



Preface

Are you on the same page as your partner?

Or is she even reading the same book?

Years of play will tell you, of course, but so will the "Partner's Covenant."

Wanting to play better with a partner is necessary for both duplicate and kitchen bridge. When duplicate bridge is played, the first thing that will be discussed is the bidding system often through the use of a convention card.

But in order to play with a partner well, a lot more than just what is on the convention card needs to be discussed. In this book, an in-depth look at the convention card is done as well as several other necessary topics. Each partner should answer and compare. I suggest a chapter at a time.

However, when kitchen or party bridge is played, the bidding is often just discussed in the post mortem. This book will reduce the number of post mortems.

The covenant I ask you to make is thus:

"I will read enough of these pages I need to read to be on the same page as my bridge partner."

Are you and your partner willing to ask and answer the right questions?

If you are, then here are some questions. The first chapter is an overview and the remaining chapters are the details.

I have included my answers so that the reader can compare her answers to mine.





Here are the symbols representing yourself and your three favourite partners. The reader should fill in his symbol with every statement he is in agreement. If you give this book to a partner, borrow his book and transcribe the answers here.

Symbol	Player's Name	ACBL Number	Date
<input type="checkbox"/>	Warren Watson	N/A	N/A
◀	_____	_____	_____
△	_____	_____	_____
▽	_____	_____	_____
▷	_____	_____	_____

Note: The symbols allow solution by shading the symbol so comparisons can be made at a glance. I recommend an HB pencil as a felt pen will show through. My answers are ■ which is yes or true and □ which is no or false.





Contents

Preface
Contents
1. Summary
1.1 General Approach
1.1.1 Systems
1.1.2 Standard American
1.1.3 Two-Over-One
1.1.4 Player Type
1.1.5 Openings
1.1.6 Balancing
1.2 Notrump
1.2.1 Opening
1.2.2 Gadgets
1.2.3 3NT Openings
1.2.4 Competition over 1NT
1.3 Major Openings
1.3.1 Major Opening Length
1.3.2 Double Raise
1.3.3 Double Raise in Competition
1.3.4 Gadgets
1.4 Minor Openings
1.4.1 In General
1.4.2 Bypassing a Diamond Suit
1.4.3 Notrump Responses
1.5 Two Openings
1.5.1 2♣ Openings
1.5.2 2♦ Openings
1.5.3 Weak Two's
1.6 Other Conventional Calls
1.6.1 FSF
1.6.2 Jump Shifts
1.6.3 Game Tries





1.6.4	Western Cuebid
1.7	Special Doubles
1.7.1	Takeout Doubles
1.7.2	Responsive Doubles
1.7.3	Support Doubles
1.7.4	Maximal Doubles
1.7.5	Penalty Doubles
1.7.6	Negative Free Bids (NFB)
1.8	Over Opponent's Takeout Double
1.8.1	Jordan
1.8.2	Dormer
1.9	Defense versus Notrump
1.9.1	Strong Notrump
1.9.2	Weak Notrump
1.10	Notrump Overcalls
1.10.1	In General
1.10.2	2NT Overcall of a Weak Two
1.10.3	Balancing Notrump
1.10.4	Jump in Notrump
1.10.5	Sandwich Notrump
1.11	Simple Overcall
1.11.1	One-Level Overcall
1.11.2	Two-Level Overcall
1.11.3	Maximum Points
1.11.4	Overcall Cuebid
1.12	Jump Overcalls
1.13	Opening Preempts
1.13.1	Sound and Light
1.13.2	First or Second Seat
1.13.3	Third Seat
1.13.4	Fourth Seat
1.13.5	New Suit
1.13.6	Keycard
1.14	Versus Opening Preempts
1.14.1	Takeout Doubles





1.14.2	Lebensohl
1.14.3	Points to Bid over a Preempt
1.14.4	Jumps over Preempts
1.15	Direct Cuebid
1.15.1	Michaels
1.15.2	Top and Other
1.15.3	Other Cases
1.15.4	AntiMichaels
1.15.5	Leaping Michaels
1.16	Slam Conventions
1.16.1	Ace Asking
1.16.2	Ace Asking with a Void
1.16.3	The Queen Ask
1.16.4	Asking for Kings
1.16.5	Interference over Ace Asking
1.17	Leads and Defensive Carding
1.17.1	Leads
1.17.2	Carding
1.17.3	Defensive Covenant
2.	General Approach
2.1	The System
2.2	Openings
2.2.1	Requirements
2.2.2	Examples
2.3	Balancing
2.3.1	In General
2.3.2	Prebalancing
2.3.3	Lead Direction
2.3.4	Raising a Balancing Bid
2.4	Playing Online
2.5	The Partnership





