

SAYC Modified Conventions

♣♥♠♦ Complete Version ♦♠♥♣

(Edited by Yen Chou, updated Aug-12-2008)

Preface:

The following conventions are what I play and show how I prefer to play them specifically. They are presented in the order in terms of importance and difficulty. The first six conventions should be enough to use for a novice player. Conventions with a * next to them are those that I DON'T PLAY and there's a link if you're interested. You may change some of the details according to your preferences/agreements with your partner. There is a simpler version of this one, see **SAYC Modified Conventions, Simple Version**, which states only the meanings of each artificial bid. Both of these are recommended for the novice/intermediate players.

Abbreviations used throughout this document:

op. = opener resp. = responder opp. = opponent p. = partner Inv. = invitational g. val. = game value hcp = high card points pts. = points 5+ = at least 5 8- = at most 8	LHO = left hand opp. RHO = right hand opp. x=double, xx=redouble dbled=doubled m.=minor; M.=major bal.=balanced avail = available	g.f.v. = game forcing value inv. val. = invitational value * = any suit of the 4 kinds Kx = K & an insignificant card 4-4-4-1 = 4 in sp, h, di, cl “ESWN biddings” = that the bidding sequence is a 4-player bidding. Without that it is a partner-partner bidding.
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References:

http://www.prairienet.org/bridge/BB/b_unus.htm

<http://www.prairienet.org/bridge/>

<http://bridgehands.com/>

<http://homepage.mac.com/bridgeguys/>

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http://www.prairienet.org/bridge/BB/b_unus.htm

<http://home.tiscalinet.de/k-wiese/konvent/ALLKONV.HTM>

Table of Contents:

1. Stayman (Basic)	5
2. Blackwood (RKC 0314)	6
3. Jacoby Transfer (Full transfer).....	7
4. Texas Transfer (Major only)	8
5. Michaels	9
6. Unusual NT.....	10
7. Cue-bids.....	11
8. DONT.....	12
9. Landy.....	13
10. Cappelletti.....	14
11. Take out double.....	15
12. Negative double.....	16
13. Support Double (Major only).....	17
14. Gerber.....	18
15. Gambling 3NT.....	19
16. Splinter.....	21
17. Jacoby 2NT.....	24
18. Strong 2 Club opening.....	26
19. Flannery.....	28
20. GSF.....	30
21. NMF.....	32
22. Ogust.....	
23. Smolen.....	
24. Unusual vs. unusual.....	
25. Unusual 4NT.....	
26. Stayman (Minor Suit Stayman).....	
27. Lebensohl vs NT.....	
28. Lebensohl vs weak 2s.....	
29. Forcing INT.....	

30. *Drury*.....

31. *Reverse Drury*.....

32. *Rosenkrantz*.....

33. **Swiss*.....

34. Fourth suit forcing.....

35. *Inverted minor*.....

36. **Namyats*.....

37. *Bergen raises*.....

100. Some other little “conventions”

(Reverse bid, weak 2, weak jump shift, western cue-bids, etc)

101. Terminologies.....Last

1. Stayman (Basic)

Actions:

A response of 2♣ after a 1NT opening by partner is **Stayman**. It shows 8+ HCP and at least one 4-card **major** or an unbalanced, game-forcing hand with 5+ in a **minor**, with or without a side **major**. **Stayman is normally avoided with 4333 or 3433 shape, just raise to 2NT or 3NT**. Opener must rebid 2♦ (denying a 4-card **major**), 2♥, or 2♠. If responder then rebids three of either **minor**, it shows game/slam interest and at least 5 cards in the bid suit.

If responder has 5/4 or 4/5 in the **majors** he can rebid the longer **major** when the response is the shorter **major** (or denial of a 4-card **major**) to show 5: eg., 1N-2♣-2♠-3♥ (showing 5♥ and 4♠) or 1NT-2♣-2♦-2♥ (showing 5♥ and 4♠)

Note 1: If opener has 4-4 in **majors**, opener bids 2♥ first: if responder's suit is **spades**, he will rebid 2NT and opener can then bid his 4-card **spade** suit if he feels a suit contract is best.

Note 2: **Stayman** can also be used in cases where responder has fewer than 8 HCP and intends to pass any response, i.e. if responder has 4-4-4-1 shape (the **club** being a singleton), any response can be passed and hopefully improve the final contract. (see **Minor Suit Stayman**)

When:

Usually you need a **4-card major suit AND 8+ hcp** to use this. However, you may bid 2c with fewer hcp provided that you are willing to pass any responses by your p with such a hand: 4-4-4-1.

Special treatment:

Over 2NT opening, 3c is Stayman.

Over 1NT, if RHO bid 2c, x is Stayman (This is called STOLEN BID); if RHO bid 2d, 3d (a direct cue-bid) is Stayman; if RHO bid 2h, 2s is minor-suit Stayman (See 26 for detail), 3s/h shows singleton in s/h (g.f.v.)

How useful:

You may wonder why we use this convention. Statistically, with hcp = 26, Chance of 4♠(♥) = 80%, while chance of 3NT = 60%; however if hcp = 25, chance of 3NT becomes 50%. This is why finding an 8-card match trump in major is better than playing 3NT.

Others:

If Stayman is doubled, opener may:

Make a normal rebid

Pass with 4 clubs

xx with 5 clubs (or 4 good ones)

2. Blackwood (RKC 0314)

Actions:

Unless Gerber has been used in the bid already, or in Gambling 3NT, or unusual 4NT, 4NT is ALWAYS Blackwood, asking aces and p should bid:

5c with 0/3 aces

5d with 1/4 aces

5h with 2 aces without trump Q (if not defined yet, spade Q)

5s with 2 aces with trump Q (if not defined yet, spade Q)

Then 5NT is used to ask Kings, p responds by bidding:

6c with 0/4 kings

6d with 1 king

6h with 2 kings

6s with 3 kings

Usually you bid 5NT when all 4 aces are on your team, but you can always judge.

When:

When appropriate (you will sense this well by playing a lot!)

Special treatment:

When Blackwood is interfered, use DOPI:

Double: 0/3aces

Pass: 1/4 aces

Next cheapest bid (include NT): 2 aces

Don't ask about King again UNLESS a bid of 5NT is still available

If Blackwood gets dbled, xx for penalty, or make a normal response.

Note: If the **Blackwood** bidder wishes to sign off in 5NT, he should bid an "unplayable" suit at the 5 level (ie. an unbid suit or opp's suit) and the responder is obliged to bid 5NT:

e.g. 1♥ – 2♦ – 3♦ – 4NT – 5♣ – 5♠(unbid suit)OR 5♥(unplayable) – 5NT.

How useful:

Others:

Void in one suit counts as an Ace provided that you have few trumps with ruff value.

When mentioning Regular Blackwood, it is 0/4, 1, 2, 3 for 5c/d/h/s, resp.

Some players prefer 1430 over 0314.

3. Jacoby Transfer (Full transfer)

Actions:

Over 1NT opening:

2d bid shows 5+ h

2h bid shows 5+ s

2s bid shows at least 5-4 in m.

Opener MUST take the transfer by bidding 2h, 2s, 3c, accordingly. Opener can super-accept the transfer by bidding 3 of the major with a maximum hand (usually 17hcp) containing at least 4 cards in that major.

Opener accepts xfer by bidding 2h/s

- Weak hands: Pass, to play a partial game in the transferred suit
- Invitational hands:
 - 2NT: giving the option of continuing to game or playing a partial game
 - 3 in the transferred suit, promising a six-card suit
- Game strength hands
 - New suit: showing 5-4 or 5-5 and game forcing
 - 3NT: allowing opener a choice of 3NT or 4 of the major
 - 4 in the transferred suit, to play promising a six-card suit

Opener accepts xfer by bidding 3c/d

- Weak hands: Pass shows a weak hand with 6+ c/d
- Invitational hands: 4c/d
- Invitational hands: 4c/d
- Game strength hands: 5c/d

When:

Usually 8+ hcp just like Stayman. May bid 2d holding 3-7-2-1 even with 2 hcp, or bid 2h holding 8-0-1-4 with 0 hcp and things like that, hoping that it'd be a better contract.

