



## Part 2

### Some of the more common Conventions used on OKbridge, mainly with the 2/1 Bidding System

Although one may prefer to play KISS (Keep it Simple Sweetie) 😊, there are some conventions that one should know, if only to be aware of what the opponents are telling each other! Below are detailed some of the more commonly used "optional" ones. If you would like to learn more conventions, an excellent source (and the main source for this document) is **"Modern Bridge Conventions" by William S. Root & Richard Pavlicek** (<http://www.rpbridge.net/>). This book can be ordered (Worldwide) from **Baron Barclay Bridge Supplies** (<http://www.baronbarclay.com/>)

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**Note 1:** DOPI and R-O-N-F have been included in SAYC Simplified (<http://www.annam.co.uk/sayc.htm>)

**Note 2:** ! = Alert: NF=Non-Forcing: GF=Game Forcing

## Astro (!)

A method of competing against an opponent's 1NT opening bid for 2-suited hands. An overcall of 2♣! shows at least 5/4 or 4/5 shape in **hearts** and a **minor**, 2♦! shows at least 5/4 or 4/5 shape in **spades** and any 1 other suit. HCP range approximately 9-14. Any other bid is natural. **Astro** can, by partnership agreement, also be used in the balancing seat, over 2NT openers, and **Gambling 3NT** (see below)

East	South	Shows
1NT	2♣!	At least 4 <b>hearts</b> with unknown <b>minor</b>
	2♦!	At least 4 <b>spades</b> with unknown 2nd suit

**Note 1:** The longer suit can be either way round, ie, at least 9 cards in your 2 suits

**Note 2:** One of the **Astro** bidder's **major** suits is always known

**Note 3:** All direct game calls are sign off

### More Frequent Responses to Astro

East	South	West	North	Shows
1NT	2♣!	Pass	2♦!	Denies 3 cards in the known <b>major (hearts)</b>
			2♥!	At least 3 cards in the known <b>major (hearts)</b>
	2♦!		2♥!	Denies 3 cards in the known <b>major (spades)</b>
			2♠!	At least 3 cards in the known <b>major (spades)</b>

### Less Frequently Used Responses

East	South	West	North	Shows
1NT	2♣/2♦!	Pass	2♠/3♣!	6+ <b>spades/clubs</b> , denies 3 of known <b>major</b> (non-forcing)
			2NT!	11+HCP would like to find out what partner's other suit is (forcing)
			3♣/3♦!	Good 6-card suit, good 3 of other <b>minor</b> , denies 3 of known <b>major</b> , (invitational)
			3♥/3♠!	Jump in any suit is natural and invites game. Here it invites game in the known <b>major</b> . Partner should pass if min

**Note1:** In competition, if the **Astro** overcall is doubled, responder may:

- Pass to show at least 4 cards in the suit doubled,
- Make a normal response

**Note2:** If Opp2 bids over the **Astro** overcall, the **Astro** responses have the same meanings as far as possible.

Astro Cont'd.→

## Astro ( ! ) (Cont'd.)

Options Open to the Astro Bidder	
Pass	Indicates that 2nd suit is the relay suit
2 x known major	Shows 5+ & indicates that the relay suit was not the 2nd suit (If this can't be tolerated by responder he may bid 2NT forcing the <b>Astro</b> bidder to bid his 2nd suit)
3 x suit	5+ in the 2nd suit (If <b>Astro</b> bidder's 3 is a raise or jump bid it is inviting to game)
2 x other major	Shows exactly 3 of the other <b>major</b> in case responder has 4/5 (if not responder should bid 2NT asking for <b>Astro</b> bidder's <b>minor</b> )

**Astro** can (although rare) be used over an opening 2NT (and **Gambling 3NT**) by the opponents, with extreme distribution and favourable vulnerability, to describe both 1 and 2 suited hands. The principles of **Astro** above should still apply in both direct and balancing seats.

### For Example

East	South	Shows
2NT	3♣!	<b>Hearts+minor</b> . Lacking 3 hearts partner bids 3♦! (relay)
	3♦!	<b>Spades</b> + another suit
	Any other suit bid!	Natural
	3NT!	Both <b>minors</b>

## Bergen Raises ( ! )

**Bergen Raises** apply when partner (playing 5-card **majors**) opens 1 of a **major**. The theory is that

you want to bid to the level of the combined length of your **trump** suit, according to "**The Law of Total Tricks**". i.e., with 4-card support + partners 5 = 9 tricks = 3 level. With a weak hand and 4 **trumps** you can jump to the 3 level (pre-empt). (**note**: the table below assumes a basic bidding system of 2/1)

North	South	Shows
1♥/1♠	2♥/2♠	7-10 Points with 3 trumps (constructive raise)
1♥/1♠	3♥/3♠!	0-6 Points with 4 trumps
1♥/1♠	1NT!	6-12 Points less than 4 trumps, good other <b>major</b> /other suit (forcing) (If responder has good 10-12 and 3 trumps, he rebids 3 of opener's suit)
1♥/1♠	2NT!	<b>J2NT</b> , (forcing). If NOT playing J2NT = 13+Points (invitational)
1♥/1♠	3♣!	6-9 Points and 4 trumps
1♥/1♠	3♦!	10-12 Points and 4 trumps (limit raise)
1♥/1♠	4♥/4♠!	0-6 Points and 5 trumps
1♥	2♣/2♦!	Game Forcing
1♠	2♥/2♣/2♦!	Game Forcing

**Note 1:** Nowadays most use 3♣! as the "limit" raise and 3♦! to show 6-9, either way the **minor** raise is artificial and says nothing about the bid suit.

