

OVAI

2.5

O'VOLTARTIKO
OFFENSIVE BIDDING
excluding Notrump complex

01-June-2008

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1. Ovai - Foreword

Version 2.5 is the version for 2008 of our strong club system. It signifies a substantial rework but based on same principles as previous Ovai 2.x editions:

- 17+ 1 ♣ opener with a standard negative 1 ♦ response and positive responses divided into BAL and unBAL hands as well as in a 8-10 and 11 structures
- Choice of relay or "NAT" continuation after 1 ♣ - POS response
- 5-card Majors
- 14-16 notrump
- 1 ♦ being
 - 11-13 BAL
 - Any 4441 with 11-15(6)
 - unBAL "longer-minor-than-Major" with 11-15(6)
- 2 m openers with 11-15(6) with a 6+card suit or with 4-cards in the other m (4-card M denied), with 2 ♦ possibly containing a maximum 5-5
- More or less standard weak 2's

Furthermore, there are three different relay structures:

1. 1 M – 2 ♣
2. 1 ♦ - 2 ♣
3. 1 ♣ - positive responses 1 ♥/♠/N/2 ♣

After the distribution is shown, R may choose either a control-asking- or a more Blackwood-like continuation.

2. Table over opening bids

<u>OPENING:</u>	<u>MEANING:</u>
1 ♣	17+. Upgrading of good (15)16 hcp hands is allowed based on long suit(s), playing strength and intermediates
1 ♦	a) 11-13 BAL, normally w/o a 5-card M <i>(22MM(54) and 6m(322) allowed as alternatives to 2 m)</i> b) 5+card m with a 4-card M; 11-15(6) <i>(5M-6(7)m can be opened 1 ♦ or 1 M depending on suit qualities)</i> c) any 4441 with 11-16
1 ♥/♠	(10) 11-15(6), at least 5-card suit
1 NT	14-16 (semi)BAL. Normally no 5-card M, but often notrumpish 5m422 or 6m322.
2 ♣	11-15(6), 5 ♣ & 4-card ♦ or 6+ ♣ 5-6 mm possible if maximum
2 ♦	11-15(6) 5+♦ & 4(-5)card ♣ or 6+ ♦ 5-5 mm possible if maximum
2 ♥/♠	5-9 (1-2) with normally 6-card suit In 3rd position requirements are practically nil, at least non-vul In 4th position bid shows 10-12 hcp and a one-suiter
2 NT	(10)11-13, at least 5-5 mm
3 m	normal preempts, we try for a decent suit, especially in 2nd
3 M	normal preempt
3 NT	broken m-suit preempt
4 m	NAMYATS
4 NT	specific Ace-ask (5 ♣: none, 5 ≠♣: that Ace, 5 N=2, 6 ♣: ♣ Ace)

3. Abbreviations and Nomenclature

In order to save space and maintain readability, the following terminology is used:

♣ / ♦ / ♥ / ♠ / N	Suit symbols are used throughout (N for NT)	
O, R, Ob, Rb opps	Opener, Responder, Opener's bid, Responder's bid opponents	
M	(One) Major	(1 M – 2 M denotes support)
MM	Both Majors	
m	minor	
mm	both minors	
oM/om	other Major/-minor	
©	Sequence followed by Control-Ask (CA) or Slam Ask (SLAB) and Terminator (one or more, depending on situation).	
H	A, K or Q	
h	J or T	
HH6	Two top honours (A,K or Q) in a six-card suit	
Hh4	Two honours, one top and one lower (J or T) in a 4-card suit	
ns	new suit	
lo	lower suit	(1 ♠ - 2 lo = 1 ♠ - 2 ♣ or ♦ or ♥)
hi	higher suit	(1 ♣ - 1 hi = 1 ♣ - 1 ♦ or ♥ or ♠)
X, Y	any suit	(e.g. 1 X – 1 Y – 1 N)
SO	sign off	
NF	non-forcing/free bid	
INV	invitation to game	
GF	forcing to game	
F1	1-round force	
FX	forcing to a certain level (e.g. F4N = forcing to ≥ 4 N)	
ST	slam try	
D, TOD, PD, ND RD, RespD	Double, Take-out-, Penalty-, Negative-, Re-, Responsive-	
4441 (4441)	4 ♠ , 4 ♥ , 4 ♦ , 1 ♣ any 4441-pattern	
(1 ♥)	Opponents' bids are put in parenthesis	
SPL	Splinter	
3s, 4s	3 rd suit, 4 th suit	

Fonts used: Lucida Bright, Gill Sans MT (Font 1), Impact and Arial.

4. Basic principles

4.1 Trump support

Trump support in a Major should be shown immediately (over Ob 1 M 3-card supports may be hidden with a R holding certain values à weak (6-7), spade suit will be bid before making an INV 3-card ♥ raise, GF. Supports with weak to intermediate hands should be precise both as concerns strength as trump length. Over 1 M the Fibonacci 2 ♣ releases several bids to this end.

4.2 2 NT bids

2 N rebids by opener are almost always conventional, whether by jump or not. Often 2 N shows support in responder's suit.

2 N in defense, and in particular over p's 2-level TOX or when the player immediately to the right has made a 2-level bid, is always conventional.

4.3 Splinters and singleton-showing bids

OVAI focuses a lot on fit-finding before investigating controls. To this end there are a lot of short-suit showing bids in the system.

As a general principle, when the partnership is in a GF situation, any jump would be a SPL

If opps double a SPL: XX shows superfit (like xxx) Ace only if hand is superfit anyway. A cuebid would show OK values. Reverting to trumps shows distinctly bad values/hand. Pass is neutral to allow further cuebids.

If opps X shows values in another suit: pass is neutral and not extreme displeasure with the SPL, XX shows control in the suit they implied and accepting the SPL invitation, a cuebid also is accepting, but denies a control in their shown suit.

4.4 Fast arrival

Like in most systems the principle of fast arrival applies in GF situations. However, this does **not** include NT when the partnership is in investigating mode, that is, we do not wish to preempt ourselves before a fit is found.

4.5 Forcing pass

4.5.1 General rule

As a general rule, pass is forcing (FP) whenever it is clear that we hold the major part of high-card strength. Also, there are defined situations.

4.5.2 Standard forcing pass

On the 1- and 2-levels, we play standard, i.e. that in such a situation a double from us is for penalties. Situations include 1 M (X) XX, 1 M – 2 ♣ - (anything).

After Fibonacci relays, see definition, but double is normally PEN or PEN oriented, also on 3-level.

After a "our-second-double-is-T/O and thereafter PEN", e.g. (2 ♦ Multi) – X – (2 M) X or (1 Nw) – X – (2 any) X, pass is forcing if it was first doubler's *partner* who made the second double. If it was doubler who made both doubles we are *not* in forcing mode.

4.5.3 Pass-double inversion

This applies on high levels, **4-level or higher**, when we are in FP mode. Applies only after 1 ♣ opener and a positive response (includes a 5/6+ response in opposed bidding) or in the sequences 1 M – 2 ♣ and 1 ♦ - 2 ♣.

4.5.3.1 No suit yet known (example: 1 ♣ (1 ♦) X (4 ♦))

Pass	Asks P to double (if he had passed a standard-system D from us), if he doubles: Pass + cue → huge 3-suiter Pass + 5 N → huge 3-suiter forcing to slam and confirming void in their suit Pass + 4 N → 2-suiter/minors or slam try ♦ Pass + new suit → Implies suit but also parallel place to play
	(If partner pulls to his own suit, passer may show semifit by a cuebid. Partner's pull from p to a cue is just a ST hand for lack of better. Partner's pull to 4 N is 4 Ace BW.)
Double	"T/O". Doubler has a "both MM" style bid or a strong one-suited M or "other M" type Double + 4 N → RKC in P's bid suit Double + cue → Support, control Double + oM → Slam invitation normally with control in their suit
Suit	One-suiter (Jump to 5 M slam try w/o control in their suit)
4 N	4 Ace Blackwood
Cuebid	Huge 2-suiter

4.5.3.2 Suit(s) known, but no fit is yet fully established ex: 1 ♣ (p) 1 ♠ (4 ♦)

If we have bid suits, we relate (support-wise) to *partner's* suit or to an already-agreed suit.

They bid below our cheapest game

Pass	asks partner to double unless his hand is extreme if he doubles Pass+pass → - Pass + cue → 2-suiter with shortness in oppo suit, very slam going Pass + 4 N → 2-suiter Pass + new suit → Shows suit but also implies parallel place to play Pass + 4 M → Min BAL "raise" often semisupport – guessing bid
Double	"T/O", here referring to a forward-going/inviting raise in p's / our common suit Double + new → Cuebid Double + 4 N → RKCB Double + cue → shortage
Raise	Minimum with support

Basic principles

(pass-X inversion à they bid below our cheapest game, cont'd)

New suit	Onesaiter (5 M slam try w/o control in their suit)
4 N	4 Ace BW
Cue	Exclusion

We are above our cheapest game in our suit

D	Flexible raise, partner can leave in
Pass	Asks for double as above. Pass + raise = slam try implies control
4 NT	RKCB
Cue	Exclusion
New suit	onesaiter
Raise to 5-level	asks for control in their suit

4.5.3.3 Fit is established (1 ♣ - (p) - 1 ♠ (2 ♦) - 2 ♥ - (4 ♦))

They bid below our cheapest game

Pass	asks partner to double, which will not be left in unless passer has a real trump stack. Pass + 4 M is a BAL min raise and P+ new suit is a cuebid. Over the X partner will – instead of passing – show shortness, then 4 M shows shortness in oppo's suit and min)
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Double	"T/O", good raise to game
4 M	Minimum raise unBAL
4 N	RKCB
New suit	shortage
Cuebid	Exclusion

We are above our cheapest game in our suit

D	Flexible raise, partner can leave in
Pass	Asks for double as above – can correspond to a standard warning double Pass + raise = slam try Pass + new = cuebid
New suit	shortage
4 N	RKCB
5 in our suit	Slam try asks for control in their suit

4.6 Natural-goes-first (NGF) or step-wise?

4.6.1 Definition

NGF means showing a feature as naturally as possible, normally by bidding the suit where the feature is located.

In an NGF step scale a bid in an already-shown suit (or notrumps) is used to show an uneconomical feature. E.g. 3 ♣ (asks) when responder has already shown hearts and is known to hold either diamonds or spades, then the 3 ♦ response shows diamonds, 3 ♥ shows spades. **If no** natural bid is available, then we revert to step wise (eg. 3 ♣ (asks) when responder has shown diamonds and is known to hold clubs or spades, then 3 ♦ shows clubs and 3 ♥ shows spades.

Step wise means showing the interesting feature by steps. 1 step shows no feature, or – if we know a feature is always there – the lowest feature. We always show steps ♣-♦-♥-♠.

4.6.2 NGF bidding when?

- Never in a 1 M – 2 ♣, nor in a 1 ♦ - 1 ♥ - 1 ♠/2 ♣ - 2 ♦ sequence
- Otherwise **always** when we show suits (4+)
- When we show shortness and partner's bid was **not** a relay or a right-out shortness ask:
 - Examples
 - § 1 ♥ - 2 ♠ - 3 N = \$ ♠ (2 ♠ is **not** a relay)
 - § 1 ♥ - 2 ♠ - 3 ♣ - 3 ♦ - 3 N = \$ ♣ (3 ♦ is a relay – therefore stepwise)
 - § 1 ♥ - 2 ♠ - (2 N – 3 ♣) 3 N = \$ ♣ (3 ♣ is a relay)
- Always in NT system bidding
- Straightforward **Splinters** ; i.e. the bidder was not asked to show shortness but "suddenly" chose to do so – examples: 1 M – 4 m, 1 ♣ - 1 N – 3 ♥, 1 ♦ - 1 ♠ - 3 N, 1 ♣ - 1 ♥ - 3 N

4.6.3 Step wise bidding when?

- Always in a 1 M – 2 ♣ and in 1 ♦ - 1 ♥ - 1 ♠/2 ♣ - 2 ♦ sequence
- Always when showing shortness over a relay or singleton-ask
- Always when showing patterns (5431-6421-6430- etc)

4.7 From 3 of an established Major

Note that in **defensive bidding**, 3 NT is often a suggestion to play, even with a stated 5-3 M fit. If the partnership has a 9-card fit, then 3 NT in defense is only to play if the bidder (or the partnership) is limited.

In offense, this situation has 4 different continuation possibilities:

4.7.1 Standard situation

When we have agreed on a M (=both players know that we have ≥ 8 cards in the suit), we continue as below:

- nearest bid: denies a short suit (cuebidding ensues)
- new suit: shortness and extra values and/or slam interest

3 ♥ - 3 ♠ (no \$) – 3 N cuebid in spades
 3 ♥ - 3 N shortness in spades

NB that also a bid like this would be made in partner's suit: (1 ♥ - 1 ♠ - 3 ♠ - 4 ♥)

In case the bid falls in a previously, by the same player, shown suit, a bid shows **extra length** which the player deems important information.

4.7.2 Shortness already denied

If the player about to bid has *denied* shortness (e.g. has previously shown a balanced hand) then the **nearest bid is a light slam try** ("unserious") and **other bids are active cuebids** with a good slam interest. 3 ♥ - 3 NT would, in analogy with 4.7.1, be an active cuebid in spades.

Note that we cuebid if we're serious and relay with doubt, which is in contradiction to many other systems. The reason is that if, over the relay, the other player just bids game, little information is give to opponents.

4.7.3 Shortness and strength denied

If the player about to bid has limited himself hcp-wise and also denied a singleton, then 3 NT is a suggestion to play. A new suit is a cuebid to imply a good maximum within the bidder's limitations.

In Defense 3 NT is often for play, also when an 8-card fit is established.

4.7.4 Singleton asking situations

Please note that singleton asking from 3 M are rare and defined, normally we follow rules under 4.7.1-3 Also, in other sequences (especially when we focus on minors) singleton-asking bids are frequent. **Responses are made step-wise** (cf 4.6) with the first step shows no shortness (lowest shortness if we know R has one).

1 ♦ - 1 ♠

3 M à here 3 NT asks for shortness (3 ♠ = to play)

1 M – 2 M+1 etc. (*More examples may exist!*)

If opps double a short-suit asking bid (also in 1 M à trump support sequences), pass shows lack of a control in the doubled suit, whereas showing a singleton also shows a control in the doubled suit. XX shows a good control (AQ, etc) but no singleton. After a pass, asker's XX is a renewed shortage query.

4.8 Canapé after 1 ♣

Opener canapés after 1 ♣ - 1 ♦ (1 ♠ and some 1 ♣ - 1 ♦ - 1 ♥ sequences), never after a positive response.

Responder canapés with a 4-card M and a longer minor with his 1 ♥/♠ response if holding 8-10.

4.9 When 3 NT is the response to a relay

If one player shows a feature (suit/shortness) with the bid 3 NT (non-Fibonacci) and this player has so far not limited his hand, the bid 4 ♣ shows the same thing, but without the risk of being passed out in 3 N.

This also applies in a 1 ♣ sequence with a BAL Res where 3 N is the last response and NF, but here 4 ♣ shows the *minimum number of controls* for the point count range. E.g. R shows 14+ and 4333, then 4 ♣ shows 16+ and 3 controls, 4 ♦ 4 controls, etc.

This does not apply when a Major is already established as trumps, since then we never pass 3 N out. Also, in some very unBAL 1 ♣ sequences when R shows 11+ (unlimited), 3 N is forcing; thus 4 ♣ is not used.

Pls know that special rules apply when the response to a relay (or a void show) coincides with the M-suit trump on the 4-level – then this bid is normally limited and NF.

4.10 2 NT bids in competition

As a general principle, if a hand who has had the chance to use one of the ART tools described below (e.g. Rumpelsohl) and does **not** do so, the situation in the next round will be NAT (or scrambling/minors, etc); e.g.:

1 N (2 ♦*) 3 ♣ = ♦ (*=MM) (2 ♦*) – X – (p/XX*) – 3 ♣ = ♦ (if * = MM) Stayman (if *=multi)

1 N (2 ♦*) X (2 ♥) (2 ♦*) – X – (p/xx) – p
 P (p) 2 N = scr (INV+ or GF) (*=MM) (2 M) – p – (3 ♣) = NAT

However when doubler doubles again : (2 ♦) X (p/XX*) p * bid your MM
 and R is again in force, we revert to RPS (2 M) X (p) ??

Basic principles

4.10.1 Rubensohl

RUB is played basically when we make a voluntary non-jump bid of 2NT and above in competition

- § the player before the bidder should have bid something except pass
- § the bidder using Rubensohl cannot have bid anything but pass before using this tool. A player who has bid anything before automatically uses "Good-Bad" (Lebensohl).
- § 1 ♣ bidding with a direct 2-level intervention is excepted (follows own rules)
- § Opposed 1 NT bidding is excepted (always Rumpelsohl)

E.g.

after 1 ♦/♥/♠ and 2-level intervention
 (1 ♦/M) – X – (2 ♦/M)
 (1 ♥) – 1 ♠ – (2 ♦) – 2 NT

NB that

- § when opps bid and support spades, a 3 ♥ bid over 2 ♠ is always competitive whereas INV+ hands with ♥ (support) are bid via the 3 ♦ transfer
- § if we make transfers to opps suit we follow standard stopper-asking/showing principles (i.e. if opps have bid 2 suits, we transfer to show stopper)

General

- 2 NT ♣ at least competitive
- 3 ♣ ♦ at least competitive
- 3 ♦ ♥, at least INV
- 3 ♥ (over 2 ♠) ♥, competitive

A transfer to opps suit is a general force, often Staymanish. 3 ♠ is a general stopper-ask, often with a ♣ suit (not wishing to bid clubs for fear of wrongsiding notrumps).

4.10.2 Rumpelsohl

RPS played basically when we made a non-jump bid of 2 NT or higher, forced by (normally) a negative double **and** after our own 1 NT opener and a 2-level intervention. Otherwise same rules apply as for RUB.

E.g. after 1 N (2 any)
 (2 M) – X – (p), also applies over a w 2 ♦
 à also apply if 2 ♦/M is bid as proxy (multi, transfer, etc)
 (1 m) – p – (2 ♦/M weak) – X – (p)

General:

- 2 NT ♣ in unknown tempo or weak with ♦ or weak in ♥
- 3 ♣ ♦, INV+
- 3 ♦ ♥, INV+
- 3 ♥ competitive
- trsf to ops Stayman
- 3 ♠ general stopper-ask (often with ♣)
- 3 NT to play, shows own stopper

Special over (natural) 2-level openers:

- (2 ♣) X (p) (X=BAL)
- 2 NT Stayman
- 3 ♣/♦/♥ INV+, trx
- 3 ♠ stopper-ask (often clubs)

Basic principles

(Rumpelsohl, cont'd)

(2 ♦) X (p) (X = T/O)
 - 2 NT ♣, unknown strength
 - 3 ♣ Stayman
 - 3 ♦ "5+"♥, INV+
 - 3 ♥ "5+"♠, INV+
 - 3 ♠ direct stopper-ask, normally ♣ suit

(2 ♥) X (p) (X = T/O)
 - 2 NT ♣, unknown strength or weak ♦
 - 3 ♣ ♦, INV+
 - 3 ♦ Stayman, GF
 - 3 ♥ 4+♠, INV+
 - 3 ♠ stopper-ask, normally ♣

(2 ♠) X (p) (X = T/O)
 - 2 NT ♣ unknown strength or weak in ♦ or ♥
 - 3 ♣ ♦, INV+
 - 3 ♦ 5+♥, INV+
 - 3 ♥ Stayman GF
 - 3 ♠ stopper-ask, normally ♣

4.10.3 Good-Bad 2 NT

GB is played by

- § Opener or overcaller when opps have intervened on the 2-level (O or overcaller *never* uses RUB/RPS)
- § Responder when he has already made a bid (e.g. 1-over-1)
- § A number of opposed 1 ♣ sequences (see offensive 1 ♣ bidding)

4.10.4 Scrambling 2 NT

Scramble is played when we have passed twice or opps bids make it clear we normally have no game (most prominently after a forcing 2-over-1), or when the bidder is BAL and limited.

It is also played after 1 ♣ (1 any) pass (0-4) (2 any) – X (i.e. O makes a t/o X and R has 0-4).

4.10.5 2-suited / semifit 2 NT

2 NT is 2-suited when a player who has already made a NAT bid, bids again, and his partner has either passed or doubled, examples:

(1 ♥) 2 ♣ (2 ♥) p
 (p) 2 NT (5)6 ♣ and 4 ♦

(1 ♠) 2 ♦ (2 ♠) X
 (p) 2 NT 3 ♥

However, if partner has bid a suit we revert to standard rules, i.e. Good-bad:

(1 ♠) 2 ♣ (2 ♦) 2 ♥
 (2 ♠) 2 NT Normally the weak raise to 3 ♥ (or a weak rebid of ♣)

2 NT when R has passed after a 1 ♦ or 1 ♥ opener:

1 ♦ (1 ♠) p (2 ♠)	
X	is T.O. MAX probably 1-4-4-4
2 NT	4 ♠ + 6+m F
3 ♣	indicates 4 ♥ 6 ♣
3 ♦	indicates 4 ♥ 6 ♦

4.11 Romex 2 M

Played in the following situations (in all of them an 8+card fit is guaranteed)

1 ♣ - 1 ♦	1 M - 2 M	1 M (X) 2 M-1	p - 1 M
1 ♠ - 2 ♠			2 M-1

A relay is basically an entry with a positive/helpsuit INV bid. Where the relayer is limited (having opened 1 M, for example) his partner may choose to sign off in 3 M or go directly to 4 M if his hand merits it regardless of the INV that may come. Other bids are negative trials.

Note the following specificities:

1 ♣ - 1 ♦	If O shows a positive INV in a side suit, he has a canapé. O's direct 3 ♠ = general INV
1 ♠ - 2 ♠	more on min/max, 5-card ♠.
1 M - 2 M	R has 7-9(10). O's direct 3 M is preemptive.
P	
1 M - 2 M-1	R has a very maximum raise (more or less worth an opening when partner bid suit)
1 M (X) 2 M/2 M-1	R has a weak / normal raise

4.12 Over a natural forcing 2 M

In certain situations where we are in a forcing 2 M position *and responder is limited*, normally:

1 ♣ - (D) - p - (1 ♦)	1 ♣ - (p) - 1 ♦ - (1 ♥)	1 ♣ - 1 ♦	
2 ♥	2 ♠	1 ♥ - 1 ♠	
		2 ♣ - 2 ♦	
		2 ♥	(etc)

R shows support according to the following principles:

- a raise to 3 M is positive and indicates shortness somewhere. Partner enquires with a relay.
- a direct splinter indicates minimum and is made just in case there is a superfit
- a jump support to 4 M indicates minimum and denies shortness
- a jump to 3 NT shows support, maximum and denies shortness (to suggest 3 NT first relay, next bid 3 NT)

4.13 4th suit forcing

4th suit is generally an ART forcing bid, often more *asking* than *showing* a stopper. A raise of this suit is "5th suit", equally ART – **except** when the bidder is limited and could have 4 cards in the suit in question.

Due to the system's build-up, **there are quite few direct** 4th suit situations, for example:

1 ♥ - 1 ♠ 1 ♦ - 1 ♠ 1 ♦ - 1 ♠
 2 ♦ - 3 ♣ 2 ♣ - 2 ♦ 2 ♦ - 3 ♣

Most often a good ♦ raise. O's minimum bid is 3 ♦, whereas other bids show extras.

A passed hand (who cannot hold 11 hcp) *bids natural 4th suits*. 1 M + 2 m indicate a 4-6 hand

A rebid in the 4th suit depends on the situation:

- If O bid 2 NT then the rebid is GF with at least 5-5
- Otherwise if logical the rebid asks for half stopper for NT

4.14 Stopper investigations

On the 3-level, and unless a M has been established, bids are primarily aiming at finding/avoiding 3 NT contracts. They *could* also be "advance cues".

If only one suit remains to be bid below 3 NT: à stopper-asking
If two suits remain to be bid below 3 NT: à stopper showing (à 4th suit asks for 1/2 stop)

If opponents have shown one suit, a cuebid asks for stopper, if they have shown 2 *suits* we show stoppers. **This applies also to transfer stopper investigations (normally Rumpelsohl).**

4.15 2-level bidding opposed, other

When we refrain from doubling oppos for PEN in a "catch-them" mode, 2 N is F1 à either scrambling or GF, 3 lower suit is INV. 2 M over a 2 m/♥ bid is F1 unless the hand is already limited.

4.16 Manco

If opps double our stopper-asking bids we proceed as follows (also applicable after unLEAD X):

- a NT bid shows a double stopper
- a pass shows either a full stopper or a half stopper; partner can ask for full stopper with XX
- a XX shows 2+ non-stopper cards in the suit
- a bid shows shortness in the doubled suit

4.17 Doubles

Most doubles are for take-out, and sometimes with specific meanings.

4.17.1 D of Opponents opening bids

refer to defensive part:

4.17.2 D after our own openings

also refer to each opening bid:

- All X after our own opening bids up to 2 ♦ are for take-out up to 4 ♥, thereafter showing cards (the higher the double the more it tends to be BAL and are – in consequence – more and more passed out).
- Double of natural bids up to 3 ♥ on our 1 NT is negative
- transfer or T/O doubles after overcalls of our 1 ♣/1 ♦/2 ♣/♦ openers
- Higher doubles after partner has opened are card showing, tendency to be left in

A X of a 3 M overcall or higher is GF unless left in (or other oppo bid is doubled)

A X of a 3 m overcall is at least INV, but a 3 M bid may be passed

- O's X are always for take-out when partner has passed
- O's X are mostly for take-out also when partner has bid

4.17.3 Subsequent doubles

We seek not to make delayed take-outs in non-fit auctions with a few exceptions

4.17.3.1 Penalty doubles

As a general principle, when we are in FP situations a direct X is PEN. After p – p, 4th hand's X is "BAL PEN".

(1 X) – p (1 NT) – p
(p/2 X)-X

(here 2 ♣ (♦ if opening = ♣) would be a reopening take-out)

(1 X) – p – (p) - X
(new) – X penalty double of X, tolerance to play new if doubler "has" this suit (xx or better)

(1 X) – X – (1 M) – X "penalty", shows 4+suit and strength for a voluntary bid. 2 M here, however, is also NAT with 5+suit and 7-9.

(1 X) – p – (1 Y) – p
(1 N) – p – (p) - X/2 Y penalty

4.17.3.2 Take-out doubles

If we are in NF situation, even after a BAL (PEN-seeking) X from our side, X = a « bal T/O ».

(1 X) – p – (1 Y) – p
(2 Y) – X t/o of Y

(1 X) – p – (1 Y) – p
(1 N/2 X)- X t/o of Y (normally length in X if rebid)

(1 X) – p – (1 NT) – p
(2 new) – X t/o of new, normally length in X

4.17.3.3 2 m T/O

(1 m) – p – (1 NT) – p
 (p) 2 om

Balancing T/O. D would be PEN and 2 m is NAT.

4.17.3.4 Other

If we have passed out our own partscore and oppo intervene, our double shows max with relatively balanced cards and decent defense. Partner may leave this in without a "trump stack".

4.17.4 MOD

When we have a M-suit fit and opps bid the suit nearest below our suit, X is an ART INV bid whereas 3 in our M is only competitive. (Maximum overcall double).

4.17.5 X of opponents artificial bids

Whatever is stated below, a **passed hand** always shows the suit the opponent actually bid (except SPL X).

4.17.5.1 Artificial opening bid on 1-level

Please refer to defensive module. If opening is strong, methods are mainly destructive. Over opening-strength bids X is often take-out. Over an entirely weak 1 ♣, we often bid our own system with X replacing the 1 ♣ opener. Over a transfer opener X shows an overcall with the suit they open.

4.17.5.2 Higher artificial opening bids

Normally X shows either a BAL hand complementing a natural 2 NT overcall, or an over-strength overcall.

4.17.5.3 Artificial relay response on 1-level

If the bid is entirely ART and can be weak, X is a TO of their **shown** suit. If it is INV or better, then X shows the relay suit.

After (1 m) – p – (1 any trx) 4th hand bids the shown suit as T/O and doubles to show an overcall in the suit 3rd hand actually bid. Otherwise we bid as if they had bid (1 m) – (1 M). A "cuebid", i.e. bidding the suit 3rd hand actually bid, on the 2-level, is NAT and preemptive.

If the bid is entirely artificial and INV+ and does not show trump support, X shows their art response suit. The same applies when the artificial bid is GF, even with support.

4.17.5.4 Artificial response on higher levels

If the bid shows trump support and is not defined as real INV (INV= high-card INV), our X is a take-out of their suit. Bergen 3 ♣ à X = T/O, 3 ♦ à X = lead-directing.

If the bid is entirely artificial and does not show trump support, X shows their art response suit. The same applies when the artificial bid is GF, even with support.

A passed hand always shows values in the suit they bid.

4.17.5.5 After our own overcalls and doubles

Responsive doubles and SNAPDRAGON ((1 X) – 1 Y – (new suit) – X = 4th suit + tolerance for Y)

4.17.5.5 Over opps SPL

At favourable VUL and not having had the chance to show the suit in question, a D implies length in the suit for a sacrifice. In any other situation D is a lead director in the next lower non-trump suit. (Also by passed hand).

4.17.6 They double our low-level cuebids

If we make an INV cuebid and oppos double, the weakest bid from next hand is to bid our suit on the lowest level (=normally the level forced to. Pass indicates either uncertainty or slightly better cards than the rebid.

4.17.7 Lead-directing doubles

4.17.7.1 vs slams

With the exception of doubles according to the above, slam doubles ask for an unnatural lead, normally dummy's (or possibly declarer's) side suit. "Sabine rules":

- § Dummy's side suit
- § If two side-suits à either (judgement)
- § If no side-suit in dummy, lead declarer's first bid side suit
- § If no opponent has bid a suit on the side of trumps, lead the highest unbid suit (unless we had opportunity to double it for the lead)

4.17.7.2 vs notrump contracts

* our side has not bid any suit	à	dummy's (first) suit
* neither side has bid any suit	à	"worst" suit (possibly M)
* our side has bid a suit	à	our suit, unless the doubler has previously had the opportunity to raise or double for a lead, then the double asks for an unnatural lead
* our side has bid one suit each	à	leader's suit
* the doubler has bid two suits	à	second suit
* doubler's partner has bid two suits (e.g. Landy vs 1 N)	à	Higher suit. If support has been shown for one suit, then X asks for <i>the other one</i> .

4.17.7.3 other

- Double of an anonymously bidden slam ("1 N – 2 ♣ - 2 ♦ - 6 NT) asks for a **spade** lead
- Double of an oppo game by a previously passed hand normally asks for an unusual lead

4.18 Pulling out of contracts

When partner to (normally) a 2-suiter (2 N, etc) wishes to pull out over a double, there are special rules, also depending on whether the contract is playable or no.

However, if pulling from a 2 N (4 N) bid, XX followed by a bid normally shows that we do NOT wish a lead in that suit, but prefer playing in it.

5. Slam bidding

We use basically 4 different slam approaches depending on the situation:

1. RKCB (1430) in combination with cuebids and possibly preceded by short-suit asking or –showing bids. *abbreviated as "RKC" in the rest of the system file*
2. Conditional RKCB in either minor *abbreviated as "CBW"*
3. Control-asking bids once one player's exact distribution is known, in combination with denial cuebids *abbreviated as "CA"*
4. SLAB-asking bids (RKCB-style) once one player's exact distribution is known *abbreviated as "SLB"*

In addition some standard gadgets, such as Exclusion RKCB, spiral scan, etc are used.

