

# IMPROVERS' REVISION

## Welcome

*Your logo here*

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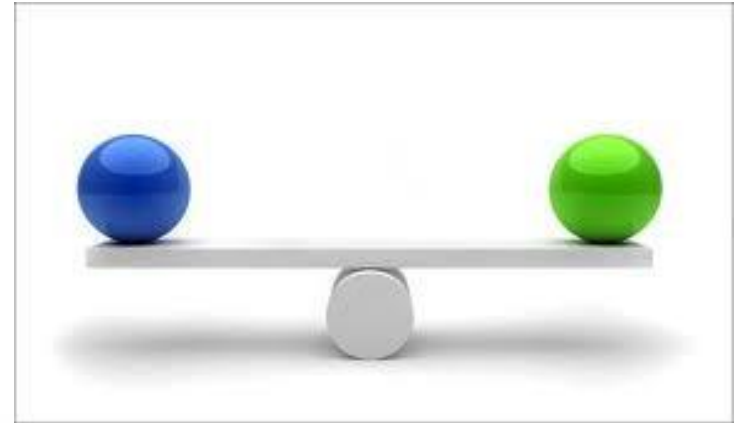
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# Stayman or transfer when Partner has opened 1NT?

## REMINDER 1NT OPENER:

- **12 - 14 HCP**
- **Balanced Hand**
  - No singleton or void
  - Only one doubleton
  - No 5-card major



Note if you have a nice 5 card minor it is still better to open 1NT if the criteria above can be met. Cuts out the opposition or makes it harder for them to bid.



# Responder:

**Stayman**, 2♣, when you have **at least one 4 card major** and **11+ HCP**

**Transfer** when you have **5+ of a major** with any HCP or **6+ of a minor** and weak HCP



# 1NT (you) – 2♣ (partner) - ?

## You, as opener, **MUST** answer

- 2♦ - I don't have a 4-card major
- 2♥ - I have 4 hearts (I might have 4 spades)
- 2♠ - I have 4 spades (I don't have 4 hearts)

stayman



# What happens next?

1NT – 2♣ - 2♦ / 2♥ / 2♠ - ?

- Bid straight to 3NT with no fit in the major and game HCP
- Bid straight to game with a fit and game HCP
- Invite in 2NT (with no fit)
- Invite in a major (with a fit)

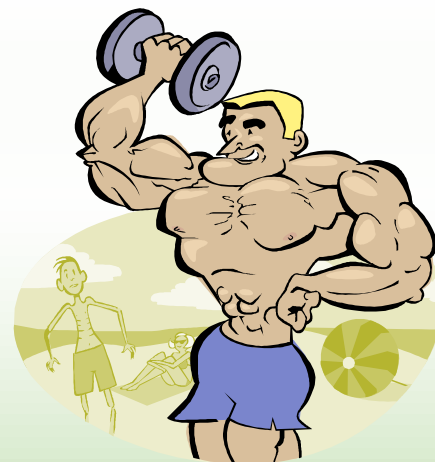
stayman



# NOTE: Stayman can also be used with strong hands

- **after a 1NT overcall (16-18 HCP)**
  - Bid 2C, invitational hands are now 8+ HCP
- **over 2NT opener (20-22 HCP)**
  - Bid 3C, no invitational option

stayman



# Transfers after 1NT opener:

You have 5+ of a major any HCP or 6+ of a minor weak HCP

Responder (you) bid

- 2♦ Transfer to hearts - shows 5+♥
- 2♥ Transfer to spades - shows 5+♠
- 2♠ Rangefinder – (11-12) denies a 4-card major
- 2NT Weak transfer to a minor 6+♣ or 6+♦

transfers



# Opener MUST accept the transfer by bidding the implied suit

Opener bids:



- 2 ♦ Transfer to hearts - shows 5+ ♥ **2 ♥**
- 2 ♥ Transfer to spades - shows 5+ ♠ **2 ♠**
- 2 ♠ Rangefinder – (11-12) denies a 4-card major  
2 NT with 12 or 13 points  
3NT with 14
- 2NT Weak transfer to a minor 6+ ♣ or 6+ ♦ **2 ♣\***

\* with transfer to a minor opener says 3C, partner will pass or correct





# Responder's Next Step

**After a major Transfer (2♦ to ♥ or or 2♥ to ♠):**

- 0– 9/10 HCP
- 11-12 HCP with exactly 5 of transferred major
- 10-11 HCP, invitational with 6+ of that major
- **2nd suit** Shows at least 5/4 and forcing 1 round \*
  - This shows interest in going to game
- **13+** with exactly 5 of the transferred major
- **12+** with 6+ of the transferred major

