

IMP VS MATCHPOINT BIDDING

	<u>IMPs</u>	<u>MATCHPOINTS</u>
Weak notrump - fourth seat only	No	Yes
Against weak notrump, double of a two level runout bid (after a business double - see section 12-3)	Major suit Minor suit	Takeout Penalty Penalty
4NT overcall of 4♣ or 4♦ opening (when 4♣/4♦ is a natural bid)	Blackwood	Natural
South West North East 3♥/3♠ 4♣/4♦ Pass 4NT	Blackwood	Natural
South West North East 4♣/4♦ Dbl Pass 4NT	Blackwood	Natural
South West North East 1NT 2♣ 3♥/3♠	Forcing	Invitational
Simple free bids opp 1NT opening	Invitational	Competitive
Boland Convention	See section 5-6	
Double of 3NT after opening the bidding with one of a suit (see section 9-4)	Asks for the suit to be led	Asks for <i>another</i> suit
Marvelous 2♦ - 1st/2nd seat	Yes	No
Marvin 2♦ - (Section 6-2) (weak 2♥, strong 2♠, or 21-22 HCP notrump hand with a five-card suit)	If legal 3rd/4th seat	If legal All seats
Marvin 2♥ (weak 2♠ or strong 2♥ or 23-24 HCP NT, Section 6 -3)	Whenever permitted	
Marvin 2♠ (seven-card minor, Section 7-5)	With Marvin 2♥ only	