5.1 RKC

RKC is only used by means of a 4 NT bid and **at least one** of the following criteria must be applicable:

- The bid must be made with a jump
- A Major suit must be set as trumps
- Cuebids must have been made
- Either player must have made a short-suit showing bid (possibly an answer to a relay)

If no suit is set, but the last bid suit showed at least 6 cards, then this suit is always regarded as trumps. If this is not the case, 4 NT is normally **quantitative**.

5.1.1 Responses

1430 RKCB (1/4 - 0/3 – 2 wo – 2 with).

5 NT shows 1 or 3 with an unspecified void (1 keycard only if R is confident the partnership can make a slam, and **then always a good void** (e.g not in a suit bid by partner)).

A jump to 6 = 2 kc and a void – a jump in the agreed trump shows a void in a higher-ranking suit. If R has already indicated shortness (=the void suit is already "known"), then we step up to and including the trump suit with: 6 ♣ = no trump Q, 6 ♦ = trump Q no King, 6 ♥ = trump Q + lowest King, 6 ♠ = trump Q and two lowest Kings.

5.1.2 Continuation

If R bids 5 of the agreed trump suit, partner is allowed to proceed if his former bid was 5 ♣ or 5 ♦, **and** the 4 N bidder is not limited to the extent that he may hold 0 (1) keycards. This, for ethical reasons, makes it important for asker to consider his actions over the response *before* bidding 4 NT.

- Trump suit is always for play
- 5 NT is for play with a m-suit set as trumps over a 5 ♣ or 5 ♦ response, otherwise in the scan scale

Scan continuation:

Relay, unless trump suit, asks as follows:

* Lowest relay asks for a side-suit King **or** trump queen (of course only if not already shown/denied) from below. Responder denies with relay and otherwise goes one step if he does not hold the second King on the priority list etc. A suit where either player has shown (*not by inference*) shortness is **not** counted.

Should opps intervene with a double of R's response to the Ace-ask or a scan:

- XX is the next relay (unless they doubled our suit...)
- pass indicates worry with the doubled suit; now enquirer's return to the trump suit denies any kind of control, XX shows Kx(..) and other bids are responses as if enquirer had relayed (i.e. scan), but showing a non-sensitive control. After p – XX the enquirer returns to trumps or relays with the next bid.

NB! This applies when they double the response only.

Should opps intervene with a suit, double is for penalties and pass is the next relay.

Should opps intervene with a double of the **scan ask**, responder responds as follows:

- Pass: no control (K+); after yet another pass RES re-asks with a XX
- Steps: control, steps as usual

5.1.3 Opposed RKCB

DOPI (or rather "PIDO") applies below 5 ♠.

Pass=1/4
 D=0/3
 1 step=2 wo
 2 steps=2 with

At 5 ♠ or above, DEPO applies, i.e.

D=even no of key-cards
 Pass=odd no of key-cards

If possible, a bid in the suit below our trump suit on the 6-level asks for trump strength (DEPO only).

5.1.4 Quantitative 4 NT and 4-Ace Blackwood

4 NT is quantitative:

- As a raise from a natural 1, 2 or 3 NT bid
- As a jump from a 4th suit from the 3-level
- As a jump from 3 m where a raise to 4 m would be CBW

Over this, R will pass or respond to Aces according to 4-Ace scale (1/4, 3/0 2). Scan is strictly from below. A jump to 6 in a suit is an acceptance with a suit, most often a 5-card one. 4 NT + 5 NT is for play.

5.1.5 Exclusion Blackwood

- 4 NT after either player has shown a void
- A void-showing jump above 4 NT is a direct EBW
- A splinter bidder who rebids his suit on 5-level makes an EBW

5.1.6 5 NT Blackwood

If we or opponents have crowded the auction so we couldn't ask for key-cards, a non-jumping 5 NT is RKCB with normal responses.

5.1.7 5 NT "Pick-a-slam"

A jump to 5 NT when

- There is a "Super Göthe jump" available
- We do not clearly have a trump suit set
- We are in opposed bidding

Is a "pick-a-slam" bid, where Responder should bid the slam which seems the most logical.

5.2 Cuebids

5.2.1 How we cuebid

Cuebids are made from below regardless of degree (1st/2nd). We avoid showing a singleton in partner's suit (unless it's a shortness-showing sequence, of course).

Active cuebids invite to slam and accept a try. Passive cuebids are made in response to active ones and never bypass the trump suit. A limited hand may make active cuebids more freely, and his partner's cuebids are clearly active.

5.2.2 Opposed cuebids

If the cuebid of declarer-to-be is doubled:

- XX shows 1st round control
- pass shows interest and normally second-round control
- a cuebid denies any kind of control in the doubled suit

If the cuebid of dummy-to-be is doubled:

- as above for XX
- pass shows no control and after another pass "dummy" XXes with Kx, other bids show a "non-worrying" control
- a new cuebid is semi-active and shows a non-sensitive control in the suit doubled
- trump suit shows a non-sensitive control in the suit doubled but not a suitable/not enough for a cue-bid

i.e. unless dummy can control the subsequent action, he must XX with a sensible control, otherwise he risks that partner may continue over a "signoff" in the trump suit.

5.3 Conditional RKCB

CBW is used in 4 ♣ or 4 ♦ as a slam-try key-card ask in certain situations. Please note that in ALL other situations, 4 m is natural and

- forcing as a general rule (then asking for a cue, partner's 4 NT is negative and rebidding or giving direct preference to a 5(+) card suit is a suggestion to play)
- Non-forcing as
 - a direct (not over a X) negative response to a stopper-ask (unless situation is defined as unconditionally GF)
 - a raise of an INV bid by a limited hand
 - in competition

CBW is used in the following sequences

- A forcing raise from 3 m to 4 m (whether preceded by 4th suit or not)
- A R to 1- or 2 NT or corresponding BAL hand who bids/raises his own m suit naturally to the 4-level, and no other suit can have an 8-card fit, then 4 m is CBW. (NB that 4 ♣ in certain 2 NT situations can be (41)44 in mm, then CBW does **not** apply)
- After a 2 ♣ or 2 ♦ O when R subsequently makes a NAT ST in O's 4 ♣ or 4 ♦
- 1 M – 2 ♣ and R breaks out in 3 m and then rebids it
- Responder (unless limited) to a BO 1 ♣ Opener when bidding 4 m in forcing tempo
- Directly over a SPL setting a minor suit as trumps, and when it's clear we're not going to pass 4 m, then 4 m is CBW

The following situations are NOT CBW:

- A 1 ♦ responder to 1 ♣ can **never** use CBW
- A 1 NT or 2 NT opener can **never** use CBW
- A hand which has limited himself within a narrow range (3 hcp, i.e. like having shown a min opener or 8-10 R to 1 ♣) can **never** use CBW
- 1 N – 2 trx – 2 accept – 2 N/3 ♣ - acc – 4 m (5-5) : CBW does **not** apply (since we can have 8 cards in another suit)

Responses:

- 1 step:	negative:
	a) if fit is still uncertain: à no fit
	b) if strength interval is wide: à minimum
	c) if strength and fit are known: à "bad slam cards"
- 2 steps:	1/4
- 3 steps:	0/3
- 4 steps:	2 without
- 5 steps:	2 with trump Queen
- 6 steps:	1/3 with void
- 7 steps:	2 with void

Continuation is in correlation with normal RKCB, with the following exceptions:

- After 4 m – 1 step – first new step is renewed RKCB (unless natural as described below)

There must be at least one bid on 4-level left to ask for key-cards over the 1-step (negative) response, including 4 N.

If there are sufficient bids, then

- 4 N is NAT and for play
- A bid in a previously shown 5-card suit (if bid by partner: suggestion) is for play

If there is only place for one of the above

- In notrump bidding 4 N is always for play, and thus the remaining 4 M bid is key-card ask
- In non-notrump bidding, 4 in bid M is always (suggestion) for play and 4 N is key-card ask

After a 0/3 – 1/4 response, 4 N is still for play. (e.g. 4 ♣ - 4 ♠ (0/3) is for play assuming 0).

5.4 CAs, SLABs and DCBs

In relay sequences, and in a few well defined other sequences where a player's (normally exact) distribution has been found, his partner can proceed towards slam by means of certain asking bids.

Under 5.4 are gathered some common principles which apply in all sequences.

Nomenclature: Like in a FIB relay sequence we name:

- the person relaying **REL** (Relayer) and
- his partner **RES** (Responder).

5.4.1 When CA, When SLAB

5.4.1.1 General Rule

In a relay (Fibonacci 1 M, 1 ♣ - positive, 1 ♦ - 2 ♣) sequence and certain well defined NAT sequences (e.g. 1 ♦ - 1 ♠ - 2 N) – in script marked with the symbol ☉ - REL may ask for controls (Control-asking bid, **CA**) or keycards (SLam Asking Bid, **SLAB**).

1. When the distribution is fully known, the first available bid except 3 N up to and including 4 ♣ **is a CA**
2. As soon as a bid is CA, the next four bids, with the exception of 3 N and 4 ♦ **are SLABs**
3. When the first available bid is 4 ♦ or higher, there are no CAs **only** SLABs

4 ♦ is never a direct CA or a SLAB.

5.4.1.2 RES shows min/max

RES shows min or max for his previous bids in the following way:

CA:

- Always unless limited to a 3 hcp or less fork (8-10, 11-13, etc)

Note that the min-max also applies when there is a void to be shown over a CA (see below 5.4.1.3)!!

SLAB:

- Always up to 4 ♥ when ♠ is set as trump suit unless limited in a ≤3 hcp fork
- Always when RES has shown a BAL hand in a 1 ♣ - 1 ♥ or 1 ♦ - 2 ♣ sequence
- Always up to 4 ♣ in other cases unless limited in a ≤3 hcp fork

A passed hand shows min-max according to the principles outlined above, then 8-9 is min and 10-11 is max, but also subject to suit quality, purity and intermediates.

5.4.1.3 CA/SLAB when RES' distribution is not fully known.

Under certain conditions we use a "step 2 relay" as CA (and higher bids are Terminator/SLAB) **even** when RES' distribution is not yet fully known. This is applicable as follows:

- We must be in a relay sequence, either Fibonacci (1 ♦/♥/♠) or 1 ♣ - positive response
- REL must have had the chance to Break Out at least once before he can proceed to a "step 2 CA+"
 - The fact that O has not BO'd directly over a positive response also counts, he may have the right to make a direct CA/SLAB already in the next round if conditions are otherwise correct
- RES has shown 2 suits or confirmed a BAL- or one-suited hand, but not necessarily shown precise lengths or shortness and we must be in 2 N – 3 ♥ (First possible 2nd-step CA: 3 ♦, last possible 2nd-step CA: 4 ♣)
- The step 1 relay would be a further relay for (more) precise distribution

(CA/SLAB when RES' distribution is not fully known, cont'd)

A - Res has not shown any shortness or has not shown where his shortness is (lo/hi etc)

RES now responds his controls (CA) **or** Key-cards (SLAB) from what he has previously shown, and this also applies to how trumps are set (SLAB) and subsequent DCBs – even if his distribution is far off what he has so far promised; e.g. a 5521 hand (only 55 shown) is subsequently bid as "5522"..

B - Res has shown shortness, but we don't know if it's a singleton or a void **For time being not played**

When R has shown shortness and **may** have a void but not been able to show it (eg 5-5 with "short hi"), then

CA: **step one shows the void** and the next step is the first normal CA response.
If the situation is a "min-max" one then step 1 shows min (next time 1st step=void) and step 2 shows the void and extras.

SLAB: no change in step structure: voids come after]

5.5 Control-asking bids (CA)

The lowest possible CA is 3 ♦ (e.g. 1 ♣ - 2 ♠ - 2 N - 3 ♣ - 3 ♦).

5.5.1 First response

[Note that RES may insert an extra first step for an hitherto unshown void (see 5.4.1.3)]

Step:	14+ already shown	11+ already shown	8+ already shown
1	Minimum regardless of Controls (3 controls)	Minimum regardless of controls (2 controls)	Minimum regardless of controls (1 control)
2	extras and 4 ctrls	extras and 3 ctrls	Extras and 2 ctrls
3	extras and 5 ctrls	extras and 4 ctrls	Extras and 3 ctrls
4	extras and 6 ctrls	extras and 5 ctrls	Extras and 4 ctrls
5	extras and 7 ctrls	extras and 6 ctrls	Extras and 5 ctrls
6	extras and 8 ctrls	extras and 7 ctrls	Extras and 6 ctrls

In min-max situation, showing a max which puts hand into a higher hcp bracket, should be responded as such (e.g. 3 ♥ (11+) – 3 ♠ (CA) – 3 N (min)/4 ♣ (14+, 0-3 controls).

The control figure put within parenthesis applies if RES has limited his hand to a 3-hcp interval and thus min-max is not shown.

5.5.2 Continuation

If RES just showed minimum (or – 5.4.3.3 – a void) by bidding 1 (possibly 2 in the case of a void at 3 ♠ or lower) step, REL can again relay to get the number of controls (this is most often 4 ♣ since 3 NT also here is for play). Scale is identical, i.e. 1, 2 and 3 ctrls with 1 step resp.

After the first response (lower than 4 ♣), whether minimum-showing or not, a free 4 ♦ bid is an uncertainty relay asking REL to suggest the most reasonable game given the distribution he's already shown.

Any bid outside the relay (+4 ♦ as above) is for play.

5.5.3 When controls have been shown - DCBs

5.5.3.1 Technique

REL can enquire about the position of the controls with the next relay. Note that 4 NT is for play, however. RES responds:

1 step: 0 or 2 top honours (A/K) in the longest suit
 2 steps: 1 top honour (A/K) in the longest suit, 0/2 top honours in the second-longest suit
(in case two suits are of equal length, the suit order is from below)
 3 steps: 1 top honour in the longest suit, 1 top honour in the second-longest suit and
 0/2 top honours in the third-longest suit
 etc

REL can continue relaying, any bid except the relay is for play.

Over a new relay, RES obviously looks at the next suit in order, and when Aces and Kings are finished, also Queens (exceptionally Jacks) can be asked for. 5 NT is the last possible relay.

NB that RES should know that REL knows when controls are exhausted and it's time to go to queens.

5.5.3.2 Direct Queen asks

General

After the CA or even a first DCB, the first free bid, i.e. the first bid which is not the cheapest possible game bid in a suit for play, directly asks for queens in the same suit order as DCBs.

Examples are (last bid being the response to a CA):

4 ♣ - 5 ♥ / 4 ♦ - 5 ♠ / 4 ♥ - 5 ♥ / 4 ♠ - 5 ♠ / 4 N - 5 N (highest possibility)

Two relays after a high-level response to CA

When RES has indicated at least 3 controls more than his assumed minimum, i.e.

For 8+ hcp: 4 controls or more
 For 11+ hcp: 5 controls or more
 For 14+ hcp: if as R to 1 ♣: no control requirement (starts with usual 0-3)
 if as O: 6 controls or more.

The next two steps are relays:

- The first one is a DCB as usual
- The second one is a direct queen ask

Two relays after BO over Terminator or 3 N

When RES has made a BO (1 ♣ - 11+RES showing 14+), then there are also two relays (DCB/Q-ask)

5.5.4 When opponents double an asking bid/response

Please refer to 7.5 where all relay opposition defense is described!

5.6 SLAB (Slam asking bids)

5.6.1 Methodology

The lowest possible SLAB is 3 ♥.

For principles: refer to 5.4.1.1.

5.6.2 Setting trumps

The SLAB sets a suit as trumps. This is done in the following order:

- Known suit lengths
 - E.g. RES has shown 4♠/5♥/3♦/1♣ à suit setting order is ♥-♠-♦-♣
- Equal suit lengths: general rule: ♣-♦-♥-♠
 - E.g. RES has shown 2♠/5♥/1♦/5♣ à suit setting order is ♣-♥-♠-♦
- Where suit length is not precisely known: regard all but the shown suits as being of equal length:
 - E.g. RES has shown 6♠(322) à suit setting order is ♠-♣-♦-♥

5.6.3 High level exceptions

5.6.3.1 Over 4 ♦ and 4 ♥ à RES is unBAL

Over 4 ♦ and 4 ♥, the first possible bid is Terminator and the next four bids are SLAB.

However if the relay happens to be a 4+card suit shown by RES, the following applies:

- Step 1 (RES's suit) à to play
- Further steps are SLABs in normal suit order, *excluding 4 N* which is for play
- However, in the SLAB steps we also exclude any other 4+ suit bid by RES

5.6.3.2 Over 4 ♠ à RESP is unBAL

This sequence barely happens. RES will be so unBAL that 4 N will never be an option.

4 N is Terminator and other bids are SLAB according to the normal rules.

5.6.3.3 Over 4 ♦++ RES is BAL (applies in 1 ♦ - 2 ♣ and 1 ♣ sequences only)

Same principles as for unBAL hands apply, *however*

- 4 N is always quantitative and RES should BO with max (by showing his key cards)
- Suits for play are RES' 4-card suits
- Other suits are SLAB in normal trump-setting order
- We **always** show min-max regardless of level.
- After a m-suit setting SLAB, 5 N is always for play in next round over a 1-step (min) response

5.6.4 First response

Rebid	Meaning	Continuation (if R relays again)
1 step	Minimum (applicable acc to rules in 5.4.1.2)	Relay is renewed Key-card
2 steps	Maximum, 1/4 key-cards	See DCBs
3 steps	Maximum, 0/3 key-cards	See DCBs
4 steps	Maximum, 2/5 key-cards, no trump Q	See DCBs
5 steps	Maximum, 2/5 key-cards + trump Q (denying lowest K if this card could have been shown below 5 in trump suit)	See DCBs
6+ steps	Maximum, 2/5 key-cards + trump Q + lowest King (if the response does not bypass 5 in our trump suit) à etc	
However:		
6 steps	Maximum, 1/3 key cards + void *	
7 steps	Maximum, 2/4 key cards + void *	

* only applicable when SLAB was made **before** RES was able to show whether his shortness was a void or not.

5.6.5 Continuation in SLAB sequence

If RES shows minimum with one step, REL could renew the RKCB, bid the set trumps at game level to play or cuebid a side-suit.

If RES shows maximum and no of key-cards, and after the response of a renewed RKCB as described in the former paragraph, the bidding proceeds to DCBs.

5.6.6 To change trump suit

If REL bids a suit above the set trumps on slam level it's to play. The same goes if REL jumps to slam in a new suit. It is not possible to change trumps on game level.

5.6.7 Denial cuebidding (DCBs) after a SLAB

After the response to the SLAB, REL can bid at an appropriate level in the agreed trump suit (possibly change trumps, see 5.5.5) or continue with a DCB.

5.6.7.1 Priority list

1. Trump Queen
2. King in longest/(lowest of equal length)
3. King in second longest side-suit
4. King in shortest side-suit
5. Queen in longest/(lowest of equal length)
6. Queen in second longest side-suit (etc)

(SLAB – Denial cuebid Priority list, cont'd)

If the SLAB response showed the presence/absence of the trump queen, the priority list starts with the “longest” King. Furthermore, the scale is adjusted when RES has shown a void to exclude honours in that suit.

A singleton King or a singleton Queen are shown as a Queen and Jack respectively (i.e. a singleton King is shown after all other outstanding Queens).

Slam bidding

5.6.7.2 Technique

After the SLAB, the relay asks RES to see how he matches the priority list (trump Queen or not depends on whether RES has already shown/denied it or not).

If RES does not hold the first card on the priority list **he bids the relay**.

If RES holds the first card on the priority list he goes one step down on the priority list to check whether he has the next card. If not holding this next card he bids the cheapest positive bid (2 steps) if holding the second card on the priority list, he proceeds to check whether he has card # 3, etc.

4 ♥	(assuming DCB and ♠ as trumps, RES has shown 1/4 key-cds)
4 ♠	no trump queen
4 NT	trump queen, no King in highest side-suit
5 ♣	trump queen, K in highest side-suit, but not the K in the middle side-suit
(etc)	

thereafter REL's relay – except the trump suit - asks for the next card on the priority list! NB that relays go on "without" limit as opposed to the DCBs after a CA where the last possible relay is 5 NT.

5.6.7.3 R also skips

REL may elect not to bid the cheapest DCB, either the first or the next rounds. By doing so he asks RES to go one step down the priority list for each step he skips (except, of course, the trump suit).

5.6.8 After opposition in a SLAB sequence

Please refer to 7.5!

5.7 Trump-investigating bids

5.7.1 Free 5 Major

Asks for, in order of priority:

- Two top honours:

R bids:	6 of suit:	yes, but not AK plus extra length
	5 NT:	AK plus extra length (relay, if possible, asks for AKQ for a Grand Slam)
	side suit:	AK plus extra length plus side value - " -

- Control in opponent's suit: We should be in a "crowded situation" where control cannot be investigated in a more structured way (cuebids).

- Or **Shows** solid suit but lack of control in other suits. These situations are normally self-explanatory.

5.7.2 Free 5 "Göthe"

Replaces Josephine as a jump or raise to the bid nearest above 5 in our opening suit. Therefore all responses can be streamlined:

1 step: A or K (further relay asks for extra length)
 2 steps: extra length (further relay asks for further extra length)
 3 steps: AQ or KQ
 4 steps: (raise) none of the above
 7 in suit: AK

Free 5 G only applies when the last bid was a cuebid or a NAT bid

5.7.3 Baron

In a cuebidding sequence where we don't get into a situation to localise the trump Queen, or in an opposed RKCB sequence, a bid of 6 in the suit immediately below our trump suit asks for the trump Queen or corresponding extra length.

5.8 Other

When going from the 3-level to 4 m (forcing) the following applies:

- If 4 m is CBW then there is no indication of stoppers or lack thereof
- If 4 m is NAT → start of cuebid, then it is
 - denying a club control (if the bid is 4 ♦)
 - stronger than a direct cuebid *above* 4 m (such a cuebid is more "on my way to 5 m I do cuebid")

6. 1 ♣ opener

1 ♣ takes care of all 17+ hands. We are allowed to upgrade (15)16-counts with long suits, good texture, etc.

6.1 Principles for responses

6.1.1 Strength intervals

Positive R hands are divided into strength gaps, 8-10 or 11+. The 11+ hands are subsequently seen as either 11-12(13) or 13(14)+. A 14+ hand has the responsibility to see to it that the partnership does not end up too early (bypass 3 N unless defined as forcing, BO over Terminator, etc).

6.2 Responses

- 1 ♦ "all" 0-7 (cf 3 ♦/♥ below, however); 3 controls normally upgraded to 8+
- 1 ♥ a) 8-10, 4 ♠ and longer m
b) 8+, 5+ ♠ (no longer side suit except 5-6 MM)
c) 11+ BAL; 4333/4432 (any)
- 1 ♠ a) 8-10, 4 ♥ and longer m
b) 8+, 5+ ♥ (no longer side suit)
- 1 N 8+, 5+ ♦
4-card M on the side only if 11+
5332 only if 11+
- 2 ♣ 8+, 5+ ♣
4-card M **or** ♦ on the side only if 11+
Denies 5332
- 2 ♦ 8-10 BAL, 4333 / 4432 / 5m332
- 2 ♥ a) 11+ 5♣332
b) 8-10 5-6♣/4♦
c) 8-10 5♣(440)
corresponds to 1 ♣ - 1 N - 2 ♣ - 2 ♦ - 2 N++
- 2 ♠ a) 8-10, any 4441
b) AKQxxxx in any suit w/o side A/K
- 2 N 11+, any 4441
- 3 ♣ 11+, 55 mm or 5 ♦/6 ♣
- 3 ♦/♥ 4-7, Hhxxxxx in ♥/♠
- 3 ♠ 11+ 2065/1075
- 3 N 11+ 1165
- 4 ♣ 11+ 0265
- 4 ♦ 11+ 0175

6.3 1 ♣ - 1 ♦

Never after 1 ♣ - 1 ♦!

1 ♥	20+, any
1 ♠	17-19, 4+♠, often canapé – in practice F1
1 NT	17-19 BAL à SYSON (simplified module)
2 ♣/♦/♥	17-19, 5+card suit, "denies" 4-card ♠ suit
2 ♠	6+♥/4 m, 17-19
2 NT	5-5 ♥+m, 17-19
3 ♣	6+♣/4 ♥, 17-19
3 ♦	6+♦/4 ♥, 17-19
3 ♥	5-5 MM 17-19
3 ♠	Transfer to 3 NT to play or to cuebid with real slam hand with autonomous ♠ suit
3 NT	To play
4 m	Cuebid with real slam hand with autonomous ♥ suit
4 M	To play

6.3.1 1 ♣ - 1 ♦ - 1 ♥

- 1 ♠	0-4
- 1 NT	5-7, any 5-5 hand
- 2 ♣	5-7 not fit for another bid (GF)
- 2 ♦/♥	5-7, 5-card M (trx)
- 2 ♠	5-7 4 ♠ / 6+ m
- 2 N	5-7 6+♣, possibly 4-card ♥
- 3 ♣	5-7 6+♦ no 4-card M
- 3 ♦	5-7 6+♦/4 ♥

6.3.1.1 1 ♣ - 1 ♦ - 1 ♥ - 1 ♠

1 NT	20-21 à SYSON (simplified 1 NT module)
2 ♣	General GF
- 2 ♦	relay, no 5-c M, no 5-5, no 6m/4M
- 2 ♥	4+card+ suit, canapé or not, but not 4-6 hand (poss. (44(41)))
- 2 ♠	4-card ♠, nat cont
- 2 NT	nothing more to show
- 3 m	decent Hxxxx in suit
- 3 ♥	4+card support, one control, any shortness (3 ♠ asks)
- 3 NT	4+card support, one control, no shortness
- jumps	spl, 4+card support, no controls
- 2 ♠	4+card suit, canapé or not, but not 4-6 hand (bidding like the above)
- 2 NT	24+, SYSON
- 3 ♣/♦	nat, 6+ suit, GF. 3 ♣ could be 6♣4M, 3 ♦ could be 6♦4♠ (rel for 4-card suit NGF)
- 3 M	\$ with (5-4) 5-5 mm
- 3 NT	to play
- 2 M	5+ NAT
- 2 NT+	NAT/6+ or 2-suiter acc to following:
à	
- 2 NT	6+ ♣ or 5-5 ♣+higher (3 ♣ asks) à 3 NT shows 6 ♣
- 3 ♣	6+ ♦ or 5-5 ♦+higher (3 ♦ asks) à 3 NT shows 6 ♦

(1 ♣ - 1 ♦ - 1 ♥ - 1 ♠ - 2 ♣ cont'd)

- 3 ♦	6 ♦ +4 M (3 ♥ asks/NGF)
- 3 M	6 ♣ +4 M
- 3 NT	5-5 MM

2 ♦/♥/♠	NAT, NF (≈20-23), 5+ suit <i>totally NAT cont à no relays</i>
2 NT	22-23 SYSON (NB is definitely preferred with 5(m/M)332 distribution)
3 ♣	NAT, NF (≈20-23) (5)6+ suit
3 ♦	GF: 4 ♥/6 ♦ (only non-showable 6m-4M distribution after 2 ♣)
3 ♥	GF: 1444 (with 44(41) no danger to bid 2 ♣ + 2 ♥ à
3 ♠	GF: 4144 à the spades won't "disappear")
3 NT	to play

6.3.1.2 1 ♣ - 1 ♦ - 1 ♥ - 1 N

2 ♣	asks
- 2 ♦	MM
- 2 ♥	♥ +m (REL for m)
- 2 ♠	♠ +m (REL for m)
- 2 N	mm

After knowing of suits (directly or via REL), O may ask for \$. Thereafter setting trumps acc to normal rules.

6.3.1.3 1 ♣ - 1 ♦ - 1 ♥ - 2 ♣

2 ♦	both minors 5-4/6-4 or (41)44 or 23+BAL
- 2 ♥	
- 2 ♠	5-4
- 2 NT	23-25 BAL SYSON
- 3 ♣	6 ♣ /4 ♦
- 3 ♦	6 ♦ /4 ♣
- 3 ♥/♠	1444/4144

2 M	4+ (2 ♥ - 2 ♠ 4-c suit) à could be 44(14)
2 N	20-22 SYSON
3 m	6+
3 M	\$, both mm 5-5
3 N	26+BAL

6.3.2 1 ♣ - 1 ♦ - 1 ♠

R rarely passes this bid

- 1 N	5-7 relay
- 2 ♣	weak w/o support ("let's find a playable spot") - NF
- 2 ♦	5+ ♥, 3-7 (3-4 w 6+ ♥ or any 5+ ♥ w 5-7)
- 2 ♥	4+card support, 5-7 (can contain shortness, O asks w 2 NT)
- 2 ♠	4-card support, 2-4 (see Romex Module)
- 2 N	5-card support w/o shortness, 5-7
- 3 m	(4)5-7 with a good at least 6-card suit (at least Hhxxxx)
- 3 ♠	3-5 with at least 5-card support wo any singletons
- dbl jump (incl 3 ♥)	(4)5-card support, max, void

6.3.2.1 1 ♣ - 1 ♦ - 1 ♠ - 1 N

2 ♣		5+ ♠
- 2 ♦		not 3 ♠ (NF)
	- 2 ♥	4 ♥, 5+ ♠
	- 2 ♠	one-suiter
	- 2 NT	5 ♠ 4 min (often 4 ♣)
	- 3 m	5-5
- 2 ♥		0-2 ♠, 4 ♥
- 2 ♠		3 ♠ min
- 2 NT		BAL max w/o 3 ♠ nor 4 ♥
- higher		3 ♠ max, descriptive
2 ♦		canapé with ♦
2 ♥		canapé with ♥
2 ♠		canapé with ♣
2 NT		(17)-18-(19) BAL with 5 ♠
3 m/♥		good max for 17-19 with 4-6 canapé
3 ♠		good max with good suit
3 NT		gambling

6.3.2.2 1 ♣ - 1 ♦ - 1 ♠ - 2 ♣

The 2 ♣ bid is more or less of a rescue, not least to see that O's canapés are not lost. NB that R bids like this with relative shortness (xx/x) in spades and/or a bit too good cards to pass. 2 ♣ is **not** strictly forcing, however.

The "rescue" thing makes suit lengths a bit uncertain.

2 ♦/♥	suit
2 ♠	length
3 m/♥	maxmin canapé

6.3.2.3 1 ♣ - 1 ♦ - 1 ♠ - 2 ♥

If bid with 5-card support then always shortness, cf 2 NT response

2 ♠	absolute min - passable
2 NT	5-card support with shortness (3 ♣ asks stepwise)
3 ♣/♦/♥	4-card support with shortness
3 ♠	no shortness but max
2 NT	interested
- 3 ♣/♦/♥	shortness, 4-card support
- 3 ♠	4-card support no shortness
- 4 ♣/♦/♥	shortness, 5-card support

6.3.3 1 ♣ - 1 ♦ - 1 NT

17-19, SYSON (simplified). NB that O will often bid 1 NT with a 5-card ♥ suit and sometimes also with a 5-card ♠ suit, which cannot be located..

6.3.4 1 ♣ - 1 ♦ - 2 m/♥

R bids naturally. O could choose to bid 2 m in preference to a (weak) 4-card ♠ suit, and he *must* bid 2 m with 4-card ♥ on the side unless he has 4-6.

6.3.5 1 ♣ - 1 ♦ - 2-suiters

A new suit on 3-level shows stopper and prepares for 3 NT. A 4 m bid in O's suit is INV.

Over 2 ♠, 2 NT is a positive relay

- | | |
|-------|-------|
| - 3 ♣ | min ♣ |
| - 3 ♦ | min ♦ |
| - 3 ♥ | max ♣ |
| - 3 ♠ | max ♦ |

Whereas 3 ♣/3 ♦ are p/c.

