



# Bridge

ABC  
DEF 'S XYZ

for the advancing player

A Standard American Convention Card

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# Preface

To Anyone Wanting to Learn and Improve...

This book is the second book of my alphabet trilogy (*ABC's*, *DEF's* and *XYZ's*) for the exciting game of bridge. It is an overview of the Standard American bidding system and is a concise version of my book *Standard Canadian Eh!* Furthermore, it illustrates how to fill out a basic ACBL convention card.

The *DEF's* should be tackled after the *ABC's* are known well. By the time, the reader reaches this book, it should be apparent there is a lot to know. This is a concise sample of a wide range of bridge knowledge that prepares the reader for the *XYZ's*. If the reader struggles with this book, *Standard Canadian Eh!* will help immensely.

The reader may have heard of Two Over One and may even be playing it. However, that advanced system should be forgotten for now. The bidding system should be stripped to the basics. Each convention used should be known thoroughly with and without competition. As a player becomes comfortable with a very basic version of Standard American, more can be added.

After less than fifty hands, my nephews told me they were done with bridge and wanted to go on with their video games. They thought they knew all there was to know about the game of bridge. Bridge is not Go Fish<sup>1</sup>, so they were mistaken. This summary of Standard American proves that.

ENJOY!

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<sup>1</sup> On a humorous note, if the declarer calls for a card not in the dummy, he can be told to go fish.





# Contents

Preface ..... [2](#)

Contents ..... [3](#)

1. Standard American at a Glance ..... [10](#)

## The Right Side of the Convention Card

2. General Approach ..... [14](#)

3. Notrump Opening Bids ..... [14](#)

    3.1 Balanced Hands ..... [14](#)

    3.2 Points ..... [15](#)

    3.3 Point Ranges ..... [15](#)

        3.3.1 Ranges of Balanced Hands ..... [15](#)

        3.3.2 1NT Opener Ranges ..... [15](#)

        3.3.3 1NT Responder Ranges ..... [16](#)

    3.4 Notrump Responses ..... [16](#)

        3.4.1 Stayman ..... [16](#)

        3.4.2 Jacoby Transfers ..... [17](#)

        3.4.3 Rebids after a Transfer ..... [17](#)

        3.4.4 Texas Transfers ..... [17](#)

        3.4.5 Weak Hands ..... [18](#)

        3.4.6 Minor Suit Transfer (MST) ..... [18](#)

        3.4.7 Weak Hands over Higher Notrumps ..... [18](#)





|       |                                     |                    |
|-------|-------------------------------------|--------------------|
| 3.5   | 18-19 Notrump .....                 | <a href="#">18</a> |
| 3.5.1 | New Minor Forcing (NMF) .....       | <a href="#">19</a> |
| 3.5.2 | Slam Tries .....                    | <a href="#">20</a> |
| 3.6   | Higher Notrumps .....               | <a href="#">20</a> |
| 3.7   | Slam Hands: Gerber .....            | <a href="#">20</a> |
| 3.8   | Notrump System in Competition ..... | <a href="#">21</a> |
| 3.9   | Notrump Declarer Play .....         | <a href="#">22</a> |
| 4.    | Suit Openings .....                 | <a href="#">23</a> |
| 4.1   | When to Open .....                  | <a href="#">23</a> |
| 4.2   | What to Open .....                  | <a href="#">24</a> |
| 4.3   | Major Openings .....                | <a href="#">25</a> |
| 4.3.1 | Five-Card Majors .....              | <a href="#">25</a> |
| 4.3.2 | Simple Raise .....                  | <a href="#">25</a> |
| 4.3.3 | Limit Raises .....                  | <a href="#">26</a> |
| 4.3.4 | Game Forcing Raises .....           | <a href="#">27</a> |
| 4.3.5 | Twenty-Seven Point Slam .....       | <a href="#">29</a> |
| 4.3.6 | Reverse One-Way Drury .....         | <a href="#">29</a> |
| 4.4   | Minor Openings .....                | <a href="#">30</a> |
| 4.4.1 | Better Minor Openings .....         | <a href="#">30</a> |
| 4.4.2 | Simple Raise .....                  | <a href="#">30</a> |
| 4.4.3 | Limit Raises .....                  | <a href="#">31</a> |
| 4.4.4 | Game Forcing Situations .....       | <a href="#">31</a> |
| 4.5   | Suit Declarer Play .....            | <a href="#">31</a> |





