

Ed-Rob Relay System

1. Introduction

The system is based on a Precision style $1\clubsuit$ opening with 16^+ pts. $1\diamond$ is normally $4^+\diamond$ and $1\heartsuit/\spadesuit$ 5^+ . All balanced hands in the 13-15 range open $1NT$, therefore $1\diamond$ is always “unbalanced”. $1NT$ is mandatory with any 4333, 4432, 5332 and also $4=2=2=5$ or $2=4=2=5$. It is optional with $2=2=4=5$ or $2=2=5=4$.

Whereas our $1NT$ opening is very sound (good 12-15), we open aggressively with hands with 5^+ Majors. It follows that a $1\heartsuit/\spadesuit$ opening is either weak and balanced (10-12) or unbalanced (10-15).

$2\clubsuit$ is $6^+\clubsuit$, $2\diamond$ the classic precision 3-suiter with short \diamond , $2\heartsuit/\spadesuit$ are classic weak 2s, and $2NT$ is a preempt with both minors. Our 3-level openings are extremely aggressive at favourable, $3NT$ is a minor suit preempt and 4 minor is Namyats; 8 playing tricks with a (semi)solid \heartsuit/\spadesuit suit means that these exceptions have to be learned by heart.

Once the relays have started, they always follow the same **stages**:

1. General structure
2. Short suits
3. Exact distribution
4. Controls (A=2, K=1)
5. Location of high cards (AKQJ)

The options for **general structure** are:

1. Balanced (any 4333 or 4432; but also 5332 with a bad 5-card minor)
2. 1-suiter (1 suit 5^+ , no other suit longer than 3)
3. Short 2-suiter (2 suits 4^+ , one of them with exactly 4, the other 5^+)
4. Long 2-suiter (2 suits, both 5^+)
5. 3-suiter (3 suits with 4-5 cards in them)

Once we have shown our general hand pattern (how we do this will become clear later), we show short suits. We do this numerically with the lowest “number” first. Thus 13 (high suit shortness, e.g. \spadesuit) comes before 22 (equal shortness) and 31 (low shortness) comes last. This **HEL** (High Equal Low) or **HMEL** (High Middle Equal Low) principle keeps coming back and is important to remember.

The 3rd stage is where you show your exact distribution, normally starting with the most common distribution for that general structure. So in the 1-suiters 5332 comes before 6322, 6331, 7321, 7330.

In the 4th stage we show Controls; i.e. Aces and Kings. An Ace counts as 2 Controls, a King as 1. How many you show depends on your opening bid. A $1\clubsuit$ opening **must** have at least 4 Controls; any other opening bid shows at least 2 Controls.

In the 5th stage we scan for specific honours. Each suit is scanned in order of **length** and then **rank**.

1.1 Summary of Opening Bids (in 1st and 2nd hand)

- | | |
|---------------|---|
| $1\clubsuit$ | (15) 16^+ , any distribution |
| $1\diamond$ | 11-15, (3) $4^+\diamond$, unbalanced. Only 3 when (14)35. Denies 5^+ Major |
| $1\heartsuit$ | 10-15, $5^+\heartsuit$. Can contain longer \spadesuit or a longer minor. |
| $1\spadesuit$ | 10-15, $5^+\spadesuit$. Denies $5^+\heartsuit$, can have a longer minor. |
| $1NT$ | (12) 13-15, balanced. Any 4333 / 4432 / 5332 / (42)25. Optional with 22(45). |
| $2\clubsuit$ | 11-15, $6^+\clubsuit$. Can have any other 4-card suit (not 5!) |
| $2\diamond$ | 11-15, $3=4=1=5$ or $4=3=1=5$ or $4=4=1=4$ or $4=4=0=5$ |

2♥/♠	5-9, normal weak 2
2NT	5-9, 5 ⁺ /5 ⁺ minors
3 level	Extremely aggressive at favourable. Aggressive in all other positions
3NT	minor-suit preempt in 1 st / 2 nd . To play in 3 rd / 4 th
4♣/♦	Namyats: healthy 4♥/♠ opening. (semi)solid 8-card or (semi)solid 7-card with ace
4♥/♠	Aggressive openings, especially at favourable
4NT	At least 6/5 minors without 2 ⁺ quick tricks

1.2 Summary of Opening Bids (in 3rd hand)

In 3rd hand things change. Opening 1NT is much more risky, but we can open at the 1-level much more freely - and with sub-standard strength. Because there are **no relays** after a 1♦ / 1♥ / 1♠ opening opposite a passed partner, the strict shape restrictions are dropped; and because we're unlikely to have game on, all efforts should be directed towards finding the right part-score.

As a result, 1♦ can be opened on a doubleton, 1♥/♠ can be opened on a good 4-card suit, and 2♣ can be a (good) 5-card suit. Responses are natural, with 1♥/♠ 4⁺.

Whereas we open 1♥ with 5⁺5⁺ in the Majors in 1st and 2nd position (to keep the relays symmetrical), in 3rd / 4th position we open natural, i.e. 1♠ with 55 Majors.

1♦	8-15, (2) 3 ⁺ ♦, can be balanced, 8-15. Denies 5 ⁺ M.
1♥	8-15, 4 ⁺ ♥. Can no longer contain 5 ⁺ ♠; longer minor remains possible
1♠	8-15, 4 ⁺ ♠
1NT	Good 13-15, balanced. With 11 - bad 13 or both Majors , open 1♦
2♣	8-15, 5 ⁺ ♣. Shape restrictions are relaxed
3NT	To play
4♣/♦	Preempt

After P - 1♥/1♠ we play 2-way Drury; P - 1♥ - 1♠ is 6-12, 4⁺♠ F1R; 2♣/2♦ shows 3/4-card support. 2NT shows very good support and good 11-12, as it forces us to the 3 level; as the responding hand is now very well defined we simply play Long / Help Suit Trials over 2NT.

1.3 Summary of Opening Bids (in 4th hand)

Openings are the same as in 3rd hand, although there is no need to keep the bidding open. In 4th hand our 2♥/♠ openings are 9-11; meaning that 1♥ - 1♠ - 2♥ is 12 - 15 !!

Part 1: We open the bidding

2. The 1♣ Opening: 16⁺ any distribution (and ®)

The 1♣ opening is the cornerstone of the system. It only shows values, and can have any distribution. We freely open 1♣ with 15, if we feel the hand lends itself to it. However, it's important to remember that a 1♣ opening shows 4⁺ Controls, and should have **at least 1 Ace**. This is particularly important if the 1♣ opener intends to transfer control; to stop asking questions and instead make partner captain of the bidding. Partner should be able to rely on the minimum number of Controls - and that Ace.

The 1♦ response shows either 0-8 points, or 9⁺ with less than 2 Controls (i.e. a hand with maximum 1 king and a bunch of quacks). Every other response shows 9⁺ points, at least 2 Controls and is GF.

In itself, the 1♣ opening is a relay; it invites partner to describe his hand in exquisite detail. He does so using canape principles, using the 5 stages mentioned above.

2.1 Summary of responses to 1♣:

1♦	0-8 or 9 ⁺ with fewer than 2 Controls
1♥	4 ⁺ ♥, unbalanced, can have a longer suit (any)
1♠	4 ⁺ ♠, <4♥, unbalanced, can have a longer minor
1NT	12 ⁺ , any 4333 or 4432 or 5332 with a bad minor
2♣	5 ⁺ ♣, denies 4 ⁺ Major, can have 4♦
2♦	9-11, any 4333 or 4432 or 5332 with a bad minor; 1 ⁺ Control - exception!!
2♥	5 ⁺ ♥, 1 suiter
2♠	3 suiter, short Major
2NT	5 ⁺ /5 ⁺ minors
3♣	High shortness; e.g. 1354. All bids of 3♣ and higher show 4♣ and 5 ⁺ ♦
3♦	Equal: 2=2=5=4
3♥	Low: 3=1=5=4
3♠	2=1=6=4
3NT	3=0=6=4
4♣	2=0=7=4 not max
4♦	2=0=7=4, 13 ⁺ , 4 ⁺ Controls (4♥ asks for exact number)
4♥/♠	4-6, 7 ⁺ ♥/♠, NF

2.2 1♣ - 1♦:

If the 1♣ bidder has extra strength (normally 19⁺ but can be less with distribution and wishing to force to game opposite 6-8) he can relay with 1♥ after a 1♦ negative; it follows that **every other bid than 1♥ is 16-18**. If responder is very weak (0-5) he makes a 2nd negative response of 1♠. With 6-8 he is **semi-positive** and bids two steps more than he would have done with a positive i.e. he is on a TWO-UP track. The semi-positive track is GF and shows 1⁺ Controls; with no Controls bid 1♠ first.

1♥	any 19 ⁺ , relay ®. See below
1♠	4-5♠, unbalanced, can have a longer 2 nd suit
1NT	balanced (can have a singleton honour). Continuations as per 1NT opening
2♣	5 ⁺ ♣, denies 4♠, NF. New suit F1, jumps are 5-7, 6 ⁺ , NF; 2NT NF invite
2♦	5 ⁺ ♦, denies 4♠
2♥	5 ⁺ ♥, denies 4♠
2♠	6 ⁺ ♠
2NT	5 ⁺ /5 ⁺ in odd suits, good intermediates in the 2 suits
3♣	Any strength shape enquiry, opener bids lowest suit over which all bids are NF
3any	Good 6 card suits, F1 (3NT shows ♣ NF)

3suit **5⁺/5⁺ in suit plus suit above**, good intermediates, nf; new suits now F1.

These 5-5 bids apply if still at 1 level, after intervention, responder **can** have 6-8; or put in another way, if opener can still show 19⁺. They can still include 5cds in oppo suit. The exception is a jump to 3 of opponent's suit(s) which is stop-asking.

2.2.1 **1♣ - 1♦ - 1♥: 19[±] ®**

1♠	0-5 (or 6 ⁺ and 0 Controls)
1NT	6-8, 4 ⁺ ♥, unbalanced. 2 steps higher than 1♣ - 1♥
2♣	4 ⁺ ♠, <4♥, unbalanced
2♦	4333 or 4432 or 5m332 with a bad 5-card minor
2♥	5 ⁺ ♣, no Major, may have 4♦
2♠	5 ⁺ ♦, 1 suiter
2NT	3 suiter, short Major
3♣	5 ⁺ /5 ⁺ minors
3♦	High shortness; e.g. 1354. All bids of 3♦ and higher show 4♣ and 5 ⁺ ♦
3♥	Equal : 2=2=5=4
3♠	Low : 3=1=5=4
3NT	2=1=6=4
etc	

2.2.1.1 **1♣ - 1♦ - 1♥ - 1♠: 0-5**

1NT	19-20, continuations as per 1NT opening
2♣	Artificial Game Force (like Acol 2♣ opening). Also a relay ®. See below
2♦/2♥/2♠/3♣	19-21, Natural, nf. Change of suit now F1, NT bids nat, nf.
2NT	21-22, see 2NT "opening"
3♦/3♥/3♠	Nat, nf, good suits, only need a little opposite to make game
3NT	GF with 55 ♣♥ or ♦♠
4♣/4♦/4♥/4♠	GF with suit and suit above. New suits are cues.

2.3 **1♣ - 1♦ - 1♥ - 1♠ - 2♣: GF ®**

Responses are very similar to responding to 1♣, except we are 1 level up, with the exceptions that 2♦ shows all balanced hands and 2NT shows both minors with 5⁺♦. So:

2♦	any 4333 or 4432 or 5m332 with a bad 5-card minor 2♥® Relays now as per 2-up track 2NT 23-24, continuations as per 2NT "opening" New suits natural, 5 ⁺
2♥	4 ⁺ ♥, longer suit possible, unbalanced (2♠=®, 2NT=24 balanced; 3any suit=5 ⁺ card)
2♠	4 ⁺ ♠, denies 4♥, longer minor possible (still bid this if already bid 1♠ to show ♠s)
2NT	5 ⁺ ♦, 4 ⁺ ♣. Now 3♣=®; 3♦=54, 3♥=64, 3♠=5 ⁺ /5 ⁺ , 3NT=74.
3♣	5 ⁺ ♣, no Major, may have 4♦
3♦	5 ⁺ ♦, 1 suiter
3♥/♠	splinter; 3-suited with short M. Next ® asks specific pattern

Notes:

After a double negative (showing 0-5), the way we show the 5 different patterns is very similar to the 1♣ opening. The big differences with the 1♣ opening are that:

1. **We can't ask for Controls anymore.** There aren't any run-ons to Controls either.
2. Once we have shown the length of our 4⁺ suits, we do **not** show the exact shape; there is no room to do so and stay below 3NT. Instead, we go straight into scanning, treating all shorter

suits as **doubletons** (i.e. we scan them **once**). In scanning round 1, A, K and Q count. So, we give a positive with a singleton top honour.

3. If they intervene over the 2♣ bid, **relays stop**. We now bid naturally; Pass = 0-2 (or a penalty double), X=3-5 (values double treated as take-out; same principle as 1♣ - (1♥) - Pass = 6-8), suits are natural, cuebid (of a natural overcall) = 5⁺/5⁺.
4. The 2♣ bid still operates in competition if (and only if) partner has shown <6. We then **ignore** anything he may already have shown; i.e. 1♣ - (1♥) - 1♠, showing 0-5 with 4⁺♠. If opener now bids a GF 2♣ (and RHO passes) we bid our pattern as normal, ignoring the fact that we have shown ♠ already - life gets too complicated otherwise.

Summary how to show the 5 different patterns:

- Balanced:** After 1♣ - 1♦ - 1♥ - 1♠ - 2♣ we bid 2♦ to show a balanced hand. Continuations are now **identical** to the 2-up track after 1♣ - 1♦ - 1♥ - 2♦.
- 1-suiter:** Show the suit; then bid 3♠ with 5, 3NT with 6, 4♣ with 7. Next ® scans
- Short 2-suiter:** Show the 2 suits, with or without the 3♥ reverser. The next ® asks for length in the long suit, we skip 3♠ (shows 5⁺/5⁺) so: 3NT=54, 4♣=64 and 4♦=74. The exception is the 2NT response to 2♣, showing 5⁺♦ and 4⁺♣. Now 3♣®; 3♦=54, 3♥=64, 3♠=5⁺/5⁺, 3NT=74.
- Long 2-suiter:** Show the 2 suits, then bid 3♠ to show the long 2-suiter. The next ® scans.
- 3-suiter:**
- a) **Short Major:** immediately bid 3♥/3♠ over 2♣. Next ® asks for pattern: 4441, 445, 454, 544
 - b) **Short minor:** Show both Majors in the normal way (2♣ - 2♥ - 2♠ - 2NT), then over the 3♣® bid 3♦ to show a short minor. Now over 3♥® 3♠=short ♦ (4♣® for exact pattern), 3NT=4441, 4♣=4450, etc.

2.4 1♣ - 1♦ - 1♠: 16-18, 4-5♠, unbalanced, may have a longer suit:

- 1NT** 4⁺♥, F1 - but can be weak. All good hands with 4♥ bid 1NT in preference to 2m
 2m 5⁺m, NF, 4♠. Now 2♥ is 5⁺♥, weak, NF, not good enough for a forcing 2♥ over 1♠
 2♥ 4♥, min (maybe only 3♥ with a 5=3=1=4 or 5=3=4=1 shape)
 2♠ 5♠, denies 5m or ♥ support. 3m next by responder is NF with 5⁺
2NT 4=1=4=4. 3m by responder is NF with 4⁺
 3m 6m, 4♠, max
 3♥ 4⁺♥, max
 3♠ 4♠, 5⁺♥, singleton minor, max (3NT asks)
3NT Impossible bid opposite a partner who can be weak
 4m 4♠, 5⁺♥, void minor, max
- 2m** Nat, F1, normally 5⁺, denies 4♥. Can have only 4 if 3♠
 A new suit by opener is now 5⁺ with only 4♠. Rebid 2♠ with 5♠.
- 2♥** 5⁺♥, F1. Opener should now always rebid 2♠ with <3♥ and 5♠
- 2♠** Minimum raise (5-6) with 4♠. Same continuations as per 1♣ - 2♠
- 2NT** Natural, 7-8, NF, denies 4♥ and 3♠. 3x = 5crd NF
- 3♣♦♥** 6cnds, 5-7pts, NF (so 2x then 3x is forcing)
- 3♠** Maximum (semi)balanced raise (7-8) with 4♠
- 3NT** Max, bal, no fit, denies 4♥ and 3♠
- 4♣♦♥** Max, 4⁺♠, void

3. The Relays; all 5 stages explained in detail

Core to the system are **the relays**; one player becomes the captain of the bidding, and **continues to make the next possible bid, the relay** ®. His partner describes his hand, as long as the relayer feels the need for more information.

The structure described below detailed how the relays work over the 1♣ opening. Other openings have their own relays structure, which is similar in nature. Inevitably there are some differences, which are highlighted in the sections about those specific openings. It's also important to notice that in the sections below we assume that responder has the required point-count and Controls for the positive responses: (9⁺ points and 2⁺ Controls. How things proceed if this is not the case will be explained as well.

Once the relays have started, they always follow the same patterns (stages):

1. General structure
2. Short suits (HEL or HMEL)
3. Exact distribution
4. Controls (A=2, K=1)
5. Location of high cards (AKQJ)

3.1 General Structure

The 5 options for general structure are:

1. **Balanced** (any 4333 or 4432 - or 5332 with a bad 5-card minor)
2. **1-suiter** (1 suit 5⁺, no other suit longer than 3)
3. **Short 2-suiter** (2 suits 4⁺, one of them with exactly 4, the other 5⁺)
4. **Long 2-suiter** (2 suits, both 5⁺)
5. **3-suiter** (3 suits with 4-5 cards in them)

The **balanced** hand pattern is described in one bid; either 1♣ - 1NT (12⁺, now 2♣® asks more information) or 1♣ - 2♦ (9 - 11) with 2♥®.

We also have 1 bid to describe **3-suiters** with a short Major: 1♣ - 2♥ (2♠ in 1st/2nd due to the 2♦ bid) 2♣® (2NT®) asks more. When the singleton or void is in the minor, we first show ♥ and ♠, and then show that we have a 3-suiter by bidding 2♦.

1-suiters are described by bidding the suit, and subsequently bidding 2♠⁺; we immediately proceed to Stage 2 where we show short suits.

2-suiters, and **3-suiters** with a short minor are shown by bidding the 2 suits up the line (canape style), starting with 1♥, **regardless of their length**. For example, a hand with 4♥ and 5♠ will respond 1♥ over 1♣; over the 1♠® the response is 1NT, showing at least 4♠.

We show the **long 2-suiter** by bidding the 2 suits, and then bidding 2♠. By inference, if we **don't** bid 2♠ along the way, we **must** have a **short 2-suiter**.

This is perhaps the time to introduce 3 important concepts: **run-ons**, **canapé** and the **2♥ reverser**.

Run-ons: In order to save as much space as possible, the last bid of any stage immediately becomes the first step of the next stage; we run on to the next stage. For example, the last general shape-showing bid over 1♣ is 2♠, which shows at least 5-5 in the minors. The next bid, 2NT, shows exactly 4♣ and 5⁺♦ and it's a run-on as well. So we immediately go to the next stage, showing short suits; in this example, showing short ♠.

Canapé: After a 1♣ opening bid the **cheapest** 4⁺ suit first, regardless of length. Skipping a suit means denying 4⁺ in that suit; so 1♠ denies 4♥, 2♣ denies a Major, and 2♥ is always a ♦ 1-suiter. Remember also, bidding a suit over 1♣ denies the other possibilities, such as a 4432 or 4333 (bid 1NT or 2♦ straight away).

Reverser: When we are showing 2 suits, we finish at maximum at 2♦; but we don't know which one of the two is longer (in case of a short two-suiter). Making the bid of 2♥ after showing 1 or 2 suits is known as a **reverser** which means the higher ranking suit is the one with exactly 4 cards. If only 1 suit has been shown so far then ♦ is always the 2nd suit - it's a **run-on**. Skipping the reverser means that the highest ranking suit is the longer one, by inference.

Examples of the reverser in action (or not):

1♣ - 1♥ - 1♠® - 1NT - 2♣® - 2♥	exactly 4♠ and 5 ⁺ ♥
1♣ - 1♥ - 1♠® - 1NT - 2♣® - 2NT	5 ⁺ ♠ and exactly 4♥ (and high shortness, run-on)
1♣ - 1♠ - 1NT® - 2♣ - 2♦® - 2♥	exactly 4♠ and 5 ⁺ ♣
1♣ - 1♠ - 1NT® - 2♣ - 2♦® - 2NT	5 ⁺ ♠ and exactly 4♣ (and high shortness, no reverser)
1♣ - 1♠ - 1NT® - 2♦	5 ⁺ ♠ and exactly 4♦ (not using the reverser)
1♣ - 1♠ - 1NT® - 2♥	4♠ and 5 ⁺ ♦ (using the reverser and only 1 suit has been bid)

Note that after 1♣ - 1♥ - 1♠®, 1NT shows ♠. The 1♥ response already shows an unbalanced hand, so 1NT is free for a non-natural meaning. Note also the canape principle; 1♣ - 1♥ - 1♠® - 1NT must be bid with 4♥ and 7♠!

Now it's time to look in detail how to bid those 5 general patterns:

3.2 1♣ - 1NT: Balanced, any 4432 or 4333 or 5332 with a bad minor, 12⁺

Normally the 1♣ opener will bid 2♣® to ask further information, although he may bid something else to show 16-17 and a balanced hand himself; the principle being that the relays are most effective when a balanced hand is being described. This principle works over the 1♥, 1♠ and 1NT responses and will be dealt with in detail later in this chapter; it's called **transfer control**. We describe the hand using the **CRO** principle: Colour, Rank, Other. In case of 2 4-card suits, we later bid the **doubleton**, where 2NT shows a doubleton ♠.

After 1♣ - 1NT - 2♣®, 2♦, 2♥ and 2♠ are used to show a general pattern; from 2NT onwards we 'run-on' immediately to the exact distribution (Stage 3), by bidding the doubleton.

1♣ - 1NT - 2♣®:

2♦	“Colours” either ♣♠ or ♥♥ or a 4333 with a 4-card Major
2♥	“Ranks” either ♥♠ or ♣♦
2♠	4333 with a 4-card minor or a 5332 with a bad minor (same as after 1NT - 2♣ - 2♦ - 2♠®)
2NT	“Other” with ♠ shortness, so must be exactly 2=4=3=4 (Run-on to Stage 3)
3♣	4=3=4=2; doubleton ♣ so must be 44 in ♦♠. Now 3♦® asking for Controls (Stage 4)
3♦	3=4=2=4; doubleton ♦ so must be 4-4 in ♣♥
3♥	4=2=4=3, denies a maximum (13 ⁺ with 4 ⁺ Controls), because no run-on to stage 4
3♠	4=2=4=3, 13 ⁺ and 4 Controls (straight run-on to stage 4)
3NT	4=2=4=3, 13 ⁺ and 5 Controls
4♣	4=2=4=3, 13 ⁺ and 6 Controls, etc

3.2.1 1♣ - 1NT - 2♣ - 2♦: ♣♠ **or ♥♥ **or** a 4333 with a 4-card Major. 2♥®**

2♠	4333 with a 4-card Major. 2NT®:
3♣	3=4=3=3. Now 3♦® asking for Controls (Stage 4)
3♦	4=3=3=3, denies a maximum (13 ⁺ with 4 ⁺ Controls) because no run-on
3♥	4=3=3=3, shows maximum: 13 ⁺ with 4 Controls
3♠	4=3=3=3, 13 ⁺ with 5 Controls, etc
2NT	♠ shortness with either ♣♠ or ♥♥, so exactly 2=4=4=3 (Stage 3)
3♣	3=4=4=2; doubleton ♣ so must be 4-4 in the reds
3♦	4=3=2=4; doubleton ♦ so must be 4-4 in the blacks
3♥	4=2=3=4, denies a maximum (13 ⁺ with 4 ⁺ Controls) because no run-on to stage 4

3♠ 4=2=3=4, 13⁺ and 4 Controls (straight run-on to stage 4)
 3NT 4=2=3=4, 13⁺ and 5 Controls, etc

3.2.2 1♣ - 1NT - 2♣ - 2♥: “Ranks”; ♣♦ or ♥♠. 2♠®

2NT High shortness (♠), so exactly 2=3=4=4 (Stage 3)
 3♣ 4=4=3=2; doubleton ♣ so must be 4-4 in the Majors
 3♦ 4=4=2=3; doubleton ♦ so must be 4-4 in the Majors
 3♥ 3=2=4=4, denies a maximum (13⁺ with 4⁺ Controls) because no run-on to stage 4
 3♠ 3=2=4=4, 13⁺ and 4 Controls (straight run-on to stage 4)
 3NT 3=2=4=4, 13⁺ and 5 Controls, etc

3.2.3 1♣ - 1NT - 2♣ - 2♠: 4333 with a 4-card minor or 5332 with a bad 5-card minor. 2NT®

3♣ 5♣ (2=3=3=5, 3=2=3=5, 3=3=2=5) 3♦® for exact shape
 3♦ 5♦ (2=3=5=3 or 3=2=5=3) 3♥® for exact shape
 3♥ 3=3=5=2 (low shortness)
 3♠ 3=3=3=4
 3NT 3=3=4=3

3.2.4 1♣ - 1♥/1♠/1NT: Transfer Control with a balanced hand

If the positive response to 1♣ is **at the 1 level**, opener can transfer the captaincy and become the describer. He does so **only** with a minimum balanced hand, 16-17. Assuming a response of 1NT opener uses the structure that applies after 1♣ - 1NT - 2♣ i.e. 2♦ = colours or 4333/3433, etc.

After 1♣ - 1♠ the same structure to 1NT is used but we are 1 step lower i.e. 2♣ = colours, etc. Similarly, 1♣ - 1♥ - 1NT is colours. The only tricky bit with this is that to maintain the principle of bidding the **doubleton** suit, 2NT shows a different doubleton each time. After 1NT, 2NT=♠; ♥ after 1♠; ♦ after 1♥.

It also follows that if opener doesn't transfer control after a 1-level positive response, he won't be 16-17 balanced (or have a void splinter). Responder will frequently just place the contract; 1♣ - 1NT - 2♦ - 3NT is a good example.

In line with section 4.4 “Running on to Controls” you can run on to Controls as well; but this is limited. After 1♣ - 1♥/♠ they stop at 3♥/♠, showing 6⁺ Controls (next ® asks specifically) to leave room for void splinters (see next section). After 1♣ - 1NT run ons stop at 3NT (4=2=4=3, 16-17, 6⁺ Controls), to ensure we don't go past 3NT with balanced hands; 4♣® after 3NT asks for the specific number of Controls.

3.2.5 1♣ - 1♥/1♠: Showing a void in a super fit

Very unbalanced hands are notoriously difficult to relay out; especially when you have a void. The relay mechanism depends on the ability to determine which exact honours partner has through deduction; but if you can't do this because you can't determine what he has in a suit in which you're void, this method breaks down. We try to resolve this by allowing responder to evaluate his hand better by showing **voids** in hands where there is a good fit (normally 9⁺).

In the previous section you've seen that run-ons after 1♣ - 1M stop at 3M; this is to build in the possibility of immediate **void splinters**. With a minimum hand (16-17) we splinter immediately; with more we use the first step above the run-ons to show an 18-19 void splinter.