Special treatment:

Stolen bids for interference (See Stayman).

How useful:

To hide the better hand, use transfer to let 1NT player be the declarer, hopefully.

Others:

Some players play Major transfers only: 2d xfers to 2h and 2h xfers to 2s. Almost all used with Stayman.

4. Texas Transfer (Major only)

Actions:

After 1NT opening, 4d xfers to 4h, 4h xfers to 4s

When:

They suggest that holding min. hcp but 6+ s/h, some distributional pts, OR 11 hcp with 6 h. you use Texas xfers (sort of like a sign off); with a good hand you may want to explore more slowly by using Jacoby xfers.

Special treatment:

Interference makes system off

How useful:

Others:

If possible, better use Jacoby so that it gives options for the opener if he wants to Super Accept your x'fer.

5. Michaels

Actions:

The immediate overcall of cue-bid over opp.'s 1* opening is always Michaels:

1m – 2m shows both majors.

1M – 2M shows THE OTHER M. and one unknown m.

Example: East opened 1c, South bid 2c shows 5-5 in s&h.

Michaels cuebid is forcing and p has to choose his better suit.

When:

The strength you promise for these overcalls is about 7+ hcp., but suit quality and playing strength are more important than hcp. Suggested "pts" are 8+ for M.&m. and 10+ for both M.

Special treatment:

TO EXPLORE the unknown suit: If 1h – 2h by your p and you don't have s, bid 2NT IF you have 3-3 in m. so it asks your p to bid his minor.

ESWN biddings: 1C – Pass – 2C – **3C** is Michaels, showing both majors

2C – **3C** is Michaels at least 5-5 **with a great distribution.**

How useful:

After an opponent opens, it's often difficult to describe a hand with two long suits. The auction may get too high (or end too soon) for you to show both, or you may not have the strength to safely bid either suit

Others:

Usually agreed as a constructive bid; some consider as defensive bid.

Usually preemptive in nature

Example: Over an opponent's 1D opener, you can bid 2D Michaels with ♠AKQ98 ♥KQJ92 ♦K5 ♣7, and then jump to game in the major partner bids.

Some players prefer to make a simple major-suit overcall with hands with intermediate strength (10-15 pts.). They use the Michaels cuebid only for hands that are weak (5-9 pts.) or very strong (good enough to jump to game once partner shows his preference).

You may overcall 1S even with 5-6 in s/h: ♠AKQ98 ♥Jxxxx

Note: Michaels Cuebid typically shows at least 5/5 shape, but over a **minor**-suit opening, just 5/4 shape in the **majors** is permissible so long as the 4-carder is **reasonably good.**

6. Unusual NT

Actions:

The immediate overcall of 2NT over opp.'s 1* opening is always Unusual 2NT:

1m—2NT shows THE OTHER m. and one unknown M; 1M—2NT shows both m.

Example: East opened 1s, South bid 2NT shows both majors

Unusual NT is forcing and p has to choose his better suit. **Responses to Unusual 2NT are:**

1. Preference bid
2. Jump preference bid (mostly pre-emptive)
3. Cuebid for game or slam invitation. e.g. 1c—2NT—p—**3c**(rare)
4. Bid another suit (non-forcing) only if you have a very long suit (rare)
5. Bid 3NT with stops in the other 2 suits and enough entries for the long suits
6. Bid 4NT which would be **Blackwood** (rare)

If opps have bid and your side hasn't then 4NT is also **Unusual NT**, also over a 4♥/♠ preempt opener (see Unusual 4NT)

When:

The strength you promise for these overcalls is about 7+ pts., **but suit quality and playing strength** (all together = distributional pts) are more important than hcp

Special treatment:

1H by LHO—Pass—2H, 2NT by you shows both minors

2C—3NT is Unusual NT showing both minors at least 5-5 with a great distribution.

How useful:

After an opponent opens, it's often difficult to describe a hand with two long suits. The auction may get too high (or end too soon) for you to show both, or you may not have the strength to safely bid either suit

Others:

Over a 1D opener, it's probably best to overcall 1H with ♠8 ♥AQ976 ♦53 ♣KQ1043

Like all bids, these overcalls give information to both your partner and the opponents. If you don't buy the contract, your bid may work against you because it gives declarer an almost perfect picture of your distribution. For this reason, you should only use these bids when your hand meets all the requirements for suit length and playing strength.

Be careful if your high-card strength is outside your suits. With a hand like ♠K ♥A6 ♦J9853 ♣Q7632 , your suits are too weak for a 2NT overcall.

Vulnerability should also affect your decision. Since partner is often forced to bid at the 3-level (sometimes with only 2-card support), a *vulnerable* Michaels or Unusual 2NT should promise more playing strength--

♠AQJ97 ♥KQ1082 ♦42 ♣4 or ♠Void ♥KQ1084 ♦65 ♣A98732 .

Some suggest that, ideally, the Unusual No Trump shows a preemptive type of Hand, or a very good hand, and not something in between. Either a preemptive value (bid 2NT and plan to pass) or a strong value (bid 2NT and plan to raise)

7. Cue-bids

Actions:

Generally, after the opponents have bid a suit, a cue bid of that suit shows strength, and forces the bidding to continue for at least one round.

(a) After partner's takeout double or overcall, the cue bid shows a hand with at least the strength of an opening bid:

ESWN biddings: 1h – X – p – **2h**

ESWN biddings: 1h – 1s – p – **2h**

(b) The takeout double followed by a cue bid is equivalent as opening 2C:

1h – X – p – 1S – p – **2h**

(c) Immediately after RHO's overcall, it shows a strong hand, probably fitting partner's suit, and is usually regarded as game-forcing:

1h – 1s – **2s**

(d) Bergen Jump Cuebid as a Transfer to Three No Trump

1d – 1h – **3s** – p – **3NT**

Hold enough values for game which allows him to first jump cuebid and second to execute the transfer to 3 No Trump:

13+ hcp

At least one stopper in the suit of the opponent

Jump cuebid itself promises **a balanced to semi-balanced** holding.

The cuebid also **denies sufficient support in the second unbid Major** suit.

An example of such bid would be made by this hand:

K8: no biddable Spade suit

A43: stopper in the opponent's suit

QT7: insufficient support in partner's suit

KJ864: sufficient values for game

When:

Special treatment:

How useful:

Others:

8. DONT

Actions:

Over opp.'s 1NT strong opening:

x shows: any single 6+ cardsuit; advancer bids 2c (RELAY BID), after which intervener corrects to his actual suit or pass if that suit is c. If advancer has his own suit (6+) and very few in the suit intervener bid, he can bid his own suit without bidding the 2c relay bid

2c/d/h shows: c/d/h with another unknown, higher ranked suit.

2s shows: 6+s, weaker than double hand.

2NT: both m.

3*: long suit, min 7 in that suit and a great distribution.

x and then 2s shows: more balanced hand and stronger than directly bid 2s over 1NT.

Advancer's response:

Pass: He's content to play in the suit bid. usually have shortness in one or more of the higher-ranking suits.

Bid of the next cheapest suit (i.e., 1NT — 2C — Pass — 2D): He prefers to play in your other suit and wants you to bid it (or pass if his bid is your suit). Partner will usually have at least 3-card length in all higher-ranking suits. If partner asks for your other suit and then rebids 2NT after you show it, it's a strong game invitation in your second suit.

Bid of a new suit that is not the cheapest suit (ESWN biddings: 1NT — 2C — Pass — 2H or 2S): Natural, showing his own 6-card suit or strong 5-carder.

A raise of your minor-suit overcall or rebid tends to be **preemptive**.

