

# The Foundation of the House

When playing with a beginner, these are the things you should remember:



1. The beginner will be nervous about playing with you, so be kind and tolerant.
2. Remember how you felt the first time you played with an experienced player.
3. Play **ONLY** what the beginner knows how to do. Do not attempt to teach him/her your latest gadget.

Here are the bids and conventions you should assume are known. However, if some of these bids are not known by your partner, eliminate them.

## Opening

- All 13 point hands
- Most 12 point hands
- Rule of 20 hands (High cards in longest suits)
- 3<sup>rd</sup> seat may be light (10+)
- 4<sup>th</sup> seat may use rule of 15 (points plus spades)
- 1NT is 15-17 balanced hand

## Overcalls

- 8-16 high card points
- 1NT overcall is 15-17 balanced with stopper in opened suit.

## Takeout Doubles

- Shortness in bid suit
- 4 cards in other major
- At least 4-3 in majors if doubling a minor opening
- Any unbalanced hand with 17 or more high card points
- Partner should jump in response to a takeout double with 9-11 high card points.

## Stayman

- Used over NT opener to ask if partner has a 4-card major (so you have one)
- Usually shows 8 or more high card points
- May be done with less than 8 card points if:
  - You have a singleton or void in clubs.
  - You are 5-4 in the majors with a plan to bid the 5-card major (to play) if partner bids 2D.

## Jacoby Transfer

- You bid one suit below your 5+ card major.
- You plan to pass if you have 0-7 high card points.
- You plan to invite to game with 8-9 points.
- You plan to bid game with 10+ points.
- You only rebid your major (at any level) if you have 6 or more of the major.
- You rebid NT (at any level) with 5 of the major.
- You rebid a 5 or good 4 card suit to show a second suit, which promises 10+ points.
- You bid 2S to transfer your partner to 3C to play or bid 3D if that's your long suit with a weak hand.

## Preempt

- A preempt has 5-10 high card points.
- A 2-level preempt shows a good 6-card suit. (Also known as a weak 2)
- A 3-level preempt shows a 7-card suit.
- A 4-level preempt shows an 8-card suit.

## Responding to a Weak 2

- A new suit over a weak 2 is forcing for 1 round.
- A bid of 2NT over a weak 2 asks for a feature (A or K in outside suit).
- A raise of weak 2 is non-forcing.

## Opening 2 Clubs

- You have a balanced hand with 22+ points.
- You have a distributional hand with a long suit and 8 ½ quick tricks.
- A response of 2D is waiting.
- A response of anything else shows 8+ points AND a 5-card suit headed by the AK or KQ.
- A bid of 3C after 2C opener has bid his suit is a negative, showing 0-2 high card points and no support for major.
- Going straight to game after partner shows his suit shows a weak hand with trump support.
- Raising partner one level shows an outside A or K (usually a hand that revalues to 8+ points) with trump support.

## Negative Doubles

- Used over opponent's overcall to show at least 4-cards in unbid major
- Shows 6+ points with more points promised if partner must bid at 3-level
- A bid of 1 of a major over 1D overcall promises only 4.
- A bid of 1 of 1 spade over 1H overcall promises 5.

## Blackwood and Gerber

- Blackwood (4NT asking for aces) is used over suit agreements.
- Gerber (4C asking for aces) is used over NT agreements.
- Responses are up the line, with the first bid promising all or no aces.
- King requests are only made if all aces are found.

## Two-suiter bids

- Michaels Cuebid overcall used to show 2-suiter (5-5 or better in majors or major and a minor)
- Unusual 2NT overcall shows 2 lowest unbid suits (5-5 or better)

## Balancing

- A bid or double in the dying seat when opponents have found a fit at 2H or lower.
- If hand is weak, you can "borrow a king" from partner's hand to justify the call.
- Partner must remember a king has been "borrowed" and should seldom raise partner's bid.

## Signaling and Carding

- Following in a high card (8 or higher) tends to show a desire to continue the suit.
- Following in a high card (8 or higher) could signal an honor (Q or higher) or a doubleton.
- Echo (high then low) signals something in the suit or a doubleton.
- Discarding a high card (8 or higher) signals honor (A or KQ or QJ) in that suit.
- Discarding a suit with a low card signals that another suit may have an honor.
- Lead high from a sequence and follow low from a sequence when lead comes to you.
- Lead of a low card tends to promise an honor.
- Lead of a high (non-honor) card tends to deny an honor.
- Leading away from an ace should only be done in a NT contract.