**Note 2:** A jump to 3 of the other **major** shows a hand worth a raise to game with singleton or void in side suit: if opener wishes to discover the short suit he bids in steps eg., 1♥-3♠!, opener bids 3NT! to ask about the singleton/void: responses are: 4♣! or 4♦! = singleton/void in bid suit: 4♥! = singleton/void in **spades**. (Over 1♠-3♥!, 3♠! would ask about the short suit and a 3NT! response would = single/void in **clubs** etc.)

## Brozel ( ! )

A method of competing against an opponent's 1NT opening. A double is used to show a 1-suited hand. If partner does not wish to defend, he removes the double to 2♣ and the doubler can pass (with **clubs**) or bid his real suit.

### The Overcalls of 1NT are:

East	South	Shows
1NT	X!	1-suited hand
	2♣!	<b>clubs</b> and <b>hearts</b>
	2♦!	<b>diamonds</b> and <b>hearts</b>
	2♥!	<b>hearts</b> and <b>spades</b>
	2♠!	<b>spades</b> and a <b>minor</b> (respond 2NT to locate <b>minor</b> )
	2NT!	<b>clubs</b> and <b>diamonds</b>
	3♣/3♦/3♥/3♠!	3-suitor hand + void or singleton in bid suit. ( <b>Note:</b> most players prefer to use this as a natural bid)

## Cappelletti (Capp) (also known as Hamilton or Ham) ( ! )

Used versus opponent's opening of 1NT and can be used in direct and balancing seat. For a fuller, expanded explanation, see below

### Capp Overcalls are as follows:

East	South	Shows
1NT	X!	Strong hand (penalty oriented)
	2♣!	1-suited hand respond with 2♦! (Pass only if you have a good 6-card <b>club</b> suit). Partner can pass with <b>diamonds</b> or correct to his suit.
	2♦!	At least 5/4 in the <b>majors</b>
	2♥!	<b>hearts</b> + a <b>minor</b>
	2♠!	<b>spades</b> + a <b>minor</b>
	2NT!	both <b>minors</b>

## Cappelletti! (Capp)(Expanded)

Capp O/Call	North	Shows
X! Strong Penalty	Pass	Can stand the X
	2xSuit	Weak takeout, can't stand the X
2♣! 1-Suited	2♦!	Relay asks Pd. to bid his suit – Pd will pass if suit is <b>diamonds</b> or correct .If Pd has 6x♦+4x♣, he can show this by bidding 2NT! over the 2♦! relay
	Pass	Poor hand with long decent <b>clubs</b>
	2♥-♠!	Good 5+-card <b>major</b>
	2NT!	11-13HCP balanced hand (invitational)
2♦! 5/4+Majors	Pass	Poor <b>major</b> suit support with long good <b>diamonds</b>
	2♥-♠	Minimum response – <b>major</b> preference – (NF)
	3♣!	Poor <b>major</b> suit support with long good <b>clubs</b>
	2NT! (forcing 1rnd)	Either a <b>minor</b> -suit hand or limit raise in 1 of the <b>majors</b> (if the latter the plan is to rebid 3♥-♠ after pd has shown his better <b>minor</b> -NF,invitational)
	3♥-♠!	Preemptive in accordance with " <b>Law of Total Tricks</b> "**
2♥! Hrts+Minor (NF)	Pass	Happy to play in 2♥
	3♥!	Preemptive as * above
	2NT! (forcing 1rnd)	Asks Pard to bid his <b>minor</b> or shows a limit raise, eg. 1NT-2♥!-P-2NT!-P-3♦-All Pass or, 1NT-2♥!-P-3♦-P-3♥(invitational,NF)**
2♠! Sp+Minor (NF)	Pass	Happy to play in 2♠
	3♠!	Preemptive as * above
	2NT! (forcing 1rnd)	Asks Pard to bid his <b>minor</b> or shows a limit raise as ** above but <b>spades</b> instead of <b>hearts</b> )
2NT! both Minors	3♣-♦!	Preferred <b>minor</b>
	3♥-♠!	A good <b>major</b> of yr own and 11+HCP (more likely vs wkNT)(NF)
	Pass/3NT!	11+HCP bal hand with gd <b>major</b> stops (more likely vs wk NT)

**Note 1:** The above responses assume Opp2 passes. If Opp2 doubles the 2♣ overcall, then a redouble shows 7+HCP and support for all *suits* inviting the **overcaller** to compete at the 3-level

**Note 2:** The Partnership may agree that in the "balancing position" a double shows a 4-card **major**+ a longer **minor**

**Note 3:** **Capp** may also be used over openings of 2/3NT (including **Gambling 3NT**)

**Note 4:** Further, the Partnership may also agree to use **Capp** after one partner has opened the bidding with 1♣/1♦ and opponent has overcalled 1NT. In this case, Partner2's **Capp** overcalls at the 2-level would have the same meaning as above and would indicate a weak hand of 8 or less Points, since with a stronger hand he would double for penalty

## DONT (Disturb Opponents NT) ( ! )

1. The Overcalls of Opp's 1NT are:

East	South	Shows
1NT	X!	1-suited hand (if weak respond with 2♣! partner can pass with <b>clubs</b> or correct to his suit)
	2♣!	<b>clubs</b> and a higher-ranking suit
	2♦!	<b>diamonds</b> and a <b>major</b>
	2♥!	both <b>majors</b>
	2♠!	<b>spades</b> and may be weak

**Note:** A response of 2NT! by **North** is forcing –see below

### Possible Responses to DON'T Overcalls:

West	North	South Response Options assuming East Passes
1NT	X!	2♣! (artificial) asks Pard to bid his suit:
		If you have a v good suit of your own you can bid it
		If you have a balanced hand with 14+HCP you can Pass for Penalty
	2♣!	Pass is you have 3+♣
		Bid 2♦! (artificial) asks Pard to bid the other suit (if suit is ♦ pard will pass)
	2♦!	Pass is you have 3+♦
		Bid 2♥! (artificial) asks Pard to bid the other suit (if suit is ♥ pard will pass)
	2♥!	Pass with <b>hearts</b> or adjust to <b>spades</b>
	2♠!	Pass
		Raise if you have a strong hand and at least 2x♠ (Remember Pd is weak)

