

I/N News ... especially for you!

Volume 15, Issue 3
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Necessary Conventions from the Bridge Bum

Inside This Issue:

		Blackwood:
Necessary Conventions	1	Blackwood is the most well-recognized convention for slam bidding. When a player is interested in slam but afraid of missing two aces, and hence two tricks, he can bid 4NT to ask his partner how many aces he holds. The responses to 4NT are:
Blackwood		5C Shows 0 or 4 aces
Cappelletti	2	5D Shows 1 ace 5H Shows 2 aces 5S Shows 3 aces
Jacoby Transfers	4	All of the rebids made by the Blackwood bidder are natural, with the exception of 5NT. If the Blackwood bidder is contemplating a grand slam and needs to know how many kings his partner has, he can rebid 5NT. The responses to 5NT are:
DOPI	6	6C Shows 0 or 4 kings 6D Shows 1 king 6H Shows 2 kings 6S Shows 3 kings
DEPO/ROPI	7	There are a number of ways to show aces if 4NT is overcalled. One method is DOPI, which stands for "Double = Zero aces, Pass = 1." The cheapest available bid shows two aces, the second-cheapest bid shows three aces, and the third-cheapest bid shows four. Another method of showing aces is DEPO, which stands for "Double = Even number of aces, Pass = Odd number of aces."
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Splinters	9	Note that on occasion the responder to a Blackwood inquiry will have a void somewhere in his hand. Voids should not be treated as aces; how they are treated instead is up to partnership agreement.
Weak 2's	11	

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Cappelletti (aka Hamilton)

This convention is known by two names because Mike Cappelletti and Fred Hamilton are both credited for it. For simplicity I am just going to refer to it as Cappelletti. Cappelletti is a defensive bidding convention for use after an opponent has opened 1NT. Overcaller's available conventional calls are:

Double Penalty (See also: Gates Double)

- 2♣ A one-suited hand (any suit, 5+ cards) with roughly 11-15 points.
- 2♦ At least 5-4 or 4-5 in hearts and spades, asks partner to correct to either major.
- 2♥ At least 5-5 in hearts and a minor.
- 2♠ At least 5-5 in spades and a minor.
- 2NT At least 5-5 in clubs and diamonds.

Responses to the 2♣ Overcall

- Pass Shows 6+ clubs.
- 2♦ An artificial bid, asking partner to pass if his suit is diamonds or to bid 2♥/2♠/3♣ depending on which suit he has.
- 2♥ Shows 6+ hearts, nonforcing.
- 2♠ Shows 6+ spades, nonforcing.

Responses to the 2♦ Overcall

- Pass Shows 6+ diamonds.
- 2♥ Natural preference, nonforcing.
- 2♠ Natural preference, nonforcing.
- 2NT Natural, invitational. Shows about 11-13 points, balanced.

Responses to the 2♥ Overcall

- Pass A weak hand with tolerance for hearts.
- 2♠ Promises 6+ spades, no heart support, nonforcing.
- 2NT Artificial, no heart support, asking for partner to bid his minor suit at the three level.
- 3♣ Promises 6+ good clubs, no heart support, nonforcing.
- 3♦ Promises 6+ good diamonds, no heart support, nonforcing.
- 3♥ Promises 3+ hearts, invitational.
- 3♠ Promises 6+ good spades, invitational to 4♠.
- 3NT To play.
- 4♥ To play.
- 4♠ To play.

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Responses to the 2♠ Overcall

- Pass A weak hand with tolerance for spades.
2NT Artificial, no spade support, asking for partner to bid his minor suit at the three level.
3♣ Shows 6+ good clubs, no spade support, nonforcing.
3♦ Shows 6+ good diamonds, no spade support, nonforcing.
3♥ Shows 6+ good hearts, no spade support, nonforcing.
3♠ Promises 3+ spades, invitational.

Responses to the 2NT Overcall

- 3♣ A weak hand with tolerance for clubs.
3♦ A weak hand with tolerance for diamonds. Tends to deny club support.
3♥ Shows 6+ good hearts, no support for either minor, nonforcing.
3♠ Shows 6+ good spades, no support for either minor, nonforcing.
3NT To play.
4♣ Shows 3+ clubs, invitational.
4♦ Shows 3+ diamonds, invitational.
4♥ To play.
4♠ To play.

