

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

Not used

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

4.1.4 Over interference

4.2 Responses to 1_{NT}

4.3 Responses to 2♣

4.4 Responses to 2♦♥♠

4.5 Responses to 2_{NT}

4.6 Responses to 3♣♦♥♠

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