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Bridge Bidding Made Simple · Acol edition



CHAPTER 12

Quick Reference and Glossary

Every summary table in one place, and the words used in this book

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1. How to use this chapter

This chapter gathers the summary tables from every chapter in one place, for a quick reminder at the table or before a session, and ends with a glossary of the words used in this book. If something here puzzles you, the chapter number takes you back to the full explanation.

> **Counting points.** Ace 4, king 3, queen 2, jack 1: 40 in the pack. About **25** between you for game in no-trumps or a major, **29** for a minor-suit game, **33** for a small slam, **37** for a grand slam.

2. The summaries, chapter by chapter

Chapter 1: Opening One of a Suit

Your hand	Open
Fewer than 12 points, Rule of 20 total under 20	Pass
Balanced, 12–14	1NT
Balanced, 15–19	One of a suit, then rebid no-trumps
Balanced, 20–22	2NT
Unbalanced, 12+ (or Rule of 20)	Your longest suit
Two five- or six-card suits	The higher-ranking
Two four-card suits	The lower-ranking
4-4-4-1	Red singleton: the suit below. Black singleton: the middle suit

Chapter 2: Opening 1NT

Balanced hand	Open
Fewer than 12 points	Pass
12–14	**1NT**
15–19	One of a suit, rebid no-trumps (1NT, 2NT or 3NT)
20–22	**2NT**

Chapter 3: Responding to 1NT

After partner's 1NT (12–14)	Bid
Balanced, 0–10	Pass
Balanced, 11–12	2NT
Balanced, 13–18	3NT
A four-card major, 11+	2♣ (Stayman)
Five or more hearts	2♦ (transfer)
Five or more spades	2♥ (transfer)

Chapter 4: Responding to One of a Suit

After partner opens 1♥ or 1♠	Bid
0–5 points	Pass
4-card support, 6–9 / 10–12 / 13+	Raise to 2 / 3 / 4
New suit at the one level	6+ points, four+ cards
New suit at the two level	9+ points
No fit, balanced	1NT (6–9), 2NT (10–12), 3NT (13–15)

Chapter 5: Raising Partner

Situation	Bid
Four-card support for partner's major	Add dummy points, raise to 2 / 3 / 4 (6–9 / 10–12 / 13+)
Opener with four of responder's suit	Raise to 2 / 3 / 4 (12–15 / 16–18 / 19+)
Only three-card support	Make another bid first, give preference later

Chapter 6: Opener's Rebids

Your hand	Rebid
Balanced 15–16 / 17–18 / 19	1NT / 2NT / 3NT (after a one-level response)
Six-card suit, 12–15 / 16–18 / 19+	Repeat it / jump / jump to game
Second suit at the one level	Bid it (12–18)
Lower second suit at the two level	Bid it (12–18)
Higher second suit at the two level	Reverse: 16+ only
Very strong with a second suit	Jump in it: 19+
Four-card support for partner	Raise (2 / 3 / 4)

Chapter 7: Responder's Rebids

Responder's strength	Typical rebids
6–9	Pass, preference, 1NT, repeat a six-card suit, simple raise
10–12	Jump raise, raise to three, 2NT: all invitations
13+	Bid game (3NT, or 4 of a major with a fit)

Chapter 8: Opening 2NT and Strong Hands

Your hand	Open
Balanced 20–22	2NT
Balanced 23 or more	2♣, then 2NT (23–24) or 3NT (25+)
Game on your own	2♣, then bid your suit

Chapter 9: Pre-emptive Openings

Opening	Suit length	Points
Weak two (2♦, 2♥, 2♠)	six cards	6–10
Three level	seven cards	fewer than 10
Four level (4♥, 4♠)	eight cards	fewer than 10

