

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 Balanced Hands

0-11 HCP: Pass

12-14 HCP: 1NT

15-19 HCP: 1    

20-22 HCP: 2NT




23-37 HCP: 2 





3.2 Unbalanced Hands

3.2.1 5 card longest suit

3.2.2 6 card longest suit

0-5 HCP: Pass




6-9 HCP: 2   ¹





8-19 HCP: 1    

20-33 HCP: 2 

3.2.3 7 card longest suit

0-3 HCP: Pass

4-5 HCP: 2   ²

6-10 HCP: 3    

¹If the 6 card suit is clubs, then pass unless you can open at the 1 level with Rule of 20.

²If the 7 card suit is clubs then pass.

3.2.4 8 card longest suit

3.2.5 9 card longest suit

3.2.6 10 card longest suit

3.2.7 11 card longest suit

3.2.8 12 card longest suit

3.2.9 13 card longest suit

10 HCP: 7♣♦♥♠

4 Opening Bids (Alternative)

4.1 1 level bids

4.1.1 1♣

- Balanced, 15-19 HCP, 5 or 4 clubs.
- Unbalanced, 9-19 HCP, 4 or more clubs, clubs longest suit.

4.1.2 1♦

- Balanced, 15-19 HCP, 5 or 4 diamonds, no 4 or 5 card clubs.
- Unbalanced, 9-19 HCP, more diamonds than clubs, diamonds longest suit.

4.1.3 1♥

- Balanced, 15-19 HCP, 5 or 4 hearts, no 4 or 5 card clubs or diamonds.
- Unbalanced, 9-19 HCP, more hearts than diamonds or clubs, hearts longest suit.

4.1.4 1♠

- Balanced, 15-19 HCP, 5 or 4 spades, no 4 or 5 card other suit.
- Unbalanced, 9-19 HCP, more spades than other suits, spades longest suit.

4.1.5 1NT

- Balanced, 12-14 HCP.

4.2 2 level bids

4.2.1 2♣

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

4.2.2 2♦♥♠

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

4.2.3 2NT

- Balanced, 20-22 HCP

4.3 3 level bids

4.3.1 3♣♦♥♠

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

4.3.2 3NT

Not used

4.4 4 level bids

4.4.1 4♣♦

- Some sort of pre-emptive bid.

4.4.2 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.

4.4.3 4NT

Not used

4.5 7 level bids

- Opener can make grand slam by themselves.

5 Responses to Opener

6 Opener's rebids

7 Overcalls

8 Responses to Overcall

9 Probabilities

10 High Card Points vs Game points probabilities

11 Vulnerability

12 Match Points vs IMPs

13 Other