**Further 3-level calls by DONT ocaller after 2NT! (14+HCP) response(assume East passes):**

West	North	South	North	North's possible responses
1NT	2♣!	2NT! (forcing)	3♣!	Bad hand with <b>clubs</b> and unknown other suit
			3♦!	Good hand with <b>clubs</b> and <b>diamonds</b>
			3♥!	Good hand with <b>clubs</b> and <b>hearts</b>
			3♠!	Good hand with <b>clubs</b> and <b>spades</b>
	2♦!	2NT! (forcing)	3♣!	Bad hand with <b>diamonds</b> and <b>hearts</b>
			3♦!	Bad hand with <b>diamonds</b> and <b>spades</b>
			3♥!	Good hand with <b>diamonds</b> and <b>hearts</b>
			3♠!	Good hand with <b>diamonds</b> and <b>spades</b>
	2♥!	2NT! (forcing)	3♣!	Bad hand with better <b>hearts</b> than <b>spades</b>
			3♦!	Bad hand with better <b>spades</b> than <b>hearts</b>
			3♥!	Good hand with better <b>hearts</b> than <b>spades</b>
			3♠!	Good hand with better <b>spades</b> than <b>hearts</b>

### If DONT overcall is doubled, your possible responses are:

Pass	Indicates tolerance of bid suit
XX	Asks for Partner's 2nd suit
New Suit	Natural, non-forcing
<b>If DONT overcall is in turn overcalled (2of a suit) your possible responses are:</b>	
Pass	Natural, non-forcing
X	Asks for Partner's 2nd suit
New Suit	Natural, non-forcing

DONT Cont'd.→

## DONT! (Cont'd.)

2. When your side opens 1NT and Opp1 doubles a rescue bid may be necessary especially if playing weak NT

North	East	South	Shows
1NT	X	XX!	1-suited hand (if weak respond with 2♣! partner can pass with <b>clubs</b> or correct to his suit)
		2♣!	<b>clubs</b> and another suit
		2♦!	<b>diamonds</b> and a <b>major</b>
		2♥!	both <b>majors</b>
		2♠!	<b>spades</b>

## Reverse Drury (rdrury) (!)

An improved version of **Drury** that "reverses" the meanings of opener's rebids. **RDrury** is an effective way to gauge the strength of partner's 3rd/4th seat 1 of a **major** opener. 2♣! by responder shows 10-12 points with at least 3 card support for the bid suit.

Opener	Responder	Opener	Shows
1♥-♠	2♣!	2♦!	Artificial, showing full opening hand
		2♥-♠!	Rebid of suit=subminimum hand, responder should pass
1♠	2♣!	2♥!	At least 5/4 <b>sp/hts</b> , <b>does not</b> promise opening strength. Responder can pass with 4x♥ or return opener to <b>spades</b>
1♠	2♣!	3♦-♣!	Good 5 card <b>minor</b> . <b>Does</b> promise opening strength. (forcing)

**Note:** If responder really wants to show a long good **minor** he needs to bid 3♣/♦ over 1♥/♠

## Two Way RDrury (!)

Show a limit raise with three-card trump support for partner's **major** suit opener by bidding 2♣! and four-card support with 2♦! Responses are the same as above except after 2♦! you lose the "2♦! artificial full opening hand". A clear advantage of **2-way RDrury** is that opener can now identify the combined trump fit and that extra trump may be invaluable in partner's decision to bid game. **2-way RDrury** allows responder, a passed hand, to tell partner that he has a limit raise with either 3 or 4-card support for Opener's **major** suit opener. This form of **Drury** is highly recommended since opener is made aware of the combined trump total, in keeping with the "**Law of Total Tricks**".

## Flannery (!)

Instead of a weak 2♦, an opening bid of 2♦! is used to show 5 **hearts** and 4 **spades** and 11-15HCP. Responder may:

- Sign off in 2 of a **major**
- Jump to 3 of a **major** to invite game
- Bid 2NT as a forcing enquiry

Over 2NT Response, Opener Rebids as Follows:

Responder	Opener	Shows
2NT!	3♣/3♦!	3 cards in bid <b>minor</b>
	3♥!	minimum hand with 2/2 in the <b>minors</b>
	3♠!	maximum hand with 2/2 in the <b>minors</b>
	3NT!	maximum hand with 2/2 in the <b>minors</b> + an honour in both <b>minors</b>
	4♣/4♦!	4 cards in the bid <b>minor</b>

**Note:** 2♥ is sometimes used instead of 2♦ (reserving 2♦ for some other purpose) - the responses are the same, except that responder passes to sign off in **hearts**.

## Gambling 3NT (!)

1. 10-12HCP and a 7-card solid **minor**, no *void* or small singleton, open 3NT! (The hand must have no outside Ace or King).

If responder has stops in the other 3 suits and no **minor** void (and no slam interest), he can pass. If he does not have the required stops and entry, he must bid 4♣! which opener can adjust to 4♦ if necessary.

### 2. Acol 3NT Opening

16-21HCP, a solid or semi-solid **minor** suit of at least 6 (usually 7) cards, **and** outside stops in at least 2 (often all 3) suits, no *void* or small singleton

**Note:** Responder must **never** rescue partner: if slam is out of the question, responder should pass.

## Inverted Minors (!)

A single **minor** raise is forcing and a jump **minor** raise is weak, thus "inverting" the standard meaning of the two bids. When responder has a weak **minor** raise (eg. 1♦-2♦) he is unlikely to "buy" the contract so he may as well bid 3. Conversely if responder has a **good minor** raise, he wants to keep the bidding as low as possible to allow exploration for game, or slam. No hand is too strong for a single **minor** raise.