Origins

Mike Cappelletti and Fred Hamilton, both American experts, are credited for this convention. See also Multi-Landy, which is very similar but reverses the meanings of the 2♣ and 2♦ overcalls.

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Mad City Sectional — Madison, WI WUMBA Sectional — Silver Points

Thursday, Dec. 3

9:00 299er Pair Game

1:30 299er Pair Game

Friday, Dec. 4

9:00 299er Pair Game

1:30 299er Pair Game

Saturday, Dec. 5

9:00 AM 299er Swiss, if sufficient teams

Lunch Included in entry fee - Free Lessons on Thursday & Friday 12:50-1:20 pm

Monona Community Center, 1011 Nichols Rd., Monona, WI 53716, (608) 222-4167

Chair: Marge Morgan, (608) 271-6460, mumorgan55@gmail.com

Partnerships: David Raitt, (608) 257-0909, David.Raitt1@gmail.com

Partners guaranteed up to ½ hour before game time



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Jacoby Transfers

Jacoby Transfers are used after a player has opened or overcalled a natural 1NT and his partner holds at least one five-card major suit. Responder naturally wants his side to play in his long suit, but with a weak hand, he would prefer his partner to play the contract. The reasoning is fairly simple: If the weak hand plays the contract, the strong hand becomes dummy and exposes its high card points and tenaces to the defenders. If the strong hand plays the contract, however, the weak hand becomes the dummy and the opponents have a harder time determining which high cards are where.

Jacoby Transfers work as follows. In response to 1NT:

- 2♦ Shows at least five hearts. Asks partner to bid 2♥.
- 2♥ Shows at least five spades. Asks partner to bid 2♠.

Opener's Rebids

Opener must complete the transfer by bidding 2♥ or 2♠. However, opener can make a super-acceptance bid of 3♥ or 3♠ if holding 4-card support and 17 points. Some experts like Marty Bergen espouse an approach of making a super-accept whenever holding 4-card support, in accordance with the Law of Total Tricks. Of course, this is up to partnership agreement.

Responder's Rebids

Responder's rebids after

1NT : 2♦

2♥ : ?

Pass A weak hand with at least five hearts.

2♠ Five spades, five hearts and 0-6 points. Nonforcing.

2NT A balanced or semi-balanced (no singletons or voids) distribution, five hearts, and invites game. Partner can pass, sign off in 3♥ or bid 3NT.

3♣ At least five hearts, at least four clubs and game forcing.

3♦ At least five hearts, at least four diamonds and game forcing.

3♥ At least five hearts (usually six), invitational. Partner can pass or bid 4H.

3♠ N/A

3NT A balanced or semi-balanced (no singletons or voids) distribution with five hearts. Partner can pass or correct to 4♥.

4♥ At least six hearts, signoff.

Responder's rebids after

1NT : 2♥

2♠ : ?

Pass A weak hand with at least five spades.

2NT A balanced or semi-balanced (no singletons or voids) distribution, five spades, and invites game. Partner can pass, sign off in 3♠ or bid 3NT.

3♣ At least five spades, at least four clubs and game forcing.

3♦ At least five spades, at least four diamonds and game forcing.

3♥ At least five spades, at least five hearts and invitational. Partner can pass, sign off in 3♠ or bid 4♥ or 4♠.

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- 3♠ At least five spades (usually six), invitational. Partner can pass or bid 4♠.
- 3NT A balanced or semi-balanced (no singletons or voids) distribution with five spades. Partner can pass or correct to 4♠.
- 4♥ At least five spades, at least five hearts and game forcing. Partner can pass or bid 4♠.
- 4♠ At least six spades, signoff.

In Competition

After 1NT is overcalled, transfers are off. If 1NT is doubled though, opinions vary. In "Modern Bridge Conventions," Bill Root and Richard Pavlicek say that a transfer "can never be preceded by interference." In the SAYC bidding booklet by the ACBL, however, transfers (and all conventional responses) are "on" over a double. If the artificial transfer bid is doubled, the 1NT bidder can pass with only two-card support, redouble to show a good holding in the artificial transfer suit, or complete the transfer by bidding 2♥ or 2♠ with at least three-card support. If the artificial transfer bid is overcalled, the 1NT bidder can pass with only two-card support, double for penalty or complete the transfer at the three-level with at least three-card support and a very good hand.

