

Bridge Convention

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1 Introduction

1.1 Named conventions that we use

In short, our system is based on:

- ACOL (4 card majors)
- Strong **2♣**
- Three Weak Twos
- Weak **NT**
- Stayman and Transfers
- Ogust convention
- Jacoby **2NT**
- Gerber **4♣** for **NT** contracts
- Blackwood (1430 Roman Key Card) **4NT** for suited contracts

1.2 Notation

This is how the suits are displayed. ♠♥♦♣.

We write **T** instead of **10**.

This is how a hand is displayed. **KJ2♥ AT98♠ KQ532♦ 7♣** (13).

These are annotations.

2 Hand Analysis

Points. Ace - 4, King - 3, Queen - 2, Jack - 1.

Shape.

No voids, no singletons, at most one doubleton is **balanced**. Anything else is **unbalanced**.

The probability of a balanced hand is ~ 0.47 , and the most probable hand, 4-4-3-2 is balanced.

Notice that all unbalanced hands have a 5-card suit, except for a 4-4-4-1 split.

3 Opening Bids

3.1 1 level bids

3.1.1 1♣♦♥♠

- Balanced, 15-19 HCP.
- Unbalanced, 12-19 HCP.

The above is a simplified summary of 1 level suit bids. The following rules also apply.

- Always bid your longest suit.
- If you have two longest suits of equal length, do the following.
 - If there are 4 of each, bid the cheaper suit.
 - If there are 5 or 6, bid the higher, unless they are hearts and spades.
- If 4441 distribution, do the following.
 - With a red singleton, bid the suit below.
 - With a black singleton, bid the middle suit.
- For unbalanced hands, you may open if you have less than 12 HCP, using *Rule of 20*. If the length of your two longest suits added to your point count is 20 or more, you may make a 1 level opening.

3.1.2 1NT

- Balanced, 12-14 HCP.

3.2 2 level bids

3.2.1 2♣

- Balanced, 23-37 HCP.
- Unbalanced, 20-37 HCP.

3.2.2 2♦♥♠

To make a weak 2 level bid, you should have at least 3 HCP in the suit you bid. If you have two 6 card suits bid the major. With both majors, bid the suit with the most HCP. If you have two 7 card suits, remember to count your cards before you look at them.

- 6-9 HCP, 6 card suit.
- 4-5 HCP, 7 card suit.
- 3-2 HCP, 8 card suit.

3.2.3 2NT

- Balanced, 20-22 HCP

3.3 3 level bids

3.3.1 3♣♦♥♠

To make a 3 level bid, you should have at least 3 HCP in the suit you bid.

- 6-9 HCP, 7 card suit
- 4-5 HCP, 8 card suit

3.3.2 3NT

- 7 card minor, headed by AKQ, no other aces or kings.

3.4 4 level bids

3.4.1 4♣♦

- Some sort of pre-emptive bid.

3.4.2 4♥♠

- Can make game in a major with minimal help from partner, who might pass an opening at the 1 level. Works as a pre-emptive too.

3.4.3 4NT

Not used

3.5 7 level bids

- Opener can make grand slam by themselves.

4 Responses to Opener

4.1 Responses to 1 level suit openings

When responding with a suit, the priorities are as follows.

- Bid the longest suit first
- With 5 or 6 of each bid the higher ranking suit
- With multiple 4 card suits, bid them up the line.

4.1.1 Weak responses

If you have 6-9 HCP, you must make a weak response as follows.

After a minor opening

- Bid a new 1 level suit
- Raise opener's minor
- Bid 1NT

After a major opening

- Raise opener's major
- Bid 1♠ over 1♥
- Bid 1NT

Shut-out Jump Raises If you are weak, but have 5 of opener's major and a singleton or void, you may raise immediately to $4\heartsuit$ or $4\spadesuit$. The opener should then pass.

4.1.2 Stronger responses

If you have 10 or more HCP, you may respond at the 2 level. You should only make a 2 level response if you can't make a 1 level suit response. The same rules about suit preference apply here.

4.1.3 Super strong responses

Jump Shifts If you have 16 HCP or more, then you should skip a level of bidding and change suit.

4.1.4 Over interference

Negative Doubles If the opponents interfere, you have 6 or more HCP and there is no bid you can make, then double.

4.2 Responses to 1NT

The 1NT opener is very precise, so the aim of the responses is to find game or to minimise damage. They are as follows, in order of priority.

- If you have a 5 card major suit, bid $2\heartsuit$ for hearts, and $2\spadesuit$ for spades. This is called a transfer bid.
- If you have a 4 card major suit and 11-28 HCP, bid $2\clubsuit$. This is the Stayman convention.
- With exactly 11 HCP, bid $2\spadesuit$.
- With exactly 12 HCP, bid 2NT.
- With 13-17 HCP, bid 3NT.
- With 18-26 HCP, bid $4\clubsuit$.
- With 27-28 HCP, bid 7NT.

4.3 Responses to $2\clubsuit$

- With 0-8 HCP, bid $2\heartsuit$.
- With 9+ HCP, bid your cheapest longest suit $2\heartsuit$ or $3\heartsuit$.

4.4 Responses to 2♦♥♠

- With 6-9 HCP, and 3 of opener's suit, raise to 3♦♥♠.
- With 10-14 HCP, pass.
- With 15-38 HCP, bid 2NT. This is a relay bid for the Ogust convention.

4.5 Responses to 2NT

- If you have a 5 card major suit, bid 3♦ for hearts, and 3♥ for spades. This is a transfer.
- If you have a 4 card major suit and 4-20 HCP, bid 3♣. This is Stayman.
- With 4-11 HCP, bid 3NT.
- With 12-20 HCP, bid 4♣.

4.6 Responses to 3♣♦♥♠

- With 6-9 HCP and 3 card support, raise to 4♣♦♥♠.
- With 10-15 HCP, pass.
- With 16-36 HCP, bid game in partner's suit, or bid 3NT if you have all side suits covered and opener was a minor.

4.7 Responses to 3NT

When the responder bids clubs, the opener can always correct to diamonds if necessary.

- With cover in both majors and a minor, and at least one card in the other minor, pass.
- With a weak hand and no cover, bid 4♣.
- With a strong unbalanced hand, bid 5♣.
- With 5 quick tricks including enough aces/kings, bid 6♣.
- With 6 quick tricks including 3 aces, bid 7♣.

- 5 Opener's rebids
- 6 Overcalls
- 7 Responses to Overcall
- 8 Probabilities
- 9 High Card Points vs Game points probabilities
- 10 Vulnerability
- 11 Match Points vs IMPs
- 12 Other