954
♥1092 8pts
♦AJ3
♣K96

Bidding			
<u>W.</u>	<u>N</u>	<u>E</u>	<u>S</u>
1♥	p	2♥	p
4♥	p	p	p

Deal 5.4

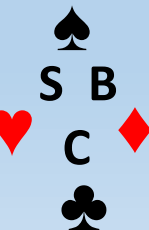
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N/S with 25pts should play the contract in game.

Bidding: West with 19 pts and an unbalanced hand bids his/her long suit 1♥. East with a minimum response and 4 hearts bids 2♥. West recognises that opposite 6-8pts they have a combined count of 25-27pts, so no slam on and bids 4♥

Lead: S leads ♠10 since other leads may help declarer

Card Play: West can see ♠1, ♦1 and potentially ♣2 losers. To make the contract he/she must find the ♦A in N such that she can discard a losing ♣ on the ♦KQ. If not she must finesse the ♣AQ i.e. find ♣K in south and play through it to minimise ♣ losers to 1. Hence, take ♠A and immediately play ♣ to ♣KQ. On finding that the ♦A is in S and the only chance is now to finesse the ♣K through south, which works, by taking out the hearts and taking the last ♥ in W and finessing the ♥K. Fortunately it works. If it had failed then you can try the ♦J finesse through ♦K10. Fortunately this would have worked if the ♣K had been in N. W makes 1♠, 2♣, 1♦ and 6♥ tricks (one being a ruff in west.

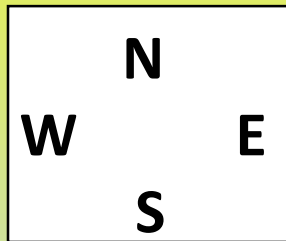




Dealer: North
Vulnerability:

6pts
♠1074
♥93
♦QJ752
♣K104

18pts
♠KJ6
♥KQ102
♦A3
♣AJ62



8pts
♠Q82
♥J8
♦K1064
♣Q873

♠A953
♥A7654
♦98
♣95 **8pts**

	<u>Bidding</u>		
<u>W.</u>	<u>N</u>	<u>E</u>	<u>S</u>
	p	p	p
1♥	p	1NT	p
2NT	p	3NT	All Pass

Deal 5.5

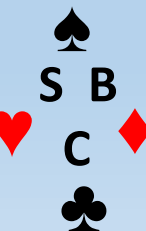
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N/S with 26pts should play the contract in game.

Bidding: West with 18 pts but in spite of a balanced hand must bid his/her longest suit 1♥. East with 8 pts make a minimum response of 1NT. West recognises that the combined point count is 26-28pts and game is on if east has more than minimum, so bids 2NT. Recognising that 2NT is also a limit bid asking if he/she has more than minimum then he/she should bid 3NT and does so.

Lead: North's natural lead is ♦5 and unfortunately E/W will take with ♦10 and make 3♦ tricks

Card Play: West can see 3♣, 3♦, 3♥ and 2♠ tricks. He/she must keep the ♦'s as stops and play small to ♣J and ensure the 3♣ tricks provided the split 3:3, then take out the ♥A and finally the ♠A to make the 10 tricks.





Dealer: East
Vulnerability:

10pts

♠1093

♥K54

♦AK84

♣1095

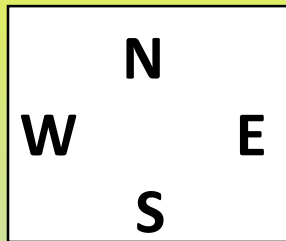
♠QJ54

♥72

♦532

♣K764

6pts



♠K872

♥AQJ63

♦6 13pts

♣QJ3

♠A6

♥1098 11pts

♦QJ1097

♣A82

N/S with 21pts and E/W 19pts so at best there is only a part-score.

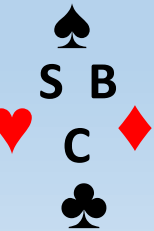
Bidding: East with 13pts and an unbalanced hand bids his/her longest suit, so opens 1♥. West with 6-8pts makes a minimum response but with a 4 card spade suit he can show this and bids 1♠. East with 4 n spades also, can bid 2♠ which is a limited response and shows 13-15pts with 5 hearts and 4 spades. West passes since game will not be on.

Lead: North leads ♦A and will probably then lead 10 on seeing dummy's singleton ♦

Card Play: West can see 1♦, 1♠, 1♣ and only 1♥ if the ♥K loser if the finesse is wrong. The finesse is correct so E/W make 10 tricks with a combined 19pts.

Comment: This shows that points aren't everything when you have long suits and intermediate card strength. Since there is a singleton ♦ the 19pts are effectively 19 from 30 pts in 3 suits i.e. equiv. to 25pts in 4 suits.

Unfortunately you don't have bidding room with so few points to find such a Good fit and no duplication of "losers".



		Bidding	
W.	N	E	S
		1H	p
1♠	p	2♠	p
p	p		

Deal 5.6