

The Bridge Booklet

(BB07)

Useful Conventions



Conventions - Conventions

2-Way Reverse Drury

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Help Suit Game Try

Unusual NT

Two-Way Reverse Drury

This situation occurs in third or fourth seat. The idea behind this structure is to not only help players to avoid getting too high when their partner opens in 3rd or 4th position but also to assist the partnership to reach game when it has the available assets to do so.

Support (dummy) points

Doubleton - 1 point
Singleton - 3 points
Void - 5 points

Structure

After hearing/seeing partner's 1H or 1S in third or fourth seat -

- 1 S (P) 2C - artificial - with 11 - 12 support points and exactly three card support
- 1 S (P) 2D - artificial - with 11 - 12 support points and four or more card support

If opener has less than a sound opening bid - 12+ points he/she returns to the agreed major at the two level

Example - P P 1S P
2C P 2S (less than a sound opening bid)

Any other bid by opener after a Drury response shows a sound opening bid and is ongoing.

Quiz: The bidding has gone - P P 1S P

What would you bid with each of the following hands?

1. 109xx KQJx AJx xx _____
2. KQx A10xx Qxx xxx _____
3. K10x xxx A10x Jxxx _____
4. Kx QJx J10xx QJxx _____

5. Kxx Jxxx xxxx Jx _____
6. AK10 10xx Axxx xxx _____
7. Kxxx 10x Kxxx Axx _____
8. Kxxx Qxxx xxx xx _____
9. Axx KQxx Qxx xxx _____
10. KJ10x Q9x xxxx AJ _____
-

Answers:

1. 2D 6. 2C
2. 2C 7. 2D
3. 2S 8. 2S
4. 1NT 9. 2C
5. Pass 10. 2D
-

Notes:

Bergen Major Suit Raises

This situation happens in first or second seat.

Support (dummy) points

Doubleton - 1 point

Singleton - 3 points

Void - 5 points

Structure

2S - three card support - 6 to 10 support points

3C - four card support - 7 to 10 support points

3D - four card support - 11 to 12 support points

3S - four card support - 2 to 6 support points - preemptive

If you have 11 - 12 support points and three card support - bid another suit at the two level and then jump to three of the major at your second turn.

Example - 1S 2C
 2D 3S (limit raise - 3 card support)

Systems On or Off

For simplicity's sake - the easiest agreement is that systems are on over double but are off after any other overcall by the opponents.

Example - 1S Dbl 3C (4 card support - 7 to 10 support points)

Example - P P P 1S
 P 2D P 2H (4 hearts and a sound opening bid)

Systems On or Off

For simplicity's sake - the easiest agreement to play is that systems are on over double but are off after any other overcall by the opponents.

Example - P P 1S Dbl
 2D (limit raise with 4 or more trumps)

4. If partner happens to bid the "fourth suit" - ie. - the suit not bid by the opponents or not shown by the 2NT bidder - that bid is natural and not forcing - it shows a good suit of at least 6 cards, a decent hand and no support for either of the 2NT bidder's suits. Example -

1S 2NT Pass 3H
shows a hand such as: KQxx KQJxxxx x x

Rebids by the 2NT bidder

1. Raises are non-forcing. Example:

1S 2NT P 3C
P 4C

2. All other bids show a very good hand in terms of points and/or shape but; with the exception of a cue bid, are non-forcing. Example:

1S 2NT P 3C
P 3D (a very good hand with 60/SC)

Responder's first bid - Unusual 2NT

Your partner has bid 2NT over the opponent's opening bid. What is your response? The opponents' bid and the vulnerability are before your hand.

1. (NV) 1C xxx Kxx QJxx Jxx 3H/4D
2. (V) 1S QJxx K10xxx xx xx 3C
3. (NV) 1H KJxx QJx xxxx xx 4D (4th suit)
4. (V) 1D AKJxxx xx QJx xx 3S
5. (NV) 1S Jxx Jxxxx J10x xx 3D

When you are vulnerable - you need better suits/distribution - a hand such as x KQJxxx KJ 1 Oxx x is fine.

3. When is 2NT not unusual? The unusual 2NT is NOT on when the opponents open a weak 2 bid. Over 2D/2H/2S - 2NT shows a balanced 15 - 18 with their suit stopped.

Special Feature If the opponents bid and raise a major - 2NT can be used to show the minors. Examples:

1S	P	2S	2NT
or			
1H	P	2H	P
P	2NT		

Opener's Quiz The opponent's opening bid is in brackets. What would you bid with each of the following hands? Assume favourable vulnerability.