### Responses over an Opening of 1 of a Minor

North	South	Shows
1♣/1♦	1NT	6-10HCP balanced hand, denies 4-card <b>major</b> , does not deny 4 of bid <b>minor</b> (NF)
1♣/1♦	2♣/2♦!	min 10 points (no upper limit) and 4+trumps, denies 4-card <b>major</b> (forcing)
1♣/1♦	3♣/3♦!	weak hand with 5 trumps or 4 good trumps

After the single **minor** raise, opener **must** bid again, (except if responder is a passed hand, or if opener's RHO intervenes with a bid or a double).

### For Example:

North	South	North	Shows
1♣/1♦	2♣/2♦!	2NT!	minimum response suggests NT as final contract
		3♣/3♦!	minimum response, hand unsuitable for NT
		2♥/2♠!	extra strength, 4+ of the bid <b>minor</b> + 3/4-card <b>major</b>
		3NT!	18-19HCP (if playing 15-17NT), balanced hand



## Inverted Minors ( ! ) (Cont'd.)

After a single **minor** raise responder is compelled to bid again only if opener rebids in a new suit. Otherwise, responder has the option of passing if he feels the proper contract has been reached.

### Example

North	South	South's Rebid Shows
1♣/1♦	2♣/2♦!	natural showing 2♦ raise as minimum
2♥/2♠!	2NT!	
1♣/1♦	2♣/2♦!	minimum single raise (unsuitable for NT)
2♥/2♠!	3♣/3♦!	
1♣/1♦	2♣/2♦!	strength in the other <b>minor</b> , may help to enable 3NT
3♣/3♦!	3♦/3♣!	
1♣/1♦	2♣/2♦!	3 good <b>hearts/spades</b> (south denied 4 with the single <b>minor</b> raise)
2♥/2♠!	3♥/3♠!	
1♣/1♦	2♣/2♦!	stops in the 2 unbid suits
2♥/2♠!	3NT!	

After responder's rebid, any further bidding is governed by the following principle: "After a single **minor** raise, if either partner returns to 3 or 4 of the agreed **minor** or 2NT, this is **not forcing** (except if either partner has bid 3NT prior to a return to 4 of the **minor**) and indicates minimum values for his previous bidding. Hence, any other bid that does not complete game **is forcing**". In competition, the forcing single **minor** raise is "on" after a single suit overcall or t/oX

## Jacoby Transfer to Minors (J4xf) ( ! )

Used if responder has a long **minor**, less than 8HCP, limited entry making a NT contract undesirable. After a 1NT opener, a 2♠! response is a transfer to 3♣!, which can be passed with **clubs** or adjusted to 3♦ if his suit is **diamonds**.

A better method which keeps Opener as declarer, uses 2♠! to transfer to **clubs** and 2NT! to transfer to **diamonds**.

**Note 1:** **Jacoby Transfer to Minors** is "off" altogether if the 1NT opening is overcalled.

**Note 2:** Although this is an SA-YC treatment, another way is to use 2♠ to Xfer to **clubs** and 2NT to Xfer to **diamonds** thereby keeping the contract in the strong hand. See also: **Minor-Suit Stayman** and **Minor Suit Transfer Bids**

## Landy and Revised Landy (rlandy) ( ! )

A simple defense over opponent's 1NT opener. An overcall of 2♠! is artificial and asks for takeout in either of the **majors**. All other overcalls are natural, unless you use **Revised Landy** which additionally uses 2♦! to show both **minors**.

## Laventhal Discards (Lav)

Discard of a low card of either remaining suit (ie. excluding trumps and the suit you are out of), asks for the lower suit

**Example:** If, say, **hearts** are trumps and you are discarding on **clubs**, then a **low spade** or **diamond** asks for a **diamond**. Discard of a high card of either remaining suit, asks for the higher suit

**Example:** If, say, **diamonds** are trumps and you are discarding on **spades**, then a **high heart** or **club** asks for a **heart**

## Lebensohl (!)

A method of contending with the opposition suit overcall of partner's 1NT opening bid, when responder is weak but has a 5+card suit and approx 7 or less Points. Essentially it involves an artificial response of 2NT!, which demands that opener bids 3♣! as a "relay" bid. Responder may then pass (with **clubs**) or sign off in his real suit. After a 2-level overcall by the opponents, a response of 3 of a new suit is natural and **forcing**, (applies also if response is a jump shift, e.g. 1NT-2♣-3♥!).

If responder, after the **Lebensohl 2NT** bid, bids a suit that is **higher ranking than overcaller's suit**, it is invitational to game (e.g. 1NT-(2♦)-2NT!-(P)-3♣!-(P)-3♥!). The logic behind this is that if the responder had wished to sign off, he could have bid **two** immediately after the overcall, which would be weak, just as in standard bidding (e.g. 1NT-2♦-2♥).

A common problem after an overcall of the 1NT opening is determining whether a stopper is held in the opponent's suit. This can be solved through another application of the **Lebensohl** convention.

### Here's how (assume Opp2 passes):

No.	North	Opp1	South	South's Rebid Shows
1	1NT	2♥	2NT!	Confirms a <b>heart</b> stop -partner must pass
	3♣!	Pass	3NT!	
2	1NT	2♥	2NT!	The delayed 3♥ cuebid is <b>stayman</b> showing 4 <b>spades</b> and confirms a <b>heart</b> stop
	3♣!	Pass	3♥!	
3	1NT	2♥	3NT!	Denies a <b>heart</b> stop - partner must have a stop to pass
4	1NT	2♥	3♥!	Denies <b>heart</b> stop but shows 4 <b>spades</b> -partner must have a <b>heart</b> stop to bid 3NT

### Memory Aid: "DD" = "Direct Denies"

After a 2-suited overcall (eg. when opps are using conventions such as **Brozel**, **Astro** or **Landy**) and the overcall is artificial, it is still possible to employ **Lebensohl**, but with modifications as follows:

1. After a 2-suited artificial overcall of 1NT opening, the suit bid is still an "**unbid**" suit.
2. The agreements re the stop in opp's suit (see above) are "**off**"
3. After a 2-level artificial overcall, a double is for penalty but the doubler does not promise specific values in the artificial suit(s), but defensive strength (approx 7+HCP) and usually suggests length in one or both of the opp's suits.