Extra Tips

- Jacoby Transfers are also used after an opening bid of 2NT or 3NT, as well as strong notrump rebids by an opening 2♣ (artificial and strong) bid.
2NT : 3♦/3♥
3NT : 4♦/4♥
2♣ : 2♦
2NT : 4♦/4♥
2♣ : 2♦
3NT : 4♦/4♥
- Note that Stayman, not transfers, should be used with hands that are 4-5 or 5-4 in the majors.
- Beginners are prone to forget transfers when they come up, resulting in some very unhappy contracts. If you are a novice and decide to use transfer bids, be sure to remember them when they come up.

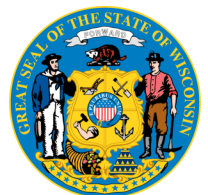
Origins

Jacoby Transfers were invented by American expert Oswald Jacoby.

Milwaukee Fallfest Sectional
Cardinal Stritch University/Bonaventure Hall Conference Center
Milwaukee, WI
Oct 15 - Oct 18, 2015

Milwaukee Holiday Tournament
Zoofari Conference Center
Milwaukee, WI
Dec 28 - Dec 30, 2015

**Upcoming
Milwaukee
Sectionals**



Dealing With Interference Over Ace-Asking Bids... DOPI and DEPO

DOPI is the acronym for "Double = 0, Pass = 1." It is a convention used after partner bids 4NT Blackwood or 4♣ Gerber to ask for aces, but the next player overcalls (usually in a sacrifice attempt). Using DOPI, responder has the following bids available:

X	0 aces
Pass	1 ace
Cheapest bid over the overcall	2 aces
Second-cheapest bid	3 aces
Third-cheapest bid	4 aces

If playing Roman Key Card Blackwood, the responses are:

X	0, 3 or 5 keycards
Pass	1 or 4 keycards
Cheapest bid over the overcall	2 keycards without the trump queen
Second-cheapest bid	2 keycards with the trump queen

If partner bids 4NT followed by 5NT, he is making a Blackwood query for kings. All other rebids by partner are natural signoffs.

Other Considerations

DOPI is more informative than DEPO, but the drawback is that it can't be played when the opponents compete above 5 of your trump suit. For example:

♠5				
♥KQT5	You	Opponent	Partner	Opponent 2
♦AT987	1♦	1♠	4NT	6♠
♣A63	?	3♠		

When this occurs, it's better to switch to DEPO, or to simply play DEPO all the time.

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DEPO (Double Even, Pass Odd)

DEPO is the acronym for "Double = Even, Pass = Odd." It is a convention used after partner bids 4NT Blackwood or 4♣ Gerber, but the next player overcalls (usually in a sacrifice attempt). Using DEPO, responder has the following bids available:

Double 0, 2 or 4 aces

Pass 1 or 3 aces

If playing Roman Key Card Blackwood, a double would show 0, 2 or 4 *keycards*, while a pass would promise 1, 3 or 5 *keycards*.

If partner bids 4NT followed by 5NT, he is making a Blackwood query for kings. All other rebids by partner are natural signoffs.

Other Considerations

DEPO responses are vaguer than DOPI, but its benefit is that it can be played at any level, like when the opponents sacrifice at the 6-level over 4NT.

ROPI (Redouble 0, Pass 1)

ROPI is the acronym for "Redouble = 0, Pass = 1." It is a convention used after partner bids 4NT Blackwood or 4♣ Gerber, but the next player doubles. This situation is rare, but occasionally occurs when the opponents double to show a potential sacrifice, e.g.

♠5				
♥KQT5	You	LHO	Partner	RHO
♦AT987	1♦	3♠	4NT	Double ¹
♣A63	?			

- Shows spade support in case partner likes his hand and is interested in sacrificing. A direct 5♠ overall would be stronger.

Using ROPI, responder has the following bids available:

Redouble 0 aces

Pass 1 ace

Cheapest bid over the overcall 2 aces

Second-cheapest bid 3 aces

Third-cheapest bid 4 aces

If playing Roman Key Card Blackwood, the responses are:

Redouble 0, 3 or 5 keycards

Pass 1 or 4 keycards

Cheapest bid over the overcall 2 keycards without the trump queen

Second-cheapest bid 2 keycards with the trump queen

If partner bids 4NT followed by 5NT, he is making a Blackwood query for kings. All other rebids by partner are natural signoffs.