To indicate a "huge" fit (good fit in one suit, e.g. honour in the other) and max, O uses LISBON (starting with 3 ♠) technique, i.e. (3)4 om /oM (where possible). This is to find real "glove" slams.

6.4 1 ♣ - positive responses

R has the choice to relay or break out (BO) over the positive responses. BO sequences are described under 6.8.

Generally relay sequences are similar, but described separately since different "impossible" distributions make for a contraction of the scale, and that in some sequences RES has not shown min-max before he is asked for his exact distribution.

6.5 Relay sequences

It is more common to relay than to break out. Continuation after the REL is – to the extent possible – streamlined.

R's rebids vary depending on the initial response. When distribution starts to clarify (1-suiter, 2-suiter, etc) we go into a more streamlined structure.

Therefore the initial action is described (6.5), **then** the following relay continuation (6.6)

Sequences which do not follow the uniform logic of 6.6 are presented separately in 6.7: 5-4/6-4 mm, 1 ♣ - 2 ♦, 1 ♣ - 2 ♠ and higher.

6.5.1 1 ♣ - 1 ♥ - 1 ♠

- | | | |
|-------|----------------------------|-------------|
| - 1 N | a) 11+BAL (4333/4432 only) | |
| | b) 8+ 55/65 MM | |
| - 2 ♣ | - 2 ♦ | BAL 11-13 |
| | - 2 ♥ | 8+ 55/65 MM |
| | - 2 ♠ ++ | BAL 14+ |
- BAL hands described under 6.7.2**

(1 ♣ - 1 ♥ - 1 ♠ cont'd)

1 ♣ - 1 ♥
1 ♠

- 2 ♣ a) 8-10 4 ♠ + longer m
b) 8+ 5-6 ♠ + exactly 4 ♥
- 2 ♦
- 2 ♥ 5+ ♣ canapé **Canapé hands described under 6.7.3**
- 2 ♠ 5+ ♠, 4 ♥
- 2 N++ 5+ ♦ canapé
-
- 2 ♦ Extras (11+) with distributions equal to the direct 2 ♠++ (8-10) rebids
- 2 ♥ 8+ one-suiter ♠ hand
- 2 ♠ 8-10, 5+ ♠ and an exactly 4-card m on the side
- 2 N 8-10, 5332
- 3 ♣ 8-10, 5-6 ♠, 5 ♣
- 3 ♦ 8-10, 5-6 ♠, 5 ♦
- 3 ♥/♠/N(/4 ♣) 8-10, 5440/5404/5044 (if via 2 ♦: then 4 ♣ = 5044 14+)

6.5.2 1 ♣ - 1 ♠ - 1 N

- 2 ♣ a) 8-10 4 ♥ + longer m
b) 8+ 5-6 ♥ + exactly 4 ♠
- 2 ♦
- 2 ♥ 5+ ♣ canapé **Canapé hands described under 6.7.2**
- 2 ♠ 5+ ♠, 4 ♥
- 2 N++ 5+ ♦ canapé
-
- 2 ♦ 11+ with distributions equal to the direct 2 ♠++ (11+) rebids
- 2 ♥ 8+ one-suiter ♥ hand
- 2 ♠ 8-10, 5+ ♥ and an exactly 4-card m on the side
- 2 N 8-10 5332
- 3 ♣ 8-10, 5-6 ♥, 5 ♣
- 3 ♦ 8-10, 5-6 ♥, 5 ♦
- 3 ♥/♠/N(/4 ♣) 8-10, 4540/4504/0544 (if bid via 2 ♦: 4 ♣ = 0544 14+) ©

6.5.3 1 ♣ - 1 N - 2 ♣

- 2 ♦ a) 5♦ (332), 11+
b) 5-6 ♦, 4 ♣, 8-10
c) 5-5 (+) mm, 8-10
d) 5♦ (440) 8-10
- 2 ♥
- 2 ♠ 5-5 (+) mm, 8-10
- 2 N 5♦ (332), 11+ **BAL hands described under 6.7.2**
- 3 ♣ 5+ ♦ 4 ♣, no/lo \$, 8-10 **Described under 6.7.1**
- 3 ♦ 5+ ♦, 4 ♣, hi \$, 8-10 - " -
- 3 ♥/♠/N 4450/4054/0454, 8-10
-
- 2 ♥ one-suiter
- 2 ♠ 5+♦, 4+ ♠, 11+
- 2 N 5+♦, 4+ ♥, 11+
- 3 ♣ 5+ ♦, 4 ♣, lo/no \$ 11+ - " -
- 3 ♦ 5+♦, 4 ♣, hi \$, 11+ - " -
- 3 ♥/♠/N(/4 ♣) 4450/4054/0454 11+ (/0454 14+)

6.5.4 1 ♣ - 2 ♣ - 2 ♦

- 2 ♥	one-suiter
- 2 ♠	5+♣, 4+♠, 11+
- 2 N	5+♣, 4+♥, 11+
- 3 ♣	5+ ♣, 4 ♦, no/lo \$, 11+
- 3 ♦	5+♣, 4 ♦, hi \$, 11+
- 3 ♥/♠/N	4405/4045/0445, 11+

Described under 6.7.1

- " -

6.5.5 1 ♣ - 2 ♥ - 2 ♠

The bid 2 ♥ complements the 2 ♣ bid and takes care of ♣ hands corresponding to those ♦ hands taken via 1 N and next 2 ♦.

- 2 N	5 ♣(332), 11+
- 3 ♣	5+ ♣, 4 ♦, no/lo \$, 8-10
- 3 ♦	5+♣, 4 ♦, hi \$, 8-10
- 3 ♥/♠/N	4405/4045/0445, 8-10

BAL hands described under 6.7.2

Described under 6.7.1

- " -

6.6 Relay continuation

6.6.1 General principles

- One-suiters all start by showing the suit (1 M/N/2 ♣) next 2 ♥
 - Over relay first step shows 11+
 - 2nd step shows 7-card suit w/o void irrespective of strength
 - 3rd step ++ shows 8-10
- Two-suiters follow common rules
 - First step shows 11+
 - Second step shows lo shortage and 8-10
 - Third step shows "equal residue" (5422, 6511 etc) and 8-10
 - Fourth step and onwards show hi shortage and 8-10
 - Steps are simply taken out where not possible:
 - Where 8-10 or 11+ have already been shown, there is no strength-showing 1st step
 - Distributions are shown (impossible distributions are "lifted out" of scale).
 - Lo-hi shortages
 - 5431
 - 5521
 - 5530
 - 6421
 - 6430
 - 6520
 - "Equal residue"
 - 5422
 - 6511
 - 7411
 - In case of a 55+ distribution, 56xx is shown before 65xx
- When the relay response is 3 NT **and RES is 11+**, it is generally F1
- A passed hand still shows min-max, where 8-9 is min and 10(-11) is max (also depending on slam cards)

6.6.2 One-suiter (starting point 2 ♥)

2 ♠	-2 ♥	
	-2 N	11+ (rebids same as 3 ♦++), but not 7+card suit w/o void
	-3 ♣	7+card suit, no void
	-3 ♦	
	-3 ♥	11+ (3 ♠ then asks)
	-3 ♠/N/4 ♣/♦	8-10 7222, \$ lo, mi, hi ©
	-3 ♦	8-10+, 6322
	-3 ♥	ask exact distribution (à ©)
	-3 ♠++	©
	-3 ♥/♠/N	8-10 6331 ©
	-4 ♣/♦/♥	8-10 7330

6.6.3 Two-suiters

6.6.3.1 5-5/6-5 MM (1 ♣ - 1 ♥ - 1 ♠ - 1 N - 2 ♣ - 2 ♥)

	-2 ♥	5-5 or 6-5 MM, 8+
-2 ♠	-2 N	Relay 11+
	-3 ♣	
	-3 ♦	lo \$ ©
	-3 ♥	6511 or 5611 (over relay 3 N = 56 and 4 ♣ = 65) ©
	-3 ♠	5512 ©
	-3 N	5503 ©
	-4 ♣	5602 ©
	-4 ♦	6502 ©
	-3 ♣	8-10 lo \$ (7510 not described...)
	-3 ♦	
	-3 ♥	5521 ©
	-3 ♠	5530 ©
	-3 N	5620 ©
	-4 ♣	6520 ©
	-3 ♦	8-10, equal residue (7600/8500 not described)
	-3 ♥	
	-3 ♠	5611 ©
	-3 N	6511 ©
	-3 ♥	8-10 5512 ©
	-3 ♠	8-10 5503 ©
	-3 N	8-10 5602 ©
	-4 ♣	8-10 6502 ©

6.6.3.2 5+/4 MM (1 ♣ - 1 M - REL - 2 ♣ - 2 ♦ - 2 ♠)

2 N	- 2 ♠					
	- 3 ♣		11+			
		- 3 ♦			lo \$	
			- 3 ♥			ask
				- 3 ♠		(54)31 Ⓞ
				- 3 N		(64)21 Ⓞ
				- 4 ♣		(64)30 Ⓞ
				- 4 ♦		(74)20 Ⓞ
				- 4 ♥		(84)10 Ⓞ
				- 4 ♠		
					equal residue (over CA 4 ♣, 4 ♦ = 7411)	
		- 3 ♠			(54)13 Ⓞ	
		- 3 N			(64)12 Ⓞ	
		- 4 ♣			(64)03 Ⓞ	
		- 4 ♦			(74)02 Ⓞ	
		- 4 ♥			(84)01 Ⓞ	
		- 4 ♠				
	- 3 ♦		8-10 lo \$			
		- 3 ♥			(54)31 Ⓞ	
				- 3 ♠	(64)21 Ⓞ	
				- 3 N	(64)30 Ⓞ	
				- 4 ♣	(74)20 Ⓞ	
				- 4 ♦	(84)10 Ⓞ	
				- 4 ♥		
	- 3 ♥		8-10 equal residue			
		- 3 ♠			(54)22 Ⓞ	
		- 3 N			(74)11 Ⓞ	
		- 4 ♣				
	- 3 ♠		8-10 (54)13 Ⓞ			
	- 3 N		8-10 (64)12 Ⓞ			
	- 4 ♣		8-10 (64)03 Ⓞ			
	- 4 ♦		8-10 (74)02 Ⓞ			
	- 4 ♥		8-10 (84)01 Ⓞ			

6.6.3.3 5+M/4m (1 ♣ - 1 M - REL - (2 ♦ - 2 ♥) - 2 ♠)

NB here R has already shown 8-10 or 11+, and thus there is no min-max distinction. When 11+, O may in certain cases make a SO in 3 N or a Terminator 4 ♦, upon which R should break out with (13)14+.

2 N	- 2 ♠					
	- 3 ♣		5-6 M + 4 ♣			
		- 3 ♦			lo \$	
			- 3 ♥			
				- 3 ♠		
				- 3 N	(53)14 Ⓞ	
				- 4 ♣	(62)14 Ⓞ	
				- 4 ♦	(63)04 Ⓞ	
				- 4 ♥	(72)04 Ⓞ	
				- 4 ♠	(81)04 Ⓞ	

(5+M/4 m 1 ♣ - 1 M - REL - (2 ♦ - 2 ♥) - 2 ♠ cont'd)

1 ♣ - 1 M
REL- (2 ♦
2 ♥)-2 ♠
2 N - 3 ♣

- 3 ♦
- 3 ♠ equal residue (over 4 ♣ CA: 4 ♦ = 7411)
- 3 N (51)34 ©
- 4 ♣ (61)24 ©
- 4 ♦ (60)34 ©
- 4 ♥ (70)24 ©
- 4 ♠ (80)14 ©

- 3 ♦ 5-6+ M + 4 ♦ and lo \$
- 3 ♥
- 3 ♠ (53)41 ©
- 3 N (62)41 ©
- 4 ♣ (63)40 ©
- 4 ♦ (72)40 ©
- 4 ♥ (81)40 ©

- 3 ♥ M+ ♦ equal residue
- 3 ♠
- 3 N 5422 ©
- 4 ♣ 7411 ©
- 4 ♦ 9400 ©

- 3 ♠ (51)43 ©
- 3 N (61)42 ©
- 4 ♣ (60)43 ©
- 4 ♦ (70)42 ©
- 4 ♥ (80)41 ©

2 N 5332 (3 ♣ asks doubleton step wise à ©)
3 ♣ 5-5 or better (never longer minor)

- 3 ♦ lo \$
- 3 ♥
- 3 ♠
- 3 N 5521 ©
- 4 ♣ 5530 ©
- 4 ♦ 6520 ©
- 4 ♥ 6610 ©
- 4 ♠ 7510 ©

- 3 ♠ equal residue (6511)
- 3 N 5512 hi \$ ©
- 4 ♣ 5503 hi \$ ©
- 4 ♦ 6502 hi \$ ©
- 4 ♥ 6601 hi \$ ©
- 4 ♠ 7501 hi \$ ©

(cont'd)

1 ♣ - 1 M
REL-(2 ♦
2 ♥) - 2 ♠

3 ♦ 5-5 or better
- 3 ♥ lo\$
- 3 ♠ - 4 ♣
- 4 ♦ 5521 ©
- 4 ♥ 5530 ©
- 4 ♠ 6520 ©
- 3 N 6511 ©
- 4 ♣ 5521 hi \$ ©
- 4 ♦ 5530 hi \$ ©
- 4 ♥ 6520 hi \$ ©
- 3 ♠+++ CA, T, SLAB etc
3 ♥/♠/N 5440/5404/5044 ©

6.6.3.4 5+m / 4+ ♠ 11+ (1 ♣ - 1 N/2 ♣ - R - 2 ♠)

NB R has shown 11+ so no min-max. Also note R may have a 5♠/6m hand!

2 N lo \$
- 2 ♠ - 3 ♣
- 3 ♦ - 3 ♥ 43(51) ©
- 3 ♠ - 3 ♠ 42(61) ©
- 3 N - 3 N 43(60) ©
- 4 ♣ - 4 ♣ 52(60) ©
- 4 ♦ - 4 ♦ 42(70) ©
- 4 ♥ - 4 ♥ 41(80) ©
- 3 ♦ equal residue
- 3 ♥ REL
- 3 ♠ 42(52) ©
- 3 N 51(61) ©
- 4 ♣ 41(71) ©
- 3 ♥ 41(53) ©
- 3 ♠ 41(62) ©
- 3 N 40(63) ©
- 4 ♣ 50(62) ©
- 4 ♦ 40(72) ©

6.6.3.5 5+m / 4+ ♥ 11+ (1 ♣ - 1 N/2 ♣ - R - 2 N)

- 2 N	4+ ♥, 5+ m	
- 3 ♣	\$ lo	
- 3 ♦	REL	
- 3 ♥		34(51) ©
- 3 ♠		24(61) ©
- 3 N		34(60) ©
- 4 ♣		25(60) ©
- 4 ♦		24(70) ©
- 4 ♥		
	equal residue	
- 3 ♥	REL	
- 3 ♠		24(52) ©
- 3 N		15(61) ©
- 4 ♣		14(71) ©
- 4 ♦		
		14(53) ©
- 3 ♠		14(62) ©
- 3 N		04(63) ©
- 4 ♣		05(62) ©
- 4 ♦		04(72) ©
- 4 ♥		

6.6.3.6 5+5+ mm 8-10 (1 ♣ - 1 N - 2 ♣ - 2 ♦ - 2 ♥ - 2 ♠)

- 2 N	8-10 5-5 or better mm	
- 3 ♣	lo	
- 3 ♦		2155 ©
- 3 ♥		3055 ©
- 3 ♠		2056 ©
- 3 N		2065 ©
- 4 ♣		
	equal residue	
- 3 ♦		1156 ©
- 3 ♥		1165 ©
- 3 ♠		
- 3 N		
- 3 ♥		1255 ©
- 3 ♠		0355 ©
- 3 N/4 ♣		0256/0265 ©

6.6.3.7 55 mm / 5♦/6♣ 11+ (1♣ - 3♣)

1♣ - 3♣					
3♦					
- 3♥			lo		
	- 3♠			R	
		- 3N			2155
		- 4♣			3055
		- 4♦			2056
	- 3♠		1156		
		- 4♣		⊙	
- 3N			2155		
- 4♣			3055		
- 4♦			2056		

6.7 Other relay sequences

Under 6.7 are presented those sequences which are not possible to align with the principles outlined under 6.6.

6.7.1 5+4 mm (1♣ - 1N - 2♣ (2♦ - 2♥ (8-10) - 3♣/♦ (11+)) (1♣ - 2♣ - 2♦ - 3♣/♦) (11+)) (1♣ - 2♥ - 2♠ - 3♣/♦) (8-10))

In all these sequences, the bid 3♣ shows *no or low* shortage and 3♦ shows *high* shortage

	- 3♣				
3♦					
	- 3♥		no		
		- 3♠			
		- 3N			5422
		- 4♣			7411
	- 3♠		5431		
	- 3N		6421		
	- 4♣		6430		
	- 4♦		7420		

	- 3♦				
3♥					
	- 3♠		5431		
	- 3N		6421		
	- 4♣		6430		
	- 4♦		7420		

6.7.2. Balanced sequences

6.7.2.1 8-10 BAL (1 ♣ - 2 ♦)

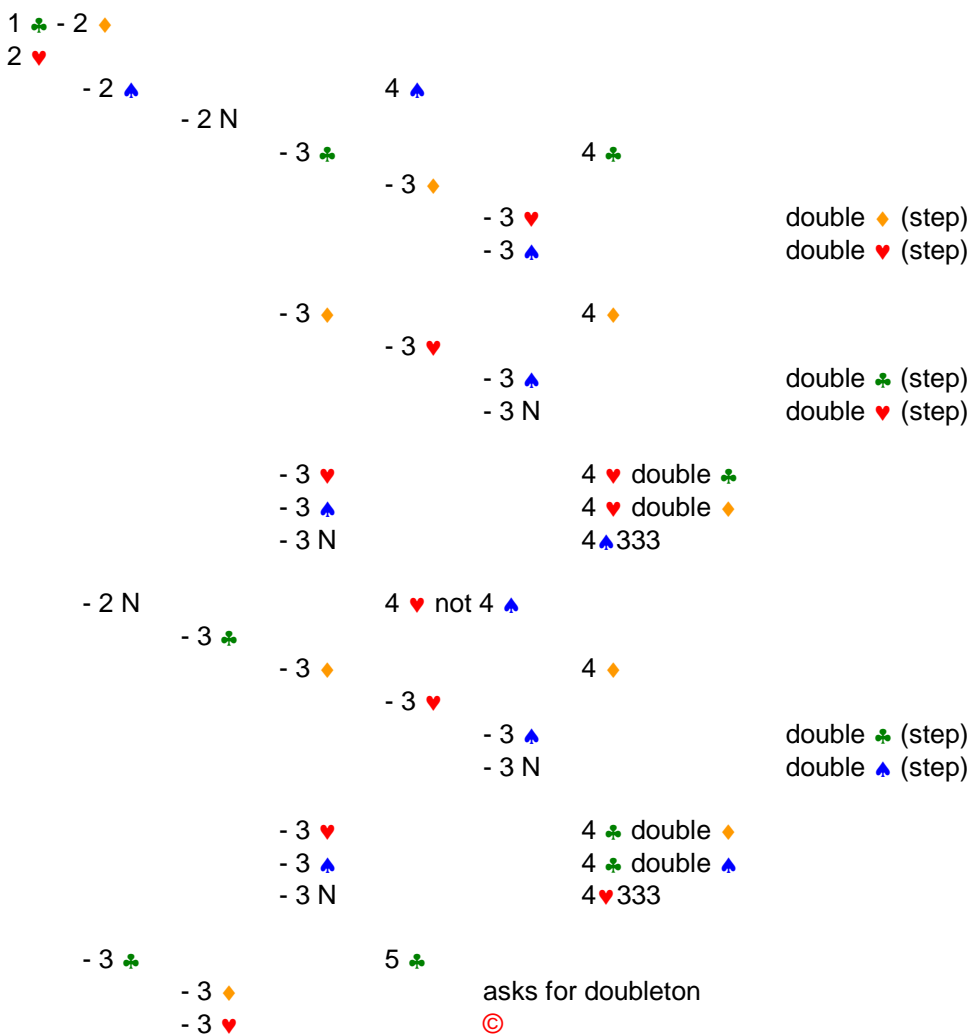
R shows 8-10 BAL, maybe with a 5-card m. The aim is to create (a) quick and anonymous sequence(s).

BO bids (2 ♠/3 ♣/ 3 ♦) have an aim to either avoid a bad 3 N contract or to investigate a fit for slam in the case O is relatively minimum and unBAL. O may also bid 2 N as a more "Stayman-like" intro.

- 2 ♥ Relay à often with slam interest
- 2 ♠ BO with shortness in either minor
- 2 N Stayman, also bid with a 5-card M w/o shortness (that O wishes to show)
- 3 ♣ BO with \$♥
- 3 ♦ BO with \$♠
- 3 M Sets suit, looks for general fit
- 3 N to play
- 4 m Sets suit, looks for cuebids

1 ♣ - 2 ♦ - 2 ♥

Similar Identical to 1 ♣ - 1 ♥ - 1 ♠ - 1 N - 2 ♣ - 2 ♦ / 2 ♠ ++ (6.7.2.2/3)



(1 ♣ - 2 ♦ - 2 ♥ cont'd)

1 ♣ - 2 ♦		
2 ♥		
- 3 ♦	5 ♦	asks for doubleton ©
- 3 ♥		©
- 3 ♠		
- 3 ♥	3244	
- 3 ♠	2344	
- 3 N	33(43)	
- 4 ♣		which minor (after which normal rules)

1 ♣ - 2 ♦ - 2 ♠

When we say "stopped" in this context it means a slow stop suitable to play notrumps opposite a short suit in O's hand. This is both to get/avoid getting to bad 3 N contracts as well as serving as a warning for slam.

Bidding is "identical" after 1 ♣ - 1 ♥ - 1 ♠ - 1 N - 2 ♣ - 2 ♦ - (2 ♠)

- 2 N	<i>Both or neither</i> minor suits stopped
- 3 ♣	Major ask (promises at least one 4-card M)
- 3 ♦	Also at least one 4-card M
- 3 ♥	4 ♥
- 3 ♠/N	4 ♠ no stopper/both stoppers
- 4 m	"no-waste bid" with ♥
- 3 ♠	4 ♠
- 4 m	MM, slam try, SPL (R allowed to go on w/o wastage)
- 4 ♦/♥ (over 4 ♣)	trx to ♥/♠
- 4 ♥	4-4 w/o slam interest, p/c
- 3 ♥	3 ♠ 2 ♥ (must subsequently pull from 3 N w/o mm stops)
- 3 ♠	2 ♠ 3 ♥ (-)
- 3 N	3 ♠ 3 ♥ both mm stopped
- 4 m	33 MM longer m, neither mm stopped (rare, but xxx in om...)
- 3 ♦	6 ♦, \$ ♣
- 3 M	5-card suit, not 4 cards in oM
- 3 N	To play (if R has both mm stopped), often 6 ♣ \$ ♦
- 3 ♣	♣ stopped, ♦ unstopped (w/o a ♦ stopper O is responsible that the partnership doesn't end up in 3 N)
- 3 ♦	5-card Major
- 3 ♥	3-4 ♠ 2 ♥
- 3 ♠	asks for 4 ♠
- other	5-card ♠, SI (4 ♦ Bluhmer)
- 3 ♠	4 ♥ 2 ♠
- 3 N	3 ♥ 2 ♠
- 4 ♣	3 ♠ 4 ♥
- 4 ♦	4 ♠ 3 ♥
- 4 ♥	3 ♠ 3 ♥
- 3 M	4-card suit (3 ♥ could be 4-4)
- 3 N	\$ ♣, long ♦
- 4 ♣	\$ ♦ long ♣, CBW

(1 ♣ - 2 ♦ - 2 ♠ cont'd)

(as of 3 ♦ R indicates ♦ stopped, ♣ unstopped; w/o a ♣ stopper O is responsible that the partnership doesn't end up in 3 N)

1 ♣ - 2 ♦			
2 ♠			
- 3 ♦		3+3+ MM	
- 3 ♥		4 ♥	4 ♠, not 4 ♥
- 3 ♠			33 MM
- 3 N			support ♥, 4 ♣ = Bluhmer
- other			
- 3 ♠		4 ♠ not 4 ♥	
- 3 N		not 4 ♠ (R)	
- 4 m		♠ fit, ♦ = cue, ♣ = Bluhmer	
- 4 ♠		normal support bid	
- 3 N		to play, normally 6 ♣ \$ ♦	
- 4 ♦		6 ♦ \$ ♣ (CBW)	
- 3 ♥		3+ ♠, 2 ♥	
- 3 ♠		4 ♠ or 5 ♠ slam try	
- 3 N		3 ♠ 2 ♥	
- 3 N		no 4-card ♠	
- 4 ♣		♣ \$ ♠ fit	
- 4 ♦		6 ♦ short ♣ CBW	
- 4 ♠		to play	
- 3 ♠		2 ♠, 4 ♥	
- 3 N		to play	
- 4 ♣		♣ \$, ♥ fit	
- 4 ♦		6+ ♦, \$ ♣ CBW	
- 4 ♥		to play	
- 3 N		2 ♠, 3 ♥	
- 4 ♣		\$ ♣, ♥ fit	
- 4 ♦		6 ♦, \$ ♣, CBW	
- 4 ♥		to play	

1 ♣ - 2 ♦ - 2 N

- 3 ♣		4 ♥, possibly 4-4 MM	
- 3 ♦		4 ♠	
- 3 ♥		♥ fit	
- 3 N			3433
- 3 ♠		5 ♠	
- 3 ♦		4 ♠, not 4 ♥	
- 3 ♥		5 ♥	
- 3 ♠		4 ♠ fit	
- 3 N			4333
- 3 ♥		3 ♠ 2 ♥	
- 3 ♠		sets suit	

(1 ♣ - 2 ♦ - 2 N cont'd)

1 ♣ - 2 ♦	
2 N	
- 3 ♠	2 ♠ 3 ♥
- 4 m	cue for ♥
- 3 N	33 MM
- 4 ♣/♦	sets ♥/♠

1 ♣ - 2 ♦ - 3 ♣

NB Does **not** promise 4 ♠! W/o a ♥ stopper R is responsible that partnership doesn't end in 3 N.

- 3 ♦	4 ♠	no support – don't want to bid 3 N NAT
- 3 ♥		
- 3 N		
- 3 ♥	3-card ♠, not (good) ♥ stopper	
- 3 ♠	no support – don't want to bid 3 N	
- 3 N	NAT	
- 3 ♠	2-card ♠ no (good) ♥ stopper	
- 3 N	to play	
- 4 m	long m	
- 4 ♥	mm	
- 4 ♠	to play	
- 3 N	2-3 ♠ + ♥ stop (with 3 ♠ definitely a "fat" stop)	
- 4 m	NAT	
- 4 m	5+ suit	
- 4 ♥	44 mm	

1 ♣ - 2 ♦ - 3 ♦

NB Does **not** promise 4 ♥! W/o a ♠ stopper, R is responsible that the partnership doesn't end up in 3 N!

- 3 ♥	4-card ♥	
- 3 ♠	not 4 ♥ don't wish to bid 3 N	
- 3 N	suggestion to play	
- 3 ♠	3-card ♥ not (good) ♠ stopper	
- 3 N	doubt hand (≈ Q singleton) or wanting to play opposite a single stopper	
- 4 m	long m	
- 4 ♥	to play	
- 4 ♠	mm	
- 3 N	2-3-card ♥ with "fat" stop	
- 4 ♣	2 ♥ and no ♠ stop and 5 ♣	
- 4 ♦	2 ♥ and no ♠ stop and 5 ♦	
- 4 ♥	2 ♥ and no ♠ stop and 44 mm	

1 ♣ - 2 ♦ - 3 M

O sets M as trumps (opposite a minimum of xx as support)

- 4 M very minimal, max one control
- 3 N not minimum, but not control rich (0-2)
- new cue, 2+ controls 6.7.2

6.7.2.2 11-13 BAL 4333/4432 (1 ♣ - 1 ♥ - 1 ♠ - 1 N - 2 ♣ - 2 ♦)

O may bid identical bids as to 1 ♣ - 2 ♦ (6.7.2.1). Since R cannot have a 5-card m, R bids 3 m are different:

- 1 ♣ - 1 ♥
- 1 ♠ - 1 N
- 2 ♣ - 2 ♦
- 2 ♥
- 3 ♣ 3334
- 3 ♦ 3343

The bid 3 N ceases to exist.

6.7.2.3 14+ BAL 4333 / 4432 (1 ♣ - 1 ♥ - 1 ♠ - 1 N - 2 ♣ - 2 ♠++)

R bids directly as if he had bid 2 ♦ (11-13) and then 2 ♠ or higher.

This, of course, means that O cannot make any "fear bid".

6.7.2.4 11+ BAL 5m332 (1 ♣ - 1 N - 2 ♣ - 2 ♦ - 2 N / 1 ♣ - 2 ♥ - 2 ♠ - 2 N)

O can relay for doubleton with 3 ♣ or make a CA/SLAB as of 3 ♦.

6.7.3 4+M/5+m canapé 8-10 (1 ♣ - 1 M - R - 2 ♣)

- 1 ♣ - 1 M
- REL - 2 ♣
- 2 ♦
- 2 ♥ 5+ ♣, rebids then in analogy with the ♦ showing 2 N++ bids
- 2 N 5+ ♦, lo shortage (then rebids as of 3 ♦)
- 3 ♣ 5+ ♦, equal residue
- 3 ♦
- 3 ♥ (42)52
- 3 ♠ (51)61
- 3 N (41)71
- 3 ♦ (41)53
- 3 ♥ (41)62
- 3 ♠ (40)63
- 3 N (50)62
- 4 ♣ (40)72

6.8 Break-out sequences

Instead of relaying, O may choose to break out (BO) immediately or later. Reasons for BO may vary, but is mainly when a REL sequence will not give O enough info and/or when O wants to hand over initiative.

A direct BO to a new suit normally indicates an unBAL hand with at least a 6-card one-suited hand or a two-suiter with at least 10 cards in the 2 suits. Trump support BO into a Major normally looks for trump suit strength (length) and fit/showing own shortness and/or controls rather than exact distribution/shortness. Trump support BO into a minor normally looks for best strain (often 3 N) with the backup of knowing a trump fit does exist.

A jump to the 3-level (or 2 ♠ over 1 ♥) sets the suit, *except* 1 ♣ - 1 N/2 ♣ - 3 new (≠2 ♣ - 3 ♦) which is a SPL..

A jump above 3 of the shown M shows a void. 1 ♣ - 1 ♠ - 3 ♠ shows a ♠ void and 3 N a ♦ void.

Focus after BO is on support. Only in a small number of cases can R show his own hand (then without support).

6.8.1 BO bids in a new suit

This refers to responses 1 ♥, 1 ♠, 1 N and 2 ♣.

The 3 steps after the relay (i.e. steps 2-3-4 over the response) show the three *unbid* suits in the order ♥-♠-♣-♦, *for example*:

1 ♣ - 1 ♥

1 N

♥

2 ♣

♣

2 ♦

♦

1 ♣ - 1 N

2 ♦

♥

2 ♥

♠

2 ♠

♣

6.8.1.1 R's reaction

R's reaction will depend on

- Whether O made a BO into a minor or a Major
- (to a lesser extent): how high O's BO was

In principle R's response is a trump-support reaction only, but in some cases R may make natural bids, depending on from which level the response is made. This is made by means of defining "fixed" bids and, as a consequence "free bids", the latter of course subject to space.

