

Defence to 1NT - a survey for the new millennium

ASPRO

2{ = hearts and an other, 2} = spades and a minor. Responder can relay to find out more.

Immediate bids of 3{, 3} and 3[are *Roman jump over calls* showing 6-5 or 6-6 shape (that suit and the suit above).

An immediate 2NT bid shows both black suits.

ASPTRO

2} = spades + an other, 2{ = hearts and an other. Responder can relay to find out more.

ASTRO

2} = spades + an other, 2{ = hearts and a minor. Responder relays for more.

BECKER

2{ = minors, 2} = majors.

BERGEN

Same as DONT (Marty Bergen was the inventor of DONT).

BLUE CLUB

2{, }, [,] = transfers to next higher suit. In the balancing position (4th seat) double shows a major or minor two-suiter.

BROZEL

Dbl = penalty double, but has length and strength in one suit (5-6 cards).

2{ = clubs and hearts, 2} = hearts and diamonds.

2[= majors, 2] = spades and a minor. 2NT = both minors.

Three-of-a-suit = short age here and support for the other three suits.

CANSINO

2{ = playable in clubs and two other suits (5-4-4-0, 4-4-4-1 or 5-4-3-1).

2} = both majors.

Dbl = penalty over weak notrump and major or minor two-suiter over strong.

CAPPELLETTI

2{ = unknown single suiter, 2} = both majors, 2M = major-minor two-suiter.

CANAPE TRANSFERS

Into four-card suit, with a guaranteed longer suit outside.

CRASH

2{ = two suits of same colour, 2} = 2 suits of same rank.

2NT = two suits of same shape.

Against a strong notrump, double replaces 2NT to show the odd suits.

Crash was originally developed by Kit Woolsey for use against big club systems. See article Australian Bridge, October 1983 by Richard Klamman, USA.

CRO

Same as CRASH

DONT

Dbl = some single-suiter.

2{ = clubs and an other.

2} = diamonds and a major.

2[= majors.

2] = spades (weakish).

EXCLUSION BIDS

a.k.a. 'Super Convention.'

Suit = natural or the other three suits.

Partner should treat as natural with fewer than three cards in that suit otherwise pick a suit!

GATES ADJUNCT

A balancing method using double, etc.

—see Amalya Kears's *Bridge Conventions Complete*

GRANO-ASTRO

Dbl = spades and an other.

2{ or 2} = that minor + hearts.

Developed by Matt Granovetter (USA)

HAMILTON

Developed by Fred Hamilton, USA — see

CAPPELLETTI

HELLO

2{ = diamonds or a major-and-a-minor, 2} = hearts only.

2[= majors, 2] = spades only,

2NT = clubs, 3{ = minors, 3} = strong with the majors, Dbl = penalty.

Invented by Helms and Cowman of the USA and currently popular in some states.

KELSEY

2{ = playable in clubs and promises shortage in a red suit.

2} = playable in diamonds and promises shortage in black suit.

Partner (ie 4th player) has to guess, but in practice his own suit holdings and 3rd player's bid usually solves it.

LANDY

2{ = both majors.

With equal length in the majors partner can 'relay' via 2} to ask bidder to pick the major.

There are extended versions of LANDY available.

Some people bid 2{ naturally in 4th seat and double to show the majors.

LIONEL

Dbl = 11+ HCP with at least 4-4 in spades and an other.

2{, 2} = 11+ HCP with at least 4-4 in hearts and the bid minor.

2[= 11+ HCP with at least 4-4 in the majors, 2] = natural.

The same scheme operates in the balancing seat.

After second player doubles, partner can pass for penal ties (needs 10+ HCP)

or else bids 2{ (correctible), or 2} passable or correctible to 2[; an immediate 2[over the double is natural and non-forcing.

An immediate 3] is pre-emptive. With spade game interest, partner can bid 2NT (no singleton) or three of his side-singleton.

Developed by Lionel Wright, New Zealand — see his three-page article, May 1993, International Popular Bridge Monthly.

MODIFIED PINPOINT ASTRO

2{ = clubs and hearts, 2} = diamonds and hearts, two of a major = natural.

Dbl = spades + an other.

POTTAGE

Developed by Julian Pottage of UK — see

CAPPELLETTI

POWER

The Power System uses a hybrid BROZEL and RCO method. See pages 356-359 of the Power System book.

RCO

Versus a strong notrump and in 4th seat versus any notrump: 2{ = Rank,

An overview of methods discussed by peter j amieson

2} = Col our, Dbl = 2 Odd suits;

2[/] = natural.

In sec ond seat ver sus a weak notrump, dou ble = pen alty and 2NT = odd suits).

RIPSTRA

Two of a mi nor = **both** majors and lon ger or better in mi nor suit bid (can be 5-4-2-2 shape).

ROTH

Dbl = majors , 2{ = blacks,

2} = spades and di a monds,

two of a ma jor = nat u ral ,

2NT = 4 hearts and a six-card mi nor,

3{ = clubs and hearts, 3} = red suits.

