

GROVA

Pass = 8-12 flat no major OR 17+ any

1C = 13-16 flat no major OR 0-7 any

1D = 8-16 4+ hearts

1H = 8-16 4+ spades

1S = 13-16 unbalanced no major

1NT = 8-12 5+4+ majors or minors

2C = 8-12 6+minor

2D = 8-12 5+major and 5+minor

2H = 8-12 6+H or pure 15(43)

2S = 8-12 6+S or pure 51(43)

2NT = 13-14(15) both minors 5+5+

3m = 12-14 natural, good suit (KQT9xx at worst)

3M = natural preempt

Responses to Pass

1C = 0-7 any

1D = 8-12 flat no major or 13+ any

1H = 8-12 4+ hearts

1S = 8-12 4+ spades

1NT+ = same as opening bids

Over Pass-1NT, passer will bid step with the 17+ option, natural continuations. Over 2C+, normal treatment applies (step is usually P/C).

After Pass-1C:

Pass = 8-12

1D = 19+

1NT = 17-18 (stayman + transfers)

2H/S = 5-5 natural not forcing

2NT = 17+ both minors

Others NNF

After Pass-1C-1D (19+):

1H = 0-4

1S = 22+

1NT = 0-2

2C = Aspro OR GF (initially treat as Aspro)

2D = Aspro

1S = 5-7 transfer to NT

1N+ = transfer

After Pass-1D:

1H = 17+

1S = 13+

1NT/2NT/3NT = 4333 (good / average / bad)

2m = natural

2M = doubleton

1S = 8-10 (or pass in competition)

1NT = to play

2C = pick a minor

2D = NNF

2M = forcing

2NT = puppet to 3C

Pass = weak with clubs

3D = natural forcing

Other = forcing with clubs

3X = weakness (small doubleton)

1NT = 11-12

As above

2X = 17-19, 6+ single suit (natural continuations)

After 1C OPENING (0-7 any or 13-16 FNM):

Pass = 0-8

1D = 9-17 no clear 1M bid, OR 0-8 short club

1H/1S/2C = 8-17 natural

1NT = 18-21 may be off shape (stayman & transfers)

2D = very strong, step negative

2M = Acol Two style, 16+

Over 1D response, opener will bid 1NT with 13-16 (or double in competition if safe), or pass with 0-7 (or pre-rescue if appropriate).

Over 1M response, opener will step with 13-16.

Over other responses, standard Acol bidding applies.

After 1D OPENING (hearts):

Transfers up to 3NT. Maximum opener will break transfer, or double in competition.

Responder's new suit rebid is forcing IF above 2H.

1H = 4+ spades

1S = 9-12 flat

1NT = clubs

2C = diamonds

2D = 8-10 raise OR bal 14-15 raise OR slam try *

* (11-13 raise goes via 1H/1NT/2C, while 8-10 3-card raise goes via 1S)

2H = NATURAL, 0-bad7

2S = 14-15 flat, doubleton heart

2NT/3C/3D = transfer splinters, about 11-13 HCP or huge

3H = NATURAL

3S = transfer to NT

3NT = NATURAL

After 1H OPENING (spades):

Transfers up to 3NT. Maximum opener will break transfer, or double in competition.

Responder's new suit rebid is forcing IF above 2S.

1S = 9-12 flat

1NT = clubs

2C = diamonds

2D = hearts

2H = 8-10 raise OR bal 14-15 raise OR slam try *

* (11-13 raise goes via 1NT/2C/2D, while 8-10 3-card raise goes via 1S)

2S = NATURAL, 0-bad7

2NT/3C/3D = transfer splinters, about 11-13 HCP

3H = transfer to NT

3S = NATURAL

3NT = NATURAL

After 1S OPENING (13-16 unbalanced no major):

1NT = pick a minor, or weak with diamonds, or invitational with no good 5cM.

2C = NNF

2D = artificial GF, no 5cM

2M = natural, forcing

2N = 4+3+ minors, not constructive (do this with most 0-7 with a doubleton major) OR game force single minor

3m = not forcing, constructive

3M = splinter

3NT = natural

After 1NT OPENING (rank):

Suit bids and doubles are P/C.

Rebid of the same suit is natural game try.

2NT is ??? (need to find a use for this bid).