Some easy principles are:

- we will not bypass 3 N with a m-suit fit unless R is strong (11+) and has shortness
- when R shows a non-fit we proceed naturally, with O's 2 N bid showing a 6-4 hand type
- when R shows a M-suit 3-card fit we proceed identically irrespective of the situation
- a bid in 3 M or higher in O's BO suit shows 11+ (3 M = no \$, next two steps = SPL (NGF))

(Break Out sequences, continued)

STEPS IN CONTINUATION

1 step = 0-2 card support and 8-10 hcp

This applies to *all sequences*

except 1 ♣ - 2 ♣ - 2 N (♦) à in that precise sequence, 1 step = 0-2 card support and 8+ (unlimited)

à Bidding continues in a NAT fashion where a new higher suit indicated 6-4 and 2 N a 4-card lower suit

2 steps = 0-2 card support and 11+ hcp

This applies to all sequences, *except* 1 ♣ - 2 ♣ - 2 N (♦) due to bidding space

3 steps = 3-card support unlimited when O BOs into a Major

A bid 3 m over O's 1 N or 2 ♣ BO shows a dominant 4-6 canapé (8-10) with a Hhxxxx m or better.

Normally R should not have a semifit for O to bid this.

6.8.2 When R denies support (à 1 or 2 step response)

O continues to describe his hand:

- A higher suit on the 2-level indicates a 6-4 distribution
- A lower suit on the 3-level indicates a 5-5 distribution
- A jump in a new suit is an autoSPL with an autonomous suit but with a need to confirm no wastage
- A rebid in the suit is NAT with a one-suiter
- 2 N normally shows a 6-4 with a *lower-ranking* 4-card suit
- A jump rebid to 4 m is CBW

When R shows 8-10 it is O's responsibility to take initiative, R can liberally show support to second suit by means of SPL etc, otherwise bidding is NAT.

When R shows 11+, O assumes 11-13; with 14+ it is R's responsibility that the carriage does not stop too early.

6.8.3 O BO into a Major

6.8.3.1 Principles

- 1 and 2 steps *always* shows 0-2 card support and 8-10 / 11+ hcp
- 3 steps *always* shows 3-card support and is unlimited
- 2 N shows 4-card support and 8-10 (w/wo SPL) à only after 1 ♣ - 1 ♥ and 1 ♣ - 1 ♠ (in other cases R cannot have 4-card support and 8-10)
- A 3 m bid over a 1 N or 2 ♣ BO shows a dominant canape and 8-10
- 3 M (O's BO M) shows 11+ and no SPL, 3 M+1/+2 shows 11+ and SPL NGF

6.8.3.3 R shows 3-card support to O's M

O can relay for more information

1 step: 8-10 à relay asks for \$
 2 steps: 11-13 à relay asks for \$
 3-5 steps: 14+ (no \$, lo \$, hi \$)

6.8.4 O's BO into a minor

6.8.4.1 Principles

About same principles, but more care is put here, since we cannot bypass 3 N without some certainty. This limits O's possibilities.

As opposed to a M-suit BO we don't separate 3- from 4-card support.

NB that the first two bids show 0-2 card support and 8-10 and 11+ hcp respectively. **However** over 1 ♣ - 2 N there is only one 0-2 card support bid, unlimited.

- 1 step is 0-2 card support and 8-10
 - In precisely the sequence 1 ♣ - 2 ♣ - 2 N (♦) the first step is 0-2 card support w/o hcp spec.
- 2 steps is 0-2 card support and 11+
 - This falls out in precisely the sequence 1 ♣ - 1 ♣ - 2 N (♦) due to space confinement
- The cheapest non-1/2 step notrump bid shows 8-10 with 3+card support w/o shortness
 - 2 N only applicable over a BO 2 ♣ or 2 ♦
 - 3 N applicable in other sequences
- 3 in O's BO m shows 11+ w/o shortness
- 3 ♥ and 3 ♠ show SPL with 3+card support and 8-10 (NGF)
- 4 ♣ and 4 ♦ show SPL with 3+card support and 11+ (NGF)
- Bids which are not as the above are "free" and are used as naturally as possible:
 - A possible 3-level rebid in R's suit shows a semi-solid suit
 - A possible 3 m rebid when R started with 1 ♥ or 1 ♠ shows a good canapé (Hhxxxx+ in m)
 - A new suit shows a 5-5 (lower) or 4-6 (higher) suit with strength concentrated in the suits and normally only a singleton in O's BO suit.

6.8.5 Table à BO into a Major

6.8.5.1 1 ♣ - 1 ♥ - 1 N O shows ♥

- 2 ♣	0-2 card supprt, 8-10
- 2 ♦	5-5 or 6-4
- 2 ♥	6+ suit one-suiter
- 2 ♠	4-6 or better
- 2 N	6 ♥ 4 ♣
- 3 ♣	5-5 or better
- 2 ♦	0-2 card support, 11+
- 2 ♥	6+ suit
- 2 ♠	4-6 or better
- 2 N	6-4 ♥+minor (3 ♣ asks, 3 ♦ shows ♦, 3 ♥ shows ♣)
- 3 m	5-5 or better
- 2 ♥	3-card support (continuation as described in 6.8.3.3)
- 2 ♠	semisolid ♠ suit

(1 ♣ - 1 ♥ - 1 N break-out, continued)

1 ♣ - 1 ♥
 1 N
 - 2 N 8-10, 4+card support asks
 - 3 ♣ BAL (=5♠422) shortness stepwise
 - 3 ♠
 - 3 ♥/♠
 - 3 m 4 ♠ / Hhxxxx in m (REL for \$)
 - 3 ♥ 11+, 4-card support no SPL
 - 3 ♠/N 11+, 4-card support, SPL NGF

6.8.5.2 1 ♣ - 1 ♠ - 2 ♣ O shows ♠
 - 2 ♠ 0-2 card support, 8-10
 - 2 ♥ 3-card support
 - 2 ♠ one-suiter
 - 2 N 6 ♠ 4-card m (3 ♣ asks à 3 ♠ = ♠, 3 ♥ = ♣)
 - 3 m 5-5 or better
 - 2 ♥ 0-2 card support, 8-10
 - 2 ♠ one-suiter
 - 2 N 6 ♠ 4-card m (3 ♣ asks à 3 ♠ = ♠, 3 ♥ = ♣)
 - 3 m 5-5 or better
 - 2 ♠ 3-card support, continuation as described in 6.8.3.3
 - 2 N 4-card support, 8-10 (3 ♣ asks \$)
 - 3 m 4 ♥, Hhxxxx in m or better (relay for SPL)
 - 3 ♥ semisolid suit
 - 3 ♠ 4-card support 11+ no SPL
 - 3 N/4 ♣ 4-card support, 11+, SPL NGF

6.8.5.3 1 ♣ - 1 N - 2 ♠ O shows ♥

NB that R cannot have 4-card support and 8-10, thus the scale is contracted by one step

- 2 ♥ 0-2 card support, 8-10
 - 2 ♠ NAT 6-4
 - 2 N 6-4 ♥+♣
 - 2 ♠ 0-2 card support, 11+
 - 2 N 3-card support, continuation as described in 6.8.3.3
 - 3 ♣ 5-5 mm 8-10
 - 3 ♠ semisolid suit
 - 3 ♥ 4-card support, 11+, no SPL
 - 3 ♠/N 4-card support, 11+, SPL NGF

6.8.5.4 1 ♣ - 1 N - 2 ♥ O shows ♠

- 2 ♠ 0-2 card support, 8-10
 - 2 N 6-4 in ♠ + ♣/♥ (3 ♣ asks NGF)
 - 3 ♣/♥ 5-5
 - 2 N 0-2 card support, 11+

(1 ♣ - 1 N - 2 ♥ break-out, cont'd)

1 ♣ - 1 N

2 ♥

- 3 ♣ 3-card support, continuation as described in 6.8.3.3
- 3 ♦ semisolid suit
- 3 ♥ 6 ♦ / 4 ♥ good suits no ♠ fit
- 3 ♠ 4-card support 11+, no SPL
- 3 N/4 ♣ 4-card support, 11+, SPL NGF

6.8.5.5

1 ♣ - 2 ♣ - 2 ♥

O shows ♥

- 2 ♠ 0-2 cards and 8-10
- 2 N 0-2 cards and 11+
- 3 ♣ 3-card support, continuation as described in 6.8.3.3
- 3 ♦ 6 ♣ 4 ♦ good suits, no ♥ fit
- 3 ♥ 4-card support, 11+, no SPL
- 3 ♠/N 4-card support, 11+, SPL NGF

6.8.5.6

1 ♣ - 2 ♣ - 2 ♠

O shows ♠

- 2 N 0-2 cards and 8-10
- 3 ♣ 0-2 cards and 11+
- 3 ♦ 3-card support, continuation as described in 6.8.3.3
- 3 ♥ 6 ♣ 4 ♥ good suits, no ♠ fit
- 3 ♠ 4+card support, 11+, no SPL
- 3 N/4 ♣ 4+card support, 11+, SPL NGF

6.8.6 Table à BO into a minor

6.8.6.1

1 ♣ - 1 ♥ - 2 ♣ O shows ♣

- 2 ♦ 0-2 card support, 8-10
- 2 M 4-6 or better
- 2 N 4-6 ♦+♣
- 3 ♣ 6+card suit
- 3 ♦ 5-6
- 2 ♥ 0-2 card support, 11+
- 2 ♠ 4-6 or better
- 2 N 6 ♣, 4-c ♥ or ♣ (3 ♣ asks à 3 ♦ shows ♣, 3 ♥)
- 3 ♣ 6 ♣ one-suiter
- 2 ♠ semisolid suit
- 2 N 3+card support, no SPL, 8-10 (here by logical inference 5♠4♣22)
- 3 ♣ 3+card support, no SPL, 11+
- 3 ♦ canapé Hhxxxx ♦, 8-10
- 3 ♥/♠ 3+card support, SPL NGF, 8-10
- 4 ♣/♦ 3+card support, SPL NGF 11+

6.8.6.2	1 ♣ - 1 ♥ - 2 ♦	O shows ♦
- 2 ♥		0-2 card support 8-10
- 2 ♠		4-6 or better
- 2 N		6 ♦, 4 ♣ or ♥ (3 ♣ asks à 3 ♦ shows ♣, 3 ♥ shows ♥)
- 3 ♣		5-5
- 3 ♦		one-suiter
- 2 ♠		0-2 card support, 11+
- 2 N		any 4-6 (3 ♣ asks à 3 ♦ = ♣, 3 ♥ = ♥, 3 ♠ = ♠)
- 3 ♣		5-5
- 3 ♦		one-suiter
- 2 N		3+card support, no SPL, 8-10
- 3 ♣		canapé Hhxxxx ♣, 8-10
- 3 ♦		3+card support, 11+, no SPL
- 3 ♥/♠		3+card support, 11+, SPL NGF
- 4 ♣/♦		3+card support, 11+, SPL NGF

6.8.6.3	1 ♣ - 1 ♠ - 2 ♦	O shows ♣
- 2 ♥		0-2 card support, 8-10
- 2 ♠		4 ♠ 6+♣
- 2 N		4 ♦ 6+♣
- 3 ♣		one-suiter
- 3 ♦		5 ♦ and 6 ♣
- 2 ♠		0-2 card support, 11+
- 2 N		6 ♣ 4 ♠ or 4 ♦ (3 ♣ asks NGF)
- 3 ♣		one-suiter
- 3 ♦		6 ♣ 5 ♦
- 2 N		3+card support, 8-10, no SPL
- 3 ♣		3+card support, 11+, no SPL
- 3 ♦		canapé Hhxxxx, 8-10
- 3 ♥/♠		3+card support, 8-10, SPL NGF
- 4 ♣/♦		3+card support, 11+, SPL NGF

6.8.6.4	1 ♣ - 1 ♠ - 2 ♥	O shows ♦
- 2 ♠		0-2 card support, 8-10
- 2 N		6 ♦ + 4 ♣/♠ (3 ♣ asks à 3 ♦ = ♣, 3 ♥ = ♠)
- 3 ♣		5-5
- 3 ♦		one-suiter
- 2 N		0-2 card support, 11+
- 3 ♣		6 ♦ + 4+ ♣
- 3 ♦		one-suiter
- 3 ♥+		6 ♦ 4 ♠
- 3 ♣		canapé Hhxxxx 8-10
- 3 ♦		3+card support, 11+, no SPL
- 3 ♥/♠		3+card support, 8-10, SPL NGF
- 3 N		3+card support, no SPL, 8-10
- 4 ♣/♦		3+card support, SPL NGF, 11+

6.8.6.5 1 ♣ - 1 N - 2 ♠ O shows ♣

- 2 N	0-2 card support, 8-10
- 3 ♣	0-2 card support, 11+
- 3 ♦	3+card support, 11+ no SPL
- 3 ♥/♠	3+card support, 8-10, SPL
- 3 N	3+card support, no SPL, 8-10
- 4 ♣/♦	3+card support, SPL NGF, 11+

6.8.6.6 1 ♣ - 2 ♣ - 2 N O shows ♦

NB in this precise sequence there is only one 0-2 card support bid, unlimited, due to space confinement.

- 3 ♣	0-2 card support, 8+
- 3 ♦	3+card support, 11+ no SPL
- 3 ♥/♠	3+card support, 8-10, SPL stepwise
- 3 N	3+card support, no SPL, 8-10
- 4 ♣/♦	3+card support, SPL NGF, 11+

6.8.7 O's BO as a support of R's suit

6.8.7.1 1 ♣ - 1 ♥ - 2 ♥ O shows ♠ "support"

(could be done with 4-card suit if interest is "only" to see spade length)

O does not relay, so principally he has other worries than R's exact distribution

- R's trump strength
- Showing a singleton of his own to investigate the fit

Bidding is streamlined with the similar 1 ♣ - 1 ♠ - 2 ♠

Good 4-card suit is defined as QJxx or – when inspired – QTxx.

1 ♣ - 1 ♥	
2 ♥	
- 2 ♠	BAL no fit
- 2 N	BARON
- 3 any	5+card suit NAT continuation
- jump	SPL
- 2 N	bad 4-card suit
- 3 ♣	asks strength
- 3 ♦	8-10
- 3 ♥	asks SPL stepwise
- 3 ♥++	11+ (no SPL, SPL <u>stepwise</u>)
- 3 ♦	asks SPL directly
- 3 ♥++	SPL (no + stepwise)
- 3 ♥++	own SPL NGF

(1 ♣ - trump support break-outs, cont'd)

1 ♣ - 1 ♥
 2 ♥

- 3 ♣ good 4-card suit
- 3 ♦ asks strength
- 3 ♥ 8-10
- 3 ♠ asks SPL stepwise
- 3 ♠++ 11+ (SPL; no + stepwise)
- 3 ♥ asks SPL directly
- 3 ♠ no
- 3 N/4 ♣/4 ♦ SPL stepwise
- 3 ♠++ own SPL NGF
- 3 ♦ any 5-card suit, any min
- 3 ♥ asks SPL
- 3 ♠ no
- 3 N/4 ♣/4 ♦ SPL stepwise
- 3 ♠++ own SPL stepwise
- 3 ♥ any 5-card suit, 11+, no SPL
- 3 ♠ asks cue
- 3 N++ own SPL NGF
- 3 ♠/N/4 ♣ any 5-card suit, 11+, SPL NGF

6.8.7.2 1 ♣ - 1 ♠ - 2 ♠ O shows 4-card ♥ support

1 ♣ - 1 ♠
 2 ♠

- 2 N bad 4-card suit
- 3 ♣ asks strength
- 3 ♦ 8-10
- 3 ♥ asks SPL stepwise
- 3 ♥++ 11+ (no SPL, SPL stepwise)
- 3 ♦ asks SPL directly
- 3 ♥ no
- 3 ♠++ SPL stepwise
- 3 ♥++ own SPL NGF
- 3 ♣ good 4-card suit
- 3 ♦ asks strength
- 3 ♥ 8-10
- 3 ♠ asks SPL stepwise
- 3 ♠++ 11+ (no SPL, SPL stepwise)

(1 ♣ - trump support break-out, cont'd)

1 ♣ - 1 ♠

2 ♠

- 3 ♣ (good 4-card suit, cont'd)

- 3 ♥ asks SPL directly
 - 3 ♠ no
 - 3 N/4 ♣/4 ♦ SPL stepwise

- 3 ♠++ own SPL NGF

- 3 ♦ 5-card suit any min
 - 3 ♥ asks SPL stepwise
 - 3 ♠ no
 - 3 N/4 ♣/4 ♦ SPL stepwise

- 3 ♠++ own SPL NGF

- 3 ♥ 5-card suit max no shortness
 - 3 ♠ asks cue
 - 3 N++ own SPL NGF

- 3 ♠/N/4 ♣ 5-card suit max, SPL NGF
 - 3 N asks cue

6.8.7.3 1 ♣ - 1 N - 2 N

- 3 ♣ no SPL (stopper-showing, R has responsibility that "train doesn't stop too fast")
 - 3 ♦ SPL ♣
 - 3 ♥/♠ SPL
 - 3 N min 6322 with spread values and bad suit
 - 4 ♣ void
 - 4 ♦ CBW

6.8.7.4 1 ♣ - 2 ♣ - 3 ♣

- 3 ♦ no SPL (stopper-showing, R has responsibility that "train doesn't stop too fast")
 - 3 ♥/♠ SPL
 - 3 N min SPL ♦
 - 4 ♣ CBW
 - 4 ♦ max SPL ♦

6.8.8 Other BOs

1 ♣ - 1 ♠

3 ♥

O shows 17-19 BAL with 4-card support. R bids according to normal 3 M methods

1 ♣ - 1 M

3 m

O establishes suit and invites to slam.
 - step 1 no fit, no nice hand, etc (stoppers for 3 N)
 - 3 N no fit, spread values, minimum
 - new cuebid

(other break-outs, cont'd)

1 ♣ - 1 N/2 ♣
 3 M (+ 1 N - 3 ♦ = ♣) SPL

1 ♣ - 1 M
 Dbl jump void. Over 1 ♥, 3 ♠ shows void, 3 N shows void ♦ and 4 ♣ shows void ♣

1 ♣ - 1 N/2 ♣
 4 new EBW

1 ♣ - 2 ♥
 2 N/3 ♣/3 ♦ ♥/♠/♣
 3 M SPL for ♣

6.9 Other high level responses

6.9.1 1 ♣ - 2 ♠

2 N Relay (practically always bid)
 - 3 ♣ one suit with AKQxxxx or better, no side A or K
 - 3 ♦ "I know which one-relay"
 - 3 ♥/♠/N/4 ♣ (no) shortness, NGF
 - 1 step asks length (1 step = 7)
 - 3 ♥ "I don't know-relay"
 - any trsf to suit (3 ♠ = ♣)
 - 3 N or 4 ♥/♠ to play
 - 1 step (3 ♠ - 4 ♣) asks \$ (then any rel ≠ long suit = asks length)
 - 4 ♦ (if R showed a m) asks length
 - 3 ♠ "I know" but only interested in length (1 step = 7)
 - 3 NT to play
 - new void (4 N from O to play)
 - 3 ♦/♥/♠/N shortness stepwise ©

6.9.2 1 ♣ - 2 N

3 ♣ more or less mandatory
 - 3 ♦ 4441
 - 3 ♥ 4414
 - 3 ♠ 4144
 - 3 N/4 ♣ 1444 (/14+)

6.9.3 1 ♣ - 3 ♦/♥

Acceptance of the trx is for play (normally bad/terrible fit). A new suit is NAT and GF. 4 ♣ asks for shortness, and 4 NT is RKCB. 3 NT is for play.

6.9.4 1 ♣ - 3 ♠/N/4 ♣ etc

©

6.10 Opposed bidding

R is expected to "contribute" at a low level with at least 5-6 hcp. He does so with a mix of negative doubles, natural bids and to some extent transfers. NB that any positive 5/6+ bid creates FP situation on 4-level.

R's 1-level bids and X up to and including 2 ♥ are **not forcing to game**. (On X / NF, first next X of course T/O).

2-level and higher bids are GF; for reasons of economy we often use transfers.

Over a non-game forcing bid O can force to game courtesy of a cuebid or a jump.

If R makes a NF 1-level bid or a double, O's non-jump bids (including 1 NT) up to and including 2 ♥ are non-forcing also a single raise of R's suit (2-level). If O bids a NF bid, R's all subsequent bids, except a raise from 1 to 2 or from 2 to 3 in p's suit in a non-competitive auction are GF. O's 1 any over a X normally shows a 5+ suit (or 4441).

NB that when R makes a transfer bid, O's acceptance of the transfer shows some kind of fit, since the trx is GF, occasionally a doubleton (as opposed to transfers after a 1 ♥/♠ opener when R's transfers show long suits and an acceptance does not promise any fit whatsoever).

An overcall which does not promise a specific suit (e.g. "1 ♠ any distribution" or "2 ♣ shows ♣ or both red suits") the overcall is ignored, but transfers apply as of 2 or 3 ♣. Over a 1 ♠ = anything: 1 NT: natural, 2 ♣ = ♦, 2 ♦ = ♥, 2 ♥ = ♠ and 2 ♠ = ♣.

6.10.1 Opponents double

Normally the double has a conventional meaning. The below applies if D showed an undefined T/O style hand, otherwise it's treated as ART (6.10.4).

- pass	0-4 regardless of distribution
- RD	5-7, 3+ ♣
- 1 ♦	5-7, 0-2 (3) clubs
- other	SYSON

If D showed (a) particular suit(s), we would treat the double as an overcall, with XX as 5+, suits as NAT 5+ etc.

1 ♣ (X) p (p)	
XX	"T/O"
1 NT	17-19 (not syson)
2 ♣	GEN GF like after 1 ♣ - 1 ♦ - 1 ♥ - 1 ♠ - 2 ♣
Other	NAT (jump: semiforcing)

6.10.2 Opponents bid on 1-level

1 ♣ - (1 X)
 - pass forcing; 0-4 w any of distribution or unlimited with a penalty pass. Subsequent doubles or bids in X show the penX (a double of a new bid from opps shows the PEN X with some tolerance towards playing their second suit doubled). However, if opps raise each other and it is passed to R, he may BAL with an X (only) with a "max" weak hand up to and including 3 ♦.

Regardless of whether 4th hand bids or not, O has the following options:

- pass	no ambitions (this only if 4 th hand bid...)
- D	Take-out; over a D of 1 ♠ we play Herbert NT, over a D of 2 M 2 N is scramble. D over a one-level bid followed by NT = 20-21(2).
- 1 M	normally 5-card suit

(1 ♣ (1 X) - passcont'd)

1 ♣ - (1 X)

- pass

- 1 NT 17-20, possibly semibalanced. **Systems not on**, a cuebid shows a penalty double and other bids are NF and natural with 0-4.
- 2 NT (jump) 23-25, SYSON,
- 2 NT (non-jump) **(20)21-22 SYSON (with stronger cards: D)**
- cuebid 2-suiter *unless* overcall is ART or regular psyche, then NAT (if so, then also applies to jump cuebids). Over 2-suiter R makes cheap pref or forces with 2 NT over which we bid lower of touching suits. In situations where cuebid=NAT, then we bid our suits NAT, D or jump to 4 m (Leap Michaels – this also applies over 1-level overcall)
- jump cuebid NAT GF 1-suiter. Stopper asks go via D.
- jump, new suit F1 with good suit, almost GF, only direct rebid 3 ♠ over 2 N is NF

- D

(5)6+ hcp, relatively balanced or 5-7 with a suit not biddable on the 1-level. Subsequent doubles from both players are for take-out. If 4th hand bids a new suit **a cuebid** in overcaller's suit is general GF, in ovc's responder suit **is NAT!** A jump cuebid in either of opponents' suits is NAT, GF with (semi)solid suit. O is allowed to make a voluntary bid on 2-level *without* forcing to game. Should 3rd hand raise O passes with 17-18(9) BAL, doubles as T/O and bids 2 N G/B ((2 ♠) – 3 ♥ competitive).

Over a 1 NT rebid (17-19): SYSON with the normal NT methods.

O's new suit shows 5+card suit, also on one-level (could be 4441). O's subsequent bids in a new suit voluntarily shows a 5-7 hand with a suit. D+cuebid is general GF with BAL hand.

R's bid in a lower suit on 2-level is NF, and he can also compete on 3-level with a long suit, which then by deduction shows 5-7. He will double or bid 3 N with 8+ BAL

- 1 new

F1 with (5)6+ hcp and at least a 5-card suit. If 4th hand bids a new suit, O's X is T/O and a cuebid in R's suit, should he bid one, is **natural. A jump cuebid in either of opponents' suits is NAT.**

If 3rd hand **passes**, O forces to game with any jump or a cuebid in opps' suit.

- 1 NT

- 2 NT 8-10 with a "notrumpish" stopper (double stopper or ≈ ATx, KTx, Q9xx)
- new 21/22+, nat con't
- cue NAT
- cue GEN GF/Stayman

- 2 ♣ - 2 opps' suit -1

trx to the next-ranking suit; GF. A transfer to the overcalled suit shows ♣. Over a trx 2 N shows 17-19 BAL (nat cont) A jump preference shows good support.

- jump

- 2 NT

- cuebid

5-7; 6+card suit
GF 11-13 SYSON (5-card M only if very NT-friendly/weak suit)
3-suiter (4441/5440) with shortness in their suit, GF

1 ♣ - (1 NT)

- D

- 2 ♣/♦

- 2 ♥/♠

- 2 NT

(only in the rare case this is NAT)
penalty (if followed by suit bid: GF)
Asptro
NF
conventional unbalanced GF

6.10.2.1 Notrump limits and continuation

Since we must cover **all** notrump hands from 17 hcp, some rules to separate the limits are in order. Rules depend on whether R has shown 0-7, 0-4 or positive cards, and also have an impact on the continuation.

1 ♣ (X) p (1 any)		
1 NT	21-22	not SYSON à R shows 0-4
2 NT	25+	SYSON
X + NT	23-24	(SYSON only if R has not bid any suit)
1 ♣ (p) 1 ♦ (X/1 any)		
1 NT	19-21	
2 N	24+	
X + NT	23-24	
1 ♣ (1 any) p (p)	(forcing)	
1 NT	17-20	not SYSON à R has 0-4 or PEN pass of "any"
X+NT	21-22	
2 NT	23+	SYSON

SYSOFF

Only applies when R passed an overcall (0-4 or PEN) and O bid 1 NT.

SYSON

Normal 1 N applies when R doubles (6+) and O rebids 1 N, in no other opposed situation

Simplified:1 N applies when R has shown 0-7 and O rebids 1 NT.

2 N system applies when O rebids 2 N and R has not shown a suit, and on a direct 2 N bid y R to show 11-13.

XY

Applies when R bids a non-GF 1 red/M over 2nd hand's X or 1 red, and O rebids 1 NT.

6.10.3 Opps bid a natural bid on the 2-level or higher

This included also a bid showing the bid suit and another, see also 6.10.4.2 below!

1 ♣ - (2 X)	
- pass	NF. Regardless of whether 4 th hand passes or bids, O has the options:
- 2 NT	(19)20-21 SYSON
- D	Take-out up to 4 ♠
- cuebid	2-suiter
- D – 2 ♠	trsf style.

Double or bids up to and including 2 ♥ are transfers showing 5+ in next suit, but are not GF. O accepts with a min BAL hand (2(-3)-card support), jumps to 3 with a decent min and (3)4-card support. Otherwise a new suit on lowest level is F (2 ♠ = F1 upon which all bids except pass are GF), and 2 N = G/B. A jump to 3 ♠ (3 ♥ only over 2 ♣) is GF and sets suit. 2 N+higher is GF with good suit.

Double of 2 ♠ or 2 ♠ over other overcalls shows BAL 8-10 or 14+ (or possibly 11-13 w/o stop, then cuebid next round). O bids 2 N as BAL 17-19 (SYSON). .

- 2 NT 11-13 BAL. 2 N system.

(1 ♣ (2 X) cont'd)

1 ♣ - (2 X)

- 3 ♣ à transfer and GF; transfer to "their" suit shows ♣
(trsf **only** to the bid preceding the cuebid)

- cuebid 4441/5440 with shortness in their suit
- jump (3 M) 5-7 with 6+card suit, one-suiter

1 ♣ - (2 NT à)

- D card-showing GF
- new suit natural GF, 5+card suit

6.10.4 Opps bid a conventional bid

This applies to a bid that shows another/other suit(s) – if not showing any suit at all refer to 6.17.

6.10.4.1 1-level

D is defensive with at least tolerance to play the suit bid (5/6+ hcp). Their suit is a take-out double. A new suit is, as usual, F1. Transfers as of 2 ♣ GF (1-level overcalls)

Over 1 ♣ (X=♣), XX = (5)6+ BAL like an X over an ART 1-level overcall.

Over 1 N = mm, 2 ♣ is GEN T/O not GF, 2 ♦/♥ = trsf, 2 ♠ (normally trx ♣)=\$ ♣ MM, 3 ♣ = \$ ♦ MM (both GF).

6.10.4.2 2-level

- Overcall entirely ART (e.g. one-suiter, suit or two next suits, etc): D = 8-10 or 14+ BAL, 2 higher = GF NAT, 3 lower trsf (enough transfers so that all 4 suits can be bid). 2 NT = 11-13 BAL (syson)
- Overcall showed two **other** suits, then D = BAL/GF (next X = PEN); lowest cue is non-GF T/O with the unbid suits. The last two cuebids/trx below 3 N show shortness in this suit and 5-5 in the two unbid suits. If a 4th cuebid is available (eg 1 ♣ (2 ♦=MM) – 2 ♠, then it's general GF with mm, not enough to bid 3 M).
- Overcall showed suit+other (eg 2 ♥ = ♥+minor): treated as NAT as above; if they show suit + another specific suit, then a trx to the second suit = shortness in that suit (1 ♣ (2 ♥) 3 ♦ = \$♣!!)
- Overcall pointer (= 2 ♦ shows ♥): As if they had overcalled (2 ♥ = 5+♠) **but** X = PEN-oriented BAL hand.

6.10.5 Fourth hand intervenes

After 1 ♣ - 1 ♦ (overcall), O's 1 NT shows (18)19-21 and may be semi-balanced, systems on. The cuebid shows a 2-suiter (*unless* 1 M is ART or "regular psyche" in which case it's NAT. and a jump to 2 NT shows 24-25). Over a D of 2 M, R's 2 NT is G/B and over a D of 1 ♠ R's 1 NT is also negative.

After 1 ♣, second hand's intervention and a (5)6+ hcp response, O's pass is not forcing up to the 3-level but forcing as of the 4 level. See rules of Forcing pass / pass-X inversion.

When R makes a (5)6+bid, O may make a NF voluntary non-jumping bid on 1- or 2-level. This includes a responsive X up to 2 ♠. R bids G/B on such a double. Suit bids above 2 NT by O is GF, **with the exception of raising R to 3 of R's suit and 3 ♥ over 2 ♠** and he himself also bids G/B 2 NT.

After 1 ♣ and an 8 hcp response, of course all situations are forcing, as of 4-level ref to pass-X inversion.

6.10.6 Special situations

1 ♣ (1 M) X (2 M)	
2 N	G/B
3 m	F
2 ♠	NF 5+
X	T/O not GF
P	min general
- X	T/O GF if over 2 ♠ else not – often BAL
- 2 N	mm “fighting” or better
- 3 m	5-7 long suit
- 2 ♠	4 ♠ T/O (often long m)

1 ♣ (2 ♣*) p (2 ♥*)	*2 ♣ some multi meaning	2 ♥ some p/c meaning
2 N	19-21 SYSON	
New suit	Nat, NF	
3 ♥	NAT	
X	T/O	
4 m	Leaping M, m+ either M	

R's all bids are NF since he's limited.