After 1♣ - 1♥ the responses become:

1♠ ® Relay, denying 16-17 balanced or a void splinter
 1NT - 3♥ Run-ons, showing 16-17 balanced (3♥ = 4=3=4=2, 6⁺ controls)
 3♠ 18-19, 4⁺♥ (normally 5⁺♥), a void somewhere. 3NT ® asks.
 3NT/4♣/4♦ 16-17, 4⁺♥ (normally 5⁺♥), void ♠/♣/♦. 4♥ is now sign-off.

After 1♣ - 1♠ the responses become:

- 1NT Ⓜ Relay, denying 16-17 balanced or a void splinter
- 2♣ - 3♣ Run-ons, showing 16-17 balanced (3♣ = 3=4=2=4, 6+ controls)
- 3NT 18-19, 4+♠ (normally 5+♠), a void somewhere. 4♣ Ⓜ asks.
- 4♣/4♦/4♥ 16-17, 4+♠ (normally 5+♠), void ♣/♦/♥. 4♣ is now sign-off.

3.3 1♣ - 2♦: 9-11, any 4333/4432/5332 with bad 5-card minor (1+ control)

The same structure applies after 1♣ - 1♦ - 1♥ - 2♦ and 1♣ - 1♦ - 1♥ - 1♠ - 2♣ - 2♦

- 2♥ Ⓜ Relay, 2-up track from 1♣ - 1NT ... BUT
 - 2♠ ‘Colours’ either ♣♠ or ♦♥ or a 4333 with a 4-card Major
 - 2NT ‘Ranks’ either ♥♠ or ♣♦
 - 3♣ 5m332 or 4m333
 - 3♦ Ⓜ Relay
 - 3♥ 5♣ 3♠ Ⓜ asks shape, 233/323/332, no run-on, 4♣ Ⓜ
 - 3♠ 5♦ 4♣ Ⓜ asks controls, 1+
 - 3NT 33(43) 4♣ Ⓜ asks minor → 34/43, no run-on
 - 3♥/♠ natural
 - 3NT no fit
 - 4♣ fit, good hand
 - 4♦ fit, concentrated values in ♦
 - 3♦/♥/♠/NT ‘Others’; doubleton in suit bid (NT = ♣)
- 2♠ Sets trump suit, likely with a void
- 2NT Balanced, no slam interest, looking for best game
- 3♣ Muppet Stayman (3♥/NT switched!)
- 3♦/♥ 4-crd Transfer (most likely bad other major, otherwise puppet)
- 3♠ Does not exist
- 3♣/♦/♥ Sets trump suit, likely with a void

3.4 1♣ - 1♥/1♠/2♣/2♥(=♦): How to bid a 1-suiter

After the 1♣ opening, bid your suit. After 1♥/1♠ the options for a 2-suiter (long and short) are still open, as is the 3-suiter. 2♣ promises 5+♣ (cannot be 9-11 with a weak suit and 5332) and can still have 4♦; so a short 2-suiter is still possible. 2♥ is a ♦ 1-suiter and is 1-up.

After bidding our suit, we respond to the next relay (e.g. 1♣ - 1♥ - 1♠) with Stage 2; shortness:

- 2♠ High shortness (includes a 6-card suit with 223 and 232)
- 2NT Middle shortness
- 3♣ Equal shortness (322 or 222 specifically)
- 3♦+ Low shortness - run-on direct to pattern

Over the next relay, we show our exact pattern (Stage 3):

- 3♦ 5332
- 3♥ 6331
- 3♠ 7+ card suit with singleton and high doubleton, i.e. 7231
- 3NT 7+ card suit with singleton and low doubleton, i.e. 7321
- 4♣ 7+ card suit with void, min; 7330
- 4♦ 7+ card suit with void, “max”, 4c etc

The tricky pattern is the 6322 shape. 3♣ direct is either 6322 i.e. with 3 cards in the highest ranking suit or 7222. Then separate after the 3♦ relay based on commonest distribution but also with min/max:

- 3♥ 6322
- 3♠ 6322 max (this step **only** applies if a Max (13+ and 4+ Controls) is still an option)

3NT 7222 min
 4♣ 7222 “max”, 4c (run straight onto Controls with semi-pos or passed hand)
 4♦ 7222 “max”, 5c etc

With 6223 or 6232, first bid 2♠ to show high shortness, then 3♣ to show a 6-card suit with a doubleton in the highest ranking suit, then separate numerically: 3♥=6223, 3♠=6232 with min, 3NT=max 4c, etc.

Example sequences:

1♣ - 1♥ - 1♠ [®] - 3♦	exactly 3=5=3=2 (direct jump to pattern, so low shortness)
1♣ - 1♥ - 1♠ [®] - 2♠ - 2NT [®] - 3♥	1=6=3=3 (high shortness followed by pattern)
1♣ - 1♠ - 1NT [®] - 2NT - 3♣ [®] - 3♠	7=2=1=3; middle shortness, high doubleton
1♣ - 2♣ - 2♦ [®] - 3♣ - 3♦ [®] - 3♠	3=2=2=6 with a Max (13 ⁺ , 4 ⁺ Controls)
1♣ - 1♠ - 1NT [®] - 2♠ - 2NT [®] - 3♣ - 3♦ [®] - 3♠	6=2=3=2 with a Minimum (no run-on)

3.4.1 1♣ - 2♣/♥ - 2NT: Natural, balanced, no slam interest (16-18)

The 2♣/♥ bid (2♥ promises ♦) denies 4⁺M, and shows an unbalanced hand with 5⁺ minor

3♣	5-card Stayman
3♦	fit in ♣/♦
3♥	no 5M, no ♣/♦ fit
3♠	5♠
3NT	5♥
3♦	natural
3♥/♠	shortness

3.5 How to bid 2-suiters

We divide 2-suiters into 2 categories; a) the short 2-suiters, where 1 suit is exactly 4, and the other 5⁺ (and not a 3-suiter); and b) long 2-suiters, where both suits are at least a 5-card. In principle we start by bidding our two suits, and then go to the pattern.

3.5.1 Short 2 Suiters

These are hands in which the shorter suit has exactly 4 cards. Without intervention and with unequal shortness, the normal track is:

3♣	5422
3♦	5431
3♥	6421 (or 7411 which is treated as 6421; you need to make decisions how to show this)
3♠	6430
3NT	7420 min
4♣	7420 max, 4c (NB: Max here is subjective in terms of HCP)

In many cases we simply show our 2 suits before reaching the pattern bid. Suppose the describer is 5=3=4=1. Whether he opens with 1♠ or responds 1♠ to 1♣, he next bids 2♦ then 3♦ (low shortness). So having bid the 2 suits we bid:

2NT	High shortness
3♣	Equal shortness
3♦ up	Low shortness, direct to pattern

Here are two rules for bidding the two suits:

* **CANAPÉ** - after a 1♣ opening bid the **cheapest** 4⁺ suit first, **regardless of length**. So 1♠ denies 4♥, 2♣ denies a Major, and 2♦ is always a 1 suiter.

* **REVERSER** - a bid of 2♥ after showing 1 or 2 suits is known as a **reverser** which means the higher ranking suit is the one with exactly 4 cards. If only 1 suit has been shown then ♦ is always the 2nd suit.

Examples:

1♣ - 1♠ - 1NT® - 2♥	4♠ and 5 ⁺ ♦; 2♥ = the reverser; only 1 suit mentioned so 2 nd suit is ♦
1♦ - 1NT® - 2♣ - 2♦® - 2♥	4♦ and 5 ⁺ ♣; 2♥ = the reverser again
1♠ - 1NT® - 2♥	5 ⁺ ♠ and exactly 4♥ (with 5/5 Majors open 1♥)
1♦ - 1NT® - 2♦	Normally 4♠ and longer ♦ (see 3 suiter exception)
1♦ - 1NT® - 2♥	4♥ and longer ♦

After 1♣ holding exactly 4♣ and longer ♦ bid 3♣ or higher directly, using the principles described above **but 1-up due to the 9-11 BAL 2♦ bid**; i.e. 3♣ = ♠ shortness (3♦®), 3♦ = equal (2=2=5=4), 3♥ = 3=1=5=4, 3♠ = 2=1=6=4, etc.

Summary - with normal distribution (lower suit of 4 cards) and Low shortness, show 2 suits and show pattern. With a reverser (higher suit of 4 cards) put in a 2♥ bid en-route. With High shortness put in a 2NT bid en route to the pattern. With Equal shortness bid 3♣.

3.5.2 Long 2 Suiters

These are hands with at least 55 in two suits. Show 2 suits as for short 2 suiters; **then bid 2♠**. Then bid:

3♣	High shortness (<i>Mnemonic</i> - HEL = high, equal, low)
3♦	Equal shortness (5611 or 6511, then separate numerically i.e. 56 before 65 with run-on)
3♥ ⁺	Low shortness - go direct to pattern.....see below

To show pattern, bid:

3♥	5521
3♠	5530
3NT	5620
4♣	6520 min, 4♦ = "max" (4C plus good looking hand)

Examples:

1♣ - 1♥ - 1♠® - 1NT - 2♣® - 2♠	5 ⁺ ♠ and 5 ⁺ ♥
1♣ - 1♥ - 1♠® - 2♦ - 2♥® - 2♠	5 ⁺ ♥ and 5 ⁺ ♦
1♦ - 1NT® - 2♣ - 2♦® - 2♠	5 ⁺ ♦ and 5 ⁺ ♣
1♣ - 2NT	5 ⁺ ♦ and 5 ⁺ ♣ (1-up due to the 2♦ 9-11 BAL bid)

3.6 How to bid 3-Suiters (5440 or 4441)

This tends to be the area that demands most on the memory, as to describe these hands we employ some auctions that are otherwise meaningless. **The treatments vary with the opening bid**, so in this section we deal **only** with the responses to 1♣.

3.6.1 3 Suiters with a short Major

This is the easier of the two 3-suiters; with both minors and a short Major we bid: 1♣ - 2♠.

2NT® with as responses:

3♣	high (♠) shortness (now 3♦® for the exact pattern as below)
3♦	4=1=4=4
3♥	4=0=4=5
3♠	4=0=5=4
3NT	5=0=4=4, not Max
4♣	5=0=4=4, 13 ⁺ , 4 Controls

etc

3.6.2 3 Suiters with a short minor

This means we have both Majors, so we bid those first, and then we bid 2♦ to show a 3-suiter:

1♣ - 1♥ - 1♠[®] - 1NT - 2♣[®] - 2♦

Now 2♥[®] with as responses:

2♠	high (♦) shortness (now 2NT [®] for the exact pattern)
2NT	4=4=4=1
3♣	4=4=5=0
3♦	4=5=4=0
3♥	5=4=4=0, not Max
3♠	5=4=4=0, 13 ⁺ , 4C
etc	

4. Control Asks, Run-ons, Weak Relays and Sign-offs: Stage 4

4.1 Introduction to Stage 4

This is the 4th stage in responding to relays and it's used after the exact pattern is known. The simplest case is where responder has shown his distribution with no possibility of further run-ons; let's say something like 1♣ - 1♥; 1♠® - 3♦ showing a 3=5=3=2 distribution. At this point relay has a number of options:

- 1) He can ask for Controls with the first step, 3♥ in this example. You normally do this with 19⁺ after a 1♣ opening (although this is of course context-dependent). It shows that values are less important than Controls and is the strongest possible indication that a slam might be possible.
- 2) He can ask for a maximum **and** good Controls with 3♠; the 2nd step is the so-called **Weak Relay**. You take this route when you need values as well as Controls for slam (e.g. with balanced hands or hands in the 16-18 range). **This 2nd step is only valid below 4♦.**

If the exact pattern description **finished** with 3♥, 3♠ or 3NT then 4♦ (last non-game bid) is available as the **End Signal**: a transfer to 4♥ after which every bid from relay is a sign-off. Even in an unlimited hand, when relay follows this route you need to have a very good hand to move on. Careful readers may have noticed that after the exact pattern finished with 3♠ or 3NT, 4♣ would be the Control Ask and 4♦ the Weak Relay - which clashes with the 4♦ End Signal. **In this case the End signal always has priority.** That leads us to 2 more options after the pattern finished with 3♥, 3♠ or 3NT:

- 3) Relay can bid 4♦ End Signal. Responder bids to 4♥ after which relay places the final contract. If 3NT is available as final contract, using the 4♦ route followed by 4NT shows around 19-20; invitational for Slam.
- 4) Relay can bid game. **Not** using the End signal is a mild slam try, looking for an absolute maximum hand in the context of what responder has shown so far.

4.2 The Step 1 Control Ask

Further in this chapter we will look at bidding after run-ons, relay breaks etc. First we look at the most straightforward case: **the Step 1 Control Ask.**

Table 1: Responding to Step 1 Control Ask: (a number by itself indicates no. of Controls)

Position	Hand Type	Step 1	Step 2	Step 3	Step 4
Opener	10-15	2	3	4	5,etc
Opener/Overcall	16 ⁺ balanced	4	5	6	7
positive to 1♣	9 ⁺	2	3	4	5
Semi pos to 1♣	6-8	1	2	3	4

In the example used above, after 1♣ - 1♥; 1♠® - 3♦; responder has shown a positive to 1♣ with 9⁺ points. 3♥® asks for Controls; 3♠ shows 2, 3NT shows 3, etc.

4.3 The Step 2 Weak Relay

If relay does the 2nd step after the patterns have finished, this is a Weak Relay, signifying that a slam only looks likely if responder is maximum in term of values **and** Controls. As a response, the first step denies such a hand; relay's bid after this first step response is now the final contract. There is an exception, logical but still somewhat tricky. If the 1st step response to the Weak Relay still leaves room for the 4♦ End Signal, then a bid of game is still a very mild slam try, perhaps looking for maximum

points with 3 Controls in case of a normal opening. If the first step after the WR response is below game and not 4♦, **it is still a Control Ask.**

Table 2: Responding to Step 2 Weak Relay:

Notes: - Relays finish after a Step 1 response to a WR unless the relayer's next bid is below game

Position	Hand Type	Step 1	Step 2	Step 3	Step 4
Opener	10-15	Min	14-15, 4	14-15, 5	14-15, 6
Overcaller	16+ balanced	Min	Max, 4	Max, 5	Max, 6
Unlimited positive to 1♣	9+	Min	13+, 4	13+, 5	13+, 6
Limited positive or semi positive	a) Passed Hand b) Min opening c) 6-8pts semi	Min	Max, 2	Max, 3	Max, 4

Example: after 1♣ - 1♥; 1♠® - 3♦; responder has shown an unlimited positive to 1♣. 3♠® is a Weak Relay; 3NT denies a Maximum, 4♣ = 13+ with 4 Controls, 4♦ = 13+ with 5 Controls, etc.

After 1♣ - 1♥; 1♠® - 3♦; 3♠® - 3NT: 4♣ is a Control Ask (starting with 2), 4♦ is End Signal, 4♥/4♠/4NT/5♣/5♦ are therefore mild slam invites.

4.4 Running on to Controls

We can run straight onto Controls when the pattern we describe is the last one in the series. An example: 1♣ - 1NT; 2♣®. Now 2NT shows a 2=4=3=4 distribution; 3♣ shows 4=3=4=2; 3♦ shows 3=4=2=4 and 3♥ shows 4=2=4=3. 3♥ is the last possible pattern in this sequence, meaning that 3♥ denies a maximum; 3♠ shows the same pattern but 13+ and 4 Controls; 3NT shows 13+ and 5 Controls, etc.

Table 3: When and how to Run-On from Pattern (Stage 3) to Controls (Stage 4):

Position	Hand Type	Step 1	Step 2	Step 3	Step 4
Opener	10-15pts	Min	14-15pts, 4	14-15pts, 5	14-15pts, 6
Overcaller	16+ balanced	Min	Max, 4	Max, 5	Max, 6
Unlimited positive to 1♣	9+pts	Min	13+pts, 4	13+pts, 5	13+pts, 6
Limited positive or semi positive	a) Passed Hand b) Min opening c) 6-8pts semi d) Max opening e) 1♣ 16-17 bal	x where x= number of guaranteed Controls	x+1	x+2	x+3

Looking at the table, it's worth noting that if responder is **limited to a maximum 3-point range**, we don't show minimum or maximum with the first run-on step; **we go straight to Controls**. This is where the Weak Relay and the Run-On essentially differ. (We consider the 9-12 balanced Passed Hand as 3)

Two Run-On Exceptions:

1. The definition of "Max" when very distributional e.g. 7cd suit or 6-5 is not strict on points....more on quality of suit(s) alongside 4+ Controls

2. (only) **Limited balanced** hands do **not** run-on past **3NT**, so a bid of **3NT** will generally be x^+ Controls, after which $4\clubsuit$ asks; $4\diamonds=x$, $4hearts=x+1$, etc

Note:

There is no weak relay in situations where opener has already shown a maximum or has transferred control having opened $1\clubsuit$. In line with the general principle, a game forcing non-relay bid shows weakness in the bid suit where partner has denied a singleton or void, and is asking for help for **3NT**.

This is maybe a good moment to take run-ons to their extreme. After a $1\clubsuit$ opening we jump straight to the exact pattern from $3\clubsuit$ onwards, showing a short two-suiter with $4\clubsuit$ and $5^+\diamonds$. The pattern finishes with $4\clubsuit$, which shows a $2=0=7=4$ distribution. Therefore $4\clubsuit$ denies a Maximum and $4\diamonds = 13^+$ and 4^+ Controls (as $4hearts/\spadesuits$ are natural). When you explain $1\clubsuit - 4\clubsuit/4\diamonds$ to the opps, don't forget to ask "don't you play it that way?" Over $4\diamonds$, $4hearts$ is Control Ask, starting at 4.

4.5 When Relayer Signs Off

Responder always has to judge whether he has sufficient Extras in his hand to warrant bidding on. The two primary factors to be taken into account are:

Relayer's bidding e.g. has he had an opportunity to use a weak relay? Has he initiated slam investigation?

The hidden extras - are they likely to be of sufficient surprise to warrant bidding on? eg. $AJ1098$ is clearly considerably better than $AJxxx$ (along with extra points outside)

4.5.1 Relayer signs off in 3NT

The most common situation is where relayer signs-off in **3NT** having opened $1\clubsuit$. Responder may continue as follows:

Positive 9^+	Semi-Positive 6-8	Negative 0-5
a) $4\spadesuits=13-14$, $4NT=15-16$ tending to be balanced or with $<4C$	a) $4NT=11$ ish	a) $4NT=7$ ish
b) $4M$ which could be 6^+ cards = choosing to play there opposite potential void i.e. good suit	b) $4M$ = choosing to play there opposite potential void i.e. good suit	b) $4M$ = choosing to play there opposite potential void i.e. good suit
c) $4\clubsuits=4C$, $4\diamonds=5C$, $4hearts=6^+C$ ($4\diamonds=5^+C$ if b) applies)	c) $4\clubsuits=2C$, $4\diamonds=3C$	c) $4\clubsuits=1C$, $4\diamonds=2C$

In case of positive 9^+ and b) applies, if the 6^+ card suit is \spadesuits then the $4hearts$ bid becomes the 13-14 (with a good suit as source of tricks of course); $4\diamonds = 5^+C$.

4.5.2 Relayer uses the $4\diamonds$ End Signal or bids $4hearts/\spadesuits$ from below $3hearts$ (so no end signal applies)

It will be rare for responder to not comply with the request to bid $4hearts$ (never with a semi-positive or a negative). But if he does, he bids $4\spadesuits$ with **5 Controls** (note 5, rather than 4), $4NT$ with 6 Controls, etc. The $4\diamonds$ bidder now bids what he thinks will be the final contract (**no scans!**).

If relayer jumps to $4M$ in a situation where the End Signal doesn't apply (because responder's last bid was up to $3\diamonds$), the situation is the same; responder can **only** carry on with 5^+ Controls, and bids them in steps.

4.5.3 Relayer invites (instead of using 4♦ End Signal) OR is at the 5 level

If responder now feels he has enough to move on he shows where his main strength is (or NT with good all-round).

4.5.4 Relayer signs-off after a "good" response to a control relay

This suggests relayer is looking for your points to be concentrated in your suits (and trumps). If it was a Weak Relay, it suggests a worry about duplication e.g. Axxx in a shown side suit is ideal, KQxx is not.

4.6 When Relayer leaves the Relays - without bidding game

There are essentially 2 situations where Relayer can bid a non-relay suit in the middle of a relay sequence, but **below 3NT**:

If the responder has **shown 2-3 cards** in the suit, then relayer is showing weakness and is asking for a stop for NT (we assume that 4+ cards is a stop). If non-relayer denies a stop then all continuations are natural, looking for the best game. If responder does bid NT and relayer takes it out then the relayer is looking for A or K in the bid suit for slam purposes.

If the responder can still have **shortness** (0-2) in the suit bid, then relayer can make a **natural** bid in it. This shows either game values only, seeking the best game (the suit or NT) or an unbalanced hand where scanning might leave key honours uncertain. Responder now cue-bids / shows values; relayer is likely to use some form of RCKB (most likely **Exclusion**) next.

Bear in mind that when relayer chooses either path there are **no more relays or end signals!**

5. Scanning: Stage 5

This is the 5th stage in responding to relays i.e. used after the exact pattern and number of Controls are known; it describes where the high honours are located. We look at (scan) the suits based on length and rank; longer suits first, with two (or three) suits of the same length, the higher-ranking first (e.g. ♠ before ♥).

1 step - either weakness or AKQ (or the maximum possible given earlier bidding - see below)

2 steps - useful honour in first suit, weakness (or AKQ) in second suit

3 steps - useful honour in first and second suits, either weakness or AKQ in 3rd suit, etc.

The scan through the suits continues (and starts again from the 1st suit) until relayer breaks the relay or the bidding reaches 6NT. We do not scan **known** singletons; doubletons are scanned only once.

There are situations where the exact pattern is not known; for example after 1♣ - 1♦ - 1♥ - 1♠ - 2♣ and the subsequent pattern ask. In this case **we treat the unknown suits as doubletons**; we scan them only once.

When does a queen become a useful honour? Firstly, Qs are always a positive response to a scan when you have a semi-positive or double-negative hand. Otherwise, with 9⁺pts, you count the number of aces and kings you have (excluding singleton kings). If you have one control **card** (not control), count the queen in all suits at once; if you have two control cards, start to count the queen in your 2nd suit (i.e. in 1st suit show/deny only A or K); with 3 control cards start to count the queen in the 3rd suit; with 4 the 4th suit; and with 5⁺ control cards show queen at beginning of second round of scanning.

This also has implications for showing the J. If you have denied A, K **and** Q, you show the J in the 2nd round of scanning. **In all other cases**, you can only show/deny the J on the 3rd time you scan the suit.

Exceptions:

The first step in the scan shows nothing or very strong. Normally this means AKQ, exceptions are:

- * If shown a doubleton: AK, AQ or KQ
- * If shown 1 Control: KQJ(xx..)
- * If shown 2 Controls: AQJ(xx..)

If relayer signs off after we have made one of these 2-way bids it is important to seriously consider moving on. It will depend on the particular circumstances - but if we do decide to move on, **we bid suits where we hold extra values** - or NT to show good all round.

Doubletons are of course only scanned once. As 6⁺-card suits are scanned twice (see below), the rule for showing a 1-control KQJ or a 2-control AQJ in a 6⁺ card suit is: we deny, and we deny again. In other words, we do scan the suit twice, and since the first step shows nothing or everything, we have to deny the 2nd time around - even though technically this step is superfluous. We **do not** scan the suit a 3rd time (we skip it).

6[±] card suits:

With very long suits (6⁺) we try to maximise the available space by scanning the long suit twice. The **exception** to this rule is with a 6-5; either 6511 or 6520. With 6-5, both suits are important, so we scan them in natural order. With 64 however, we start by scanning the long suit twice.

This means with three control cards we show the queen in 2nd suit!

For example, if we hold: AQ8765 KJ2 A7 65; we will have shown a 6322 with a maximum and 5 Controls in the sequence: 1♣ - 1♠ - 1NT[®] - 3♣ - 3♦[®] - 3♠ - 4♣[®] - 4♥. Now 4♠[®] is a scan; 4NT shows no ♠A or K (or AKQ); 5♣ shows ♠A or K, no 2nd ♠ honour; 5♦ shows 2 of the 3 top ♠ but no ♥A or K (3 Controls cards, so Q starts to count in round 1 in ♦); 5♥ shows the ♥A or K but denies a top ♦ (at most the J; or a doubleton with 2 top honours), so the right response is 5♠.

4NT No ♠ A or K, or AKQ

- Now 5♣[®] scans the ♠ suit again for the Q (the J if AKQ); 5♦ denies the Q.
- 5♣ Shows ♠ A or K, no 2nd ♠ honour (A, K or Q)
5♦[®] now scans the ♥ suit and then runs on to ♦ and ♣; and then to ♠ (J) again.
- 5♦ ♠ AK, AQ or KQ, but no useful ♥ honour. Next scan is for ♦.
- 5♥ ♠ AK, AQ or KQ, a top ♥ honour, but no top ♦ honour (or HH). Next scan is for ♣.
- 5♠ ♠ AK, AQ or KQ, a top ♥ honour, a top ♦ honour, no top ♣ honour (or HH)
- 5NT ♠ AK, AQ or KQ, a top ♥, ♦ and ♣ honour, no ♠J
- 6♣ ♠ AK, AQ or KQ, a top ♥, ♦ and ♣ honour, the ♠J, no 2nd top ♥ honour
- 6♦ ♠ AK, AQ or KQ, a useful ♥, ♦ and ♣ honour, the ♠J, a 2nd ♥ honour, no ♥J
- 6♥ ♠ AK, AQ or KQ, a useful ♥, ♦ and ♣ honour, the ♠J, a 2nd ♥ honour, ♥J
- Every suit has now been scanned to its maximum; so 6♠ is now final contract

Each suit is scanned a maximum of 3 times; but how many times the suit is scanned depends on the holding. If you have:

Doubleton	The suit is scanned once - regardless of the content
A or K	The suit can be scanned 3 times. 1 st time for A/K; 2 nd time for Q; 3 rd time for J
Q	If you show the Q in round 1; we can scan 2 times; 1 st round for Q, 2 nd for J If you can't show the Q in round 1 (because of the number of control cards or because you have the A or K), we scan that suit 3 times; 1 st we show/deny A/K, 2 nd we show/deny the 2 nd of A/K/Q. 3 rd round we show or deny the J

The principle behind these scans is that we're now looking at slam; and that we have so many high cards together that partner will be able to see (or deduct) which high cards we are showing. This system is not foolproof; there are situations (especially when partner is short in a suit) when you simply don't know if he has the A or K in a suit - which can be crucial. There is no easy solution for these hands.

A situation that occurs relatively frequently is that of the singleton King. As stated above, singleton Ks do not count as Controls, and as singletons are not scanned it's impossible to show them. Yet, if partner opens 1♣ and you have 13⁺ points, the chances of slam are high and that K may play a critical role; especially if it's your 4th control. In those cases you may want to lie about your distribution, and pretend that the K is Kx. Which suit to 'borrow' this 2nd card from is guesswork; but something like Axx in another suit is a good candidate for showing as Ax.

