

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	PLAYERS: Vince ODDY - Roy DALTON			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	11-21 HCP	1D/H/S=6+HCP; 1N=8-10HCP; 2C=5+C	1NT rebid=15-17 HCP (now 2-way STAY) Jump to 2NT=19-21 HCP – see [A1]	See section [D] of the Supplemental Notes for all 1-level suit openers
1♦		3	4H	11-21 HCP	1H/S=6+HCP; 1N=6-9HCP; 2C=NAT FG	1NT rebid=15-17 HCP (now 2-way STAY) Jump to 2NT=19-21 HCP – see [A1]	
					2D=4+D, 6-9HCP; 2H/S=fit showing; 2N=11-12HCP; 3C=STR raise; 3D=LIM 3H/S/4C=SPL		
1♥		5	4H	11-21 HCP	1S=6+HCP; 1N=F1; 2C/D=NAT FG; 2H=6-9HCP, usually 3 trumps; 2S=fit showing; 2N=FG raise; 3C=LIM; 3D=CONST raise 3H=PRE raise; 3S/4C/D=SPL; 4H=PRE raise	1NT rebid=15-17 HCP (now 2-way STAY) Jump to 2NT=19-21 HCP – see [A1]	By passed hand: 2C=Drury (4 trumps) 2D=Drury (3 trumps) 3C/D=Fit-showing jump
1♠		5	4H	11-21 HCP	Same structure as after 1H opening	Same structure as after 1H opening	Same as after 1H opener
INT			At 3-lvl	12-14 HCP	2-way STAY in 1 st /2 nd ; 2D/H TRFs in 3 rd /4 th ; 2S=C; 2N=Ds; 3C=mm WK; 3D=mm FG; 3H=MM INV; 3S=MM FG; 4D/H=TRFs		2NT Lebensohl
2♣	x			22+HCP or equivalent playing strength	2D=waiting; 2H=NEG; 2S/N(hearts)/3C/D=5-card suit headed by 2 of top 3 honours 3H/S=SPL(4441) 4-7HCP	Kokish (2C-2D-2H forces 2S)	Dbl of overcall = 0-4 HCP
2♦		6		Weak 2; 5-10 HCP	New suit=F1; 2N=ART (asks suit quality and hand strength)	After 2N ART ask: 3C=bad/bad; 3D=good suit, bad points; 3H=bad suit/good points; 3S=good/good	
2♥		6		Weak 2; 5-10 HCP	Same structure as after 2D opener	Same structure as after 2D opener	
2♠		6		Weak 2; 5-10 HCP	Same structure as after 2D opener	Same structure as after 2D opener	
2NT				20-21 HCP	3C=Puppet; 3D/3H=TRFs; 3S=forces 3N (m 1-suiter or mm); 4C=ace ask; 4D/H=TRF	Opener accepts TRF at 3-level only with 2 trumps (same as after 2C opener and 2N rebid)	
3♣		7 usually		PRE	New suit = F1; 4D=KCB		
3♦		7 usually		PRE	New suit = F1; 4C=KCB		
3♥		7 usually		PRE	New suit = F1; 4C=KCB		
3♠		7 usually		PRE	New suit = F1; 4C=KCB		
3NT	x			Solid 7+card minor	4C=P/C; 4D=ART asks short suit		
4♣/♦/♥/♠		8 usually		PRE			
5♣/♦/♥/♠				PRE			

SUPPLEMENTARY NOTES

ODDY - DALTON (Canada Seniors)

- **Conventions used**

[A1] Auction after 2NT Jump Rebid by Opener

After a 1m opening and jump to 2NT by opener, 3 of the other minor = checkback Stayman; 3 of opener's minor = support and mild slam try or better; 3 of responder's major = slam try

After a 1H opening and jump to 2NT by opener, 3C=checkback Stayman

[A2] 2-way Stayman after 1NT rebid

After a 1NT rebid by opener (15-17) in 1st or 2nd seat, 2C=non-forcing Stayman; 2D=forcing Stayman, 2H=to play, 2S/2NT are transfers.