**Note** : After a natural 3-level suit overcall a double is for takeout

A further application of **Leb** is used after partner has made a **takeout double** of opponent's **weak 2-bid opener**. A response of 2NT! (if you are weak and have a long suit) requires the doubler to bid 3♣! (unless he is v strong and can pass or bid 3NT), then you may pass (with **clubs**) or sign off in your suit.

East	South	West	North	North's Rebid Shows
2♥ Pass	X 3♣! (relay)	Pass	2NT! Pass (with <b>clubs</b> )/3♦!	Less than 7HCP with 5+cards in the bid suit

**Note:** The failure to engage the **Lebensohl 2NT** bid gives a constructive/forcing meaning to 3-level suit responses to partner's **takeout double**: to bid a higher ranking suit at the 3 level after engaging **Leb 2NT** would be invitational, e.g., 2♦-X-2NT!-3♣!-3♥!

## Lightner Double

A form of lead-directing double made over a voluntarily bid slam contract. Its purpose is to request an unusual lead, **never** a suit bid by your own side. In the majority of cases the **Lightner Double** is based on a **void**, often in one of the opponents' suits, usually in a side-suit bid by dummy.

### Note:

The **Lightner Double** only applies against voluntarily bid slams so the double of an opponent's sacrifice bid is **not** lead-directing but penalty.

## Minor-Suit Stayman (mss) ( ! )

Over partner's 1NT opener, 2♠! shows at least 5/4 in the **minors**, denies a 4-card **major** and shows game interest. If the 1NT opener bids 3♣! or 3♦!, it shows a minimum for his NT and 4 cards in the **minor** bid.

For a fuller description of **MSS** please see <http://www.annam.co.uk/2-1.html>

### Note 1:

**Minor-Suit Stayman** (like **Jacoby Transfers**) is "**off**" altogether if the 1NT opening is overcalled. This applies also when it is used over openers of 2NT and 3NT.

### Note 2:

The use of **Minor-Suit Stayman** over a 2 or 3NT opener **always** shows slam interest. If a **minor** suit has been agreed, then a later bid of 4NT is **Blackwood**

## Minor-Suit Transfer Bids (!)

Recommended treatment whereby **Jacoby Xfers to Minors** and **Minor-Suit Stayman** are used as a combined convention. The **Minor-Suit Transfer Bid** must always show a "one-suited" hand, since all "two-suited" hands are adequately catered for with the use of **Stayman**, **Jxfers to majors**, or **Minor-Suit Stayman**. **Minor-Suit Transfer Bids** uses 2NT! as the transfer to **clubs** and 3♣! as the transfer to **diamonds**.

### Example A

No.	North	South	South's rebid shows
1.	1NT	2NT!	At least 5 (usually 6) <b>clubs</b> and a "bust"
	3♣!	Pass	
2.	1NT	3♣!	At least 5 (usually 6) <b>diamonds</b> and a "bust"
	3♦!	Pass	

### Example B: further bidding by the Xfer bidder

No.	North	South	South's rebid shows
1.	1NT	2NT/3♣!	Singleton or void in the "new" suit, at least 6 of the known <b>minor</b> . Game force, suggests slam interest
	3♣/3♦!	3♥/3♠!	
2.	1NT	2NT/3♣!	No singleton or void, game forcing, possible slam interest. Opener should pass if minimum with minimum support in the known <b>minor</b>
	3♣/3♦!	3NT!	
3.	1NT	2NT/3♣!	6+ of the known <b>minor</b> . highly distributional, Game invite. Opener should pass or continue to 5♣ or 5♦
	3♣/3♦!	4♣/4♦!	
4.	1NT	2NT/3♣!	This is <b>quantitative</b> not <b>Blackwood</b> but <b>south</b> has shown 5+ of the known <b>minor</b>
	3♣/3♦!	4NT!	
5.	1NT	2NT/3♣!	Signing off in the known <b>minor</b> . highly distributional, very few HCP
	3♣/3♦!	5♣/5♦!	

Since 2NT is used as a transfer, Responder must use **Stayman** to invite to game in NT if he has a balanced hand and 8/9 HCP. This works as follows:

No.	North	South	South's rebid shows
1.	1NT	2♣!	8+HCP may/may not have a 4-card <b>major</b> - invitational to 3NT
	2♦!	2NT!	
2.	1NT	2♣!	8+HCP, denies a 4-card <b>major</b> and invites to game in 3NT
	2♥!	2NT!	
3.	1NT	2♣!	8+HCP with exactly 4 <b>hearts</b> - invites to game in 3NT or 4♥
	2♥!	3♥!	
4.	1NT	2♣!	("check-back <b>Stayman</b> " in case opener has a 4-card ♠ suit as well as 4x♥). Force 1 rnd, 8+HCP, denies 4x♥ but shows exactly 4x♠. Opener now rebids logically
	2♥!	2♠!	

## Minor-Suit Transfer Bids (Cont'd.)

### Note 1:

**Minor-Suit Xfer Bids** may only be used after a 1NT opening bid and are "**off**" if the 1NT opener is overcalled or doubled.