|  |                    |
|--|--------------------|
| 5. Two Openings .....                  | <a href="#">32</a> |
| 5.1 Strong 2♣ .....                    | <a href="#">32</a> |
| 5.2 Preempts .....                     | <a href="#">33</a> |
| 5.2.1 Principles .....                 | <a href="#">33</a> |
| 5.2.2 Weak Two Bids .....              | <a href="#">34</a> |
| 5.2.3 Weak Three Bids and Higher ..... | <a href="#">34</a> |
| 6. Other Conventional Calls .....      | <a href="#">35</a> |
| 6.1 New Minor Forcing (NMF) .....      | <a href="#">35</a> |
| 6.2 Weak Jump Shifts (WJS) .....       | <a href="#">35</a> |
| 6.3 Fourth Suit Forcing (FSF) .....    | <a href="#">35</a> |
| 6.4 The Western Cuebid .....           | <a href="#">36</a> |

## The Left Side of the Convention Card

|  |                    |
|--|--------------------|
| 7. The Left Side Filled Out .....        | <a href="#">37</a> |
| 7.1 Notrump Overcalls .....              | <a href="#">38</a> |
| 7.2 Doubles .....                        | <a href="#">39</a> |
| 7.2.1 Opening Takeout Doubles .....      | <a href="#">39</a> |
| 7.2.2 Negative Doubles .....             | <a href="#">41</a> |
| 7.2.3 Responsive Doubles .....           | <a href="#">41</a> |
| 7.3 Simple Overcalls .....               | <a href="#">42</a> |
| 7.4 Roman Keycard Blackwood (0314) ..... | <a href="#">42</a> |
| 8. The Next Steps .....                  | <a href="#">43</a> |





# Examples

- 9. Examples ..... [44](#)
- 9.1 General Approach ..... [44](#)
  - 9.1.1 Do Not Preempt Partner ..... [44](#)
  - 9.1.2 A Slam with Standard American ..... [45](#)
- 9.2 Notrump Examples ..... [46](#)
  - 9.2.1 A Notrump Basic Checklist ..... [46](#)
  - 9.2.2 Not Afraid to Bid ..... [47](#)
  - 9.2.3 Optimism is Bad ..... [48](#)
  - 9.2.4 Using Length Points in Response ..... [49](#)
  - 9.2.5 Stayman Implies a Suit ..... [50](#)
  - 9.2.6 A Flat 8 Count ..... [51](#)
  - 9.2.7 A Four-Four Major Fit is Gold ..... [52](#)
  - 9.2.8 Jacoby Transfers ..... [53](#)
  - 9.2.9 Texas Transfers ..... [54](#)
  - 9.2.10 Five-Four in the Majors ..... [55](#)
  - 9.2.11 Five-Five in the Majors ..... [56](#)
  - 9.2.12 Superacceptance ..... [57](#)
  - 9.2.13 The Minor Suit Transfer (MST) ..... [58](#)
  - 9.2.14 The MST May Not Be Six Cards ..... [59](#)
  - 9.2.15 18-19 Notrump ..... [60](#)
  - 9.2.16 Transportation ..... [61](#)
- 9.3 Major Opening Examples ..... [62](#)
  - 9.3.1 Simple Major Raise ..... [62](#)
  - 9.3.2 Stretch to Support in Competition ..... [63](#)
  - 9.3.3 Limit Raise ..... [64](#)
  - 9.3.4 Second Suit Limit Raise ..... [65](#)
  - 9.3.5 Strong Jump to Game ..... [66](#)
  - 9.3.6 Jacoby 2NT ..... [67](#)
  - 9.3.7 Reverse One-Way Drury ..... [68](#)





