



Goldmans Modern Basic Notes

by Bobby Goldman (from Okbridge help)

EVALUATION:

HCP: Ace=4, King=3, Queen=2, Jack=1; Total Points (TP) = HCP plus DP

Normal Distributional Points (DP): Void =3, Singleton =2, Doubleton =1

Supporting Distributional Points: Void = 5; Singleton = 3, Doubleton =1

When Opening NT or Bidding NT: DO NOT count distributional points, but ADD 1 HCP for a 5 card suit.

STRATEGIC PLAN:

Approximately 26 points produce game. 33 produce slam.

Find 8+ card major suit fits; Search for 26 points; lacking 26 points, STOP as soon as possible at a "reasonable" place.

Search for trump in this order: 1. MAJORS, 2. NT, 3. MINORS

When a decision is CLOSE: push for game; but not for slam.

1NT OPENING BIDS:

1NT: 15-17HCP; 2NT: 20 -21; 3NT: 25-26; +1 pt for a 5 card suit

If balanced (4-3-3-3 or 4-4-3-2), ALWAYS open NT if HCP right.

If semi-balanced (5-3-3-2, 5-4-2-2 or perhaps 6-3-2-2), open 5 card major if 15-17; but NT if 20+; usually open NT if long minor.(reasons for this are priority of suits <see above> and problems of bidding 20+ no trump hands if opened with suit(s))

RESPONSES to 1NT:

Stayman 2C; answers- 2D = no major; 2H = hearts; 2S = spades

(bid hearts with both); 2C then 3 minor = Natural slam try;

2C then 3 Major/2D = GF, natural 5 card suit.

Jacoby Transfer Bids: JTB is NOT used after any competition

2D > 2H; 2H > 2S. Always use with 5 card major even without any points (unless 4 cards held in other major).

> FOLLOWUPS to JTB: all NT = NT with proper values; new suit at

1 level is a game force; 1NT - 2D - 2H - 2S = 5-5, H & S,

invites but NF; jump shifts = splinters

Texas Transfer Bids: Also ON over any competition through 3C.

4D > 4H; 4H > 4S: Followups to Texas: 4NT = Blackwood;

other bids = idle; *(Jacoby (2L)/ then jump to 4 = slam try)

RESPONSES to 2NT:

4C = Stayman; JTB; Texas; Gerber

RESPONSES to 3NT:

4C = Stayman; 4D = Gerber; 4H/4S/5C/5D = Signoff

OPENING ONE BIDS:

5 card majors; 13 TP in 1st/2nd seats, may be less in 3rd.

1H,1S = 5+ cards; 1C,1D = 3+ cards;

With 2 long suits (5+ cards): A. Longer; B. higher ranking

Without long suit: longer minor; if 4-4 open 1D, if 3-3 open 1C

RESPONSES to One Bids:

Search for 26 pts; find 8+ card major fits.

If 26 pts not there, STOP quickly in "reasonable" place

Search for trump in this order: 1. MAJORS, 2. NT, 3. MINORS.

Raises: minimum support: Majors = 3, Minors = 4; More = better!

6-10 DP = Single Raise; 11-12 DP = 1 1/2 Raise,(need 2 steps):

bid any suit at 2 level, THEN Support partner

13+ DP = Double Raise (GF)

NT Responses: 1NT = 6-10 HCP; 2NT = 13-15 HCP; 3NT = 16-17 HCP;

all deny a 4 card major except may have 4H when bidding 1NT or 2NT over 1S

New Suit at 1 level: "one over one" 6-24 pts, 4+ cards;

with 2 (or 3) four card suits bid, cheaper MAJOR;

with 2 five card suits bid higher ranking

New Suit at 2 level: (2/1) 11+ pts, promises another bid!

(unless partner contracts for game)

Jump Shift: very strong (slam try), know the trump suit.

never shift with 2 suited non-fitting hands

OPPONENT DOUBLES:

Redouble (RDBL) = 10+ pts; New suit forcing at 1 level, 6+ pts
 New suit at 2 level = NF (about 6-10 pts, 5+ cards).
 Jumps and jump shifts are very weak (0 - 6 usually).

IF OPPONENT OVERCALLS IN A SUIT through and including 3S:

THE NEGATIVE DOUBLE: After an overcall, a double is for TAKEOUT

and promises support for any unbid major when there is one, and general help for both minors when there is not. Specifically,

a Neg Double of 1H shows exactly 4 spades (bid 1S with 5 or more) and a Neg Double of 1S suggests 4 or more hearts. 6 points are adequate to act at the 1 level, but 2-3 more are needed for each increase of level.

OPENER'S REBIDS:

Ranges: Minimum = 13-15(16); Medium = 16-18; Strong = 19-21

A MINIMUM HAND MUST MAKE A MINIMUM REBID (which are):

1NT = 13-15 HCP; two own suit = 13-16 TP; two partner's suit =
 13-16 DP; new suit at 1 level = 13-18 TP; new (lower) suit at
 2 level = 13-18 TP.

OTHER REBIDS:

Jumps TO 3 level in own/partners suit: = 17-18 TP, invitational

Minimum NT: = 13-15, Jump in NT = 18 -19 HCP

Reverse: (higher suit at 2 level than opened) = 18+, 1 rd force

Jump Shift: = 19+, Game Force

LATER BIDS:

Secondary Jumps: or Jump Shifts by responder = GF;

New Suit(often 4th suit) by Responder: = 1 round force,
 (except lower ranking suit after opener's 1NT rebid)

Any bid by responder after opener's invitational rebid is GF
 (jumps in NT, own or partner's suit are invitational)

STRONG 2 CLUB BID:

2C = ARTIFICIAL STRONG OPENING BID (only one) Is a Game

Force if a suit is rebid, but 22-24 HCP if NT rebid. Suit

rebid shows 22+ pts with good 5+ suit. If slightly less than 22 HCP, then 9+ sure tricks.

