



tips and tricks

Keeping you up to date with everything Bridge...

► Developing a good system

(1) THE BASICS: STANDARD 5 CARD MAJORS

OPENER'S FIRST BID	OPENER'S SECOND BID	RESPONDING TO 1NT	RESPONDING TO 1 OF A SUIT	COMPETITIVE BIDDING
<p>13-20 Open one of longest suit</p> <p>Open 1♠ or 1♥, with 5+ cards</p> <p>Open 1♦ with 4+ cards</p> <p>Open 1♣ with 3+ cards</p> <p>If 5/5 shape, open higher-ranked</p> <p>Open 1♦ if 4/4 shape in minors</p> <p>Open 1♣ if 3/3i n minors</p> <p>Open 1NT if 15-17 & balanced shape (4443, 4432, 5332)</p>	<p>SINGLE-SUITED (6+ cards), rebid suit</p> <p>2-SUITED (5/4+) bid 2nd suit</p> <p>BALANCED, bid 1NT</p> <p>SUPPORT for responder, raise suit</p> <p>MINIMUM 13-15, bid lowest level</p> <p>MEDIUM 16-18 jump a level</p> <p>MAXIMUM 19-20 jump to game</p>	<p>0-7 unbalanced, bid 2 of long suit</p> <p>0-7 balanced, pass</p> <p>8-9 balanced, bid 2NT</p> <p>10+ unbalanced,</p> <p>6+ cards in suit, bid game in suit, or</p> <p>5 cards in suit, jump to 3 of suit</p> <p>10+ balanced, bid 3NT</p>	<p>(1) WITH FIT</p> <p>Add short suit points Doubleton add 1 Singleton add 3 Void add 5</p> <p>With 6-9 raise to two level</p> <p>With 10-12 jump to 3</p> <p>With 13+, bid 4/game level</p> <p>2) WITH NO FIT</p> <p>6+ Bid own suit (forcing)</p> <p>6-9 no fit or support, bid 1NT</p>	<p>OVERCALLS</p> <p>10-16, 5+ cards, good suit</p> <p>DOUBLE 13+, support for unbid suits</p> <p>RESPONSES</p> <p>Raise overcall with 3+ card support</p> <p>After double:</p> <p>0-8, bid longest or major at cheapest level</p> <p>9-11, jump bid best suit</p> <p>12+, jump straight to game or cue bid the opener</p>

(2) CONVENTIONS FOR INTERMEDIATES

BLACKWOOD	STAYMAN	OPENING 2♣	WEAK 2-BIDS	TRANSFERS
<p>4NT = Ace ask after fit is found</p> <p>Answers:</p> <p>5♣ = 0 (Aces)</p> <p>5♦ = 1</p> <p>5♥ = 2</p> <p>5♠ = 3</p> <p>If your side has all aces, then 5NT asks for Kings</p>	<p>2♣ after 1NT, or 3♣ after 2NT asks for four-card major</p> <p>Respond</p> <p>2♦ with no major</p> <p>2♥ with 4 cards</p> <p>2♠ with 4 cards</p>	<p>Open</p> <p>2♣ with hands too strong for a one-bid, either balanced or unbalanced.</p> <p>Usually at least 19 points and 3 losers or fewer, or 22+ balanced</p>	<p>Open 2♦/♥/♠ to show weak hands, with six cards in suit, 6-9 pts and a good suit (2 of the top 3, or 3 of the top 5 honours)</p> <p>ie. need atleast 2 AKQ, or 3 of AKQJ10</p>	<p>pd opens 1NT or 2NT, bid suit below the genuine suit held shows 5+ cards, (any points)</p> <p>1NT p 2♦ (= 5 + ♥)</p> <p>1NT p 2♥ (= 5 + ♠)</p>

(3) CONVENTIONS FOR ADVANCED PLAYERS

(1) *Jacoby 2NT*

The strongest major raise (opening hand or better), with 4+ card support 1♥ p 2NT

(2) *Roman Key Card Blackwood*

Ace ask that includes 5 key cards (trump king + 4 aces) &/or trump queen

(3) *Inverted Minors*

The meaning of 1♣/♦ p 2♣/♦, and 1♠/♥ p 3♠/♥ is inverted (raise to 2 is now strong)

(4) *New Minor Forcing*

Checkback. Bid other minor, after 1min, p 1 maj, p 1NT eg 1♠ p 1♣ p 1NT p 2♦ Asks for 3 card support for the bid major, or further hand description. Shows 10+pts

(5) *Lebensohl*

When opps compete over our 1NT. Eg 1NT (2♦) 2NT = Lebensohl, and is relay to 3♣. Allows different hand shapes and strengths to be shown.

(6) *Negative & Support Doubles* competitive X's showing values &/or 3 card support. Eg 1♠ (1♠) X = negative, showing hearts and maybe other suit.

1♣ p 1♥ (2♦) X = support to show 3 card support for partner's hearts. With 4, bid 2♥

(7) *Drury*

2♣/♦ by passed hand after 1major opening by pd shows support, 10 - 12 pts, and asks if pd has opened light in 3rd or 4th eg p 1♥ p 2♣ - shows three hearts and 10 - 11 pts, and if pd bids 2♥, then that shows a weak opening hand.

(8) *Michaels Cues & Unusual NT*

Two-suited 5/5 overcalls. 1♥ (2♥) = 5 spades & 5 of either minor. Usually weakish.

(9) *Splinter Bids*

4+ card raises showing shortage in suit bid eg 1♥ p 4♣ = a raise to 4♥ with short ♣

(10) *Help Suit Trial Bids*

When major fit is agreed, new suit bid asks pd to bid game with help eg 1♥ p 2♥ p 3♣ - this asks pd to bid 4♥ with help in the club suit

(11) *Cue Raises*

Bid of opps' suit shows strong raise of pd suit 1♥ (1♠) 2♠ = good ♥ raise.

(12) *Transfers to 4 Suits*

1NT p 2♦ shows hearts, 2♥ show spades, 2♠ shows clubs, and 2NT shows diamonds

(13) *Bergen Raises*

After one of a major opening

1♠ p 3♠ = 4 trumps and weak (less than 6 pts)

1♠ p 3♣ = 4 trumps 10- 12

1♠ p 3♦ = 4 trumps 6 - 9

(14) *Cappelletti* over Opps' 1NT openings

1NT (X) = penalties, (2♠) = single suit (any), (2♦) = both majors, (2♥) = hearts & a minor, (2♣) = spades & a minor, (2NT) = both minors

(15) *2/1 Game Force (and the forcing 1NT)*

1♦ p 2♣ or
1♥ p 2♠/♦ or
1♠ p 2♥/♣,♥

Two over one responses show 13+, not just 10 - 12 hands, with own suit.

The 10 - 12 pt hands go into the 1NT response, which now shows either 6-9 or 10-12.