

THE EVEN MORE BRIDGE CONVENTIONS

BARBARA SEAGRAM • DAVID BIRD



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HOW TO USE THIS BOOK

This book contains a brief summary of 25 popular bridge conventions. You can use it as a quick reference guide for conventions that you already play. You may also find it a helpful introduction to a new convention, either one that you have seen opponents using or one that you and your partner might like to adopt in the future.

For more comprehensive coverage of the ideas behind each convention, along with more examples and quiz sections, you should look at this volume's much lengthier parent, 25 More Bridge Conventions You Should Know. Both that book and this shorter version follow on from their best-selling predecessor, 25 Bridge Conventions You Should Know.

In case you are unfamiliar with some of the terms used in bridge books, LHO is short for your left-hand opponent, the player sitting on your left. Similarly, RHO is short for right-hand opponent. When we write 10+ points, this means 10 or more points. A **natural** bid is one that guarantees a certain length in the suit bid (for example, an opening bid of 1). A **conventional** or **artificial** bid, such as a 2 Stayman response to a 1NT opening bid, is not connected to the suit actually bid.

Enjoy the book and good luck with your use of these conventions at the bridge table!

Barbara Seagram & David Bird

I. Cappelletti defense to int

Using Cappelletti (also known as Hamilton or Pottage), these are the possible actions, in both second seat and fourth seat:

dbl for penalty (15+ points)

2♣ single-suiter in any suit

2♦ both major suits

2♥ hearts and an undisclosed minor

2♠ spades and an undisclosed minor

2NT both minor suits

The Cappelletti defense includes a penalty double, which is an essential ingredient of any defense against the weak (12-14 point) 1NT. Penalty doubles are less effective against the familiar 15-17 point 1NT, but many players use Cappelletti against both types.

All the two-level bids suggest around 9-14 points. When you bid 2^{\spadesuit} , 2^{\blacktriangledown} or 2^{\spadesuit} , your suits may be 4-5 or 5-4. This is a common feature

of many defenses to 1NT. You may have to guess which suit to choose, yes, but that happens opposite a takeout double too.

A 2NT overcall carries the bidding higher and your shape should be at least 5-5 with reasonable playing strength.

This is a typical Cappelletti 2♣ bid:

Your partner bids 2♦ to ask which suit you hold. You show your hearts and partner will now pass or perhaps (now that he knows you hold long hearts) look for a game by bidding higher. Your honor cards should be located in your long suit.

Here you hold the major suits:

Your 2♦ shows both majors and partner signs off in 2♥. If instead he had invited a game by bidding 3♥, you would have raised to 4♥. Here you hold a major and a minor:

Your 2♠ shows spades and an unspecified minor. If partner wants to play in your minor suit, he bids 2NT asking you to bid 3♠ or 3♠.

With both minors you should be 5-5 at least:

Partner responds in his longer minor (trying not to look too worried if he is choosing between doubletons!).

What would you say on this hand?

Your shape is right for 2♥ but you are too strong. With most hands of 15 points or more you will start with a penalty double.

2. FLANNERY 2

What is the best use for an opening bid of 2. One possibility is a straightforward weak two-bid, showing 6-10 points and six diamonds. We are about to look at the Flannery 2. which is popular in North America. In Chapter 25, we will consider yet another possibility — the Multi 2.

A Flannery 2 opening shows 11-15 points with exactly four spades and five bearts.

You would open 2♦ on any of these hands:

Hand 1	Hand 2	Hand 3
↑ AJ97	♠ Q 10 5 3	♦ KQ62
♥ KQ532	Y A 10 9 7 3	♥ AJ984
♦ Q 10	♦ A Q 2	• —
4 97	4 4	♣ A 10 6 3

As you see, there is a big range in potential playing strength. Hand (1) has 12 points and is semi-balanced. When the minor-suit shape is better, the hand improves. Hand (2) is 3-1 in the minors but half the points are in the short suits; it would be much improved with more points in spades, for example. Hand (3) is strongest of all. With the right 10-count opposite, you might make a slam!