### Note 2:

If the **Minor-Suit Xfer Bid** is overcalled or doubled, opener may:

1. Bid with a good fit for responder's **minor**
2. X for penalty
3. Pass

Responder's rebids will have their usual meanings.

### Note 3:

If opener bypasses the Xfer (rare) and rebids 3NT!, it would indicate a "super-fit" in responder's known **minor** and an expectancy of making 3NT despite partner's weakness. After such a bypass, responder is in charge of the bidding since his weakness/strength are unknown to the opener.

He may:

1. Pass
2. Rebid his suit (usually a sign off)
3. Cuebid a new suit if he has slam interest
4. Bid 4NT to invite slam in NT

### Note 4:

If as responder you have 7-10HCP and a 6-card **minor** suit a direct raise to 3NT is probably the best bid since any attempt to employ **Minor-Suit Xfer Bids** to further describe your hand would decrease your chances of succeeding in the better contract of 3NT.

### Note 5:

An addition to **Minor-Suit Xfer Bids** is the use of 3♦-♥-♠! to show a 3-suited hand with a singleton or void in the suit bid (**Splinter Response**). This would be game forcing and would show slam interest. If the shortage is in **clubs**, then use **Stayman** and bid normally. **Splinter Responses** are "**off**" after interference by the opposition

## New Minor Forcing (NMF) ( ! )

The use of a bid in an unbid **minor** suit by responder as an artificial convenient forcing bid after a 1NT rebid by the opening bidder. Much like "**4th Suit Forcing (4sf)**". It promises about 11+HCP and is most frequently used when responder has a 5-card **major** suit as a means of enquiring about 3-card support. With a choice of "new **minor**" bid the longer and stronger to suggest a stopper. **NMF** is also effective when responder has 5/4 **spades/hearts** (after a **minor**-suit opening). It asks opener for a 4-card **heart** suit, as well as for 3-card **spade** support.

**NMF** may also be used as a temporising bid when responder wishes to invite game in his own suit, or in opener's suit. This is the only means of describing such hands of invitational strength, assuming that responder's 2nd-round jump bids are forcing. After the **NMF** forcing bid, opener must further describe his distribution, so as to help responder locate the best contract. In most cases, opener may also indicate whether he holds minimum or maximum strength for his 1NT rebid.

**Note:** In competition if either opponent has bid, the **NMF** convention is "**off**": responder's rebid in a new **minor** after opener's 1NT shows a real suit and is not forcing.

### 3rd Round Calls Available for Opener

Priority	North	South	Shows
1	1♣	1♠	show 4 <b>hearts</b> by bidding the unbid <b>major</b> does not deny 3 <b>spades</b>
	1NT	2♦!	
	2♥!	?	
2	1♣	1♥	show 3 <b>hearts</b> and min/max 1NT rebid
	1NT	2♦!	
	2♥/3♥!	?	
3	1♥	1♠	denies 3 <b>spades</b> , shows <b>club</b> stop and min/max 1NT rebid
	1NT	2♦!	
	2NT/3NT!	?	
4	1♥	1♠	denies 3 <b>spades</b> , no <b>diamond</b> stop and min 1NT rebid
	1NT	2♦!	
	2♥!	?	
5	1♦	1♥	denies 3 <b>hearts</b> no <b>spade</b> stop, does not agree <b>clubs</b> but shows 4 of them
	1NT	2♣!	
	3♣!	?	

### Responder's 3rd Round Available Calls

Pass	If opener's 3rd round bid is the logical contract
Any Minimum Bid	Natural (agreeing suit/NT) (if below game invitational)
Any Jump Bid	Natural (agreeing suit): (if below game forcing)
After 2♥ 3rd rnd bid by pard (showing 4x♥), with 5x♠ and less than 4x♥, bid 2♠	Asks if pard has 3 <b>spades</b> (forcing for 1 rnd)

If the **NMF** convention is adopted, responder must know the proper methods of describing 2-suited hands (at least 5/5 shape) after opener's 1NT rebid:

1. With a weak 2-suiter, responder may **(a)** rebid a reasonably good 5-card **major** or **(b)** pass. Do **not** bid a new **minor** suit. (With 5/5 **majors**, responder is able to bid both suits).
2. With an invitational 2-suiter, responder should bid a new **minor**, even when holding both **majors**. Then on the next round, responder may bid his 2nd suit (unless opener's 3rd bid has indicated an obvious final contract).
3. With a game-forcing 2-suiter, responder should jump in his 2nd suit.

## Odd/Even Discards (also known as Roman Discards)

1. An **odd discard** encourages that suit.
2. A **low even discard** discourages that suit and asks for the lower of the remaining side suits (discount trumps)
3. A **high even discard** discourages that suit and asks for the higher of the remaining side suits (discount trumps).

**Note 1:** Usually applies on first discard only

**Note 2:** Can be extended to encourage/discourage lead, eg., play odd to encourage continuation or hi/lo even to discourage continuation and ask for hi/lo of the side suits.

## Ogust ( ! )

A method of rebidding after a forcing 2NT! response to a weak 2 bid. The weak 2 bidder describes both the strength of his hand and the number of top honours in the long suit (top honours are A, K, & Q. Do not count the Jack).

Responses are as follows:	
3♣!	min hand with 1 top honour in suit
3♦!	min hand with 2 top honours in suit
3♥!	max hand with 1 top honour in suit
3♠!	max hand with 2 top honours in suit
3NT!	max hand with 3 top honours in suit

**Memory Aid:** "Minors are minimum, 1-2-1-2-3" where the numbers refer to the top honours held for each of the 5 possible replies.