A very important principle is the **avoidance of daisy-picking**. If, during the relays, you find out that you have the values for slam but miss an ace, you should jump to slam and stop scanning. The reason is that the scans don't always reveal everything - you can easily run out of space. The principle for responder is that once partner bids the final contract, you should look in your cards once more. Are there still undisclosed (but critical) values? If so, you may want to add one for the road. An example:

♠ A 2	♠ 8 6 5 3
♥ A K	♥ Q 10 9 6
♦ A J 9 8 6 4	♦ K Q 5
♣ A K 3	♣ J 6

1♣	1♦	0-8 or 9 ⁺ with <2 Controls
1♥ 19 ⁺ [®]	2♦	6-8 balanced, 1 ⁺ Controls, GF
2♥ [®]	2NT	"Ranks", ♠♥ or ♦♣
3♣ [®]	3NT	4=4=3=2
4♣ [®]	4♦	1 control
4♥ [®]	4♠	Denies A, K or Q of ♠ (with semi-positive, Q count immediately)
4NT [®]	5♥	♥ honour, ♦ honour, no ♣ honour
5♠ [®]	5NT	No ♠J
6♦	7♦	In principle the 6♦ bid is sign-off, but ...

In this example responder has a Max (8 points) and a very important undisclosed asset by the time the final contract has been bid; the $\heartsuit Q$. When the relayer signs off after the 5NT response, he a) makes \heartsuit trumps, and b) he clearly couldn't handle the 6 \heartsuit response, which shows the $\heartsuit J$ and denies the $\heartsuit Q$. It is possible but highly unlikely that the possession or denial of the $\spadesuit J$ makes a difference if \heartsuit are trumps; in which case it's a 'daisy-picking' relay that shows partner that 7 \heartsuit is still a live possibility. This makes bidding 7 \heartsuit mandatory.

If the relayer jumps to 5M it asks partner to bid on with at least 2 of the top 3 trump honours. The same meaning applies to 5 minor if the relayer makes an invitational jump after he receives a positive response to a Control Ask e.g. 4⁺ with a normal positive. A typical hand for the relayer to hold for this manoeuvre will be poor trumps with a void outside.

6. Interference over 1♣ (or relays in general)

The following is specifically after the 1♣ opening unless stated otherwise.

6.1 Intervention Ground Rules

The following **stops all relays**:

1. Intervention of 2♣⁺ **before** a game force has been established. If we are in a GF situation, it simply depends on whether we are still on (or below) the 2-up track;
2. **Any** bid which forces either the relayer or responder to bid beyond the 2-up track;
3. **Any** intervention over a non-1♣ opening before the relays have started. So after 1♥ - (X) there are no more relays and 1♠ is now **natural**. If the relays have started (e.g. 1♥ - 1♠[®]) we treat the situation as GF (although the [®] is not GF in itself) and the normal 2-up track rules apply.

Other ground rules:

4. Opener **never** breaks relay to show 16/17 balanced unless on standard track (or below);
5. **Any** redouble or double at **2⁺ level** by relayer is to play (if responder removes, no more relays);
6. Once we've made a penalty pass or doubled for penalties or redoubled to show strength, **all further doubles are penalty**. Pass is **only** NF if: a) Made by the weaker hand who b) has limited itself in c) a non-GF situation;
7. If we are in GF situation, a non-jump cue-bid in oppo suit is a priori stop asking;
8. If the opps interfere at the 1-level and we are on the 2-up track, the distinction between 1NT and 2♦ disappears; 2♦ becomes all GF (9⁺) balanced hands (4333/4432 only).

A handy rule of thumb is: if you're on the normal track and the opponents interfere from the cue (of the last bid) onwards, relays are off. This is because the cue is 5 steps further; we gain 2 steps with Pass and X, but that still leaves us 1 step beyond the 2-up track. As an example: 1♥ - (P) - 1♠[®]: If the opps bid 2♥, Pass is still the relay; but from 2♠ upwards the relays are off.

If responder shows <6 pts and there is intervention below 2♣, 2♣ by opener is **always** the GF [®]. Opener can GF with less if he knows responder is 4-5. An example is: 1♣ - (1♥) - 1♠ - (1NT); 2♣. In this example 1♠ shows 0-5 with 4⁺♠, and therefore 2♣ is now a GF [®] - irrespective of what the opps bid.

There are essentially 4 different situations when interference occurs, each with their own rules:

1. **Responder has 9⁺ with 2⁺ Controls**. He will respond on the normal track (interference with X or 1♦) regardless what the opposition bid means. If the opponents intervene with 2♣⁺, the relays are off and he bids according to the intervention rules below. The situation is now GF, and if the opps intervene more, the normal rules apply from both parties: Pass = Forcing, X/XX = penalties. If the opponents interfere with 1♥ or 1♠ (or 1NT and you have a balanced hand), we are on the 2-up track - more about this later.
2. **Responder has 6-8 points**. He will show this at the 1 or 2 level. If opener has 19⁺ and we're still at the 1 level, we try to stay with the relays. If not, we bid naturally. It's important to realise the we have the Majority of points; so in general pass becomes forcing and X = penalty.
3. **Responder has 0-5 points**. No more relays unless Opener rebids 2♣; the GF [®]. If Opener doesn't rebid 2♣, the bidding proceeds **naturally** (including 2NT).
4. **Responder has 0-8 points**. Sometimes the range is undefined; for example after 1♣ - (3♥) - P. Of course Opener has to be more careful now, and will generally proceed on the principle that partner will have 6-7 points when the opps preempt.

The other thing that needs to be taken into account is the **level** of the interference. At the 1-level, we have a different set of rules, because penalising the opps at the one-level is generally less profitable than bidding our own game. We will look at 1, 2 and 3⁺ level interference; set out general principles wherever possible, and create a clear framework how to deal with those pesky opps.

6.2 1-level intervention (up to 1♠)

Over a bid of 1♦, 1♥, 1♠ is X = 0-5, Pass = 6-8. After the semi-positive Pass is Opener's cheapest bid (if we're still at the 1-level) a GF ®, showing 19⁺; at this point we can still relay. If that cheapest bid is Pass (because RHO also bids at the 1-level), **X = Takeout**. In subsequent bidding, we treat a semi-positive Pass as if it were a take-out X - even though it only shows values. For example, after 1♣ - (1♠) - P - (2♦), X from Opener = penalty, as the "take-out pass" over 1♠ "showed" ♦ **and** we're at the 2-level. At the 1-level 1♣ - (1♦) - P - (1♠): Pass = 19⁺ GF, X = 16-18, showing 4♥.

6.2.1 1♣ - (X):

Pass 4-5, any distribution. Opener's 2♣ is now the GF ®
XX 6-8, any distribution. If RHO passes, 1♦ is GF ®, showing 19⁺
1♦ 0-3, any distribution. Opener's 2♣ is now the GF ®
1♥+ 9⁺, 4♥, normal track, ignoring the X

6.2.2 1♣ - (1♦):

Pass 6-8, any distribution. If RHO passes, X is GF ®, showing 19⁺
X 0-5, any distribution. Opener's 2♣ is now the GF ®
1♥+ 9⁺, 4♥, normal track, ignoring 1♦

6.2.3 1♣ - (1♥):

Pass 6-8, any distribution. If RHO passes:
X GF ®, showing 19⁺, asking partner to pass with 4♥, normal track
1♠ GF ®, 19⁺, 2-up track
1NT 16-18, bal with stop
2♥ 16-18, T/O
X 0-5, <4♠. Opener's 2♣ is now the GF ®
1♠ 0-5, 4♠. Opener's 2♣ is now the GF ®
1NT+ 9⁺, 4♥, 2-up track

6.2.4 1♣ - (1♠):

Pass 6-8, any distribution. If RHO passes, X is GF ®, 19⁺, 2-up track; 2♠ = 16-18, T/O
X 0-5, any distribution
1NT 16-20
2♣ GF ®
2NT 21-23 (system on)
1NT+ 9⁺, 4♥, 2-up track

When Responder shows a 6-8 semi-positive, **and we are still at the 1-level (including 1NT)**:

1. **Opener's cheapest bid becomes the 19⁺ GF ®.** Normally when we relay, we are either at the standard or the 2-up track; **however, with 19⁺ opposite 6-8 we go up in steps**, so we can be anything from 2-under to 2-up. It's hard on the brain ... but uses space optimally.

Examples:

1♣ - (1♦) - P - (1♠): Pass (cheapest bid) is 19⁺ GF ®. As we go up in steps, X=4♥, 1NT=4♠, 2♣=balanced, etc - so we are 1-up.

1♣ - (1♦) - P - (P); X - (1♥): Pass=4♥, X=4♠, 1♠=balanced so we're 1-down.

1♣ - (1♠) - P - (1NT); Pass is 19⁺ GF ®, X = 4♥, 2♣=4♠, 2♦=balanced; so we're 2-up.

2. Openers **jumps** to 2NT and higher still show the 16-18 55 hands. They can still include the suits the opps have "shown". The exception is a jump to 3 in **shown** (not necessarily bid!) suit(s) which is stop-asking, typically with a solid suit outside.

1♣ - (1♦) - P - (1♠) 3♥ = 55 ♥♠, 16-18

3♦ = asking for a ♦ stop

3. A full example of 1-level bidding: 1♣ - (1♦) - P - (1♥): here 1♥ is a new suit
- | | |
|------|--|
| Pass | 19+ GF®. All other bids are 16-18 and NF |
| X | Take-out - because it's at the 1-level. |
| 1♠ | 5♠ |
| 1NT | balanced; doesn't promise stoppers in both suits |
| 2♣ | Nat |
| 2♦ | Nat. If X = T/O, bids are natural |
| 2♥ | 5+♥, NAT. especially because of frequent psychs in this position |
| 2♠ | 6+♠ |
| 2NT | 5+5+ ♦♠ or ♣♥ |
| 3♣ | 5+5+ ♣♦ |
| 3♦ | asking for a ♦ stop |
| 3♥ | asking for a ♥ stop |
| 3♠ | 5+5+ ♠♣ |

- 1♣ - (1♦ = 5+♥) - P - (1♥): here 1♥ is **not** a new suit; the only known suit is ♥
- | | |
|------|--|
| Pass | 19+ GF®. All other bids are 16-18 and NF |
| X | take-out of ♥ |
| 1♠ | 5♠ |
| 1NT | balanced; doesn't promise a stopper |
| 2♣ | Nat |
| 2♦ | Nat |
| 2♥ | 5+♥, natural. If X = T/O, suits are NAT |
| 2♠ | 6+♠ |
| 2NT | 5+5+ ♦♠ or ♣♥ |
| 3♣ | 5+5+ ♣♦ |
| 3♦ | 5+5+ ♦♥ |
| 3♥ | asking for a ♥ stop |
| 3♠ | 5+5+ ♠♣ |

When Responder shows a 6-8 semi-positive, **and we are no longer at the 1-level (so no more relays):**

1. Oppo bid at the 2-level; Opener's rebids are:

- | | |
|-----------|---|
| Pass | 16-18 OR a penalty X - partner can only pass with length in their suit |
| X | T/O, but may be relatively balanced |
| 2-level | Natural, NF |
| 2NT | Natural, NF over 2m with System On; Scrambling over 2M |
| 3-level | Below Cue: NF |
| | Jump: GF |
| Cue | Asks for a stop |
| 4m | Leaping Michaels |
| X | If they raise a known suit, T/O (and GF!) |
| | If it's a new suit, non-jump, Penalty; |
| | If it's a jump (both raise and new suit), T/O (and GF!) |
| 2NT | Natural when the situation is GF; also over 2m |
| | scrambling when not GF and opps bid to 2M (3-point rule) |
| New suit | Natural, NF |
| 2NT | FG, nat, with stop. System On as over Strong 2NT |
| Cue | Asks for a stop |
| Jump Suit | FG |

2. Oppo bid at the 3-level:

X	T/O (unless it is their second suit); GF if made by opener
Suit	Nat; GF if made by opener
Pass	Minimum nf (X from partner now is T/O)

3. Oppo bid at the 4-level: 3NT⁺:

X	Penalty
Pass	Forcing

6.3 2-level intervention (1NT up to 2♠)

In this situation, there are no more relays (except 1♣ - (1NT) - P - (P); 2♣ and 1♣ - (1NT) - X - (P))

6.3.1 1♣ - (1NT): Multi - Landy Defence

Pass Either weak or a penalty X of one or both of their suits. Forcing if RHO passes!!

If 1NT is the minors, pass from opener is forcing after 2m; X is penalty. If responder can't X the 2m bid, he carries on as if the bidding has gone 1♣ - (2m)

X	GF, 9 ⁺ , 4-3-3-3 or 4-4-3-2, System On. 2♣ [®] by opener; 2-up rule applies
2♣	5-8, both Majors (if NT shows M/m, in general: comp with other 2 suits)
2♦	5-8, one Major 5 ⁺ or bad 6 (if NT shows M/m, in general: comp with unbid major)
2♥/♠	5 ⁺ , GF
2NT	7-8, bal, natural, promises a stop in (a) known suit(s)
3X (cue)	GF, 3 suiter, short X
3♣/♦	5 ⁺ ♣/♦, GF
3♥/♠	5-7, 6 ⁺ ♥/♠ (good suit, else bid 2♦)
3NT	to play
4♣ (Cue)	Both Majors (5 ⁺ /5 ⁺) (to play)
4♦ (2 nd Cue)	Both Majors (5 ⁺ /5 ⁺) (slam interest)
4♥/♠	5-8, good 7 ⁺ -card suit

After 1♣ - (2m), 2♥ and 2♠ are CONV and have the same meaning as X and 2NT after 1♣ - (2M)

X is (5)6-8 comp, 2NT transfer to show GF 5⁺ cards with a stopper

6.3.2 1♣ - (2m NAT):

1♣ - (2♣)

X	(5)6-8 (we want to compete, includes weak hands 5M or 6M)
2♦	(5)6-8, with a 6-card ♦
2♥	GF, (semi)balanced, 9 ⁺ no stop
2♠	5 ⁺ ♠
2NT	19 ⁺ , balanced, slam possibilities, asks for the lowest 4-card suit (like Baron)
3♣	F1, 12-13 + (cue)
3♦	natural, 11 ⁺
3♥/♠	9 ⁺
3NT	minimum, no 4♥/♠
3♣	16-18, Baron; balanced, no stopper in ♣, searching for a 4-4 or 4-3 fit in a Major; no slam interest - 2 losers in ♣
3♦/♥	natural, no interest in NT
3♠	(semi)solid ♠
3NT	16-18 balanced, no 4♥/♠, no slam interest, stop in ♣

2♠ GF, (semi)balanced, 9⁺ **with stop**
 2NT 19⁺, balanced, slam possibilities, asks for the lowest 4-card suit (like Baron)
 3♣ F1, 12-13 plus (cue)
 3♦ natural, 11⁺
 3♥/♠ 9⁺
 3NT minimum, no 4♥/♠
 3♣ 16-18, Baron, in search of a 4-4 fit in a Major; no slam interest
 3♦/♥/♠ natural, no interest in NT
 3NT 16-18, BAL, no 4♥/♠, no slam interest
 2NT **transfer** to 3♣; 3♦/♥/♠: 5⁺, GF, **with stop**
 3♣ (cue) GF, 3 suiter, short ♣
 3♦/♥/♠ 5⁺ GF, **no stop**
 3NT to play
 4♣ Both Majors (5⁺/5⁺)
 4♦ **7⁺♦, 5-7 points**
 4♥/♠ 6-8, good 6⁺-card suit

1♣ - (2♦)(nat)

X 5-8 (semi)bal, comp or better (we want to compete, includes weak hands 5M)
 2♥ GF, (semi)bal, 9⁺, **no stop**
 2♠ 5⁺♠
 2NT 19⁺, balanced, slam possibilities, asks for the lowest 4-card suit (like Baron)
 3♣ 11⁺ natural
 3♦ 12-13 + (cue)
 3♥/♠ Nat, 9⁺
 3NT minimum, no 4♥/♠
 3♣ 16-18, Baron; balanced, no stopper in ♦, in searching of the 4-4 fit or 4-3 in a Major; no slam interest - 2 losers in ♦
 3♦ **5⁺♣, no interest in NT**
 3♥ natural, no interest in NT
 3♠ (semi)solid ♠
 3NT 16-18 BAL, no 4♥/♠, no slam interest, stop in ♦

2♠ GF, (semi)bal, 9⁺ **with stop**
 2NT 19⁺, balanced, slam possibilities, asks for the lowest 4-card suit (like Baron)
 3♣ natural, 11⁺
 3♦ F1, 12-13 plus (cue)
 3♥/♠ 9⁺
 3NT minimum, no 4♥/♠
 3♣ 16-18, Baron, in search of a 4-4 fit in a Major; no slam interest
 3♦ **5⁺♣, no interest in NT**
 3♥/♠ natural, no interest in NT
 3NT 16-18, BAL, no 4♥/♠, no slam interest
 2NT **transfer** to 3♣; 3♦/♥/♠: 5⁺, GF, **stop** (3♦ = ♣)
 3♦ (cue) 3-suited, GF, short ♦
 3♣/♥/♠ 5⁺ GF, no stop
 3NT to play
 4♣ **7⁺♣, 5-7 p**
 4♦ Both Majors (5⁺/5⁺)
 4♥/♠ 6-8, good 6⁺-card suit

6.3.3 1♣ - (2M NAT):

1♣ - (2♥/♠)

X	GF, (semi)balanced, 9 ⁺ no stop
2♠	Nat, 5 ⁺
2NT	19 ⁺ , balanced, slam possibilities, asks for the lowest 4-card suit (like Baron)
3♣	11 ⁺ natural
3♦	11 ⁺ natural
3♥	Nat, 9 ⁺
3♠	Nat, 9 ⁺
	3X (cue) short, no 4oM, typical 3-1-5-4 looking for best game
	3NT minimum, no 4♥/♠
3♣	16-18, Baron; balanced, no stopper in M, in searching of the 4-4 fit or 4-3 in a Major; no slam interest - 2 losers in M
3♦	natural
3♥	natural, no interest in NT
3♠	(semi)solid ♠
3X (cue)	3-suited, GF, short M
3NT	16-18 BAL, no 4♥/♠, no slam interest, stopper in overcalled suit
4m	Nat, Slam try
2♠	5 ⁺ ♠, GF
2NT	GF, (semi)balanced, 9 ⁺ with stop
3♣	16-18, Baron; balanced, searching for a 4-4 fit in a Major; no slam interest
3♦	natural
3oM	natural
Cue	19 ⁺ (we haven't got the 2NT bid anymore)
3NT	16-18 BAL, no 4♥/♠, no slam interest
3♣/♦	5 ⁺ GF
3M (cue)	GF; 3-suited
3♥ (over 2♠)	5 ⁺ ♥ GF
3♠ (over 2♥)	5-7 6 ⁺ ♠
3NT	to play
4m	5-8, 6 ⁺ m, NF
4NT	Both minors

6.4 3⁺ level intervention (2NT up to 4♥)

Pass	0-8 OR a penalty double (opener can only pass with length)
X	9 ⁺ FG
	Cue after 3m: Majors
	Cue after 3M: Michaels
New Suit	9 ⁺ , 5 ⁺ -card, FG
Jump suit	5-7, 6 ⁺ -card (if available between 4♣ and 5♦)
First Cue	5-9, 5 ⁺ /5 ⁺ in 2 other suits
2nd Cue	14 ⁺ , Forcing to 4NT

6.5 5⁺ level intervention (4♠ upwards)

Pass	Forcing ; 6 ⁺
X	Very weak (or penalty) - discourages partner from bidding on
New suit:	Not encouraging; Pass and pull with slam interest

The following is specifically after the 1♣ opening unless stated otherwise.

6.6 Intervention after 1♣ - 1♦

(X) Pass = @ 19⁺; After a Pass by LHO, XX=0-5, other positive track with 6-8, GF
 If LHO bids up to 1NT, we are still in the relays, **and go up in steps**.
 E.g. 1♣ - (P) - 1♦ - (X) - P - (1♠): Pass = 0-5, X = ♥, 1NT = ♠, 2♣ = 6-8 BAL, etc
 If LHO bids 2♣ and up

Pass	0-2 or penalty
X	3-5 T/O
bids	6-8 FG
j suits	3-5 with a good suit
cue-bid	5 ⁺ /5 ⁺ 2 suiter, FG

Bids = 16-18

XX = 3-suited, 16-18, short ♦

(1M) Pass = @ 19⁺; After a Pass by LHO, X=0-5, **go up in steps** with 6-8
 If LHO bids up to 1NT, we are still in the relays, **and go up in steps**.
 E.g. 1♣ - (P) - 1♦ - (1♥) - P - (1NT): Pass = 0-5, X = ♥, 2♣ = ♠, 2♦ = 6-8 BAL, etc
 If LHO bids 2♣ - 2♠:

Pass	0-2 or penalty;
X	3-5 T/O;
bids	6-8 FG;
j suits	3-5 with a good suit,
cue-bid	5 ⁺ /5 ⁺ 2 suiter, FG

Bids 16-18

X take-out, 16-18

(1NT-4♥) Pass NF
 X T/O
 2NT Lebensohl (opener and responder)
 Cue 5⁺/5⁺

(4♠⁺) Pass **Forcing** (showing 2 places to play)
 4NT minors
 X Penalty (or no wish to go any further)

Examples:

1♣ - (Pass) - 1♦ - (1♠)

Pass (@ 19⁺) - (Pass) X=0-5, 1NT=6-8 4⁺♥ (step 1), etc

1♣ - (Pass) - 1♦ - (1♠)

Pass (@ 19⁺) - (2♦)

Pass	0-2 or penalty
X	3-5, T/O
2♥	6-8 4 ⁺ ♥
2♠	6-8, 2-suiter (can include ♦)
2NT	6-8, promises stops (not scrambling, because over 2m)
3♣	6-8 4 ⁺ ♣
3♦	6-8 5 ⁺ ♦ (as people frequently psych in this position)
3♥	3-5, good suit

1♣ - (Pass) - 1♦ - (Pass)

1♥ - (1♠) - P=0-5, X=4⁺♥ 6-8 (step 1), 1NT=4⁺♠ (step 2), etc (P0D1)

1♣ - (Pass) - 1♦ - (Pass)

1♥ - (2♥) -

Pass	0-2 or penalty
X	3-5, T/O
2♠	6-8 5 ⁺ ♠
2NT	3-5, scrambling

3♣ 6-8 5+♣
 3♦ 6-8 5+♦
 3♥ 6-8, 2-suiter

6.6.1 Intervention after 1♣ - 1♦ - 1♠ / 2♣ / 2♦ / 2♥:

We stick to our existing methods:

After 1♣ - 1♦ - 1♠ we use the methods of our 1♠ opening.

After 1♣ - 1♦ - 2-level we use the methods of our 2♣ opening bid

6.7 Intervention after the Relays have begun - P0D1 & P0R1

6.7.1 Intervention before Relayer:

(X) Pass ® Relay. Responder goes up in step, with XX = step 1, next bid = step 2, etc
 XX **To play**. All X and XX at the 2⁺ level are **business**.
 Suit If Responder's last bid was 3♥, 3♠ or 3NT, then 4♦ **remains** the end signal
 If it can be a weak relay, **it is**; i.e. shape is known, suit is next one up
 If they double 3♥ and 3♠ would have been the automatic weak relay, then:
 Pass = Control Ask; 3♠ = Weak Relay
 Else it is Natural, unbalanced, asking responder to cue-bid

(Bid < Cue) Pass ® Relay. Responder goes up in step, with X = step 1, next bid = step 2, etc
 X **Penalty**
 Suit See above

(Bid >= Cue) Relays are now **broken** so:
 Pass Forcing
 X Penalty

6.7.2 Intervention before Responder (and assuming standard track):

(X) P0R1; Pass = step 1, XX = Step 2, next suit up = Step 3, etc

(Bid < Cue) P0D1; Pass = step 1, X = Step 2, next suit up = Step 3, etc

(Bid >= Cue) Relays are now **broken** so:
 Pass Forcing
 X Penalty

Definition of 2-up: If responder's first non-Pass/X bid is no more than two steps above normal track. Curiously this sometimes means we are 3 up as the relayer has to waste a bid if responder passes eg. 1♣-1♥-1♠-(2♥)-P(showing ♠)-2♠ is the relay (not X) and 2NT now shows the 3 suiter (=3 up).

6.7.3 Intervention after 1♣ - 1NT - 2♣ - 2♦ / 2♥ / 2♠:

It is of course rare for the opps to enter the bidding after we've taken two bids each, and shown GF values with balanced hands; it's like a recipe for suicide :). However, it can happen that opps make a lead-directing double. The XX now becomes part of the responses, and this can be tricky.

When we bid our doubletons as normal, it can happen that we have both XX and 2NT available to show a doubleton; in that case; XX shows the 1st (lower ranking) suit, 2NT the 2nd (high ranking) suit.

1♣ - 1NT

2♣ - 2♦ - (X)

Pass (=®) XX The 2♠ bid: 4333 with a 4-card Major. 2♥ = ®.
 2♥ Colours with a doubleton ♥: 4=2=3=4

- 2♠ Colours with a doubleton ♠: 2=4=4=3
- 2NT Colours with a doubleton ♦: 4=3=2=4
- 3♣ Colours with a doubleton ♣: 3=4=4=3 (and minimum, run-ons)

- 1♣ - 1NT
- 2♣ - 2♥ - (X)
- Pass (=®)

After Ranks we go straight to the doubleton:

- XX Ranks with a doubleton ♦: 4=4=2=3
- 2♠ Ranks with a doubleton ♠: 2=3=4=4
- 2NT Ranks with a doubleton ♥: 3=2=4=4
- 3♣ Ranks with a doubleton ♣: 4=4=3=2 (and minimum, run-ons)

6.8 DABs: Directional Asking Bids - let's call it asking for a stop :)

If oppo show a one-suiter, or have supported any suit, then if the relayer bids this suit at the 3 level it is a DAB so long as it is not the normal one-step up relay and so long as responder has not already shown a void in their suit. DABs stop all relays, so natural bidding thereafter.

6.9 More Examples

- 1♣ - (1♥) - Pass - (Pass) 2♥ is for takeout with 16-18pts. 2NT in response = scrambling as 6-8
- 2♥ (cannot X 1♥ as (like 1♠) it is one of the relay options showing 19+ GF)
- 3♦ 16-18, 5+/5+ reds i.e. jumps to 2NT/3x still apply
- 3♥ **Exception** i.e. NOT 5+/5+ Majors. This is a stop-ask, typically holding a solid suit.

- 1♣ - (1♠) - Pass - (2♠)

- X Takeout, GF
- P 99% Forcing, minimum hand. Responder can only pass with ♠ length
- 3suit NF
- 2NT 19+ balanced GF, system on

- 1♣ - (1♠) - (Pass) - (2♦)

- X **Penalty**, because they bid a second suit and partner's Pass is t/o in principle (though of course had to Pass with a long ♠ suit)

- 1♣ - (2♥) - X - (Pass) X = GF (semi) bal without a stop
- 2NT = GF (semi) bal with a stop

- 1♣ - (1♥) - Pass - (1♠)

- P 19+ GF ®. In response **go up in steps** i.e. X=4+♥, 1NT=4+♠, etc; "1-up" track
- X Where oppo have bid two nat suits at 1L and we can still relay, X=T/O of one of their suits. X then cues are artificial, non-jump ones ask for stop in **bid** suit; jump cues are splinters.

