

## GENERAL APPROACH: GRANT BASIC

### OPENING BIDS

**1NT:** 14<sup>+</sup> to 17  
(can include 5-card major)

**2NT:** 20 to 21

(with 22-24 open 2♣ and rebid 2NT; with 25-27 open 2♣ and rebid 3NT)

### RESPONSES

2♣: Stayman

3♥/3♠: 5+ cards, forcing

3♣: Stayman

1♥/1♠: 5+ cards

jump raise (3♥/3♠): invitational

1♣/1♦: 3+ cards

jump raise (3♣/3♦): invitational  
1NT: 6-10; 2NT: 11-12; 3NT: 13-15

2♣: 22+ if balanced;  
9+ tricks if unbalanced

2♦: waiting

2♦/2♥/2♠: 5-11 points;  
good 6-card suit (usually)

2NT or new suit: forcing  
raise: signoff

3♣/3♦/3♥/3♠: preemptive;  
good 7-card suit (usually)

new suit: forcing

### SLAM CONVENTIONS

**4NT:** Blackwood (after suit agreed) 5♣: 0/4 aces; 5♦: 1; 5♥: 2; 5♠: 3

**4♣:** Gerber (after natural 1NT/2NT) 4♦: 0/4 aces; 4♥: 1; 4♠: 2; 4N: 3

### COMPETITIVE BIDDING

**Simple Overcall:** 7-17 (usually) jump raise: weak  
new suit: non forcing (constructive)  
cuebid: forcing (one round)

**Jump Overcall:** preemptive

**Notrump Overcall:** 15<sup>+</sup> to 18 2♣: Stayman

**Double:** Takeout of opponent's suit opening through 4♥

#### RESPONDER'S ACTIONS AFTER INTERFERENCE OVER 1♣/♦/♥/♠

**After an overcall:** Jump raise: weak  
Negative (takeout) doubles through 3♠

**After a double:** Jump raise: weak  
New suit at one level: forcing  
New suit at two level: non forcing  
Redouble: 10+ points

### LEADS

#### VERSUS SUIT CONTRACTS

Top of touching high cards (A-K-x)

Top of a doubleton (Z-x)

Otherwise low (fourth highest)

(Avoid leading low from an ace)

#### VERSUS NOTRUMP CONTRACTS

Top of solid sequence (K-Q-J-x)

Top of broken sequence (Q-J-9-x)

Top of interior sequence (K-J-10-x)

Otherwise low (fourth highest)

### SIGNALS

**Attitude:** high cards are encouraging; low cards are discouraging.

**Count:** high-low shows even number; low-high shows odd number.

**Suit Preference:** high card is preference for higher-ranking suit;  
low card is preference for lower-ranking suit.