|       |  |                    |
|-------|--|--------------------|
| 9.4   | Minor Openings Examples .....          | <a href="#">69</a> |
| 9.4.1 | Three Dead is the Better Minor .....   | <a href="#">69</a> |
| 9.4.2 | An Awkward Minor Holding .....         | <a href="#">70</a> |
| 9.4.3 | A Rebid Minor Shows Six Cards .....    | <a href="#">71</a> |
| 9.4.4 | Responding When Five-Four .....        | <a href="#">72</a> |
| 9.4.5 | Making a Busy Auction .....            | <a href="#">73</a> |
| 9.4.6 | Another Reverse .....                  | <a href="#">74</a> |
| 9.4.7 | A Raise to the Three-Level .....       | <a href="#">75</a> |
| 9.5   | 2♣ Opening Examples .....              | <a href="#">76</a> |
| 9.5.1 | Nine Quick Tricks .....                | <a href="#">76</a> |
| 9.5.2 | A Positive Response .....              | <a href="#">77</a> |
| 9.5.3 | Standard Blackwood Falls Short .....   | <a href="#">78</a> |
| 9.5.4 | Preempts at Work! .....                | <a href="#">79</a> |
| 9.5.5 | Positive Response Beats a Preempt! ... | <a href="#">80</a> |
| 9.5.6 | 2♣ is Forcing, ALWAYS! .....           | <a href="#">81</a> |
| 9.6   | Weak Two Examples .....                | <a href="#">82</a> |
| 9.6.1 | New Suit Constructive .....            | <a href="#">82</a> |
| 9.6.2 | Passing with Six Spades .....          | <a href="#">83</a> |
| 9.6.3 | A Misfit and Strength .....            | <a href="#">84</a> |
| 9.6.4 | Game Both Ways .....                   | <a href="#">85</a> |
| 9.6.5 | Ogust .....                            | <a href="#">86</a> |
| 9.6.6 | A Feature .....                        | <a href="#">87</a> |
| 9.7   | Higher Preempt Examples .....          | <a href="#">88</a> |
| 9.7.1 | Higher Preempts .....                  | <a href="#">88</a> |
| 9.7.2 | Raise a Preempt to 3NT .....           | <a href="#">89</a> |
| 9.7.3 | 3NT over Opponent's Preempt .....      | <a href="#">90</a> |
| 9.7.4 | No Fit with Partner .....              | <a href="#">91</a> |
| 9.7.5 | 3NT over Partner's Preempt .....       | <a href="#">92</a> |
| 9.7.6 | Raise Your Own Preempt .....           | <a href="#">93</a> |





|       |  |                     |
|-------|--|---------------------|
| 9.8   | Other Conventional Call Examples .....     | <a href="#">94</a>  |
| 9.8.1 | New Minor Forcing .....                    | <a href="#">94</a>  |
| 9.8.2 | The Two-Level is Weak .....                | <a href="#">95</a>  |
| 9.8.3 | A Weak Jump Shift .....                    | <a href="#">96</a>  |
| 9.8.4 | Not Weak Enough for a WJS .....            | <a href="#">97</a>  |
| 9.8.5 | The Western Cuebid .....                   | <a href="#">98</a>  |
| 9.9   | Left Side Examples .....                   | <a href="#">99</a>  |
| 9.9.1 | Notrump Overcall .....                     | <a href="#">99</a>  |
| 9.9.2 | Do Not Lead Partner's Suit .....           | <a href="#">100</a> |
| 9.9.3 | 1NT Opener Behind 1NT Opener .....         | <a href="#">101</a> |
| 9.9.4 | A Takeout Double .....                     | <a href="#">102</a> |
| 9.9.5 | A Negative Double .....                    | <a href="#">103</a> |
| 9.9.6 | A Simple Overcall .....                    | <a href="#">104</a> |
| 9.9.7 | Cuebidding to Find Slam .....              | <a href="#">105</a> |
|       | Epilogue .....                             | <a href="#">106</a> |
| E.1   | 1½ Notrump .....                           | <a href="#">106</a> |
| E.2   | Jacoby 2NT .....                           | <a href="#">107</a> |
| E.3   | 4♠ is Easier than 3NT .....                | <a href="#">108</a> |
| E.4   | 3NT or Clubs .....                         | <a href="#">109</a> |
| E.5   | 3NT is Dickey with One Heart Stopper ..... | <a href="#">110</a> |
| E.6   | Stretch to Rebid 2NT .....                 | <a href="#">111</a> |
| E.7   | A Moose .....                              | <a href="#">112</a> |
| E.8   | A Busy Auction .....                       | <a href="#">114</a> |
| E.9   | A Necessary Matchpoint Double .....        | <a href="#">115</a> |
| E.10  | Competing Over 1NT? .....                  | <a href="#">116</a> |