- 2♥♠ A non-jump cue of either suit is **natural and nf** (as X = t/o at 1-level)

- 2NT 5+/5+ 16-18 odds as normal (likely to be ♦ and ♠)

- 3♥♠ If oppo bids are natural, then 3M=stop-asking. If not nat, they show 5+/5+ Similarly: 1♣ - (X=Majors) - XX(=6-8) - (Pass) - 3M=stop-ask in bid M.

- 1♣ - (P) - 1♦ - (P)

Use P0R1/P0D1:

- 1♥ - (1♠)

Pass=0-5, X=4+♥ 6-8, 1NT=4+♠ 6-8 etc i.e. go up in steps after 19+ opposite 6-8

- (X)

Use P0R1 i.e. P=0-5, XX=6-8 with 4+♥, rest on std track i.e. 1♠=6-8 with ♠

1♣ - (2♠) - 3♣ - (4♠) 5♠ = is RKCB (1430) agreeing clubs
P and pull 5♠ is general grand slam try agreeing clubs
4NT = reds
5 not cue is natural

6.10

- **DABs** always ask in the suit bid, even if opponents have bid/shown two suits
- **Pick a game** – a bid at the 4 level in a suit we cannot play as trumps is “pick a game” where uncertainty exists over the lengths of partner’s suits eg.
 - 2♦ - (3♦) - 4♦ asks partner to bid his Major(s) up the line
 - 1♥ - (3♦) - P - (P); 3♠ - (P) - 4♦ asks partner to bid his longer (better) Major
- **Bids of game in a new suit** opposite partner’s natural suit bid (4L transfers over NT) are to play EXCEPT: 4♥ over 1♣ - 1♦ - 1♠ (including if they X 1♠)

7. 1♦ = 11-15, 4⁺♦ (also 1=4=3=5 / 4=1=3=5), unbalanced

In 1st and 2nd hand, we open 1♦ on all unbalanced hands with 4⁺♦ that do not contain a 5-card Major, although having longer ♣ is certainly possible. The two shapes where 1♦ can be opened on a 3-card suit are: 4=1=3=5 and 1=4=3=5. As the 2♣ opening guarantees a 6-card ♣ suit, these two distributions need a home.

After 1♦ the Relays start with 1NT. It follows that every other response is either invitational or NF. 1NT is FIR, and shows any 12⁺.

A strange situation arises when responder has 9-10 points with a balanced hand with 4-5♣. He has too much to pass (and potentially miss game opposite a max) but not enough to bid an invitational 2NT (needs a good 11-12 to cater for our 11-point openings). The solution is to bid a 3-card Major, so 1♦ - 1♥/♠ can be 3 (although normally 4-5).

Third-in-hand, things change rather dramatically. The requirement for the hand to be unbalanced is gone, and 10-12 3=3=2=5 needs to be opened with 1♦; especially as a vulnerable opening 1NT is risky. As a consequence, P - 1♦ - 1NT is now 9-11, and P - 1♦ - 2NT a bad 12-count.

7.1 Responses to a 1st or 2nd hand 1♦ opening:

1♥/♠	6-12, 3 ⁺ ♥/♠, FIR
1NT	Relay , 12 ⁺ , not GF
2♣	6-9, 6 ⁺ ♣, no 4♥/♠
2♦	9-11, 4 ⁺ ♦, NF, no 4♥/♠
2♥/♠	4-8, normal weak 2 (with 9-11 bid 1M then rebid 2M). Blue Club responses via 2NT
2NT	11-12 balanced, no 4♥/♠
3♣	6 ⁺ ♣, 10-11, invite
3♦	4 ⁺ ♦, 4-8
3M/4♣	4-8, 7-card suit, preempt
3NT	to play (rare opposite an unbalanced hand)
4♦	9-11, 5 ⁺ ♦, invite (unbalanced)
4♥/♠	to play (no forcing passes)

7.1.1 1♦ - 1♥: 6-12, 3⁺♥

1♠	4♠
1NT	semi-balanced, denies 3♥
2♣	4 ⁺ ♣ (normally 5 ⁺)
2♦	6 ⁺ ♦, NF
2♥	4♥, still 11-15
2♠	Max, 4♦, 6⁺♣ (good ♦, bad ♣)
2NT	Max, 6♦, denies ♥Hxx support, NF. 3♣ asks how many ♥ -3♦=0-1; 3♥=2; 3♠=3
3♣	Max, 5 ⁺ ♦, 5 ⁺ ♣
3♦	Max, 6♦, shows ♥Hxx support (or better)
3♥	Max, 6 ⁺ ♦, 4♥

7.1.1.1 1♦ - 1♥ - 1♠: 3⁺♦, 4♠

1NT	4-5♥, 6-10 NF
2♣	Min, 5♣ (4=1=3=5 or 4=0=4=5) NF
2♦	Min, 5 ⁺ ♦, <3♥ NF. With 3♥ bid 2♥
2/3♥	3♥ (mandatory), therefore short ♣
2♠	Max, 4=0=4=5 or 4=0=5=4 (2NT asks for 5m)
2NT	max, semi-bal (4=1=4=4, 4=2=5=2, 4=1=5=3)
3♣	max 5♣ (4=1=3=5)
3♦	max 6 ⁺ ♦

2♣	3-4♥ 5+♣, 6-10, NF. Now 2♦=5+♦, 0-1♣
2♦	4+♦, NF
2♥	9-11, 6♥ (with less 1♦ - 2♥)
2♠	4+♠, NF
2NT	11-12
3♣	4+♥, 5+♣, invite
3♦	invite
3♥	7+♥, invite (with less 1♦ - 3♥)
3♠	invite
3NT	max, singleton ♣/♦, 4+♠
4♣/♦	max, void splinter

7.1.1.2 1♦ - 1♥ - 1NT: 2245, 2254, 3145, 3154 (denies 3♥)

2♣	4+♣, 6-10, NF
2♦	4+♦, 6-10, NF
2♥	9-11, 6♥ (with less 1♦ - 2♥)
2♠	5+♠, F1
2NT	11-12. Now the 3♥/♠ rebid shows Max, short ♥/♠, looking for 3NT or 5♣/♦
3♣	4+♥, 5+♣, invite. Now the 3♥/♠ rebid shows Max, short ♥/♠, looking for 3NT or 5♣
3♦	Invite. Now the 3♥/♠ rebid shows Max, short ♥/♠, looking for 3NT or 5♦
3♥	7+♥, invite

7.1.1.3 1♦ - 1♥ - 2♣: 4+♣

2♦	4+♦, 6-10, NF
2♥	9-11, 6♥ (with less 1♦ - 2♥)
2♠	4 th suit, invite, searching; probably ♣ fit
2NT	11-12
3♣	4+♣, preemptive
3♦	Preemptive
3♥	7+♥, invite

7.1.1.4 1♦ - 1♥ - 2♥: 11-15, 4♥ (1453, 1435, 1444, 4441, 4450, 0454, 0445, 1462, 2461)

2♠	8-10, 3♥, 4-5♣. Now 2NT, 3♣, 3♦ NF (memory aid: 2NT is always the stronger option)
2NT	11-12, 3♥, 4-5♣. Now 3♣, 3♦ NF
3♣	Help
3♦	Help
3♥	Help in ♠
3♠	Max, singleton ♣/♦/♠
3NT	Max, void ♠
4♣/♦	Max, void ♣/♦

7.1.2 1♦ - 1♠ 6-12, 3+♠

1NT	semi-balanced, denies 3♠
2♣	4+♣ (normally 5)
2♦	6+♦, NF
2♥	exactly 3451
2♠	NF
2NT	11-12 inv
3♣	inv with ♦ support
3♦	NF
3♥	inv 5/4 ♠/♥
3♠	inv, only pass with very poor hand

2♠	4♠
2NT	Max, 6♦, denies ♠Hxx support, NF. 3♣ asks how many ♠ -3♦=0-1; 3♥=2; 3♠=3
3♣	Max, 5♦, 5♣
3♦	Max, 6♦, shows ♠Hxx support
3♥	Maybe Max, 2461? Better as a splinter, 4162; then 3S can be club splinter
3♠	Max, 6♦, 4♠

7.1.2.1 1♦ - 1♠ - 1NT: 1444, 1354, 2254, 2452, 1453

(with 3-4-5-1 we always rebid 2♥; 1NT denies 3♠; with 5♣ we rebid 2♣)

2♣	4+♣, 6-12, NF
2♦	4+♦, 6-12, NF
2♥	4+♥, 6-12, NF
2♠	6+♠, 9-11
2NT	11-12, invite. Now the 3♠ rebid shows short ♠, looking for 3NT or 5♣/♦
3♣	4+♠, 5+♣, invite. Now the 3♠ rebid shows short ♠, looking for 3NT or 5♣
3♦	4+♠, 5+♦, invite. Now the 3♠ rebid shows short ♠, looking for 3NT or 5♦
3♥	5+5+♥/♠ inv
3♠	7♠+ inv

7.1.2.2 1♦ - 1♠ - 2♠: 3+♦, 4♠

2NT	11-12, 3♠, 5♣. Now 3♣, 3♦ NF (Aide memoir: 2NT always shows 11-12)
3♣	8-10, 3♠, 5♣. 3♦ NF
3♦	Help
3♥	Help
3♠	Help ♣
3NT	very max, singleton ♣/♦/♠
4♣/♦/♥	max, void splinter

7.1.3 1♦ - 1NT®: the Relay (12+)

2♣	4+♣, 2-suiter (short or long). 2♦®
2♦	4♠, 5+♦ (short 2-suiter) or 3-suiter with a singleton (not ♦). 2♥®
2♥	4♥, 5+♦, short 2-suiter. - 2♠® for short suits (stage 3) - 3♠ 4+♥, any singleton - 3NT® - 3NT®, 4♣, 4♦ 4+♥, voids (NT = ♠)
2♠	High shortness, 1-suiter or 3-suiter with ♠ void. 2NT®
2NT	Middle shortness, 1-suiter or 3-suiter with ♥ void. 3♣®
3♣	Equal shortness (3=2=6=2 or 2=2=7=2). 3♦®;
3♦	4=4=5=0. 3♥® for Controls, 3♠ weak ®
3♥	3=3=6=1. 3♠® for Controls, 4♣ weak ®, 4♦ end signal
3♠	2=3=7=1
3NT	3=2=7=1
4♣	3=3=7=0 Not Max. 4♦® for Controls, 4♥ and 4♠ not invitational
4♦	3=3=7=0, 14-15, 4 Controls. 4♥® scans

7.1.3.1 1♦ - 1NT® - 2♣ - 2♦®:

2♥	Reverser. 4♦, 5+♣. 2♠®; 2NT high shortness, 3♣ 2=2=4=5, 3♦ 3=1=4=5, etc
2♠	5+♣, 5+♦. 2NT®; 3♣ high shortness, 3♦ equal (1156 or 1165), 3♥ 2=1=5=5, etc
2NT	High (♠) shortness, 3♣®; 3♦ 1=3=5=4, 3♥ 1=3=6=3, etc
3♣	Equal shortness 2=2=5=4
3♦	3=1=5=4

3♥	2=1=6=4
3♠	3=0=6=4
3NT	2=0=7=4 not max
4♣	2=0=7=4, Max, 4 Controls, etc

7.1.3.2 1♦ - 1NT® - 2♦ - 2♥®:

2♠	3-suiter with a singleton (see below; can't be 5-5 as we'd open 1♠)
2NT	High (♥) shortness. 3♣®; 3♦ 4=1=5=3, 3♥ 4=1=6=2, etc
3♣	4=2=5=2 (Equal)
3♦	4=3=5=1 (Low)
3♥	4=2=6=1
3♠	4=3=6=0
3NT	4=2=7=0 not max
4♣	4=2=7=0, Max, 4 Controls, etc

7.1.3.3 1♦ - 1NT® - 2♥ - 2♠®:

2NT	High (♠) shortness. 3♣®; 3♦ 1=4=5=3, 3♥ 1=4=6=2, etc
3♣	2=4=5=2 (Equal)
3♦	3=4=5=1 (Low)
3♥	2=4=6=1
3♠	3=4=6=0
3NT	2=4=7=0 not max
4♣	2=4=7=0, Max, 4 Controls; etc

7.1.3.4 1♦ - 1NT® - 2♠ - 2NT®:

3♣	2=2=6=3 or 2=3=6=2. 3♦®; 3♥ 2=2=6=3, 3♠ 2=3=6=2 min, 3NT 2=3=6=2 max 4C, etc
3♦	3-suiter, void ♠: 0=4=4=5 or 0=4=5=4. Now 3♥® with run-ons
3♥	1=3=6=3
3♠	1=2=7=3
3NT	1=3=7=2
4♣	0=3=7=3 not max
4♦	0=3=7=3, Max, 4 Controls; etc

7.1.3.5 1♦ - 1NT® - 2NT - 3♣®:

3♦	3-suiter, void ♥: 4=0=4=5 or 4=0=5=4. Now 3♥® with run-ons
3♥	3=1=6=3
3♠	2=1=7=3
3NT	3=1=7=2
4♣	3=0=7=3 not max
4♦	3=0=7=3, Max, 4 Controls; etc

7.1.3.6 1♦ - 1NT® - 3♣ - 3♦®:

3♥	3=2=6=2, not max
3♠	3=2=6=2, 14-15, 4+ Controls
3NT	2=2=7=2 not max
4♣	2=2=7=2, Max, 4 Controls; etc

7.1.4 1♦ - 1NT: 3 Suiters

7.1.4.1 3-suiter with a singleton (not a void)

Follow the following sequence: 1♦ - 1NT® - 2♦ - 2♥® - 2♠ - 2NT®: We first “pretend” to have 4♠ by bidding 2♦ over 1NT. Then bid we 2♠ over 2♥® (this cannot be 55 as we would open 1♠ - so the 2♠ bid is available). Then over 2NT® we show **shortness**, HML style So:

1♦ - 1NT® - 2♦ - 2♥® - 2♠ - 2NT®:

3♣	High shortness: 1=4=3=5 or 1=4=4=4. Now 3♦®:
3♥	1=4=3=5 (3♠® for Controls, 4♣ weak relay, 4♦ = end signal),
3♠	1=4=4=4, not max (4♣ = ® for Controls, 4♦ = end signal)
3NT	1=4=4=4, 14-15, 4 Controls (run-on). 4♣ = ® scan (♥ first)
4♣	1=4=4=4, 14-15, 5 Controls, etc. 4♦ = ® scan (♥ first)
3♦	Middle: 4=1=3=5 or 4=1=4=4. Now 3♥®:
3♠	1=4=3=5 (4♣® for Controls, 4♦ = end signal),
3NT	4=1=4=4, not max (4♣ = ® for Controls, 4♦ = end signal)
4♣	4=1=4=4, 14-15, 4 Controls, etc. 4♦ = ® scan (♠ first)
3♥	Low: 4=4=4=1, not max. Now 3♠® for Controls, 4♣ weak relay, 4♦ = end signal
3♠	Run-on: 4=4=4=1, 14-15, 4 Controls. 4♣ = ® scan (♠ first), 4♦ = end signal
3NT	Run-on: 4=4=4=1, 14-15, 5 Controls. 4♣ = ® scan (♠ first), 4♦ = end signal

7.1.4.2 3-suiter with a void (not a singleton)

In the previous section we saw that after 1♦ - 1NT® - 2♦ - 2♥® the 2♠ is available, because we always open the 5-card Major first. Similarly, we cannot have a 5332 distribution with 5-card ♦ suit, because we'd open 1NT (or pass if it's up to a bad 12 count). So, when showing a 1-suiter, the 3♦ bid (which normally shows a 5332) is free. We use it to show 3-suiters with a void.

So, any 5440 which we open with 1♦ gets first treated as a 1-suiter (showing HML shortness in the 2nd bid) and then we bid 3♦, showing the 3-suiter. After that we clarify the exact distribution, with normal Controls, run-ons etc.

One thing that is worth explicitly mentioning: in both cases of singleton or void in a Major, the pattern isn't exactly known yet once the short suit has been pinpointed. This is because in case of a singleton, both 4♦4♣ and 3♦5♣ are still possible; in case of a void, it can be 4♦5♣ and 5♦4♣. So we need to continue to ask!

1♦ - 1NT® - 2♠ - 2NT® - 3♦: **High shortness with a void:** 0=4=4=5 or 0=4=5=4. Now 3♥®:

3♠	0=4=4=5 (4♣ = ® for Controls, 4♦ = end signal)
3NT	0=4=5=4, not max. 4♣ = ® for Controls
4♣	0=4=5=4, 14-15, 4 Controls (run-on). 4♣ = ® scan (♦ first)
4♦	0=4=5=4, 14-15, 5 Controls; etc. 4♥ = ® scan (♦ first)

1♦ - 1NT® - 2NT® - 3♣® - 3♦: **Middle:** 4=0=4=5 or 4=0=5=4. Now 3♥®:

3♠	4=0=4=5 (4♣ = ® for Controls, 4♦ = end signal)
3NT	4=0=5=4, not max. 4♣ = ® scan for Controls
4♣	4=0=5=4, 14-15, 4 Controls (run-on). 4♣ = ® scan (♦ first)
4♦	4=0=5=4, 14-15, 5 Controls; etc. 4♥ = ® scan (♦ first)

1♦ - 1NT® - 3♦: **Low:** 4=4=5=0. Now 3♥® Controls, 3♠ weak ®

7.1.5 Other 1♦ sequences

1♦ - 2♣ - 2NT Max, ♣Hx(x), try for 3NT

1♦ - 2♦	2M	Values showing as partner cannot have 4M
	2NT	Max with 3♦ and 5♣ (so 41/14M), F1R
	3♣	Max with 4♦ and 5♣, NF
	3♦	Barrage
	3M	Splinter, 4+♦
	4♣	Splinter

1♦ - 2M - 2NT®: Blue Club enquiry as per opening 2M (immediate raise to 3M=preempt)

1♦ - 2NT - 3M: Splinter, F1

7.2 Responses to a 3rd or 4th hand 1♦ opening:

Remember, in 3rd and 4th 1♦ can be balanced with 2+♦; it can also be balanced if <14 as we don't want to open a bad weak NT, especially when VUL. It means the 1NT rebid is 12-13, balanced, can have 3-card fit. Be very careful correcting back to 2♦!

1♥/♠	6-12, 4+♥/♠, F1R
1NT	9-11
2♣	6-9, 5+♣. Denies a 4-card Major
2♦	6-9, 5+♦, NF, no 4♥/♠
2♥/♠	Fit Jump; 5+♥/♠, 4+♦
2NT	11-12 balanced
3♣	5+♦, 10-11, inv
3♦	5+♦, weak

7.3 Intervention over a 1♦ opening:

Generally we play standard negative doubles to 4♦ and double-jumps are splinters. The relays are no longer available, so over a X 1NT / 2NT becomes competitive / invite **with both minors**.

7.3.1 1♦ - (X)

XX	10+
1♥/♠	4+, natural, F1
1NT	4 - 4 m or 3♦/4♣ competitive (6-9)
2♣	6-9, natural, NF (same as without X)
2♦	4+♦, weak
2♥/♠	inv, 6 card
2NT	4 - 4 m, invite
3♣	fit jump, weak
3♦	5+♦, weak

7.3.2 1♦ - (1♥)

X	values, < 4♠, no good ♥ stop
1♠	4+♠, F1
1NT	8-10, natural, < 4♠, good ♥ stop
2♣	11+, natural, F1
2♦	4+♦, weak
2♥	♦ fit, limit plus
2♠	invite, 6-card
2NT	11-12, invite
3♣	fit jump, weak

3♦ 5⁺♦, weak
 3♥ Asking for a stop

7.3.3 1♦ - (1♠)

X 4♥, any strength; 5⁺♥, weak
 1NT 8-10, natural
 2♣ 11⁺, natural, F1
 2♦ 5⁺♥, invite plus, F1
 2♥ Normally 6♥ or 5 good ♥, weak, NF
 2♠ ♦ fit, limit plus
 2NT 11-12, invite
 3♣ fit jump, weak
 3♦ 5⁺♦, weak

7.3.4 1♦ - (1NT)

X Penalty; 12⁺
 2♣ Both Majors, weak (Multi-Landy continuations)
 2♦ 5⁺♦, weak
 2♥/♠ Normally 6, NF
 2NT 6⁺♣, NF (lebensohl) Maybe better to play 2NT as minors, and 3C as weak
 3♣ fit jump, weak
 3♦ 5⁺♦, weak

7.3.5 1♦ - (2♣)

X TO with ♠ (denies 4♥)
 2♦ TO with ♥ (or ♥+♠)
 2♥ 10⁺, 5⁺♥
 2♠ 10⁺, 5⁺♠
 2NT nat limit, 11-12
 3♣ ♦ fit, limit plus
 3♦ weak

7.3.6 1♦ - (2♦ = Both Majors)

Pass If followed by double: takeout
 X 10⁺, penalty X of at least 1 of their suits. Now all Xs are penalty
 2♥ ♦ fit, limit plus, F1
 2♠ GF, 6⁺♣
 2NT 11-12 invite
 3♣ 6⁺♣, NF
 3♦ 5⁺♦, NF
 3♥/♠ Splinter

7.3.7 1♦ - (2♥): transfers

X Invite +
 2♠ 5⁺♠, NF
 2NT puppet to 3♣, weak with ♣/♦ or strong with ♣ (Lebensohl)
 3♣ 5⁺♦, limit plus
 3♦ minors with short ♥, typically 31(54)
 3♥ 6⁺♠ limit plus or 5⁺♠ GF
 3♠ puppet to 3NT

7.3.8 1♦ - (2♠): transfers

X	Invite +
2NT	puppet to 3♣, weak with ♣/♦/♥ or strong with ♣
3♣	5 ⁺ ♦, limit ⁺
3♦	5 ⁺ ♥, limit ⁺
3♥	minors with short ♠, typically 13(54)
3♠	puppet to 3NT

7.3.9 1♦ - (3♣): transfers

X	GF
3♦	5 ⁺ ♥, limit ⁺
3♥	5 ⁺ ♠, limit ⁺
3♠	5 ⁺ ♦, limit ⁺
4♣	5/5 Majors
4♦	transfer to 4♥
4♥	transfer to 4♠

7.3.10 1♦ - (3♥/♠): no transfers

X	GF
3♠	GF, 5 ⁺ ♠
4♣	GF, 5 ⁺ ♣
4♦	competitive raise
4M	To play
4M(cue)	Fit, splinter, slam try

7.3.11 1♦ - 1M - (intervention)

In principle we play standard support doubles and redoubles (we treat partner's response as 4⁺), any strength. We pass minimum opening bids without support, so bidding shows a sound opening bid.

7.4 Intervention over 1♦ - 1NT (relay):

7.4.1 1♦ - 1NT - (X - 2♠): we are still in the relays

1♦ - 1NT - (2♥) Pass = ♣, X = 2♦ response, 2♠ = 2♥ response, etc

7.4.2 1♦ - 1NT - (2NT - 3♦):

The guiding principle is that 1NT is forcing to 2NT/3♣/3♦.

X	
3♣/♦	
3♥/♠	
3NT	
1♦ - 1NT - (3♣)	pass 10-12 or a clear penalty X: Now 3♦ = NF, limit; other bids from partner are GF, X = TO
X	Max, take-out/ positional/single club stop
3♦	11-15, 6 ⁺ ♦, GF
3♥	Max 4♥
3♠	Max 4♠
3NT	(13)14-15, double stop, natural
4♣	Auto void splinter (suit plays opposite singleton)
4♦	7+♦, unbal, SI

7.4.3 1♦ - 1NT - (3♥/♠)

1♦ - 1NT - (3♥)	pass	10-12 or a clear penalty X:
	X	Max, take-out/positional/ single heart stop
	3♠	Max 4 ♠
	3NT	(13)14-15, double stop, natural
	4♣	Max, 5+♦/5+♣
	4♦	7+♦, unbal, SI
	Cue	Auto void splinter (suit plays opposite singleton)

8. 1♥ = 10-15, 5⁺♥ (can be 5⁺5⁺ Majors in 1st/2nd hand)

1♥ is either any 10-12 or 13-15 unbalanced. With **all** 5332 hands in the 13-15 range we open 1NT. In 3rd / 4th seat, we open 1♠ with 5-5 Majors.

The responses below do not apply by passed hands or with any intervention.

8.1 Responses to a 1st or 2nd hand 1♥ opening:

1♠	12 ⁺ relay (not GF)
1NT	6-11, 4 ⁺ ♠ NF, can be limit hand with 4/5♠
2♣	any limit no fit , no 4/5♠ (6 ⁺ ♠ possible)
2♦	9-11 3♥
2♥	5-8 3♥ or 8-9 with Hx
2♠	weak (4-8, 6♠). 2NT is blue club ask
2NT	4 ⁺ ♥; mixed (7-9) / limit raise (10-11) / minimum GF (12-13) / 12-14 splinter
3♣	preempt
3♦	preempt
3♥	0-6 4 ⁺ ♥
3♠	8-11 any singleton (3NT relay, 4♣=♣, 4♦=♦, 4♥=♠)
3NT	8-11 ♠ void
4♣/♦	8-11 void
4♥	either preempt or 3♥, GF values
4♠	natural
4NT	RKCB
5♣/5♦	natural

8.1.1 1♥ - 1♠: 12⁺ Relay

1NT	4 ⁺ ♠. 2♣ [®] 2♥/♠ invite natural 3♥ invite natural (only pass with 10, bad 11) 3♠/4♣/4♦ 15⁺ Void Splinter for ♥
2♣	4 ⁺ ♣, also 0=5=4=4 possible (after 2♦ [®] - 2♥) 2♥ invite natural 3♥ invite natural (only pass with 10, bad 11) 3♠/4♣/4♦ 15⁺ Void Splinter for ♥
2♦	4 ⁺ ♦
2♥	any 5332 10-12. Now 2♠ relay HML
2♠	one-suiter, High shortness or 2=6=3=3 or 3=6=2=3
2NT	Middle shortness (♦), 1-suiter 3♣ [®]
3♣	Equal shortness (3=6=3=2 or 2=2=7=2). 3♦ [®] ;
3♦	exactly 1=7=1=4!! 3♥ [®] for Controls, 3♠ weak [®]
3♥	3=6=3=1. 3♠ [®] for Controls, 4♣ weak [®] , 4♦ end signal
3♠	2=7=3=1
3NT	3=7=2=1
4♣	3=7=3=0 Min. 4♦ [®] for Controls, 4♥ and 4♠ not invitational
4♦	3=7=3=0 14-15, 4 Controls. 4♥ [®] (scan)

Note: A **jump** to 3♠ and 4♣/♦ after FIRST response to relay shows 15⁺ with a void in suit bid!! (so 3♠ is NOT any singleton) we only show voids with 15⁺

8.1.1.1 1♥ - 1♠[®] - 1NT - 2♣[®]

2♦	3-suiter, 4=5=0=4 ; high shortness 2♥ [®] C-ask
----	--

2♥ 3-suiter, 4=5=4=0; low shortness. 2♠[®] C-ask
 2♣ 5⁺/5⁺ ♥/♠. 2NT[®] HEL long 2-suiter
 2NT⁺ 5⁺♥, 4♠. HEL short 2-suiter

8.1.1.2 1♥ - 1♠[®] - 2♣ - 2♦[®]:

2♥ 0=5=4=4. 2♠[®] C-ask
 2♣ 5⁺/5⁺ ♥/♣. 2NT[®] HEL long 2-suiter
 2NT⁺ 5⁺♥, 4♣ HEL short 2-suiter

8.1.1.3 1♥ - 1♠[®] - 2♦ - 2♥[®]:

2♠ 5⁺/5⁺ ♥/♦. 2NT[®] HEL long 2-suiter
 2NT⁺ 5⁺♥, 4♦. HEL short 2-suiter

8.1.1.4 1♥ - 1♠[®] - 2♥: 10-12, any 5332

2♠ GF relay [®]
 2NT inv natural with 5⁺♠
 3♣ inv natural
 3♦ inv natural
 3♥ inv with 3♥
 3♠ natural, solid suit, GF
 3NT to play

1♥ - 1♠[®] - 2♥ - 2♠[®]: GF relay

2NT 2=5=3=3
 3♣ 3=5=2=3
 3♦ 3=5=3=2, 2 Controls
 3♥⁺ 3=5=3=2, 3 Controls etc (3NT=5, more Controls = 13-15 1NT opening)

8.1.1.5 1♥ - 1♠[®] - 2♠: Short ♠

2NT[®] 3♣: 2=6=2=3 or 2=6=3=2
 3♦: 4=7=1=1
 3♥: 1=6=3=3 etc.