**Note:** Where opener is between minimum (6HCP) and maximum (10-11HCP), treat

8HCP+ 7 losers as maximum  
8HCP+ 8 losers as minimum

### Losers:

There are 3 possible losers in each suit - AKQ missing . However an unsupported Q counts as half a loser and a small singleton would only count as 1 loser, a small dblton as 2 losers, so a hand of, say, AJxxxx, xx, xx, Qxx, would have 8 and a half losers but if you change the Qxx to QJx the hand would have 8 losers (both would be minimum with one top honour=3♣)

## Roman Key Card Blackwood

The answers to **RKC** include the trump King as an extra **control** card (ie.5 **control** cards: 4 Aces and King of trumps). There are 2 main versions played on OKbridge, 0314/3014 and 1430.

RKC 0314/3014 asking for Controls		RKC 1430 asking for Controls	
4NT	5♣	0 or 3 controls	1 or 4 controls
	5♦	1 or 4 controls	3 or 0 controls
	5♥	2 or 5 controls without Q trumps	2 or 5 controls without Q trumps
	5♠	2 or 5 controls with Q trumps	2 or 5 controls with Q trumps

If the reply is clubs or diamonds, the 2<sup>nd</sup> relay is used to ask about Kings, the 1<sup>st</sup> relay is used to ask about the trump Queen. If the reply is hearts or spades (which include the trump Q), then the 1<sup>st</sup> relay is used to ask about Kings.

**Note 1:** A 5NT rebid by the **RKC** bidder, when it is not a 1<sup>st</sup> or 2<sup>nd</sup> relay, asks for the cheapest King: e.g., with the King of clubs, responder would bid 6♣.

**Note 2** Relays re Q of trumps and Kings are based on "agreed trump suit". If no trump suit has been agreed (eg, 1♥-P-1♠-4NT), you should assume the last bid suit is the trump suit, ie **spades**

**Note 3:** Relays exclude the agreed trump suit which would be used to sign off

**Note4 :** If an Ace/Control is missing, be aware that to ask about Kings may take you over 6 of the agreed suit

**Note 5:** (WITH PARTNER AGREEMENT)

A 5NT response to 4NT can show an 0 or 2 controls with a working void.

6 of any suit below the trump suit can show 1 or 3 controls with void in the bid suit.

6 of the agreed trump suit can show 1 or 3 controls with a void in a higher ranking suit.

RKC Asking for Side Suit Kings & Queen of Trumps					
North (RKC ? Aces)	South (RKC ? Aces Reply)	Agreed Trump Suit	North	South	Shows
4NT	5♣	clubs	5♦ ? trump Q	5♥	no trump Q
				5♠	trump Q
			5♥ ? Kings	5♠	0
				5NT	1
				6♣	2
				6♦	3
		diamonds	5♥ ? trump Q	5♠	no trump Q
				5NT	trump Q
			5♠ ? Kings	5NT	0
				6♣	1
				6♦	2
				6♥	3
		hearts	5♦ ? trump Q	5♥	no trump Q
				5♠	trump Q
			5♠ ? Kings	5NT	0
				6♣	1
				6♦	2
				6♥	3
		spades	5♦ ? trump Q	5♥	no trump Q
				5♠	trump Q
			5♥ ? Kings	5♠	0
				5NT	1
				6♣	2
				6♦	3

RKC cont'd. →



## RKC (Cont'd.)

RKC Asking for Side Suit Kings & Q of Trumps (Cont'd.)						
North (RKC ? Aces)	South (RKC ? Aces Reply)	Agreed Trump Suit	North	South	Shows	
4NT	5♦	clubs or diamonds	5♥ ? trump Q	5♠	no trump Q	
				5NT	trump Q	
			5♠ ? Kings	5NT	0	
				6♣	1	
				6♦	2	
				6♥	3	
		hearts	5♠ ? trump Q	5NT	no trump Q	
				6♣	trump Q	
			5NT ? Kings	5NT	0	
				6♣	1	
				6♦	2	
				6♥	3	
	spades	5♥ ? trump Q	5♠	no trump Q		
			5NT	trump Q		
		5NT ? Kings	6♣	0		
			6♦	1		
			6♥	2		
			6♠	3		
			clubs, diamonds, or hearts	5♠ ? Kings	5NT	0
					6♣	1
	6♦	2				
	6♥	3				
	spades	5NT ? Kings		6♣	0	
				6♦	1	
6♥			2			
6♠			3			
5♠	clubs diamonds hearts spades	5NT ? Kings	6♣	0		
			6♦	1		
			6♥	2		
			6♠	3		

**Note** : Some players show Zero Kings by bidding 6 of the agreed suit and specific Kings by bidding the cheapest suit in which he holds a King or by bidding 5NT to show a King in a suit above the trump suit. If you are in any doubt as to what any of the replies mean, ask the **RKC** bidder

## Splinters ( ! )

The use of an unusual jump bid to show a singleton or void in the suit bid and excellent trump support for partner's last bid suit. This is forcing to game and shows slam interest.

North	South	Shows
1♥	3♠!	13-16HCP, agrees <b>hearts</b> , singleton or void <b>spade</b> (forcing) With no slam interest partner may sign off in 4♥
1♥/1♠	4♣/4♦!	as above but with <b>club/diamond</b> void or singleton
1♠	4♥!	as above but with <b>heart</b> void or singleton

**Note 1:** In competition after opponent's **takeout double**, **splinter bids** are still "on"

**Note 2:** In non-competitive auctions, **splinter bids** may be extended to areas of rebidding, by both opener and responder. In this respect the "rule of thumb" is "if a **particular new-suit bid would be forcing, then one level higher in that same suit is a splinter bid**".

**Note 3:** You and your partner might like to agree that any **game bid** is not a **Splinter**, e.g., 1♠-p-4♥ or 1♣-p-4♠, so the 4♥ or 4♠ would be to play

## Voluntary Bid of Five in a Major Suit

A voluntary bid of five in an agreed **major** suit, is a slam invitation which is also a form of "asking bid". It asks partner to proceed to slam if he has 1st or 2nd round control of the enemy suit, or if your side has bid all but one suit, then 1st or 2nd round control in the unbid suit.

