

ACOL – Quelle Wikipedia

Standard Acol^[edit]

The following is a brief summary of the Standard Acol of the early to mid-2000s. Standard Acol has not changed significantly since that time.

Opening bids^[edit]

Opening bids promise at least 12 high card [points](#) (HCP), or the equivalent in HCP and shape, unless [preempting](#). Apart from NT, opening bids guarantee the ability to make a rebid over any forcing response from partner. There are six *special* opening bids which are quite closely defined, and one wide-ranging opening bid:

- Special opening bids:
 - **1NT** — Shows a balanced hand (4-3-3-3, 4-4-3-2 or 5-3-3-2). Subject to partnership agreement, it may be either weak (12–14 HCP), strong (15–17 or 16–18 HCP) or variable (i.e., varying between weak and strong according to vulnerability). Limit bid. The weak NT is by far the most common practice among UK club and social players.
 - **2♣** — Conventional game-forcing bid, promising game-going values (normally 23+ HCP) and at least 5 [quick tricks](#). Game forcing unless responder replies 2♦ and opener rebids 2NT.
 - **2 of any other suit** — [Strong two bid](#) which shows a strong hand with at least eight [playing tricks](#) and a 6-card suit (or two 5-card suits). Forcing for one round.
 - **2NT** — Shows a balanced hand with 20–22 HCP. Limit bid.
 - **3 of a suit** — Preemptive, normally seven or more cards in the suit bid (may be six at favourable vulnerability), weak hand (not more than 10 HCP). Not forcing.
 - **3NT** — Preemptive, shows a long solid minor suit and is called the [Gambling 3NT](#)
- Wide-ranging opening bid (made if too strong to pass and unable to make one of the special opening bids):
 - **1 of a suit** — Promises a minimum of 12 HCP and a 4-card suit, 11 HCP and a 5-card suit, or 10 HCP and a 6-card suit. Not forcing.

The wide-ranging 1 of a suit bid is the most common opening bid, accounting for about 75–80% of opening bids. The 1NT opening occurs on about 20% of biddable hands if "weak", or 10% if "strong".

Responses to 1 of a suit^[edit]

- **Pass** — less than 6 HCP
- **2 of opener's suit** — at least four-card support and 6–9 HCP. Limit bid.
- **3 of opener's suit** — at least four-card support and 10–12 HCP. Invites game if opener has requisite strength (14 HCP or more). Limit bid.
- **4 of opener's suit** — at least five-card support for opener's major and 6–10 HCP, this is preemptive and to play.
- **1NT** — 6–9 HCP, denies ability to bid at 2 level. Not necessarily balanced. Limit bid.
- **2NT** — balanced, 10–12 HCP. Limit bid.
- **3NT** — balanced, 13-15 HCP. Limit bid.

- **1 of a new suit** — promises at least four cards in the suit bid, 6 HCP upwards. Forcing for one round.
- **2 of a new suit (below 2 of opener's suit)** — normally 5-card suit, at least a good 8 or 9 HCP. Forcing for one round
- **Jump in a new suit** — 5-card suit (or support for partner), at least 16 HCP, Game force.

Note 1: these last three bids may conceal 4-card support for opener's suit, whereas the three NT responses deny 4-card support for opener, and also normally deny holding a 4 card major biddable at the 1 level

Note 2: when supporting opener's suit with an 8-card fit or better, HCP ranges can be adjusted downwards slightly to allow for shortages (singletons or voids)

*Note 3: with at least four-card support for opener's major and 13+ HCP, bid a new suit and then jump to 4 of opener's suit on the next round, a **delayed game raise**. Alternatively, by partnership agreement, the [Jacoby 2NT](#) or an alternative method may be used.*

Responses to 1NT [\[edit\]](#)

The responses below assume a weak (12–14) NT opening: players should adjust the point ranges for responses if playing a different opening range.

- **2♣** — [Stayman](#). Opener responds 2♦ with no four-card major, 2♥ with a four-card heart suit and 2♠ with four spades (denies four hearts). Forcing for one round.
- **2 of any other suit** — weak takeout, opener must pass. Some players make use of [transfers](#).
- **3 of a suit** — shows a strong hand with a five-card suit, forcing to game.
- **2NT** — 11–12 HCP. invites game if opener is maximum (i.e., for a weak opening NT, if opener has 14 or a good 13 HCP).
- **3NT** — to play.
- **4♣** — asks for aces. ([Gerber](#))
- **4♥, 4♠** — to play.
- **4NT** — slam invitation, opener bids 6NT with a maximum.
- **5NT** — slam invitation, opener bids 6NT unless a minimum. Note: some play as invitation to 7NT; opener bids 6NT if minimum, 7NT with a maximum).

Responses to 2NT [\[edit\]](#)

- **3♣** — [Baron](#). Opener bids his lowest four-card suit. Forcing. (Stayman may also be used as in responses to 1NT; i.e., 3♦ shows no 4-card major).
- **3 of other suit** - shows a five card suit, forcing to game. Some players use [transfers](#).
- **Other responses as over 1NT.**

Responses to 2♣ [\[edit\]](#)

- **2♦** — negative. Responder lacks the strength for a positive response. Unless opener rebids 2NT (balanced, 23–24 HCP, which may be passed), the sequence is forcing to game.
- **2NT** — fairly balanced, 8 or more HCP. Some players take this as showing a minor. Forcing to game.
- **2 of a suit** — at least five in the suit, the equivalent of an ace and a king in high cards. Forcing to game.
- **3 of a suit** — Solid suit of at least six cards. Forcing to game.

Responses to 2 of a suit (strong two) [\[edit\]](#)

- **2NT** — negative. Responder lacks the strength for a positive response.