A raise of your major-suit overcall or rebid is mildly invitational. 2NT shows the strong invitation.

2NT (rare) = A strong game invitation that asks you to bid your other suit at the 3-level (or 4-level, if your second suit is a major and you are strong enough to accept the invitation). Partner will always have excellent support for all higher-ranking suits.

When:

Special treatment:

Over opp.'s 1c strong opening (precision or strong club system):

1NT shows: any single 6+ cardsuit; advancer bids 2c (RELAY BID), after which intervener corrects to his actual suit

2c/d/h shows: c/d/h with another unknown, higher ranked suit.

2s shows: 6+ s

How useful:

Interfere over opp.'s 1NT opening is a very happy thing to do.

Others:

9. Landy

Actions:

Over opp.'s strong 1NT opening:

2c shows both M. and all other bids are natural.

Advancer bids:

Pass: Strong Clubs, to play

2d: Temporizing bid, asking overcalling partner to make 2H/S or 3H/S call

2H/S: Natural, to play (minimum hand)

2N: Natural, showing invitational values

3C: Asks overcaller to further describe hand

3D: Natural, showing invitational values

3H/S: Natural, showing invitational values

4H/S: Game signoff to play

When:

Special treatment:

How useful:

Others:

10. Cappelletti

Actions:

Over 1NT, the intervening opponent can artificially overcall in second or fourth position, showing:

2c: one-suited hand (usually, 6 or more cards). Advancer bids 2d(relay bid) with a weak hand, where the overcaller is supposed to correct, or bid 2NT with a strong hand, (overcaller bids the suit)

2d: both major suits (at least 5-4),

2h: h and a minor,

2s: s and a minor,

2NT: both m.

Double is a penalty double. Per partnership agreement, generally 16-18 hcp.

When:

See DON'T for details

Special treatment:

How useful:

Others:

11. Take out double

Actions:

There are 2 cases where the take out double takes place. When opp. opened 1* or 2*, double shows:

(a) opening hand (12+ hcp) and if doubled on m. it shows a possible shortage in the opening suit and must support of all other suits (3+), and if doubled on M. it shows 4+ of THE OTHER M.

Double and be willing to pass. Double and change to another suit is 16+ hcp

e.g. Suppose opp. opened 1d, holding K98, AQ8, 982, AJ86 and there's no appropriate overcall.

(b) 16+ hcp: double and then bid your suit

Advancer is forced to bid or could turn the takeout double into penalty double, holding good values.

Take out double

- Holding min. hand (0-8 hcp)
 - pass if your RHO overcalled OR if you hold long suits in the dbled suit
 - bid your best suit in the unbid suit (shows 3+)
 - doubler bid another suit shows 16+ hpc, 5+ in the bid suit
 - doubler bid 1NT shows 18-20 hcp, bal. hand, system is on.
- Holding bal. hand (8-10 hcp)
 - bid 1NT
- Holding intermediate hand (9-12 hcp)
 - if RHO passed, jump bid the suit (shows 4+)
 - if RHO bid something, bid your suit at cheapest level
 - cue-bid the opening suit shows: 4-4 in both M.
- Holding bal. hand (11-12 hcp)
 - bid 2NT
- Holding strong hand (13-16 hcp)
 - bid 3NT with 2 stoppers in opp.'s opening suit
 - 3d~5c bid shows 6+ in the bid suit, 5-11 hcp

When:

Special treatment:

How useful:

Doubling on the one-level and giving it the interpretation of a penalty double is certainly neither reasonable logic nor reasonable bridge.

Others:

12. Negative double

Actions:

Any double through 2s is negative and forcing p to choose from the unbid suits

When:

Not enough to overcall or bid any suit/NT but is unwilling to pass with “some” hcp, usually 7+, and 4-card length in at least one of the unbid suits -- usually the unbid major suit

Example:

S: KJ9, AQ75, Q832, Q5

W: AQ1087, 862, AK9, 87

N: 54, KJ104, 7654, A63

S opened 1d, W overcalled 1s. N would bid 1h if W has passed. N now can't bid 2h as it shows 9/10+ hcp and cannot bid 1NT without a stopper. North doubles to show shortage in s.

Example: 1c – 1d – x shows both majors 4-4

Special treatment:

How useful:

Others:

Use of Negative Doubles

North	East	South	Shows
1♦	1♥	X!	6+HCP and 4(-)♠ and 4(-)♦ Note: if pd's next bid has to be at the 2+ level then 9+points, eg., 1♠-(2♦)-X! Likely to be 3-2-4-4
1♦	1♠	X!	6+Points and 4(+)♥ and 4(-)♦ Likely to be 2-4-4-5 or 2-5-4-4
1♣	1♦	X!	6+Points and 4/4(+) in the majors Likely to be 4-4-2-3 or 4-4-2-4

13. Support Double (Major only)

Actions:

West	North	East	South
pass	1♣	pass	1♥
1♠	???		

South shows 4+ h. How could it be distinguished from 4 or 5? If North has 4+ hearts, he would raise to 2h already and, if he has 3 or fewer with a stopper in s, he bids 1NT. What if North has no stopper and has 3 hearts??

North **DOUBLES!** The double shows **exactly** 3 h support and is called the **Support Double**.

West	North	East	South
pass	1♣	pass	1♥
1♠	double		

West	North	East	South
pass	1♣	pass	1♥
double	redouble		

The redouble is the SUPPORT REDOUBLE also showing exactly 3h support

When:

Special treatment:

How useful:

Others:

14. Gerber

Actions:

Gerber is a convention that asks Aces/Kings but one level lower than the Blackwood.

In the following 2 cases, 4c is always Gerber:

Over p's 1/2 NT opening. e.g. 1NT – 2c(Stayman!) – 2s – **4c**

After found a match/have an agreed trump suit, 4C is always Gerber. e.g. 1s – 3s – **4c** or 1c – 1h – 3h – **4c**

Use RKC0314 to respond

When:

Special treatment:

How useful:

Others:

15. Gambling 3NT

Actions:

When this convention is used, the 3NT opening is no more 25-27 hcp with bal. hand. Gambling 3NT is a preemptive opening bid. The bid is used to describe a hand containing a minor suit of at least 7 cards in length and headed by the AKQ at minimum.

6, Q73, AKQ9654, 75 in s/h/d/c is a hand that could be opened 3NT.

Opener bids 3NT

- Weak hands(no stoppers): bid 4c (relay bid)
 - opener pass
 - opener correct it to 4d
- Weak hands: bid 5c (preemptive bid) shows the desire to play in opener's suit
 - opener pass
 - opener correct it to 5d
- Weak hands: bid 5d: This bid is natural. With a high honor in Clubs, the responder has reasoned that the suit of the opener is Diamonds. The opener should pass
 - opener pass
- With stoppers in all other suits
 - pass the 3NT
- Strong hands: 4d = asking for singleton
 - opener bids 4s/h if he has a singleton in s/h
 - a 4s/h rebid shows singleton in s/h
 - opener bids 4NT: this shows a singleton in either of the m. suits
 - opener bids 5c/d: a singleton in other m. and the bid establishes the long, solid Minor suit.
- Strong hands: 4s/h = natural and a self-sufficient 6+ card in s/h. The opener is required to pass.
- Strong hands: 4NT: Blackwood (This is a conventional bid. Opener has already shown an Ace)
 - 5c: 1ace
 - 5d: 2ace
 - 5h: 3ace
- Strong hands: 5NT: A forcing response asking opener to bid a grand slam if opener has additional values such as an 8-card Minor suit, or King/Queen in a side suit.
- Strong hands: 6c shows a desire to play a Minor suit slam. The opener can correct to Diamonds is the long, solid Minor suit.

When:

A 7-card suit in c or d. At most one singleton side stopper

Special treatment:

How useful:

The bid has the twin intentions of interrupting the opponents' bidding if they hold the majors and trying for a cheap game in notrump if partner provides adequate support.