6.10.7 Opps double positive response

Assuming X of an ART bid is for the lead

1 ♣ - 1 ♥ - (X)

- XX = at least HHxx in ♥, NAT cont
- 1 ♠ = relay with no fear of hearts, SYSON
- pass = rel BAL w/o suitable stopper
 - cont is NAT
 - XX: doubt bid
- 1 N = NAT good stopper, nat cont
- new = NAT
- 2 ♥ = 3-suiter with short ♥

1 ♣ - 1 ♠ - (X)

- XX = spades
- 1 NT = normal relay with no fear of spades, SYSON
- pass = rel BAL w/o suitable stopper
 - cont NAT
 - XX = doubt bid
- 2 any = NAT
- 2 ♠ = 3-suiter with short ♠

1 ♣ - 1 NT - (X) (supposed T/O of ♦)

- 2 ♣ relay SYSON
- pass rel BAL (subs X = PEN, R avoids X w/o holding a 4-card suit)
- XX bad ♦ fit and rel BAL (subs X = PEN, R may do so on 3-card suit)

1 ♣ - 2 ♣ - (X) (supposed T/O)

- relay still on
- XX defensive (partner may PEN X with a 3-card suit)
- pass neutral, NAT cont (partner avoids PEN X w/o 4-card suit)

(Opps double positive response to 1 ♣ , cont'd)

1 ♣ - 2 ♦ - (X) (supposed lead directing)

- pass rel BAL w/o (positional) stopper à NAT continuation
- XX HHxx or better
- 2 ♥ REL as usual, not worried abt ♦
- 2 ♠ ++ NAT
- 3 ♦ 3-suiter short ♦ NAT cont

1 ♣ - 2 ♥ - (X) (supposed lead directing)

- pass rel BAL w/o /positional stopper) à semiNAT cont (R 2 ♠ = semiNAT)
- XX HHxx or better
- 2 ♠ REL as usual, not worried abt ♥
- 2 N++ NAT
- 3 ♥ 3-suiter short ♥ NAT cont

1 ♣ - any (≠2 ♣) - (X/bid) X/bid is artificial

If their X/suit showed a suit or suits:

- X/XX defense oriented **or** length in their suit. Subsequent bid in either of their suit(s) **is NAT.**
- pass relatively BAL w/o suitable stopper(s). R can X for general T/O (after 1 ♥ R, X indicates BAL hand)
- rest NAT

If their X/bid showed nothing (or no agreement)

- all as if "NAT" according to rules for T/O of 1 N/2 ♣ above (X replaces XX where applicable)
- X/XX + suit they bid (and had no agr. Abt) **NB NAT**

Subsequent messing à if in relay: see Fibonacci chapter
à if in NAT: continue NAT mode

7. Fibonacci relays

Under FIB relays are described only direct sequences after 1 M – 2 ♣.

However continuations after relays also relate to other sequences in the system (1 ♦ - 2 ♣, 1 ♦ - 1 ♥ - 1 ♠/2 ♦ etc)

Bidding is always carried out step-wise throughout.

7.1 Opening/responding principles

- O normally opens a 5M/6m hand with 1 M. If the minor is significantly stronger he may choose to open 1 ♦, and in both cases the exact distribution can be shown.
- With 5 ♠ and 6 ♥ we normally open 1 ♥ but may choose 1 ♠ à in both cases the exact distribution can be shown

Since suits (shortnesses) are different depending on the introductory bids, we refer to suits as (with RES's first indicated suit excluded) **low (lo), middle (mi) and high (hi)**. When one side-suit has been shown, and RES proceeds to show shortness, only two suits remain, which are subsequently referred to as "hi" or "lo"

1 ♠ - 2 ♣	(lo = ♣, mi = ♦, hi = ♥)
1 ♥ - 2 ♣	(lo = ♣, mi = ♦, hi = ♠)
1 ♣ - 2 ♣	(lo = ♦, mi = ♥, hi = ♠)

7.2 1 M – 2 ♣ and RES' rebids

RES's direct rebid immediately pinpoints the hand type (with the exception of the 2 ♦ rebid):

Rebid	Meaning	Continuation (=REL relays again)
2 ♦	- 4+lo suit - one-suiter with no shortage incl 5332 or two shortnesses of equal length)	2 ♠ = 5332 or one-suiter "bal" à BAL 1-suiter scheme 2 NT+ 4+ lo à , 2-suited scheme
2 ♥	- 4+ mi suit	2 NT+ à 2-suited scheme
2 ♠	-1-suiter (6+) no 4+card side suit. Shows one shortness	unBAL 1-suited scheme
2 NT++	- 4+ hi	2-suited scheme

7.2.1 Compression

- With 5-5 we always open/answer with the highest suit. Therefore the 3 ♦ "5-5" bid is impossible when the side-suit is a higher one (i.e. when opening 1 ♥ we cannot have 5-5 in the Majors). Therefore, the bid 3 ♦ is removed in such cases and **the scale is compressed** by one bid, i.e. 3 ♦ replaces the 3 ♥ bid showing 5431.
- After 1 M opener, and in 2-suited scheme, there is a possibility to show 5-6 with a lower suit. However, when the side-suit is higher, this obviously disappears (we do not open e.g. 1 ♥ with 5 ♥ and 6 ♠) and the scale is subsequently compressed.

The principle of an "impossible" distribution leading to compression is consistent.

7.2.2 2-suited scheme

To show 2-SUITERS with at least 5-4 we bid:

- 2 ♦ + 2NT AND higher with the lowest suit
- 2 ♥ + 2 NT AND higher with the middle suit
- A direct 2NT AND higher with the highest suit

The below table describes **a direct 2 NT or higher**. The exact same continuation applies also if the bids are preceded by 2 ♦ - 2 ♥ or 2 ♥ - 2 ♠ (but then the second suit would be the lo or mi one).

Rebid	Meaning	Continuation (=REL relays again)
2 NT	4-c hi & \$ lo or 5620 (canapé)	Same distribution pattern as bids from 3 ♦ and upwards
3 ♣	"Equal residue" 4+ hi & equal length short suits or 5440 (possibly 5-6 shape canapé)	"equal residue" scheme
3 ♦	5-5 or longer with hi and \$ hi only applicable when side suit is lower else scale is compressed.	3 ♠ = 5521 © 3 NT = 5530 © 4 ♣ = 6520 © 4 ♦ = 6610 © 4 ♥ = 7510 ©
3 ♥	4-c hi & \$ hi, 5431	©
3 ♠	4-c hi & \$ hi, 6421	©
3 NT	4-c hi & \$ hi, 6430	©
4 ♣	5-6 and \$ hi 5620 (<i>canapé</i>) only applicable when side-suit is lower	©
4 ♦	4-c hi & \$ hi 7420	©
4 ♥	4-(5)c hi & \$ hi, 7510	©
4 ♠	4-c hi & \$ hi, 8410	©

The 4 ♣ response as "super-canapé" (=5-6)

only applies if side-suit is lower and O bid is 1 M. When 5-6 does not apply the scale is compressed by one step.

7.2.3 3 ♣ "Equal Residue" scheme

When RES shows equal length in side-suits (5422/6511/7411) **or** 5440 REL normally relays with 3 ♦.

Rebid	Meaning	Continuation (=REL relays again)
3 ♥	5422	©
3 ♠	5440 (see below for specification)	©
3 NT	6511	©
4 ♣	5611	©
4 ♦	7411	©
4 ♥	7600	©
4 ♠	8500	©
4 NT	9400	©

For 5440 the following applies:

- § With 5M(440) RES shows as follows (void transfer technique) **followed** by the 3 ♠ bid:
- 5 ♠(440): show ♣ suit if void ♦, show ♦ suit if void ♥, show ♥ suit if void ♣
 - 5 ♥(440): show ♣ suit if void ♦, show ♦ suit if void ♠, show ♠ suit if void ♣

The 4 ♣ response

Applies if side-suit is lo and opening bid is 1 M. When 5-6 does not apply the scale is simply compressed.

FIBONACCI RELAYS

7.2.4 BAL 1-suited scheme

RES bids 2 ♦, next 2 ♠ and finally

Rebid	Meaning	Continuation (=REL relays again)
3 ♣	5332	Doubleton shown 3 ♥ à direct CA etc
3 ♦	6322	3 ♠: lowest 3-card suit © 3 N: middle 3-card suit © 4 ♣: highest 3-card suit © 3 ♠ à direct CA etc
3 ♥	7222	©
3 ♠/NT/4 ♣	8311 3-card lo/mi/hi	©
4 ♦	9211	©
4 ♥	10-111	©
4 ♠	10-300	©
4 NT	11-110 void lo	©

7.2.5 unBAL 1-suited scheme

RES bids 2 ♠ and next

Rebid	Meaning	Continuation (=REL relays again)
3 ♣	\$ lo	like direct 3 ♥ below
3 ♦	\$ mi	3 ♠ à like direct 3 ♥ below, just one step higher
3 ♥	\$ hi 6331	©
3 ♠/NT	\$ hi 7321 lo/hi doubleton	©
4 ♣	\$ hi 7330	©
4 ♦	\$ hi 8221	©
4 ♥/♠	\$ hi 8320 lo/hi doubleton	©
4 NT	\$ hi 9220	©
5 ♣/♦	\$ hi 9310 lo/hi doubleton	©

When RES bids 3 ♠ after the 3 ♦ (\$ mi)

he has the right to bid again should REL sign off in 3 NT. See 7.5.4!

7.3 REL switches to NAT bidding

In any relay sequence REL is allowed to break the relay by not bidding the next step.

In this cases we have to give RES some rules as how to proceed.

In order to do this we have to distinguish different situations:

- Breakout (BO) in games
- Nonjump BO (New suit, M-suit raise, m-suit raise, 2 NT)
- Jump BO

7.3.1 Break Out in Games

Any BO into a Game, with exception to a single jump to 5 m, is a natural BO and shows the strong desire to play there. RES should usually pass but is allowed to proceed further if he has significant unshown values in terms of distribution.

In this case the suit is set by REL and RES could do some Cue-bidding (new suit) or Ace-asking (4NT).

FIBONACCI RELAYS

7.3.1.1 BO in 3 N

BO in 3NT shows a misfit minimum, if RES bids on he has significant extra shape (i.e. a freak).

REL follows up with giving preference or KCBW (last suit). REL also could give a cuebid in a not known suit.

BO in 3NT		
REL	RES	Significance
3NT	4LEV	showing length and implying a freak distribution

7.3.1.2 BO in 4 M

BO in 4M in a new suit is a strong suggestion to play. REL shows a misfit minimum with a good suit.

RES is allowed to proceed further with a) an unexpected fit and good controls by cuebidding a new suit. RES could also show a slamish freak hand by rebidding his suit(s).

BO in 4♥/♠ (known suits)		
REL	RES	Significance
4♥/♠	known suit	Extra length (slamish freak)
	new suit	Cuebid (unexpected fit and good controls)
	4NT	RKCB for REL's suit

7.3.1.3 BO in 5 m

A BO in 5 m **as a single jump** in a new suit shows a fit in the latest known M of responder and is Exclusion KCB with a void in the m bid.

A BO in 5 m **from the 2-level** is for play (REL may, if making the BO from the 2-level, jump to 4 as a SPL and then rebid as an EBW).

BO in 5♣/♦ (new suits)		
REL	RES	Significance
5♣/♦		KCBW/SCAN answer

7.3.2 Nonjump Break Out

Generally nonjump BO are natural bids. The REL could use this BO if he believes that the normal relaying will not give him the right information to determine the contract.

This could be the case when he sees little or no chance to discover a M-fit and needs to know about values in RES short suits to decide about the final strain (NT, M on 7-card-fit, m).

This also could be the case when REL has a slam going (freak-) hand, but fears that the distributional information he gets with relaying is not sufficient to determine slam. The REL shows this type of hand by next rebidding his suit on the 4 LEV (m=CBW), bidding 4NT KCBW, jumping in a new suit on 5LEV (EBW) or bidding a new suit on 4 LEV (auto-Cue-bid). The latter is only possible in a suit RES has not shown significant values/ length in yet after the BO, bidding such a suit is a suggestion to play this suit in game (or seldom slam).

Usually RES is asked to show values in economical order and he should focus on soft values (i.e. QJx) rather than hard values (Axx). RES is free to rebid his long suit(s) he shows then either extra length or very good values with good intermediates which qualify for a 7 card fit try (i.e. AQJ109, KQJ109,ect.).

(non-jump break-outs, cont'd)

If RES bids suits where he is known to have maximum a fragment (i.e. 3 cards) or has a known length he shows values more focusing on soft values (usable in NT contracts) than on hard values (usable also in suit contracts). However, rebidding a suit RES has shown length is NAT, paving the way for e.g. a 5-2 M-suit fit.

Remember REL is not interested in distribution but primarily in values in RES' non-shown suits. RES could raise a m to the 4 LEV if he has a good fit, some shortness elsewhere and more controls than he is expected to have. If RES bid one of his suits on the 4 or 5 LEV he shows a (misfit)-freak hand with the desire to play there.

7.3.2.1 BO in 2 NT

BO in 2NT		
REL	RES	Significance
2NT	new suit	values (soft)
	known 4+ suit	extra length
	known 5+ M	good suit, but not (necessarily) extra length
	known 4 suit	Values
	3NT	BAL nothing to show
	4 m	SPL with 6(+)card M
	4M known suit	6+ card suit

7.3.2.2 BO in 3 m

BO in 3♣/♦ (new suits)		
REL	RES	Significance
3♣/♦	new suit	values (soft)
	known 4+ suit	values or extra length
	known 4 suit	Values
	3NT	BAL nothing to show
	4 m (raise)	good support, control-rich hand
	4M known suit	to play 6card very good quality
	4LEV not known suit	SPL good controls and superb fit (3+♣/♦)

7.3.2.3 BO in 3 M (new suits)

The BO in 3M usually sets the suit and is asking about cuebids, RES is allowed to rebid his unknown 6+M with a misfit and good suit quality or to suggest 3NT with a misfit and basically soft values else where. If REL next jumps in a new suit it is Excl KCB with his own M set as trumps.

BO in 3♥/♠ (new suits)		
REL	RES	Significance
3♥/♠	new suit	cuebid
	known 4+ M suit	suggestion to play if extra length is possible, otherwise cue
	known 4 suit	cuebid
	3NT	Misfit suggestion to play
	4 M (raise)	semifit, not encouraging

7.3.2.4 BO in 3 M (RES's suit)

BO in 3♥/♠ (RES's suit)		
REL	RES	Significance
3♥/♠	new suit etc	According to 3 M module

Please note that over specifically 1 ♠ - 2 ♣ - 2 ♦ ("BAL" 1-suiter/lowest side-suit) REL can BO in both 2 ♠ and 3 ♠. 3 ♠ is the "normal" BO, whereas 2 ♠ is a "let's-find-the-best-game" BO with often doubleton support but with a hand not fully suitable for 2 NT.

7.3.2.5 Jump Break Out to 4 m

Jump BO set O's suit (longest known RES M) and is a SPL raise. RES is ask to evaluate his hand with a focus on wasted values in the SPL suit.

BO in 4♣/♦ (new suits)		
REL	RES	Significance
4♣/♦	new suit	Cuebid (not wasted values)
	4NT	KCBW

REL could show a void by next rebidding his SPL suit, this is EBW.

7.4 Slam tools in Fibonacci sequences.

Pls refer to chapter 5 for slam tools after the Fib sequences

Note that when R breaks the relaying, he normally says goodbye to asking-bids like above and instead has to use conventional slam tools.

7.5 Terminator

7.5.1 RES' full distribution is known by a bid 4 ♣ or lower

When RES' distribution is fully known, the bid 4 ♦ from REL asks RES to bid 4 ♥, whereafter REL sets the final bid. This also applies when CA/SLAB applies *before* the full distribution is known.

- 4 ♦ + 4 N is signoff over the bid 4 ♣ (or minimum INV if the bidder's strength *is already known*)
- 4 ♦ + 4 N is a quantitative INV if RES' latest bid was 3 N or lower

7.5.2 RES' full distribution is known by a bid 4 ♦ or higher

When the full distribution is known *at or higher* than 4 ♦, then the next bid becomes Terminator.

The two exceptions to this are

- high notrump bidding (1 ♦ - 2 ♣ etc) and
- when the next suit is known to be a 4+card suit of RES (then for play).

7.5.3 BO of Terminator by RES

RES is allowed to Break Out from Terminator *when he is unlimited*. This only applies for an 11+ R to a 1 ♣ Opener.

R must hold at least 14 hcp to do so.

He does so by stepping his controls, starting with the second bid from the Terminator (4 ♦ - 4 ♠++) which then concur with standard minimum number of controls for a 14+ hand, i.e. (0-)3, 4, 5 etc.

After the BO, REL's first two steps are new relays, with the exception of a suit in which RES has shown 4+length,

- the first step is a denial cuebid as normal
- the second step is a direct Queen ask

7.5.4 Break out over 3 NT

What is written under 7.5.3 applies not only over 4 ♦ but also a SO in 3 N (then pass is the normal bid, thus 4 ♣ would show 0-3 controls and 14+ hcp).

However over 3 N, also a limited RES may break out in very specific cases (=where he has a playing-wise strong hand which REL may not have had the time to investigate yet). This applies to an 11-16 hcp opener!

- RES's one-suited distribution was 3 ♠, so REL could not ask for min-max without bypassing 3 NT
 - ...2 ♠ + 3 ♦ + 3 ♠ (6331) – 3 NT

Here, RES may pull from 3 NT with:

- 15-16 hcp as 1 M O – and 4+ctrls (1st step shows 4 ctrls, etc)

When R to 1 ♣ wishes to BO over 3 N and **he has not yet shown his precise distribution** he may continue with (13)14, **and does so in as NAT** mode as possible (e.g. showing extra length, a fragment, a raise to 4 N, etc). **This releases the bidding to natural mode** and our normal slam continuation applies, i.e.

When R **has** shown his precise distribution, then he breaks out by showing number of controls (cf 4 ♦).

- A preference to a higher ranking suit is negative with semi support
- 4 NT is negative without any support
- If one unbid suit remains, this settles the *lower* ranking suit of RES
- If two unbid suits remain, they settle the higher and the lower suits of RES respectively
- Going to the 5-level shows key-cards setting the higher (or only) suit of RES

7.6 After interference

7.6.1 Opps interfere directly over relay (standard version)

Pls note that interference directly over an ART response to 1 ♣ is described in the oppsed 1 ♣ section. The below applies to situations where action by opps is taken over the distribution ask itself.

If opps **interfere directly** over the 2 ♣ relay over opening bids 1 ♦, 1 ♥, 1 ♠ we switch to natural bidding.

1 ♦/M – 2 ♣ (D/overcall)

- our D is for penalty
- a RD over 2 ♣ (D) shows the suit in question (Hhxx or better)
- pass is always neutral and often implies minimum. After 2 passes RD is BAL GEN GF (w/o good stopper)
- a cuebid shows a 3-suiter (also 3 ♣ if opps doubled 2 ♣)

After the direct pass and another pass after an overcall, RES's X is just more BAL cards with a tolerance to play the contract, not a strict PEN X.

7.6.2 Opposition double after the first round has gone unopposed

This applies to when RES has already made his response to the relay.

7.6.2.1 Double of a relay asking for distribution below 3 NT

- | | |
|--------------|---|
| - normal bid | according to normal scale, but promising stopper (Qxx+) |
| - Pass | no stopper |
| - XX | renewed ask |
| - other | NAT |
|
 | |
| - XX | strength (often double stopper and length (as long as is possible in sequence)
a then Natural continuation |

However, if RES shows shortness in the doubled suit, he shows nothing about stopper, instead the direct way indicates (playing) strength and pass + showing distribution (if asked) indicates minimum.

7.6.2.2 Double of a CA below 3 NT

- | | |
|------------------|---|
| - normal bid | according to normal scale, but promising stopper (Qxx+) |
| - Pass | no stopper |
| - XX | renewed ask |
| - other | NAT |
|
 | |
| - XX | double stopper |
| - 1 step (≠ 3 N) | new CA |
| - other | NAT |

7.6.2.3 Double of an asking bid above 3 NT

- normal bid according to normal scale and promising control
- pass no control
- XX re-ask
- cuebid asks for Q in doubled suit
- XX solid control (AK/AQ/KQ)
- next step re-ask

O steps his normal steps if he has already shown shortness in the suit, then p = 1 step, XX = 2 steps, etc).

7.6.2.4 They double a response below 3 NT

- 3 NT always NAT
- pass asks partner to XX, either to play contract or indicate half-stopper
- XX stopper ask
- next step renewed relay uninterested in stoppers (also CA/SLAB/End Signal acc to rules)

7.6.2.5 They double a response above 3 NT

- XX: asks for full control (then 2+steps, answering according to response scale)
- p asks for Kx or better (if so, 2+steps, answering according to response scale)
- first bid ≠ XX/p) new relay, uninterested in controls in doubled suit

If their double showed values in another suit, p/XX/bid pertains to controls in the suit they showed values in.

This applies also when Opponents double a DCB or a DCB ask. If responder has already shown a controlcard in the doubled suit then he shows the Queen in this suit instead of promising a control. A XX promises an even better suit.

7.6.2.6 They double a SLAB (any of level) or a DCB after a SLAB start

ROPI, i.e. or (over DCB)

- P: min P: 1 step
- XX: 1 / 4 XX: 2 steps
- 1 step: 0 / 3 etc

(if in no min-max: P=1/4 etc)

7.6.3 Opps make a bid ≠ X after the first round has gone unopposed

NB This does not apply directly over the 2 ♦ relay after

7.6.3.1 Hand after RES bids (REL is next hand to bid)

- Pass asks for double if RES can accept a serious penalty double (if not, other bids are NAT with extreme distribution (void/freak))
- D BAL, normally w/o good stopper
- 2 NT rel BAL, good stopper
- other NAT

7.6.3.2 Hand after REL bids (RES is next hand to bid)

Pass nothing to show (normally more or less balanced hand)
 D Penalty-oriented acc to what I have shown so far
 2 NT NAT with good stopper
 other NAT descriptive offensive hand

7.6.3.3 Bid over SLAB

In the extremely unlikely event of opps suddenly finding out they have a bid, we play DOPI (P first step, D second step, first bid: third step, etc).

FIB RELAY STRUCTURE 1 M	1 M - 2 ♣
2 ♦ + 2 ♠ + 3 ♣	5332
3 ♦	6322
3 ♥	7222
3 ♠/N/4 ♣	8311
4 ♦ à	9211 à
(2 ♦ / 2 ♥) / (2 N - 3 ♣) - 3 ♦	5-5 hands
3 ♥	5431
3 ♠	6421
3 N	6430
4 ♣	5620***
4 ♦	7420
4 ♥	7510
4 ♠	8410
3 ♦ (5-5 or BAL1-s) + 3 ♠	5521
3 N	5530
4 ♣	6520
4 ♦	6610
3 ♣ - 3 ♥	5422
3 ♠	5440
3 N	6511
4 ♣	5611***
4 ♦	7411
4 ♥	7600
2 ♠ - 2 NT - 3 ♣	low \$ +steps
3 ♦	mi \$ + steps **
3 ♥	hi \$ 6331
3 ♠	hi \$ 7321 lo 3c
3 NT	hi \$ 7321 hi 3c
4 ♣	hi \$ 7330
4 ♦	hi \$ 8221
4 ♥ à	"worse"

(c) = canapé * **direct**: 3 ♠ = lo 3-c M 6322/3 N=hi 3-c M 6322. **via 2 NT**: 3 ♠ = 22M 6322, 3 NT = 7222 / 4 ♣ like 3 N but max/ 3 ctrls

** After 3 ♦ - 3 ♥ - 3 ♠ and O's SO in 3 NT, R may continue with (11)12 and 3+ ctrls *** only applicable if second suit is lower (1 ♠ opener)/a minor (rest)

8. 1 ♦ opener

1 ♦ is a three-way bid with

- a) 11-16 with a 4-card M and a longer m (including 5m440)
- b) Balanced "complement": (11)12-13
- c) 11-16, any 4441

Note that 22(54) and 6m(322) can be opened BAL (1 ♦ or 1 N) or by 2 m depending on suit quality and general hand structure.

8.2 Responses

- 1 ♥/♠ normal 1-over-1 with 4+ suit. Could occasionally be 3-card suit if unwilling to let O struggle with 1 ♦. With GF values R may choose 2 ♣. IF GF 1 M tends to show either a good suit or foreseeing a simple auction.
- 1 NT non-forcing, ≈ 7-11, to play opposite 11-13 BAL or most 4441
- 2 ♣ GF Relay, often relatively balanced cards
- 2 ♦ a) 4-8, 6+card M
b) 5-9 5-5 mm
- 2 ♥ INV or better with at least 5-4 mm
- f- 2 ♠ ♣ suit, one-suiter, any tempo à continuation like in notrump module
- 2 NT INV vs 11-13, BAL no 4-card M
- 3 m weak, long m
- 3 ♥/♠ acc, shortness in bid suit
- 3 NT general acceptance
- 4 M 5-6
- 3 ♣ (5)6+♦, one-suiter, wk or GF à continuation like in notrump module
- 3 ♦ INV long ♦
- 3 M 7-card constructive preempt

8.2.1 1 ♦ - 1 ♥

- 1 ♠ 4-card ♠ suit, but **denies** 40(54) with a max hand (bids 2 ♠)
A – longer minor on the side à denies 3 ♥
B – 4144
C – suit-friendly 4 ♠ 3 ♥(42) à O intends to pull a hypothetical 1 NT into 2 ♥
- 1 NT 11-13 BAL. Could contain 4 ♠.
NB! With 4-3 MM O has **an option** of bidding 1 ♠ or 1 NT depending on structure
- 2 ♣ 11-16, 4 ♥ unBAL (includes 4♥5m22) **and max** unless 4441/4♥5m(40)
- 2 ♦ 11-16, 4 ♠ and 3 ♥ and a longer m
- 2 ♥ 11-13 BAL w 4 ♥.
- 2 ♠ max (≈15-16) with 40(54).
- 2 NT decent minimum offensive hand with 5+♣ and 4 ♥
- 3 ♣ max (≈15-16) with 6 ♣ and 4 ♠ - denies 3 ♥
- 3 ♦ max (≈15-16) with 6 ♦ and 4 ♠ - denies 3 ♥
- 3 ♥ decent minimum offensive hand with 5+♦ and 4 ♥
- 3 ♠ void ♠ - with ♣
- 3 NT void ♠ - with ♦
- 4 ♣ void ♣
- 4 ♦ void ♦

8.2.1.1 1 ♦ - 1 ♥ - 1 ♠

- 1 NT NF NAT
 - 2 m 11-13 BAL 4-3 and normally a weak doubleton in a minor
 - 2 ♥ O made an exception and opened with 5-6 (normally weak 5 ♠...)
 - 2 ♠ 15-16, seminatural
 - 2 NT NAT, "maxmin, normally 6-card m
 - 3 m
- 2 ♣ INV relay normally 5-card ♥ or 4-card ♠
 - 2 ♦ min with 5+ ♦
 - 2 ♥ Hx in ♥ with longer ♣
 - 2 ♠ min with 5+ ♣, not Hx in ♥
 - 2 NT 4144 min (≈11-13) → 3 m to play
 - 3 m max with suit, GF
 - 3 ♥/♠ 43 MM, 11-13 BAL min/max
 - 3 NT 4144 max (≈(13)14-16)
- 2 ♦ GF relay (see 8.2.1.4)
 - 2 ♥ 9-11 6-card suit
 - 2 ♠ weak raise (stronger/INVraise via 2 ♣)
 - 2 NT NAT INV, normally not 5 ♥
 - 3 m weak, long suit (thus often short om as a consequence)
 - 3 ♥/♠ acceptance, long ♣/♦ - " -
 - 3 NT general acceptance
- 3 m NAT INV, long and good m suit
 - 3 ♥ NAT INV (normally 7-card suit)
 - 3 ♠ good NAT INV, only a weak 11-13 BAL will pass
 - 3 NT to play unless O has a powerhouse
 - 4 m spl with autonomous ♥ suit
 - 4 ♥ to play with autonomous ♥ suit

8.2.1.2 1 ♦ - 1 ♥ - 1 NT

Modified XY-notrump, especially catering for the fact that O may have 4 spades.

- 2 ♣ INV relay **or** signoff in ♦ - NB that 4-5 MM INV is bid by a direct 2 ♥
 - 2 ♦ regular INV in ♥
 - 2 ♥ INV 4-4 MM
 - 2 ♠ INV 5 ♥ constructive
 - 2 NT INV 5-5
 - 3 m INV good suit
 - 3 ♥
- 2 ♦ GF relay **or** SO in 2 ♥ (see below)
 - 2 ♥ 4 ♠
 - 2 ♠ GF with no 4 ♠, some interest/fear
 - 2 N 5+suit
 - 3 m (5)6 ♥ GF
 - 3 ♥ 5 ♥ choose game, tolerance for NT even if 5-3 ♥
 - 3 NT
- 2 ♥ INV 4-5 MM
 - 2 ♠ 6+ ♣
 - 2 NT/3 ♣ acc/non-acc if INV (R bids 3 ♣ to play, new suit is \$, 3 NT NF slam try and 4 ♣ CBW normally w/o \$, 4 ♦/M: void)

(1 ♦ - 1 ♥ - 1 N, cont'd)

1 ♦ - 1 ♥
1 N

- 2 NT INV, normally only 4-card ♥
- 3 ♣ 6+♦ GF or weak/preemptive
- 3 ♦ (obl.) R bids 3 M/3 N with \$ (3 N=\$♣), 4 ♣ \$♣ F, 4 ♦ CBW and 4 M void.
- 3 ♦ 6+♦ INV
- 3 ♥ INV, long suit not HHxxxx
- 3 ♠/4 m autoSPL with long ♥
- 4 ♥/(♠) to play

8.2.1.3 1 ♦ - 1 ♥ - 2 ♣

- 2 ♦ GF relay, see "Fibonacci", 8.2.1.4
- higher showing ♥ and in principle INV, jumps are SPL

8.2.1.4 Fibonacci in 1 ♦

Only applies to sequences under 8.2.1.1 and 8.2.1.3

Bidding quite a lot in analogy with 1 ♣ - 1 M - relay - 2 ♣. The 2 ♠ rebid is different.

1 ♦ - 1 ♥ - 1 ♠ - 2 ♦

Here O shows 4 ♠ and a longer minor, or a 3-suiter with short ♥ or 4♠3♥(42) and 11-13..

NB that if O shows 40(54) *he is not maximal*, since he could bid 2 ♠ over 1 ♥ directly.

Rebid	Meaning	Continuation (=REL relays again)
2 ♥	4 ♠ and 5 ♣	2-suited scheme, however 1-step compression, i.e. 3 ♦ : 5431 © 3 ♥ : 6421 © Etc
2 ♠	4144 or 4♠BAL or 40(54)	3 ♣ 4144 © 3 ♦ 4324 © 3 ♥ 4342 © 3 ♠ 4045 © 3 N 4054 ©
2 NT à (≠3 ♣)	4 ♠ and 5 ♦	Like after 2 ♥ , 1-step compression
3 ♣	3 ♣ "equal residue" scheme	However no 5440: 3 ♥ : 5422 © 3 ♠ : 5611 © 3 NT: 7411 ©

1 ♦ - 1 ♥ - 2 ♣

Here O shows 4 ♥ unBAL, and if R continues with 2 ♦ it is a GF relay with a Fibonacci continuation.

