

## 29.1.21 Tamar Kish + Ilan

### Conventions

SAYC, 1NT – 2C non-forcing stayman , 3C Puppet stayman, Texas, Check Back Stayman, RKCB 03\14\2\2+q , on 5NT 0\1\2\3 (Gerber only after opening 1NT\2NT → 4C 0-4,1,2,3) , Gestem\* in second position only, fourth suit forcing to game, splinter, long-suit trial bids, Weak 2 H\S with Ogust, Weak jump shift in the 2 level), Drury 3<sup>rd</sup> hand, Strong 2C, lebensohl (also after opps weak2), Cappelletti in 2<sup>nd</sup> hand (in 4<sup>th</sup> hand nat), Bergen (3C with 3 or 4 cards support), J2NT

\* Ghestem = 2NT – lower ranking suites, 3C – upper, cue bid – high & low

### Opening bids

Rule of 20, rule of 15.

4-4 in minors we open 1D, unless Clubs are much stronger.

3-3 in minors we open 1Cl, unless diamonds are much stronger.

5-5 in any other 2 suits we open the higher one.

**1C** 2+ cards 12-21

**1D** 4+ cards 12-21

**1 major** 5+ cards 12-21

**1NT** 15-17 balanced

**2CL** 23+ (or 9 tricks or 3 losers in the hand) – Responses = 2H 0-3, 2D = waiting, other bids 8+ natural.

**2D** – Strong with 8 playing tricks

**2 H/SP** weak 6 cards suit + Ogust

**2NT** 20-22 balanced

**3minor** weak 6-7 cards suit 6-9 points, 6-7 losers, no 4 cards in major, no two aces. Most of the power in the long suit. (5/3/3/2 according to Vul)

**3major** weak 7 cards suit 6-9 points, 6-7 losers, no 4 cards in the other major, no two aces. Most of the power in the long suit (5/3/3/2 according to Vul)

**4suit** preemptive 8 cards suit 6-9 points, 5-6 losers, no two aces. Most of the power in the long suit.

### Balancing in forth position

1C/D/H/S , Pass , Pass , ?

1 in a suit – 8+ points, reasonable 5 cards suit  
2 in suit - 11+ points, good 5 cards suit  
1NT - 11-14 points, no 5 cards suit or in the opponents minor  
Double – Shape 8+ p, or big X (15+)  
No preemptive in balancing

### **Over 1NT**

2C non-forcing Stayman,  
3C game-forcing Puppet Stayman  
Transfers (2S transfer to C, 2NT to D, Texas)

### **1NT with interference**

.1NT → X (strong) → ? - any bid = transfer .  
1NT → 2C → ? X = stolen bid , any other bid system on  
1NT → 2 Capeleti → X = take out, Lebensohl

### **Over 2NT**

3C forcing Puppet Stayman  
3S – minor suit stayman (slamish)

### **Response to 1 Major opening**

Bergen (with 3 or 4 cards support), J2NT. Applicable also after opp X.

1NT - 6-9p no support  
2 C\D - 10p+ , can be with support  
2 Major – support 6-9p  
3 Major – weak with 4 cards support . Applicable also after opp X.

### **J2NT**

1S → 2NT  
?  
3C\D\H – strong (14+) with single or void in the suite.  
3S - 6 cards suite with 14+ or 17+

3NT – 5 cards suite with 14 -16  
4C\D\H - 5\5 with a good side suite

### **Responses**

Weak jump shift  
Support X and XX  
Limit raise X (in competition, after fit)  
Takeout doubles

### **Responses to 2C**

2D waiting, 4+ , game-forcing  
2H = 0-3 (not a K)  
2 S , 3C , 3D = 8+ P , 5 cards in the suite

### **Response to Weak 2H/S opening**

Ogust  
Any bid after weak 2 is forcing one round.

### **Overcalls**

Sound!

### **Opps opened 2 Major:**

- Bid in the 3 level is strong or a very good suit.
- X shape or big X

### **Opps overcalled Weak 2**

- Lebenshol (2NT, forcing to bid 3C)

### **Signals**

K –KQ, in NT – to avoid blockage – so if you have Q – drop it)  
A – ask for attitude  
MUD

2<sup>nd</sup> best and 4<sup>th</sup> best

Count signals: standard

Attitude signals: Italian

On discard – Italian, in NT leventhal

Journalist

### **Leads**

2<sup>nd</sup> \ 4<sup>th</sup>

Lead to P suite is count (low from any 3 cards suite)

High from a sequence

K –KQ, in NT – to avoid blockage – so if you have Q – drop it)

A – ask for attitude

Journalist

### **When X is penalty (if X is not clear it is suggested as takeout)**

- After P bid pre-emptive
- After we found a fit (unless it is a limit bid X)
- When you had the opportunity to X before
- After one penalty X - additional X are also penalty

## Losers count

x = 1 loser

xx = 2 losers

xxx or xxxx... = 3 losers

Axx = 2 losers

Kxx = 2 losers (should be 2.5 actually)

Qxx = 2.5 losers

AKx = 1 loser

AQx or KQx = 1.25 loser

QJx = 2 losers

### You count losers only after a fit is established!

9 losers – non invitational hand

8 losers - invitational hand

7 losers - standard opening

6 losers - 1NT values

5 losers - Reverse bid values

4 losers – 2D opening

3 losers – 2C opening

### You calculate the number of losers in both you and partner's hand:

16 losers – bid at the 2 level

15 losers – bid at a 3 level

14 losers – game in major

13 losers – 5 level

14 losers – small slam

11 losers – grand slam