

# SPIRAL

Spiral Convention has been played for several years over a minor opening, a major bid by partner and a raise by opener in the major. This version is a very simple version of some of the earlier ones that seem complicated and hard to remember. The information is so valuable to know where to end the contract. The ending could be a partial, a game bid or even a slam. After the major suit raise partner simply bids 2NT to start Spiral.

So it has gone 1m, 1M, raise to 2 of the Major, 2NT:

Responses by opener:

3 Clubs	3 of the major and a minimum hand
3 Diamonds	3 of the major and a better hand
3 Hearts	4 of the major and minimum hand
3 Spades	4 of the major and a better hand

After the responder hears the response they should be able to place the contract (it can give you the information you need to stop in a partial) or start actions to get to a slam. They might cuebid, ask for key cards, or just go to slam!

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