Others:

The above illustrated the modified, weak Gambling 3NT. The original version is to bid 3NT with such hand (Long in one m. suit, too, but with stoppers):

K7, 86, AKQJ874, A7

16. Splinter

Actions:

This is a bid with slam interest; advancer must bid up to game if he has no interest in slam. It has g.f.v. Splinter bids are a means of reaching slam contracts by sharing information about the distribution of the hands.

Responder's splinter bid:

1s – 4c shows 4+ s

Opener	Responder	
1 ♣	3 ♦ / 3 ♥ / 3 ♠	I have support in your suit and have a singleton / void in my bid suit. Slam interest.
1 ♦	3 ♥ / 3 ♠ / 4 ♣	I have support in your suit and have a singleton / void in my bid suit. Slam interest.
1 ♥	3 ♠ / 4 ♣ / 4 ♦	I have support in your suit and have a singleton / void in my bid suit. Slam interest.
1 ♠	4 ♣ / 4 ♦ / 4 ♥	I have support in your suit and have a singleton / void in my bid suit. Slam interest.

Opener's splinter bid:

1d – 1h – 3s shows 1-s, 4+h, and 16-21 hcp

Why? Because if opener holds 22+ hcp, he opened 2c already, not 1d; if he has 16-21hcp, he could either **jump raise** (in the case of he supports the h) or bid 2s (**reverse bid**, in the case of he does not support the h) and thus there is no need for him to bid 3s. Therefore we conclude that 3s is not a normal bid, so it's a splinter bid.

1c – 1s – 3h – 4h is a splinter bid and the responder **cuebids** h to show slam interest (this enables the openers to bid 4NT or other further actions). If the responder had no interest in slam, he would simply bid 4 Spades. If responder has a void or singleton, he can bid that suit (4c or 4d) or 4NT with strong hands.

1c – 1d – 3h/s = fit in d

1c – 1h – 3d/s = fit in h

1c – 1s – 3d/h = fit in s

1d – 1h – 3s/4c = fit in h

1d – 2c – 3s/h = fit in c

1h – 1s – 4c/d = fit in s

1h – 2c – 3s/4d fit in c

1h – 2d – 3s/4c fit in d

1s – 2c – 4d/h fit in c

1s – 2d – 4c/h fit in d

1s – 2h – 4c/d fit in h

Few examples:

The Splinter Bid by the Responder:

Opener	Responder	Meaning
♠ 4	♠ AK765	
♥ AQJ765	♥ K93	
♦ A76	♦ 3	
♣ Q43	♣ A765	
1 ♥	1 ♠	
2 ♥		I have a 6-card suit. What else do you have?
	4 ♦	Singleton or Void and at least 3-card support.

The **Splinter bid** of the responder of 4 Diamonds indicates a singleton. The **opener** has rebid his Hearts indicating a 6-card suit and together both partners have 10 Hearts as trump. Remember the requirement of a 4-card support above? This bidding auction allows the responder to have only 3-card support.

The **opener**, with a singleton in Spades, uses any form of **Blackwood** or **Ace-Asking** to reach slam.

Opener	Responder	Meaning
♠ Q105	♠ 4	
♥ AK9875	♥ J1042	
♦ AKQ	♦ 1063	
♣ A	♣ QJ843	
2 ♣	2 ♦	I am weak. No Aces using the Ace-Showing Response treatment.
2 ♥		This is my suit.
	3 ♠	I jumped / Splinter bid. I have a Singleton or Void in Spades. I have 4-card Heart support.

When:

A good fit: 4-card support in the M. OR 5-card support in the m and have slam interest.

With a Singleton **10-13hcp**, with a **Void 9-12 hcp** It is generally used when your team is **vulnerable** and/or there has been an intervening bid. You are also telling your partner all he needs to know about your hand.

Special treatment:

How useful:

With only 24 hcp, a slam contract could be reached by each partner knowing the distribution held by the other partner.

Others:

Splinter Bids can be made by either the opener or responder

It becomes impossible to show Splinter Bids after an interfering overcall. Therefore, all bids after an interfering overcall are natural.

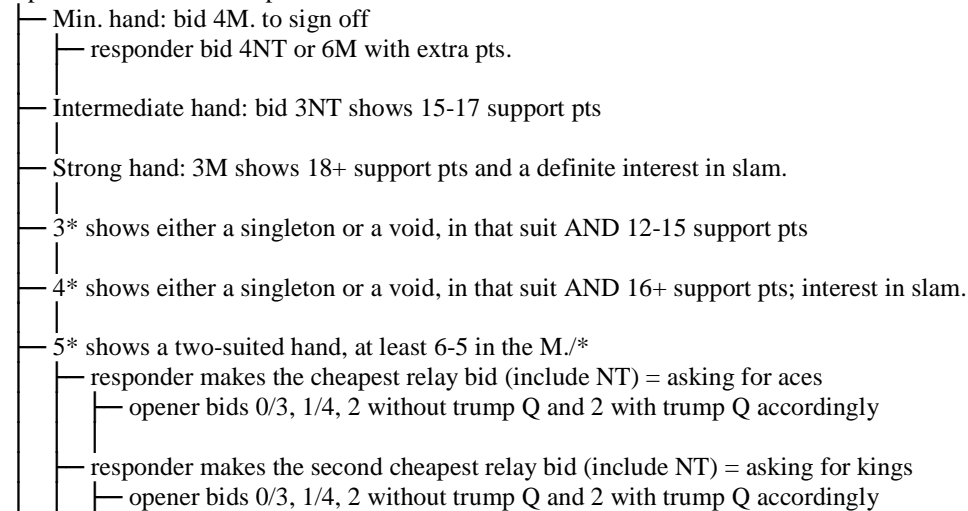
17. Jacoby 2NT

Actions:

Opener	Responder
♠ AKJ83	♠ Q976
♥ QJ85	♥ J1074
♦ 97	♦ K84
♣ QJ	♣ AK
1 ♠	2 No Trump

If the responder has more than **10-12 support points** for the suit of the opener, then the responder will use the **Jacoby 2 No Trump** method to show **game-going values** of 13 plus support points. This response is **absolutely game forcing**, and the opener may not pass until game has been reached.

Opener bids 1M. and responder bids 2NT



When:

1. The responder is required to have an excellent **12/13 + support points** for the M. opener opened.
2. The responder needs a **4+ card** in the bid suit of the opener.
3. The Jacoby 2 No Trump response is **game forcing**.
4. With only a 3-card suit support, the responder must bid another suit.
5. If the responder is a passed hand, then a 2NT response is a natural bid.
6. A Jacoby 2 No Trump response is used **only** as a response to a **Major suit** opening.

Special treatment:

Interference right after opening:

If there is a direct overcall or Takeout Double over a 1 Heart or 1 Spade opening, the standard agreement is that the Jacoby 2 No Trump response is off. The concept behind the Jacoby 2 No Trump response is generally to explore slam possibilities. After a direct overcall by an opponent, a slam seems unlikely. Although an overcall typically does not prevent the responder from bidding 2 No Trump, the 2 No Trump response in such situations has proven to be more useful as a natural, invitational, and non-forcing response. However if it's a DOUBLE instead of a suit overcall, then Jacoby 2NT remains ON.

Interference after the bid of 2NT:

ESWN bidding: 1s – p – 2NT-3h

1. A **Double shows shortness** in either a singleton or void, in the suit of the opponent (stolen bid)
2. A **Pass shows** in either a singleton or void, in the suit ONE RANK LOWER than the suit of the opponent's. e.g. 1s – p – 2NT – 3h – **X** shows singleton or void of 3di.
3. The bid or a new suit shows shortness, either a singleton or void, in that suit. (ignoring the overcall)
4. A bid of game in the agreed Major suit shows minimum strength, no singleton or void, and a semi-balanced hand, no slam interest (ignoring the overcall)
5. A bid of 3 No Trump shows a medium to maximum strength with no shortness in any other suit. (ignoring the overcall)

How useful:

Seek for slam possibilities.

