

New Bidding Conventions in Bridge Baron 19

2NT-3♠ Relays

After a 2NT Opening (or a 2♣ opening and a 2NT rebid if playing Weak Two-Bids), the 2NT-3♠ Relay convention allows responder to show both single-suited minor hands and hands containing both minors. A 3♠ response to 2NT is a relay bid and forces opener to rebid 3NT after which responder will clarify his hand type. After 2NT-3♠-3NT: a bid of 4♣ or 4♦ shows a single-suited hand with the bid minor and suggests slam interest; a bid of 4♥ or 4♠ shows a hand with both minors (at least 5-4) and a singleton or void in the bid suit; a bid of 4NT is non-forcing but shows a hand with 4-4 or 5-4 in the minors, no singleton or void in the majors, and values invitational to slam; a bid of 5NT is forcing and shows at least 5-5 in the minors, asking partner to bid his better minor at the six level.

Delayed Splinter Bids

The Delayed Splinter Bids convention is an extension of Splinter Bids and allows you to show a game-forcing hand, an established trump suit (always a major), and a singleton or void in the bid suit. The difference between Delayed Splinter Bids and regular Splinter Bids is that a Delayed Splinter Bid occurs when you have already bid. An example auction would be: 1♦-P-1♥-P-4♣, showing a game-going hand four-card heart support for partner and a singleton or void in clubs. Another example would be the auction: 1♠-P-2♥-P-4♦, showing four-card heart support, game-going strength, and a singleton or void in diamonds. It is also possible to make a Delayed Splinter Bid after a trump suit has been agreed upon or after a major suit has been rebid, such as on the following auctions: 1♥-P-2♥-P-4♣ or 1♠-P-2♦-P-2♠-P-4♣.

Delayed Two-Suited Bids

While many players play Michaels, Unusual 2NT, and/or Leaping Michaels after a single bid by the opponents, it is also worthwhile to have two-suited bids available to you after both opponents have bid. This is where the Delayed Two-Suited Bids convention comes into play. Bridge Baron plays Delayed Two-Suited Bids in the following situations. After a one-level opening by your LHO and a one- or two-level response in a new suit by your RHO, a bid of 2NT is for Takeout and shows at least 5-5 in each of the unbid suits (this can be played in conjunction with Sandwich NT, but shows a significantly more distributional hand). After a one-level opening by your LHO and a 1NT response by your RHO, a cue-bid of LHO's opening bid suit is Michaels, while a 2NT bid is Unusual 2NT. After a one-level opening by your LHO and a raise to the two-level by your RHO, a 2NT bid is Unusual 2NT. And after a one-level major-suit opening by your LHO and three- or four-level response by your RHO, a bid of 4NT shows both minors. All Delayed Two-Suited bids promise at least 5-5 distribution in the unbid suits. And all should promise 11+ total points as well as reasonable safety at the level to which you are committing your partnership.

Graded Ogust

Graded Ogust is a modification of the Ogust convention, that is used to differentiate between five- and six-card opening Weak Two-Bids. If you play an aggressive style of weak two-level openings, which allows for opening on only a five-card suit, it becomes important to differentiate between hands with a five-card opening and those with a six-card opening. Graded Ogust is a 2NT bid in response to a Weak Two opening. Opener then classifies his hand-type with his next bid by responding: 3♣ with a five-card suit, 3♦ with a six-card suit and a bad hand, 3♥ with a six-card suit and an average hand, and 3♠ with a six-card suit and a good hand. To bid Graded Ogust you must have at least invitational values (defined as high-card points + number of trump in support of partner's suit is greater than or equal to 17), a hand that is willing to commit to game if partner responds 3♠. After a 3♣ response to Graded Ogust, assuming opener's bid suit was not diamonds, a 3♦ continuation by responder asks for further clarification of opener's hand and opener responds 3♥ with a bad hand and 3♠ with a good hand.

♣**Note: If you turn on the Graded Ogust convention, Bridge Baron automatically assumes that your partnership sometimes open Weak Two-Bids with only a five-card suit and it will also do the same.**

Invitational Three-Level Jump Shifts

Playing Invitational Three-Level Jump Shifts, a single-jump bid at the three level in response to partner's one-level opening bid shows an invitational hand (10 to 12 total points) with a good six-card or longer suit. Invitational Three-Level Jump Shifts are non-forcing and the suit should be good enough to play opposite a singleton from partner.

Invitational Three-Level Jump Shifts, includes the auction 1♠-3♥, even though you are jumping into a major suit, the bid is still invitational as it is at the three-level. However, the auction 1♥-2♠ is not an Invitational Three-Level Jump Shift and the neither is the auction 1♥-3♠. 1♥-3♠ is a Splinter Bid, if you are playing Splinters, and is otherwise a Weak Jump Shift, which 1♥-2♠ depends on whether your partnership is playing Weak Jump Shifts or Strong Jump Shifts.

♣**Note: Invitational Three-Level Jump Shifts are not selectable unless your partner's bidding system is Two-Over-One Game Forcing.**

Multi-Landy

Multi-Landy is a defense against the opponent's 1NT opening bid and combines two other commonly used conventions, the Multi 2♦ opening bid and the Landy defense to 1NT. Playing Multi-Landy, after your right-hand opponent has opened 1NT: a bid of 2♣ shows the majors; a bid of 2♦ shows a single-suited hand with *either* hearts *or* spades; and a bid of 2♥ or 2♠ shows a two-suited hand containing the bid suit and an unspecified minor suit. Playing Multi-Landy a double of the opponent's 1NT opening bid remains for penalty. After partner has made a Multi-Landy 2♦ overcall of the opponent's 1NT, all major suit bids below game are "pass or correct", a bid of 2♥ says, "pass if your major suit is hearts or bid 2♠ if your major suit is spades" and does not necessarily promise any heart tolerance. A bid of 2♠ similarly says, "pass if your major suit is spades and bid 3♥ if your major suit is hearts", this bid promises a good heart fit, if partner's suit is hearts, but does not guarantee any spade tolerance. To make a two-suited Multi-Landy overcall you

must have at least 5-4 distribution, but 5-5 is preferable. For all Multi-Landy bids you must have at least 11 total points. A penalty double promises more strength than the top of the 1NT opening bidder's range (if the opponents are playing 15-17 1NT bids, your double promises 18 or high-card points).

Takeout Double Level

Your partnerships Takeout Double Level setting allows you to control the level through which doubles of the opponents opening bids are Takeout. If the opponents have bid at or below your partnerships Takeout Double Level, a double is for takeout and shows the unbid suits. If they have bid above your Takeout Double Level, a double is for penalty.

Two-Way Drury

Two-Way Drury is a modification of the Drury convention, whereby the Drury bidder is able to differentiate between a three-card Limit Raise and a four-card Limit Raise. Like Drury, Two-Way Drury only applies after an opening 1♥ or 1♠ in 3rd or 4th seat. Playing Two-Way Drury, responder, who is a passed hand, bids 2♣ to show a three-card Limit Raise and bids 2♦ to show a four-card Limit Raise. A Limit-Raise is defined as a hand with support for partner's major-suit opening bid and 10-12 total points.