

D.MATTHEWS & C.BELONOGOFF - CONVENTIONS

- MINI/MAXI SPLINTERS 7-10 or 15+ with 4 cards + singleton/void
- SPLINTERS 11-14 with 4 cards + singleton/void
- SMOLEN responses over 1NT opening = 5/4 in majors:
 - Weak Stayman & then bid 5 card suit
 - Invite Transfer & then bid 4 card suit
 - Strong Stayman & then jump in 4 card suit
- SUPER ACCEPTS OVER MAJOR TRANSFERS (= 4 trumps):
 - 2NT = Minimum no feature (eg. Ax; Kx)
 - 2S (over 2D ie H), 3C, 3D, 3H (over 2H ie S) = feature
 - 3H or 3S = Maximum (may or may not have feature)
- SUPER ACCEPTS MINOR TRANSFERS:
 - 3+ trumps with A, K, or Q
- PUPPET STAYMAN over 2NT (after 2C/D opening and relay):
 - 2NT - P - 3C (= 5 card major ask)
 - 3D = No 5 card major but I have 4 card, responder now bids major he holds
 - 3H/S = 5 card major
 - 3NT = I have no 5 card or 4 card major
- LEBENSOHL over interference of our 1NT:
 - 1NT - 2X - 3NT = No stopper in X
 - 1NT - 2X - 3X = Stayman no stopper
 - 1NT - 2X - 2NT - P
3C - P - 3X = Stayman & stopper in X
 - 1NT - 2X - 3Y = Forcing to game
 - 1NT - 2X - DBL = Penalty
- DEFENCE TO OPPONENTS 1NT:
 - Weak (10-15) = Natural
 - 2 level bids are natural with 5+ cards 8-14
 - X = Penalty
 - 2NT = 2 suiter. Responses are:
 - 3C/D = weak preference;
 - 3H/S = Natural & forcing;
 - 3NT = Game Force no 5 card suit
 - Strong (15-18) = D.O.N.T.
 - X = Single suited hand. Responder bids 2C
 - Suit bid at 2 level = That suit + one higher at least 5-4
 - 3 level bids are natural and invitational to game
- SWINE = defence to our 1NT X (for penalty):
 - Double in Direct Position, Responder bids are:
 - XX = single suited hand opener must bid 2C
 - Pass = opener must XX; either can stand 1NT X or bids showing 2 non touching suits
 - 2C/D/H = lower of two touching suits
 - Double in Passout position, Responder bids are:
 - XX = single suited hand opener must bid 2C
 - 2C/D/H = lower of two suits
- MICHAELS cue bids over opponents opening show 5/5:
 - 1C - 2C = S + H or D ; 1D - 2D = S + H or C
 - 1H - 2H = S + D or C ; 1S - 2S = H + D or C
 - Can be weak. or strong - 2NT = forcing one round
- LONG SUIT TRIAL BIDS:
 - 1H - P - 2H - P
 - 2S/3C/3D = Game try long suit
- JUMP REBID IN NT:
 - 1X - P - 1Y - P
 - 2NT (= 18-19 if X is minor; = 15-17 if X is Major)
- NEW MINOR FORCING OVER 1NT REBID IS 10+ points:
 - 1C/D - P - 1H/S - P
 - 1NT - P - 2D/C = looking for:
 - (1) 3 card H/S support
 - (2) 4 card other major
 - (3) 5 card minor rebid
 - (4) 2NT = none of the above

MULTI TWOS (WEAK/INTERMEDIATE/STRONG) AS PLAYED BY DAVID MATTHEWS AND CYNTHIA BELONOGOFF

Basic principles:

Two level 2-suiters (excluding 2NT) cover ALL 5-5, 6-5, 6-6, 7-6 hands

(Note - 2NT is reserved for strong unbalanced 2 suiters (3 or less losers) 6-4, 7-4 etc. See below)

These two suiters are evaluated by simple loser count in the top 3 cards (A, K, Q) and are classified as:

Weak (7-6 losers), Medium (5-4 losers), Strong (3 or less losers)

Point count is irrelevant and they are always balanced ie. they differ in length by no more than 1

Weak 2 suiters:	Open the higher and rebid the lower) Note - that the two suits
Medium 2 suiters:	Open the lower and rebid the higher) will have no worse than
Strong 2 suiters:	Open the higher and jump rebid the lower) 4 losers between them

Without interference the next bid up is relay

After opener's rebid, responder's bid of one of the residue suits is asking for the number of cards in that suit. Responses are in steps: 1, 2, 3, 0. A bid of the other residue suit asks similarly. A rebid of the first residue suit is to play. 4NT, without a residue bid, is RKC Blackwood in the opener's last named suit; 4NT after a residue bid(s) is RKCB asking in the first named suit.