- | | | | | | |
|---------|-----|--------|-------|--------|-----|
| 1. (1S) | x | xx | KQxxx | QJ10xx | 2NT |
| 2. (1C) | xx | KQJxx | QJxx | xx | 1H |
| 3. (1H) | xx | x | AKxxx | QJ9xx | 2NT |
| 4. (1D) | xx | KQ10xx | x | AKJxx | 1H |
| 5. (1S) | xxx | K10xx | xx | AQxx | P |

Partner's Responses

1. Partner bids the suit that he/she has the most tolerance for - with equal length in both suits - especially with two doubletons - partner BIDS THE CHEAPEST SUIT.

2. If partner has a weak hand with four card support he/she can consider making a preemptive jump bid - example -

1H	2NT	Pass	4C
----	-----	------	----

3. With a good hand - partner can cue bid the opponents suit - this shows support for one of partner's suits and interest in game/slam - the cue bid is FORCING FOR ONE ROUND. Example:

1S	2NT	Pass	3S
----	-----	------	----

Example - P P P 1S
2C - systems off - you could compete either with a cue bid (3C) or bid 2S then 3S depending on the vulnerability and the number of trumps that you hold

Example - 1S 2D - systems off - you could cue bid (3D) with a limit raise or compete with 28 and then 38 with less and four card support

Quiz: The bidding has gone -1S (Pass) ??

What would you bid with each of the following hands?

1. QJxx 109x K10xx xx _____
2. Jxx KQJx QJx xxx _____
3. AKxx xx 108x QJ10x _____
4. QJx 107x J10xx xxx _____
5. QJ98 KJx 10x K952 _____
6. 109xx KJxx xxx xx _____
7. KQx QJ10 K10xx xx _____
8. Axxx xx KQJx Jxx _____
9. 10x KJx QJxx J10xx _____
10. Q10xx A9xx Jx Qxx _____

Answers:

- | | |
|-------|----------------------|
| 1. 3C | 6. 3S (Pre-emptive) |
| 2. 3C | 7. 2D followed by 3S |
| 3. 3D | 8. 3D |
| 4. P | 9. 1NT |
| 5. 3D | 10. 3C |

Modified Ogust

Rule of 17 for advancing a Weak Two

After your partner opens a disciplined weak two - at least 6 HCP and one of the top three honours - the rule of 17 operates as follows: add your HCP to the length you have in partner's suit - if the answer is 18 or more - look to advance to game by bidding 2NT.

It is wise to ensure that your points are supported. Outside of your partner's suit - singleton king, Qx or Jxx are holdings which you should devalue.

Sample hands - the bidding has gone - 2H (P)

Would you bid 2NT with:

A72 Q5 KQ53 KQ74 *Yes: 16 HCP + 2 Trump = 18*
 K74 Q5 KJ42 KJ76 *No: 13 HCP + 2 Trump = 15*

Structure

Minimum hand - 6 to 8 hcp

Maximum hand - 9 to a bad 11 hcp

Memory aid - minors are for minimums 1 - 2 - 1 - 2 - 3

2D, 2H or 2S opening - 2NT is forcing and asks partner to further define his/her hand

Answers -

3C minimum hand with 1 of the top three honours
 3D minimum hand with 2 of the top three honours
 3H maximum hand with 1 of the top three honours
 3S maximum hand with 2 of the top three honours
 3NT maximum hand with all 3 -of the top three honours

Bidding two sample hands

Opener	Resp	Opener	Resp
QJxxxx	A10x	KOJxxx	10xx
K10x	Q9x	OJx	K10xx
J10	KOxx	xx	AKxx
xx	KJxx	xx	KQ
2S	2NT	2S	2NT
(9 pt)	(17)	(9 pt)	(18)
3C	3S	3S	4S
min w/1 Hn		max w/2 Hn	

Unusual 2NT (alertable)

The purpose of unusual 2NT is to enable the partnership to more easily express hands which are 5/5 or better. Examples -

Opponent's Opening Bid	Our Bid	Meaning
1C	2NT	5D + 5H
1D	2NT	5C + 5H
1H	2NT	5C + 5D
1S	2NT	5C + 5D

Discussion Points

1. What strength of t, :md should we have to bid the unusual 2NT?

I suggest either a weak hand (0 to 10 hcp) such as -

xx x KJxxx QJ10xx

or a strong hand (16+ hcp) such as -

x x AKQJx QJxxx

With an intermediate hand of 11 -15 hcp such as -

xx x AKJxx QJxxx

you should attempt to bid out your hand.

Sample Hands - the opponent's bidding and the vulnerability are beside the hand. What would you bid with each of the following?