ROTH-STONE

2{ = clubs and spades, 2} = di a monds and spades, three of a mi nor = that minor + hearts.

Dbl of a strong notrump = majors,

Dbl of a weak notrump = pen al ty.

SAHARA

Two ma jor or three mi nor = nat u ral,

Dbl = hearts and a mi nor,

2{ = spades and an other,

2} = some three-suited hand,

2NT = mi nors.

See ar ti cle in The Bridge World, June 1987 by Gene Vin cent, To ledo USA

SCORRCHIO

Dbl = sin gle-suiter (never di a monds).

Two-of-a-suit = five cards in that suit + four in a suit of the op po site rank.

De vel oped by Trev and friends in Syd ney from sys tem notes by Eric Kokish.

SHARPLES

There are three differ ent ex plan a tions in print as to what this con ven tion is;

here is the Terence Reese ver sion:

2{ = clubs and two other suits.

2} = di a monds and both ma jors.

2[/] = natural.

SOAP

2{ = five hearts, 2} = five spades ,

Dbl = all 16+ hands.

Two-of-a-ma jor = pre cisely four of that ma jor + six-card mi nor.

Three-of-a-suit = inter mediate jump over call (typ i cally 11-15 HCP).

SOAP *was de signed by Paul Marston for de.*

fence against ar ti fi cial pre empts and "Ferts"

but has been used by some play ers ver sus 1NT.

SPLASH

Suit Plus A Suit Higher (same as DONT but Dbl = pen alty, not a sin gle suiter).

SUCTION

A suit bid = next higher suit or the other two suits – thus :

2{ = di a monds or hearts and spades,

2} = hearts or spades and clubs,

2[= spades or clubs and di a monds,

2] = clubs or di a monds and hearts.

TRANSFERS

Into di a monds, hearts, spades and clubs. These have been around since about 1970.

TIZI

Dbl = sin gle-suiter.

2{ = at least 5-4 mi nors, 2} = at least 5-4 ma jors.

Two of a ma jor = 5 ma jor, 4+ mi nor.

De vel oped by Tina Zines, NSWBA bridge teacher (in tended to help play ers transition ing from nov ice to in ter me di ate to be come more fam i lar with gad gets).

TOSS

Dbl = one-suiter.

Two-of-a-suit = five of that suit and 4+ cards in an other suit.

De vel oped by Willie Jago, Mel bourne (re fer his book 'MOST' about his souped-up Stan dard sys tem MOST

UNI-CLUB

2{ = clubs and an other, 2} = di a monds and a ma jor , 2 ma jor = nat u ral.

2] = three-suiter (one suit is spades),

3{ = three-suiter (spade short age).

VROOM

Dbl = hearts only or hearts + mi nor,

2{ = spades only or spades + mi nor.

Two ma jor = four ma jor + six mi nor,

2NT = mi nors.

WIND

Dbl = op tional, at least 13 HCP, but has good five-six-card suit like KQJ9x.

Part ner can pass for pen al ties or

pup pet to 2{ .

2{ = ma jors (2} asks for better ma jor).

2[, 2] , 3{ , 3} = nat u ral but not suit able for Dbl (i.e bro ken suit).

2NT = mi nors.

2} = ma jor-mi nor two-suiter with good mi nor (vi a ble at three-level) and a four or weak five-card ma jor. Since this bid is forcing it is also avail able with very strong ma jor-mi nor two-suiters.

(WIND stands for West wood 1NT De fence and was de vel oped by Bill West wood of Syd ney).

WINDA

Dbl = ma jors, 2NT = mi nors, 2{ = clubs + ma jor, 2} = di a monds + ma jor,

2[, 2] , 3{ , 3} all nat u ral.

(Also de vel oped by Bill West wood as a sim pler al ter na tive to WIND.)

WONT

Dbl = sin gle-suiter, 2{ = clubs and a

ma jor, 2} = di a monds and hearts,

2[= both ma jors, 2] = spades and

diamonds, 2NT = 5+, 5+, mi nors (all other two-suiters = 5-4 ei ther way).

N.B. 'W' stands for Wreck (Op po nents notrump), de vel oped by Rakesh Kumar of Syd ney (see his ar ti cle in Aus tra lian Bridge, April 1999).

No name 1

Full de tails and name not known; used by the part ner ship Kirmse-Marsal.

This pair were men tioned in the UK magazine *Inter na tional Pop u lar Bridge Monthly* 1993 in an ar ti cle on the Phillip Mor ris Cup. 2{ was bid over 1NT to show a sin gle-suiter in clubs or diamonds, or spades and a mi nor, or both ma jors.

No name 2

2{ = diamonds or ma jor-mi nor with lon ger mi nor,

2[= ma jors, 2] = spades, 2NT = clubs,

3{ = mi nors, 3} = game force two-

suit er but not the mi nors, 3[/] pre empt, 3NT = game-forc ing mi nors.