Texas Transfers

Texas Transfers are used to show hands with very long major suits worth a game contract (but not slam) after partner opens or overcalls a natural 1NT. The theory behind Texas Transfers is much the same as that behind Jacoby Transfers: when one hand is stronger than the other, it is best for the strong hand to declare the contract for the purpose of high card concealment. Playing Texas, the following conventional responses to 1NT apply:

4♦ shows at least 6 hearts and game values, requiring partner to rebid 4♥.

4♥ shows at least 6 spades and game values, requiring partner to rebid 4♠.

Both 4♦ and 4♥ show game values, but not slam values. With a hand interested in slam, responder should start with a Jacoby Transfer and make a forcing rebid at his next turn.

In interference, Texas Transfers are only on if the interference is lower than 3♦.

Examples:

1NT X 4♦

4♦ is a Texas Transfer, requiring partner to rebid 4♥.

1NT 3♣ 4♥

4♥ is a Texas Transfer.

1NT 3♦ 4♥

4♥ is natural since the interference was higher than 3♣.

Other Considerations

- It is easy to forget Texas Transfers, so make sure to remember them when they come up.
- Make sure you agree with your partner about when Texas is on and off after the opponents intervene, and be sure to remember that agreement as well.

Origins

Texas Transfers are attributed independently to American player David Carter of St. Louis, Missouri and Mr. Olle Willner of Sweden.

Splinters

A splinter bid is a type of strong major-suit raise. A double-jump in a new suit shows:

- at least 4-card trump support, and
- 13-16 points with slam interest, and
- a singleton or void in the new suit.

Examples:

Opener	Responder
♠KQ543	♠A982
♥8	♥KT62
♦AJT9	♦KQ54
♣QT3	♣5

1♠	4♣ ¹
4♦ ²	4♠ ³
Pass ⁴	

1. Splinter, showing club shortness and slam interest in spades.
2. Opener sees that his club losers "go away" opposite the splinter, so he cuebids the ♦A in case this is useful information for partner.
3. Responder signs off. Failure to cuebid 4♥ denies the ♥A.
4. Opener passes with a minimum.

Opener	Responder
♠KJ42	♠AT653
♥KQ92	♥54
♦AKQ9	♦876
♣5	♣QJ4

1♦	1♠
4♣ ¹	4♠ ²
Pass	

1. Splinter, showing club shortness and slam interest in spades.
2. Responder signs off with a minimum.

Opener	Responder
♠K542	♠--
♥KQ962	♥AT543
♦J2	♦A854
♣AJ	♣K873

1♥	3♠ ¹
4♣ ²	4♦ ³
4NT ⁴	5NT ⁵
6♥ ⁶	Pass

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1. Splinter, showing spade shortness and slam interest in hearts.
2. Opener cuebids the ♣A.
3. Responder cuebids the ♦A.
4. Opener bids 4NT Blackwood, asking for aces. Note this is only recommended if the partnership has an agreement about how to show a void in response to Blackwood.
5. 5NT shows 2 aces and a void, which must be in spades.
6. Opener settles for 6♥. A grand slam might also be possible, but would require responder to hold a running minor suit, or both minor-suit kings. (In the actual hands, it would hinge on a club finesse.)

Other Considerations

- It is a matter of partnership agreement whether to splinter with a singleton king or ace.
- Rebidding a splinter suit confirms a void in that suit.
- Splinter responses to 1♣/♦ also require partnership discussion. Not all pairs play this. However, it would typically promise 5+ trump support (since partner may only have a 3-card minor), and deny a 4-card major.
- Splinter bids in competition also require partnership discussion. For example, splinters may be on after an opposing takeout double, but limited to jump-cuebids if the opponents overcall in a suit.
- Void suit responses to Blackwood also require partnership agreement. A common treatment is to play a 5NT response as showing 2 aces plus a void (as in the example auction above), and a 6-level jump response to show 1 ace plus a void in the jump suit. In the example auction above, however, responder would jump to 6♥ if holding 1 ace and a spade void, since bidding 6♠ would bypass 6♥.
- With an unbalanced hand too good for a splinter (i.e. 17+ points), responder can use Jacoby 2NT over a 1♥/♠ opening, or even use Blackwood with a singleton and slam interest.
- Some partnerships also play certain single jump-shifts as splinters. For example, 1♠ - 2♥ followed by a 4♦ rebid by opener. Needless to say, this is also a matter of partnership agreement.