Rebid	Meaning	Continuation (if O relays again)
2 ♥	4 ♥ and 5 ♣ and max	2-suited scheme, however: 1-step compression, i.e. 3 ♦ : 5431 © 3 ♥ : 6421 © Etc
2 ♠	4♥(441) or 5m4♥ (04)	3 ♣ 4441 à 3 ♦ asks 3 ♦ 4405 © 3 ♥ 0445 © 3 ♠ 4450 © 3 N 0454 ©
2 NT à (≠3 ♣)	4 ♥ and 5 ♦ and max	Like after 2 ♥, 1-step compression
3 ♣	3 ♣ "equal residue" scheme (max)	However no 5440: 3 ♥ : 5422 © 3 ♠ : 6511 © 3 N : 7411 © à End signal/CA/SLB

8.2.1.5 1 ♦ - 1 ♥ - 2 ♦

- 2 M to play unless O has maximum
- 2 N NAT INV (O bids 3 m=min/NAT and 3 M =corr-m+ max, thus often short om)
- 3 ♣ GF relay
- 3 ♦ 4315 ©
- 3 ♥ 4306 ©
- 3 ♠ 4351 ©
- 3 NT 4360 ©
- 3 ♥/♠ INV, NAT
- 4 m SPL, agrees ♥
- 4 M to play

8.2.1.6 1 ♦ -1 ♥ - 2 ♥

- 2 NT NAT INV+, F1 (O's 3 N = Acc with 3433)
- new suit neg INV; if rebid: slam INV and void
- 3 ♥ "PRE-INV"
- 4 ♥ to play
- 3 NT 3433 suggestion
- jump new SPL for slam

8.2.1.7 1 ♦ - 1 ♥ - 2 ♠

O shows maximum and 40(54).

- 2 NT INV nat
- 3 m to play
- 3 ♥ GF
- 3 ♠ 4045 ©
- 3 NT 4054 ©

8.2.1.8 1 ♦ - 1 ♥ - 2 NT

O shows 4 ♥ and 5+♣ and a "decent" minimum. No CA/SLAB in **any** subsequent auction.

- 3 ♣	GF	5422
- 3 ♦		\$ ♦
- 3 ♥		\$ ♠
- 3 ♠		
- 3 ♦	re-invitation looking for top card strength	
- 3 ♥	to play	
- 3 ♠/4 m	SPL	

8.2.1.9 1 ♦ - 1 ♥ - 3 ♣

- 3 ♦	4 th suit
- 3 ♥	F with long ♥ (at least 9-11)
- 3 ♠	NF
- 4 ♦	sets ♠

8.2.1.10 1 ♦ - 1 ♥ - 3 ♦

- 3 ♥	"4 th suit"
- 3 ♠	NF
- 4 ♣	sets spades

8.2.1.11 1 ♦ - 1 ♥ - 3 ♥

- 3 ♠	asks \$ step-wise
- 3 NT/4 m	own SPL (NGF)

8.2.2 1 ♦ - 1 ♠

© does **not** apply in any sequence after 1 ♦ - 1 ♠, except 1 ♦ - 1 ♠ - 2 NT.

- | | |
|-------|--|
| 1 NT | a) 11-13 BAL (could contain "notrump-friendly" 22(54) and 2♠4♥(52)
b) 11-14, 1444
O should avoid 1 NT with 3 ♠ and a doubleton since R will rarely rebid a 5-card suit |
| 2 ♣/♦ | 11-16, 4 ♥/5+ m
<u>Denies:</u>
- 3-card ♠
- maximum with 4-6 |
| 2 ♥ | <u>F1</u> with
a) 34(51)/(60) maximum
b) 4 ♠ unBAL (unless very minimal) and not suitable for 3 ♥/♠ |
| 2 ♠ | a) 11-13 BAL with 3-4 spades (3 spades normally contains a doubleton on the side);
b) 34(51) with minimum (very rarely a boring 4♠441) |
| 2 NT | 1444, 15-16 hcp |
| 3 ♣/♦ | maximum and 4 ♥ / 6 m |

1 ♦ - 1 ♠ (con'td)

3 ♥/♠ minimum and 4 ♠/5+ ♣/♦ (relay asks for singleton)
 3 NT void ♥ long ♣
 4 m void m, (of course then holding om)
 4 ♥ void ♥, ♠ support, long ♦

8.2.2.1 1 ♦ - 1 ♠ - 1 NT

Similar bidding to 1 ♦ - 1 ♥ - 1 NT

- 2 ♣		INV relay	
- 2 ♦			
- 2 ♥			INV, NAT
- 2 ♠			INV, 5-card
- 2 NT			INV, 5-card constructive
- 3 m/♥			INV, 5-5
- 3 ♠			INV, 6+suit, HHxxxx
- 2 ♦		GF or weak with 5+ ♠ - 4 ♥ in MM or SO ♠	
- 2 ♥		4 ♥ (♠=1-3)	
- 2 ♠			SO
- 2 NT			GF, NAT, interest or "fear"
- 3 m			NAT, 5+
- 3 ♥			slam try
- 3 NT			5 ♠ - choose game
- jump			SPL for ♥
- 2 ♠		not 4 ♥ (♠ = 2-3)	
- 2 NT			GF, NAT (see above)
- 3 NT			choose game (5332)
- 2 ♥		5-5 MM weak	
- 2 ♠		6+ ♣, bidding identical to 1 ♦ - 1 ♥ - 1 NT	
- 2 NT		INV, normally only 4 ♠	
- 3 ♣		6+♦, wk or GF	
- 3 ♦		6+♦, INV	
- 3 ♥		GF 5-5	
- 3 ♠		INV, long suit not HHxxxx	
- 3 NT/4 ♠		to play	
- 4 m/♥		autoSPL for ♠	

8.2.2.2 1 ♦ - 1 ♠ - 2 ♣

- 2 ♦		4 th suit, INV+ (next R rebid 3 ♣ = NF; other bids GF)
- 2 ♥		min, normally 4-5
- 2 ♠		Hx
- 2 NT		max, ≈1435, stopper ♦
- 3 ♣		min 4-6
- 3 ♦		≈1435/0445, extras "5th suit"
- 3 ♥		chose to open 1 ♦ with 5 (weak) ♥ and 6 ♣, not min
- 3 ♠		n/a
- 3 NT		2425/1435 with ♦ stopper and max
- 2 ♥		to play (unless O has a very fat maximum)

(1 ♦ - 1 ♠ - 2 ♣ cont'd)

- 2 ♠ 9-11
- 2 NT NAT, INV
- 3 ♣ NAT, light INV
- 3 ♦ 4-6 INV
- 3 ♥ NAT INV
- 3 ♠ sets spades
- 4 ♣/♦ SPL autonomous ♠
- 4 ♥/♠ to play

8.2.2.3 1 ♦ - 1 ♠ - 2 ♦

- 2 ♥ to play (unless O has a very fat maximum)
- 2 ♠ 9-11
- 2 NT NAT INV
- 3 ♣ 4th suit, could be a very good INV in ♦ (O's negative rebid is 3 ♦, upon which all further bids from R is GF)
- 3 ♦ normal NAT INV
- 3 ♥ NAT INV
- 3 ♠ GF long suit
- 3 NT to play
- 4 ♣/♦ autoSPL with ♠
- 4 ♥/♠ to play

8.2.2.4 1 ♦ - 1 ♠ - 2 ♥

The bid 2 ♥ both serves to bid max hands w/o voids **and** slightly weaker 4♠441 **and** max hands with 34(51), all in order to find the best way forward **and** take pressure off Responder to find a bid after the single raise 2 ♠.

- 2 ♠ Wants to play vs a) non supermax 34(51) b) minimal 4♠441 c) good min 34(60)
- 2 NT GEN INV with 4 ♠ (O bids over 2 ♠ with 4-card support ≠ min ≈ 4♠441)
- 3 any doubtful hand, values
- 3 ♣/♦ 3 ♠ and long ♣/♦, maxmax or normally 6 ♣
- 3 ♥/♠ dominant ♣/♦ 4-card ♠
- 2 NT GF
- 3 m NAT, (3451) à 3 ♥ F
- 3 ♥ 4 ♠ + 5 ♣ (3 ♠ asks \$)
- 3 ♠ 4 ♠ 441 (3 NT asks \$)
- 3 NT 4 ♠ 5 ♦ 22
- 4 m 4 ♠ 5 ♦ \$ NGF
- 3 ♣ forward-going p/c bid – O passes with 3415/06 and minimum, else bids NAT - going back to 3 ♠ would indicate a really minimum 4441
- 3 ♦ same; either no tolerance for ♣ or good tolerance for ♣
- 3 ♥ 3415
- 3 ♠ min 4♠441
- 3 N max 3415 stoppers – to play
- 4 ♠ normal bid with not too minimal 4-card ♠ raise
- 3 ♥/♠ NAT INV assuming 34(51)
- 3 NT to play opposite 34(51)
- 4 m/♥ splinter ♠
- 4 ♠ to play

8.2.2.5 1 ♦ - 1 ♠ - 2 ♠

Pls note that O raises on a lot of excuses to 2 ♠ with 3-card support, since – given the fact that he could hold a 1444 shape – R will normally not rebid a mere 5-card suit over 1 NT.

- | | |
|-----------|--|
| - 2 NT | INV+ relay, F1 |
| - 3 m | 5-card suit, only 3 ♠, (BAL)/unBAL |
| - 3 ♥ | NAT (F) |
| - 3 ♠ | to play |
| - 3 ♥ | 3-card support BAL min (often no 5-card m) |
| - 3 ♠ | 4-card support BAL min |
| - 3 NT | 3-card support (normally) BAL max |
| - 4 ♣/♦/♥ | SPL with 4441 |
| - 4 ♠ | max BAL 4-card ♠ |
| - 3 m/♥ | negative INV, 5+ ♠ |
| - 3 ♠ | general INV, 5+ ♠ |
| - jump | SPL |
| - 3 NT | 4333, offers choice of games |
| - 4 ♠ | to play |

8.2.2.6 1 ♦ - 1 ♠ - 2 NT

- | | |
|-----------|---------|
| - 3 ♣/♦/♥ | to play |
| - 3 ♠ à | ⊙ |
| - 3 NT | To play |

8.2.2.7 1 ♦ - 1 ♠ - 3 ♣

- | | |
|-------|----------------------|
| - 3 ♦ | 4 th suit |
| - 3 ♥ | NF |
| - 3 ♠ | F with long ♠ |
| - 4 ♦ | sets ♥ |

8.2.2.8 1 ♦ - 1 ♠ - 3 ♦

- | | |
|-------|---------------------------------|
| - 3 ♥ | NF |
| - 3 ♠ | "4th suit" – asks for ♣ stopper |
| - 4 ♣ | sets ♥ |
| - 4 ♦ | sets ♠ |

8.2.3 1 ♦ - 1 NT

- | | |
|------------|---|
| 1 ♦ - 1 NT | relatively min, NAT |
| 2 m | max with 4-card suit and \$ oM |
| 2 M | max with (42)(52)/(43)(51) à 3 ♣ = p/c |
| 2 NT | 6-card m, INV (relay asks for SPL, then of course implying other M) |
| 3 m | 5-6 |
| 3 M | |

8.2.4 1 ♦ - 2 ♣

Continuation over 2 ♣ is according to the following principles:

UNBALANCED

- § Rebids 2 ♦ and 2 ♥ show a basis in a minor NGF (2 ♦ for ♦ and 2 ♥ for ♣); most often 5-card suit but could be a three-suiter with a 4-card suit as well.
- § Rebid 2 ♠ shows ♠+♣
- § 2 ♦, 2 ♥ and 2 ♠ followed by 3 ♣ show lower \$, followed by 3 ♥++ show higher \$ and followed by 3 ♦ show "equal residue" (5422 etc)
- § A "not-so-unbalanced" hand: 5431, 5422, 4441 should always be shown with a possibility to investigate min-max below/at 3 NT.
- § 2 ♦ and 2 ♥ followed by 2 NT shows "stray" hands: e.g. 4441 (two: 4441 and 4414), 54mm22 and 6m322
- § Direct rebids 3 ♣++ show 3-suiters (the 2 remaining 4144/1444 and all 5m440)

BALANCED

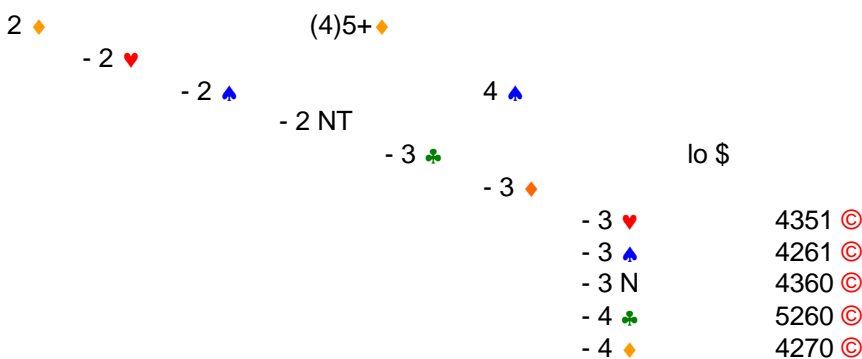
O's BAL hands are in the 11-13 range.

- 4333 and 4432 hands are shown by the 2 N rebids after which REL can either choose a simple or a more complex/slam searching route
- 5332, 6322 and 5422 are shown by 2 ♦ (♦) or 2 ♥ (♣) + 2 N + 3-level rebids

8.2.5 Direct rebids

- 2 ♦
 - a) 5-card ♦ + 4-card M (exceptionally 5-6)
 - b) 5-card ♦ in 5332 (possibly notrump-friendly 11-13 with 6 ♦ 322/2254)
 - c) 4-card ♦ in exactly 4441
- 2 ♥
 - a) 5-card ♣ + 4-card ♥ (exceptionally 5-6)
 - b) 5-card ♣ in 5332 (possibly notrump-friendly 11-13 with 6 ♣ 322/2254)
 - c) 4-card ♣ in exactly 4414
- 2 ♠
 - 5-card ♣ + 4-card ♠ (exceptionally 5-6)
- 2 N
 - 11-13 BAL with any 4333 or 4432
- 3 ♣
 - 4144, 4045, 0445
- 3 ♦
 - 4405, 4450
- 3 ♥
 - 1444
- 3 ♠
 - 4054
- 3 NT
 - 0454

8.2.6 Continuation



1 ♦ - 2 ♣ - 2 ♦ - 2 ♥ - 2 ♠ - 2 N (cont'd)

	- 3 ♦	equal residual	
	- 3 ♥		4252 min ©
	- 3 ♠		4252 max ©
	- 3 NT		5161 ©
	- 4 ♣		4171 ©
	- 4 ♦		
	- 3 ♥	4153 ©	
	- 3 ♠	4162 ©	
	- 3 NT	4063 ©	
	- 4 ♣	5062 ©	
	- 4 ♦	4072 ©	
- 2 NT		11-13 with 5 ♦ 332, 2254 or 11-16 4441 \$♣	
- 3 ♣			
- 3 ♦		11-13 5 ♦ (3 ♠: CA)	
- 3 ♥		4441 (\$♣) ©	
- 3 ♠		6 ♦ 322 (4 ♣: CA)	
- 3 NT		2254 (11-13) ©	
- 3 ♣		4 ♥ 5 ♦ lo \$	
- 3 ♦			
- 3 ♥		3451 ©	
- 3 ♠		2461 ©	
- 3 NT		3460 ©	
- 4 ♣		2560 ©	
- 4 ♦		2470 ©	
- 3 ♦		equal residue 4 ♥	
- 3 ♥			
- 3 ♠		2452 min ©	
- 3 N		2452 max ©	
- 4 ♣		1561 ©	
- 4 ♦		1471 ©	
- 3 ♥		1453 ©	
- 3 ♠		1462 ©	
- 3 NT		0463 ©	
- 4 ♣		0562 ©	
- 4 ♦		0472 ©	

1 ♦ - 2 ♣
2 ♥ - 2 ♠

	5 ♣ or 3-suiter with 4 ♣	
- 2 NT	BAL 5-6 ♣ or 4414 with \$ ♦	
- 3 ♣		
- 3 ♦	5 ♣ 11-13 5332 (3 ♠ CA)	
- 3 ♥	4414 ©	
- 3 ♠	6 ♣ 6322 11-13 (4 ♣ CA)	
- 3 NT	2245 ©	

1 ♦ - 2 ♣ - 2 ♥ - 2 ♠ (cont'd)

- 3 ♣		4 ♥ 5 ♣ lo \$	
	- 3 ♦		
		- 3 ♥	3415 ©
		- 3 ♠	2416 ©
		- 3 NT	3406 ©
		- 4 ♣	2506 ©
		- 4 ♦	2407 ©

- 3 ♦		equal residue	
	- 3 ♥		
		- 3 ♠	2425 min ©
		- 3 N	2425 max ©
		- 4 ♣	1516 ©
		- 4 ♦	1417 ©

- 3 ♥		1435 ©
- 3 ♠		1426 ©
- 3 NT		0436 ©
- 4 ♣		0526 ©
- 4 ♦		0427 ©

2 ♠		♠ + ♣	
	- 2 NT		
		lo \$	
	- 3 ♣		
		- 3 ♦	
		- 3 ♥	4315 ©
		- 3 ♠	4216 ©
		- 3 NT	4306 ©
		- 4 ♣	5206 ©
		- 4 ♦	4207 ©

- 3 ♦		equal residue	
	- 3 ♥		
		- 3 ♠	4225 min ©
		- 3 NT	4225 max ©
		- 4 ♣	5116 ©
		- 4 ♦	4117 ©

- 3 ♥		4135 ©
- 3 NT		4036 ©
- 4 ♣		5026 ©
- 4 ♦		4027 ©

(1 ♦ - 2 ♣ cont'd)

2 NT

	4333/4432 11-13 2 N	
	REL or simple Stayman (but not 5-card M just for game à 3 ♦)	
- 3 ♣	4 ♥, possibly 4 ♠	
- 3 ♦	REL, clear slam interest, F4N	
- 3 ♥	4 ♠	
- 3 ♠	- 3 N	
	- 4 ♣	lo double
	- 4 ♦	hi double
	- 3 N	3433
	- 4 ♣	4 ♣ double ♦
	- 4 ♦	4 ♣ double ♠
	- 4 ♥	4 ♦ double ♣
	- 4 ♠	4 ♦ double ♠
- 3 ♠	4 ♠, only for game	
- 3 N	3433, choice of games	
- 3 ♥	4 ♠ not 4 ♥	
- 3 ♠	REL, clear slam interest	
	4333	
	- 3 N	4 ♣ double ♦
	- 4 ♣	4 ♣ double ♥
	- 4 ♦	4 ♦ double ♣
	- 4 ♥	4 ♦ double ♥
	- 4 ♠	
- 3 N	to play	
- 3 ♠	44 mm	
- 4 ♣	REL	
- 4 ♦		double ♥
- 4 ♥		double ♠
- 3 N	33(43)	
- 4 ♣	REL	
- 4 ♦		4 ♦
- 4 ♥		4 ♣
- 3 ♦	5-card Major (or 5-4) à for game only NO SLAB/CA whatever	
- 3 ♥	2 ♥, 3-4 ♠	
- 3 ♠	asks for 4 ♠	
- 3 ♠	2 ♠ 4 ♥	
- 3 N	2 ♠ 3 ♥	
- 4 ♣	4 ♥ 3 ♠	
- 4 ♦	4 ♠ 3 ♥	
- 4 ♥	3 ♠ 3 ♥	
- 3 M	5+card suit, slammish; O cues with 3+card support and max and/or control rich hand	
- 3 N	to play	
- 4 m	CBW	

A table of 1 ♦ - 2 ♣ bid can be found at the end of the chapter!

8.2.7 1 ♦ - 2 ♦

1 ♦ - 2 ♦
 2 M p/c
 2 NT F1, could be weak with interest for Majors
 3 m 5-card (occ 4441) suit with interest for Majors (=normally \$ om)

1 ♦ - 2 ♦
 2 ♥ - 2 ♠ INV for ♠
 2 NT not interested
 3 m preemptive
 3 ♠

2 ♠
 - 2 NT (max with ♥)
 - 3 m not interested
 - 3 ♥ to play
 - 3 ♣ weak mm
 - 3 ♦ preference
 - 3 ♥ to play

2 N
 - 3 ♣ 5-5 mm weak
 - 3 ♦ either M max (3 ♥/♠ p/c)
 - 3 ♥/♠ minimum, NAT

8.2.8 1 ♦ - 2 ♥

2 ♠ a) no preference
 b) acceptance

- 2 NT GF general
 - 3 ♣ 4-card suit, max
 - 3 M lowest stopper, ≈3-3 mm
 - 3 N 3-3, both MM stopped, not max
 - 4 m CBW

- 3 ♣/♦ 5-card suit min
 - 3 ♦/4 ♣ max with 4 (now GF)
 - 3 M stopper, max acc
 - 4 m CBW

- 3 M shortness, 5-5 GF
 - 3 NT 2254

2 NT minimum, NF, fat in MM
 - 3 m weak/INV (5)6-card suit
 - 3 M \$ "GF" (4 m suggestion to play)

3 m min but 4-card suit
 - 3 om/M SPL with MAX

3 M SPL with om and one long m
 3 NT acceptance with no 4-c m and "fat" M-suit stoppers
 4 m CBW

- 1 ♦ - 2 ♥ (X)
- Pass like a) alternative of 2 ♠ above (no pref)
- 3 m NF

- 2 ♠ acceptance (like normal 2 ♠: b) alternative
- 2 N no acceptance, no m-suit, double stopper ♥
- 3 N acceptance, no m-suit, double stopper ♥, stopper ♠
- XX acceptance, no ♥ strength whatsoever (to find "glove")
- 3 m min 4-card as w/o double
- 3 ♥ ♥ shortage max, unBAL

8.2.9 1 ♦ - 2 ♠

Acc to notrump module, ie 2 N shows acceptance in case R was invitational. In all cases R continues with shortages in case he is strong for GF.

If O bids 3 ♦ it denotes disgust for ♣ and a long ♦ suit (with a 4-card M on the side).

8.2.10 1 ♦ - 2 NT

- 3 m weak t/o
- 3 ♥/♠/NT acceptance, 3 M with shortness

8.2.11 1 ♦ - 3 ♣

O "must" bid 3 ♦ (3 ♥ would denote 5-6 with ♣+M). R continues with shortage if GF.

8.2.12 1 ♦ - 3 ♦

O bids pass or 3 NT with the 11-13 and naturally otherwise.

8.3 Passed hand bidding

In principle as normal.

- 1 ♦ - 1 ♥
- 1 N special INV bids given that any INV is based on distributional values
- 2 ♣ always INV
- 2 ♦ 4 ♠ min or max
- 2 ♥ Just INV 5 ♥
- 2 ♠ 4 ♠ too

- 2 ♥ not 4 ♠ min (with 3 ♥ bad min)
- higher 3 ♥ max and descriptive

- 2 ♦/♥ to play

- 1 ♦ - 1 ♠
- 1 N as usual
- 2 ♣ 5 ♠ + 4(5) ♦ weak
- 2 ♦ natural weak
- 2 ♥/♠ to play
- 3 m

- 1 ♦ - 1 ♥
- 1 ♠ - 2 m like w/o pass
4-6 handtype (at least no desire for preference)
- 2 m à SYSON, **but** R will normally not relay unless only to find out which minor
- 1 ♦ - 1 ♠ unchanged bidding, i.e. 2 N = 1444 max
- 1 ♦ - 2 m 6+ m, max pass
- 1 ♦ - 2 M 3-7, 6+ card suit
- 1 ♦ - 2 NT 5-9, 5-5 mm

8.4 Opposed bidding

Transfer technique is used. XY **never** applies **except** after 1 ♦ (X) – XX/1 ♥ (no cuebid available)..

Also, special rules apply for notrump rebids:

- 1 N rebid shows 11-13 BAL when forced, sometimes, due to other rebids, denying certain lengths and possible with 4441 distributions →does not guarantee stopper. SYSOFF except after 1 ♦ (X)
- 2 N rebid without a jump shows 11-13 BAL when forced
- 1 N rebid when *not* forced (4th hand bids or partner passed) shows *opponents* suit + minor
- 2 N rebid when partner passed shows *opponents* suit + minor
- 2 N rebid when partner bid a Major and 4th hand bids shows max and support for R's Major
- Voluntary 2m/3m bids show the opposite of what he preceding NT bid would have shown (i.e. if 2 N would have shown opposM + long m, then 3 m shows the *other* Major, etc.

8.4.1 Second hand doubles

- 1 ♦ (X) (XY continuation over a 1 NT rebid, since there is no cuebid – **only** case where we use XY in opposed sequence)
- Pass Since there is no strong XX, R may "trap pass", in particular with a BAL hand w/o a M. P + suit bid is a relatively BAL reopening.
P + X =
1-level: T/O, a bit like both mm
over 2 m: rel BAL and a bit PEN oriented. Succ. X = PEN
over 2 M: BAL INV(+) hand
higher: BAL INV+ hand
p + 1 NT: NAT, doesn't promise stopper in their suit
p + 2 NT (jump): NAT, strong INV
p + 2 NT (non-jump): both mm, partscore seeking
- RD 4+ ♥ .
3-card support, 11-13 NT or minimum unBAL
- 1 ♥ F1, natural
- 1 ♠ NF
- 1 NT NF longer suit
- 2 ♣/♦ NAT INV
- 2 NT/3 ♥ NAT INV, canapé
- 3 m
- 1 ♠ à SYSON (due to 1 ♥ rebid 2 ♥ *guarantees* 4-card support)

(1 ♦ - (X) – cont'd)

1 ♦ - (X)

- 1 ♥	4+ ♠	
- 1 ♠		3-card support, 11-13 NT or minimum unBAL
- 1 NT		NF
- 2 m		NF
- 2 ♥		NF
- 2 ♠		slight INV
- 2 NT		INV
- 1 NT		11-13 NT w/o 3 ♠ (or 1444) (à 2 m to play)
- 2 ♣ à		SYSON (due to 1 ♠ rebid 2 ♠ <i>guarantees</i> 4-card support)
- 1 ♠	5+ ♣, at least ≈9 hcp, no 4-card M (if min = 6+card suit)	
- 1 NT	11-13 but no real fit	
- 2 ♣		NF
- other 2-level suit		F1, if followed by anything but 3 ♣ = GF
- 2 N		INV
- jumps		splinter, long ♣ suit
- 2 ♣		some fit, but still minimum/no ambition (often 11-13 BAL)
- 3 ♣ /2 NT		natural NF
- other		GF; a jump is a splinter with long ♣
- 2 ♦		♦+M, not max
- 2 M		M+♦, max
- 2 NT		3+card ♣ support max
- Jump		splinter with support, not entirely minimum
- 3 ♣		11-13 with support normally <i>unBAL</i>
- 1 NT	natural and with natural continuation, if any	
- 2 ♣	5+ ♦, ≈9+ hcp	
- 2 ♦	no ambitions (normally also bid with ♣+M and min or 4414)	
- 3 ♦ /2 NT		NF/INV
- other		F1, if followed by anything but 3 ♦ = GF
- jump new		splinter, ♦ "support"
- jump		splinter with support, not entirely minimum
- 2 NT		♦ support, no shortness, 14-16 (F1, 3 ♦ by either player=NF)
- 3 ♦		11-13, support, normally unBAL
- 2 M		max with M+♣
- 3 ♣		min with very long ♣ + M
- 2 NT	preemptive (5-8) with 5-5 mm	
- 2 ♦/M	5-8 with 6+card suit	
- pass	May be INV+ BAL, is shown by later action, however not a competitive non-jumping 2 NT (always ART). P+X over 2 m is BAL, tendency PEN.	

8.4.2 1 ♦ (1 ♥)

No XY after 1 NT rebid since we have a cuebid and major suit lengths are clear

- D	4+ ♠	
- 1 ♠		3-card support, 11-13 NT or possibly min with 3 ♠ 4 ♥ 5 m
- 1 NT		NF
- 2 m		NF, natural
- 2 ♥		F1
- 1 NT		11-13 NT with 2 ♠, 1444, or semiBAL with 14(53) type, 11-14
- 2 m		NAT NF
- 2 ♥		F1
- 2 ♣		à SYSON (due to 1 ♠ rebid, 2 ♠ guarantees 4-card support)
- 1 ♠		take-out double without 4 ♠
- 1 NT		11-13 NT, does not promise any stopper
- 2 m		NF, natural
- 2 ♥		F1 – if followed by suit on 3-level: GF
- 2 m		5+m (possibly BAL)
- 2 ♥		general max
- 2 ♠		max NAT
- 2 NT		semiNAT with max and stopper
- 3 m		max, 6-4
- 1 NT		NAT
- 2 ♣		5+♦, ≈ 10+ hcp
- 2 ♦		No ambitions. Continuation like 1 ♦ (X) 2 ♣
- 2 ♦		5+♣, ≈ 10+ hcp (option with weak/not good suit = 1 ♠)
- 2 ♥		competitive with mm, normally at least 5-5
- 2 ♠		≈5-8 with a 6+card suit
- 3 new		≈ 5-8 with a (6)7-card suit
- 2 NT		natural INV with ♥ stopper
- 3 ♥		\$ mm GF
- 3 ♠		preemptive
- 3 NT		to play

NB that R should not bid 2 m just because he has 10 hcp and a 5-card suit, the 1 ♠ TOD is an alternative.

8.4.3 1 ♦ (1 ♠)

- D		negative, promises 4 ♥ if minimum
- 1 NT		11-13(4) BAL or ≈41(53)/4144
- 2 m		NAT NF
- 2 ♠		only real force, if followed by bid on 3-level: GF
- 2 ♥		5 ♥ +
- 2 ♥		11-13 with 4 ♥
- 2 m		5+m, w/wo 4 ♠
- 2 ♠		4 ♥ max unBAL
- 2 NT		≈ 4144 15-16
- 3 m		6-4 with m+♥ max
- 3 ♥		min 4 ♥ unBAL

(1 ♦ (1 ♠) cont'd)

- 1 ♦ - (1 ♠)
 - 1 NT NAT with stopper, ≈ (7)8-11
 - 2 ♣ 5+ ♦ , 10+ hcp
- bids same principle like after 1 ♦ - (1 ♥) - 2 ♣
 - 2 ♦ 5+ ♥ , 10+ hcp
- bids same principle like after 1 ♦ - (1 ♥) - 2 ♣
 - 2 ♥ 5+ ♣ , 10+ hcp (normally more, but 3 ♣ is passable, otherwise GF)
 - 2 ♠ competitive with mm, normally at least 5-5
 - 2 NT natural INV
 - suit jump 5-8, (6)7+card suit
 - 3 ♠ \$ mm GF
 - 3 NT to play

8.4.4 1 ♦ - (1 NT)

We assume 1 NT to be natural.

