

## Bernard Magee's Acol Card

### RESPONDING

#### RESPONDING to 1-of-a-suit (e.g. 1♥)

With 4-card SUPPORT for opener's suit

INCLUDE DISTRIBUTION

5-9	2♥
10-12	3♥
13+	4♥ with fewer than 12 hcp
12+hcp	bid new suit then rebid 4♥

**Note:** show a major suit before supporting a minor suit.

Do not raise a minor to the 4-level without considering 3NT.

Without SUPPORT

0-5	PASS
6-9	bid suit at 1-level or 1NT (always show a suit at 1-level if you can)
10+	show a suit at 1-level or 2-level
16+	6-card suit JUMP

#### RESPONDING to 1NT

2♣	STAYMAN*
2♦/2♥/2♠	WEAK 5+ cards in suit
2NT	11-12 Invites Game
3♣/3♦	STRONG 6+ cards in suit
3♥/3♠	STRONG 5+ cards in suit
3NT	13-18
4NT	19-20 Invites Slam
0-10	NO GAME: with no 5-card suit PASS Bid five-card at two-level (except clubs)
11-12	CHANCE FOR GAME: Bid 2NT or use Stayman then INVITE game.
13+	GAME is ON: Bid long suit at 3-level, 3NT or use Stayman then bid GAME.

\*STAYMAN 2♣

When responding to 1NT: if you hold a 4-card major and 11+pts you can use Stayman to find a fit.

RESPONSES TO STAYMAN:

2♦	no 4-card major
2♥	4 hearts
2♠	4 spades, but NOT 4 hearts

#### RESPONDING to STRONG Openings

2♣: MUST respond. 2♦ is the negative = fewer than 7 points, otherwise bid naturally.

2♦/2♥/2♠: MUST respond. 2NT is negative = fewer than 8 points, otherwise bid naturally.

#### RESPONDING to WEAK pre-empts

Without SUPPORT you need 16+pts to bid.

With SUPPORT bid on.

#### RESPONDER'S SECOND BID

You should know how many points your partner has, so assess the final level: 25 points for game; 30 points and a fit for slam or 33 balanced points for slam in no-trumps.

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### OPENING THE BIDDING

Are you BALANCED OR UNBALANCED?

Balanced Hand = No void or singleton and not more than one doubleton. Unbalanced hands are all other distributions.

#### BALANCED

0-11	PASS
12-14	1NT (except with good 5-card major)
15-17	Open suit then rebid lowest NT
18-19	Open suit then jump rebid in NT
20-22	2NT
23-24	Open 2♣ then rebid 2NT

#### UNBALANCED

0-11	PASS but see the pre-empt section following
12-19	Open longest suit
20+	use a STRONG OPENING

Two or more suits to choose from

5-5	Bid higher ranking suit
4-4	Bid the MAJOR. Both majors bid 1♥. Both minors bid 1♣.
4-4-4	Open suit below the singleton except with a club singleton open 1♥.

#### STRONG OPENINGS

2♣	23+ any shape or GAME in hand
2♦/♥/♠	8 playing tricks 17+ points.
2NT	20-22 balanced

#### PRE-EMPTIVE OPENINGS

7+ CARDS 5-10pts	OPEN at 3-level.
8+ CARDS 5-10pts	OPEN at 4-level.

### REBIDDING

REBIDDING after NEW SUIT. You MUST bid.

4-card SUPPORT for partner's suit: (1♣-1♥)

12-14	single raise 2♥
15-17	jump raise 3♥
18-19	game raise 4♥

BALANCED – use table above.

UNBALANCED

12-16	bid second suit if you can or rebid first suit, but MUST NOT bid above 2-of-opened-suit. (1♥-2♣-2♦)
17-19	bid second suit if you have one or jump rebid first suit, but try to bid ABOVE 2-of-opened suit. (1♥-2♣-3♦)

#### REBIDDING after 1NT response

12-16	NO GAME: Bid 2nd suit if you can but MUST NOT bid above 2-of-opened-suit. Rebid 6-card suit, but PASS with 5-card suit
17-18	2NT
19	3NT

#### REBIDDING after SUPPORT

How much has partner shown (see responder's tables)?

Add your points to his INCLUDE DISTRIBUTION:

25+ go for game; 30+ try for slam.