- (NV) 1C x K10xxxx QJ10xx x *2NT*
- (V) 1S x AKJxx J10xx xxx *P*
- (NV) 1H xx x AKJxx KQJxx *2D*

Question - How do you, as responder, know which type of hand the unusual NT bidder has? The answer is that with a weak hand, he/she will PASS at his/her next tum - with a strong hand, he/she WILL BID AGAIN. Example - 1S 2NT P 3D P 4C (strong hand with 6C/5D)

2. What suit quality should the 2NT bidder have? This is a question to discuss with your partner. My suggestion is that the vulnerability is the most important thing to consider. Vulnerable against not - bidding 2NT after their opening bid of 1 C with xx KJxxx QJ9xx x is probably not a good idea. Non - vulnerable against vulnerable - then by all means get in their way.

Michaels Cuebids Quiz - (responder)

The vulnerability, opponents' opening bid and your partner's bid are at the beginning of each problem. What would you respond with each of the following hands?

1. (V) 1C (2C) Axxx Qxx Jxxx xx S
2. (NV) 1H (2H) xx QJx Qxxx Jxxx 2NT
3. (NV) 1D (2D) xx Qxxx J10xx xxx 3H
4. (V) 1H (2H) AKxx x KQJxx Qxx 3D/4S
5. (NV) 1C (2G) 10x QJx Q10xxx KJx 2NT

Interference against Ogust - use stolen bid principles

- 1) If you can make the bid you were going to make - do so
eg. 2S P 2NT 3C
3D (minimum hand - 2 of the top three honours)
- 2) If the opponents make the bid that you were going to make - double it
eg. 2S P 2NT 3H
Dbl (max hand with 1 of 3 top honours)
- 3) Pass if your bid is lower than the bid made by the opponents
eg. 2S P 2NT 3H
Pass (your bid would have been 3C or 3D)

Ogust Quiz - the bidding has gone: 2S P 2NT P

What would you bid with each of the following hands?

- 1) KJxxxx Qxx Jx xx 6) Q10xxxx KJx Qx xx
- 2) AKQxxx xxx xxx x 7) K10xxxx 10x KQJ xx
- 3) KQxxxx J10xx Qx x 8) QJxxxx Kx Qxx xx
- 4) AQxxxx xxx KJ xx 9) KQ10xxx xx KJx xx
- 5) J10xxxx QJx Kx xx 10) A10xxxx Jxx x Jxx

Answers

1. 3C
2. 3NT
3. 3D
4. 3S
5. 3C (Pass)
6. 3C
7. 3H
8. 3C
9. 3S
10. 3C

Jacoby 2NT

When opener bids 1H or 1S and responder bids 2NT he/she shows a **game forcing hand with four card or longer support in the major.**

Sample hands

The bidding has gone - 1 S P

Would you bid 2NT with:

A72 KQJ4 QJ73 92 *No: game points but only 3 trump*

A972 KQJ6 84 QJ75 *Yes: game points and 4 trump*

Structure

After a Jacoby 2NT response - opener responds as follows (assume a 1S opening):

3C/3D/3H singleton or void in the suit - 13+ points

4C/4D/4H shows a good quality 5 card suit - a source of tricks - KQJ74

3NT shows a sound opening of 14 - 15 hcp without shortness

3S a rebid of the major shows slam interest and typically denies shortness - usually a hand with a good 16 hcp - AKQ653 A2 J5 A83

4S a minimum hand with no interest in slam

Bidding two sample hands

Opener	Resp	Opener	Resp
2	A73	AK2	QJ3
KJ984	Q1072	KQ984	AJ72
AJ872	KQ	QJ72	84
A8	K953	8	KQJ6
1H	2NT	1H	2NT
4D/3S	4NT	3C	4NT

Michaels Quiz (opener)

The opponents' bid and the vulnerability are stated. What would you bid with each of the following hands?

- (NV) - 1H AJ10xx x xx KQxxx 2H
- (NV) - 1D AKxxx AQxxx x Jx 1S
- (V) - 1S ---- K10xxxx QJxxxx x 2S
- (V) - 1C AKJ10x KQJxxx x x 2C
- (NV) - 1D AQJxx KQxx xx xx 1S

Responses to Michaels

At first, partner should assume a weak hand for the Michaels bidder - with a strong hand - the Michaels bidder will bid again.

Possible responses are -

- a simple preference bid - the weakest bid that responder can make
- a jump preference - usually preemptive
- a cue bid of the opponents' suit which is a game or slam try
- a new suit - non - forcing
- 2NT - when the cuebid is in a major suit - asks partner to bid his minor suit - eg:

1 S	2S	P	2NT
	P	3C	
- 3NT is to play

Rebids by the Michaels Bidder

1) With 12 points or less - pass or raise. A raise is not invitational. It shows 6/5 or better and is usually preemptive.

