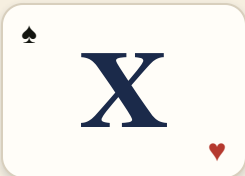


The First Five Bridge Conventions

In the order you'll need them



Convention	When	The Agreement	Responses	Alert
 ① Stayman	You hold a four-card major and 8+ points opposite 1NT and want to find the fit before settling for notrump.	2♣ asks opener for a four-card major.	Opener answers 2♦ with none, 2♥ or 2♠ with one, and bids 2♥ first when holding both majors.	Not alerted
 ② Jacoby Transfers	You hold a five-card major opposite 1NT and want the strong hand hidden as declarer.	2♦ shows hearts, 2♥ shows spades, and opener completes.	Opener is required to complete the transfer by bidding the suit named; the completion carries no extra meaning of its own.	Announced opener says "transfer"
 ③ Takeout Doubles	An opponent opens, you have opening values, and no suit long enough to overcall.	Double asks partner to bid a suit, not to defend.	Partner is expected to answer; with 0 to 8 points, advance in the best unbid suit at the cheapest level, majors first.	Not alerted
 ④ Negative Doubles	Partner opens, an opponent overcalls, and you hold the unbid major with values to compete.	Double shows the unbid major or majors, usually four cards.	After 1♣ (1♠), double shows four hearts. The point requirement scales with the overcall's level: about 6+ at the one level, about 8+ at the two level, about 10+ at the three level.	Not alerted
 ⑤ Blackwood	The partnership is interested in slam and needs to know how many aces partner holds first.	4NT asks; partner answers by count.	Partner answers 5♣ with zero or all four aces, 5♦ with one, 5♥ with two, 5♠ with three. Bridge Unleashed then teaches Roman Keycard 1430, treating the trump king as a fifth ace.	See ACBL Alert Procedures