Monday 7:30 pm

Stratified Charity Pairs

See BridgeinChicago.com for more information

Stratified Pairs 0-100, 100-300, 300-499

Thursday 9:30, 2:00 & 7:30 pm

Single Sessions

Stratified Pairs 0-100, 100-300, 300-499

Saturday 9:30

Single Session

Stratified Pairs 0-100, 100-300, 300-499

Free Intermediate/Novice Dinner

(Thursday between sessions)

**Central
States
Oct. 26-Nov. 1
Lake Geneva**

Weak Two Bids

Weak Twos are opening bids that show 5-10 high card points and six cards in the bid suit. Ideally, opener has concentrated strength in his six-card suit and nothing in the other suits. The classic weak two bid looks something like this:

♠AQJTxx

♥x

♦xxx

♣xxx

By opening 2♠ you make it harder for the opponents to find a fit in one of the other suits. See also the Rule of 2, 3 and 4, which is a guideline for determining when to open a weak two.

A weak two bid usually does not contain a side four-card major, although this is up to partnership agreement. The reason it is dangerous to preempt with a side four-card major is because the partnership may miss a good fit in that major, perhaps even a game contract, while they may have no fit in the weak two suit and may languish there.

Also, while the SAYC bidding system espouses 5-11 HCP as the range for a weak two, this technically conflicts with the Rule of 20. If you have 11 points and a 6-card suit, then you must have a 3-card side suit (or longer). Add that up and you get 20 points. So it's worth deciding if you and your partner want to open 11-pointers as a weak two.

Responses to a Weak Two

- A simple raise is called Raise Only Non Forcing. It shows 3 or 4-card support and approximately 6-13 points (insufficient values for a game contract). It is preemptive and completely non-forcing.
- A jump raise usually shows a weak, preemptive hand (with at least 4-card support). It is also common to make a 4♥/♠ jump raise with 5-card support regardless of strength. However, a major suit jump raise may also be made by a strong hand that believes the game contract will succeed.
- A new suit is natural and forcing for one round, typically showing at least a 5-card suit and denying support for partner's suit. However, this is up to partnership agreement; some pairs prefer to play a new suit as a non-force.
- 2NT is a strong, artificial forcing bid. It is most frequently used when responder has 3+ card support. Opener is asked to show a feature in a side suit, i.e. an ace or king, by bidding that suit at the three level. Examples:

2♥ : 2NT

3♣

3♣ shows the ace or king of clubs.

2♠ : 2NT

3♠

3♠ shows a minimum hand with no side suit features.

See also Ogust, a convention with more detailed responses to 2NT.

In competition, the artificial 2NT response and rebids are on.

Example Auctions

♠AJ3	West	North	East	You
♥52	Pass	2♦ ¹	Pass	3♦ ²

♦T942

♣K542

¹ Weak.

² An obstructive raise. Non-forcing.

♠AKJ	West	North	East	You
♥AT3	Pass	2♠ ¹	Pass	2NT ²

♦K9652

♣42

¹ Weak.

² Artificial and forcing. With game-invitational values, South plans to rebid 4♠ unless partner shows a minimum hand via a 3♠ bid.

♠AKJ2	West	North	East	You
♥KQJ5	Pass	2♥ ¹	Pass	4♥ ²

♦6

♣K743

¹ Weak.

² A strong raise to game. However, this bid can also be preemptive with a *weak* hand and 4+ card support.

We will feature more conventions in future issues of this newsletter.

For more information, or to read about these online, go to:

http://www.bridgebum.com/bridge_bidding_conventions.php

The Bridge Bum site is written and published by Jeff Tang. It is well done and you would likely enjoy reading much of what is written there.

Note: We are no longer snail mailing any issues of this newsletter.

Snail mail has become cost prohibitive. The newsletters are available online only at the District 13 website.

To access the site and find the newsletters, go to:

<http://acbl-district13.org/ArticlesAndNewsletters.htm>

Newsletters at this address go back to 2001. You can read them, print them, and enjoy them from there.