8.1.1.6 1♥ - 1♠[®] - 2NT Short ♦

3♣[®] 3♦: 1=7=4=1
 3♥: 1=6=3=3 etc.

8.1.2 1♥ - 1NT:

2m 2♥ 6-9 (bad 10), 2♥, 4-5♠
 2♠ limit 5♠
 2NT limit 4♠
 3m NF
 3♥ GF
 rest length
 2♥ 2NT limit natural
 2♠ 3♠ or bad hand with 4♠
 2NT limit 4♠
 rest naturalish, limit 5♠
 2NT Max; 6♥ < 3♠ or 4⁺♠ with splinter *** very different from 1♦ ***

	3♣	relay
	3♦	4 ⁺ ♠, short ♦
	3♥	6♥, <3♠
	3♠	4 ⁺ ♠, short ♣
3m		Max, 5 ⁺ m
3♥		Max, 6♥, 3♠
3♠		Max, normally 4522 (otherwise 2NT)
3NT		Max, 4 ⁺ ♠, minor suit void
4♣		Max, 2=5=0=6
4♦		Max, 2=5=6=0
4♥/♠		distributional, not max

8.1.3 1♥ - 2♣ any limit no fit, not 4/5♠ (6⁺♠ still possible)

2♦	relay (nothing important to say), F1
2♥	6♥, minimum
2♠	5♠, 5♥, NF
2NT	5♠, maximum
3♣/♦	5♣/♦, maximum
3♥	6♥, max, self-supporting suit
3♠	6♠, 5♥

1♥ - 2♣ - 2♦[®]:

2♥	10-12, 2♥, <4♠
	2♠ Max, asks for good good spade stop since 2♥ shows minors
2♠	6 ⁺ ♠, invite
	2NT to play
	3♣/♦ to play
	3♥ forcing (but no solid suit)
2NT	11-12
	3♣/♦ non forcing
	3♥ 6♥ forcing
	3♠ shortness
3♣/♦	6♣/♦
3♥	invite, 3♥, 6♠
3♠	6 ⁺ ♠, invite better or longer suit than 2♠

8.1.4 1♥ - 2♦: 9-11, exactly 3♥

In this sequence we can still have 25 points together. Therefore 2NT is **natural**, 3♥ is general try.

2♥	NF. Now new suits are long/help, Game try
2♠	Help / Long Suit trial
2NT	Natural, Balanced max, invite (6322 or 5422)
3♣/♦	Help / Long Suit trial
3♥	General try
3NT	To play
3♠/4♣/4♦	Void splinters (needs something special to make a slam after Max 15, Max 11)

8.1.5 1♥ - 2♥: 5-8, 3♥ OR 8-9, ♥Hx

In this sequence we can't have normal values (25) for game. So opener must be max unbalanced to try

2♠	General try, asking responder to show where his values lie. 2NT shows ♥Hx with 8-9.
2NT	Help / Long Suit trial in ♠
3♣/♦	Help / Long Suit trial

3♥ Barrage
 3♠/4♣/4♦ Void splinters (needs something special to make a slam after Max 15, Max 8)

8.1.6 1♥ - 2NT: 4[±]♥; mixed (7-9), limit (10-11), minimum GF (12-13) or 12-14 splinter

3♣ artificial, no absolute minimum (12-13)
 3♦ game trial, limit;
 3♥ mixed raise
 3♠ 12-14, any singleton (3NT relay, 4♣=♣, 4♦=♦, 4♥=♠)
 3NT/4♣/4♦ 12-14, ♠/♣/♦ Void
 4♥ minimum GF
 3♦ artificial, GF; shows at least 11 cards in 2 suits
 3♥ ®, asking for 2nd suit
 3♠/4♣/4♦ 1st round control
 3NT 12-13 GF (semi) bal
 4♥ 7-9
 3♥ minimum (10-bad 12)
 3♠ 12-14, any singleton (3NT relay, 4♣=♣, 4♦=♦, 4♥=♠)
 3NT/4♣/4♦ 12-14, ♠/♣/♦ Void
 3♠ Max, any singleton (3NT relay, 4♣=♣, 4♦=♦, 4♥=♠)
 3NT Max, ♠ void
 4♣/♦ Max, void
 4♥ Max, 6♥, no shortness, to play (no SI opposite minimum GF)
 4♠ 12-14, any singleton (4NT relay; 5♣=♣, 5♦=♦, 5♥=♠)
 4NT/5♣/5♦ 12-14, ♠/♣/♦ Void

8.1.7 3-suiters

0544 1♥ - 1♠ - 2♣ - 2♦ - 2♥ is precisely this shape. Next 2♠® asks for Controls.
 4504 1♥ - 1♠ - 1NT - 2♣ - 2♦ first show 45 (or more) MM with 1NT, then 2♦ with high shortness
 4540 1♥ - 1♠ - 1NT - 2♣ - 2♥ another use of the redundant 2♥ reverser; low shortness

8.1.8 Bidding after 2 Level Major Raise

Examples: 1♥ - 2♥; 1♥ - 2♦; 1♥ - (X) - 2♥/2NT; P - 1♥ - 2♣ - 2♦ - 2♥; 1♣ - 1♦ - 1♠ - 2♠

Long / help suit trial bids apply unless opposition have bid or shown at least one specific suit (in which case normal long suit tries and natural 2NT apply):

1♥ - 2♦ - (2♠) - 3♣ Long suit trial bid as they have shown ♠
 1♥ - 2♦ - (X) - 3♣ HELP ♣ if their X is t/o. Long ♣ try if their X just shows ♦

If we can still have 25pts between us then 2NT is a natural, non-forcing game try e.g. 1♥ - 2♦ - 2NT

If we cannot have 25pts between us then the next bid up is purely artificial and asks partner to sign off, bid game, or show where his values lie if not sure. 2NT becomes a short suit try in ♠ if ♥ are trumps eg.

1♥ - 2♥ - 2♠ Artificial game try, asking partner to decide or show values
 2NT Hx 8-9
 1♥ - 2♥ - 2NT Help / Long ♠, game try
 1♥ - 2♥ - 3♣♦ Help / Long ♣♦, game try
 1♥ - 2♦ - 2♥ - 3♦ Help / Long suit try in ♦ i.e. same principle for responder
 1♥ - 2♥ - 3♥ is always preemptive, NF, designed to make their life more difficult.

Splinters are voids. It needs something special to be able to make a slam after 1♥ - 2♦/♥.

8.1.9 3/4th in hand Openers - 2-way Drury

In 3rd vul we may open strong 4cd Majors or 2cd ♦ if don't like the look of 1NT.

Drury:

Pass - 1♥♠ - 2♣	9-12 with 3 card support. Opener rebids his M with a hand that does not want to go any further, else bids naturally or 2♦ as a waiting bid.
Pass - 1♥♠ - 2♦	9-12 with 4 card support. Opener rebids his M with a hand that does not want to go any further, else bids naturally or 2♥ as a waiting bid.
Pass - 1♥♠ - 1NT	8-12 pts, SF, nat nf, constructive
Pass - 1♥♠ - 2NT	11-12pts, 4 cd support. Raising to 3M shows 8-9 with 4cd support, unbalanced

8.2 Responses to a 3rd or 4th hand 1♥ opening:

In 3rd position 1♥ can be quite wide-ranging, and also be bid on a 4-card suit - and we cope with that with 2-way Drury, so that we can separate 3 and 4-card support. We also have our 2NT rebid that we reserve for balanced hands that were not strong enough to open 1NT. The 1♠ response is 4⁺, nat, F1.

The other thing to bear in mind is that 1♥ effectively denies 5⁺♠; although with 6♥ and 5♠ you might still open 1♥.

1♠	6-12, 4 ⁺ , nat, F1
1NT	9-11
2♣	9-12, 3♥. Now 2♦ shows a decent opening (12-15); 2♥ a heap of junk
2♦	9-12, 4 ⁺ ♥. Now 2♥ shows a heap of junk
2♥	5-8 3♥ or 8-9 with Hx
2♠	Fit jump; 3♥, 5♠
2NT	4 ⁺ ♥; 11-12, balanced
3♣	Fit jump; 3♥, 5♣
3♦	Fit jump; 3♥, 5♦
3♥	8-9 4 ⁺ ♥, preemptive

8.3 Intervention over a 1♥ opening:

Guide: ONLY over X we distinguish between singleton and void. After natural overcalls undefined splinters 8-11; through 2NT: system on.

8.3.1 1♥ - (X):

XX	10 ⁺ , I want to defend
1♠	4 ⁺ , nat, F1
1NT	transfer to ♣
2♣	transfer to ♦
2♦	good raise, 3♥
2♥	normal raise, 3♥
2♠	Mixed raise 7-9, 4 ⁺ ♥
2NT	10+ raise, 4 ⁺ ♥
3m	preempt
3♥	weak
3♠	4 ⁺ ♥, 8-11, singleton somewhere
3NT/4m	4 ⁺ ♥, 8-11, ♠/♣/♦ void

8.3.2 1♥ - (1♠):

X	Values, minors (maybe nat 2NT hand)
1NT	8-10, nat
2m	nat F1
2♥	6-9, 3♥
2♠	limit ⁺ raise, 3♥
2NT	4♥, 10 ⁺
3m	fit jump
3♥	mixed raise, 7-9, 4♥
3♠	4 ⁺ ♥, 8-11, splinter (singleton or void)
3NT	Natural, to play
4m	4 ⁺ ♥, 8-11, splinter (singleton or void)

8.3.3 1♥ - (2m):

X	4♠, any strength; 5 ⁺ ♠ weak
2♦	nat, F1
2♥	6-9, 3♥
2♠	5 ⁺ ♠, 10 ⁺ , F1
2NT	4♥, 10 ⁺
cuebid	limit ⁺ , 3♥
3♣	Nat, F1 (over 2♦)
3♦	fit jump (over 2♣)
3♥	mixed raise, 7-9, 4♥
3♠	8-11 splinter
3NT	to play
4m	8-11 splinter

8.3.4 1♥ - (2♥=♠ and a minor):

P then X	takeout
X	10 ⁺ pts, penalty orientated, sets up forcing pass, double from either side is Penalty
2♠	limit ⁺ , 3♥
2NT	4♥, 10 ⁺
3m	Non-forcing (double then bid suit to force)
3♥	mixed raise, 7-9, 4♥
3♠	8-11 Splinter
3NT	To play
4m	8-11 Splinter
4♥	Little defence, does NOT set up forcing pass
4♠	Exclusion Blackwood, ♥=trumps

After weak jumps: 3♥ is constructive, about 7-10

8.3.5 1♥ - (2♠): transfers

X	Invite +
2NT	puppet to 3♣, weak with ♣/♦ or strong with ♣
3♣	5 ⁺ ♦, limit ⁺
3♦	3 ⁺ ♥, limit ⁺
3♥	7-10, 3 ⁺ ♥
3♠	puppet to 3NT

8.3.6 1♥ - (3♣)

X	GF, no fit (also single suited ♦ hands)
3♦	3 ⁺ ♥, limit (11-12)
3♥	7-10, 3 ⁺ ♥
3♠	GF, 5 ⁺ ♠
4♣	♥ Raise, ♣ splinter, slammy
4♦	♥ Raise + no splinter, slammy
4♥	To play

8.3.7 1♥ - (3♦)

X	GF, no fit (also single suited ♣ hands)
3♥	9-12, 3 ⁺ ♥
3♠	GF, 5 ⁺ ♠
4♣	♥ Raise, no splinter, slammy
4♦	♥ Raise, ♦ splinter, slammy
4♥	To play

8.3.8 1♥ - (3♠)

X	GF, no fit
4♣	♥ Raise + no splinter, slammy
4♦	♥ Raise + ♠ splinter, slammy
4♥	To play

8.3.9 1♥ - (any suit) - 2NT - (X): OR 1♥ - (2m) - 3m (3 crd fit) - (X)

When the opponents double our artificial raise, **Pass denies shortness** in their suit. Looking at the two sequences below:

1♥ - (2♣) - 2NT - (X) - Pass

1♥ - (2♣) - 3♣ - (X) - Pass

In both cases Pass shows at least 2♣, so bidding shows short ♣. Repeating your suit (i.e. 3♥) shows a min with short ♣.

When we artificially raise a M in competition and slam may still be an option i.e. at least one hand remains unlimited, then we bid 3NT without a shortness and a new suit above the level of 3M is a **splinter**. New suits below the level of 3M are, as normal, last train, or long suit. Examples:

1♠ - (2♦) - 3♦	3♥	Last train (as only one suit available)
	3♠	Min, nf
	3NT	Max, stop, suggestion to play
	4♣♦♥	Max, shortness
	4♠	Minimum bid of game

If both hands are limited, then we revert to bidding a natural 3NT and new suits are “natural”:

P - 1♠ - (2♦) - 3♦	3NT	Suggestion to play in 3NT as both hands are limited.
	4♣	Good ♣, showing this to partner in case the opposition bid on.
	4♠	Any type of max

1♥ - (X) - 2NT	3♣	See 1♥ - 2NT; medium hand
1♠ - (X) - 3♣	3♦/3♥	Natural game try
1♣ - 1♠ - (3♣)	3♠	Agrees ♠, slamming, no minor shortness. Then: 3NT = no shortness; 4x=spl; 4♠=poor
	3NT/4♥	Nat, nf
	4m	Splinter

8.4 Intervention over 1♥ - 1♠ (relay):

Guiding principles:

Pass by opener is always 10-12 5332 when still in the relays. X / XX is step 1, etc
 From the cue onwards (no more relays) the situation is forcing to 3M

8.4.1 1♥ - 1♠ - (X - 2♥): Still within the relays:1♥ - 1♠ - (X): pass = 10 - 12 BAL, XX = step 1 (4⁺♠), 1NT = step 2, etc**8.4.2 1♥ - 1♠ - (2♠ - 3♥): No more relays:**

1♥ - 1♠ - (3♣) pass 10-12 or a clear penalty X:

Now 3♥ = NF, limit; other bids from partner are GF, X = TO

X Max, take-out

3♦ 13-15, 4⁺♦

3♥ 10-15, 6♥, F1

3♠ 5⁺♠

3NT (13)14-15, double stop, natural

4♣/♦ 5⁺♣/♦

Cue Auto void splinter (suit plays opposite singleton)

8.4.3 1♥ - 1♠ - (3♠ +):

1♥ - 1♠ - (3♠) pass any minimum

X TO, max

4L 5⁺, max

9. 1♠ = 10-15, 5⁺♠

1♠ promises 5⁺♠, denies 5⁺♥ (in 1st and 2nd seat) but can contain a longer minor. Like 1♥, we open 10-12 balanced and unbalanced, all 5(332) with 13-15 should be opened with 1NT. In 3rd/4th seat we open 1♠ with 5⁺/5⁺ Majors.

9.1 Responses to a 1st or 2nd hand 1♠ opening:

1NT	12 ⁺ relay
2♣	any limit, or 9-11 2♠
2♦	5♥ with rebid, or 6 ⁺ ♥, weak
2♥	9-11 3♠
2♠	5-8 3♠
2NT	4 ⁺ ♠; mixed 7-9 / limit raise 10-11 / minimum GF 12-13 / 12-14 splinter
3♣/♦/♥	preempt
3♠	0-6, 4 ⁺ ♠
3NT	8-11, 4 ⁺ ♠ any singleton (4♣ asks; 4♦=♦, 4♥=♥, 4♠=♣)
4♣/♦	8-11, void
4♥	natural
4♠	2-way; either preemptive or 3♠, GF values
4NT	RKCB
5♣/♦	aturalnatural

9.1.1 1♠ - 1NT: 12[±] Relay

2♣	4 ⁺ ♣; OR one-suiter 6 ⁺ ♠ 0-2♥; OR 3-suiter (with void) 2♠ invite natural 3♠ invite natural (only pass with 10, bad 11) 4♣/♦/♥ = 15 ⁺ , 4 ⁺ ♠, void
2♦	4 ⁺ ♦ 2♠ invite natural 3♠ invite natural (only pass with 10, bad 11)
2♥	4♥, followed by HEL 2♠ relay; 2NT ⁺ : 5 ⁺ ♠, 4♥ HEL short 3♥ invite natural 3♠ invite natural 4♣/♦ 15 ⁺ , 4 ⁺ ♠, void 4♥ Natural
2♠	any 5332 minimum (10-12), HML ⁺
2NT	Middle shortness (♦), 1-suiter 3♣ [®]
3♣	Equal shortness (6=3=2=2 or 7=2=2=2). 3♦ [®] ; 4♣/♦/♥ = 15 ⁺ , 4 ⁺ ♠, void (last bid where we show voids)
3♦	exactly 7=1=1=4!! 3♥ [®] for Controls, 3♠ weak [®]
3♥	6=3=3=1. 3♠ [®] for Controls, 4♣ weak [®] , 4♦ end signal
3♠	7=2=3=1 4♣ [®] , 4♦ end signal
3NT	7=3=2=1 4♣ [®] , 4♦ end signal
4♣	7=3=3=0 Min. 4♦ [®] for Controls, 4♥ and 4♠ not invitational
4♦	7=3=3=0 14-15, 4 Controls. 4♥ [®] (scan)

Note: A **jump** to 4♣/♦/♥ after FIRST response to relay shows 15⁺ with a void in suit bid!! (so 3NT is NOT any singleton; 3NT is natural) we only show voids with 15⁺

9.1.1.1 1♠ - 1NT® - 2♣ - 2♦®:

2♥	3-suiter OR one-suiter 6 ⁺ ♠ 0-2♥
2♠®	2NT 3-suiter HML
3♣	6=2=2=3 or 6=2=3=2. 3♦®
3♦	7-4=1=1
3♥	6=1=3=3
3♠	7=1=2=3
3NT	7=1=3=2
4♣	7=0=3=3, not Max
4♦	7=0=3=3, 14-15, 4 Controls
	etc
2♠	5 ⁺ ♣/5 ⁺ ♠; HEL long
2NT ⁺	5 ⁺ ♠, 4♣; HEL short

9.1.1.2 1♠ - 1NT® - 2♦ - 2♥®:

2♠	5 ⁺ ♦/5 ⁺ ♠ HEL long
2NT ⁺	5 ⁺ ♠, 4♦ HEL short

9.1.1.3 1♠ - 1NT® - 2♥ - 2♠®:

2NT ⁺	5 ⁺ ♠, 4♥; HEL short
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9.1.1.4 1♠ - 1NT® - 2♠ - 2NT®:

3♣	5=2=3=3
3♦	5=3=2=3
3♥	5=3=3=2, 2 Controls
3♠ ⁺	5=3=3=2, 3 Controls etc (4♣=5, more Controls = 13-15)

9.1.1.5 1♠ - 1NT® - 2NT - 3♣®:

3♦	7=1=4=1
3♥	6=3=1=3
3♠	7=2=1=3
3NT	7=3=1=2
4♣	7=3=0=3, not Max
4♦	7=3=0=3, 14-15, 4 Controls
	etc

9.1.2 1♠ - 2♣: any limit no fit, or 9-11 2♠

2♦	waiting; nothing specific to say
2♥	4♥, no maximum, NF versus 9-11
2♠	6♠, <4♥, minimum
2NT	6♠, <4♥, max, suitable for NT
3♣/♦	5♣/♦, maximum
3♥	4♥, max
3♠	6♠, <4♥, Max

1♠ - 2♣ - 2♦®:

2♥	5♥, <3♠, NF (bid 2♦ over 1♠ if you have a rebid)
----	--

2♠	9-11, 2♠, <5♥
2NT	11-12
3♣/♦	6+♣/♦ invite
3♥	6♥, limit, bad ♥ (bid 2♦ over 1♠ if you have good ♥)

9.1.3 1♠ - 2♦: 5♥ with rebid, or 6±♥ weak

2♥	Waiting
2♠	Invite, 3♠ + 5♥
2NT	11-12
3♣/♦	5+♣/♦
3♥	6♥, <3♠, limit, good ♥
3♠	6♥, 3♠, limit
2♠	0-1 ♥, 6+♠, minimum
2NT	maximum with fit, 4+
3♣	game trial
3♦	retransfer
3♥	NF
3♠	a singleton (3NT asks)
3NT	void ♠
4♣/♦	void
3♣/♦	5♣/♦, maximum
3♥	minimum with fit 4+
3♠	a singleton (3NT asks)
3NT	void ♠
4♣/♦	void

9.1.4 1♠ - 2♥: 9-11, exactly 3♠

In this sequence we can still have 25 points together. Therefore 2NT is **natural**, 3♠ is general try

2♠	Sign off
2NT	Natural, Balanced max, invite
3♣/♦/♥	Help / Long Suit trial
3NT	To play
4♣/♦/♥	Void splinters (needs something special to make a slam after Max 15, Max 11)

9.1.5 1♠ - 2♠: 5-8, 3♠ OR 8-9, ♠Hx

In this sequence we can't have normal values (25) for game. So opener must be max unbalanced to try

2NT	General try, asking responder to show where his values lie.
3♣/♦/♥	Help / Long Suit trial
3♠	Barrage
3NT	To play
4♣/♦/♥	Void splinters (needs something special to make a slam after Max 15, Max 8)

9.1.6 1♠ - 2NT: 4+♠; mixed (7-9), limit (10-11), minimum GF (12-13) or 12-14 splinter

3♣	artificial, no absolute minimum (12-13)
3♦	10-11, limit, game trial
3♥	10-11, Help
3♠	7-9 mixed raise
3NT	12-14 any singleton (4♣ @; 4♦=♦, 4♥=♥, 4♠=♣)
4♣-♥	12-14 void
4♠	Min GF
3♦	artificial, GF (11+ cards in ♠ and a minor)

3♠	℞, asking for 2 nd suit
3♥/4♣/4♦	1 st round control
3NT	12-13
4♠	7-9
3♥	natural, no minimum
3♠	7-9 mixed raise or unsuitable limit, NF
3NT	12-14 any singleton (4♣ ℞; 4♦=♦, 4♥=♥, 4♠=♣)
4♣-♥	12-14 void
3♠	minimum
3NT	12-14 any singleton (4♣ ℞; 4♦=♦, 4♥=♥, 4♠=♣)
4♣-♥	12-14 void
3NT	Max, any singleton (4♣ ℞; 4♦=♦, 4♥=♥, 4♠=♣)
4♣-♥	Max, void
4♠	Max, to play (no SI opposite minimum GF)
4NT	12-14 any singleton (5♣ ℞; 5♦=♦, 5♥=♥, 5♠=♣)
5♣-♥	12-14 ⁺ void

9.1.7 5440 distributions

Follow 1♠ - 1NT℞ - 2♣ - 2♦℞ - 2♥ - 2♠℞ - 2NT to show any 5-4-4-0. After 3♣℞:

3♦	5=0=4=4 (high)
3♥	5=4=0=4 (med)
3♠	5=4=4=0 (not max)
3NT	5=4=4=0, 14-15, 4 Controls; etc.

9.2 Responses to a 3rd or 4th hand 1♠ opening:

In 3rd position 1♠ can be quite wide-ranging, and also be bid on a 4-card suit - and we cope with that with 2-way Drury, so that we can separate 3 and 4-card support. We also have our 2NT rebid that we reserve for balanced hands that were just not strong enough to open 1NT. The 1♠ response is 4⁺, nat, F1.

Whereas the 1st/2nd position 1♠ opening denied 5⁺♥, this is no longer the case; with 55 Majors, we open 1♠ in 3rd and 4th seat.

1NT	9-11
2♣	9-12, 3♠. Now 2♦ shows a sound opening (12-15); 2♥ = nat, sound; 2♠ a heap of junk
2♦	9-12, 4 ⁺ ♠. Now 2♥ shows a sound opening; 2♠ a heap of junk
2♥	9-10, 5♥
2♠	5-8, 3♠
2NT	4 ⁺ ♠; 11-12, balanced
3♣	Fit jump; 3♠, 5♣
3♦	Fit jump; 3♠, 5♦
3♥	Fit jump; 3♠, 5♥
3♠	8-9 4 ⁺ ♠, preemptive

9.3 Intervention over a 1♠ opening:

Guide: ONLY over X do we distinguish between singleton and void. After natural overcalls undefined (0 or 1) splinters 8-11; through 2NT: system on.

9.3.1 1♠ - (X):

General principle: transfers

XX	10 ⁺ , I want to defend. Forcing to 2♠
----	---

1NT	Transfer to ♣
2♣	Transfer to ♦
2♦	Transfer to ♥
2♥	good raise, 3♠
2♠	normal raise, 3♠
2NT	4 ⁺ ♠, 10 ⁺
3♣/♦	Preempt
3♥	mixed raise 7-9
3♠	weak
3NT	8-11, singleton somewhere; 4♣ asks
4♣/♦/♥	8-11, void (4♥ no longer to play!)

