

Ten Useful Agreements

Oct 14

Useful Agreements

- ▶ Occasional, but accident is not wanted
 - common practice increases frequency
 - and hence memory and value
- ▶ Recent gaps filled with my partners
 - some might not apply to everyone
- ▶ Please drop in your gap-filling experience for next time

When they open a prepared club

THE PROBLEM HAND

♠ K2
♥ J52
♦ Q6
♣ AQJ732

THE BIDDING

1♣ - ??

When they open a prepared club

▶ Principles

- Avoiding an un-biddable hand
- Maintaining the ability to force

When they open a prepared club

Dble	Takeout
2♣	Natural
2♦	Majors
2NT	Clubs & diamonds

RECOMMENDATION

If partner overcalls, 2♣ is a cue bid

When they double Stayman/Transfer

THE PROBLEM HAND

♠ AQ2

♥ AKJ2

♦ AQT2

♣ J6

THE BIDDING

2N – P – 3♣ – X

??

When they double Stayman/Transfer

- ▶ PASS = any hand with no stop
 - partner redoubles to ask again
- ▶ ANY BID = as it was, but promises a stop

RECOMMENDATION

What's forcing after a reverse

THE PROBLEM HAND

♠ QJ75

♥ AT

♦ KQ5

♣ T853

THE BIDDING

1C – P – 1S – P

2H – P - ??

What's forcing after a reverse

- ▶ BIDS at 3L = game forcing
- ▶ 2N = BLACKOUT
 - partner bids lowest they'd pass
- ▶ BIDS at 2L = forcing 1R

RECOMMENDATION

After it starts 1m-P-1N

THE PROBLEM HAND

♠ QJ765

♥ AQT4

♦ 6

♣ J76

THE BIDDING

1C – P – 1N - ??

After it starts 1 m-P-1 N

- ▶ DEFENCE TO 1 N
 - same as if they opened 1 N

- ▶ SAME APPLIES AFTER
 - 1 C (prepared) – P – 1 S (no major)

RECOMMENDATION

When re-transfers apply

THE PROBLEM HAND

♠ 43
♥ KQ765
♦ 432
♣ 432

THE BIDDING

2N – P – 3D – P

4C – P – ??

When re-transfers apply

- ▶ ALWAYS with 5cd Major
 - To cue bid, transfer and continue
- ▶ If you use PUPPET over 2N,
 - ALWAYS again (for simplicity)
- ▶ Even if no effect (for simplicity)

RECOMMENDATION

Game Forcing balanced hands

THE PROBLEM HAND

♠ J T 9 2

♥ J T 4 3 2

♦ 5

♣ J 5 2

THE BIDDING

2♣ - 2♦

3N - ??

Game Forcing balanced hands

▶ Issue

- bidding 3N so quickly leaves no room to explore

▶ What you really want is to

- never have to jump to 3N with GF balanced
 - If only you could bid 2N, you'd have lots of system ...

Game Forcing balanced hands

▶ Solution (aka KOKISH)

- $2\clubsuit - 2\diamond - 2N$ is 23–24 balanced
- $2\clubsuit - 2\diamond - 2♥$ is ambiguous
 - is either natural or a GF balanced
 - $2♠$ asks which and $2N$ is GF balanced
 - $2\clubsuit - 2\diamond - 2♥ - 2♠ - 2N$ is 25+ balanced
 - $2\clubsuit - 2\diamond - 2♥ - 2♠ - 3♣$ is hearts and clubs
 - $2\clubsuit - 2\diamond - 2♥ - 2♠ - 3♦$ is hearts and diamonds, etc

They double partner's overcall

THE PROBLEM HAND

♠ K6
♥ Q765
♦ J65
♣ T7654

THE BIDDING

<1H> - 1S - X(takeout) - ??

They double partner's overcall

- ▶ Penalties are rare
- ▶ Redouble routinely to show an honour
- ▶ Partner now know if/what to lead against final contract.

RECOMMENDATION

AND THAT'S DONE 7



Slam if partner pre-empt

THE PROBLEM HAND

♠ AK6
♥ Q543
♦ AKQT6
♣ K7

THE BIDDING

3C – P – ?

Slam if partner pre-empt

- ▶ Over 3♣, use 4♦
- ▶ Over 3♦, use 4♣
- ▶ Over 3M, use 4♣
- ▶ In all cases trump suit is negative
 - general positive : 4N over minors, and 4D over majors
 - other bids are cue bids.

RECOMMENDATION

When they intervene over an asking bid

THE PROBLEM HAND

♠ KQJ765

♥ 87

♦ T62

♣ J6

THE BIDDING

2S – P – 2N – 3D

When they intervene over an asking bid

- ▶ PASS = they have bid above my bid
- ▶ DOUBLE = they have bid what I was to bid
- ▶ HIGHER = original meanings

RECOMMENDATION

Continuations after Leaping Michaels

THE PROBLEM HAND

♠ JT

♥ 4

♦ KJ875

♣ A6432

THE BIDDING

<2H> – 4D – P – ?

Continuations after Leaping Michaels

- ▶ 4N ALWAYS TO PLAY
- ▶ Cue#1 = slam try one suit
- ▶ Cue#2 = slam try other
- ▶ First cue is for first suit above it
- ▶ Second cue is for the other

RECOMMENDATION