

# Partnership conventions for C&D U3A

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C&D U3A Bridge Group primarily play '[Modern Acol with three weak twos](#)', mostly as summarised in NFB crib sheet rev 5.1 ([nofearbridge.co.uk/crib\\_sheet\\_new.pdf](http://nofearbridge.co.uk/crib_sheet_new.pdf)):

- ✓ **weak 1 NT, 4-card majors, weak 3's, weak double-jump overcalls, Stayman, Blackwood**
- ✓ open 4441 distribution with middle of touching suits if black singleton, or suit below singleton otherwise
- ✓ **3 Weak 2's** (2D, 2H, 2S are pre-emptive openings, low points but good 6-card suit)
- ✓ Opening bid of **2C is 23+ points, or 8+ playing tricks**. Use 2D response if <8 points, but also can be used if waiting for more info.
- ✓ Signals and discards:
  - when following suit (and not trying to win), high-low to encourage
  - when discarding, high card shows a suit you want led, low shows suit not to lead

## **Main variations/extensions, only if agreed by partners (must be made known to opponents):**

- **Weak jump overcalls** (eg, one higher than a normal overcall): pre-emptive, 6 in suit, 5-10 points.
- '**Taps**' for opening 4441 distribution: hot (1H) for black suit singleton, cold (1C) for red.
- **Red suit transfers**: over a NT opening, with no intervening bid: partner must bid suit above. Shows 5+cards, otherwise Stayman would have been used.  
*What about 2S? further partnership agreement needed, otherwise don't use. One suggestion, a 'minor suit transfer': the bid shows either an 11 point hand without a four-card major or a weak hand with a 6-card club or diamond suit – opener goes 2NT with 12-13 points (which partner converts if he/she has weak minor), or 2C if 14 points (partner will leave, convert to 3D or raise to 3NT if 11 HCP).*
- **Fourth suit forcing (FSF)**: A bid by responder in the fourth suit, the only remaining unbid suit, is artificial indicating that responder has no appropriate alternate bid, usually a weakness in the fourth suit, but remains interested in the potential for a game contract and asks opener to bid again to show additional features. Opener responses (in prioritised order):
  - 1) Raising responder's first bid suit with 3-card support;
  - 2) Bidding no trump with values in the fourth suit;
  - 3) Repeat your second suit to show 5 cards;
  - 4) Repeat your first suit to show 6 cards; or,
  - 5) Making the most natural rebid possible, lacking any of the above (eg supporting partners first bid suit with a GOOD doubleton).
- **Gerber**. Jump to 4C over natural NT bid with no established trump suit, asking for aces: 4D = 0 or 4, 4H = 1 etc. Subsequently, 5C asks for kings. Example sequences: 1NT – 4C; 1NT – 2C – 2D – 4C. (Note 2NT – 3C – 3D – 4C is not a jump, so natural, not Gerber.). See crib sheet.
- **Key Card Blackwood (KCB)**. King of agreed trumps is 5<sup>th</sup> Ace: 5C = 0 or 4 aces, 5D = 1 or 5, etc. Unlike Roman KCB, Q of trumps is not considered.
- **Ogust**. 2NT response to a preempt says "describe your long suit; I have opening points and an interest in game". For response to Ogust, think "Minors are Minimum, 1-2-1-2-3."
  - \* With weak hand (5-6 points) and weak long suit (only one of AKQ), respond 3C;
  - \* with weak hand and strong suit (2 of AKQ), respond 3D - 2 of AKQ;
  - \* With strong hand (8-10 points) and weak suit, respond 3H
  - \* with strong hand and strong suit, respond 3S
  - \* with solid long suit (AKQ), respond 3NTAlso known as Blue Club response. See also [bridgebum](#).
- **Negative ("Sputnik") Double**. Made by the responder, after his right-hand opponent overcalls on the first round of bidding, and is used to show shortness in overcall's suit, support for the unbid suits with emphasis on majors, as well as some values.
- Signals and discards:
  - **HELO** for count: High shows (currently) even, low shows odd. Use 2<sup>nd</sup> seat following declarer's lead of suit, or when returning the suit after winning 1<sup>st</sup> round in it.

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