

Iowa City Standard

General Approach

FORCING OPENING: 2♣

Discuss whether you wish to play 2/1 Game Force.

Opening style is individualistic. Recommend opening all 12 HCP hands and almost all 11 HCP with a 5 card major.

Notrump Opening Bids

15 to 17

5-3-3-2 heart hands should be opened 1NT to avoid rebid problems.

Individually, decide whether 14 HCP with either a good 5 card suit or heavy with intermediates can be upgraded to 1NT opener.

System on over D & 2♣

2♣ Stayman

2♦ Transfer to ♥

2♥ Transfer to ♠

2♠ → 3♣ (clubs or diamonds)

3♣ invitational AQ- or KQ-sixth

3♦ invitational AQ- or KQ-sixth

Discuss Texas Transfers & Smolen.

Basic handling interference: System on (in bold above) over D & 2♣ (Dbl=Stayman); over all else new suits are to play at the two-level, game forcing at the three-level, double is penalty.

2NT 20 to 21

Jacoby

3NT 24 to 25

Balanced bidding chart:

1 suit → rebidding towards 1NT	12-14
1NT	15-17
1 suit → rebid 2NT	18-19
2NT	20-21
2♣ → rebid 2NT	22-23
3NT	24-25
2♣ → rebid 3NT	26-27
4NT	Blackwood
2♣ → rebid 4NT	28-29

Major Opening

Expected Min Length 5

Double Raise: Inv
After Overcall Weak

Cuebid opponents suit to show limit raise (or better)

Conv. Raise 2NT Splinter

Jacoby 2NT: 4+ card fit, opening hand or better.

Opener's rebids:
 New suit 4-level good five card second suit
 New suit 3-level singleton or void in suit bid
 Opened suit 4-level 11-14, no singleton or void
 3NT 14-17, no singleton or void
 Opened suit 3-level 17+, no singleton or void
3NT: 13 to 15

Minor Opening

Expected Min Length 3
1♣
1♦
Double Raise: Inv
After Overcall Weak
 Cuebid opponents suit to show limit raise (or better)
1NT: 6 to 10
2NT: 11 to 12
3NT: 13 to 15

(Opening 2 Bids)

2♣ 22 to + (or 9+ tricks)
2♦ waiting
 To show a double negative bid 3♣ over opener's 2Major or 3♦ over opener's 3♣.
 (2♥ over 2C♣ shows no A or K is also an option)

2♦, 2♥, 2♠ 6 to 10
Feature; RONF [Raise Only Non Force]

Everyone has their own definition of a weak two based on various factors: suit quality, voids, side four card major, side three card major, 5 card suit, 7 card suit – figure out yours and be consistent. Remember to vary due to context: vulnerability and position.

If you like to play loose preempts, consider playing Ogust responses to 2NT.

- 3C Bad hand, Bad suit
- 3D Bad hand, Good suit
- 3H Good hand, Bad suit
- 3S Good hand, Good suit
- 3NT really Good suit (AKQ-, AKJT sixth)

When your partner opens a weak two, base your bidding on tricks. Non vulnerable expect partner to provide five tricks, vulnerable six tricks. When you have four card support raise your partner to the four level.

Other Conv. Calls

New Minor Forcing

After 1minor-1Major, 1NT shows invitation to game values or better and 5 cards in Major
 Opener rebids at the 2-level with minimum (11-12), 3-level with maximum (13-14).

Opener's first priority is to show fit for partner's major.

1minor-1♠, 1NT-2♥ is pass or correct (to 2♠). Raise to 3♥ is rare, no other bidding choices.

NMF is used over 2NT rebid also without the jump responses.

Weak Jump Shifts: In Comp

Weak: jump to the 2 level shows less than minimum response (2-4 HCP); jump to the 3 level shows a minimum weak two (4-7). ALERTABLE!