PASS

2NT invite

3-level bid invite

3NT (partner, you chose)

4-level bid

**After a minor transfer (2NT):**

- Responder passes Opener's 3C or converts to 3D

transfers



# TAKEOUT DOUBLE



A **DOUBLE** is for takeout:

- when it is your first opportunity to bid and you do not have an overcall (5+ card suit or NT bid), or
- later in the auction, when there are at least 2 unbid suits

12+ HCP a shortage in the opponent's suit and  
tolerance for the other three suits or

16+ HCP unbalanced or

19+ HCP balanced

therefore is too strong to overcall your suit immediately



# NEGATIVE DOUBLE



When your partner opens and the opponents overcall a suit and you have tolerance for the unbid suits

**NB: The negative double guarantees  
4 of any unbid major**

*Double shows 6+ at the 1-level and 10+ at the 2-level  
and asks partner to make an appropriate bid*



# THE PENALTY DOUBLE



A **DOUBLE** is for penalties if:

- It is a double of a 1NT contract (16+ HCP. Partner leaves it in with 6+ HCP)
- It is a double of a high level contract (you have good trumps and quick outside tricks)
- The opposition make an artificial bid (normally lead directional)
- The opposition have an obvious misfit (be careful they that they cannot run to a better contract)



# REVERSE BID SUMMARY

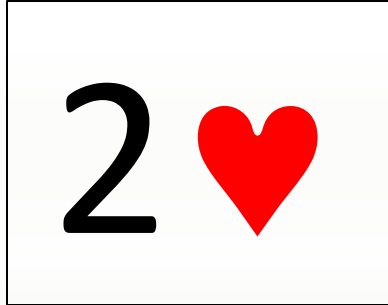
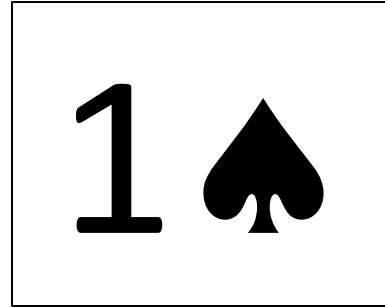
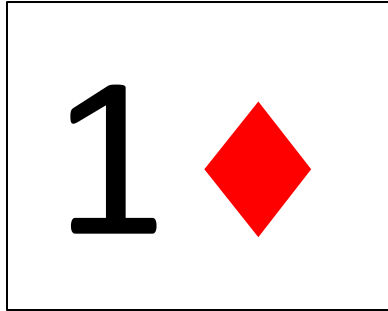
- A **reverse bid** by opener is forcing for one round
- A **reverse bid** by responder is game forcing

Be mindful of what type of hand you have



# OPENER'S FORCING REBIDS = 18-19 or shapely

Bids a higher ranking suit



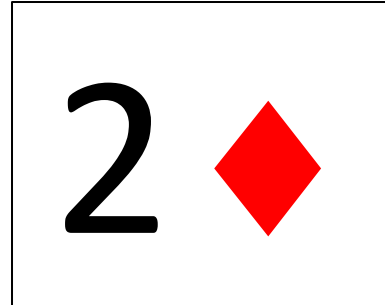
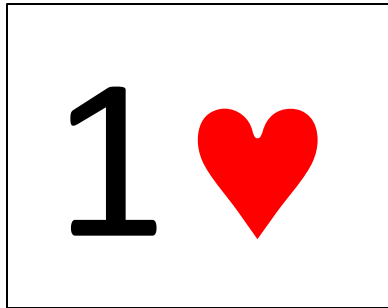
Showing 17-19 HCP, forcing for one round, with 5+(4) diamonds and 4 hearts, and no spade support

