

## PARTNERSHIP PRINCIPLES

*Your partnership should strive for CONSISTENCY. You should adapt general principles that transfer easily from one situation to another. Not only will your methods become easier to remember, but also it will become easier to build new structures that work, and easier to solve new “undiscussed” problems at the table.*

Verbalize your partnership principles in each of these areas:

### “Ownership”

Does your partnership agree with the following statement?

“We establish ownership of a hand when we show game invitational strength facing (a) an opening bid, (b) a two-level overcall, or (c) a takeout double.”

***For your partnership, which of the following auctions establish “ownership” of the deal?***

- Two-over-one (in \_\_\_\_\_ or out \_\_\_\_\_ of competition)
- Redouble after opponent’s one-level takeout double
- Limit Raise (including Inverted Minor Raise)
- 2NT response to 1m
- Any invitation after we open 1NT
- After our takeout double: cue-bid, 3-over-3 Responsive Double
- After our two-level (or higher) overcall: Cue-bid, Jump shift, FIT Jump or other strength-showing or forcing call (Splinter, etc)
- After our PEN double or card-showing double of their weak 1NT opening, or their ART PRE and Responder's values double
- After we open and responder doubles a 1NT or ART overcall
- Any strong opening bid: 2C, 4m (Namyats), 2D (strong versions)

\_\_\_\_\_ Any game clearly bid to make: 3NT overcall \_\_\_\_\_, a 4NT takeout of their 4M opening \_\_\_\_\_, Jump cue-bid overcall \_\_\_\_\_

\_\_\_\_\_ Jump to game (except when defined as preemptive)

\_\_\_\_\_ Any auction inherently defined as a game force

\_\_\_\_\_ "Jump" cue-bid overcall: (2x)-3x, (2x)-4y, (1M)-3M, (1m)-3m,

\_\_\_\_\_ Opponents obviously saving. (P)-P-(2S)- Dble; (4S). This does \_\_\_\_\_ /does not \_\_\_\_\_ include auctions where the unpassed partner of the preemptor jumps to game. (3C)-x-(5C): Dble is \_\_\_\_\_; at \_\_\_\_\_ vulnerability. Pass is F\_\_\_\_\_ / NF\_\_\_\_\_

***For your partnership, which of the following principles apply once "ownership" has been established***

\_\_\_\_\_ (1) A competitive force exists, that is, the opponents may not buy the hand undoubled below three of our primary suit(s). This applies whether or not we have established a fit.

\_\_\_\_\_ (2) If we have a fit, and we "own" the hand, the opponents may not play undoubled in game. *EXCEPTION: If we've had an opportunity to bid game and didn't, they may play in a game. (4m is considered game)*

\_\_\_\_\_ (3) The opponents may ALWAYS play 4m undoubled.

\_\_\_\_\_ (4) The opponents may NEVER play the five-level undoubled.

\_\_\_\_\_ (5) When we are in a force of any kind at any level, the overriding principle is that PASS IS WEAKEST ACTION. Voluntary actions show extras and/or some interest in a higher level contract. Practical application is that an immediate bid in a forcing auction shows a reason to bid. (*EXCEPTION: After redouble, immediate return to suit is weakness, NF*). Pass is not a guarantee of weakness.

\_\_\_\_\_ (6) When pass is forcing: both old and new suit rebids at the 3-level are forcing (extra strength\_\_\_\_\_/length\_\_\_\_\_). A 3-level raise is NF.

\_\_\_\_\_ (7) When pass is forcing, double is always penalty.

- \_\_\_\_\_ (8) If a given sequence following an opening bid produces a given level of force, then a fourth-seat opening produces the same level of force.
- \_\_\_\_\_ (9) A third-seat opening produces one level less of force. *EXCEPTION: should these include redouble, penalty double, or double of a takeout bid?*
- \_\_\_\_\_ (10) Two consecutive passes by our side (if the first pass is limiting) relieves any force that might have existed.
- \_\_\_\_\_ (11) If a given sequence creates a certain level of force, we cannot sell out below that level even when partner has shown weakness.  
Examples:
- \_\_\_\_\_ (1C)-1S-(P)-2C;(2H)-P: cannot defend 2H undoubled; 2C forces to 2S  
 \_\_\_\_\_ 1S-(2H)-4D-(4H);P: cannot play 4H undoubled; 4D forces to 4S  
 \_\_\_\_\_ 1S-(2H)-3H-(3S); P-(4H)-P: NF, opener didn't bid game;  
 \_\_\_\_\_ 1S-(2D)-3H-(4D); P-(5D)-P: Forcing. Opponents are at the five-level;  
 \_\_\_\_\_ 1S-(2H)-2S-(3H); 4S-(5H)-P: Forcing. Does game jump set ownership?

What are the determinants of ownership?

How far are we forced when we own the hand?

When we have shown game-invitational values, are we defined as "owning" the hand?

Can the opponents play undoubled below three-of-one-of-our-primary suits?

If we have not had the opportunity to reject the game invitation, may the opponents play undoubled in a major-suit game?  
in a minor-suit game?

Are these agreements dependant on whether we have found a fit?