Over interference - Responder's bids : 2NT is forcing relay, X is penalties, XX is 10+, Implied opener suit bid is Pass or Correct, a raise of Opener's suit is competitive, 2 level bids are non forcing, 3 level bids are natural & forcing,

Over interference - Opener's rebid : With the weak hands - Pass (or balance in pass out seat), With Medium/ Strong bids as below ie. when there is no interference:

Multi Two Bids:

2C (Relay 2D OR 2H/2S/2NT(D) = Weak to play OR Jump bid = Strong good suit)

- * Acol 2 in C Rebid in C
- * Weak H Rebid 2H
- * Flat 20-21 Rebid 2NT (3C = Lavings, 3D/3H/3S/3NT = Transfers - next suit up)
- * Flat 24-25 Rebid 3NT (4C = Lavings, 4D/4H/4S = Transfers - next suit up, 4NT = Ace asking Roman)
- * 2-suited with C & D, 5-4 losers: Rebid in D
- * 2-suited with C & H, 5-4 losers: Rebid 3H
- * 2-suited with C & S, 5-4 losers: Rebid in S

2D (Relay 2H OR 2S/2NT(H)/3C = Weak to play OR Jump bid = Strong good suit)

- * Acol 2 in D Rebid in D
- * Weak S Rebid 2S
- * Flat 22-23 Rebid 2NT (3C = Lavings, 3D/3H/3S/3NT = Transfers - next suit up)
- * Flat 26-27 Rebid 3NT (4C = Lavings, 4D/4H/4S = Transfers - next suit up, 4NT = Ace asking Roman)
- * 2-suited with D & C, 7-6 or 3-2 losers: Rebid or jump rebid in C
- * 2-suited with D & H, 5-4 losers: Rebid in H
- * 2-suited with D & S, 5-4 losers: Rebid 3S

2H (Relay 2S OR 2NT(S)/3C/3D = Weak to play OR Jump bid = Strong good suit)

- * Acol 2 in H Rebid in H
- * Game Force 23+ or game in own hand Rebid 2NT (3C = relay or 3D/H/S = 6+ pts 5+card suit)
- * Flat 28-29 Rebid 3NT (4C = Lavings, 4D/4H/4S = Transfers - next suit up, 4NT = Ace asking Roman)
- * 2-suited with H & C, 7-6 or 3-2 losers: Rebid or jump rebid in C
- * 2-suited with H & D, 7-6 or 3-2 losers: Rebid or jump rebid in D
- * 2-suited with H & S, 5-4 losers: Rebid in S

2S (Relay 2NT OR 3C/3D/3H = Weak to play OR Jump bid = Strong good suit)

- * Acol 2 in S Rebid in S
- * Flat 30+ Rebid 3NT (4C = Lavings, 4D/4H/4S = Transfers - next suit up, 4NT = Ace asking Roman)
- * 2-suited with S & C, 7-6 or 3-2 losers: Rebid or jump rebid in C
- * 2-suited with S & D, 7-6 or 3-2 losers: Rebid or jump rebid in D
- * 2-suited with S & H, 7-6 or 3-2 losers: Rebid or jump rebid in H

2NT

* Strong unbalanced 2-suiter (6-4, 7-4, 8-4, 9-4, 7-5, 8-5), 3 or less losers:

3C = relay. Opener bids as follows:

<u>Opener:</u>	<u>Responder rebid:</u>	<u>3 losers:</u>	<u>2 losers:</u>	<u>1-0 losers:</u>
3D = D (6+) & another (4+)	3H = enquiry *	3S/3NT(H)/4C	4H/4S/5C	5H/5S/6C
		* 3NT by responder after opener's reply to enquiry is to play		
3H = H (6+) & another (4+)	3S = enquiry	3NT(S)/4C/4D	4S/5C/5D	5S/6C/6D
3S = S (6+) & another (4+)	3NT = enquiry	4C/4D/4H	5C/5D/5H	6C/6D/6H
		<u>3 - 2 losers:</u>	<u>1 loser:</u>	<u>0 losers:</u>
3NT = C (6+) & another (4+)	4C = enquiry	4D/4H/4S	5D/5H/5S	6D/6H/6S

3D, 3H, 3S = Alternative suit contract, looking for (xx) fit, at least 6+ card suit

4C/4D = MSKC in the suit named.

4H/S = to play