Chapter 10: Overcalls and Takeout Doubles

Your hand (after they open)	Bid
Good 5+ suit, 8–16	Overcall at the one level
Good 6+ suit (or a very strong 5), 10–16	Overcall at the two level
15–18 balanced, stopper in their suit	1NT
12+, short in their suit, support for the others	Double
Length in their suit, nothing to show	Pass

Chapter 11: Slam Bidding

Situation	Bid
Balanced, 1NT opposite, 19–20	4NT (quantitative)
Balanced, 1NT opposite, 21–24	6NT
Suit agreed, enough strength	4NT (Blackwood) to count aces
Two aces missing	sign off in five
One ace missing	small slam
All aces held, grand possible	5NT for kings

3. Glossary

Acol two
A strong opening of 2♦, 2♥ or 2♠ in traditional Acol, with a good suit and about eight playing tricks; this book uses weak twos instead (Chapters 8 and 9).

Auction
The bidding, from the first call to the last pass.

Balanced hand
No void, no singleton, and at most one doubleton: shapes 4-3-3-3, 4-4-3-2 and 5-3-3-2.

Blackwood
A bid of 4NT, once a suit is agreed, asking partner how many aces they hold (Chapter 11).

Contract
The final bid: the number of tricks your side must make, and the trump suit or no-trumps.

Declarer
The player who first bid the denomination of the final contract, and who plays both hands.

Double
A call that can increase the score for a contract; at a low level, before partner has bid, it usually asks partner to choose a suit (a takeout double, Chapter 10).

Doubleton, singleton, void
Two cards, one card, or no cards in a suit.

Dummy
Declarer's partner, whose cards are laid face up after the opening lead.

Dummy points
Points added for short suits (void 3, singleton 2, doubleton 1) when you have four or more of partner's trumps (Chapter 5).

Fit
Eight or more cards in a suit between the two hands.

Forcing
A bid partner must not pass.

Game
A contract worth 100 or more points below the line: 3NT, 4♥, 4♠, 5♣ or 5♦.

High-card points (HCP)
The points counted for aces, kings, queens and jacks.

Invitation
A bid that asks partner to bid game with a maximum and pass with a minimum.

Limit bid
A bid that shows a narrow range of points, so partner can judge the final contract.

Major and minor suits
Spades and hearts are the majors; diamonds and clubs the minors.

Overcall
A bid of your own suit after an opponent has opened (Chapter 10).

Partscore
A contract below game.

Pre-empt
An opening at the two, three or four level with a long suit and a weak hand, to take bidding space from the opponents (Chapter 9).

Quantitative 4NT
A raise of partner's no-trumps bid to 4NT, inviting slam; not Blackwood (Chapter 11).

Rebid
A player's second bid.

Reverse
Opener's rebid in a higher-ranking new suit at the two level, showing 16 or more points (Chapter 6).

Rule of 2 and 3
A guide for pre-empts: be no more than two tricks short of your contract when vulnerable, three when not (Chapter 9).

Rule of 20
Add your points to the number of cards in your two longest suits; with 20 or more you may open (Chapter 1).

Slam
A small slam is a contract for twelve tricks (six level); a grand slam for all thirteen (seven level).

Stayman
A 2♣ response to 1NT asking opener for a four-card major (Chapter 3).

Stopper
A holding that will win a trick in a suit, such as A-x, K-x-x or Q-J-x.

Transfer
A response to 1NT in the suit below your real suit, asking partner to bid your suit (Chapter 3).

Vulnerable
A side that is vulnerable scores more for making contracts and loses more for going down.

Weak two
An opening of 2♦, 2♥ or 2♠ with a six-card suit and a weak hand (Chapter 9).

> That is the end of the book. Practise what you have learnt with free lessons and challenge hands: **bridgescorer.com/learn**

> **About this guide.** There are many versions of Acol, and clubs, teachers and books do not all agree on every detail. This chapter describes one common, straightforward version for learners. We do not claim it is the only or the best way: if your teacher or club plays something different, follow them. What matters most is that you and your partner agree.

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