In 3rd or 4th seat, then 2C=Stayman and 2D/H/S/2NT are transfers

[A3] Ingberman

After a reverse by opener showing extra values, 2NT by responder = 5-7 HCP and asks opener to rebid 3 of his first bid suit with a minimum reverse (16-18HCP). If responder can bid the 4th suit at the 2-level, this becomes a substitute for 2NT

- **Leads and signals**

[B1] 3rd and low vs suits; 4th vs NT; upside-down count and attitude signals

[B2] lead of an ace vs NT asks for unblock; lead of a K vs NT asks for attitude

[B3] low from xxx in partner's suit vs suit contracts, unless raised, then highest card led

- **Defensive and competitive bidding**

[D1] 2-Way Simple Raises After LHO Doubles Our 1M Opening

After we open 1M and LHO doubles, responder bids:

2M=5-7HCP and usually 3-card support; 1 under 2M is artificial and shows 8-9HCP and usually 3-card support

[D2] Artificial 2NT to show 3-card limit raise in major

After we open 1M and LHO overcalls at the 1 or 2-level, 2NT=3-card limit raise

[D3] Jump to 2NT to show preemptive raise

After we open 1m and LHO doubles, a jump to 2NT is artificial and shows a preemptive raise (at least 4 trumps if diamonds; at least 5 trumps if clubs)

[D4] 2 of other minor after 1NT overcall

After we open 1m and LHO overcalls 1NT, 2 of the other minor by responder shows at least 9 cards in the majors (5-4/ 4-5)+ and 5-8 HCP

[D5] Redouble of a negative double

A redouble in 4th seat of a 3rd seat negative double generally shows 8-11 HCP and usually a doubleton in overcaller's suit

[D6] Rescues when our 1NT opener is doubled for penalty

After our 1NT opener is doubled for penalty:

Redouble shows a one-suiter (opener is forced to bid 2C); 2C/D/H show that suit and a higher ranking suit

Pass forces redbl, and now.... Pass = to play; 2C = clubs + a major; 2D = diamonds + spades; 2H = good heart one-suiter, not forcing, invites comp to 3-level; 2S = good spade one-suiter, not forcing, invites comp to 3-level

Applies in balancing hand situation (1NT pass pass X), except can't show rounded or pointed suits – bids show that suit and a higher ranking suit.

[D7] Auctions after our 2C Landy (showing both majors after an opponent opens 1NT)

Responses to 2C: 2D=no pref; 2H/S=to play; 3H/S=inv

If 2C is doubled, rdbl=no pref; pass=clubs; 2D=not; 2H/S=to play

[D8] Lebensohl after opponent's weak-2 opener

If we make a takeout double of a weak 2-bid, advancer's 2NT=0-8 HCP; applies in balancing seat as well

[D9] Super Michaels after weak-2 opener and preemptive 3-bids in a major

4C/D=natural and the other major; Qbid of a weak-2 asks for a stopper

[D10] Forward-going pass in competition

In competitive auctions where we would otherwise have been forced to a certain level without interference, "pass" shows more than minimum values.

[D11] Defense to Michaels

Dbl = values, usually 10+HCP

If partner opened a minor, 2H (CUE) = a GF raise; 2S (CUE) = limit raise (dia=4+ trumps; clubs=5+ trumps)

If partner opened a major, CUE of the other major = limit raise +, 4+ trumps; 2NT=3-card limit raise

[D12] Unusual over Unusual

After opponent's Unusual 2NT:

Dbl = values, penalty oriented

Low Qbid = depending on opener, either i) limit raise or better, or ii) the unshown suit, forcing

High Qbid = depending on opener, either i) limit raise or better, or ii) the
unshown suit, forcing

Raise = to play; 3 of unshown suit = natural, constructive, not forcing

[D13] Defence to Multi 2D

Dbl = 13-15 HCP or 19+ HCP, balanced

Dbl of 2H (P/C) = takeout; 2NT = 16-18 HCP (puppet, transfers)

2H, 2S = natural

2NT = 16-18 HCP

and now.... 3C = Puppet Stayman

3D, 3H = transfers

3C, 3D = natural

3H, 3S = natural, good hand

3NT = to play, could be tricks

Pass, followed by X = takeout

[D14] Sandwich NT

(1x) Pass (1y) and now.... 1NT=16-18 HCP (responses: Stayman for unbid majors, transfers)

[D15] Asking bids after responder's major is raised (or jump raised)

After responder's major response is raised/jump raised by opener to the 2 or 3-level, then the next cheapest bid by responder is artificial, asking for opener's shape. 1st step=BAL 15-17HCP; 2nd step=shortness in lower unbid suit; 3rd step=shortness in higher unbid suit; 4th step=5-4-2-2 shape (not 15-17).

In cases when opener's raise to the 2-level was over competition (an overcall), then the 4th step becomes an unbalanced hand with only 3-card support.

[D16] Slam bidding interference

When our ace-asking bid is overcalled:

DIPO (Dbl=1st step (1/4); Pass=2nd step(0/3)) at 5-level; cheapest bid=3rd step, next bid=4th step, etc.

DEPO (Dbl=even; Pass=odd) at 6-level