9.3.2 1♠ - (2m):

X	4♥, any strength; 5 ⁺ ♥ weak
2♦	nat, F1
2♥	5 ⁺ ♥, 10 ⁺ points
2♠	normal raise, 3♠
2NT	4♠, 10 ⁺
cuebid	limit ⁺ , 3♠
3♣	Nat, F1 (over 2♦)
3♦	fit jump (over 2♣)
3♥	fit jump
3♠	mixed raise, 7-9, 4♠
3NT	to play
4♣/♦	8-11 splinter
4♥	to play

9.3.3 1♠ - (2♥):

X	Values, minors (maybe nat 2NT hand)
2♠	normal raise, 3♠
2NT	4♠, 10 ⁺
3♣/♦	nat, F1
3♥	invite ⁺ raise, 3♠
3♠	mixed raise, 7-9, 4♠
3NT	to play
4♣/♦/♥	8-11 splinter (4♥ no longer to play)

9.3.4 1♠ - (3♣):

X	GF, no fit
3♦	Transfer, 5 ⁺ ♥, limit ⁺
3♥	10-12, 3 ⁺ ♠
3♠	7-9, 3 ⁺ ♠
4♣	♠ Raise + ♣ splinter
4♦	♠ Raise + no splinter
4♥	To play
4♠	To play

9.3.5 1♠ - (3♦):

X	GF, no fit
3♥	GF, 5 ⁺ ♥
3♠	9-12, 3 ⁺ ♠
4♣	♠ Raise + no splinter

4♦ ♠ Raise + ♦ splinter
 4♥ To play
 4♠ To play

9.3.6 1♠ - (3♥):

X GF, no fit, no ♥ stop
 3♠ Limit 3⁺♠
 4♣ ♠ Raise + 15⁺
 4♦ ♠ Raise + 12-14
 4♥ Splinter
 4♠ To play

9.4 Intervention over 1♠ - 1NT (relay):

Guiding principles:

Pass by opener is always 10-12 5(332) when still in the relays. X / XX is step 1, etc
 From the cue onwards (no more relays) the situation is forcing to 3M.

9.4.1 1♠ - 1NT - (X - 2♠): Still within the relays:

1♠ - 1NT - (X): pass = 10-12 BAL, XX = step 1 (2♣ response), 2♣ = step 2, etc

9.4.2 1♠ - 1NT - (2NT - 3♠): No more relays:

1♠ - 1NT - (3♣) pass 10-12 or a clear penalty X:
 Now 3♠ = NF, limit; other bids from partner are GF, X = TO

X	Max, take-out
3♦/♥	13-15, 4 ⁺ ♦/4♥
3♠	10-15, 6 ⁺ ♠
3NT	(13)14-15, double stop, natural
4♣/♦	5 ⁺ ♣/♦
Cue	Auto void splinter

9.4.3 1♠ - 1NT - (3NT +):

1♠ - 1NT - (4♣) pass any minimum
 X TO, max
 4L 5⁺, max

10. 1NT = 13-15 Balanced

These principles of these responses operate over all 1NT bids, including overcalls. Sometimes we might have to lie about shape if our 1NT overcall doesn't quite fit normal rules. So, ranges are:

1NT	13-15	(1x) - 1NT	16-18
1♣ - 1♦ - 1NT	16-18	(1x) - (1y) - 1NT	16-18
1♣ - 1♦ - 1♥ - 1♠ - 1NT	19-20	(1x) - (P) - 1NT	11-14 (13-15 over ♣)

Other ranges can apply after intervention over 1♣.

Compulsory shapes for a 1NT opening are (4333), (4432), (5332), (42)25.

Optional shapes are 22(45) and 6322 with a minor (although we can't show that 6-card suit).

The principle behind the 1NT responses is the same as that over 1♦/1♥/1♠; most strong hands start with 2♣, and then continue the relays. A notable exception is a good hand with a singleton or void Major and both minors; the type of hand where you want to be in NT if partner has good stoppers but 5 (or 6) minor when he hasn't.

We open **every 5332** hand in the 13-15 range with 1NT; we upgrade good-looking 15-counts to a 1♣ opening and we upgrade good 12-counts as well. It means that a hand that opens 1M and finds a rebid in a competitive auction is **always** unbalanced; if the hand doesn't bid again, it most likely shows 10-12, either balanced or unbalanced.

A **maximum** is 14-15 with at least 4 Controls.

Over the 1NT opening, we play the **Automatic Weak Relay (AWR)**. It means that if the last shape-showing response is 3♥, 3♠ (normally Control Ask) becomes a Weak Relay and is the **only** relay available. Beware though; if 3♥ is part of a run-on (or the last shape bid and **denies** a run-on), 3♠ becomes either a Control Ask or a honour card ask. In response to an AWR Responder shows 14-15 with 4+ Controls by bidding 4♣ or more, and 3NT with any hand which is not a maximum. After the 3NT response, 4♣[®] is asking for Controls (starting at 2).

When we have found a Major suit fit (either via Stayman or through a transfer sequence (with or without a transfer break), we can jump in a new suit, showing shortness. The general agreement is that with a singleton and a GF hand we go through the relays; meaning that **fit-showing splinters are always a void** (unless we can distinguish between a singleton and a void, of course).

10.1 Basic Responses:

2♣	Stayman – could be start of relays
2♦/♥	Transfers
2♠	a) Bal invit <4maj b) Weak with 6+ minor c) GF, 13 or 31 Majors
2NT/3♣	Min/Max (now 3M shows shortness and type c)
3♦	Max with good ♣ and poor doubleton Major. Now 3M is values
3M	Max with good 4/4 minors and poor doubleton in bid suit
2NT	asking for 5M or weak doubleton (so no more invite with 4♥!!)
3♣/♦	Invitational with a good 6+ card suit, (always bid 3NT with Hx ⁺)
3♥	5+5+ Majors, invitational, NF
3♠	5+5+ minors, invitational plus , F1
4any	Suit below transfers (Cannot break except over 4♠=♣; 4NT=dislike, 5♣=like) After the transfer response, a new suit is Exclusion Blackwood
4NT	Quanti ~ 17 balanced Responses: lowest 4-card at the 5 level, 5-card at the 6 level
5m	To play

10.2 Stayman: 1NT - 2♣

- 2♦ denies a 4-card Major
- 2♥ weak, both Majors (corr to 2♠ with 2♥ and 3♠)
- 2♠ GF relay
- 2NT Invite with 1 or 2 Majors (otherwise 1NT - 2♠)
3♣/♦ 5cd suit, to play, NF
- 3♣/♦ Invitational, 5⁺♣/♦, guarantees a 4 card Major
- 3♥/♠ 46/64 Majors, invitational, NF
- 2♥ 4 or 5♥, may have 4♠ if only 4♥. If 5♥ then not maximum. (else we respond at 3 level)
- 2♠ GF relay
- 2NT Invite 4♠
3♣/♥ 5cd suit, to play, NF. 3♥ guarantees 3♠
- 3♣♦ Invitational, 5⁺, guarantees 4♠
- 3♦ Max, 4th suit, asking for ♦ stop
- 3♥ Over 3♣: Min, good 5-card suit
Over 3♦: Max, “4th suit”, asking for ♣ stop
- 3♠ Min, 4♠
- 4om Max, 3=4=(42) shape with at least Hxx & Hxxx in responder’s suits
- 3♥ invite
- 3♠4♣♦ Void Splinter
- 2♠ 4 or 5♠. Denies 4♥, if 5♠ then not maximum (else we respond 2NT)
- 2NT GF relay
- 3♣♦ Invitational, 5⁺, guarantees 4♥
- 3♦ Max, 4th suit, asking for ♦ stop
- 3♥ Over 3♣: Max, HHx in ♥, no stop in other minor
Over 3♦: Max, 4th suit, asking for ♣ stop
- 3♠ Min, good 5-card suit
- 4om Max, 4=3=(42) shape with at least Hxx & Hxxx in responder’s suits
- 3♥ shortness, asking for a ♥ stop
- 3♠ invite
- 4♣♦♥ Void Splinter
- 2NT 5♠, Max (14-15, 4⁺ Controls)
- 3♣[®] 3♦=5233, 3♥=5323, 3♠=5332 4c, 3NT=5332 5⁺c
- 3♦ 4♥, 5⁺♦ F1, asking about ♣ stop
- 3♥ Transfer
- 3♠ To Play (must be very rare not to transfer)
- 4♣♦♥ Void Splinter
- 3♣ Max 2=5=3=3; 3♦[®] for Controls; 3♥ is to play; 3♠4♣4♦ = Void Splinter
- 3♦ Max 3=5=2=3; 3♥ is to play, 3♠[®] for Controls, 4♣4♦4♠ = Void Splinter
- 3♥ Max 3=5=3=2; 3♠[®] for Controls (can go past 3NT) 4♣4♦4♠ = Void Splinter
- No run-ons! Partner can have a weak hand, so we can’t go past 3♥!

10.2.1 1NT - 2♣ - 2♦ - 2♠ GF[®]

- 2NT Both minors (2=3=4=4, 3=2=4=4, 2=2=4=5, 2=2=5=4), 3♣[®]
- 3♣ 5♣ (2=3=3=5, 3=2=3=5, 3=3=2=5) 3♦[®]
- 3♦ 2=3=5=3 or 3=2=5=3, 3♥[®]
- 3♥ 3=3=5=2
- 3♠ 3=3=3=4
- 3NT 3=3=4=3

10.2.2 1NT - 2♣ - 2♥ - 2♠ GF®

2NT	4423 or 4432. 3♣® asks, can run-on to 3♠ with 4432 14-15 + 4 ⁺ C
3♣	2434, 3424 or 2425. 3♦® now asks which (in that order)
3♦	2443 or 3442. 3♥® now asks which (in that order)
3♥	2533/3523 Min. 3♠ asks: 3NT=2533, 4♣=3523 2c, 4♦=3523 3c etc. 4♦ now end signal
3♠	3532 Min. 4♣® asks Controls, 4♦ end signal (so others=encouraging)
3NT	3433 (Memory - 4333 shapes always bid NT)

10.2.3 1NT - 2♣ - 2♠ - 2NT®

3♣	4234, 4324 or 4225. 3♦® now asks which (in that order)
3♦	4243 or 4342. 3♥® now asks which (in that order)
3♥	5233/5323 Min. 3♠ asks: 3NT=5233, 4♣=5323 2c, 4♦=5323 3c etc. 4♦ now end signal
3♠	5332 Min. 4♦ now end signal (so others=encouraging)
3NT	4333 (Memory - 4333 shapes always bid NT)

10.2.4 Relay notes:

If shape is fully described with a bid of 3♥ AND the range is still (12)13-15, 3♠ becomes an **automatic weak relay** rather than a Control Ask, so 3NT=min, 4♣=14-15 with 4C, etc. If responder has already narrowed his point-count to 14-15 with 4⁺ Controls (or denied having this), 3♠ stays as Control Ask.

Opener cannot run-on past 3NT. But he can run-on up to 3NT where room allows eg.

1NT - 2♣®; 2♥ - 2♠®; 2NT - 3♣®; 3NT shows a 4432 shape with 14-15 and 5⁺ Controls. 4♣® now asks for exact number of Controls starting at 5.

Relays always apply; even if it seems we cannot have the values e.g. after 1♣ - 1♦ - 1♥ - 1♠ - 1NT.

If responder has started with 2♣, then continues the relays to set up a game force and then:

- bids a non-relay at the 3 level
- bids 3♥ after 1NT - 2♣ - 2♠ or 1NT - 2♠ - 2NT/3♣

shows shortness in the bid Major and worries about 3NT. **Exception:** 1NT - 2♣ - 2♥ - 3♠ = void splinter

10.3 Major Suit transfers

Basic Principles:

Change of suit or raise following the transfer is **invitational**, nf. If opener now bids 4 of the other minor e.g. 1NT - 2♦ - 2♥ - 3♣ - 4♦ it shows a Max with Hx and Hxxx in responder's suits, offering choice of game. This is the same principle as: 1NT - 2♣ - 2♥ - 3♣ - 4♦.

Opener can **only** break the transfer with 4-card support; he either shows a min, a max or 5♣ (min/max). After a transfer break new suits below 3M are Help; as 3♦/3♥ is a re-transfer, **3M becomes Help in the suit below.**

Jump change of suit following transfer is **self-splinter with a void**, **mild** slam try looking for good fit. If opener breaks the transfer, the same rules for showing shortness apply as over 1M - 2NT. A re-transfer followed by a new suit is a cue-bid without a shortness; with a hand that is only interested in a slam because partner broke the transfer.

A 2-level transfer followed by game is to play and shows a hand that was only interested in a slam if partner broke the transfer. It follows that after 1NT - 2♦ - 2♥ - 4♥ opener can continue with an absolute Max and a well-filled 3-card support.

Jumps to 4♣/♦/♥/♠ are also **transfers**. Opener **cannot** break the transfer. If responder continues with another suit after a 4-level transfer it is **Exclusion RKCB** and is the **only** situation where Exclusion does not need a jump.

10.3.1 1NT - 2♦:

2♥	denies 4♥ in a suitable hand
2♠	Invite with 5♥, 4♠ (Bid Stayman with 64, 3♥ with 55)
2NT	normal invite with 5♥
3♣/♦	Invite, natural
3♥	Invite with 6+♥
3♠	Auto-splinter; void ♠, 6+♥
3NT	to play in 3NT or 4♥
4♣/♦	Auto-splinter; void 6+♥
4♥	NF; was only looking for slam opposite a transfer break
4♠	Exclusion Blackwood, Void ♠
4NT	RCKB
5♣/♦	Exclusion Blackwood, Void ♣♦
2♠	max, 4♥ (only denies 2=4=2=5), forcing to 3♥
2NT	Help in ♠
3♣	Help in ♣
3♦	re-transfer to 3♥ After 3♥, new suits are Cues, deny shortness
3♥	Help in ♦
3♠	Auto-splinter; any singleton; 6+♥. 3NT asks which one
3NT	Auto-splinter; void ♠; 6+♥
4♣♦	Auto-splinter; void; 6+♥
4♥	NF (unusual; normally go via the re-transfer)
4♠	Exclusion Blackwood, Void ♠
4NT	RCKB
5♣♦	Exclusion Blackwood, Void ♣♦
2NT	Min, 5♣, 4♥
3♣	Help in ♣
3♦	re-transfer to 3♥ After 3♥, new suits are Cues, deny shortness
3♥	Help in ♦
3♠	Auto-splinter; any singleton; 6+♥. 3NT asks which one
3NT	Auto-splinter; void ♠; 6+♥
4♣♦	Auto-splinter; void; 6+♥
4♥	NF
4♠	Exclusion Blackwood, Void ♠
4NT	RCKB
5♣♦	Exclusion Blackwood, Void ♣♦
3♣	Max, 5♣, 4♥
3♦	re-transfer to 3♥ After 3♥, new suits are Cues, deny shortness
3♥	Help in ♦
3♠	Auto-splinter; any singleton; 6+♥. 3NT asks which one
3NT	Auto-splinter; void ♠; 6+♥
4♣♦	Auto-splinter; void; 6+♥
4♥	NF
4♠	Exclusion Blackwood, Void ♠

4NT	RCKB
5♣♦	Exclusion Blackwood, Void ♣♦
3♥	min, 4♥
3♠	Auto-splinter; any singleton; 6 ⁺ ♥. 3NT asks which one
3NT	Auto-splinter; void ♠; 6 ⁺ ♥
4♣♦	Auto-splinter; void; 6 ⁺ ♥
4♥	NF
4♠	Exclusion Blackwood, Void ♠
4NT	RCKB
5♣♦	Exclusion Blackwood, Void ♣♦

10.3.2 1NT - 2♥

2♠	denies 4♠ in a suitable hand
2NT	normal invite with 5♠
3♣♦	Invite, natural
3♥	Invite with 4♥, 5♠ (Stayman following by a jump to 3♥/♠ kwith 64)
3♠	Invite with 6 ⁺ ♠
3NT	to play in 3NT or 4♠
4♣♦♥	Auto-splinter; Void; 6 ⁺ ♠; mild slam try
4♠	NF
4NT	RCKB
5♣♦♥	Exclusion Blackwood, Void ♣♦♥

2NT	min, 5♣, 4♠
3♣♦	Help ♣♦
3♥	re-transfer to 3♠
	After 3♠, new suits are Cues, deny shortness
3♠	Help ♥
3NT	Auto-splinter; any singleton; 6 ⁺ ♠. 4♣ asks which one
4♣♦♥	Auto-splinter; void; 6 ⁺ ♠
4♠	NF
4NT	RCKB
5♣♦♥	Exclusion Blackwood, Void ♣♦♥

3♣	max, 5♣, 4♠
3♦	Help ♦
3♥	re-transfer to 3♠
	After 3♠, new suits are Cues, deny shortness
3♠	Help ♥
3NT	Auto-splinter; any singleton; 6 ⁺ ♠. 4♣ asks which one
4♣♦♥	Auto-splinter; void; 6 ⁺ ♠
4♠	NF
4NT	RCKB
5♣♦♥	Exclusion Blackwood, Void ♣♦♥

3♦	Max, 4♠
3♥	re-transfer to 3♠
	After 3♠, new suits are Cues, deny shortness
3♠	Help ♥

3NT	Auto-splinter; any singleton; 6 ⁺ ♠. 4♣ asks which one
4♣♦♥	Auto-splinter; void; 6 ⁺ ♠
4♠	NF
4NT	RCKB
5♣♦♥	Exclusion Blackwood, Void ♣♦♥

3♠	min, 4♠
3NT	Auto-splinter; any singleton; 6 ⁺ ♠. 4♣ asks which one
4♣♦♥	Auto-splinter; void; 6 ⁺ ♠
4♠	NF
4NT	RCKB
5♣♦♥	Exclusion Blackwood, Void ♣♦♥

10.3.3 1NT - 2NT: asks for 5M and weak doubleton (GF unless 4m)

The types of hands where we bid 2NT are balanced hands without a 4-card Major, where we want to play 3NT if we have all suits stopped, but where we have the option to play in any suit at the 4-level - including 4m. A weak doubleton is defined as Qx or less.

3♣	No 5M, shows weak xx in M or ♣
	3♦ [®]
	3M is weak xx M, 3NT weak xx ♣
3♦	Weak xx ♦
3M	5M
3NT	No weak xx, no 5M

10.4 Intervention over our 1NT opening

A transfer to their known suit (e.g. 1♣ - (1♥) - Pass - (Pass); 1NT - (Pass) - 2♦) is a 5-5 any strength

10.4.1 1NT - (X)

10.4.1.1 1NT - (X = Non Penalty)

2L Cue	T/O
2NT	invite ⁺ any 5-5
3L	invitational with 6 cd suit
XX	10 ⁺ , looking for a penalty

10.4.1.2 1NT - (X = Penalty)

Scheme also applies after 1♣ - 1♦ - 1NT - (X) and 1NT overcalls and is based on removing with shape. After 1NT - (P) - P - (X = penalty) opener bids 2x with 5x; that way the scheme remains the same as below, only with the hands reversed. XX by opener after a protective X = 4M 5♣.

1NT - (X)

Pass	1NT opener only passes with 4333
XX	looking for penalty, forcing to 2♥ if oppo take out (same as if we double 1NT)
2x	to play
2NT	invite ⁺ , any 5-5
3x	preemptive

1NT - (X) - Pass - (Pass)

Pass	4333
------	------

XX **2 four card suits**
 2x 5cd suit

1NT - (X) - Pass - (Pass)

XX - (Pass)

2♣ any 4333 OR ♣ + other OR ♦ + ♠
 (Pass) Pass ♣
 2♦ ♦ + M
 2♥ ♥ + ♠

(X) Pass ♣
 (Pass) Pass ♣
 2♦ 4333 (< 4♣)
 XX ♦ + ♠

 XX ♦ + ♠
 2♦ ♦ + ♥
 2♥ ♥ + ♠

2♦ ♦ + ♥
 2♥ ♥ + ♠

So with ♣ you bid 2♣ or Pass; with touching suits you bid the lower; with ♦ + ♠ you XX.

10.4.2 1NT - (2 any = natural)

X 9+, takeout, Forcing to 2NT. 1 more take-out X from both sides.
 2L NF
 2NT Lebensohl (FAPS)
 cue Stayman-like over 2♣/♦; Lebensohl over 2♥/♠
 3L natural, GF
 3NT to play, promises stop, denies 4M
 4L **Transfers**. Transfer to their suit = **non-slammy** 5-5

10.4.2.1 1NT - (2 any) - Lebensohl (FAPS):

Lebensohl and associated bids operate over **ALL** suits:

- 2NT then cue-bidding denies a stop and promises 4oM, always GF
- 2NT then 3NT denies stop and denies a M
- 3NT promises stop and denies fourcard oM
- Cue-bidding their known Major at 3 level is GF with a M and promises a stop in bid suit

1NT (2♣) 2♥ weak
 3♥ GF
 2NT - 3♣ - 3♥ invitational

1NT (2♠) 3♥ GF
 2NT - 3♣ - 3♥ weak

10.4.2.2 1NT - (2♣ = Majors)

Pass Then X = takeout, <10
 X 10+, Penalty of at least 1 of their suits, Forcing to 2NT. 1 more take-out X.
 After X a new suit at 3 level is NF
 2♦ NF
 2♥ Lowest cue; either weak with ♣ or any GF

2♠	♠ stop or ♥ stop; bid your Major stop, or 3♦ without a M stop
2NT	♠ stop and ♥ stop
3♣	No ♠ stop or ♥ stop
2♠	Highest Cue; like normal 2♠ bid. Invitational (weak hands go through 2♥)
2NT	Both minors, invite ⁺
3♣♦	Natural, GF
3L cuebid	shortness, 6 ⁺ minor, GF
3NT	to play, both stops
4L	Transfers. 4♦ = non-slammy 5-5 minors; 4♥ is a slammy minors hand

10.4.2.3 1NT - (2♣ = ♥ and another)

Pass	Then X = takeout, <10
X	10 ⁺ , Take-out of ♥
	After X a new suit at 3 level is NF (bidding the suit immediately is GF)
2♦	NF
2♥	Cue; 7-9, take-out
2♠	NF
2NT	Lebensohl, denies a ♥ stop. Bidding 3♠ after 3♣ is an invite (as 2♠=NF, 3♠=GF)
3♣♦	Natural, GF
3♥	Lebensohl, shows a ♥ stop and 4♠. GF.
3♠	Natural, GF
3NT	to play, shows a ♥ stop, denies 4♠.
4L	Transfers. Transfer to their suit = non-slammy 5-5

10.4.2.4 1NT - (2♦ = Multi)

Pass	Then X = takeout, <10
X	10 ⁺ , Penalty of at least 1 of their suits, Forcing to 2NT. 1 more take-out X.
	After X a new suit at 3 level is NF
2♥	NF
2♠	NF
2NT	Both minors, invite ⁺
3♣♦♥♠	Natural, GF
3NT	to play, both stops
4L	Transfers

10.4.2.5 1NT - (3 any=natural)

X	T/O, at least invitational (10 ⁺). Passed hand can have a good 9.
New Suit	GF
Cue +	4-Level transfer

10.4.3 1NT - 2any - (X)

10.4.3.1 1NT - (P) - 2♣ - (X): they double our Stayman; showing ♣

Pass	No ♣ stop	
(pass) XX	Invite ⁺	Transfer Stayman
	2♦	4-5♥; 2♥ NF, 2♠®
	2♥	4-5♠; 2♠ NF, 2NT®
	2♠	(44 or 45) 2NT® (2344, 3244, 2245, 2254)
	2NT	3=3=3=4 or 3=3=4=3, 3♣®
	3♣	5 bad clubs, 3♦®

3♦ 5♦ (min)
3♥♠NT HML, 5♦, max

(pass) 2♦ NF Stayman. No more relays.
(pass) 2♥♠ NF

XX To play
2♦ Denies 4M, shows ♣ stop
2♥♠ 4-card suit, shows ♣ stop
2NT⁺ as normal, shows ♣ stop

10.4.3.2 1NT - (P) - 2♣ - (X): they double our Stayman; showing points

Pass <4♣; XX = strong, system on
If they bid a suit, Pass = either weak or penalty from responder, X = takeout
XX 4⁺ ♣
2x 5 crd

10.4.3.3 1NT - (P) - 2♦ - (X): they double our Transfer; showing the suit

Pass No Fit; says nothing about a stop
(pass) XX Invite⁺ Looking for a stop
2♥ To play
2♠ Invite with 4♠
2NT Invite with stop
3♣ Invite
3♦ Re-transfer
3♥ Invite
XX No positional stop, ♥ fit (i.e. we want the contract in partner's hand)
2♥ Stop, ♥ fit

10.4.3.4 1NT - (P) - 2♦ - (X): they double our Transfer; showing points

Pass No Fit; says nothing about a stop
(pass) XX Invite⁺
2♥ To play
2♠ weak with 4♠
2NT Invite
3♣ weak
3♦ weak
3♥ Invite
XX Max, 3♥
2♥ ♥ fit

10.4.3.5 1NT - (P) - 2♥ - (X): they double our Transfer; showing the suit

Pass No Fit; says nothing about a stop
(pass) XX Invite⁺ Looking for a stop
2♠ To play
2NT Invite with stop
3♣♦ Invite
3♥ Re-transfer
3♠ Invite

XX No stop, ♠ fit
 2♠ Stop, ♠ fit

10.4.3.6 *1NT - (P) - 2♥ - (X): they double our Transfer; showing points*

Pass No Fit; says nothing about a stop
 (pass) XX Invite⁺
 2♠ To play
 2NT Invite
 3♣ weak
 3♦ weak
 3♥ weak

XX Max, 3♠
 2♠ ♠ fit

10.4.3.7 *1NT - (P) - 2♠ - (X): they double; showing the suit (Standard = Stop)*

Pass No Stop, minimum
 XX Invite, No stop, scrambling
 2NT Invite, stop

XX No Stop, Maximum
 2NT Invite, Stop
 3♣♦ Sign-off

2NT Stop, minimum
 3♣ Stop, Maximum

10.4.3.8 *1NT - (P) - 3NT - (X): they double; lead directing for M*

XX Doubt in ♠
 Pass No doubt in ♠
 XX doubt in hearts

11. 2♣ = 10-15, 6+♣ (may have 4 any other suit)

Never any run ons to controls (but to show shape we do go past 3NT)! No more automatic weak relay

11.1 Responses:

2♦	Relay (also with PH)
2♥/2♠	5+ ♥/♠, NF, (8)9-11, opener will not pass with singleton
	2NT constructive; 1M or positional
	3♦ good hand with 2M
2NT	55 Majors, invite+, F1.
	3♣ Min, no M fit
	3♦/♥ fit transfers
	3♠ Max, no M or ♦ stop
	3NT Max, no M, promises ♦ stop
3♣	barrage
3♦/♥/♠	Solid or semi-solid 6+ suits, FG.
	3NT min, no fit
	4♣ Max, no fit
	4♦/♥/♠ min, fit
	new suit cue, Max, fit (1 st cue does not promise a control)
4♦	RKCB
3NT/4♣/5♣	To play

11.1.1 2♣ - 2♦: ®

2♥	unbalanced medium (12-13 or 14-15 <4C) OR any strength 4♦/♥
	2♠ limit+, 4♥ (even with PH)
	2NT GF relay (natural/positive with PH)
	3♣ limit
	3♦ NF, natural (implies short ♣)
	3♥/♠ GF, 5+, natural
	4♣ natural, no fit
	4♦ fit, SI
2♠	4♠, any strength
	2NT relay, HEL (natural/positive with PH)
	3♣ short ♥
	3♦ short E (4117)
	3♥+ short ♦
2NT	Balanced, 6322 or 7222. NON-minimum (13-15)
	3♣ invite NF; if opener is max shows stops or 3NT with both Majors;
	3♦ FG asking for stops
	3♥ ♥ stop, no ♠ stop. Now 3♠ asks for ♦ stop; 4♣ ® Controls
	3♠ ♠ stop, no ♥ stop. Now 4♣ ® Controls
	3NT both Majors; now 4♣ ® Controls
	4♣ no Major stop. Now 4♦ ® Controls
	3♥/♠ Nat, FG, looking for 5-3 fit, ends relays
3♣	Minimum , no 4♦/♥/♠
	3♦ GF, asks stoppers (see above)
	3♥/♠ 5+, natural, GF
3♦	Max, short ♠ 3♥ ® → 1336/1237/1327/0337

3♥	Max, short ♥	3♠® → 3136/2137/3127/3037
3♣	Max, 3316	4♣® Controls (4 ⁺)
3NT	Max, 2317	4♣® C4 ⁺
4♣	Max, 3217	4♦® C4 ⁺
4♦	Max, 3307	4♥® C4 ⁺ , 4♠ to play

11.1.1.1 2♣ - 2♦ - 2♥: unbalanced medium OR any strength 4♦/♥

2♠	limit ⁺ , 4♥ (even with PH)	
2NT	GF, no 4♥ (and not max with 4♦)	
	3♣® 3♦	4♦ (not Max); 3♥® (HL, 6421, 6430, 7420)
	3♥/3♠/3NT	HML (6331, 7231, 7321, 7330)
	3♦	Stop ask (3♥ = ♦ stop)
3♣	Min, no 4♦/♥. Natural continuations (GF)	
3♦	Max, 4♦; 3♥® (HL, 6421, 6430, 7420)	
3♥	any strength 4♥, F1 → cuebids	
3♠	Void splinter for ♥	
4♦	Void splinter for ♥	
2NT	GF relay (natural/positive with PH)	
3♣	4♦/♥	
	3♦ relay	
	3♥ 4♥	
	3♠ cue for ♥	
	4♣ sets ♣ as trumps	
	3♠ 4♦	
	4♣ sets ♣ as trumps	
	4♦ sets ♦ as trumps	
	3♦/3♥/3♠ medium, unbalanced, HML (6331, 7231, 7321, 7330)	
3♣	limit	
3♦	NF, natural (implies short ♣)	
3♥/♠	GF, 5 ⁺ , natural	
	4♣ natural, no fit	
	4♦ fit, SI	

11.2 After intervention:

2♣ - (X)	As above except: XX Good hand with short ♣, (even if passed before); forcing pass & X = penalty 2NT Genuine invitational raise in ♣ 3♣ Preemptive 3♥/♠ Fit-Jumps
2♣ - (2suit)	X is <u>takeout</u> , also used on all good (unbalanced) hands 2♣ - (2♦) - X = ®, system on 2NT & simple changes of suit are nat, nf Fit-Jumps (non-forcing if into 3M) ♣ bids are sound raises Cue-bids are FG. Either DAB; or slammy in any suit to avoid risk of X being passed Note this style also operates after 1♣ - 1♦ - 2♣/♦/♥ - (2suit intervention) or equivalent.
2♣ - (3suit)	X=takeout New suits are forcing (5 ⁺) 4♣ is invitational

11.2.1 Intervention after 2♣ - 2♦: ®

Cannot now let opponents play in an undoubled contract

Memory Aid: Standard Bid promises a Stop (Standard = Stop). Same as 1NT - 2♠ - (X)

Relays continue as long as opener makes his normal rebid (so no relays after Pass/XX/X)

2♣ - 2♦ - (X)

Pass min bal, no ♦ stop

XX FG, max bal, no ♦ stop

2NT bal + ♦ stop any range

(2M) Pass= bal no stop; X=4M; 2NT=bal + stop; most others retain meaning, except.....