Show partner your good hand



# OPENER'S REBIDS AFTER A 2-LEVEL RESPONSE

Reverse by opener = 15+ points



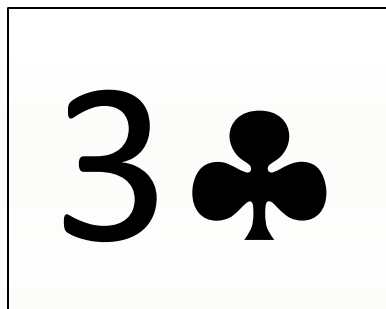
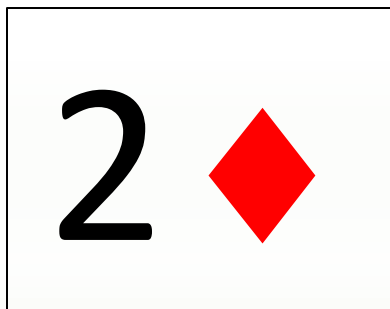
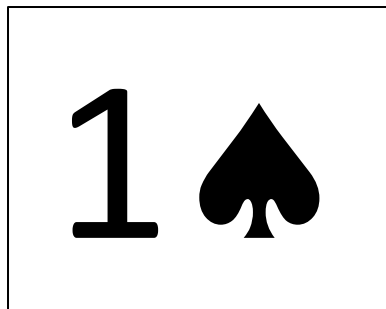
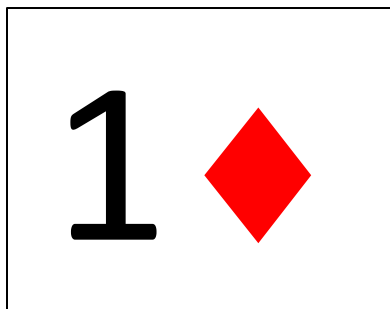
Showing 15+ HCP, 5+ hearts and  
4+ spades, game forcing

Show partner your Game Forcing hand



# RESPONDER'S FORCING SECOND BID = 13+

Bid a new suit at the 3-level



... Showing 13+  
HCP, 5-card spade  
suit and 4+ clubs

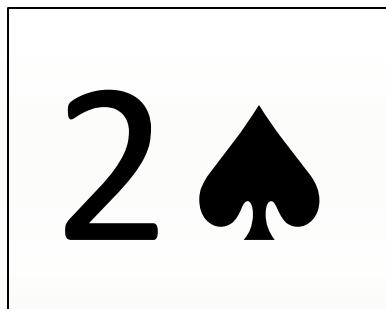
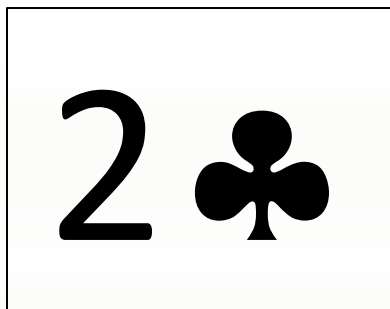
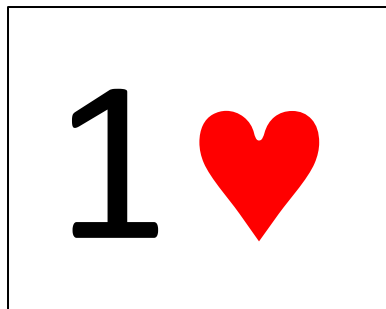
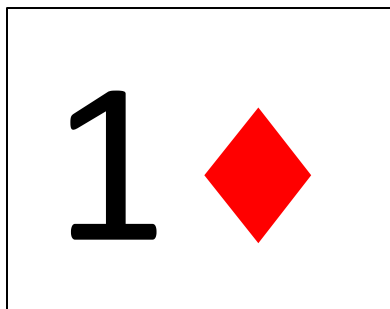
Show partner your game forcing hand





# RESPONDER'S FORCING SECOND BID = 13+

Bid the fourth suit



Showing... 13+ HCP, 5-card heart suit and maybe 4+ spades or forcing partner to bid NT if they have a spade hold

Show partner your game forcing hand



# SECOND HAND PLAY

- |   |   |   |
|---|---|---|
| • Play low when a low card is led towards an honour in dummy    | → | • Play a low card hoping partner has the missing honour     |
| • Cover an honour with an honour                                | → | • Hope to set up a trick in partner's hand                  |
| • Cover the second of two touching honours                      | ↗ | • Avoid declarer finessing your partner for the missing ten |
| • Don't cover if it will promote tricks for declarer            | → | • Hold up hoping declarer can't get to dummy to cash up     |
| • Don't cover if you have greater length in the suit than dummy | → | • play low every time declarer plays the suit               |
| • Don't cover with the Q of trumps                              | → | • Play low smoothly and let them guess what to do           |



# THIRD HAND PLAY

- If partner leads low, play high when dummy has no honours
- Play the lowest of touching honours
- If dummy has an honour and plays low, you must play high
- Play a surrounding honour when you have another honour to cover dummy's honour
- If partner leads an honour give an encouraging signal if you have an honour in the suit
- If partner leads an Ace or King against a suit contract encourage with a doubleton



- You must play high. It will not be wasted if partner has an honour



- Partner can work out what other honours you might have



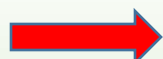
- Partner has promised an honour



- Allow declarer to win if they have the missing honour. They will not get a trick if partner has it



- Partner has promised a lower touching honour



- You may get a ruff (obviously you have to have trumps)