WHY WAS FLANNERY INVENTED?

Suppose you open 1♥ on this hand:

♦KQ94 **♥**AJ852 **♦**95 **♣**K4

What do you rebid when partner responds 2♠? You have already shown five hearts and a rebid of 2♥ will sound like six hearts. 2NT

would show 12-14 points, yes, but it is unattractive with a spot-card doubleton in diamonds.

The problem is even worse if you are playing a Forcing 1NT response (see Chapter 19). A rebid of 2♠ or 2♠ would promise a three-card suit, 2♥ would suggest six hearts and you are not strong enough to reverse into 2♠. The Flannery 2♠ is a single bid that gets these awkward hands off your chest and eliminates any rebid problems.

RESPONDING TO FLANNERY

When partner opens 2 and you are weak, you will usually choose one of the major suits.

Here you will respond 2♥, because a 5-2 fit is better than a 4-3 fit.

You are allowed to pass 2♦, but usually you will need a six-card diamond suit:

On this hand, you are happy to pass 2. If you had the same major-suit shape and 5-5 in the minors, you would have to guess what to do

When you have a fit for one of the majors and the values for a game try, you can bid 3^{\heartsuit} or 3^{\spadesuit} :

You respond 3^{\blacktriangledown} , inviting partner to advance to 4^{\blacktriangledown} . Change the ${\blacktriangledown}Q$ to the ${\blacktriangledown}A$ and you would bid 4^{\blacktriangledown} .

THE 2NT ENQUIRY

When you are strong and would like to know more about partner's shape and strength, you

respond with the artificial bid of 2NT. The opener's rebid will then describe his hand.

Partner You 2♦ 2NT?

Partner chooses from these rebids:

- 3♣ 3 clubs (4=5=1=3 shape)
- 3 diamonds (4=5=3=1 shape)
- 3♥ 4=5=2=2,11-13 points
- 3♠ 4=5=2=2, 14-15 points
- 3NT 4=5=2=2,A or K in both minors
- 4♣ 4 clubs, (4=5=0=4 shape)
- 4♦ 4 diamonds (4=5=4=0 shape)

Knowing partner's shape in the minors will help you to judge which game to bid. Suppose partner opens 2 and you hold this hand:

♦QJ2 **♥**A5 **♦**1073 **♣**AQ975

If partner responds 3♣ to your 2NT, you will know that he has a singleton diamond and three clubs. You will bid 5♣. If instead he responds 3♠, you will settle in 3NT.

THE 34 AND 34 RESPONSES

When you hold about 10-12 points, no majorsuit fit and a six-card minor, you are allowed to bid your minor at the three-level:

♦42 ♥75 **♦**KJ3 **♣**AQ9753

Opposite partner's Flannery 2♦ you respond 3♣. If he has something useful in clubs (perhaps a doubleton king), partner may bid 3NT. With a maximum hand, he might try 3NT with a lesser club holding. Partner knows roughly what you have and can use his judgment. With an aceless 11-count, he might decide to pass 3♣ even if he did have a useful doubleton in clubs.

ADD SOME EXPERT TRICKS TO YOUR BIDDING!

A pocket-sized edition of 25 More Bridge Conventions You Should Know, by the same authors, this handy guide presents the material from that book as a concise, easy reference. A range of popular intermediate-level conventions are covered, including Bergen Raises, Support Doubles, Puppet Stayman, Inverted Minor Raises, Forcing 1NT and many more.

BARBARA SEAGRAM (Canada) is one of North America's leading bridge teachers. Her 25 Bridge Conventions You Should Know (with Marc Smith) is the bestselling bridge book of the last fifty years.

DAVID BIRD (UK) may be the most prolific bridge author of all time, with more than 100 books published. His most recent books were *Bidding at Bridge: A Quizbook* (with Seagram) and *Winning Duplicate Tactics*.

