

Your choice: Thursdays at **9:30am OR 4:15pm**

- Jan 8: Filling out the Convention Card
- **Jan 15: Signaling (Carding), Etiquette, Procedures & Leads**
- Jan 22: Bergen Raises
- Jan 29: Jacoby 2NT
- Feb 5: New Minor Forcing
- Feb 12: Recap Negative, Takeout + Support Doubles
- Feb 19: 4th Suit Forcing
- Feb 26: Recap TBD
- Mar 5: Recap TBD

Signaling (Carding)

The 3 major types of signaling are attitude, count and suit preference.

DEFENSIVE CARDING		
	vs SUITS	vs NT
Standard:	<input type="checkbox"/>	<input type="checkbox"/>
Except <input type="checkbox"/>		
<hr/>		
Upside – Down:		
count	<input type="checkbox"/>	<input type="checkbox"/>
attitude	<input type="checkbox"/>	<input type="checkbox"/>
FIRST DISCARD		
Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
<hr/>		
OTHER CARDING		
Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

Discarding (partnership agreement)

Odd/Even: an odd card encourages and an even card discourages – a high even card shows preference for the higher of the 2 remaining suits and a low even card shows preference for the lower of the 2 remaining suits.

Discarding (partnership agreement)

Lavinthal: you discard from a suit you don't like – discarding a high card shows preference for the higher of the 2 remaining suits and discarding a low card shows preference for the lower of the 2 remaining suits.

Discarding (partnership agreement)

Standard: discarding a high card in a suit shows interest in that suit, discarding a low card shows disinterest.

Upside/Down: discarding a low card shows interest in that suit, discarding a high card shows disinterest.

There are others but hardly used in our club!

Key considerations for discarding:

- **Be consistent:** once you've agreed a system, stick to it.
- **Don't hesitate** - hesitating while playing a card can send an unauthorized signal.

Etiquette and Procedures:

1. Arrive 10 minutes before game time.
2. Turn your cell phones off (or leave in your car).
3. Review your convention card with your partner
4. Greet your opponents.
5. Keep a personal score. This helps resolve disagreements.
6. Be 100% ethical.

Etiquette and Procedures(cont'd) :

7. Don't take your cards out of the board until all players are present and then count your cards before looking at them.
8. Do not snap your cards on the table.
9. Don't touch the bidding box before you've decided what to bid.
10. Bid and play in tempo.
11. If you are the leader, lead first and then write down the contract.

Etiquette and Procedures(cont'd) :

12. Lead face down and ask partner: “any questions?”.

13. When it's your turn to bid, you can ask for an explanation of an alerted bid **BUT only do this if you intend to bid, otherwise wait until the end of the auction.**

14. If you are the dummy, do not play a card without being told.

Etiquette and Procedures(cont'd) :

15. If you are the declarer and dummy holds the Ace and the 8, make sure to be clear as they sound the same. The 8 is sometimes referred to as the “8 spot”.

16. If you need to call the Director, please say “Director, **please**”.

17. Do not take offense if the Director is called. He is never called “on you” but “for you” and the opponents.

18. If your partner shows out of a suit, please say: “no more Xs partner?”.

Etiquette and Procedures(cont'd) :

19. Do not make comments on your partner or your opponents at any time.
20. Before gathering your cards at the conclusion of a hand, check with partner and opponents to agree on the result.
21. No post-mortems at the table.
22. No sighing or hesitating unnecessarily during the auction and the play.

Etiquette and Procedures(cont'd) :

23. If you want to look at someone's hand after the board has been played, ask first. Only one hand can be out of the board at the same time.

24. Most important: **ENJOY THE GAME**
because IT'S ONLY A GAME!

Alerts & announcements

Anything in **blue** on the convention card must be announce by the partner.

Anything in **red** on the convention card must be alerted by the partner.

Leading – General Principles 1

Leading involves strategic decisions based on the auction and hand holdings, often prioritizing leading from your longest or strongest suit, leading from a suit your partner bid or leading a suit to attack declarer's strength.

Key principles include leading the 4th best card from long, unbid suits against no trump, leading the top of a sequence with touching honors (2 against suits and 3 against NT), and leading the high card from a worthless doubleton if you have control of trumps.

Leading – General Principles 2

- **Listen to the bidding:** The auction provides crucial information about your opponents' and partner's hands, guiding your lead choice.
- **Lead from your longest/strongest suit:** Generally, lead from your longest/strongest suit.
- **Lead partner's suit:** Lead the suit your partner has bid unless you have a void in that suit!
- **Avoid opponents' suits:** Generally, avoid leading a suit your opponents have bid.

Leading – against NT

- **Fourth-best lead:** Lead the 4th highest from a 4+ card suit that does not have a 3-card sequence. For example, from K9743, lead the 4.
- **Leading from sequences:** If you have an honor sequence of 3 (KQJx), lead the K. If you have an “imperfect” honor sequence (KQTx), lead the K.
- **“Coded” 9s and Ts:** The lead of a 9 or T generally promises 1 card immediately higher + another higher card. From KT9x, lead the 9. From KJT_x, lead the T.

MUD

If all other options are exhausted,
lead MUD – Middle Up Down.

Next week:

On Thu, Jan 22 at 9:30am or 4:15pm
(your choice)

Bergen Raises

