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Bridge Bidding: The Next Step · Acol edition



CHAPTER 10

Quick Reference and Glossary

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

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1. How to use this chapter

This chapter gathers the summary tables from every chapter of this book in one place, followed by a glossary of the new words and conventions. Everything in it builds on Book 1, *Bridge Bidding Made Simple*, whose own Quick Reference covers the basics.

> **Before you use any convention in this book**, agree it with your partner. A convention that only one of you knows is worse than none.

2. The summaries, chapter by chapter

Chapter 1: Fourth Suit Forcing

Situation	What it means
Responder bids the fourth suit at the two level or higher	Artificial, 12+ points, forcing to game
Opener has three cards in responder's major	Raise it first
Opener has a stopper in the fourth suit	2NT (minimum) or 3NT (extras)
Opener has extra length	Rebid that suit cheaply
1♣ – 1♦ – 1♥ – 1♠	Natural: four spades

Chapter 2: Checkback

After 1x – 1M – 1NT (15–16)	Bid
Weak, long major	2 of your major (to play)
9+, five-card major	2♣ Checkback
Opener replies 2 of your major	three-card support: raise to 3 (9) or 4 (10+)
Opener replies 2♦	no fit: 2NT (9) or 3NT (10+)
Only four cards in your major	2NT or 3NT directly
Six-card major, 9+	jump to 3 or 4 of it

Chapter 3: Negative Doubles

After 1 of a suit and an overcall	Bid
Four cards in an unbid major, 6+	Double
Five cards in an unbid major	Bid it (at the two level: 10+)
Stopper in their suit, balanced, 6–10	1NT
Support for partner	Raise
Length and strength in their suit	Pass, and hope partner reopens with a double

Chapter 4: Responding to an Overcall

After partner overcalls	Bid
3+ trumps, 6–10	Simple raise
3+ trumps, 11+	Cue bid the opponents' suit
4+ trumps, weak	Jump raise (pre-emptive)
Good 5+ suit of your own	Bid it (not forcing)
Stopper in their suit	1NT (8–11), 2NT (12–14), 3NT (15+)
Weak, no fit	Pass

Chapter 5: Michaels and the Unusual 2NT

RHO opens	Michaels cue bid	Unusual 2NT
1♣	2♣: both majors	2NT: diamonds and hearts
1♦	2♦: both majors	2NT: clubs and hearts
1♥	2♥: spades and a minor	2NT: both minors
1♠	2♠: hearts and a minor	2NT: both minors

Partner has shown two suits	Bid
Weak or average hand	the suit you prefer, at the cheapest level
Good fit, some values	jump in it
Enough for game	bid game
Don't like the major (Michaels over a major)	2NT asks for the minor

Chapter 6: Splinters and Strong Raises

Your hand (partner opened 1♥ or 1♠)	Bid
Four trumps, 13–15, singleton or void	Splinter: double jump in the short suit
Four trumps, 13–15, no short suit	Raise to game
Four trumps, 16+	New suit first, then show the fit
Opener after a splinter, honours wasted in the short suit	Sign off in game
Opener after a splinter, good controls elsewhere	Look for slam

Chapter 7: Roman Key Card Blackwood

After 4NT (trumps agreed)	Shows
5♣	0 or 3 key cards
5♦	1 or 4 key cards
5♥	2, no trump queen
5♠	2, with trump queen

Missing	Bid
Two key cards	five of the trump suit
One key card	small slam
None	small slam, or grand if thirteen tricks

Chapter 8: Control Bids

Situation	Meaning
New suit at the four level, trumps agreed	Control bid: ace or void, slam interest
Cheapest control first	So partner can show theirs
A suit skipped	No control there
Back to the trump suit	Nothing more to show: sign-off
Both hands have shown their controls	Blackwood, or bid the slam

Chapter 9: Competing Against 1NT

After RHO opens 1NT (12–14)	Bid
15+ points	Double (penalties)
Both majors, 5-4 or more	2♣ (Landy)
Good long suit, 8–15	Overcall it
Partner bids 2♣: longer major	Bid it
Partner bids 2♣: majors equal	2♦

3. Glossary

Artificial bid

A bid that means something other than the suit named, such as fourth suit forcing or Landy 2♣.

Checkback
After opener's 1NT rebid, responder's artificial 2♣ asking for three-card support (Chapter 2).

Control bid (cue bid)
After a trump suit is agreed, a new suit at the four level showing the ace or a void there and interest in slam (Chapter 8).

Cue bid of their suit
A bid of the opponents' suit. After partner overcalls, it shows a good raise (Chapter 4); straight after their opening, it is Michaels (Chapter 5).

Forcing to game
Once made, the partnership must not stop below game.

Fourth suit forcing
A bid of the only unbid suit by responder, asking opener to describe their hand; forcing to game (Chapter 1).

Key cards
The four aces and the king of trumps (Chapter 7).

Landy
A 2♣ overcall of 1NT showing both majors (Chapter 9).

Michaels cue bid
A bid of the opener's suit at the two level, showing two five-card suits (Chapter 5).

Negative double
A double after partner opens and RHO overcalls, showing the unbid suits, especially a major (Chapter 3).

Pre-emptive raise
A jump raise of partner's overcall with a weak hand and four trumps (Chapter 4).

Protective seat
The position after 1NT – pass – pass (or a suit opening and two passes), where you can compete on a little less.

Roman Key Card Blackwood
4NT asking for the five key cards and the trump queen (Chapter 7).

Splinter
A double jump in a new suit showing four-card support, game values and a singleton or void there (Chapter 6).

Unusual 2NT
A jump to 2NT over an opening bid, showing the two lowest unbid suits (Chapter 5).

Wasted values
High cards opposite partner's singleton or void, which take few tricks (Chapter 6).

> 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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