2) With 16 hcp or more - bid game or a new suit inviting game.

eg:

1C	2C	P	2S
P	3H		

Michaels Cuebids

The purpose of Michaels cuebids is to allow the partnership to better express hands which are 5/5 or better. Examples :

Opponent's Opening Bid	Our bid	Meaning
1C	2C	5H + 5S
1D	2D	5H + 5S
1H	2H	5S + 5 of a minor
1S	2S	5H + 5 of a minor

Bidding a sample hand

AJ9xx	Kxx
A	xxxx
AK10xxx	x
10	KQxxx
(1H) 2H (P) 2S	
(P) 4S	

Discussion Points

1. What strength? My suggestion is to either use Michaels with a weak hand (0 to 10 hcp) such as KJxxx QJ10xx xx x or a strong hand (16+ hcp) such as AKQxx AKJ10x Kx x. With a medium hand (11 - 15 hcp) such as AQxxx AQ10xx xx x, I recommend bidding your hand out.

2. What suit quality? Again, this is something that you should discuss with your partner. If non - vulnerable against vulnerable I recommend being aggressive - a hand such as Q10xxx KJxxx xx x is OK. Vulnerable, you need to have better suit quality and better texture (card combinations). In all cases, 5/5 is the minimum distribution.

3) Is Michaels on:

- by a passed hand? I recommend yes.
- in balancing seat? (the last seat before the hand is passed out). I recommend yes.
- after the opponents bid 1 any suit (eg. 10) Pass 1 NT? I recommend yes but please discuss thoroughly with your partner before attempting to use it.

What to do when the opponents interfere after a Jacoby 2NT bid

1) four of the same major is a signoff with no shortness

1H P 2NT 3D
4H

2) pass shows shortness in the opponent's bid suit

1H P 2NT 3C
P (singleton or void in C)

3) a bid in a new suit shows shortness in that suit

1H P 2NT 3H
3S (singleton or void in spades)

4) 3NT shows a medium (16 to 18 hcp) or a maximum (19 to 21 hcp) hand with no shortness

1H P 2NT 3D
3NT

Jacoby 2NT - Quiz The bidding has gone - 1H/1S P 2NT P

What would you bid with each of the following hands?

Answers

- Axxxx x KJx KQxx 3H
- AQxxx Qx KQJxx x 4D
- AJx K10xxx QJxx x 4H
- Ax KQxxx AKxx xx 3H
- AKxxx KQx QJx xx 3NT
- x Axxxx KQxx KJx 3S
- AKQxxx Ax Axx Jx 3S
- KJxxx Axx KQ xxx 4S
- AJxxx x Ax KJxxx 4C
- AJx KQxxx QJxx x 3C

Inverted Minors Structure

1C/2C and 1D/2D shows: 11+ points, the appropriate number of suit cards (usually 5 for clubs and 4 for diamonds) and NO FOUR CARD MAJOR - eg: Ax KJx QJ10xxx xx

1C/1D - 1NT shows a hand of 7 - 10 hcp with NO FOUR CARD MAJOR - eg: Kxx QJx Q10xxx xx

1C/3C and 1D/3D shows a hand with 0 to 6 hcp, the appropriate number of suit cards (usually at least 5) and NO FOUR CARD MAJOR - eg: x xxx xxx KQJxxx

Discussion Points

- 1) Are inverted minors on by a passed hand? I suggest yes but remember that responder will have exactly 11 hcp or a bad 12.
- 2) Are inverted minors on after double or an overcall? I suggest no but some partnerships may wish to use systems on after a double.
- 3) How high is the partnership forced after the raise from 1 to 2? My suggestion is that you can stop in partscore if either player's next bid is 2NT or 3 of the minor.

eg. (a) 1C (P) 2C (P)
2NT (P) P (P)

(b) 1D (P) 2D (P)
2H (P) 3D (P)
P

Continuations by Opener after 1C/2C and 1D/2D

The goal of inverted minors is to find a safe stopping spot - either 3 of the minor or, ideally - 3NT. With that in mind, opener's possible responses are:

1. 2H or 2S - stopper in that major - must be alerted as it does not have to be 4 cards
2. 2NT - both majors stopped - (12 - 13 hcp)
3. 3NT - both majors stopped - (14 hcp)

Extra Feature - 2NT as a general game try

When you have two suits that you need help in and are not sure which one to ask for - some partnerships use 2NT as a general game try. It says - "partner if you have a maximum hand for your raise - bid game - if not - go back to three of the agreed major."

