

Dealer	Board No.	Vul	CONTRACT	BY	SCORE		RESULT		I.M.P		Dealer	Board No.	Vul	CONTRACT	BY	SCORE		RESULT		I.M.P			
					+	-	+	-	+	-						+	-	+	-	+	-		
N	1	-									N	17	-										
E	2	NS									E	18	NS										
S	3	EW									S	19	EW										
W	4	ALL									W	20	ALL										
N	5	NS									N	21	NS										
E	6	EW									E	22	EW										
S	7	ALL									S	23	ALL										
W	8	-									W	24	-										
N	9	EW									N	25	EW										
E	10	ALL									E	26	ALL										
S	11	-									S	27	-										
W	12	NS									W	28	NS										
N	13	ALL									N	29	ALL										
E	14	-									E	30	-										
S	15	NS									S	31	NS										
W	16	EW									W	32	EW										
Total 1st half											GRAND TOTAL												

<u>Diff. in Pts. I.M.P</u>			<u>Diff. in Pts. I.M.P</u>			<u>Diff. in Pts. I.M.P</u>			<u>Diff. in Pts. I.M.P</u>			<u>Diff. in Pts. I.M.P</u>																															
20_40	1	170_210	370_420	5	9	750_890	1500_1740	17	2500_2990	21	50_80	2	220_260	430_490	6	10	900_1090	1750_1990	18	3000_3490	22	90_120	3	270_310	500_590	7	11	1100_1290	2000_2240	19	3500_3990	23	130_160	4	320_360	600_740	8	12	1300_1490	2250_2490	20	4000 and up	24

Names _____ / _____ No. _____ / _____

Defensive bidding:

- 1 NT=15-18 HCP in 2nd pos., 10-13HCP in 4th pos.
- Jump overall = weak
- T.O. Double against preemptive bids
- 2NT (jump)=unusual NT

Bidding after intervention:

- Negative Double up to 3♣
- Jump raise=weak; Cue bid = fit+invitation (limit plus)

Leads:

Top of Honors, Top of inner sequence
2nd or 4th best

Signals:

- High/Low - encouraging
- High/Low - even
- Lavintal suit preference signals.

Swiss Teams Conversion Table - 8 Boards

V.P.	I.M.P	V.P.	I.M.P
15:15	0-1	23:7	24-26
16:14	2-5	24:6	27-29
17:13	6-8	25:5	30-33
18:12	9-11	25:4	34-37
19:11	12-14	25:3	38-41
20:10	15-17	25:2	42-45
21:9	18-20	25:1	46-50
22:8	21-23	25:0	51+

Opening bids

- 1♣, 1♦: better minor, 12+HCP
- 1♥, 1♠: 5+cards, 12+HCP
- 1NT: balanced, 15-17 HCP
- 2♣: 9+ tricks or 22+HCP. Game forcing
- 2♦: 8 playing tricks based on any suit
- 2♥, 2♠: 6+ cards, 5-10 HCP
- 2NT: balanced, 20-22 HCP
- 3♣-3♠: preemptive
- 3NT: solid minor, no outside strength

Responses:

- to 1♣, 1♦: 1NT=7-10 HCP; 2NT=13-15 HCP
- to 1♥, 1♠: Jump Raise=invitation; 2NT=strong + good fit
- to 1NT: 2♣ =stayman; 2♦, 2♥ =transfers; 3♣, 3♦ =invitation
- to 2♣: 2♦ =negative; other=natural
- to 2♦: 2♥ =relay; other=natural
- to 2♥, 2♠: 2NT=strength enquiry
- to 2NT: 3♣ =Stayman; 3♦, 3♥ =transfers

Other treatments:

Blackwood, Splinter, Gerber after NT opening and rebids,
Cue bids, Check back Stayman