- D PEN, F to 2 N or X (= our X = PEN)
- 2 m Asptro
- 2 M NF
- 2 NT both mm weak or GF UNBAL

8.4.5 1 ♦ - (2 ♣)

- D T/O
- 2 any normally 11-13 BAL or possibly minimum unBAL
- 3 ♣ ♥+om min
- 3 ♦ ♠+om min
- 3 M to play
- 3 oM NAT 5+
- 4 m CBW
- 4 ♣ setting M
- 3 M M and om and max / GF
- 2 ♦ 5+♥ from a constructive NF bid and upwards
- 2 ♥ 5+♠ from a constructive NF bid and upwards
- 2 ♠ 5+♣ from a (wk) INV and upwards (6+cards if INV only)
- 2 N NF NAT
- 3 ♣ 55 MM from a (wk) INV and upwards
- 3 ♦/♥/♠ preemptive
- 3 N to play

8.4.6 1 ♦ - (2 ♦)

We assume here that 2 ♦ is a NAT overcall – if 2-suited see 8.4.12

- D		T/O	
- 2 any			normally 11-13 BAL or possibly minimum unBAL
- 3 ♣			♣ + M min
	- 3 ♦		asks
	- 3 M		own 5+card suit, GF
	- 3 ♦		≈4414 not entirely min
	- 3 M		M and om and max / GF
- 2 M		NF NAT	
- 2 N		♣ at least INV (but cf 3 ♠)	
- 3 ♣		55 MM from a (wk) INV and upwards	
- 3 ♦		GF long ♥	
- 3 ♥		GF long ♠	
- 3 ♦		♣ GF w/o stopper	

8.4.7 1 ♦ - (2 M)

1 ♦ (2 ♥)

- D		T/O (avoided on BAL (wk) INV)	
- 2 ♠			could occasionally be 3-card suit
	- 2 N		NAT INV
	- cue		BAL GF w/o stop
	- 2 N		could occasionally be w/o stopper, then 2-card ♠
	- 3 m		NF
- 3 m		NAT (either with (bad) 4 M or (5)6-card BAL)	
- 3 ♥		max with 4-card ♠ unBAL w/o ♥ stopper	
- 3 ♠		decent unBAL min with 4-card suit)	
- 3 N		max unBAL with 4 ♠ and ♥ stopper	
- 4 m		max, dominant m and 4 card oM	
- 2 N		♣, INV+	
- 3 ♣		♦, INV+	
- 3 ♦		mm INV+	
- 3 ♥		♠ GF, long/good suit	
- 3 ♠		♣ GF w/o stopper	

1 ♦ - (2 ♥) – p – (p)

2 ♠		♠+ m
3 m		♠+ (good) m
2 N	♥ + either m	

1 ♦ (2 ♠)
 - X → like 1 ♦ (2 ♥) with following exceptions
 not BAL INV w/o ♥ tolerance → O has right to bid 3 ♥!!
 NAT
 min with ♥ most often 11-13 BAL
 max with ♥ unBAL without ♠ stopper
 max with ♥ unBAL with ♠ stopper
 max, dominant m and 4 ♥

- 3 m
 - 3 ♥
 - 3 ♠
 - 3 N
 - 4 m

- 3 ♦ ♥ INV+
 - 3 ♥ mm INV+
 - 3 ♠ ♣ GF w/o stopper

1 ♦ - (2 ♠) p - (p)

D T/O (2 N scramble, 3 m normally 5+card suit)
 3 m m + ♥
 2 N m + ♠

8.4.8 1 ♦ - 3 m

- D T/O, INV+
 - 3 any F NAT

Over a X, O must ensure bidding does not die too early

8.4.9 1 ♦ - 3 M

- D T/O, GF **NB!!** or pass
 - 4 m F
 - 4 M Slam try oM
 - 4 N mm

8.4.10 Competition à both opponents bid

8.4.10.1 R passes

O will never compete with 11-13 BAL with the possible exception of 1 ♦ (1 M) p (p) where he could double with max, 4-card oM and doubleton M.

Double is always for t/o implying a 3-suiter or possibly a 5431-shape.

A minor-suit bid is NAT and implies the unBID Major, hand not suitable for a TO X.

A notrump bid shows 4-cards in *their* m and a long m (both 1 NT and non-jumping 2 NT).

8.4.10.2 R doubles

R can compete up to 3 ♥ (assuming R doubled 1 ♠).

1 ♦ (1 ♠) X (2 ♠)	
X	T/O, 4-card ♥ suit not max unBAL
- 2 N	NAT
- 3 m	NAT GF
2 N	max and 4 ♥
- 3 ♣	re-INV
- 3 ♦	re-INV
- 3 N	NAT (logically normally no good ♠ stopper)
- 3 ♠	♥ support slam going
3 m	fighting with m and their suit
3 ♥	min and 4 ♥
1 ♦ (1 ♥) X (2 ♥)	
X	support double (semi-compulsory)
2 ♠	4-card support 11-13
2 N	max with support
- 3/4 ♠	to play
- new lower	positive
3 m	NAT with 4-card M
3 ♥/♠	decent min with ♣/♦ and 4 ♠

8.4.10.3 R makes a transfer

R uses Lebensohl technique, as usual with 3 ♥ as competitive when R trsfd to 2 ♥.

8.4.11 only 4th hand bids

1 ♦ - (p) - p - (X)	
P	BAL (XX from R = Scramble)
XX	♦
1 M	M + ♣
1 ♦ (p) - p - (1 M)	
X	T/O ≈ 3-suiter
1 ♠	♠+m
2 m	m+oM
1 N	M(their)+m max
2 N	4 M incl a stopper and 7 tricks – solid m

1 ♦ (p) 1 M – (X)	
1 ♠	SYSON
P	11-13 BAL, 2-card M or three-suiter, short M
1 N	max 11-13 BAL with 5-card m + ♠ stopper
XX	support XX (mandatory)
2 m	5+ m /4 oM
2 M	4-card support 11-13 BAL (or very boring 4441)
2 oM	4-card support max
- rel (not GF)	for a) suit With 4441 O bids third step b) (next) \$.
2 N	good min with 5+♣ & 4 M (as unopposed)
3 m	very good suit, max with 4 oM
3 ♥	good min with 5-♦ & 4 M (as unopposed)
Higher	as unopposed (voids etc)
1 ♦ (p) 1 ♥ - 1 ♠	
Same as above, though	
X	support double (mandatory)
1 ♦ - 1 M (2 ♣)	
X	support X (not mandatory (e.g. with bad 11 hcp 4333...))
2 ♦	♦+oM not necessarily max (good playing strength)
2 M	4-card 11-13 BAL (or bad 3-suiter)
2 oM	♦+oM max
2 N	4-card support, max (3 ♣ for \$)
3 ♣	4441, max
3 ♦	solid ♦+oM
3 M	min unBAL
1 ♦ - 1 M (2 ♦)	
2 M	4-card support 11-13 BAL (or bad 3-suiter)
2 oM	♣+oM max
2 N	4-card support max (3 ♣ for \$)
X	Support
3 ♣	solid ♣ + oM
3 ♦	4414 max
3 ♥	
3 ♠	min unBAL
1 ♦ - 1 ♠ (2 ♥)	
X	support
2 ♠	4-card ♠ most often BAL 11-13
2 N	Max 4-card support
3 ♣/♦	fighting with long m and 4 (bad?) ♥
3 ♥	decent min 4 ♠+♣
3 ♠	decent min 4 ♠+♦
1 ♦ - 1 ♥ (2 ♠)	
2 N	max with support
- 3 ♣	asks for suit (normally GF) (3 ♦ = ♦, 3 ♥ = ♣, next steps 4441 \$ stepwise)
- 3 ♦	re-INV general
- 3 ♥	SO
X	type "solid m + 4 ♠" (not à priori interested in punishing 2 ♠)
3 ♣	♣+♥ min
3 ♦	♦+♥ min
3 ♥	decent 11-13 BAL with 4-card support

8.4.12 2-suited overcalls

1 ♦ (2 ♦)	♠+other	
- X		points, could be 4 ♥, could be F in either minor
- 2 ♥		NAT NF
- 2 ♠		♣ INV+
- 2 N		mm (wk) INV+
- 3 ♣		♦ INV+
- 3 ♦		♥ GF long suit
- 3 ♥/♠		\$, mm GF
1 ♦ (2 ♦)	♠+♥	
- X		points, PEN oriented
- 2 ♥		mm (wk) INV+
- 2 ♠		♣ INV+
- 2 N		♦ INV+
- 3 ♣		♣ PRE
- 3 ♦		♦ PRE
- 3 M		\$ mm GF
1 ♦ (2 ♦)	any	
- X		minors or STR
- 2 M		NAT NF
- 2 N		mm (wk) INV+
- 3 m		NAT NF
- 3 M		GF NAT
- 4 m		m + either M (over 4 ♣, 4 ♦ ?, over 4 ♦ 4 ♥ = p/c)
1 ♦ (2 N)	mm	
- X		points
- 3 ♣		MM, INV+
- 3 ♦		INV+ ♥
- 3 ♥		INV+ ♠
- 3 ♠		??

X over cuebid is F2N, i.e. our X until then are PENX

X over 2 N forces to 3 of their highest suit, i.e. up till that moment X = PEN

1 ♦ - 2 ♣ in table format	1 ♦ - 2 ♣
2 ♦/♥ + 2 N + 3 ♦	5332
3 ♥	4441/4414
3 ♠	6322
3 N	(54mm)22
4 ♣	
2 ♦/2 ♥ + 2 ♠/3 ♣ + 3 ♥	5431
3 ♠	6421
3 N	6430
4 ♣	7420
4 ♦	7510
4 ♥	8410
2 ♦/♥3 ♦ + 3 ♠	5422 min
3 N	5422 max
4 ♣	5611
4 ♦	7411
4 ♥	7600
2 N + 3 ♦	4 ♦ + 4 ♥ or 4 ♠ or 3343
3 ♥	4 ♥ + 4 ♠ or 3433
3 ♠	4 ♠ + 4 ♣
3 NT	4333
4 ♣	4 ♥ + 4 ♣ lo double
4 ♦	4 ♥ + 4 ♣ hi double
4 ♥	4 ♣ + 4 ♦ lo double
4 ♠	4 ♣ + 4 ♦ hi double
3 ♣	4144/(04)45
3 ♦	44(05)
3 ♥	1444
3 ♠	4054
3 NT	0454
4 ♣	n/a

9. 1 ♥ and 1 ♠ openers

We open most 11-counts unless much waste, 10-counts are only opened if "upgraded".

With 5 M + 6 m we tend to open 1 M. With 5 ♠ and 6 ♥ we are free to choose, but *tend* to open 1 ♥. These distributions can be shown after both opening bids if we embark on a relay sequence.

9.1 Responses

For raises we normally use the following nomenclature:

mixed raise "mixr" ≈7-9(10) depending on playing strength with 4(+)card support
invitational raise "INV" (10)11-12 - " -
weak raise 4-7

NB that we do not jump preempt to 3 M with total garbage, with the only exception being 1 M (X) 3 M non-vul.

- 1 ♠ natural 1-over-1, slightly stronger than standard – or tactical. May contain 3-card ♥ support if INV or better or with 6-7 hcp.if 5+ ♠.(then feigning doubleton)
- 1 NT semiforcing with (6)7-11(12) hcp, **could be** 3-card support, 6-7 hcp
- 2 ♣ GF relay, see Fibonacci (usually with most BAL support hands)
- 2 ♦ (M=♠) 5+ ♥ in specific hand-types
- 2 M-1
 - a) mixr 4-c with shortage
 - b) (wk-normal) INV 3-c w/wo shortage, normal bid with 10 not too bad points.
 - c) BAL ≈13-15 unsuitable for 2 ♣; normally suggestion to evaluate 3 N despite 5-4 or 5-3 MM (normally (4333))
- 2 M semi-constructive raise, 7-9 (10)
- 2 M+1 INV+ with 4+card support; if \$ then (10)11-12 or 16+
- 2 NT (1 ♥) } a) mixr 4-c without shortage
- 3 ♥ (1 ♠) } b) 13-15, 4+card support w shortage
- 3 M weak raise (4-7)
- 3 M+1 **sliver**, void with ≈13-15 somewhere
- dbl jump void with either lower hcp strength than sliver **or** cards good enough to proceed
- 4 M should O sign off (1 ♥ - 3 NT = void ♠)
preemptive

9.1.1 1 ♥ - 1 ♠

- 1 NT 11-14; XY continuation. O normally denies 3--card support here, but often bids 1 NT on a singleton ♠ with a 5431 shape. **NB** that a jump to 4 ♣ or 4 ♦ is an autoSPL with an autonomous ♠ suit. This principle is consistent!
- 2 ♣ F1 with
 - a) NAT with ♥+♣, often 5-5 for lack of 1 NT/2 ♠ rebid, no 3-card ♠ support
 - b) (14)15-16 BAL
 - c) max with 3-card ♠ support
- 2 ♦ NAT, normally no 3-card ♠ support
- 2 ♥ 6-card suit
- 2 ♠ 3-card support
- 2 NT
 - a) max with 4-card ♠ support (see 9.1.1.6)
 - b) max with long ♥, denies 3-card ♠ support
- 3 ♣/♦ max, 5-5
- 3 ♥ max, long suit *and* at the same time 3-card ♠ support
- 3 ♠ unBAL min with 4-card support
- 3 NT gambling

1 ♥ - 1 ♠ (cont'd)

4 m void splinter
 4 ♠ gambling with hcp-min/5-loser 6+/4 hand

9.1.1.1 1 ♥ - 1 ♠ - 1 NT

- 2 ♣
- 2 ♦
- 2 ♥ INV
- 2 ♠ INV, 6-c suit not good enough for 3 ♠
- 3 m 5+card INV (canapé or not)
- 2 ♦ Gen GF (**not** relay). O bids lengths from below. O temporizes with 2 NT, if he bypasses 2 NT for 3 m, he shows a 5-card suit
- 2 ♥ weak
- 2 ♠ to play
- 2 N GEN INV
- 3 ♣ to play
- 3 ♦ INV canapé (6+)
- 3 ♥ Slam try
- 3 ♠ INV, good suit
- 3 NT/4 M to play
- 4 m autoSPL

9.1.1.2 1 ♥ - 1 ♠ - 2 ♣

- 2 ♦ weak relay, NB this can contain a minimal preference or 9-11 with 6 ♠
- 2 ♥ ♥+♣, often 5-5
- 2 ♠ 9-11
- other signoff
- 2 ♠ 3-card ♠ support, max
- 2 NT INV not 5 ♠
- 2 NT 2533, (14)15-16 (3 ♠ now INV (≈9 hcp) and 3 m/♥ are relatively weak)
- 3 ♣ "maxmin" with 5-5
- 2 ♥ stronger relay, F1 (≈10+), GF opposite the b)-c) hands
- 2 ♠ b) or c) with 3-card support
- 2 NT GF, explorer, O's 3 m shows 4-cards suit
- 2 NT 15-16 BAL with 2533
- 3 m 5+card suit
- 3 ♣ ♥+♣, often 5-5, minimum
- 3 ♦ stopper-exploring
- 3 ♥ doubleton, GF
- 3 ♠ GF, long ♠
- 4 ♣ Slamtry, ♣
- 4 ♦ Slamtry, ♥
- 3 ♦ ♥+♣, max
- like over 3 ♣
- 3 ♥ 6-4, relatively min (good ♣, otherwise often 1 ♥-1 ♠-2 ♥)

1 ♥ - 1 ♠
2 ♣

- 2 ♠ 6+ ♠, 6-8 – NAT continuation, if any
- 2 NT NAT INV
- 3 m GF, 5-5
- 3 ♥ INV, 3-card support with 5 ♠ (else 1 ♥ - 2 ♦)
- 3 ♠ strong INV with good 6+card suit
- 4 m autoSPL with autonomous own ♠ suit

9.1.1.3 1 ♥ - 1 ♠ - 2 ♦

Standard continuation. Note that range for a 2 ♠ rebid is wide (6-10) and a jump to 3 ♠ or 3 ♥ is INV only. 3 ♦ is a weak INV and 3 ♣ 4s is often a str INV à O's minimum rebid is 3 ♦.

9.1.1.4 1 ♥ - 1 ♠ - 2 ♥

Here O has shown 6+ ♥. Therefore we use 2 NT as a F1 weapon, which most often is BAL anyway.

O rebids 3 ♥ with min or otherwise shortness or 3-card ♠ support. Over any rebid 4 m is a slamtry in ♥ with 3-card support and most often shortness (explaining why not via 2 ♣ initially). Reverting to 3 ♥ over 3 m is to play, so is 3 NT.

1 ♥ - 1 ♠
2 ♥ - 4 m **NB!!** autoSPL with own long ♠

9.1.1.5 1 ♥ - 1 ♠ - 2 ♠

- 2 N F1 INV+
- new nat F1
- 3 ♥ INV
- 4 ♥ to play (with str hand with 4-3 MM we start with 2 ♣)

9.1.1.6 1 ♥ - 1 ♠ - 2 NT

- 3 ♣ REL, normally GF
- 3 ♦ 4-card support, \$♦
- 3 ♥ one-suiter
- 3 ♠ 4522
- 3 NT one-suiter, solid suit
- 4 ♣ 4-card support, \$♣
- 4 ♦/♥ 4-card support, void ♦/♣
- 3 ♦ GF, 5-5
- 3 ♥/♠/NT to play opposite one-suiter

9.1.1.7 1 ♥ - 1 ♠ - 3 ♥

- 3 ♠ SO
- 4 ♣ Slam try ♥
- 4 ♦ Slam try ♠

9.1.2 1 M – 1 NT

Transfer rebids; this also applies after R has previously passed. This means R does not need to stretch a lot with ≈10 hcp, since O will often bid again with 15-16.

1 ♥ - 1 NT	
2 ♣	a) ♦ suit
	b) 14-16 with BAL or 4 ♠/5 ♥
2 ♦	6+ ♥
2 ♥	4+ ♣, min
2 ♠	5-6
2 NT	4 ♣, max
3 ♣/♦	5-5, max
3 ♥	max, and <i>good</i> suit (HHTxxx or better)
3 NT	gambling with solid suit

1 ♠ - 1 NT	
2 ♣	a) ♦ suit b) 14-16 BAL
2 ♦	4+ ♥, not 5-5 and max
2 ♠	4 ♣, min
2 NT	4+ ♣ max
3 ♣/♦/♥	5-5, max
3 ♠	max and <i>good</i> suit (HHTxxx) or better
3 NT	gambling with solid suit

9.1.2.1 Bidding examples after 1 M – 1 N

1 ♥ - 1 N	
2 ♣ - 2 ♦	
2 ♥ - 2 ♠	O has 4-5 MM and we play a lousy ctrct on 3-4. With (3523) O pulls to 2 NT

1 ♥ - 1 N	
2 ♣ - 2 ♥	
2 NT – 3 NT	O has 15-16, R has 10

1 ♥ - 1 N	
2 ♣ - 2 N	
3 ♣	R has 11-12, O has 1543/0544

1 ♥ - 1 N	
2 ♣ - 2 ♠	R has 10-12 with good ♦ "support"

1 ♥ - 1 N	
2 ♣ - 3 ♦	R has a long good ♦ suit but not enough for INV (1 ♥ - 3 ♦)

1 ♥ - 1 NT	
2 ♦ - 2 ♥	
3 ♣	O has 6♥+4 ♣ and is not min

1 M - 1 NT	
2 ♣ - 3 M	R is max with Hx in M and good "support" for ♦

1 ♠ - 1 NT	
2 ♣ - 3 ♦	R is max with "support" for ♦;

1 ♠ - 1 N

2 ♣ - 3 ♠

max, good ♦ "support" and Hx in ♠

1 ♠ - 1 NT

2 ♦ - 2 ♥

3 ♥

5-5 "maxmin" (cf direct 3 ♥). Since R may have only 3 ♥, O cannot push to 3 ♥ with less than 5. With max and 5-4, O makes other descriptive bid (2 N/fragment)

1 ♠ - 1 NT

2 ♥ - 2 ♠

3 ♥

Max with 6-3

1 ♠ - 1 NT

2 ♦ - 2 ♥

2 ♠

6-4 (NB with 6-4 ♠-♥ O shows ♥ side suit first. With 6-4 M+m O trxs to his M first and *then* shows his m (if wishing to continue over 2 M)

9.1.3 1 M – 2 M-1

O assumes an INV 3-c raise and bids accordingly. Over the "signoff" 2 M R bids on with any maximum INV, any 3-card INV with side shortness and all 4-c raises.

1 ♥ - 2 ♦

2 ♥

not interested in an BAL INV (unless possibly if MAX)

- 2 ♠

INV raise 3-c + \$ (relay asks if interested)

- 2 NT

minispl ♠

- 3 ♣

minispl ♣

- 3 ♦

minispl ♦

- 3 ♥

max INV w/o shortness (≈12 hcp)

- 3 ♠

13-15, 4-card support, could even envisage 3 N despite 5-4 or 5-3 fit

- 3 N

13-15, 4-card support, suggests 3 N played by nr 1

- 4 ♥

to play

2 ♠

Interested vs. INV raises (i.e. doesn't tolerate pass over 2 ♥ by BAL INV)

- 2 NT

minispl ♣ or ♠ (3 ♣ asks, stepwise)

- 3 ♣

INV raise 3-card support with \$ (O asks if interested only)

- 3 ♦

minispl ♦

- 3 ♥

real min INV (≈ our former max for a 1 ♥ - 2 ♥)

- 3 ♠

13-15 BAL could even envisage 3 N despite 5-4 or 5-3 fit (O shows shortage in case he's interested in slam)

- 3 NT

13-15 BAL, suggests 3 N despite fit, played by nr 1

- 4 ♥

to play (≈ BAL INV normally w/o shortness)

2 NT (♠)/3 m

negative trial in ♠ directed at the **INV raise** (but a really good mixraise may accept)

3 ♥

6-card suit, minimum. "invitational preempt": no shortness really interesting.

4 ♥

to play unless R has substantial extras

1 ♠ - 2 ♥

2 ♠

- 2 NT

INV 3-card raise with \$ (relay ask if interested)

- 3 ♣

minispl ♣ or ♥ (3 ♦ asks, stepwise)

- 3 ♦

minispl ♦

- 3 ♥

max INV with 4+ ♥

- 3 ♠

max INV BAL w/o 4 ♥

- 3 N

13-15 BAL, suggests 3 N despite 5-4 or 5-3 fit, wishes to play

- 4 m

Cuebid

- 4 ♠

to play

1 M – 2 M-1 (cont'd)

1 M – 2 M-1
2 NT

- 3 ♣			
	- 3 ♦		
		- 3 ♥	
		- 3 ♠	
		- 3 ♥	
		- 3 ♠	
- 3 ♦			
- 3 ♥			
- 3 ♠			
- 3 NT			
- 4 ♠			

mixraise, any \$
 bid game with \$ ♥
 \$ ♣
 \$ ♦
 bid game with anything but \$ ♥
 \$ ♥
 INV w \$ GF (3 ♥ asks if interested)
 INV with 4 ♥ (3 ♠ ask m-suit \$, if there is one else 3 NT)
 real min INV (≈ our former max for 1 ♠ - 2 ♠)
 13-15 BAL suggestion O shows \$ with intrest
 to play (≈BAL INV w/o shortness)

3 ♣/♦/♥ negative trials **versus INV hand** (a mixraise *may* accept)

9.1.3.1 Opponents intervene

1 M – 2 M-1 (any)

Over X - NAT with 2 ♠ as most negative bid (=would normally bid 2 M over 2 M-1). Pass is half interested (R continue as if O had bid 2 M).

Sysoff and other bids are helpsuit trials. D is a PEN suggestion except when in suit nearest below (MOD).

If O bids, R may accept, signoff, or show shortness (INV hand).

1 M – 2 M-1 (any)
Pass - ??

R doubles to show an INV hand with 3 cards and reasonably BAL cards and improvises otherwise. A side suit **below** 3 M shows values, a suit bid **above** shows shortness. The latter normally only applies if O has bid something, however.

9.1.4 1 M – 2 M

Romex continuation, if any. A jump to 3 NT is a suggestion to play based on tricks/long suit (≈6322).

9.1.5 1 M – 2 M +1

R shows an INV+ hand, like Invitational Stenberg; though with SPL he has (10)11-12 or 16+ hcp.

In 1 M – 2 M+1 bidding and has two ways of showing a distribution, rel+bid = min, direct bid = max.

Also: NB that O shows SPL NGF if bid (non-relayed) directly, but stepwise if bid over relay...

1 ♥ - 2 ♠			
2 NT			
- 3 ♣			
	- 3 ♦++		

minimum ≠ 1-suiter (**follow-up bids identical to 3 ♦++ if asked**)
 asks, GF
 as direct 3 ♦ over 2 ♠

(1 ♥ - 2 ♠, - 2 N cont'd)

1 ♥ - 2 ♠
2 N

- 3 ♦ any short suit, 10-12 (GF)
- 3 ♥ asks (*then step wise*)

- 3 ♥ NF
- 3 ♠ \$ ♠, 16+ **NB NGF since not "asked"**
- 3 N \$ ♦, 16+
- 4 ♣ \$ ♣, 16+

3 ♣

- 3 ♦ 1-suiter any strength
- 3 ♥ relay, GF
- 3 ♠++ min (3 ♠ asks \$ stepwise)
max, shortnesses stepwise (1=no)

- 3 ♥ NF
- 3 ♠ 10-12 any \$ (3 N asks)
- 3 N/4 ♣/4 ♦ 16+ SPL NGF

3 ♦

- 3 ♥ 14-16, 5-5 (5-6 if ♠)
- 3 ♠ relay 5 ♠
- 3 N - 4 ♣ 1-1
- 4 ♦/♥ 2-0/0-2

- 3 N 5 ♣ \$ ♦
- 4 ♣ 5 ♣ \$ ♠
- 4 ♦ 5 ♦ \$ ♣
- 4 ♥ 5 ♦ \$ ♠

3 ♥

- 3 ♠ 14-16, 5332/5422 type
- 3 N/4 ♣/4 ♦ asks cuebid
SPL NGF with interest

3 ♠

3 N/4 ♣/4 ♦ any void
14-16, not one-suiter, not 5-5 (we wish to show) \$ NGF

1 ♠ - 2 N

Identical, though one step up, except that 3 ♥ + 3 N shows 5-5, not 6-5, and the relay asks for shortness:

1 ♠ - 2 N
(3 ♣ - 3 ♦)

3 ♥ - 3 ♠

3 N - 4 ♣

4 ♦

\$ ♣

4 ♥

\$ ♦

3 ♥ - 3 ♠

4 ♣

5 ♣ \$ ♦

4 ♦

5 ♣ \$ ♥

4 ♥

5 ♦ \$ ♣

4 ♠

5 ♦ \$ ♥

9.1.5.1 Opponents intervene

Opponents X 2 ♠ (assuming for ♠)

SYSON *but*

Pass indicates min with bad suit, 2 N indicates min with decent suit
 XX indicates HHxx or better in spades and not MIN

Intervention below 3 M

Forcing situation

Pass	no shortage in their suit
- X	Suggestion to PEN
- 3 M	min
3 M	min with short oppo suit
X	PEN oriented
3 N	suggestion to play
New < 3 M	values, re-inv
New > 3 M	max with shortage

Intervention 3 ♠ over 1 ♥ - 2 ♠

Pass	min (NF)
4 m	max, \$ ♠, cuebid
X	max, no shortage, some ♠ BAL
3 N	FP, max w/o ♠ shortage
4 M	min, fighting whatever reason, not FP

9.1.6 1 ♥ - 2 NT

O assumes the mixraise, but doesn't jump to 4 ♥ other than as PRE. His way to "bid 4 ♥" is 3 ♠ (3 M+1).

3 m	re-INV
3 ♥	not interested
3 ♠	acceptance of mixraise
3 N	void ♠
4 m	void
4 ♥	PRE

Over any 3-level bid except 3 ♠, R bids 3 ♠ with a min SPL hand, giving O the chance to sign off with a totally useless hand, otherwise he'll bid his shortness.

Over 3 ♠, which is a serious bid, R shows his shortage with the SPL hand (NGF).

9.1.7 1 ♠ - 3 ♥

3 ♠	to play opposite mixr
- 3 N	I do have a SPL
- 4 ♣	which one?
3 NT	"I want to bid game opposite mixraise"
- 4 m/♥	SPL

9.1.8 1 M – 3 m

R should beware of the 3 m bids and not bid them unless the m-suit fit is crucial. Holdings such as Hx in O's suit should be avoided.

NAT continuation with new suits being NAT or possibly values. Raise to 4 m is F1/CBW.

9.1.9 1 ♠ - 2 ♦

The 2 ♦ transfer is only made with specific hand-types, other types must go the 2 ♣ or 1 NT way.

- a) INV with 6+suit. This INV type can be pretty weak, ≈ 8+hcp
- b) INV with 5-5 ♥+minor
- c) INV with 5 ♥ ≈BAL
- d) Borderline GF with long ♥ and 3 ♠
- e) Slam try with long autonomous ♥ suit and a side SPL (if in ♠ = always void and good hand)

O accepts the transfer even without a fit (2 ♥ = I want to play here if you have a minimum. a) hand).

<p>1 ♠ - 2 ♦ 2 ♥ (-pass - 2 ♠ - 2 NT - 3 m - 3 ♥ - 3 ♠ - 3 NT/4 m - 4 ♥</p>	<p>negative, normally no fit minimum INV with long ♥) Hx, INV with BAL INV/BAL INV 5-5 good INV with long ♥ long ♥ w 3 ♠ and borderline GF. O may <i>exceptionally</i> pass SPL long ♥ (3 NT for void ♠) to play (2 ♥ resp not encouraging)</p>
<p>2 ♠ - 2 NT - 3 m - 3 ♥ - 3 ♠ - 3 NT/4 m</p>	<p>negative, good ♠ suit and 0-1 ♥ BAL, F1 (O shows feature 3 m, 3 ♥ with honour singleton, bids 3/4 ♠ or 3 NT with trick potential) 5-5 max INV with semisolid suit INV (normally NT hand with good ♠ potential) SPL (3 NT void ♠ and forcing)</p>
<p>2 NT - 3 m - 3 ♥ - 3 ♠ - 3 NT - 4 m - 4 ♥</p>	<p>INV+, often ♥ fit 5-5 6+ ♥, min 3 ♠ + long ♥ (now GF) BAL INV SPL, long ♥ accepting inv hand</p>

(If O follows 2 NT up with 4 m it is a SPL with max. The only exceptions are

- a) a raise of a 5-5-showing 3 m to 4 m which is NAT and CBW.
- b) Over 3 ♠, 3 NT sets ♠ and 4 m=cue with ♥ as trumps

<p>3 m 3 ♥ 3 ♠ 3 NT 4 m 4 ♥</p>	<p>5-5, max 3-card support, relatively min INV with long ♠ suit, no ♥ support gambling with long ♠ splinter with 4-card ♥ support, minimum (3)4 ♥ in "maxmin" hand</p>
--	---

9.2 Passed hand bidding

1 NT is limited to 10(11) but we still use transfer rebids by O.

2 ♣ - 2 nearest below our suit are transfers, a transfer to O's suit shows a **very** good raise (like Drury).

9.2.1 4-card raises by passed partner

- jump ns
- (1 ♥ - 2 NT=♠) fitshow with strength for mixraise
- 2 M+1 mixraise with shortness à relay asks
- 3 M general mixraise w/o shortness

9.3 Opposed bidding

9.3.1 Opponents double

A limited redouble (10-13), **but with transfers** starting with 1 N (= ♣). RD = F to 2 M/PENX or 2 of our opening suit. RD plus preference on 2-level normally shows 2-card support. If oppos bid >2 M, then NF, X = (bal) T/O.

The transfer to the M is not a sensational raise, just an "honest one", since here we may raise on absolute crap.

Pass plus a double or a suit/NT above 2 of the opening suit is GF. D behind "lone" suit bidders w/o jump is PEN, otherwise cards.

