

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

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Event Camrose Trials

Opening bid of 2N **in** 1st/2nd/3rd/4th **seat at** all vulnerabilities

Shows: Either 6+♣s or 6+♦s, 3-10 HCP (i.e. a pre-empt in an unspecified minor)

Detailed Description: The bid shows an unspecified 6 or 7 card suit, of normal pre-empting standards, taking account of both vulnerability and seat. 2nd seat openings and vulnerable openings (particularly against non-vulnerable opponents) are likely to be sounder than 1st/3rd and non-vulnerable openings. In fourth seat there will be an expectation of making the contract.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

In brief, *very very few*.

Responder may judge that the penalty in 2NT undoubled will be cheaper than 3X doubled and pass. Alternatively – and especially at green vulnerability – responder may gamble that 2NT off several undoubled will be cheaper than opponents' game, and pass to put pressure on fourth hand. Most hands strong enough to expect 2NT to make will have enough to expect to have a chance in 3NT, and will bid accordingly.

Meanings of other responses and rebids:

3♣ Pass/correct

After 2NT-(pass)-3C, opener *may very rarely* (usually when non-vulnerable) psyche a pass, attempting to play at the 3 level in opponents' suit. If opponents double and opener removes to a new suit, this is generally understood to expose the gambit.

3♦ **Forcing inquiry**, forcing to game, establishes hand ownership

3♥ Club pre-empt

3♠ Diamond pre-empt

Once opener's suit is known, now 4 of opener's suit is Minorwood (on the pre-empt scale, i.e. 0, 1, 1+Q, etc), and game contracts – including 5 other minor! – are to play.

3♥ Natural GF own suit

3♠ Natural GF own suit

3NT To play, not necessarily to make

4♣ Pass/correct extending pre-empt

4♦ Pass/correct extending pre-empt

4♥ To play

4♠ To play

4NT To play in 5+ of opener's minor (similarly 5NT)

5♣ To play

5♦ To play

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

2NT-(Dbl)-Pass: request opener to show his suit.
2NT-(Dbl)-3C pass/correct, identical to description above..
2NT-(Dbl)-3D asks for suit, identical to description above.
2NT-(Dbl)-3H/S natural and one round force, identical to description above.
2NT-(Dbl)-3NT is to play (but not necessarily to make), as above.
2NT-(Dbl)-4C/D are pass/correct extending the pre-empt, as above.
2NT-(Dbl)-4H and upwards are natural, and show responder's suit, as above.

Responses after opponent's overcall:

As above over a 3C overcall (since the overcall takes no space, we play full system on). Double of a 3C overcalls asks for opener's suit, and is willing to defend 3C doubled opposite the club pre-empt.

Double asks for opener's suit [note: in line with Shillelagh principles elsewhere in our system]. Opener may show his minor through the linked major (i.e. 3/4H shows clubs, 3/4S shows diamonds) if space permits.

3NT is to play (but not necessarily to make), as above.

4C and 4D are still pass/correct, indicating either competitive values or willingness to search for a profitable sacrifice.

4H and upwards are natural, and show responder's suit, as above.

4NT asks for opener's minor and is potentially very wide ranging in strength: anywhere from preparing a 5 level sacrifice to bidding a grand slam to make.

Rebids after 4th hand DBLs the response:

Opener shows his hand naturally, including passing 3CX/3DX with the bid suit.

Rebids after 4th hand overcalls:

Opener can call his suit if responder has implied support for it through a pass/correct bid. Otherwise opener is considered to have limited his hand, and is expected to leave further action to responder.

Proposed Defence

We provide the defence that the ACBL has recommended against such a convention
<http://web2.acbl.org/defensedatabase/mc18.pdf>.

Note: To pass and then double is takeout.

Immediate action:

Double = Balanced 14+ HCP

3♣ = Majors.

3♦ now asks shape of 3♣ bidder; rebids are:

3♥ = 5-5 or 4-5

3♠ = 5-4

4♣, 4♦ = 5-5 with singleton in suit bid and extras.

3♦, 3♥ = Transfer to next higher suit.

Accept if willing to play there; 4♣ = cuebid.

3♠ = Shaped hand with minor.

3NT = To play

4♣ = To play 4♣ or 4♦;

4♦ = Asks for minor.

4♥ = Clubs.

4♠ = Diamonds.

3NT = To play with minor (6-3-2-2 or 7-2-2-2).

After 2NT - Double - 3X:

Pass = Non-forcing.

Double = Responsive (i.e. takeout oriented).

Suit = Natural, non-forcing.

4X = Cue bid.

After 2NT - Double - bid - Pass - Pass (e.g., 2NT - Double - 3♣ - Pass - Pass):

Double = 17+ HCP, balanced.

Suit = Natural, 17+ HCP.

Cue bid = 3-suiter, short in their suit, 18+ HCP.

After 2NT - Double - Pass - Pass - 3X:

Pass = 14-17 HCP, balanced.

Double = 18+ HCP.

Suit = Natural, 17+ HCP.

Cuebid = 4-4-4-1, 18+ HCP.

After 2NT - Double - Pass or Redouble:

Bid as in response to a 2NT opening.