## Constructive bidding in a forcing situation

How do you show extras?

How do you show a minimum?

In general, does the principle of *fast arrival* or *picture bidding* apply?

Exceptions:

## Competitive bidding in a forcing auction

How do you show extras?

How do you show a minimum?

If there is an agreed trump suit:

return to the trump suit at a minimum level is \_\_\_\_\_

pass is \_\_\_\_\_

double is \_\_\_\_\_

a new-suit bid is \_\_\_\_\_

a cue-bid is \_\_\_\_\_

If there is no agreed trump suit:

rebid of suit at a minimum level is \_\_\_\_\_

raise of partner's suit is \_\_\_\_\_

pass is \_\_\_\_\_

double is \_\_\_\_\_

a new-suit bid is \_\_\_\_\_

a cue-bid is \_\_\_\_\_

Does the level matter? \_\_\_\_\_

## DOUBLES: General Approach In Common Situations

Indicate your most likely length in the opponents' suit:

	Takeout	Penalty	Cards
Over-the-suit	_____	_____	_____
Under-the-suit	_____	_____	_____
Direct seat	_____	_____	_____
Passout seat	_____	_____	_____
In a forcing auction	_____	_____	_____
In a nonforcing auction	_____	_____	_____
After an invitation if:			
accepted	_____	_____	_____
declined	_____	_____	_____
neither	_____	_____	_____

Your inclination to pass a "cards" double with three indifferent cards in the opponents' suit, no special length elsewhere, and a normal minimum-range hand for your bidding is:

	At two level	At three level	Higher
low	_____	_____	_____
high	_____	_____	_____
not discussed	_____	_____	_____

Your inclination to pass a "cards" double with only two indifferent cards in the opponents' suit, no special length elsewhere, and a normal minimum-range hand for your bidding is:

	At two level	At three level	Higher
low	_____	_____	_____
high	_____	_____	_____
not discussed	_____	_____	_____

You consider your partnership's willingness to double for penalty in nonforcing situations to be?

aggressive	_____
conservative	_____
cautious	_____

Is this an area in which there is room for improvement? \_\_\_\_\_

## REDOUBLES:

After 3NT is bid under pressure, redouble in direct seat is \_\_\_\_\_  
and redouble in balancing seat is \_\_\_\_\_

After our overcall, two passes, and a double, a direct redouble is \_\_\_\_\_  
and a reopening redouble is \_\_\_\_\_

Business in direct seat, rescue in last seat? \_\_\_\_\_

Always business above the two-level? \_\_\_\_\_

Always rescue at the two-level or below? \_\_\_\_\_

## GAME INVITATIONS:

The partnership tendency is to:  
spurn the invitation and bid game \_\_\_\_\_  
invite aggressively \_\_\_\_\_  
invite conservatively \_\_\_\_\_

The partnership tendency is response to an invitational advance is:  
aggressive \_\_\_\_\_  
conservative \_\_\_\_\_

Does vulnerability matter? \_\_\_\_\_

With shortness you won't be able to show, you are more likely to:  
make your normal invitation \_\_\_\_\_  
bid game \_\_\_\_\_  
settle for a partial \_\_\_\_\_

## COMPETITIVE 2NT BIDS:

In our partnership a competitive 2NT bid is most likely to be:  
\_\_\_\_\_ natural, invitational  
\_\_\_\_\_ lebensohl  
\_\_\_\_\_ scramble ("grope," or "two places to play")  
\_\_\_\_\_ natural but not invitational  
\_\_\_\_\_ an artificial force with values

## **Lebensohl Applies when:**

(add "TFR" if you use a form of Transfer lebensohl in a given situation)?

- \_\_\_\_\_ any time we make a takeout double and the opponents are in two-of-a-major
- \_\_\_\_\_ when responding to any two-level takeout double, even when RHO has bid over the double (e.g. 2D-Dble-2H-?)
- \_\_\_\_\_ VS all artificial bids at the two-level when we know only one of the opponents' two suits (VS Michaels, Astro, etc)
- \_\_\_\_\_ any time they bid over our natural notrump opening, overcall, or balance
- \_\_\_\_\_ any time partner shows a strong notrump, even via a takeout or a card-showing double (e.g., vs. Flannery, Multi, etc.)
- \_\_\_\_\_ VS all "funny" two-bids, when responding to partner's double or artificial takeout
- \_\_\_\_\_ any time it makes sense, even if not discussed
- \_\_\_\_\_ any time responder may have a weak hand
- \_\_\_\_\_ any time game is still possible for our side
- \_\_\_\_\_ in our own constructive auctions (e.g., after opener reverses, after opener's 1NT rebid, after opener's two-level jump shift)

## **Scramble 2NT applies when:**

- \_\_\_\_\_ game is unlikely, e.g. balancing double facing passed hand
- \_\_\_\_\_ the opponents' have bid and raised a major, and we double directly or in balancing seat
- \_\_\_\_\_ opener's reopening double after opponent's two-level major-suit action

*Which of the following statements is true for your partnership?*

- \_\_\_\_\_ When 2NT is not natural, 2NT is either takeout or lebensohl.
- \_\_\_\_\_ 2NT is lebensohl if game is still possible.
- \_\_\_\_\_ 2NT is takeout if game is no longer possible for our side.
- \_\_\_\_\_ 2NT is takeout with competitive values, when double is available to show stronger balanced hands, and suit bids show extra values.
- \_\_\_\_\_ 2NT is takeout with extra values, when double is available to show strong balanced hands and suit bids are just competitive.
- \_\_\_\_\_ 2NT is scramble or grope when that is a possible interpretation. 2NT is defined as “two places to play” (or perhaps “no place to play”)

**Slam bidding tendencies:**

Aggressive \_\_\_\_\_ or Conservative? \_\_\_\_\_

Tendency toward control-showing and slow careful auctions?