Others:

It is important to remember that the Jacoby 2 No Trump response is not a Limit Bid (responder may have more values)

18. Strong 2 Club opening

Actions:

Here's 3 kinds of responses to the opening of 2c:

(a) **Steps:** with 0-3/4-6/7-9/10-12 hcp, bid 2♦/♥/♠/NT; with more hcp bid a suit with 4+ at lv. 3 (Conflicting with Splinter)

(b) **2♦ waiting:** bid 2d (relay bid) and wait for the opener to further describe his hand.

This 2♦ Waiting Bid does not describe any strength held by the responder, nor does it impart any descriptive information regarding the Diamond holding. The Automatic Two Diamonds Response, owing to the partnership understanding, does not provide any information to the opener.

The concept behind this agreement is to allow the opener to describe his holding on the lowest level of bidding and not consume any bidding space. After the opener has made his rebid, showing either balanced distribution with corresponding values by rebidding No Trump or his preferred suit, then the responder is in a better position to decide the final contract.

(c) Natural responses:

Opener	Responder	Meaning
	2♣	Artificial. Strong. Forcing.
	2♦	Artificial and negative showing fewer than 6/7 high card points.
	2♥	A suit at the lowest level shows a 5-card Heart suit plus with 7 plus high card points.
	2♠	A suit at the lowest level shows a 5-card Spade suit plus with 7 plus high card points.
	2 NT	Shows a balanced to semi-balanced holding with a range of 7 to 9 high card points, and no 5-card suit.
	3♣	Shows a minimum of a 5-card Club suit and 7 plus high card points.
	3♦	Shows a minimum of a 5-card Diamond suit and 7 plus high card points.
	3♥	Shows a good Heart suit with only one loser, such as: AKJ, KQJ, or AQJ.
	3♠	Shows a good Spade suit with only one loser, such as: AKJ, KQJ, or AQJ.
	3 NT	Shows a balanced to semi-balanced holding with a range of 10 to 12 high card points, and no 5-card suit.
	4♣	Shows a Club suit with no loser. Length must be a minimum of 5 cards.
	4♦	Shows a Diamond suit with no loser. Length must be a minimum of 5 cards.
	4♥	Shows a Heart suit with no loser. Length must be a minimum of 5 cards.
	4♠	Shows a Spades suit with no loser. Length must be a minimum of 5 cards.

First Response is 2 Diamonds

As soon as the partner has responded with 2 Diamonds, an artificial and negative first response showing fewer than 6/7 high card points, then the opener will make the first natural bid of the auction to show the nature of the strong, artificial 2 Clubs opening:

Opener	Responder	Meaning
2 ♣		Artificial. Strong. Forcing.
	2 ♦	Artificial and negative showing fewer than 6/7 high card points.
2 ♥		Shows at least a 5-card Heart suit. One round forcing.
2 ♠		Shows at least a 5-card Spade suit. One round forcing.
3 ♣		Shows at least a 5-card Club suit. One round forcing.
3 ♦		Shows at least a 5-card Diamond suit. One round forcing.
		Exception: if the 2 Clubs bidder has a distribution of 4-4-4-1, then the opener may bid a strong 4-card suit, beginning with the lowest Major suit or, per partnership agreement, the stronger of the two Major suits. This is the agreement, however rare, for this particular shape.
		Note: by partnership agreement, if the distribution is 5-5, Major suits or Minor suits or mixed, then the opener bids the higher-ranking suit first to consume bidding space.
2 NT		Shows a balanced to semi-balanced shape with 23-24 high card points. This bid may also be based on a certain number of Losing Tricks per partnership agreement. The responder may pass, raise to game, employ any and all conventional methods such as Stayman or transfer bids.
3 NT		Shows a balanced to semi-balanced shape with 25-27 high card points. The responder may then pass or transfer to at least a 6-card Major suit.
4 NT		Shows a balanced to semi-balanced shape with 28-30 high card points. The responder may then pass or transfer to at least a 6-card Major suit.
5 NT		Shows a balanced to semi-balanced shape with 31-32 high card points. The responder may then pass, transfer to at least a 6-card Major suit, and/or bid slam per partnership agreements.

When:

1. 22+ hcp
2. 17-21 hcp if 1-suited hand within one trick of game (9 playing tricks) OR 3 loser hand
3. 21 Points if hand has 8 playing tricks

Special treatment:

How useful:

Others:

19. Flannery

Actions:

Opening 2d is no longer preempt; it is 2D Flannery.

2d opening shows:

Exactly 4-5 in s/h, 11-15 hcp and least 2.5 defensive tricks.

The responder usually makes the following bids:

Pass: Responder may pass the Flannery Two Diamond bid if Responder has less than 10 points and a 6-card Diamond suit.

2 ♥: This is a sign-off indicating less than 10 support points, but with more support in Hearts.

2 ♠: This is a sign-off indicating less than 10 support points, but with more support in Spades.

2NT: See below.

3 ♣: If the responder bids a Minor in Clubs showing at least a 6-card Club suit and 11-13 points, then his partner should bid 3 No Trump with a fit of Ax or Kx or Qxx in Clubs. This response is invitational.

3 ♦: If the responder bids a Minor in Diamonds showing at least a 6-card Diamond suit and 11-13 points, then his partner should bid 3 No Trump with a fit of Ax or Kx or Qxx in Diamonds. This response is invitational.

3 ♥: This is an invitational jump bid, and partner may pass or bid game with maximum values.

3 ♠: This is an invitational jump bid, and partner may pass or bid game with maximum values.

4 ♣: This is a transfer bid to 4 Hearts and game.

4 ♦: This is a transfer bid to 4 Spades and game.

If the responder bids 2 No Trump, a totally artificial bid, then the responder wishes more information about the Minor suit holdings. To describe his Minor suit holdings, the Flannery Two Diamond bidder can describe his Minor suit holding in the following fashion.

3 ♥: Shows 11-13 points and 2 cards in each Minor suit.

3 ♠: Shows 14-15 points and 2 cards in each Minor suit.

3 NT: Shows 14-15 points and values mainly in the Minor suits consisting of 2 cards each.

3 ♣: Shows a 3-card Club holding and therefore a 4-5-1-3 distribution.

3 ♦: Shows a 3-card Diamond holding and therefore a 4-5-3-1 distribution.

4 ♣: A jump bid to show a 4-card Club holding and therefore a 4-5-0-4 distribution.

4 ♦: A jump bid to show a 4-card Diamond holding and therefore a 4-5-4-0 distribution

When:

Special treatment:

How useful:

With a balanced hand and a No Trump range of 16-18 points, bid No Trump. With an unbalanced hand and a No Trump range of 16-19 points, a 5-card suit lower than a 4-card suit, Mr. apply the Reverse bid.

A problem with a distribution of a 5-card Heart suit and a 4-card Spade suit, and limited values between 11-15 high card points. So the Flannery Two Diamond bid to cover such distribution and values. Using this convention, one partner can open the auction and describe his hand **quickly and accurately**.

Others:

20. GSF

Actions:

A bid of 5NT without the preceding 4NT **Blackwood** bid is a **GSF** and asks partner to bid 7 of the agreed trump suit if he has 2 of the 3 top trump honors (ie.A,K,Q)

-Bid 7 if you have 2

-Bid 6 if you have 0 or 1

For example, if a partnership is using the Grand Slam Force and one member bids 1♥ and his or her partner bids 5NT, it is implied that hearts are the desired trump suit. The original bidder will sign off with 6♥ with one of the top three heart honors, and bid 7♥ with two of the top three heart honors.

The prototypical case is when Hearts are trump:

Auction	Explanation
1♥:5NT:6♣	King and extra trump length.
1♥:5NT:6♦	Ace and extra trump length.
1♥:5NT:6♥	Denies 2 top honours or the above.
1♥:5NT:7♥	2 Top Heart honours.

