

TEN USEFUL AGREEMENTS TO HAVE

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| 1 | When they open a prepared club | <i>2C = natural 2D = majors 2N = clubs & diamonds 2C opposite overcall is UCB</i> |
| 2 | When they double Stayman/Transfer | <i>Pass and answer to Redouble if no stop Bid normally with a stop</i> |
| 3 | What's forcing after a reverse | <i>2N as "Blackout" : partner bids the lowest preference they would pass</i> |
| 4 | After it starts 1m-P-1N | <i>Same defence as to 1N opener</i> |
| 5 | When re-transfers apply | <i>Any 5-card major circumstance Bid major as cue bid (NF if game) Transfer and continue is forcing cue</i> |
| 6 | Kokish after a 2C opener | <i>2C-2D-2H : either hearts or GF balanced 2S asks and any but 2N says it was hearts system on after 2S-2N</i> |
| 7 | When they X partner's overcall | <i>(unless raising) automatically redouble with an honour, so partner know what to lead or not lead</i> |
| 8 | Slam tries when partner pre-empts | <i>Over minor, 4om = general slam try (5m signoff) Over major, 4C = general slam try (with clubs bid 5C)</i> |
| 9 | When they intervene over an asking bid | <i>Pass if they have bid above your bid X if they have taken your bid Else make your bid</i> |
| 10 | Continuations after Leaping Michaels | <i>Two cue bids are slam try in two suit shown (lower is first of our suits above it)</i> |