WAITING RESPONSE: 2D/2C is waiting for opener's rebid, may be very weak

but may be strong with no good suit to show. If opener next bids 2NT (22-24 HCP), use same methods as over 2NT opening; but if rebid is a suit, 3C shows a true negative hand (0 - 4 HCP)

POSITIVE RESPONSES: all other direct suit responses show 7+ HCP and a good 5 card or longer suit (good = 5+ cards, 5+ points in suit) except major Double raise = 0-6, good trump(4+), no side controls.

WEAK TWO BIDS:

2 D/H/S: These openings are a cross between a one bid and a preempt. Typically show between 5 - 11 HCP and decent to strong 6 card suit. These values slide with the vulnerability and the position at the table with 3rd seat NV vs VUL the loosest.

A 4 card side major is a liability, never do it with 1st and 2nd position 2D opening.

RESPONSES to Weak Two Bids:

All raises are SHUTOUT; New Suits are 1 round forces, showing a possible trump suit and an interest in going to game.

2 NT is a conventional response saying "Tell me more about your hand": Opener obliges by rebidding his suit with a **MINIMUM** hand (for the vulnerability); and by showing the **BEST SIDE FEATURE** of his hand if more than minimum (by at least a queen)

ACE ASKING CONVENTIONS:

Blackwood (4NT)/suit bids; Gerber (4C)/ NT bids;
4NT/NT = Inv., but Non-Forcing, **DOES NOT(!)** ask for Aces.

PREEMPTS: Sound Vul(within 2 tricks); Lighter Non Vul.(within 3-4 tricks)

UNUSUAL NT: Jump Overcalls of 2NT or 4NT:

shows 2 lower unbid suits; 5-5 or better distribution;
values suitable to vulnerability and level;

Overall of 1NT: by passed hand (PH) **ONLY**, shows 4-4 or better distribution

4NT OVERCALL: after a 4H opening = C & D; after 4S = C & D & H

DIRECT NT OVERCALLS:

1NT = 15-19 HCP, 2NT/2 suit = 15-19 HCP; 3NT/anything = natural
RESPONSES: SYSTEM ON Same system as used after opening NT.

TAKEOUT DOUBLES: doubles that ask (urge/demand) partner to bid

1. THE NEGATIVE DOUBLE (details under responses to one bids)
2. After their suit openings (and responses) thru 4H
[if higher than 4H, double=penalty oriented];
3. If partner has never bid: you bid first turn, double at 2nd
turn, at a low level; "competitive double"
4. Balancing doubles (in passout) your side has never bid and opponents stop at a low level

Doubles of ARTIFICIAL BIDS are lead directing (no need to bid)

5. ALL OTHER DOUBLES ARE PENALTY

Doubles of all suit opening bids MUST MEET requirement of 3+
cards in unbid major suits and 2+ cards in unbid minors (less
than 4 + 3 respectively is a "flaw" but still acceptable),
NO EXCEPTIONS unless hand contains 18+ pts. Doubling and
bidding again without encouragement from partner shows 16+ pts

RESPONSES TO 1 LEVEL TAKEOUT DOUBLES:

MUST RESPOND unless next hand bids (even with 0 pts).

SUIT BIDS: = 0 - 9 TP (if "free" 6 - 9); Normally 4+ cards;

JUMP suit bids: = 10-12 (Inv.), majors 4+ cards, minors 5+

CUE BID: (bid of suit opened) = Game Force any distribution.

JUMP to Game: = Hope to make it (usually 13+)

1NT = 8-11 HCP (stopper);

2NT = 11+ to 13 HCP (stopper);

3NT = 14+ HCP or source of tricks (stopper)

PASS = PENALTY PASS; must have long, strong trump holding;
asks for trump lead

OVERCALLS:

8-17 HCP at 1 level; 12-17 at 2 level (more at higher)

RESPONSES TO OVERCALLS:

NEW SUIT: = NF/forward going; Jumps = Invitational, but NF

1NT = 8-11; 2NT(jump) = 12-14; (2NT/2 = 8-11); stopper(s)

RAISES: 2/1 = 6-10 TP; 3/1 = 11-14 TP; 3/2 = 8-11 TP;

all raises show 3+ card support;

most other bids deny 3 card major suit support.

CUE BID = Game Force, any type hand, but usually with trump fit

JUMP OVERCALLS:

Preemptive (with an eye on the vulnerability)

VS 1NT OPENING (by the opponents):

DOUBLE: 16+ vs Strong NT; 14+ vs Weak NT(suggests partner pass)

ALL SUITS (except 2C): = Natural, 5+ cards; Must have opening bid vs weak NT, may be weaker vs strong NT (strange but true!).

Landy (2C): shows both majors

DEFENSIVE CUE BIDS

GAME FORCE; direct, after overcalls, after doubles

LEADS:

4TH BEST; K from AKx or KQx; LOW from xxx vs suit, high vs NT;

TOP of sequence including interior sequence (i.e. 10 from K10983)

TOP of a Doubleton.

NOTE: Unusual leads send message to partner - "unusual hand"

Mid-hand same except: low card lead shows either interest or

values in suit; high spot card either shortness or no interest

CARDING: STANDARD: attitude when partner leads (high encourages) may be count when opponents lead (high = even number)