

# Bridge Play Conventions - System Card

## Doubling as a Bid

Opposition bids and you have opening points but your hand shape does not support an overcall - **Double**

## Jump Bid, Shift Bid, Forcing & Jump Shift

### Partner Bids 1H

Partner has got 12-18 points. If 19+ points would bid 2C.

Your Points	Your Bid	Comments
0-5	Opposition Bids - <b>Pass</b>	
0-5	Opposition Passes - <b>1NT</b>  Second Bid - <b>Pass</b>	Can't Pass in case Partner left on opening bid with maybe 18 points. Partner may have a NT 15-18 balanced hand but bid the major. 1NT says 6-9 points and closes off your bidding or bid a long suit. If Partner opened 1C bid 1D.
6-9 & 3+ hearts	<b>2H</b>	
10-12 & 3+ hearts	<b>3H</b>	<b>Jump Bid</b>
13-15 & 3+ hearts  Partner Second Bid	<b>Shift Bid</b> - Bid another best suit at next level ie 1S, 2C, 2D  Your Second Bid - <b>4H</b>	Shifting (Suit Change) is <b>FORCING</b> and Partner <b>MUST</b> bid again!  Partner now knows you have 13+ points and a fit. If Partner has 18 points may bid 4NT (Blackwood) asking for Aces/Kings with a view to Slam depending on the shape of Partner's hand ie shortages which add more points.
16+	<b>Jump Shift</b> - Bid another best suit up 2 levels ie 2S, 3C, 3D	Shifting (Suit Change) is <b>FORCING</b> and Partner <b>MUST</b> bid again! Similar to above but now if partner has 18 points got total of 34+ points & in Slam Territory.

## Your First Lead Indication

**2-5 - Encouraging** have a high card in this suit, King or Queen. Partner plays highest card to draw the Ace.

**6+ - Discouraging**, your highest card in this suit is a Jack.

## Your First Discard Indication

**Odd - Encouraging** have a high card in this suit, King or Queen.

**Even - Discouraging**, your highest card in this suit is a Jack.