Examples

1S	2S	1S	2S
2NT	3S (min hand)	2NT	4S (max hand)

Bidding two sample hands

x	AJx		J10x	Ax
AKxxx	xxx		KQxxxx	Jxx
KQJ	Axxx		AJ	xxxx
Qxxx	xxx		Ax	Kxxx
1H	2H		1H	2H
2NT	4H		2NT	4H

Structure

When the bidding goes 1H - 2H or 1S - 2S:

1. with one loser in the suit asked - eg: KQx - bid game
2. with three losers in the suit asked - eg: - xxx - go back to three of the agreed major
3. with two losers and a minimum hand - eg: Q10x and 6 to 8 support points - go back to three of the agreed major -
4. with two losers and a maximum hand - eg: KJx and 9 - 10 support points - bid game

Help Suit Game Try Quiz

Assume the bidding has gone 1S - 2S and opener has 15-17 HCP. The suit asked for the general game try ask is in the brackets. What would you bid with each of the following hands?

1. xxxx KQx x Jxxxx (D) 4S
2. KQx K10xx Jxx xxx (H) 4S
3. 10xx Jxx KQJx Qxx (S) P
4. Kxx xxxx xxxx Kx (C) 4S
5. Axxx KQxx xx xxx (2NT) 4S
6. Axx xxxx KJx xxx (D) 3S
7. Kxx QJxx QJx xxx (C) 3S
8. Q10x KJxx xxxx xx (2NT) 3S
9. KQxx xxx J10xx Kx (S) 4S
10. KJx Q10xx xx Kxxx (H) 4S

Once opener has bid a major suit stopper - responder can bid one in return (again the goal is 3NT).

eg: 1C (P) 2C (P)
 2H* (P) 2S*

*these major suit bids must be alerted as they do not require 4 cards

After these shows of concentration - if the next bid is 2NT or 3 of the minor - IT CAN BE PASSED

eg: 1D (P) 2D (P)
 2S (P) 3D* (P)
 P

*no heart stopper

Bidding two sample hands

Opener	Resp	Opener	Resp
AQJ	xx	Axxx	QJx
Qx	Kxx	Kx	Qxx
A9xx	Q10xx	KQJx	Axxx
J10xx	AQxx	xxx	Qxx
1D	2D	1D	2D
S	3H	2NT	3D
3NT	P	P	

Inverted Minors Quiz

The bidding has gone 1C or 1D. What would you bid with each of the following hands?

- 1) xxx A10x Qxxxx xx 3D
- 2) x Kxx Kxxxx Axxx 1NT/2D
- 3) AJx xx KJx Axxxx 2C/2D
- 4) QJx xx QJxxx Kxx 1NT
- 5) xx xxx Kxx QJxxx 3C

Continuations by Opener Quiz

The bidding has gone 1C/2C or 1D/2D. What rebid would you make with each of the following hands?

- | | | | | | |
|----|-------|-----|-------|-------|-----|
| 1) | xxx | AQ | AQxxx | J10x | 2H |
| 2) | AQx | AJx | xxx | QJ10x | 3NT |
| 3) | Kxx | Jx | A10xx | AQxx | 2S |
| 4) | xx | Kxx | KQxxx | Kxx | 2H |
| 5) | A10xx | QJx | KQxx | xx | 2NT |

Notes

Help Suit Game Try

A help suit game try occurs after an auction begins 1H - 2H or 1S - 2S. When opener has game invitational values (15 -17 hcp) he/she can bid a suit (including trumps) at the cheapest level to ask partner to bid game if partner has a good holding in the agreed suit. If partner does not have a good holding - he/she goes back to three of the agreed major.

What is a good holding? Losing Trick Count

Counting your losers in a suit :

Void - no losers

Singleton suit - count 1 loser except A singleton (0)

Doubleton suit - count 2 losers except AK (0) Ax (1) or Kx (1) count Qx as 2 losers

Three card or longer suit - count 3 losers but deduct one loser for each of the A, K or Q

Examples - how many losers in each suit below?

A8765	(2)	KJ4	(2)	94	(2)
KQJ93	(1)	KQ4	(1)	K4	(1)
J8765	(3)	973	(3)	976542	(3)
AKQ65	(0)	AK	(0)	A	(0)

2H/2S hand criteria

Minimum hand:	6 - 8 support points
Maximum hand:	9 - 10 support points

Are the hands below minimum or maximum? Assume a 1S - 2S bidding sequence:

xxx	Kxxx	xxx	Kx	(Minimum)
QJx	KJx	Qxxxx	x	(Maximum)
Q10xx	Kxx	x	J10xxx	(Minimum)