### The Responses to Control Showing Enquiry re Enemy Suit or Unbid Suit are:

Call	Shows
Pass	no controls in specified suit (2 quick losers)
Bid 6	1st round control (eg. Ax)
Bid 6	with 2nd round control (eg. singleton)
5NT (rare)	guarded King giving partner the option of 6NT

**Note:** If opps have bid a suit and there is also an unbid suit, a cuebid of the unbid suit shows 1st round control in both.

When the above is illogical, eg. 1♠-5♠ or if there is no unbid suit and no opp bid, the **voluntary bid of 5** of the agreed trump suit asks about the trump quality.

### Responses to Trump Suit Enquiry are:

Call	Pass	Shows
		if you feel there are 2 trump losers
	6	if only 1 trump loser
	7	if trumps are solid

**Note1:** Since there is no logical reason to jump to 5 of a **major** suit, a **voluntary** such bid must be a slam try, you should be able to recognise it when used.

**Note 2:** If partner has **pre-empted** in a competitive auction, a raise to 5 of his **major** is **not** a slam try, even if voluntary. This is an "**advance sacrifice**".

## Puppet Stayman ( ! )

A variation of **Stayman** where the 2♣! response to partner's 1NT opener, forces opener to rebid 2♦! if he has no 5-card **major**.

Responder continues as follows:

1. 2♥! shows a 4-card **spade** suit
2. 2♠! shows a 4-card **heart** suit
3. 2NT! shows both 4-card **majors** and invitational strength
4. 3♥! shows 4-card **heart** suit and 4 or 5-card **spade** suit, game force
5. 3♠! shows a 4-card **spade** suit and 5-card **heart** suit, game force
6. 3NT! no 4-card **major**, game going strength

The advantage of this treatment is that it allows opener to be declarer without divulging any information about his hand. A similar treatment can be used over 2NT openers.

**Note:** The puppet 2♣ bid can also be used if responder has a very weak hand with length in **diamonds**: he will pass a 2♦ response by opener and if opener bids 2**major**, responder can bid 3♦ which opener must pass.

## Smolen Transfer Bids (Smolen) ( ! )

An adjunct to **Stayman** and **Jacoby Transfers**, where, after a 2♦ reply to **Stayman**, responder holding 5/4 or 6/4 in the **majors**, jumps to 3 of his 4-card **major**, allowing opener to become declarer in responder's long **major**.

### Example

Opener	Responder	Responder Shows
1NT 2♦	2♣ 3♥!	5 <b>spades</b> and 4 <b>hearts</b>
1NT 2♦	2♣ 3♠!	5 <b>hearts</b> and 4 <b>spades</b>

Opener can raise responder's long **major** with 3 trumps or rebid 3NT with only 2. In the latter case, with 6 of his long **major**, responder can bid 4 of the suit immediately below his 6-card **major** as a further transfer. For example:

Sequence	Responder	Responder Shows
1NT-2♣-2♦-3♥!-3NT	4♥!	6 <b>spades</b> and 4 <b>hearts</b>
1NT-2♣-2♦-3♠!-3NT	4♦!	6 <b>hearts</b> and 4 <b>spades</b>

## Texas Transfers ( ! )

Jump responses of 4♦/4♥ over opener of 1NT/2NT to transfer to 4♥/4♠ when responder wants to be in game but has no slam interest

Opener	Responder	Opener
1NT/2NT	4♦!	4♥
	4♥!	4♠

The idea behind this convention is similar to that behind **Jacoby Transfers** - it is better for opener to be declarer, since his high cards won't be exposed to the defenders. Using both transfer conventions, responding to both 1NT and 2NT, **Root/Pavlicek** (<http://www.rpbridge.net/>) recommend the following understandings:

1. **Texas**, then pass is signoff in game, therefore:
2. **Jacoby**, then raise to game is mild slam try (not forcing but opener is invited to bid again with maximum).
3. **Jacoby**, then 4NT is defined as **quantitative** slam invitation, therefore:
4. **Texas**, then 4NT is **Blackwood**.

Opener	Responder	Opener	Responder	Using both JXfer and Texas, Shows
1NT	2♦-♥!	2♥-♠	4♥-♠	Suggests slam interest
	2♦-♥!	2♥-♠	4NT	<b>Quantitative</b> slam invitation
	4♦-♥!	4♥-♠	Pass	Signoff in game, no slam interest
	4♦-♥!	4♥-♠	4NT	<b>Blackwood</b> , not <b>quantitative</b>

**Texas Transfers** are "on" in competition through 3♣

## Unusual Over Unusual ( ! )

A defence of Opponent's **Unusual NT** overcall of Opener's 1 of a **major** opening.

After a 2NT overcall of Opener's 1♥-♠, responses of 3♣! and 3♦! are artificial showing **hearts** and **spades** respectively:

e.g., If partner opened 1♠:

- 3♣! shows a **heart** suit with enough strength to force
- 3♦! shows a limit raise (or better) in **spades**
- 3♥! shows a **heart** suit but is not forcing
- 3♠! shows a **spade** fit, but less than a limit raise



### USEFUL LINKS

<http://www.annam.co.uk/sayc.htm> (SAYC Simplified Index page)

<http://www.annam.co.uk/sayc01.htm> (SAYC Simplified)

<http://www.annam.co.uk/sayc02.htm> (Part 2 - Other Conventions)

<http://www.okbridge.com/?assoc=10> (OKbridge Homepage)

<http://www.acbl.org/> (ACBL HomePage)

<http://www.fifthchair.org/> (FifthChair Organisation)

<http://www.bridge-forum.com/> (Bridge Forum on the Go)

<http://www.annam.co.uk> (Ana's Homepage)



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