With 3-card support R will bid:

- 2 M crap to a bad minimum raise (4-7 hcp)
- transfer decent single raise (7-9/10)
- RD INV ((10)11-12 (followed by (2) 3 M)
- transfer 12+, R will increase tempo in the next round

With 4-card support and limited cards R will bid:

- 2 M+1 mixraise with any shortness (relay asks)
- 2 M+2 general mixr **or** fitshow in "squeezed-out" suit) à
- 2 M+3 if fitshow, interested, otherwise not
- 2 M+4 general re-try
- 2 M+5 (=trump suit) not interested
- 2 M+3/4 fitshow
- 3 M purely preemptive, could be *very* weak non-vul, ≈4-7 vul (some distr values)

NB That 4-card support bids are the same as by passed hand, except that the double raise is entirely weak and the 2 M+2 is two/way (after pass and w/o a double: double raise = mixraise)

With 4-card support and really good cards R will bid

- trx + 2 NT + cue BAL cards
- trx + bid above 3 M serious spl
- jump above 3 M void
- trx+ 3 NT spread 13-15 with BAL hand and 4 trumps

(With 4-card support and really good cards R will bid, cont'd)

If R has transferred to a new suit, O will accept the transfer with all minimum hands, except with a good suit of his own and very short R suit. Side suits show good suits and maximum. O bids 2 N with a balanced max or with good cards and support, whereas a jump acceptance of the transfer shows fit rather than good cards.

If O accepts the transfer to a new suit, R's bid in another new suit is F1, whereas a raise to 3 in R's own suit is just an INV bid. 2 N is a F1.

1 ♥ - 1 ♠ (D)

NO support redouble (2 ♠ normally shows 3-card support). RD is a general strength demonstration, possibly with a maximum and 3-card support. 2 N is like unopposed.

9.3.2 Opponents bid

D is negative. Pass is neutral, but not forcing.

Transfers after 1 ♠ and 2 ♣ overcall, otherwise new suit on 2-level is NF and trx starting with 2 N.

Bids as of cuebid and upwards are either support showing or transfers in Rubensohl style.

9.3.2.1 1 ♥ - (1 ♠)

- 1 N	natural, natural rebids (no trx)
- 2 ♣	♦, (wk) INV+
- 2 ♦	good 3-card raise, normally 8/9+
- 2 ♥	NAT raise, often 3 cards
- 2 ♠	♣ INV+
- 2 N	INV+ with support (4-cards normally)
- 3 ♣	FITjump or standard Bergen (3 ♦ INV vs FITjump)
- 3 ♦	FITjump
- 3 ♥	4-7 with 4-card support
- 3 ♠	SPL
- 3 N	play
- 4 m	SPL

- As a general rule, over the INV+ support bids we proceed seminaturally with 3 M as negative, a lower suit bid as more or less NAT reinvitation, 3 N as NAT and bids over 3 M are SPL
- Over the 3 ♣ "Fitjump or not" O may ask with 3 ♦, then a fitjump R should bid game

9.3.2.2 1 ♥ (2 ♣)

1 ♥ (2 ♣)	
- 2 ♦	good 3-card raise normally 8/9+
- 2 ♥	NAT raise
- 2 ♠	NF Nat (wk INV+)
- 2 N	INV+ (4-cards normally)
- 3 ♣	♦ INV+ (5+suit, 6+ if only INV), not 4-card ♠
- 3 ♦	mixraise
- 3 ♥	4-7
- 3 ♠	♠ GF long suit
- 4 m	SPL

9.3.2.3 1♥ (2♦)

- 2♥ NAT raise
- 2♠ NF NAT
- 2N INV+ w ♣
- 3♣ INV+ with 3+card support
- 3♦ mixraise
- 3♥ 4-7 raise
- 3♠ NAT GF good suit
- 4m SPL

9.3.2.4 1♥ (2♠)

- 2N a) ♣ INV+
b) ♥ weak raise
- 3♣ ♦, INV+
- 3♦ INV+, 3+card support
- 3♥ mixraise
- 3♠ SPL
- 4m SPL

9.3.2.5 1♠ (2♣)

- 2♦ ♥, (wk) INV+
- 2♥ good 3-card raise (8/9+)
- 2♠ normal (often 3-card) raise
- 2N INV+, normally 4+card support
- 3♣ ♦, INV+ (5+card suit, 6+ if INV only)
- 3♦ ♥, long suit, GF
- 3♥ mixraise
- 3♠ 4-7 raise
- 4m SPL

9.3.2.6 1♠ (2♦)

- 2♥ NF NAT
- 2♠ normal (often 3-card) raise
- 2N ♣, INV+
- 3♣ INV+, 3+card support
- 3♦ ♥ long suit, GF
- 3♥ mixraise
- 3♠ 4-7 4-card raise
- 4m SPL

9.3.2.7 1♠ (2♥)

- 2♠ normal raise
- 2N ♣, INV+
- 3♣ ♦, INV+
- 3♦ INV+, 3+card support
- 3♥ mixraise
- 3♠ 4-7 raise
- 4m SPL

9.3.2.8 Jump overcalls

1 M (3 m)

- X neg, not GF
- 3 M natural
- 3 new natural non-F
- 4 ♣ (over 3 ♦) nat F
- cuebid max raise in R's assumed oM
- new suits F1
- 4 m good M raise (≥ good opener or better)

1 ♠ (3 ♥)

- X negative and GF
- 3 ♠ NAT
- 3 N NAT
- 4 m NAT (could be 4-card suit, more often 5)
- 4 ♥ "like" 3-suited strong hand
- 4 ♠ NAT, long suit with no (shown) extras
- 4 N BW 4 Ace
- new GF NAT
- 4 ♥ good raise (≥ good opener or better)
- 4 N 4 A BW

9.3.2.9 4th hand bids

1 ♥ - 1 ♠ (2 ♣) SYSON with negX **not** support X (X could well be 3-card support/max)
 - 2 N still max 4-card support or long ♥ (then stopper)
 - 3 ♣ long ♥ without ♣ stopper
 - 3 ♥ 3-6, max **and** ♣ stopper

1 ♥ - 1 ♠ (2 ♦)

2 N **not** syson!! G/B, including max raise with 4 ♠.
 3 ♥ NAT, not promising 3 ♠
 X Neg, could be **max** with 3 ♠ (subsequent rebid 3 ♥ = 3-6) **not** support X

9.3.2.10 2-suited overcalls

Rubensohl-like bidding over cuebids or proxies and more standard responses over an unusual 2 N.

- If one suit is known bidding is trx-style
- If both suits are known we play "lo cuebid – hi cuebid"
- Pass is primarily weak, P+X is normally T/O, (depending on situation).
- X is aiming at PEN, F to 3 M, X until then by us = PEN

1 ♥ - (2 ♥)

- X ♠+minor
- 2 ♠ ♣
- 2 N ♥, INV+
- 3 ♣ ♦
- 3 ♦ mixraise
- 3 ♥ free raise
- 3 ♠ SPL

(1 M – 2-suited overcalls, cont'd)

1 ♥ (2 ♥)	♠ + ♣
-2 ♠	♥ INVIT+ 3 card support
-2 N	♥ INVIT+ 4+card support
-3 ♣	♦
-3 ♦	mixraise
-3 ♥	♥ competitive
-3 ♠	SPL
-3 N	to play

1 ♥ (2 ♥)	♠ + ♦
-2 ♠	♣
-2 N	INV+ 4 card raise
-3 ♣	INV+ 3 card raise
-3 ♦	mixraise
-3 ♥	competitive
-3 ♠	GF support bal (FP)

1 ♥ (2 ♥)	mm
-2 ♠	NF NAT
-2 N	INV+ 4cards
-3 ♣	INV+ 3cards
-3 ♦	mixraise
-3 ♥	competitive
-3 ♠	GF Long good suit

1 ♥ (2 N)	mm
-3 ♣	♥
-3 ♦	♠ GF
-3 ♥	competitive
-3 ♠	NF NAT

1 ♥ - (3 ♣)	♦ + ♠
-3 ♦	INV+ in ♥
-3 ♥	competitive
-3 ♠	♣

1 ♥ (3 ♣)	♣ + ♠
-3 ♦	INV+ ♥
-3 ♥	competitive
-3 ♠	♦

1 ♠ (2 ♠)	♥ + other
-2 N	♣
-3 ♣	♦
-3 ♦	INV+ support
-3 ♥	mixraise
-3 ♠	competitive

1 ♠ (2 ♠)	♥ + ♣
-2 N	INVIT+ 4-card
-3 ♣	♦
-3 ♦	INVIT+ 3-card
-3 ♥	mixraise
-3 ♠	competitive

(1 M – 2-suited overcalls, cont'd)

1 ♠ (2 ♠)	♥ + ♦
- 2 N	♣
- 3 ♣	INVIT+, 3-card
- 3 ♦	INVIT+ 4-card
- 3 ♥	mixraise
- 3 ♠	competitive
1 ♠ (2 ♠)	mm
- 2 N	INVIT+ 4-card support
- 3 ♣	INVIT+ 3-card support
- 3 ♦	♥
- 3 ♥	mixraise
- 3 ♠	competitive
1 ♠ (2 N)	mm
- 3 ♣	GF ♥
- 3 ♦	INVIT+ ♠
- 3 ♥	NF NAT
- 3 ♠	competitive
1 ♠ - (3 ♣)	♦ + ♥
- 3 ♦	♣
- 3 ♥	INVIT+ ♠
- 3 ♠	competitive
1 ♠ - (3 ♣)	♣ + ♥
- 3 ♦	♦ F
- 3 ♥	INVIT+ ♠
- 3 ♠	competitive

10. 2♣ opener

2♣ is much simpler than in a standard strong-club system. The danger is of course to "get stuck" in 2♣ with a better part-score, on the other hand there is little worry that a Major-suit fit is lost.

10.1 Responses

- 2♦ at least INV relay (≈9/10+)
- 2♥/♠ NF but constructive (≈(7)8-11(12) with (5)6+card suit
- 2 NT 5-5 MM and ≈ 8-11 (NF)
- 3♣ weak
- 3♦ INV with long (good) suit
- 3♥/♠ GF with long good suit
- 3 NT attempt to play

10.1.1 2♣ - 2♦

NB. When O shows mm and R forces to game, we proceed along lines similar to 1♣ 2-suiter bidding! As a consequence: first step shows *max* and directly showing distribution shows *min* when R relays/GF.

- 2♥	4-card ♦ full range	
- 2♠	5+ ♠ GF	
- 2 NT	GF relay	
- 3♣	maximum	
- 3♦		
- 3♥	lo shortage (steps as for min rebids)	
- 3♠	equal residue (over CA 4♣ - 1 step = 1147)	
- 3 N	1345	
- 4♣	1246	
- 4♦	0346	
- 4♥	0247	
- 3♦	min, lo shortages	
- 3♥		
- 3♠	3145	
- 3 N	2146	
- 4♣	3046	
- 4♦	2047	
- 3♥	min, equal residue	
- 3♠		
- 3 N	2245	
- 4♣	1147	
- 3♠	min, 1345	
- 3 N	min, 1246	
- 4♣	min, 0346	
- 4♦	min, 0247	
2♠	one-suiter with side shortage – full range	
- 2 NT	GF	
- 3♣	max (3♦ asks)	
- 3♦/♥/♠	min, shortage	

2 ♣ - 2 ♦ (cont'd)

2 NT	max one-suiter w/o side shortage
- 3 ♣	NF/weak INV
3 ♣	min, no shortage
3 ♦	5611, max
3 ♥	void, 5-6, max
3 ♠	void, 5-6, max
3 NT	max, solid suit, no \$

10.2 Passed hand bidding

Unchanged module after 2 ♦ relay. 2 M are NF, but often imply 5-card suit+(semi-)fit since R did not open a w2.

10.3 Opposed bidding

10.3.1 Opps double

2 ♣ - (D)		
- RD	11+, F2N (normally 3 ♣), our X to that level PEN, thereafter (bal) T/O. O can double on Hx or xxx in their M suit.	
- 2 any	NF	
- 2 N	always support, at least INV	
- jumps	preemptive	

If D is T/O we play syson with pass as a minimum onesuiter with a relatively bad suit. RD is max with semibal/5431 looking for penalties.

2 ♣ - 2 ♦ - (D)		
Pass	rel minimum with nothing in particular to tell, normally 1-suiter with a less than good suit.	
RD	good 4-card suit	
Other bids	seminatural with 3 ♣ as min with good suit, M = 3-cards and 2 NT good onesuiter, max and ♥ stopper.	

If D is T/O we play syson with pass as a minimum onesuiter with a relatively bad suit. RD is max with semibal/5431 looking for penalties.

10.3.2 Opps overcall

2 ♣ - (2 ♦)	
- X	5+♥ (followed by 3 ♥ = GF, followed by 3 ♠ = GF 5-5 (+))
- 2 ♥	5+♠ (followed by 3 ♠ = GF, followed by 3 ♥ = INV 5-5 (+))
- 2 ♠	general T/O, INV+ values
- 2 NT	NAT
- 3 ♣	normal raise
- 3 ♦	direct stopper-ask forcing to 3 NT or 4 ♣ (but 4 ♣ over 3 NT is ST/CBW)
- 3 M	INV long suit

2 ♣ (2 ♥)		
- X		5+ ♠ (followed by 3 ♠ = GF)
- 2 ♠		General T/O, INV+
- 2 NT		4+ ♦ F1
- 3 ♣		not acc minbid
- 3 ♦ à		acc INV, descriptive (3 ♦ stopper rather than suit (then 2 N))
- 2 NT		NAT INV
- 3 ♣		normal raise
- 3 ♦		F1 NAT
- 3 ♥		stopper-ask, forcing to 3 NT or 4 ♣ (see 2 ♣ - (2 ♦))
- 3 ♠		INV long suit
2 ♣ (2 ♠)		
- X		General T/O, generally INV+values
- 2 NT		4+ ♦
- 3 ♣		minimum
- higher		descriptive, accepting an INV bid
- 2 NT		NAT INV
- 3 ♣		normal raise
- 3 ♦		F1 NAT
- 3 ♥		Forcing, NAT
- 3 ♠		stopper-ask, forcing to 3 NT or 4 ♣ (see 2 ♣ - (2 ♦))
2 ♣ - 2 ♦ - (2 M)		
X		T/O style, max
2 ♠		max one-suiter
2 NT		4 ♦, not max
3 ♣		min, NAT, good suit
3 ♦		max, NAT
3 ♥ (over 2 ♠)		max onesuiter
3 ♥ (over 2 ♥)		solid suit w/o stopper
3 ♠ (over 2 ♠)		solid suit w/o stopper
3 NT		solid suit w stopper
2 ♣ - 2 ♦ (X)		(assuming for lead)
XX		HTxx or better ♦
2 ♥		mm but bad ♦
2 NT		as normally (max one-suiter w/o shortness) but promises stopper in ♦
3 ♦		max, one-suiter, no ♦ stopper, no shortage
Others		like unopposed
2 ♣ - (overc/X) p – (p/bid)		
2 NT		4 ♦
D		T/O
3 ♦		5-6

11. 2 ♦ opener

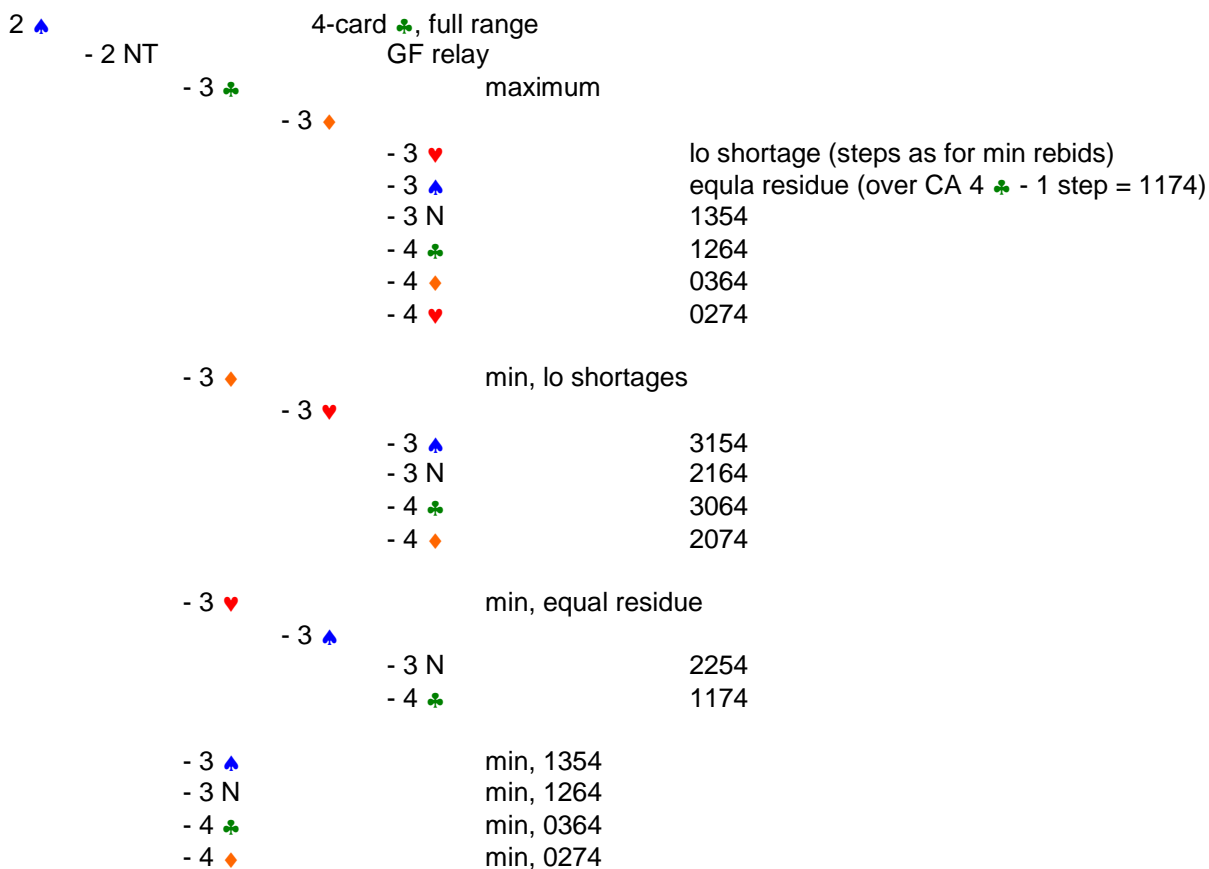
2 ♦ is a definitely uncomfortable starting point, in particular with a weak 5-card suit (then with 4-card ♣). Rebids are slightly awkward, but made to keep some streamlining. 2 ♦ is systematic ob with 5-5 mm and maximum.

11.1 Responses

- 2 ♥ Relay, INV+ (≈9/10+ hcp)
- 2 ♠ NF constructive with (5)6+ ♠
- 2 NT F1 with 5+ ♥ and INV+ strength.
- 3 ♣ Nat F1
- 3 ♦ weak raise
- 3 M GF good long suit
- 3 NT to play
- 4 m preemptive
- 4 M to play
- 4 NT RKCB

11.1.1 2 ♦ - 2 ♥

NB. When O shows mm and R forces to game, we proceed along lines similar to 1 ♣ 2-suiter bidding!



2 ♦ - 2 ♥ (cont'd)

2 NT	min with shortness or max w/o shortness
- 3 ♣	relay "GF"
- 3 ♦	max w/o shortness
- 3 ♥/♠/NT	min with shortness
- 3 ♦	INV
- 3 ♥/♠	long suit, GF
3 ♣	max with any shortness
- 3 ♦	relay
3 ♦	min with no \$
- 3 M	GF suit
3 ♥	max, short ♥, 5-5 mm (3 ♠ is stop-ask or advance cue, 4 ♥ = sets ♠)
3 ♠	max, short ♠, 5-5 mm (4 ♥ = NAT, 4 NT = RKCB ♥)
3 NT	Onesaiter AKQxxx rel max no \$
4 ♣	6-5 max
- 4 ♦	CBW ♦
- 4 ♥	RKC ♣

11.1.2 2 ♦ - 2 ♠/NT

NAT continuation. However; 2 NT + 3 ♥ = INV; 2 NT + 3 ♠ = GF 5+5+, 2 ♠ + 3 ♥ = 5-5 (+) and NF.

11.2 Passed hand bidding

In principle unchanged module.

11.3 Opponents bid

11.3.1 Opps double

2 ♦ - (D)	
- RD	11+, following doubles of non-jump bids are for penalties. We cannot pass any opp bid below 3 ♦. O can double on Hx or xxx in their suit.
- 2 any	NF
- 2 N	always support, at least INV
- jumps	preemptive
2 ♦ - 2 ♥ - (D) (D=♥)	
Pass	rel minimum with nothing in particular to tell
RD	good 3-card suit
Other bids	seminatural with 3 ♦ as min with good suit, M = 3-cards and 2 NT good Onesaiter, max and ♥ stopper.

If D is T/O we play syson with pass as a minimum onesaiter with a relatively bad suit. RD is max with semibal/ 5431 looking for penalties.

11.3.2 Opps overcall

<p>2 ♦ - (2 ♥) - X - 2 ♠</p>	<p>5+ ♠ (followed by 3 ♠ = GF) General T/O, normally INV+ natural, normally extras (3)-4 ♣ minimum w/o 4 ♣ acc INV, descriptive</p>
<p>- 2 NT - 3 ♣ - 3 ♦ - 3 ♥ - 3 ♠</p>	<p>NAT F1 NAT normal raise INV long suit INV, long suit</p>
<p>2 ♦ (2 ♠) - X - 2 NT - 3 ♣ - 3 ♦ - 3 ♥</p>	<p>General T/O, normally INV+ values NAT INV F1 NAT normal raise Forcing, NAT</p>
<p>2 ♦ (3 ♣) - X - 3 ♦ - 3 M</p>	<p>INV+, normally relatively balanced normal raise F1, NAT</p>
<p>2 ♦ - 2 ♥ (X) 2 ♠ 2 NT XX 3 ♣ +</p>	<p>(assuming for lead) mm max, one-suiter with stopper ♥ max one-suiter w/o stopper as usual</p>
<p>2 ♦ - (bid/X) – p (p/bid) 2 NT 3 ♣</p>	<p>4 ♣ 5-5</p>

12. Weak 2 ♥/2 ♠

The w2 tend to be reasonably constructive except in 3rd.

12.1 Responses

- | | |
|--------------------|--|
| - 2 M/3 M/4 M | To play; never establishes forcing pass situation |
| - 2 M+1 | Relay, INV+ à asks for min/max and shortness. |
| | NB!! This relay followed by 4 ♣ is CBW for ♣ (since 3 ♣ is ART) |
| - 2 M+2 | Relay, INV+ à asks for two top honours and/or min/max |
| - 3 ♣ (over 2 ♥) | F1 with ♠, INV+ |
| - new suit (other) | F1 NAT |
| - 4 m | Big 2-suiter with m + oM |
| - 3 ♠ (over 2 ♥) | weak INV with long ♠ |

12.1.1 2 M - 2 M+1

2 M - 2 M+1

- 1 step
- | |
|--|
| a) minimum with squeezed shortage (2 N=\$♠, 3 ♣=\$♣) |
| b) any maximum |

- | | |
|-----------------|---|
| - relay | relay |
| - 1 step | max hand w/o shortage |
| - 2 steps (3 M) | minimum with squeezed shortage |
| - 3+ steps | max hand SPL NGF |
| - 3 M | to play (weak INV or tactical) unless max with shortage |

- | | |
|----------------------|------------------------|
| 2-3 steps | minimum with shortness |
| 4 steps (3 in M) | min w/o any shortness |
| 5 steps (3 M+1) | AKQxxx w/o shortness |
| Jump (2 ♠ - 3 N = ♠) | AKQxxx w \$ |

12.1.2 2 M – 2 M+2

2 M – 2 M+2

- 1 step
- | | |
|-----------|-------------------|
| - relay | Good opening suit |
| | min or max? |
| - 1 step | min |
| - 2 steps | max |

- | | |
|-----------------|--------------|
| 2 steps (3 M-1) | Bad suit min |
| 3 steps (3 M) | Bad suit max |

12.1.3 2 ♥ - 3 ♣

- | | |
|-------------|---|
| 2 ♥ - 3 ♣ | |
| 3 ♦ | good suit (HHTxxx or better) |
| 3 ♥ | bad suit |
| 3 ♠ | some kind of fit, min/passable |
| 3 N/4 m/4 ♥ | fit, non-min descriptive (3 N no \$, 4 m SPL, 4 ♥ HHxxxx or better) |

{2 ♥ - 3 ♣ cont'd)

R may continue, after O's rebid as follows:

- Over the 3 ♦ rebid 3 ♥ is NF
- Over a 3 red rebid, 3 ♠ is a strong INV (else 2 ♥ - 3 ♠)
- Over a 3 red rebid 3 N is for play and 4 m are cues and slam try
- Over a 3 ♠ bid 3 N is for play and 4 m are cuebids

12.2 Opposed bidding

12.2.1 Opponents double

- pass	neutral
- RD	strong hand, penalty-oriented
- 3 ♥/4 ♥	preemptive
- new suit	NF, often lead directing with ♥ support
- 2 NT	INV in ♥

After a RD all doubles are for penalty. Same applies after a pass or 2 ♥.

12.2.2 Opponents overcall

All R's bids in M are for play.

A new suit is constructive but NF but can also be lead-directing with support. Over a 2 ♠ overcall 2 NT is INV or better with ♥ support, otherwise a cuebid of opps' suit is an hcp raise to 4 M (creates forcing pass situation). This cuebid could contain a slam try so O should strive to cuebid "en route" with a good hand.

13. 2 NT OPENER

Shows an 11-13 hcp hand with at least 5-5 mm. With a (14)15-16 hand O starts with 1 ♦.

13.1 Responses

- 3/4/5 m to play
- 3 ♥ F relay
- 3 ♠ F NAT
- 3 NT/4 M to play

13.1.1 2 NT – 3 ♥

<p>3 ♠</p> <p>- 4 ♣</p> <p>- 4 ♥</p> <p>- 4 ♠</p> <p>- 4 N</p>	<p>3 ♠</p> <p>- 4 ♦</p> <p>- 4 ♥</p> <p>- 4 ♠</p> <p>- 4 N</p>	<p>asks</p> <p>\$ (could be 6-5)</p> <p>For play</p> <p>6 Ace</p> <p>RKC ♥</p>
<p>- 4 ♦</p> <p>- 4 ♥</p> <p>- 4 ♠</p> <p>- 4 N</p>	<p>- 4 ♥</p> <p>- 4 ♠</p> <p>- 4 N</p>	<p>0355</p> <p>6 Ace (reduced)</p> <p>RKC ♥</p>
<p>3 N</p> <p>- 4 ♣</p> <p>- 4 ♦</p> <p>- 4 ♥</p> <p>- 4 ♠</p> <p>- 4 N</p>	<p>3 ♠</p> <p>- 4 ♦</p> <p>- 4 ♥</p> <p>- 4 ♠</p> <p>- 4 N</p>	<p>asks</p> <p>\$ ♥ not extreme distribution</p> <p>5521 (6511)</p> <p>6 Ace</p> <p>to play</p> <p>RKC ♠</p>
<p>- 4 ♦</p> <p>- 4 ♥</p> <p>- 4 ♠</p>	<p>- 4 ♥</p> <p>- 4 ♠</p> <p>- 4 N</p>	<p>3055</p> <p>to play</p> <p>RKC ♠</p>
<p>4 m</p> <p>- 4 ♠</p> <p>- 4 N</p>	<p>- 4 ♠</p> <p>- 4 N</p>	<p>20(65)</p> <p>6 Ace (reduced)</p>
	<p>- 4 ♦</p> <p>- 4 ♥</p> <p>- 4 ♠</p>	<p>CBW ♦</p> <p>to play</p> <p>RKC ♣</p>
		<p>6-card suit with one loser</p> <p>RKC ♣</p> <p>RKC ♦</p>

2 N – 3 ♥ (cont'd)

4 ♥		void ♥, 6-6
- 4 ♠		RKC ♣
- 4 N		RKC ♦
4 ♠		void ♠, 6-6
- 4 N		6-Ace RKC

6 Ace scale

- 1 step	1/4
- 2 steps	0/3
- 3 steps	2 w/o
- 4 steps	2 w 1
- 5 steps	2 w 2
- 6 steps	1 or 3 w void

13.1.2 2 N – 3 ♠

3 N	≈1255
- 4 m	CBW
- 4 ♥	≈6-5
- 4 ♠	to play
- 4 N	RKC ♣
4 ♣	good 6-card suit (1-loser suit)
4 ♦	good 6-card suit (1-loser suit)
4 ♥	Hx or xxx and not min
4 ♠	H or xx

13.2 Opposed bidding

Over an X, all bids are NAT and NF. XX shows strength, and O is allowed to double opps with a doubleton if def strength is not totally absent.

If opps overcall in 3 m as a T/O, X = to catch them, 3 M shows values and 4/5 m is preemptive.

Over NAT overcalls, X = PEN, 4 m = NF and a 4 M cuebid is general slam try. Over 4 M, R's 4 NT is just a good 5 m bid (forcing pass situation) whereas 5 m directly does not create forcing pass.

14. Preemptive bidding

14.1 3 m

Suit quality according to the following:

1 st nonvul/vul	Can be very bad
Others in 1-2	Relatively classical
3 rd	Anything goes
4 th	HHxxxxx + side trick
- 4 om	RKCB
- 3 any	NAT F1 or investigation for slam
- 3 NT	\$ in any, H-x in my suit in p's hand makes the suit run (H7 if 1 st nonvul vs vul)
- new suit	shortness, fit in any (xx+)
- rebid	shortness in any, suit not good enough for 3 NT
- raise	7222
- 4 M	to play

If oppos double 3 m, 3 N is a "push" (O should not do anything) whereas 4 ♣ invites to a sacrifice in 5 ♣ or double their bid with good defense.

If oppos double after 3 m – 3 any, O passes with short any with a suit worse than HHxxxxx, rest is unchanged, but rebid shows greater length only.

14.2 3 M

Suit quality pretty standard, but we prefer 3 M to the multi with a playstrong/hcpweak 6-4, and in 1st seat nv/vul the hand can be very weak.

- 3 ♠/4 m	NAT, F1 (3 ♠ acc to above)
- 4 ♥	NAT, to play
- 4 NT	RKCB

14.3 3 NT

3 NT replaces the normal/natural 4 m preempt (long but weak suit).

In 1st hand nv/vul, the bid replaces the normal constructive 3 m bid to show HHxxxxx.

In 3rd and 4th hand 3 NT is "for play" normally based on a long suit (m/M), and R is not invited to the party.

R passes or takes out into 4 ♣. Other bids are:

- 4 ♦	p/c
- 4 M	to play
- 4 NT	bid your minor!
- 5 m	slam try (looking for a suit of at least KJ 8 th)

(3 N opener, cont'd)

Should opps double:

- | | |
|---------|---------------------|
| - pass | wishes to play here |
| - RD | SOS |
| - 4/5 m | p/c |

14.4 4 ♣/♦

NAMYATS, showing a solid or semisolid suit. The hand should contain 8-9 playing tricks, and promises an outside Ace if the suit is only semi-solid. O denies two outside first-round controls.

- | | |
|---------|--|
| - relay | looks for |
| | a) extra length (O bids 5 M (9 since then no side Ace)) |
| | b) extra Key-card (O bids 4 NT (3)) |
| | c) side void (O bids void suit) |
| - 4 M | to play |
| - 4 M+1 | slam try with exactly 2 key-cards. R cuebids (4 NT after 4 ♣ - 4 ♠ shows a spade control). |

14.5 4 ♥/♠

More deviant preempts than in standard, including 2-suiters.

- | | |
|-----------|---|
| - 4 ♠ | to play |
| - 5 m (♥) | asks for control; O rebids M without control, cuebids or bids 6 M with 2 nd round control or bids 5 N or new suit on 6-level with a void in the suit in question |
| - 4 NT | RKCB |
| - 5 M | asks if suit is playable opposite singleton for one loser |