

IS-JM -Supplementary Sheet- Glossary

Bergen raises over 1 Major: 3M=3-6, 3D=6-9, 3C= 9-12, all 4 card support.

Checkback Stayman (2 Way) over 1NT rebid - 2C= mandatory transfer to 2D, then subsequent bids invitational; 2D= Game Forcing Checkback; 2H/S/3C= Non Forcing, usually to play. 3DHS= nat. 5/5 IG. Off after interference.

Drury (2 Way reverse) over 1M- 2C/2D= 3/4 card good raise by passed hand. Weakest option is to repeat suit. ("3 card support" can be four cards, e.g. 4333).

Game Try Double- Game invite where there is no space for another invite.

Gazzilli after 1M-1NT and 1H-1S. 2C= natural or 16+, then 2D=8+. Continuations mostly natural. It follows that rebids other than 2C, which might have been expected to be 16+ are not. They are usually 13-15 ish and distributional.

Inverted Raises over 1 minor opener- 2m is Forcing if unpassed/3m is approx. 5-9

Jacoby- 1M-2NT= Game Force (not 12/14 flat). 3C/4M response min with 5/6 cards.

Kokish- 2C-2D-2H is hearts or FG balanced. 2S relays, then 2NT FG balanced, rest = hearts.

Last train Non specific game/slam try where there is no space to cue etc. e.g. 1S-4D-4H.

Lebensohl 2NT is either a weak hand or a probe for stoppers/fit.

Lightner Double- Asks for an unusual lead, e.g. void against a slam.

Michaels/Leaping and Non-Leaping- Cue bid/4 Minor show 5/5 two suiters, either both majors or one major and one minor. Sometimes one suit is undefined.

RKCB/Minorwood/XRKCB Asks for Aces and King/Queen of trumps. (X = excluding suit asked)

Rubensohl- After 1NT (interference) 2NT thru 3H are transfers (into their suit is fit/stopper probe) 3S= 5/4+ low suits.

Smith Peters (reverse)- in defending NT contracts, an unnecessary high card at trick 2 means dislikes the lead.

Splinters- Double Jumps/ unnecessary Jumps show shortage and (usually) 4 cd support.

Support Double- Shows three cards in responder's suit, if he can bid two of his suit.

Stayman (Non Promissary)- 2/3C over 1/2NT asks for four card majors. Our way to NT invite.

Texas Transfers- Over 1/2NT, 4D/H are transfers to suit above, to play or RKCB.