We have an extra step when Spades are trump:

Auction	Explanation
1♠:5NT:6♣	No Ace or King of trump but two or more extra trumps.
1♠:5NT:6♦	King and extra trump length.
1♠:5NT:6♥	Ace and extra trump length.
1♠:5NT:6♠	Denies 2 top honours or the above.
1♠:5NT:7♠	2 Top Spade honours.

These steps are compressed with Diamonds trump:

Auction	Explanation
1♦:5NT:6♣	Ace or King with extra trump length.
1♦:5NT:6♦	Denies 2 top honours or the above.
1♦:5NT:7♦	2 Top Diamond honours.

When Clubs are trump Partner will be leery of going past 6C unless it is fairly clear that 6NT is a safe alternative contract. Assuming this is the case, Partner will bid:

Auction	Explanation
1♣:5NT:7♣	Two top Club honours.
1♣:5NT:6♦	King and 1 extra trump.
1♣:5NT:6♥	King and 2+ extra trumps.
1♣:5NT:6♠	Ace and 1 extra trump.
1♣:5NT:6NT	Ace and 2+ extra trumps.
1♣:5NT:6♣	Denies any of the above.

When:

Special treatment:

How useful:

The Grand Slam Force ("GSF") is one of the more basic conventions in bridge. It is characterized by a bid--usually a jump bid--of 5NT that is not preceded by 4NT (Blackwood). Where trump has not been established explicitly via a raise it will be settled implicitly, with the last bid suit being trumps. The simplest example would be 1:5NT, where Hearts are presumed to be the trump suit.

Others:

21. NMF

Actions:

When:

Special treatment:

How useful:

Others:

22. Ogust

Actions:

Used by partner of weak two bidder. Partner bids 2nt, after which opener bids as follows:

3C- a poor suit and minimum strength

3D-poor suit and maximum strength

3H-good suit and minimum strength

3S - good suit and maximum strength

When:

Special treatment:

How useful:

Others:

23. Smolen

Actions:

After partner has opened 1 No Trump, if the responder holds game values, but has a 5-4 distribution, or even a 6-4 distribution in both Major suits, the responder will use the Stayman convention.

The basic idea of Smolen is to get strong 1 NT opener to declare opposite responder 5-4 or 4-5 in the majors by having responder Stayman and then bid the 4 card major. Some use Smolen at both the 2 and 3 levels, but most here in Dallas only use Smolen at the 3 level and leave 2 level bids natural. This is probably best because invitational 5-4 hands are rare compared with weak 5-4 hands due to the narrow HPC range. Briefly:

1NT-2C-2D-2H invitational (could be 9-11) with 5+ spades, 4 hearts

1NT-2C-2D-2S invitational with 4 spades, 5+ hearts

1NT-2C-2D-3H forcing with 5+ spades, 4 hearts

1NT-2C-2D-3S forcing with 5+ hearts, 4 spades

Smolen can also be used with 6-4 or even 7-4 if you and your partner care to work it out.

When:

Special treatment:

Holding a 6-card Major suit the action of the responder changes. The illustration below should clarify this continuance:

Opener	Responder	Meaning
♠ A76	♠ K984	
♥ A7	♥ KJ9865	
♦ Q843	♦ K7	
♣ AK85	♣ Q	
1 NT	2 ♣	Stayman
2 ♦		Denial of a 4-card Major suit.
	3 ♠	This jump shows a 4-card Spade suit and a longer Heart suit, plus game values.
3 NT		Denies a 3-card Heart suit.
	4 ♦	Shows a 6-card Heart suit. This is the Smolen transfer bid. The opener is obliged to complete the transfer.

It is also important to remember that the Smolen transfer bid may be used in other bidding sequences such as the following two bidding sequences:

Opener	Responder	
2 NT	3 ♣	Stayman after a strong 2 No Trump opening with a range of 20 to 21/22.
3 ♦		Denies a 4-card Major suit.
or		
2 ♣		A strong, artificial strong 2 Clubs opening showing a certain amount of required playing tricks.
	2 ♦	The generally employed Waiting Bid of the responder. Other responses may also be employed as long as they do not interfere with the continuance.
2 NT		The No Trump rebid on the two level after a strong opening of 2 ♣ normally indicates a range of 23-24 points and generally 4 or fewer Losing Tricks.

How useful:

However, if the response by the No Trump bidder is 2 Diamonds, denying a 4-card Major suit, then a situation has occurred. In the generally accepted continuance the responder must now bid the longer Major suit to show at least a 5-card Major suit. When this occurs, then the transfer advantage has been lost and the weaker of the two holdings becomes the declarer hand. Instead of concealing certain tenaces, such as King-Jack or Ace-Queen, these tenaces are revealed to the defenders, providing them with additional defense advantages.

Others:

24. Unusual vs. unusual

Actions:

Pard Opp You

1♥ 2NT ??

These are the options:

- 3♣** Shows invitational values (or better) in **Hearts** ... at least 3-card support.
Note that we are bidding the lower minor for the lower major, and that the lower minor just happens to be Partner's suit.
- 3♦** Invitational values (or better) in **Spades** ... as, in this case, the higher suit is the unbid major, we should be showing a 6-card suit (a really good 5 might be acceptable).
- 3♥** Competing in Hearts ... 3+ Hearts, less than invitational values, something in the 6-9 range, or thereabouts.
- 3♠** Competing in Spades ... same sort of hand strength as for **3♥**, with 6-card Spade suit.
- Dbl** Shows values, invites Partner's cooperation in competing or doubling their minor suit contract ... creates a force, such that either we will play the hand, or they will play the hand doubled.
- Pass** This could just be a crummy hand, of course ... another possibility is a hand which intends to double at least one of their minors, but which does not want to encourage Partner to compete. Passing **2NT**, and then doubling them in one of their suits, is very much for penalty.

When:

When opp. uses Unusual 2NT

Special treatment:

Similarly, we can induce that for Michaels:

Pard Opp You

1♣ 2♣ ??

- 2♥** Shows invitational values (or better) in **clubs** ... at least 3-card support.
Note that we are bidding the lower minor for the lower major, and that the lower minor just happens to be Partner's suit.
- 2♠** Invitational values (or better) in **diamond** ... as, in this case, the higher suit is the unbid major, we should be showing a 6-card suit (a really good 5 might be acceptable).
- 3♣** Competing in Hearts ... 3+ clubs, less than invitational values, something in the 6-9 range, or thereabouts.
- 3♦** Competing in diamond ... same sort of hand strength as for **3♥**, with 6-card Spade suit.
- Dbl** Shows values, invites Partner's cooperation in competing or doubling their minor suit contract ... creates a force, such that either we will play the hand, or they will play the hand doubled.
- Pass** This could just be a crummy hand, of course ... another possibility is a hand which intends to double at least one of their minors, but which does not want to encourage Partner to compete. Passing **2NT**, and then doubling them in one of their suits, is very much for penalty.

How useful:

Others:

25. Unusual 4NT

Actions:

4NT after opp.'s preempt biddings is asking for minors

When:

Example: 3s – p – 4h – 4NT

Special treatment:

How useful:

Others:

26. Stayman (Minor Suit Stayman)

<http://homepage.mac.com/bridgeguys/Conventions/MinorSuitStayman.html>

Actions:

When:

Special treatment:

How useful:

Others:

27. Lebensohl vs NT

Actions:

When:

Special treatment:

How useful:

Others:

28. Lebensohl vs weak 2s

Actions:

When:

Special treatment:

How useful:

Others:

29. Forcing 1NT

Actions:

When:

Special treatment:

How useful:

Others:

30. Drury

Actions:

When:

Special treatment:

How useful:

Others:

31. Reverse Drury

Actions:

When:

Special treatment:

How useful:

Others:

32. Rosenkrantz

Actions:

When:

Special treatment:

How useful:

Others:

33. *Swiss

(Conflict with Splinter; a player only plays one or the other)

<http://homepage.mac.com/bridgeguys/Conventions/SwissConvention.html>

34. Fourth suit forcing

Actions:

	West	North	East
South			
1 ♣	Pass	1 ♦	Pass
1 ♥	Pass	1 ♠	
		♠ 743	
		♥ A75	
		♦ AQJ3	
		♣ 954	

Although North does not possess a 4-card Spade suit, playing the **Fourth Suit Bid** is forcing for one round only, and promises a minimum of 10-11 points. If, on the other hand, the **Fourth Suit Bid** is made on the third level, it is considered to be forcing to game.