- **Simple bid of a new suit** — 8 or more HCP (or an Ace and a King), at least five in the suit. Forcing to game.
- **3 of opener's suit** — 5–8 HCP, at least 3-card support. Forcing to game.
- **3NT** — flat hand, 8–11 HCP. Not forcing.

Opener's suit rebid after one-level opening [\[edit\]](#)

Rebid own suit

- **Rebid of own suit at lowest level** – minimum hand, at least a five-card suit, 12–15 HCP, non-forcing.
- **Jump rebid of own suit** – strong hand, normally at least six-card suit, 15–19 HCP, non-forcing but highly invitational.

Bid new suit [\[edit\]](#)

- **Bid of new suit at lower level than first suit** — minimum hand, 12–15 HCP, first suit has at least as many cards as second suit, non-forcing.
- **Bid of new suit at higher level than two of the first suit, but without jumping ([a Reverse bid](#))** — strong hand, 16–19 HCP, first suit has more cards (at least five) than second suit, forcing for one round.
- **Jump in new suit** — strong hand, about 19+ HCP over 1 level response or 16+ over 2 level response, first suit has at least as many cards as second suit, forcing to game.

Support for responder [\[edit\]](#)

- **Simple raise of responder's suit** — minimum hand, 4-card support, 12–15 HCP, non-forcing
- **Jump raise of responder's suit** — stronger hand, 4-card support, 16–18 HCP, non-forcing
- **Jump to game in responder's suit** — game values, 4-card support, 19+ HCP, non-forcing

Note: when supporting responder's suit with an 8-card fit or better, HCP ranges can be adjusted downwards slightly to allow for shortages (singletons or voids)

Opener's NT rebid after one-level opening [\[edit\]](#)

The following bids assume a weak (12–14) NT opening.

After a suit response at one level [\[edit\]](#)

The traditional rebids are:

- **1NT** — balanced, 15–16 HCP, limit bid
- **2NT** — balanced, 17–18 HCP, limit bid
- **3NT** — balanced, 19 HCP, limit bid

However, the modern approach modifies the ranges for the rebids thus:

- **1NT** — balanced, 15–17 HCP, limit bid
- **2NT** — balanced, 18–19 HCP, limit bid
- **3NT** — Often an Acol two type of hand prepared to play in NT.

After a suit response at two level [\[edit\]](#)

The traditional rebids are:

- **2NT** — balanced, 15–16 HCP, limit bid
- **3NT** — balanced, 17–19 HCP, limit bid

The modern approach is to use the 2NT rebid as forcing to game with 15-19 points, allowing major suit fits to be found at the 3 level. 3NT may be used as 15–17 with support for the minor that responder has bid (one option).

After the opener's 2NT rebid, 3♣ can be used as a (forcing) enquiry to seek definition of the 2NT rebid.

The only non-forcing bid by responder after opener's 2NT rebid is a rebid of responder's suit. This means that bidding opener's first suit is unconditionally forcing.

Responder's second bid[\[edit\]](#)

By the time responder has to rebid, it is often clear what the best final contract should be, especially if either player has made a limit bid. If opener has bid two suits, responder can show preference between them. With a strong hand but uncertain whether a game contract is on or which game it should be, he can use fourth suit forcing to obtain further information.

Fourth suit forcing[\[edit\]](#)

Main article: [Fourth suit forcing](#)

A bid of the fourth suit at the 2 level by responder is a one-round force, usually asking opener to bid no trumps with a stopper in the fourth suit. A fourth suit bid at the 3 level is similar, but forcing to game.

Overcalls and doubles[\[edit\]](#)

Suit overcalls promise at least 5 cards.

Jump overcalls promise at least 6 cards, but may be played as weak, intermediate or strong. BfA Acol uses intermediate (opening hand, 11–16 points).

1NT overcall typically promises 15–18 points and at least one stopper in opponents' suit.

Double is for takeout, showing an opening hand (12+ points) short in opponents' suit (occasionally a very strong hand, at least 16+ points, of other shapes)

Responses to 1 of a suit if opponents overcall[\[edit\]](#)

Generally similar to unopposed bidding, but with these differences:

- **Double** — [negative](#) or Sputnik double (up to 2♠, or often higher in modern methods), for takeout, usually showing at least 4 cards in any unbid major. But note that in earlier versions of Acol, this double was for penalties.
- **1NT**, **2NT** and **3NT** limit bids normally promise a stopper in opponents' suit.
- **2 of a new suit (without a jump but above 2 of opener's suit)** — at least 5-card suit, at least a good 9 HCP. Forcing for one round.

Alternatives[\[edit\]](#)

In common usage, the term Acol is understood to refer to a [four-card majors](#) system. For hybrid systems using the weak NT opening with one or both [five-card majors](#), a different terminology is preferable.

- **Five card spades** or 5-4-4-3 system; the 1♠ opening shows at least 5 spades, and a hand with 4 spades and 4-3-3-3 shape is opened 1♣. A 1♣ opening may be on only 3 cards. This can also be played so that the 1♥ opening either guarantees 5 hearts or 4 cards in both majors. In this case a 3-4-3-3 shape would also be opened 1♣.
- **Five card majors** with a weak NT; both 1♥ and 1♠ openings guarantee 5 cards. Sometimes known as the "Third Way" system;^[10] the first system of this type was the [Kaplan–Sheinwold](#) system. To handle 4-4-3-2 hands with both 4 card majors, this needs either a "short club" (1♣ can be as few as 2 cards) or both a prepared 1♣ and 1♦ which could be just 3 card suits. Five card majors are more commonly used with a strong no trump, as in [Standard American](#).