2C = inquiry (natural responses), to be followed by a raise (invitational) or a new suit (forcing).

2D = 5D4C

2H = 5H4S

2S = 5S4H

2NT = 5C4D

3X = 6+ natural

3NT = 5+5+ majors

After 2C OPENING (minor):

2D = P/C

2M = forcing

2NT = invite

3m = P/C

3M = splinter

After 2D OPENING (M+m):

Suit bids P/C. Rebid of the same suit is natural game try.

2NT = enquiry --> 3C=DS, 3D=DH, 3H=CS, 3S=CH.

After 2H OPENING (weak):

2S = ask for shortage (2NT=none, 3H=spades).

2NT/3C/3D are transfers (could be a long suit trial with support, planning to rebid 3S).

3D = general invite

3S = natural, forcing.

After 2S OPENING (weak):

2NT/3C/3D are transfers (could be a long suit trial with support, planning to rebid 3S).

3H = general invite

After 3m OPENING:

3M = forcing.

After opponents open at 1-level:

1NT = 8+, better than 333 in unbid suits (not 4432, could be 6331)

X = 15+ with at least 2+ in their suit. Step response = 9+ any, others NNF.

After opponents overcall our Pass:

Treat as an opening bid, but be more aggressive.

Pass is 0-7, double is 13+, 1NT is 8+ takeout.

2NT is typically minor oriented.

After opponents overcall our 1C opening:

Treat their bid as an opening (but be more conservative).

NT takeout, double is strong with step response positive.

XX is rescue.

After opponents double our 1D/1H openings:

Redouble is a transfer back to opener's suit, and all other responses are unchanged.

After opponents overcall our 1D/1H openings:

All non-raises up to 3NT are transfers.

Raises are NATURAL.

X/XX is a transfer (even over their 1NT, but not over their unusual 2NT).

What was previously a transfer raise is now a transfer to the next non-trump suit, eg 1D* (2C) 2D is a transfer to spades. Transfer cue is a cue raise, eg after 1D* (1S):

X = 1NT

1NT = clubs

2C = diamonds

2D = spades (their suit) so it's a cue raise

2H = natural

2S = flat invite (say 14-15)

2NT = club splinter (if a jump)

3C = diamond splinter (if a jump)

3D = spade splinter (if a jump)

3H = natural

3S = forces opener to bid NT

3NT = to play

After they overcall our 1S or higher openings:

Suits natural and forcing, penalty doubles, 2NT takeout.

Doubles by opener show extra shape (with shortage in opponents' suit) and useful cards.

Slam bidding:

4NT is natural if either partner bid a natural NT at his last turn. Otherwise 4NT is 1430 RKCB. If no suit has been agreed, asker's first shown suit is trumps.

Cue bids could be second round controls if it is possible that the hand could contain less than 13 points.

General notes:

- 13-16 with 5+4+ majors shows longer major first. (8-12 with both majors opens 1NT).
- Transfers apply over 1D and 1H openings. Raises are natural, but transfer raises are also available. Ignore opponents if they double. If the opponents overcall, transfer raises are no longer available – we transfer through the trump suit, not to the trump suit. Transfer cues are available instead (cue raises). Jump transfers are splinters in both cases.
- If they overcall our Pass or 1C opening, ignore the opening and treat their bid as an opening.
- 3M = splinter after minor openings (1S and 2C). Over FNM hands, 3X is a weak doubleton.
- 2C is Stayman if 1NT is natural and can have a 4cM. If no major is possible, 2C is minor escape.

Recommended defence (this is what I use myself):

Simple is good. The further you depart from your own system, the less stable your bidding will become.

Against the Pass, either ignore or treat as a strong club.

Against 1♣, double to show a 1♣ opening.

Against 1♦, double for takeout of hearts. All other bids natural, including 1♥ (very good suit).

Against 1♥, double for takeout of spades. All other bids natural, including 1♠ (very good suit).

Against 1♠, double shows both majors, other bids natural.

Against 1NT, choose from one of the following:

- 1st double shows 15+, 2nd double is takeout, 3rd double penalty, OR
- Dbl = minors, 2♣ = majors (and pass followed by double is penalty).

Against 2♣, double = takeout of clubs, 2♦ takeout of ♦.

Against 2♦, double = 13-15 bal, 2NT = 16-18 bal.