Strong: shows one of three type of hands. 16+ HCP balanced → rebids in notrump. 16+ one suited → rebids in suit bid. 16+ natural with 4+ fit with opener's suit → rebids in opener's suit or control bids in a new suit.

Invitational: 6-7 (good) card suit, 9-12 HCP. ALERTABLE! 2NT by opener is a game try looking for more information. New suits by opener are forcing.

4th Suit Forcing: **Game**

Fourth Suit Forcing only applies when the first four bids are different suits.

Special Doubles

Negative thru 3♠

1♣-(1♦), Dbl shows 4-4 in majors. 1Major shows 4+ in suit bid.

1minor -(1♥), Dbl shows 4 spades. 1♠ shows 5+ spades.

1suit-(2/3minor), Dbl shows at least one four card major and either the other major, fit with minor, or notrump rebid.

1suit-(2/3major), Dbl shows at least 4 cards in other major and either support for a minor or notrump rebid.

The higher the level you double the more you promise.

Notrump Overcalls

Direct: 15 to 18 Systems on

Systems on include interference.

Balancing 11 to 14

Discuss whether Systems are on.

Jump to 2NT **2 Lowest**

Simple Overcall

1 level 6 to 18

New Suit: **NFConst**

Jump Raise: **Weak**

Cuebid opponents suit to show limit raise (or better)

Defense vs Notrump

Leave blank (Natural)

Popular alternatives are Cappelletti, DONT and Cordle Landy (Dbl=clubs, 2♣=majors)

Jump Overcall

Weak

Opening Preempts

Light

3/4 bids

Over Opp's T/O Double

New Suit Forcing: 1 level

Jump Shift: **Weak**

**2NT Over
Majors**

Limit+

Direct Cuebid

Michaels **Minor** **Major**

VS Opening Preempts Double Is

Takeout thru 4♥

Slam Conventions

Gerber **4NT: Blackwood**

RKC1430 is popular.

Avoid ace-asking with a void or an unbid suit with two losers. Before (never after) decide where you are going after hearing partner's response. Missing two aces (two keycards or one keycard and the trump queen) sign off below slam. With no missing keycards and an unlimited partner, bid 5NT.

5NT promises that the partnership holds all the aces (keycards) and is a grand slam try.

Leads

versus Suits

ⒶKx

Go out of your way to avoid leading an unsupported ace. Please.

4th Best vs SUITS vs NT

Primary Signal to Partner's leads

Attitude

Defensive Carding

Vs SUITS vsNT

Standard:

Signalling at suits: high shows primary or secondary tricks, low shows no interest or no opinion.

Signalling at notrump: low shows look elsewhere or no opinion, high shows primary trick(s).

Splinter Bids

The simplest splinter bids are double jump shift above partner's major suit bid. Splinter bids show a void or a singleton in the suit bid and at least four card support for partner's major. The beauty of splinter bids is they allow the partner of the splinter to visual the fit and most likely the play of the hand.

Partner of the splinter bid upgrades the ace of the splintered suit as well as small card length and downgrades lower honors in the splinter suit. Also, the High Card Points are easier to work with as the 40 point deck can be reduced to a 30 point deck.

1♥-3♠ shows 11-15 HCP, shortness in spades, 4+ hearts.

1♥-4♣ shows 11-15 HCP, shortness in clubs, 4+ hearts.

1♥-4♦ shows 11-15 HCP, shortness in diamonds, 4+ hearts.

1♠-4♣ shows 11-15 HCP, shortness in clubs, 4+ spades.

1♠-4♦ shows 11-15 HCP, shortness in diamonds, 4+ spades.

1♠-4♥ shows 11-15 HCP, shortness in hearts, 4+ spades. [WARNING: When first learning splinters this auction has been found hard to remember]

You may also splinter in these auctions if you are planning to drive to slam AND may be looking for a grand slam via 5NT (when the partnership holds all the keycards).

If you have a 4+ fit, side shortness and 16+ HCP it is better to take control by using 2NT (Jacoby).