The concept behind this conventional method is to discover whether there is a fit or whether the partnership should play in No Trump. The following examples should clarify this:

South	West	North	East
1 ♥	Pass	1 ♠	Pass
2 ♦	Pass	3 ♣	
		♠ KQ85	
		♥ A7	
		♦ A872	
		♣ 954	

As North, the player knows that game is possible. However with only a 2-card Heart suit it would not be suitable to bid game in Hearts. With no stoppers in the Club suit it would not be prudent to bid game in No Trump. Since the partnership is still only on the two level, North knows there is sufficient bidding space to discover more information. By bidding the fourth unbid suit North informs partner that game values are present. This bid of the fourth suit requests additional information from partner.

South has not yet limited his holding and has therefore several options open.

1. With a Club stopper South will bid game in No Trump since there is no known fit.
2. South can infer that North has a 5-card Spade suit and will show support with a 3-card Spade suit. This denies a Club stopper.
3. If South supports Spades showing only a 3-card Spade suit, North can decide to declare game in Spades with a Moysian fit. However, knowing that there is an 8-card fit in Diamonds, North can opt to play in

4♦. South, with additional values, can raise to game.

1. South	2. South	3. North
♠ x	♠ AJx	♠ KQ85
♥ KJxxx	♥ KJxxx	♥ A7
♦ KJ10x	♦ KJ10x	♦ A872
♣ AQx	♣ x	♣ 954
3 NT	3 ♠	4 ♦

Another feature of this conventional method is to be able to show distribution to partner via the bid of the fourth suit, as illustrated in the following example:

South	West	North	East
1 ♥	Pass	1 ♠	Pass
2 ♣	Pass	3 ♦	
		♠ AQ8754	
		♥ 7	
		♦ AKJ107	
		♣ 5	

South has shown nine of his thirteen cards and both suits in which North has a singleton. North is unable to support either Hearts or Clubs, but must show partner the distribution of at least a 5-5 holding in the other two suits. This action can only occur if North truly has a 5-card suit in the fourth unbid suit since this is not an artificial bid. This is accomplished by **jumping one level** when bidding the forcing fourth suit. This jump shows not only a 5-5 shape but also game forcing values. If South then has a 3-card Spade suit, South should support North in Spades knowing that there is a 5-3 fit. If South instead has a 3-card support in Diamonds, then South may decide for a Minor suit game in Diamonds. The third option is to try for nine tricks in No Trump.

eg. 1♦ – 1♥ – 1♠ – 2♣! Responder is using the 4th suit to indicate a good hand with 11+ points and no attractive rebid. Opener should respond with a natural bid that further describes his hand. Taking the above bidding sequence as an example, opener should rebid as follows:

Opener's Rebid	Shows
2♦	Rebid own suit with weak hand (NF); semi-artificial, does not promise extra length
2♥	Prefer responder's 1st suit with 3+ trumps and a minimum (NF), jump with 15+ (GF)
2♠	Rebid second suit showing 6-5 and good hand (forcing)

2NT	Bid NT to show stop in 4th suit and a extra values, jump with exceptional strength (19+?)
3♣	Raise 4th suit with 4+ and extra strength
3♦	Rebid of opening suit showing extra length and strength. (Jump rebid would show extra values)

When:

Special treatment:

Be careful not to confused with reverse bid

How useful:

Rather than bidding 1NT (which shows weak when you are indeed strong) or 3NT straight, bid 4th suit forcing will give you more ideas of p's hand.

Others:

Note: Fourth Suit Forcing is not employed if one partner is a previously passed hand. This conventional method does not apply under these circumstances.

35. Inverted minor

Actions:

When:

Special treatment:

How useful:

Others:

36. *Namyats

Actions:

When:

Special treatment:

How useful:

Others:

37. Bergen raises

Actions:

When:

Special treatment:

How useful:

Others:

100. Some other little “conventions”

These types of agreements are not really conventions, but it is helpful to know:

(1) Western Cuebid

Although this is not a convention, it is a useful concept when the partnership discovers that the better contract could be a No Trump contract rather than a suit contract. The only requirement is that an opponent must make a suit overcall in order that one partner can cuebid that particular suit in order to discover whether the other partner has a stopper in that suit. Therefore, the Western Cuebid asks for a stopper, but does not show a stopper.

Example:

ESWN biddings: 1c – p – 1h – 2s – 3s

The 3s bid forces p to bid 3NT with s stopper, or bid another suit if no stoppers

(2) Reverse bid

A Reverse Bid (forcing p to bid but not necessarily game forcing) shows a 5-card suit in the first bid lower-ranking suit and at least a 4-card suit in the second high-ranking suit bid.

1c – 1h – 2d is reverse bid showing 15/16-19 hcp, 5+ c, 4+ d

1d – 1h – 2s is reverse bid (notice the jump from 1h to 2s)

A Reverse Bid informs partner only about strength and distribution. As you can see, the possible Reverse Bids by the opener are as follows:

Note: After a rebid of 1NT by opener, a reverse or jump shift by responder is forcing possible slam interest (eg. 1♣-1♥-1NT-2♠/3♦).

Reverse bids by opener:

Opener 1 ♣ 2 ♥ or 2 ♠	Responder 1 ♦
Opener 1 ♣ 2 ♦ or 2 ♠	Responder 1 ♥
Opener 1 ♦ 2 ♠	Responder 1 ♥
Opener 1 ♥ 2 ♠	Responder 2 ♣ or 2 ♦

Reverse bids by responder:

Opener 1 ♣ 1 ♥	Responder 1 ♦ 2 ♠
Opener 1 ♦ 2 ♣	Responder 1 ♥ 2 ♠
Opener 1 ♥ 2 ♦	Responder 2 ♣ 2 ♠
Opener 1 ♠ 2 ♥	Responder 2 ♣ 3 ♦

(3)

(4) Quantitative 4NT

(5) SOS redouble

Redouble shows SOS through 3S and forcing p to bid another suit. SOS redoubles are recognisable if you remember that there would be no point in redoubling a cheap contract since it would force the Opps to enter the bidding.

A direct raise after 1NT/2NT to 4NT is **Quantitative** and invites 6NT if opener is maximum or pass if minimum, since 4NT is not reasonable after 1/2NT opening (4c is Gerber). Also applies over partner's direct overcall of 1NT if no interference from RHO.

(9) Control-Showing Cuebids

Control-showing bids are an extremely effective tool accurate slam bidding. Instead of finding out how many aces your partner has, you can use control-showing bids to figure out *exactly which aces he possesses*, as well as kings and other controls. This is often necessary to find a good slam.

Controls. A *control* is a holding in a suit which prevents the opponents from taking quick tricks in the suit:

A first-round control is either an ace or a void.

A second-round control is either a king or a singleton.

As a rule:

1. To make grand slam, you must have first-round control of every suit.
2. To make small slam, you must have first-round control of three suits
plus second-round control of the fourth suit.

With most hands, it is much more important to know about your partners *controls* than about his *aces*. This is why good bridge players use control-showing bids instead of Blackwood for most slam auctions.