(2♠) 3♦/♥/=4♦/♥/ any range; 3♠=any unbal max; 3NT=BAL, Max with ♠ stop

(2NT⁺) 3♦/♥/♠=4♦/♥/♠ any range 3NT=BAL, Max with stop Pass=F1, X=pen and bids of Majors are natural. Immediate bids are **weaker** than Pass then bid.

3♣+ pass any min, dbl : max without bid, bids: max

This means:

Pass: weak or strong bal
strong with Major
weak or strong strong bal

X penalty

3♦ Solid clubs

3♥/♠ **Minimum!**

Rule for max/min and run-ons - normal control/weak relays and run-ons apply as after other suit openings; **EXCEPT 3♠® over 3♥ shape response is an automatic weak relay**. And after starting with a 2♦ relay, 4♦ is always an End Signal if the previous bid is **at the 3 level**.

12. 2♦ = 11-15, 3 suiter: 4=3=1=5 / 3=4=1=5 / 4=4=1=4 / 4=4=0=5

12.1 Responses:

2NT	Relay, invite plus; GF opposite Max. Next relay is GF.
2♥/2♠/3♣	To play. Over 2♥, opener with 4=3=1=5 can remove to 2♠ depending on suit quality
3♦	Invitational; 4/4 ♥/♠ or ♣ support (e.g. 3334 with no ♦ stop). Opener always bids ♥ with 44M, so 3/4♠=4315; 3NT=4414 Max, 4♣=4405 Max
3♥/3♠/4♣	5 card suit, invitational
4♦	Value raise in a Major, sets up forcing passes (immediate 4♥/4♠ does not)
4♥/4♠	Distributional Raise

12.2 2♦ - 2NT

3♣	Any non-maximum (11-13 or 14-15, <4 Controls), not 4405
3♦	GF Relay ®
3♥	3=4=1=5
3♠	4=3=1=5
3NT	4=4=1=4
3♥/♠	Invite (4-card suit)
4♦	End signal
4♥/♠	Mild slam try
3♦	4=4=0=5 Min
3♥/♠	Invite
4♣	Control Ask
4♦	End signal
4♥/♠	Mild slam try
3♥	3=4=1=5 Max (14-15, 4+ Controls)
3♠	Control Ask (not invite, because of Max opposite Invite plus)
4♦	End signal
4♥/♠	Mild slam try
3♠	4=3=1=5 Max
4♣	Control Ask
4♦	End signal
4♥/♠	Mild slam try
3NT	4=4=1=4 Max
4♣	Control Ask
4♦	End signal
4♥/♠	Mild slam try
4♣	4=4=0=5 Max
4♦	Control Ask
4♥/♠	To play (not a mild slam try, because no room for end signal)

12.3 Intervention

2♦ - (X)	Pass	5+ ♦, suggesting to play
	XX	Equal length Majors i.e. 3-3 or better
2♦ - 2NT - (X)	Pass	Minimum (4=4=1=4 likely)
	XX	Maximum (GF, so forcing passes and penalty Xs)

3♣ 5♣, min

2♦ - 2NT - (3♦) Pass any min except 4-4-0-5. X by responder is now GF®, system on.
X 4=4=0=5 min; system on
3♥ etc system on

2♦ - (2suit) X is Penalty
simple changes of suit are nat, nf
2NT remains the relay
Cue-bids are FG, a priori asks for a stop, most often a ♣ fit

2♦ - (3♦) X T/O; invite+
3♥/♠ Min, 4 (3♠=4315). Now 3♠=NF, 4♣ = GF
3NT Max, 4=4=1=4
4♣ Min, 4=4=0=5
4♦ Max, 4=4=0=5
3♥/♠ NF
4♣ NF
4♦ Pick a Major

2♦ - (4♦) X T/O for M

A jump to 4NT is RKCB (with ♣ assumed to be trumps if no suit yet agreed).

13. 2♥/♠ = 5-9, 6 card suit

9 - 11pts in 4th, so Pass - 1♥ - 1♠ - 2♥ is 12⁺

Immediate Raises Preemptive

Non-jump change of suit GF (but 2♥ - 2♠ invitational! cannot pass with x or -)

Jump change of suit is natural, GF and sets suit as trumps i.e. 2♥ - 3♠/4♣/4♦ (so no splinters!)

Jumps to 4NT are RKCB

Jumps above 4M are exclusion RKCB (including 2♥ - 4♠)

2NT Blue Club enquiry invite plus (a return to 3M after any response is to play)

- 3♣ pq (poor points, poor quality suit)
- 3♦ pQ (poor points, good suit). Q=2 of top 3
- 3♥ Pq (. good points, poor suit)
- 3♠ PQ
- 3NT AKQ

2M - 2NT - any - 4m Cue-bid agreeing opener's suit

2M - 2NT - 3x - 3y New suit is natural and forcing at 3 level

2M - 2NT - 3x - 3M Return to opener's M is to play

2M - (3suit) - Raise Invitational – NOT just to play (because X=penalty; new suits are natural GF)

2M - (X) - XX We've got them! Forcing passes apply.

14. 2NT = 5-9, 5⁺5⁺ minors (9-11 in 4th, maybe 5-4 1st fav)

3♥♠ Forcing for 1 round, if follow with 4m then slamming

4♣♦ Preemptive non-vul; Invitational vul

In competition, new suits by responder are FIR

15. Responses to Strong 2NT bids

Example sequences:

1♣ - 1♦ - 1♥ - 1♠ - 2NT	21-22	(1x) - P - (P) - 2NT	18-19
(Weak 2) - 2NT	16-18	(Multi) - 2NT	16-18
(Weak 2) - P - (P) - 2NT	15-18	(1x) - (2nf) - 2NT	16-18(19)
1♣ - 1♦ - 1♥ - 1♠ - 2♣ - 2♦ - 2NT	23-24	(1x) - X then 2NT	19-21

15.1 Basic Responses:

3♣	5-card Stayman
3♦	Transfer to 3♥ Transfer into oppo known suit=short in opp suit, no 4M. (31)(45) type.
3♥	Transfer to 3♠
3♠	Both minors
3NT	to play
4♣	♦, SI (4-level transfer)
4♦	♥, no SI
4♥	♠, no SI
4♠	♣, SI
4NT	quanti
5♣/♦	to play

15.2 2NT - 3♣: 5-card Stayman

3♦	4♥ and/or 4♠
3♥	No 4 or 5 card Major
3♠	5♠
3NT	5♥

If we know oppo's M, then 3♣ - 3 oppo M = denies 4-5 in other Major and shows just one stop (3NT shows 2+ stops) and 3♣ - 3♦ shows a 4-card in the other M (we don't show length in oppo M)

15.2.1 2NT - 3♣ - 3♦: 4♥ and/or 4♠

3♥	4♠, <4♥ (reversed so that opener plays it)
3♠	4♥, <4♠ (reversed so that opener plays it)
3NT	To play, was only interested in 5cd Majors
4♣	Slam try, both Majors. Memory aid: 4♦ is sign off, TRF to 4♥; 4M is slam try
	4♦ sign off; 4♥ is now pass / correct
	4M interested
4NT	RKCB ♥
5♣	RKCB ♠
4♦	Weak or take control with both M; Responder may continue with RKCB or Exclusion.
4♥	SI ♣
4♠	SI ♦
4NT	quanti

15.2.2 2NT - 3♣ - 3♥: No 4 or 5 card Major

3♠	5+♠, 4+♥
	3NT to play
4♣	5♠, 5♥, SI; 4♦ is sign off, TRF to 4♥; 4M is slam try
4♦	5♠, 5♥, mild SI
4♥	6♠, 4♥, SI
4♠	6♠, 4♥, mild SI

	4♣	SI ♠
3NT	to play	
4♣	5+ ♣	
4♦	5+ ♦	
4♥	6♠ (4♥), no SI	
4♠	6♠ (4♥), no SI	
4NT	quanti	

15.2.3 2NT - 3♣ - 3♠: 5♠

3NT	to play
4♣	SI ♠
4♦	natural
4♥	SI ♣
4♠	to play
4NT	quanti

15.2.4 2NT - 3♣ - 3NT: 5♥

4♣	SI ♥
4♦	retransfer
4♥	SI ♣
4♠	SI ♦
4NT	quanti

15.3 Major Suit transfers

A transfer into oppo known suit = 5-5 any strength following usual principle

15.3.1 2NT - 3♦: Transfer to 3♥

3♥ (2 or 3♥)

3♠	5♥, 4♠
	4♣ SI ♠
3NT	to play
4♣	natural
	4♦ SI ♥
	4♥ to play
	rest SI ♣
4♦	natural
	4♥ to play
	4♠ SI ♥
	rest SI ♦
4♥	(mild) SI (otherwise 4L transfer)
4♠	exclusion
4NT	quanti

3♠	Max, 5♦, 4♥	3NT: slamgoing ♥, 4♣ cue, 4♦ retransfer
3NT	Max, 4♥	4♣ slamgoing ♥, 4♦ retransfer
4♣	Max, 5♣, 4♥	4♦ retransfer, 4 slamgoing ♥
4♦	-	
4♥	Min, 4+♥	

After the 2NT bidder breaks the transfer, 4♦ is **always** the re-transfer. 4NT = RKCB. Any suit above 4M is **shortness** and a slam try (same principle as over 1NT).

15.3.2 2NT - 3♥: Transfer to 3♠:

3♠	4♣/♦	natural
	4♥	5-5, no SI (otherwise, start with 3♣)
	4♠	(mild) SI
3NT	Max, 4♠	4♣ slamgoing ♠, 4♦ Cue, 4♥ retransfer
4♣	Max, 5♣, 4♠	4♦ slamgoing ♠, 4♥ retransfer
4♦	Max, 5♦, 4♠	4♥ retransfer, 4♠ mild slamtry
4♠	Min, 4 ⁺ ♠	

15.3.3 2NT - 3♠: Both Minors

3NT	Sign of
4♣	SI
4♦	SI

(2♠) - 2NT - (p) - 3♥

(p) -

16. Responses to Strong 3NT bids

Example sequence: (3♠) - 3NT

4♣	Baron; asks the 3NT bidder to bid 4-card suits up the line. 4 Any - 4NT: natural, 11-13, NF
4♦	weak; transfer (memory aid: same as always, partner bids 4♥) 4 or 5 of a suit: sign off 4♥ - 4NT: RKCB 1430 (just aces, as no trump suit established)
4♥	Slam try in ♥
4♠ (cue)	4441 or 5440, shortness in their suit, slam interest
4NT	14-15. Now new suits at the 5 level are F1
5♣♦	Slam try

17. 3 opening preempt

3♣ - 3♦	Art GF. 3♥/♠ fragment, 3NT good suit, 4♣ minimum
3♣/♦ - 3♥/3♠	Natural, F1 (same after intervention). Opener rebids 3NT with a reasonable suit, raises with some sort of fit, shows a fragment below 3NT, or rebids a poor suit.
3♦♥♠ - 4♣	Artificial slam try (4 over 3). New suit=values, max; 4NT=good suit

17.1 Preempts not V versus V - positions 1, 2

0-5 points, 5⁺ card, Very weak. So J to five is an acceptable opening, KQJ to 7 is not!

3♣/♦ - 3♥/♠	NF
3♣ - 3♦	Art GF
3♦♥♠ - 4♣	Art GF

17.2 Preempts V versus Not V - positions 1, 2

Standard

17.3 Preempts- position 3 and 4

All 3 and 4 openings are natural

3NT is to play

No Namyats.

18. 3NT = weak opening in a minor (not gambling!)

4♣	Pass / Correct (same 5♣)
4♦	Asks for shortness
4♥♠	shortness
4NT	no shortness
5♣	shortness ♣ or ♦
4♥♠	to play

19. 4♣/♦ = Namyats (stronger 4M opening)

Namyats is defined as a (semi)-solid 8-card suit OR a (semi)-solid 7-card suit with an ace. It's an 8 playing tricks hand that is too strong for a preempt, but not strong enough for a 1♣ opening.

The caveat is that Green against Red, we open 4M where most people would open 2M, as 3M is really bad; therefore, our Namyats opening with this vulnerability is weaker; like a good 3-level preempt. If you have more, you need to open at the 1-level.

4♣	4♦	transfer
	4♥	to play
4♦	4♥	transfer
	4♠	to play

20. 4♥/♠ = Weak 4M

21. 4NT = 6⁺/5⁺ minors

More extreme hand than 2NT; and specifically the type of hand that is more offensive orientated, i.e. at most 1 quick trick (=Ace). Something like: - xx KQJxx KQ10xxx

Part 2: They open the bidding

22. Our overcalls

22.1 Normal 1/2 level overcalls (no jumps, no cues)

Strength (1M) - 2♦ Sound; 8 - 16 at 1 level, opening bid at 2 level.
Denies other M as we play **Equal Level Conversion** in ♦

Responses:

Raises Standard, jumps are Mixed Raises. Single raise can be very weak at favourable
New suit **Forcing** unless
1) Passed Hand below 3L
2) RHO bids
3) **Two** cues are available
New suit passed hand Fit non-jump at 3L(+) opposite partner's bid in a Major
j new suit Fit-jump
Xe jump suit Splinter
Cheapest Cue 10⁺, 3cd support (9⁺ if passed hand)
Furthest Cue **Artificial GF** with <3 cd support
3 level j cue Splinter (up to 12 over a Major, else go through 2NT)
1NT (8)9-11
2NT 4-card fit, 10⁺ if partner has ♥♠; 12-14 if jump and partner overcalled 1♦
if later showing shortness, must be 13⁺
4♥♠/5♣♦ To play

22.1.1 (1x) - 1M - (Pass / X / 1NT):

The core of the continuations after (1X) - 1M is that 2♣ becomes the invitational plus bid without a fit. We try to keep 'system on', so if 3rd hand bids, **bids keep their meaning** and X of 2♣ i.e. (1♦) - 1♠ - (2♣) - X = 12⁺ without fit. When the opponents open 1♣, the 2♣ bid gets a double meaning, as it can either show 12⁺ without a fit or 10⁺ with a 3-card fit. 2NT always shows 10⁺ with 4⁺ fit; the cue at 3L shows the mixed raise (7-9) with 4⁺ fit.

22.1.1.1 (1♣) - 1♥ - (Pass) / (X) / (1♠) / (1NT)

XX ♥A or K doubleton
1♠ 4⁺♠, 8⁺, F1R
1NT (8) 9-11, <4♠, no ♥ support, does not promise a ♣ stop
2♣ **ARTIFICIAL** - either 12⁺ without fit or 10⁺ with 3-card fit
2♦ **artificial**, minimum overcall (6-9(10))
- 2♥ 10-12, 3♥ OR 12-13, not strong enough opposite rubbish
- 2♠/3♣/3♦ 5⁺, 15⁺, F1R
- 2NT invite, NF (~15)
- 3♥ 13-15, 3♥
2♥ 11-12 (13)
2♠ Max, 4♠, GF
2NT Max, balanced, promises ♣ stop, GF
3♣ Max, no ♣ stop, no ♣ shortness, GF
3♦ Max, 4⁺♦, GF
3♥ Max, 6⁺♥, GF

3♠ Auto-splinter with singleton somewhere (3NT asks), v good ♥
 3NT/4♣/4♦ void splinters with self-supporting suit
 2♦ 10-11, (5)6♦, constructive, NF
 2♥ normal raise (3)
 2♠ invitational with 6+♠, no ♥ fit
 2NT 10+, 4+♥
 3♣ 7-9, 4+♥
 3♦ invitational with 6+♦, no ♥ fit
 3♥ weak
 3♠/4♣/4♦ 9-12, void Splinter

22.1.1.2 (1♦) - 1♥ - (Pass) / (X) / (1♠) / (1NT)

XX ♥A or K doubleton
 1♠ 4+♠, NF
 1NT (8) 9-12, <4♠, no ♥ support, does not promise a ♦ stop
 2♣ ARTIFICIAL - 12+ without fit
 2♦ artificial, minimum overcall (6-9(10))
 - new suit 5+, F1
 - 2NT = invite, NF (~15)
 2♥ 11-12 (13)
 2♠ Max, 4♠, GF
 2NT Max, balanced, promises ♦ stop, GF
 3♣ Max, 4+♣, GF
 3♦ Max, no ♦ stop, no ♦ shortness, GF
 3♥ Max, 6+♥, GF
 3♠ Auto-splinter with singleton somewhere (3NT asks), v good ♥
 3NT/4♣/4♦ void splinters with self-supporting suit
 2♦ 10+ with 3-card ♥ fit
 2♥ 6-10, sign off
 2NT F1, 12+, promises ♦ stop
 2♠/3♣ LST
 3♦ 12+, no ♦ stop, no ♦ shortness
 3♥ invite (~13)
 3♠ singleton somewhere (3NT asks), v good ♥
 3NT/4♣/4♦ void splinters, v good ♥
 2♥ normal raise (3)
 2♠ invitational with 6+♠, no ♥ fit
 2NT 10+, 4+♥
 3♣ invitational with 6+♣, no ♥ fit
 3♦ 7-9, 4+♥
 3♥ weak
 3♠/4♣/4♦ 9-12, void Splinter

22.1.1.3 (1♦) - 1♠ - (Pass) / (X) / (1NT)

1NT (8) 9-12, no ♠ support, does not promise a ♦ stop
 2♣ ARTIFICIAL - 12+ without fit
 2♦ artificial, minimum overcall - 6-9(10)
 - new suit 5+, F1
 - 2NT = invite, NF (~15)
 2♥ 11-12 (13), 4♥
 2♠ 11-12 (13) - denies 4♥
 rest 13+ GF - see (1♦) - 1♥

2♦ 10⁺ with 3-card ♠ fit
 - repeat suit is weakest; see (1♦) - 1♥
 - 2NT F1, promises ♦ stop
 2♥ 10-11, (5)6♥, constructive but NF
 2♠ normal raise (3)
 2NT 10⁺, 4⁺♠
 3♣ invitational with 6⁺♣, no spade fit
 3♦ 7-9, 4⁺♠
 3♥ invitational with 6⁺♥, no spade fit
 3♠ weak
 3NT to play
 4♣/4♦/4♥ 9-12, void Splinter (♥ only after (X))
 4♥ Without oppo showing ♥ by X, natural, to play

22.1.1.4 (1♥) - 1♠ - Pass / X / (1NT)

1NT (8) 9-12, no ♠ support, does not promise a ♥ stop
 2♣ ARTIFICIAL - 12⁺ without fit
 2♦ artificial, minimum overcall - 6-9(10)
 - new suit 5⁺, F1
 - 2NT = invite, NF (~15)
 2♥ 13-16, 5332, no ♥ stop
 2♠ 11-12 (13)
 rest 13⁺ GF
 2♦ 10-11, (5)6♦, constructive, NF
 2♥ 10⁺ with 3-card ♠ fit
 - repeat suit is weakest
 - 2NT F1, promises ♦ stop
 2♠ normal raise (3)
 2NT 10⁺, 4⁺♠
 3♣ invitational with 6⁺♣, no spade fit
 3♦ invitational with 6⁺♦, no spade fit
 3♥ 7-9, 4⁺♠
 3♠ weak
 3NT to play
 4♣/4♦/4♥ 9-12, void Splinter

(1x) - 1M- RHO bids:

(1♦) - 1♥ - (2♦)

2♥ Normal raise
 X Values
 2♠ 5⁺, Pos, NF

22.1.2 (1Y) - 2X - (Pass): 2-level overcalls without a jump

Main principle: Transfers from cuebid up.

(1♥) - 2♦ - (p) -

2♥ (4)5⁺ spades
 2♠ 5⁺ clubs

- 2NT natural
- 3♣ good diamond raise (INV⁺)
- 3♦ 6-9 diamond raise

1st defender's bidding **after a transfer** to a New suit

- a) accepting the transfer with no jump shows 10-12 and a hand not eligible to repeat own suit
- b) repeating own suit shows 10-12 and a good quality suit 6⁺ with no 3⁺ fit
- c) bidding a New Suit **beneath** Own Suit shows 13-16 and is ***FI***
- d) bidding a New Suit **above** Own Suit is ***FG***
- e) accepting the transfer with a jump below game shows maximum with fit 3⁺ and is ***FG***
- f) accepting the transfer by bidding game shows 3⁺ fit and not slamish
- g) bidding ***NT*** is natural
- h) *3OS is asking for stopper* (if transfer was to a minor, then response 4m is NF, any other is FG),
- i) 4OS is a splinter,
- j) **also splinters in a suit unbid previously**

- (1♥) - 2♦ - (p) - 2♥ (4)5⁺ spades (transfer):
- 2♠ 10-12, denies 6⁺ good ♦
 - 2NT natural
 - 3♣ 13-16, NAT, F1
 - 3♦ 10-12, good 6⁺ ♦, denies 3⁺ ♠
 - 3♥ Asks for a ♥ stop
 - 3♠ FG, 3⁺♠, Max (15-16)
 - 3NT natural, Max
 - 4♣ Splinter
 - 4♦ Max, GF (?)
 - 4♥ Splinter
 - 4♠ Non-slammy medium hand (13-14)

- (1♠) - 2♥ - (p) 2♠ 5⁺ ♣
- 2NT 4+♥, mixed
 - 3♣ 5⁺ ♦
 - 3♦ good raise, 3♥
 - 3♥ min raise, 3♥
 - 3♠ splinter
 - 3NT natural, Max
 - 4♣ Splinter
 - 4♦ Splinter
 - 4♥ Natural
 - 4♠+ exclusion

22.1.3 4th Position Bidding

22.1.3.1 *NT*

- (1x) - P - (P) - 2NT 18-19
- (1x) - P - (P) - X then 2NT 20-22
- (1x) - P - (P) - 1NT 11-14
- (1m) - P - (P) - X then NT 15-17

Exceptions:

- (1♦) - P - (P) - X;

(P) - 2♣ - (P) - 2NT

15-17. This is the **only** situation where X followed by 2NT is **not** 20-22

(1M) - P - (P) - 2♣

♣ OR 15-17 NT

2NT

Invite oppo ♣ i.e. about 12-14pts

3♣

Sound ♣ raise (10-12pts); FG oppo 15-17

suit

nf, 2♣ bidder can raise major with fit and 16-17pts

jump suit

Fit-jump with 5 cards in bid suit & ♣; partner to raise or 3NT with 15-17

cue

Asks, at least 8pts if a balanced hand

2NT 15-16 i.e. min

3♣♦ NF

cue FG with 4 cds in other maj

maj FG

suit ♣ overcall

cue 16-17 with 4 cards in other major

3NT 16-17 without 4 cards in other major

22.2 Jump overcalls

Weak in principle, but vary with vulnerability and position at the table.

Over weak bids jumps are Intermediate.

In 4th seat = intermediate at 2 level and strong at 3 level

In response 2NT = same enquiry as opening 2M, UCBs apply and new suits are NF but encouraging (same as over our 2M openings)

22.3 Cue Bids

Simple cuebids are Michaels.

A jump cue-bid invites 3NT with stop in their suit. Partner bids next suit up with 0-5 pts and no stop. If cue-bidder then makes another cue-bid one level higher it shows a slam try with a solid suit and a void in oppo suit. Partner bids next step up with no interest.

A double-jump cue-bid (over 1♣♦♥) shows a Namyats preempt - 8PT with 8+ card Major suit

If oppo have bid two real suits a non-jump cue of RHO suit is natural; a non-jump cue of LHO shows 5-5 in other two suits (and is weaker than 2NT if available). 1NT by a passed hand shows 4-5+ (4 in higher ranking suit) in the other two suits (or lowest 2 suits after P-P-P-1x-1NT). A jump cue asks partner for a stop in BID suit (jump cues always ask for a stop in the BID suit).

22.4 Two suiters

Only in second position.

