

7.5 What's New?

Well, that's it folks, it may be a good idea to summarize the areas which are **new** or not common practice: -

1NT - 2♣ - 2♦ - 3♣
1NT - 2♣ - 2♥/♠ - 3♣
1NT - 2♣ - 2♥/♠ - 3♦
1NT - 2♣ - 2♦ - 3♦/♥
1NT - 2♣ - 2♦ - 3♠
1NT - 2♣ - 2♥ - 2NT - 3♥
1NT - 2♣ - 2♠ - 2NT - 3♠
1NT - 2♣ - 2NT/3♣
1NT - 2♣ - 3♦
1NT - 2♣ - 3♥/♠
1NT - 2♣ - 2♥ - 3♠
1NT - 2♣ - 2♠ - 3♥
1NT - 2♦ - 2♥ - 2♠
1NT - 2♦ - 2♥ - 2♠ - 2NT
1NT - 2♦ - 2♥ - 2NT - 3♣/♦
1NT - 2♥ - 2♠ - 2NT - 3♣/♦
1NT - 2♦ - 2♥ - 2NT - 3♠
1NT - 2♥ - 2♠ - 2NT - 3♥
1NT - 2♦ - 2♥ - 3♣ - 3♦
1NT - 2♦ - 2♥ - 3♦ - 3♠
1NT - 2♥ - 2♠ - 3♣ - 3♦
1NT - 2♥ - 2♠ - 3♦ - 3♥
1NT - 2♦ - 2♥ - 3♠
1NT - 2♥ - 2♠ - 3♥
1NT - 2♦ - 2♥ - 4♦
1NT - 2♥ - 2♠ - 4♦
1NT - 2♠ - 2NT/3♣ - 3♦ - 3♥
1NT - 2♠ - 2NT/3♣ - 3♦ - 3♠
1NT - 3♣
1NT - 3♦/♥
1NT - 3♠
1NT - 4♠/NT

SARS. Not new but common only in Holland (I think).
SARS.
ASID.
Quest Transfers.
4-4 in the majors, game force.
Max with 5 ♥'s.
Max with 5 ♠'s.
Stayman Super-accept. Max, 5 ♦/♣'s + a 4 card major.
Stayman Super-accept. Max, both majors.
Stayman Super-accept. Max, 5 ♥/♠'s.
Ambiguous splinter. Not new, but not standard.
Ambiguous splinter. Not new, but not standard.
5-5 in the majors, either invitational or game force...
... **strength enquiry** etc.
Game tries. Not new, but not standard.
Game tries. Not new, but not standard.
Max with 5 ♠'s.
Max with 5 ♥'s.
Shortage ask.
Shortage ask.
Shortage ask.
Shortage ask.
Ambiguous splinter.
Ambiguous splinter.
Slam try. Not new, but not standard.
Slam try. Not new, but not standard.
Shortage ask.
Waiting.
Direct Ambiguous Splinters (♠/♣/♦)
Broken Suit Transfer, slam seeking.
♥ splinter
Precise Quantitives.

* Note

Plus a few others others: -

- More precise quantitative bids (listed in section 8.1),
- Fit Showing Quantitives after SARS,
- DRKCB with two-suited hands, EDRKCB,
- the use of 4 of the minor for the minor, or Kickback for the major, as RKCB with minor-major 2 suiters, etc. etc.

* Note . Be wary of this one, many will take it as 5-4 in the majors (we use Quest transfers).