The Initial Control-Showing Bid

After a trump suit is agreed, you may sometimes bid a new suit to show a control. In particular:

A bid is control-showing if:

1. A trump suit has already been established, and
2. It is a non-jump bid in a new suit at the 4-level or higher.

EXCEPTION: If the trump suit is hearts, a bid of 3 spades can be control-showing.

EXAMPLES: All of the following bids are control-showing:

1♣ — 3♣ — 4♦

1♥ — 3♥ — 3♣

1♦ — 1♣ — 3♣ — 4♥

1♣ — 1♣ — 2♥ — 3♥ — 4♦

1♣ — 2♦ — 2NT — 4♣ — 5♣

What Does it Show? In general, the initial control-showing bid shows slam interest and first-round control of the bid suit.

Responding. After your partner makes a control-showing bid, you should obey the following rule:

If you are uncomfortable exploring slam, then return to the trump suit at the cheapest available level.

If you have a reasonable hand, then you should continue the slam attempt.

For example:

1♣ — 3♣ — 4♦ — 4♣:	Shows a below-minimum limit raise.
4♥:	Shows first-round control of hearts.
5♣:	Shows first-round control of clubs.
5♦:	Shows second-round control of diamonds.
4NT:	Blackwood.

Note that the bid of 4♣ does not deny having first-round control of hearts. It simply communicates an unwillingness to participate in slam exploration. After responder bids 4♥, opener can always insist on a slam attempt by making another control-showing bid.

Further Control-Showing Bids

After the initial control-showing bid, both partners usually begin showing controls up-the-line. For example, consider the auction:

1♣ — 3♣ — 4♦ — 5♣ — 6♣

The 4♦ bid is an initial cuebid, showing first round control of diamonds and *denying* first-round control of clubs. (With club control, opener would have bid 4♣ instead.) The 5♣ bid shows first round control of clubs, and *denies* having first-round control of hearts. (With heart control, responder would bid 4♥ instead.) At this point, opener decides to sign off in 6♣. (Apparently this was all the information he needed.)

Second-Round Controls. There are two situations under which you may show second-round control:

1. If you have already skipped over a suit, then cuebidding the suit shows second-round control.
2. If your either partner has already cuebid a suit, then re-cuebidding the suit shows second-round control.

EXAMPLES:

1. In the auction:

1♥ — 3♥ — 4♣ — 4♦ — 4♠ — ???

the 4♠ bid shows second-round control of spades. With first-round control, opener would have bid 3♠ initially.

2. In the auction:

1♥ — 3♥ — 4♣ — 4♦ — 5♣ — ???

the 5♣ bid shows second-round control of clubs (since opener has already shown first-round control) and *denies* having second-round control of spades. Responder should probably signoff in 5♥ at this point unless he has a spade control.

Suits Bid by Partner. When your partner bid a suit, you may cuebid it to show *either* first or second-round control. Furthermore, since partner probably has length and strength in the suit, you should *not* cuebid your partner's suit to show shortness.

1♦ — 1♥ — 3♥ — 3♠ — 4♣ — 4♦: Shows the Ace or King of diamonds.

Returning to the Trump Suit. A return to the trump suit is always a signoff attempt. It communicates the following message:

"Partner, given the current information I am unsure about our slam potential. Maybe we should stop here."

Your partner may then either pass or continue the slam exploration, taking your hesitation into account.

Late Control-Showing. When exploring grand slam, it is common to cuebid controls up to the 6-level or higher:

1♥ — 1♠ — 2♦ — 4♥ — 5♣ — 5♦ — 5♠ — 6♣: Shows second-round control of clubs.

If you run out of first and second-round controls, feel free to bid third-round controls!

Blackwood. Either partner may bid Blackwood at any time:

1♥ — 1♠ — 3♣ — 4♦ — 4NT: Blackwood.

(10) Silver bid

Sliver Bid

This is an extension of the Splinter bid principle and was devised by Mr. George Rosenkranz for use with weaker responding holdings.

With 4, preferably, 5-card trump support for a M. opening and 10- hcp, the standard response would be a jump to game. When such a hand **includes a singleton or void** and a minimum of **three controls** including at least

one King (3 controls), Ace or void (2 controls) and a King or void and a singleton (1 control), possession of a "sliver" is indicated **by a response of 3 No Trump.**

The rebids of the opener are then to sign off in the Major suit with more than five losers and a holding with minimum high card points and controls. Holding at least six high card controls, or five controls and a singleton, 15 plus high card points and fewer than six losers, the opener explores slam possibilities by bidding the suit where the responder's singleton or void will represent duplication and be of least value.

The rebids of the responder are then to sign off by bidding game in the agreed suit, if the singleton or void is opposite partner's "exclusion" rebid. If the responder has any shortage elsewhere, the responder rebids in steps:

First Step:

Singleton in lower unbid side suit.

Second Step:

Singleton in higher suit.

Third Step:

Void in lower unbid suit.

Fourth Step:

Void in higher unbid suit.

In counting the steps, a game bid in the agreed trump suit, the sign off, is omitted.

(11) Defensive to 2D Flannery opening

There is also a Defense to the Flannery Two Diamond convention, and this is always a matter of the partnership agreement. Many bridge players play the standard defense, which is as follows:

Overcall Meaning

2 ♥: Indicates a 3-suited Takeout, with shortness in Hearts.

Double: Indicates the equivalent of a strong 1 No Trump opening, 15 plus points.

2 NT: Indicates the Unusual No Trump convention signifying both Minor suits.

Suit Overcall: All other suit overcalls are natural.

Overcall Alternative Meaning

Double: Indicates a balanced in the 13-16 point range

2 NT: Indicates a stronger balanced hand.

As with all defense methods and treatments, they must be first approved by the partners and should become part of the partnership agreement. As the reviewer can see, there are different approaches when defending. These should be discussed beforehand and, if selected, applied if the opponents are using the Flannery Two Diamond convention. **It must also be noted that this concept has been varied and modified by several partnership agreements, which are not presented here.**

(99) Standard leadings:

OKbridge SA-YC Default Carding	
Carding	High discard encourages, Low discourages: infrequent count signals
Suit-leads	4th best, Kqx, Qjx, Jtx, T9x, kJtx, kT9x, qT9x, xxX, xxxX, xxxXx, aKx
NT-leads	4th best, aKjx, aQjx, aJt9, aT98, Kqjx, kQt9, kJt9, kT98, Qjtx, qT98, Jt9x, T98x, xxX, xxxX, xxxXx

(100) The opening rule for holding a balanced hand:

With 12-14 hcp, open 1* and planning to rebid 1NT.

With 15-17 hcp, open 1NT.

With 18-19 hcp, open 1m and planning to rebid 2NT.

With 20-21 hcp, open 2NT.

With 22-24 hcp, open 2c and planning to rebid 2NT.

With 25-27 hcp, open 2c and planning to rebid 3NT (Since opening 3NT is Gambling 3NT)

101. Terminologies:

1. Both majors means at least 5-5 in vulnerable, at least 5-4 in non-vulnerable; similar for both minors.
2. Forcing: In an uncontested auction any new suit bid (where it is not preemptive) at the 3 level is 100% forcing. This applies to both opener's and responder's calls. SAYC, in common with all versions of Standard American, adheres to the new-suit forcing principle, i.e., a new suit by responder is forcing for 1 round, unless responder has previously passed or either player has bid notrump. Having said this, very few 1st/2nd round bids in uncontested auctions are 100% forcing in SAYC – J2N, a jump shift, and a new suit bid at the 3 level are forcing. If responder makes a 2 level first round bid then he usually promises a rebid.
3. Cue-bid: suit bid where the suit has been bid by opp. already; an artificial bid
4. Although some conventions suggest the hcp range, but in reality it is always appropriate to judge on your past experiences (See Stayman & Jacoby Transfer as examples)
5. Sign off: Equivalent as a "Shut bid", is a bid that tells your p "to play" and "no more bids, pls."
6. Advancer: the p of the player who starts the convention.
7. Limited bid: a bid that shows limited/all the pts