3.	Notrump
3.1	Strong Notrump
3.1.1	Opening Notrump
3.1.1.1	Requirements
3.1.1.2	Examples
3.1.2	Invitational Notrump Hands
3.1.2.1	Inviting
3.1.2.2	Accepting an Invitation ..
3.1.3	Stayman
3.1.3.1	In General
3.1.3.2	Major Five-Four
3.1.3.3	Major Six-Four
3.1.3.4	Stayman Invite
3.1.3.5	Trash Stayman
3.1.4	Transfers
3.1.4.1	Transfer Examples
3.1.4.2	Superacceptance
3.1.4.3	Mild Slam Try
3.1.4.4	Texas in Competition
3.1.5	Responding with a Long Minor
3.1.6	Big Hands
3.1.6.1	1½ Notrump
3.1.6.2	Two Notrump
3.1.6.3	22 to 24 Notrump
3.1.6.4	25 to 27 Notrump
3.1.6.5	Slam Hands
3.1.7	Competition over Notrump
3.1.8	Step Aside
3.2	Weak Notrump
3.2.1	Ranges
3.2.2	Systems
3.2.3	Defense against Weak NT
3.2.4	Scrambling Stayman
3.2.5	Runouts When Penalized
3.2.6	Penalizing Them





4.	Major Openings
4.1	Major Length
4.2	Major Responses
4.2.1	Double Jump
4.2.2	Jacoby 2NT
4.2.3	Splinters
4.2.4	Examples
4.2.5	Jacoby 3NT
4.2.6	Minsplinters
4.2.7	Successful Contracts
4.3	4M Raise
4.4	Forcing Notrump
4.4.1	Semiforcing
4.5	Drury
4.5.1	Drury in Competition
4.5.2	Fit Jumps
5.	Minor Openings
5.1	Better Minor
5.2	Responding to Partner
5.3	Subsequent Notrump Bidding
5.4	Inverted Minors
5.4.1	Standard Minor Limit Raises
5.4.2	Inverted Simple Raise
5.4.3	The Stopper-Showing System
5.4.4	Inverted Double Raise
5.5	In Competition
6.	Two Bids
6.1	Strong 2♦
6.1.1	Requirements
6.1.2	Responses to 2♦
6.1.3	2♦ in Competition
6.2	Weak Two's
6.2.1	Suit Quality





6.2.2	Suit Length
6.2.3	Points
6.2.4	Hand Characteristics
6.2.5	Responding to Partner's Weak Two
6.2.6	McCabe
6.2.7	Sacrificing
6.3	Other Uses of 2♦
6.3.1	Roman
6.3.2	Flannery
6.3.3	Mexican
7.	Other Conventional Calls
7.1	Forcing Situations
7.1.1	Reverses
7.1.2	Fourth Suit Forcing
7.1.3	New Minor Forcing
7.1.4	XYZ
7.2	Weak Jump Shifts
7.3	Western Cuebid
7.4	Help Suit Game Try
8.	Special Doubles
8.1	Negative Doubles
8.2	Responsive Doubles
8.3	Maximal Doubles
8.4	Support Doubles
8.5	Penalty Doubles
8.5.1	Auctions with a Strong Notrump Bid
8.5.2	Auctions with a Notrump Response
8.5.3	Other Auctions
8.5.4	Lead Direction
8.4.6	Lightner Doubles
9.	Over Opponent's Takeout Double





10.	Defense Versus Notrump
11.	Notrump Overcalls
12.	Simple Overcall
13.	Jump Overcalls
14.	Opening Preempts
15.	Versus Opening Preempts
16.	Direct Cuebid
17.	Slam Conventions
17.1	Notrump
17.2	Keycard Blackwood
17.3	Cuebidding
18.	Leads and Defensive Carding
18.1	Suit Opening Leads
18.2	Notrump Opening Leads
18.3	Opening Lead Quiz
18.4	Signals
19.	Misfits
20.	Problem Hands





Chapter One

Summary

1.1 General Approach

1.1.1 Systems

Which systems are you familiar with?

- Standard American
- Strong Club
- Acol
- Polish Club
- KS
- Other _____

- Two-Over-One
- Blue Team
- EHAA
- Schenken
- Forcing Pass

1.1.2 Standard American

A new suit at the two-level promises 10+ HCPs.

A new suit at the two-level promises 10+ points.

The next bid can be a pass.

The next bid can be a pass only in a misfit situation.

A new suit at the two-level is less than 10 HCPs when:

RHO doubles because a redouble is 10+.

After a 1NT overcall because a double is 10 HCPs.

Partner doubles, a jump is 10+.

Preceded by 1NT or a negative double.

Response to a takeout double (8 to 11)

Jump response to a takeout double in competition (8 to 11)

Simple response to a takeout double in competition (5 to 7)