## Appendices

|                              |                     |
|------------------------------|---------------------|
| A. My Titles .....           | <a href="#">117</a> |
| A.1 Self Published .....     | <a href="#">117</a> |
| A.2 Master Point Press ..... | <a href="#">117</a> |
| B. Online Information .....  | <a href="#">118</a> |
| C. The Chicago Scorer .....  | <a href="#">119</a> |
| D. Glossary .....            | <a href="#">123</a> |





### Example E.10: Competing Over 1NT?

N-S vul.

|        |       |        |       |  |     |        |        |      |
|--------|-------|--------|-------|--|-----|--------|--------|------|
| ♠10852 | ♥Q96  | ♦32    | ♣7532 |  | ♠A4 | ♥A1082 | ♦Q9875 | ♣J10 |
| ♠KQJ63 | ♥73   | ♦J6    | ♣K964 |  |     |        |        |      |
|        |       |        |       |  |     |        |        |      |
| ♠97    | ♥KJ54 | ♦AK104 | ♣AQ8  |  |     |        |        |      |

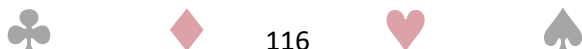
|    |          |    |     |  |          |   |   |     |
|----|----------|----|-----|--|----------|---|---|-----|
| W  | N        | E  | S   |  | W        | N | E | S   |
| P  | P        | P  | 1NT |  | P        | P | P | 1NT |
| 2♣ | P        | 2♦ | P   |  | all pass |   |   |     |
| 2♠ | all pass |    |     |  |          |   |   |     |

It is critical to play a system of interference like DONT or Meckwell (modified DONT). These two systems allow all hands to be played at the two-level. Above left, West shows clubs and a higher suit. If East has three or more clubs, he is happy passing 2♣. However, if he has two clubs or fewer, he bids 2♦ (or redoubles if North doubles). This asks partner to pass or correct. If East bids 2♥ or 2♠, he wants to play in his own suit even if West is void. Because West initiated the interference, East picks one of his partner's two suits most of the time.

Having said all that, the bidding on the left is wrong. Because of the vulnerability, East and West may collect 200 and a good board if they defend 1NT.

Against 1NT by South, West leads the ♠King. East would normally overtake and fire the ♠4 back, but he can see from the dummy that this sets up the ♠10. Therefore, East ducks, and West then plays a small spade because he can see the dummy as well.

The declarer would be foolish to duck if he had the ♠Ace because he can see that his ♠10 gets set up. East switches to a club (the dead suit in the dummy) after winning the second spade trick with his ♠Ace. The ♦9 works as well, but West's lead of the ♠3 at trick two asks for a club.





Trail, BC, Pencil on Paper, 24.5cm x 17.5cm, 2016

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Self Portrait, Pencil on Paper  
25cm x 20cm, 2015