Frequent use of shortness-showing bids?

Prefer “fast” unscientific auctions?

A jump to slam in the middle of investigation is:

constructive (picture) \_\_\_\_\_

best guess? \_\_\_\_\_

Control-showing:

1st-round controls before 2nd-round controls? \_\_\_\_\_

1st and 2nd-round controls economically? \_\_\_\_\_

Queen of partner's suit as convenient? \_\_\_\_\_

Shortness control in partner's suit OK?

always \_\_\_\_\_

not at first opportunity \_\_\_\_\_

only late in the auction \_\_\_\_\_

Mandatory below game \_\_\_\_\_

Judgment below game \_\_\_\_\_

3NT waiting (when)? \_\_\_\_\_

4NT waiting (when)? \_\_\_\_\_

RKCB (response version) \_\_\_\_\_

Substitute (kickback or minors) RKCB: \_\_\_\_\_

“Rolling” 4NT: General rules: \_\_\_\_\_

“DI” 4NT: General rules: \_\_\_\_\_

Other artificial 4NT: \_\_\_\_\_

Is 3NT ever “involved” in your cue-bidding style?

Serious \_\_\_\_\_

Non-serious \_\_\_\_\_

To initiate cue-bidding (others long/short) \_\_\_\_\_

Agree or Disagree? If we have 12 tricks if they don't take the first two (even when they can), we want to bid the slam if we haven't told them what to lead) \_\_\_\_\_

### **Lead-directing doubles:**

Double of Opponents' 3NT contract:

we have bid and raised a suit

we haven't bid

we have bid one suit and raised another

doubler has bid one suit

opening leader has bid one suit

we have each bid a suit

doubler has bid two suits

they opened 1NT and used Stayman \_\_\_\_\_  
and raised directly \_\_\_\_\_

Splinter Doubles:

- \_\_\_\_\_ suggests a save at favorable
- \_\_\_\_\_ at other vulnerabilities, suggests lead of lower-ranking suit
- \_\_\_\_\_ at other vulnerabilities, suggests lead of higher-ranking suit
  
- \_\_\_\_\_ suggest length/strength in suit bid
  
- \_\_\_\_\_ direct double of *opener's* splinter suggests a lack of tolerance for the fragment (the "normal" lead)

Slam Doubles:

- out of the blue doubles are "Lightner"
  - \_\_\_\_\_ find my void
  - \_\_\_\_\_ lead dummy's first-bid suit

negative slam doubles (explain) \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

positive slam doubles

"Pass and then bid":

If you pass on the first round, after the opponents have opened, then bid voluntarily (i.e., in direct seat) on the next round, this shows:

- a strong unbid hand (primary length in RHO's first suit) \_\_\_\_\_
- a hand too weak to bid on the first round \_\_\_\_\_
- two-suiter (explain) \_\_\_\_\_

Is this a weak or strong action? \_\_\_\_\_

"Pass and double":

After passing an opening bid on your right, you double directly at your second turn. Your double is:

- penalty \_\_\_\_\_
- takeout \_\_\_\_\_ (strength) \_\_\_\_\_
- a strong unbid hand (length in RHO's 1<sup>st</sup> suit) \_\_\_\_\_
- a hand too weak to double on the first round \_\_\_\_\_
- the two unbid suits \_\_\_\_\_ (strength) \_\_\_\_\_

## **Constructive bidding in step sequences:**

There are many possible applications:

GSF  
5NT after RKCB  
Shortness Asks  
Artificial Inquiry after a raise  
Control Asks

The more you bid the more you have? \_\_\_\_\_

Save space? \_\_\_\_\_ In some specific sorts of step auctions you may use the principle: The more you bid the more balanced your hand

---

Use pass, double, and redouble as steps (explain order) if opponents bid or double? \_\_\_\_\_

## **Defending vs conventions you haven't discussed:**

The opponents make a conventional bid for which you've never discussed specific countermeasures. (It happens, no matter how well you prepare.)

Do you have a general approach to fall back on? \_\_\_\_\_

What are:

Double?  
Overcall?  
NT Overcall?  
Pass and bid?  
Pass and double?  
Double and double?  
Double and partner doubles?  
How do you cue-bid?

If the conventional bid was artificial/natural, do your bids change in meaning? \_\_\_\_\_

Does it matter if their conventional opening shows a preempt, or a full opening bid? \_\_\_\_\_