1♣/1♦-1♥; 3♠ shows 17-20 HCP, shortness in spades, 4 hearts.

1♦-1♥; 4♣ shows 17-20 HCP, shortness in clubs, 4 hearts.

1♣-1♥; 4♦ shows 17-20 HCP, shortness in diamonds, 4 hearts.

1♦-1♠; 4♣ shows 17-20 HCP, shortness in clubs, 4 spades.

1♣-1♠; 4♦ shows 17-20 HCP, shortness in diamonds, 4 spades.

1♣/1♦-1♠; 4♥ shows 17-20 HCP, shortness in hearts, 4 spades.

1minor-1Major; 4(same)minor shows 17-20, 6+ very good minor, 4 cards in Major.

There are many other auctions that splinters are useful. Try out these basic auctions and expand from there.

Convention Rule: The best way to learn a convention is to screw it up.

SPECIAL DOUBLES

After Overcall: **Penalty**
 Negative thru 3
 Responsive : thru Maximal
 Support: **Dbl.** thru **Redbl**
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv.
Balancing: 11 to 14
 Jump to 2NT: Minors 2Lowest
Conv.

DEFENSE VS NOTRUMP

vs: _____
 2♣ _____
 2♦ _____
 2♥ _____
 2♠ _____
 Dbl: _____
 Other: _____

SIMPLE OVERCALL

1 level 6 to 18 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL

Strong Intermediate Weak

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other: _____

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

VS Opening Preempts Double Is

Takeout thru _____ **Penalty**
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

vs interference: DOPI DEPO Level: _____ ROPI

LEADS (circle card led, if not in bold)

versus Suits		versus Notrump	
x x	x x x x	x x	x x x x
x x x	x x x x x	x x x	x x x x x
Ⓚ x	T 9 x	A K J x	A Q J x
K Q x	K J T x	A J T 9	A T 9 x
Q J x	K T 9 x	K Q J x	K Q T 9
J T 9	Q T 9 x	Q J T x	Q T 9 x
K Q T 9		J T 9 x	T 9 x x

LENGTH LEADS:
 4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

Primary signal to partner's leads
 Attitude Count Suit preference

DEFENSIVE CARDING

vs SUITS vs NT
 Standard:
 Except
 Upside-Down:
 court
 attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING **PLEASE ASK**

NAMES

GENERAL APPROACH

Two Over One: Game Forcing Game Forcing Except When Suit Rebid
VERY LIGHT: Openings 3rd Hand Overcalls Preempts
FORCING OPENING: 1♣ 2♣ Natural 2 Bids Other

NOTRUMP OPENING BIDS

1NT _____
 15 to 17 _____
 _____ to _____
 5-card Major common
 System on over Dbl. 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (____ denies)
 2♠ -> 3♣, ♠s or ♠s Neg. Double _____
 2NT _____ Other: _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ _____
 3NT 24 to 25
Conventional NT Openings

MAJOR OPENING

Expected Min. Length 4 5
 1st/2nd
 3rd/4th

MINOR OPENING

Expected Min. Length 4 3 **NF** 0-2 Conv.
 1♣
 1♦

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splitter
 Other: _____
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: 13 to 15
 Drury : Reverse 2-Way Fit
 Other: _____

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: _____
 Frequently bypass 4+♦
 1NT/1♣ 6 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: _____

DESCRIBE

RESPONSES/REBIDS

2♣ 9+ tricks to or 22+ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
2♦ 6 to 10 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature, R/NF 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 6 to 10 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature, R/NF 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 6 to 10 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature, R/NF 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
OTHER CONV. CALLS: New Minor Forcing: <input type="checkbox"/> 2-Way NMF <input type="checkbox"/>	
Weak Jump Shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/>	
4th Suit Forcing: 1 Rd. <input type="checkbox"/> Game <input type="checkbox"/>	