

## Supplementary sheet for ACOL system

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### 1 Step responses to control ASK

If there were any intervention to ASK, we would use DOPI.

#### 1.1 When the responder is a 2-level opener

0-4 Controls	1 step
5 Controls	2 step
6 Controls	3 step

.....

#### 1.2 Otherwise

0-2 Controls	1 step
3 Controls	2 step
4 Controls	3 step

.....

### 2 Step responses to side control ASK

If there were any intervention against ASK, we would use DOPI.

No control	1 step
The second round control	2 step
The first round control	3 step

### 3 Step responses to trump ASK

The top honor means AKQ. If there were any intervention against ASK, we would use DOPI.

No extra length, 1 or less top honor	1 step
No extra length, 2 or more top honor	2 step
With extra length, 1 or less top honor	3 step
With extra length, 2 or more top honor	4 step

5NT after this: further ASK

### 4 Step responses to Queen ASK

If there were any intervention against ASK, we would use DOPI.

0 or 4 Queen(s)	1 step
1 Queen	2 step
2 Queens	3 step
3 Queens	4 step

## 5 Step responses to Roman key card 4NT & 4♣

The key cards mean 4 aces with the king of the trump. If there were any intervention against ASK, we would use DEPO.

0 or 3 key cards	1 step
1 or 4 key cards	2 step
2 key cards without Queen of the trump	3 step
2 key cards with Queen of the trump	4 step

## 6 Developments after strong 1NT

### 6.1 SMOLEN transfer

After 1NT-2 ♣ -2 ♦ :

Call	Description
2 of MAJ	4-card named suit & 5 or more cards in another MAJ, 1rd-F
3 ♥	5-5 or more MAJs, invitation
3 ♠	5-5 or more MAJs, GF

### 6.2 Walsh relay

After 1NT-2 ♦ -2 ♥ , 2 ♠ is a conventional call that has a slamish MIN or a solid MAJ, and forces to call 2NT. After that:

Call	Description
3 ♣	broken ♣
3 ♦	broken ♦
3 ♥	solid ♣
3 ♠	solid ♦
4 ♣	solid 6-card ♥
4 ♦	solid 6-card ♠
4 ♥	solid 7 or more cards in ♥
4 ♠	solid 7 or more cards in ♠

1NT-2 ♦ -2 ♠ = showing 4 ♥ +MAX→

- 2NT: continue with the transfer
- Other: showing the hands of the Walsh relay

## 7 After opp's weak 1NT- x

- 2NT: Puppet Stayman variation
  - 3 ♣ : showing 4-card MAJ → 3 ♦ =ASK
  - 3 ♦ : no 4-card MAJ
  - 3 ♥ / ♠ : 5+cards
- 1NT- x -P-P-XX-P-P-2 ♣ : T/O

## 8 Development after Michaels cuebid 2 ♣ / ♦

1m-2m-()-2M-()-?

- 3M: M is 5+cards, MAX
- 2NT: M is 4-card, MAX
- 2(3)M': M' is 6+cards, M is 4-card, MAX

## 9 Slam try after 4 ♠ ( ♥ ), provided that control # is shown

- 5 ♣ / ♦ / ♥ : void showing (4NT/5 ♣ / ♦ : void in ♠ / ♣ / ♦ )
- 4NT(4 ♠ ): has two small singletons
  - 5 ♣ (4NT): relay
    - \* 5 ♦ / ♥ (5 ♣ / ♦ ): long suit
  - 5 ♠ (5 ♥ ): sign off

## 10 Development after 1M-(3M')

- X: Thrump (ASK a stopper in M')
- 3M: limit raise
- 3NT: to play
- 4 ♣ : GF raise, 4+CTRLs
- 4 ♦ : GF raise, 3-CTRLs
  - After 4 ♣ / ♦ , opener's cheapest non-trump bid: control ASK

## 11 Development after 1m-(3M)

- X: Thrump. 4M' rebid by doubler = slamish in M'
- 3NT: to play
- 4m: GF

## 12 Development after 1m-(2M)

- X: Negative
- 2 ♠ : NAT, 16+HCP
- 2NT: NAT
- 3m': GF raise
- 3M: GF value, no stopper in M
- 3 ♥ over (2 ♠ ): NAT
- 3 ♠ over (2 ♥ ): GF raise (no stopper in ♥ )
- 3NT: NAT