Over (1M): 2NT=Minors; Cue= ♣/♦ + other M, (Michaels)

2NT= pos relay, 3♦ inv M, 3♣ = pass or correct

Over (1♣): 2♣ = majors, 2NT= minors, 3♣ = natural

Over (1♦): 2♦ = majors, 2NT= ♥ + ♣

Strength: mini maxi: NO 12-15 Up to 12- or 16+. **Unfavourable:** 12-15 or 16+

Responses to the cue:

Immediate raises are weak/preemptive

(1♦) - 2♦ - (p) - :

2NT system on

3M mixed raise

Cue inv. Oppo. Minimum, gf opp max

If oppo raise or bid a new suit we double with defence/invitational hands. Direct raises still weakish.

In 4th seat a cue-bid shows 11⁺pts and 5-5 in **any other two suits**. 3♣ in 4th is nat and strong.

23. Our takeout double

X of a M followed by a non-jump bid in ♦ to show 4oM and 5⁺♦, but with no extra values. This means that a non-jump ♦ overcall **denies** 4oM.

- (1♠) - p - (p) - X
- (p) - 2♣ - (p) - 3♦ 6♦, 4♥ strong (because immediate 3♦ is strong)
- (1♦) - X - (1♥) - X 4⁺♥; limited strength if 5⁺♥
- (1♦) - X - (1♥) - 2♥ F1 with 5⁺♥; X would show 4 or longer with insufficient values to force.
- (1♦) - X - 1♥ - 1NT 18-19 balanced
- (1♦) - X - 1♥ - 2♦ 19⁺. Partner bids next **suit** up (**artificial**) with heap of junk (0-3)
- (1♦) - X - (2♦) - 2♥ - 2♠ F1 i.e. X then a new suit after a **free** bid is F1 (a jump would be GF)
- (1♣) - (1♠) - X - 2♣ Natural, 2♠ would be the cue
- (1♥) - X - (P) - 1♠ -
- (2♣) - X Extra values, not strictly t/o as first X implied ♣
- (1♥) - X - (P) - 1♠
- (2♥) - X 19⁺, partner bids 1 step as 2nd neg (about 0-3)
- (1♥) - X - (2♥) **Lebensohl**. 3♥=4♠ and stop (faps); 4m=5♠5m
- (1x) - X - cue 9⁺, not sure what to do, cannot bid NT
- (1x) - X - (1y) - cues 2x=artificial, 9⁺ not sure what to bid; 2y=natural, F1 as first example above
- (1x) - X - (XX) - P **No preference or strong hand! (especially after 3rd hand opening)**
- (1x) - X - (XX) - 1y **Weak hand with preference**
- (1x) - X - (XX) - jump suit **Weak hand, 5⁺ card suit**
- (2x) - X - (XX) - P **Penalty Pass** because at 2⁺ level (so have to bid on crappy 3334 shapes!)

24. Defence against Strong 1♣ / 1♦ and 2♣ / 2♦ openings

Simple **CRO** i.e.

X Colours
1♦ Ranks
1NT Odds

Same after their 1 level response in a suit: (1♣) - P - (1♦♥♠):

X Colours
1NT Odds i.e. no Ranks (except 2NT=minors). If 1♥ / 1♠ are natural then both X and 1NT show specific two suits including the other Major.

- (1♣) - 1♦/1NT - (X) - XX “I want to play in my own suit, please make cheapest bid”
- (1♣) - any - (any) - 1/2NT **Strong hand**
- (1♣) - X/1♦ - (any) - new suit Pass/Correct EXCEPT non-forced 1 level suit bids are **NATURAL**

25. Defence against short 1♣ or 1♦ (<3 unless only shape is 4432)

25.1 Immediate Overcalls over a short minor

X Opening bid values, can be balanced. X'er will pass every response with 12-15

1♣ - X - 1♦ (weak) X = ♦
1M = FIR
2♦ = 5+♦, NF.

1♣ - X - 1♥/♠ X = OM, TO
2M = 5+ nat
2♣ = nat

1NT Natural
Cue Majors
2NT Minors, 5-5
3L cue Weak, preemptive
4L cue Good 4M (Namyats Style)

25.2 In 4th position

General Approach: we ignore the short 1♣ (or 1♦) and bid as if RHO opened naturally

(1♣) - P - (1♦):

X: TO, undefined M orientated
2♣ Nat, nf
2♦ Normal cue-bid in response to a X

1NT 15-17
2♣ Natural
2♦ Natural
2♥ Weak jump (ATV)
2♠ Weak jump (ATV)
2NT 19-21
3♣ Natural

(1♣) - P - (1♥):

X: Takeout of ♥
2♣ Nat, nf
2♥ Normal cue-bid in response to a X

1NT 16-18
2♣ Natural
2♦ Natural
2♥ Michaels
2♠ Weak jump (ATV)
2NT 19-21
3♣ Natural

Against any 1♣/♦ opening:

(1♣/♦) - P - (1NT): (Multi Landy defence)

X: 16+
2♣ Majors
2♦ 6M
2♥ 5♥ - 4+m
2♠ 5♠ - 4+m
2NT Strong 5-5
3♣ 5♦ + 5♠ (Ghestem)

25.3 Defence against transfers opposite 1♣

General Approach: we complete their transfer to show 4♠ and 5m; everything else stays the same

(1♣) - P - (1♥=♠):

X	Takeout of ♠
1♠	4♥ and 5 ⁺ m. If 1♣ was natural (3 ⁺) it shows 4♥ and 5 ⁺ ♦
1NT	16-18
2♣/♦/♥	Natural
2♠	Michaels

And if they respond with a bid that is not suit-specific we treat it as a 1NT opening, so we use Multi-Landy: (also applies over a Strong 1♣ when no suits have been bid):

(1♣) - P - (1♠=no M) 1NT Again we complete the transfer to show 4M and 5⁺m
X 16⁺

(1♣) - P - (1NT) 2♣ Both Majors (same if they bid 1♠ to deny a Major)
X 16⁺

If we are a passed hand and they reach 1NT without showing any suits, we compete as if we are a passed hand over a 1NT opening, so X = 4♠ + 5⁺ minor, 2♣ = ♣ + ♥ etc (see next section)

26. General Rules after RHO makes an artificial bid on 1st round

26.1 If we HAVE Passed

E.g. P - (1♣ short) - P - (1♦=♥) - ?; P - (1♠) - P - (2♣=♣ or any GF) - ?

X Shows the artificial suit just bid on the right (principally lead-directing)
Cue Michaels

26.2 If we have NOT Passed and they HAVE shown a specific suit

E.g. (1♣ short) - P - (1♦=♥) - ?; (3♥=♠) - ?; (1M) - P - (3m Bergen) - ?

Important: We treat the short ♣ as if no suit has been mentioned; so 1♣-1♥ is treated as a 1♥ opening

X T/O of suit **shown** (Exception: Transfers over weak 1NT where X is values)

Pass then X Values, how many depends on level, the higher it is the more you have

Cue 1 Level Raptor, 4oM, 5⁺ in a minor (a specific minor if their opening bid was 3⁺)

Jump Cue

Non-jump cue 2⁺L Michaels

26.3 If we have NOT Passed and they have NOT shown a specific suit

E.g. (2♦ Multi) - P - (4m=bid or transfer to M) - ?; (3♦=M preempt) - ?

2⁺ level: X Values, about 13-16 Multi-style

26.4 If partner has overcalled E.g. (1♣) - 1♦ - (1♥=♠) - ?

X Competitive double style, but specifically values/length in the artificial suit

Cue UCB as normal (2 cues available if 1♣ was 3⁺)

Cheapest Cue 10⁺, 3cd support (9⁺ if passed hand)

Furthest Cue Artificial GF with <3 cd support

26.5 If partner has doubled E.g. (1♥) - X - (2♦=♥ raise) - ?

X Shows ♦

Cue T/O, like a responsive X; in this case denying 4♠

27. Defence to natural 1NT = Multi Landy

General approach: strength and distribution is dependent on vulnerability (ATV):

Favourable: Weak and very aggressive (4-4 very possible)
Love all: weakish but sensible
Both: constructive, at least 5-4
Unfavourable: Sound, at least 5-5

X 16⁺, Penalty (14⁺ against a weak NT); treated as **Values**, not Penalty
2♣ Both Majors
2♦ Single suited Major (10-15 unless >6)
2M 5 Major 4⁺m (10-15)
2NT Both minors or any strong 5-5
3x Weak (with due account of vulnerability)

27.1 Responding to 2♣ = Majors

General Approach: All serious invites go through 2♦

2♦ **Relay** - asks for longer M (tend to bid 2♥ with 5-5 unless big quality discrepancy)
-2M - 3M Genuine invitation
- 2NT Genuine invite, natural, 12-13 (According to vulnerability)
- 3m 6m, invite, nf
2♥ - 2♠ Mild invite
2M To play, typically 4cd support or 3-1 Majors
2NT Mild invitation with good minors, typically 10-11 (ATV)
3♣ **Artificial Game Force**
3♦ Equal length
3M Longer M
3♦ 6♦, FG
3M Weaker 4cd invitation, typically 7-9pts (ATV)

27.2 Responding to 2♦ = Multi

2♥ Pass / Correct
2♠ Constructive, nf (**But Pass / Correct if passed hand**)
2NT Invitation⁺: 3♣/♦: Weak with ♥/♠; 3♥: Strong with ♠; 3♠: Strong with ♥
3m 6m, constructive, nf
3♥ P/C (3♥ is always P/C)
3♠ 6+♠, GF
4M To play
4♣ **Asks partner to TRANSFER to his M**
4♦ **Asks partner to bid his M**

These bids of 4m apply even if they are not jumps and opponents have bid to 3m. If opponents are bidding a Major to the 3 level then we assume partner has the other one (so bids of 4m are then natural)

27.3 Responding to 2M=5M 4+m

2NT Asks for minor, **shows 10⁺ pts**, so can bid 3♥ with ♣ max, 3♠ with ♦ max
3♣ Pass / Correct
3♦ **Genuine invitation in partner's Major**
3M raise Weaker 4cd raise
2♠/3♥ Constructive, nf

27.4 Passed Hand Defence

X	♠(4) + minor (5 ⁺)
2m	Bid minor + ♥
2♥	Both Majors
2♠	♠(5) + minor (4 ⁺)
2NT	Minors

27.5 General rules after we double: (1NT) - X

Because X is treated a Values rather than penalty, there is one more take-out X from both sides. From the 3rd double onwards, all Xs are penalty.

If we X 1NT and they escape, 2NT = Lebensohl and Pass is F1 up to 2♥ (X = TO by either side), X=TO of suits above 2♥ as our double of an opening 1NT is treated as a “values” double, rather than a “penalty” double. (any third+ X is penalty)

1♥ - (1NT) - X = penalty, so forcing passes and penalty doubles apply; unless they jump: Pass=nf, X=T/O (3rd X+: penalty)

27.6 General rules after oppo intervene over Multi-Landy:

- Original meanings apply unless mentioned below
- Our **Double** is either:
 - **Replacing relay** if they bid our relay suit eg. (1NT) - 2♣ - (2♦) - X, and shows desire to compete
 - **Values, 10⁺**, if they bid:
 - a suit partner has shown or
 - an artificial bid e.g. Lebensohl or
 - a transfer(so one more take-out X applies from either side)
 - **Pass or Correct** if they bid a suit partner may have e.g. (1NT) - 2♥ - (3♣) - X
 - **Penalty** if they bid a suit partner has **not** got e.g. (1NT) - 2♥ - (2♠) - X
- Our **Redouble** is either:
 - **Replacing relay** if they double 2♣ or 2♦; so new suits and Pass are **natural**, show suit bid
 - Escaping if they double a natural bid (new suits are natural)
- And if they Redouble our artificial double of 1NT, then new suits are **natural** (not pass/correct) and Pass asks for lowest unknown suit.

27.7 Opponents take (weak) 1NT out (e.g. 1NT - 2♦ transfer):

- X of an **artificial** bid below 4 level=16⁺ bal; unless passed hand or a Strong NT when it is lead directing.
- X of an **artificial** bid at 4⁺ level= t/o of suit(s) shown; Pass then X= values, about 16⁺ at this level
- X of a **natural** bid is T/O (regardless of the level)
- **After any transfer (at any level)** a bid of their known suit is **Michaels** ie. 5-5 in other M and a minor if their suit is a M and both M if their suit is a minor; and NT=lowest 2

28. Defence against Precision 2♦:

X	Opening bid values
2♥/♠	Natural, NF
2NT	16-18
3♣	Good 3♦ overcall (16 ⁺)
3♦	Normal 3♦ overcall (12-15)

29. Defence against Weak Twos and similar situations

29.1 Against 2♣ (Weak or Intermediate):

X	Take-out
2♦/2♥/♠	Natural, NF
2NT	Natural, Invite, Promises Stop (Not Lebensohl)
3♣	Art FG; 5-card Stayman responses
3♦/♥/♠	Invite, 5+♦/♥/♠
X then X	Take-out
X then cue	Stop Asking, strong hand
2♦/♥/♠	Natural, nf
3♣	Art FG
- 2NT	9-11, balanced, not necessarily with stop
- new suit	Nat, constructive, F1
2NT	16-18 bal; 5-card stayman etc
3♣	Both Majors (Medium hand)
3♦	17+, good ♦, asking for ♣ stop.
3♥/♠	GF, 5+♥/♠
3NT	No 4-card M, ♦ Stop
4♣	Majors, slammy
4♦	♦ + M, slammy
4♥/♠	Namyats style, i.e. (semi) solid 8 <u>or</u> 7 with Ace; X first with a stronger hand

29.2 Against 2♦ = Weak (or Multi 2♣ with a weak 2♦ option):

Over 2♣ which includes a weak 2♦: X = 5+ ♣ (12-16), 2♦ = take-out of ♦ or any 17+. In other words, we assume when we bid that the opening bid was weak - which it is in 90% of cases.

X/2♦	Take-out; Lebensohl
2♥/♠	Natural, NF
2NT	Transfer to 3♣. Next:
3♦	One 4-card Major, GF; with / without stop
3♥/♠	One Major. Responder bids 3NT with stop and other M
3NT	No Major; ♦ Stop
4♣	6+♣, GF
4♦	Both Majors
3♥/♠	inv, 5+♥/♠
3NT	Denies ♦ Stop
3♣	Natural, some values, NF
3♦	Both Majors, inv+
3♥/♠	GF, 5+♥/♠
3NT	No 4-card M, ♦ Stop
4♣	♣ + ♥, slammy
4♦	♣ + ♠, slammy
X then X	Take-out
X then cue	Stop Asking, strong hand
2♥/♠	Natural, nf, 11-15
- Cue (e.g. 3♦)	Art FG

	- 2NT	9-11, balanced, not necessarily with ♦ stop
	- new suit	Nat, constructive, F1
2NT		16-18 bal; 5-card stayman etc
3♣		Less than 17pts, normal NF overcall
3♦ (Cue)		Both Majors
3♥/♠		8-9PT, nf - values rather than tricks
4♣		♣ + ♥; 4♦ is now a general slam try
4♦		♣ + ♠; 4♥ is to play!!
4♥/♠		Namyats style, i.e. (semi) solid 8 <u>or</u> 7 with Ace; X first with a stronger hand

29.3 Defence against Multi 2♦:

X		13-15 BAL <u>or</u> 22+ BAL <u>or</u> 17+ unbalanced (will bid suit or cue on next round)
X-(2/3M)-X		T/O. Doubles of all Pass/Correct bids are T/O; and cue of suit bid=natural.
X then X		Takeout
X then cue		Stop-Asking, strong hand
2M		Natural, nf
	- other maj	Art FG (cue)
	- 2NT	9-11pts, not necessarily with stop in other Major
	- suit	Nat, nf, constructive
2NT		16-18 bal
3♣/♦		Less than 17pts, normal nf overcall
3♥/♠		7PT, nf (<17, like Namyats)
4♣/♦		GF, 55 in bid minor plus a Major (leaping Michaels)
Pass then X		Takeout (10-16)
P then cue		55 other M+m, weaker than 4m direct. Not specific suits as all options unavailable.
P then 2NT		19-21
P then 3NT		55 Minors Strong
X - (2♥) -	X	any 10+ (after this: takeout dbls on 2M)
	2♠	5+♠, NF
	2NT	Natural, 9-11 both M stopped
	3m	5+ NF
	3M	GF, 6(5)+M
X - (2♥) - X - (2♠)	Pass	Forcing (could be penalty pass)
	X	TO 4♥
	2NT	natural, minimum
	3m	17+ unbal
	3♥	17+ unbal
	3♠	22+
	3NT	To play
X - (2♥) - X - (2♠)		
p - (p)	2NT	Nat, 10-11, NF
	X	take-out
	3m	5+ GF
	3♥	5+, GF
	3♠	stop asking
X - (2♥) - X - (p)	2♠	13-15, 4♠
	2NT	Nat, 13-14, NF
	3m	min, natural

cue asks stopper (Could be 15-16 BAL or 17+ unbal)
 3NT Nat, 15-16, NF
 4NT 22-24

X - (p!) - pass = diamonds
 Bids natural FIR

4th in hand:

2NT Bid as over a weak 2 e.g. X=T/O, 2NT=16-18

29.4 Against a Weak 2 in the Majors e.g. 2♥:

Similar situations are:

- over their Multi and 2M response to Multi (bid minor + a Major)
- over (1M)-P-(2M)
- by 1♣ opener if they intervene

X Take-out; Lebensohl (FAPS)

X then X Take-out

X then cue Stop Asking, strong hand

2♠ Natural, nf
 - other maj Art FG
 - 2NT 9-11, balanced, not necessarily with stop
 - new suit Nat, constructive, F1

2NT 16-18 bal; 5-card stayman etc

3♣/♦ Less than 17pts, normal nf overcall

3♦ is GF, asks for 4M

(2♠)-3♥ Normal overcall

(2♥)-3♠ 7PT - but values based

3-L Cue 5 oM, 5 minor; decent hand but no slam interest

4♣/♦ 55 in bid minor plus other Major, GF, need little for slam

(2♥) - 4♥ ♠ + minor; slammy. 4NT is support for both minors; 5♣ P/C

(2♠) - 4♠ ♥ + minor; slammy. 4NT is support for both minors; 5♣ P/C

4♥/♠ Namyats style, i.e. (semi) solid 8 or 7 with Ace; X first with a stronger hand

(2♥) X (p)

2♠ weak

2NT lebensohl (weak in minor) or:

3♣ 3♥ 4♠, no ♥ stop

3♠ inv 4/5♠

3NT no 4♠ no ♥ stop

3m inv values

3♥ 4♠, ♥ stop, GF

3♠ GF 5♠

3NT no 4♠, ♥ stop

(2♠) X (p)

2NT lebensohl (weak in any) or:

3♣ 3♠ 4♥ no ♠ stop

3♥ zwak 4/5♥
 3NT no 4♥, no ♠ stop
 3♣/♦/♥ inv values
 3♠ 4♥, ♠ stop, GF
 3NT no 4♥, ♠ stop,

29.5 Defence against 2 suited openings where both suits are known

X 13-16 balanced or a penalty double
 1st 2L cue Forcing T/O with 2NT Lebensohl. (eg 2♣=weak with both Majors)
 2nd 2Lcue **Natural**. If 2nd suit is at 3L, a bid of this suit shows 5-5 in other 2 suits with at least 11pts.
 1st 3L cue (eg 2NT=minors - 3♣) = <16 or 20+ Takeout;
 2nd 3L cue 16-19 takeout
 2NT 17-19 with stop(s), but not length in oppo suits

30. Defence against 3[±] level Openings

30.1 Defence against (natural) 3♣ Opening

X	Normal take-out
3♦/♥/♠	Normal overcall
3NT	To play
4♣	Both Majors
4♦	♦ + M (because it's a jump)

30.2 Defence against (natural) 3♦ Opening

X	Normal take-out
3♥/♠	Normal overcall
3NT	To play
4♣	♣ + M
4♦	Both M

30.3 Defence against (natural) 3♥ Opening

X	Normal take-out
3♠	Normal overcall
3NT	To play
4♣	♣ + ♠
4♦	♦ + ♠
4♥	♠ + minor, slammy
4NT	Both minors, serious slam interest

30.4 Defence against (natural) 3♠ Opening

X	Normal take-out
3NT	To play
4♣/♦	♣/♦ + ♥
4♥	Natural
4♠	♥ + minor, serious slam interest
4NT	Both minors, serious slam interest

'Wereldconventie' ook tegen 1♥/♠ - 2/3♥/♠

30.5 Defence against Acol 3NT Opening

4m	Bid shorter minor for forcing takeout
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30.6 Defence against natural 4♣♦ Opening

30.7 Defence against Namyats 4♣♦ Opening

30.8 Defence against natural 4♥ Opening

X	100% take-out
4NT	both minors
5♥	♠ + minor, needs little for slam
5♠	Needs ♥ stop for slam
4♠	to play
4NT	RKCB
4NT	Minors
5m	natural, to play
5♥	♠ + minor, needs little for slam
5♠	Needs ♥ stop for slam

30.9 Defence against natural 4♠ Opening

X	Values (16-18 as target?), balanced(ish). Partner will often pass.
4NT	2 places to play
4NT	2 (maybe 3) places to play.
5♣/♦	Pass or correct
5♥	to play
5♠ (R)	♥ and another
5NT	pick a minor
5NT	minors
6m	m + ♥ (m a lot better than hearts)

Part 3: Other agreements

31. Slam Bidding

31.1 Rules

- In competition, if we have not agreed a suit, a non-jump 4NT/5NT shows two places to play
- In competition, a bid of opponent's suit is the **only** bid that shows interest in slam, regardless of the holding in that suit. E.g. 1♥ - (3♣) - 3NT - 4♣ shows a general slam try in ♥ i.e. maximum 1 bid with a good suit
- We consistently use the LOwest bid to show the LOusiest hand eg. 1NT - 4♠ - 4NT is weaker than 5♣
- In cue-bidding we generally use Blue Club style below game i.e. 1st or 2nd round Controls upwards; and 1st before 2nd above game. Though if a weak hand e.g. Preemptive opening, is invited to cue above game, then it is still 1st or 2nd whichever comes first
- If a cue-bid is doubled, Redouble by either side confirms first round control and other bids deny 1st round control. Pass is waiting; bidding promises 2nd round control.
- A jump to 5♠ is GSF (unless ♠ are trumps when 5NT is GSF)
- A jump to 5NT is "pick a slam" (unless ♠ are agreed, when it is GSF)
- In a relay sequence a single jump to 4NT asks purely for number of Aces (0,1,2,3)

31.2 1430 RKCB

If in doubt about trumps assume the suit of the 4NT bidder. If still in doubt assume the lowest ranking suit is trumps.

Steps are 1 or 4; 0 or 3; 2; 2 + trump Q

- After the first response, the cheapest (not trumps) bid asks for trump Q (unless already shown or denied). We go **in steps**: No Q, Q with no kings, Q with 1 king, etc.
- The next cheapest bid asks for outside Ks which we show **in steps**: 0, 1, 2
- Over intervention we use **Pass = step 1, X/XX = Step 2** i.e. Same as scanning

- 5NT = void, odd number of keycards
- 6x = void even number of keycards

31.3 5♠ GSF Responses (5NT when ♠ are trumps)

6NT 2 of top 3
7♣ AKQ

31.3.1 ♣ are trumps:

5NT no A/K
6♣ A or K

31.3.2 ♦ are trumps:

5NT no A/K
6♣ asks for extra length
6♣ A or K
6♦ A or K with extra length

31.3.3 ♥ are trumps:

5NT	no A/K/Q
6♣	asks for extra length (6♥ = no extra length)
6♣	Q
6♦	asks for extra length
6♦	A or K
6♥	A or K with extra length

31.3.4 ♠ are trumps:

6♣	no A/K/Q
6♦	asks for extra length (6♠ = no extra length)
6♦	Q
6♥	asks for extra length
6♥	A or K
6♠	A or K with extra length

31.4 Exclusion KCB (RCKB responses)

- Responses to this exclude your holding in the bid suit as the asker holds a void there
- It applies in three situations:
 - (a) the asker jumps **in a new suit** above 4 of our trump suit,
 - (b) **after 4 level transfers** then a new suit eg. 1NT - 4♦ - 4♥ - 4♠ excludes
 - (c) 1♣ opener makes a natural break from the relays then **bids** another suit above 4 level in the trump suit e.g. 1♣ - 2♣, 2♥ - any, 5♣ is EKCB excluding ♣s.
- Exclusion does apply on the first round of bidding

3.4.5 Raises to 5M

- A jump to 5M when it is already known to be trumps asks about trump quality - whether there is intervention or not. To ask for a control in another suit cue bid the other two suits then bid 5M.
- A nj raise to 5M also asks about trumps unless there is a key suit eg. opposition suit, where cue-bidding will struggle to show at least a 2nd round control. Here the raise asks for control in that suit.

32. Competitive Bidding

32.1 Scrambling 2NT Rules

Scrambling 2NT over 2M or Natural 2NT over 2m apply when either of the following exist:

1. When we cannot have enough values for game, including sequences where we have both passed
2. Where we may not have enough values for game and the 2NT bidder is limited within a **three point range** eg. 6-8 or 16-18.
3. Where we had a chance to bid Lebensohl 2NT on previous round and did not use it.

If we use a scrambling 2NT we can continue with a bid of 3M to turn it back into Lebensohl.

32.2 Doubling, Lebensohl & 2NT

- If we X 1NT and they escape, 2NT=Lebensohl and Pass is F1 up to 2♥ (X=**TO** by either side), X=Takeout of suits above 2♥ as our double of an opening 1NT is treated as a “values” double, rather than a “penalty” double. (any third+ X is penalty)
- If they double our 1NT opening and we XX: penalty doubles in both hands
- 1♥ - (1NT) - X = penalty, so forcing passes and penalty doubles apply; unless they jump: Pass=nf, X=T/O (3rd X+: penalty)
- If we make a T/O X at the 2L and scrambling rules do not apply, then going via Lebensohl 2NT over both Majors and minors shows a weaker hand; bidding a suit directly is nf but shows values.
- Bidding after (Multi) - X - (2M) is equivalent to (2M) - X plus X=T/O.
- 2NT is natural opposite a nf pass and also when we have already forced to game.

If opps intervene over a strong 2NT, X by partner of all natural bids is takeout.

32.3 They Overcall

Generally we play standard negative doubles to 4♦, single jumps are “fit” and double-jumps are splinters

1M - something - 4M	We play “either/or” here, so either preemptive or with values, hoping oppo come back in again. Therefore opener needs to take care if he chooses to bid on.
1♠ - (3♥) - 4♥	Slam try in S because at game level; a jump to 4 may or may not be sound
1♦ - (3♥) - 3♠ - 4♠/♥	Min/Max raise to 4
	-4C F1 (new suit at 4 level); 4 ⁺ . 4♥ by responder is more like "pick a game"
1♦ - 1♠ - (2♣)	Same after 1♦ - 1M and 1♥ - 1NT
	X Support X (XX) shows 3cd support. Up to single jumps (T/O if higher)
	3♣ 4 card max raise with a singleton ♣ (not GF as splinter by a limited hand)
	4♣ 4 card raise with void ♣ (can still be minimum if at favourable vul)
	2NT Still the good hand with 6♦.
1♦ - (1♥) - 1♠ - 2♣ - 3♥	Splinter, FG. All splinters by unlimited hands are FG.

32.4 We Double / Redouble

Generally we play standard negative doubles to 4♦, single jumps are “fit” and double-jumps are Competitive Doubles apply up to 3♠ if oppo have found a fit (includes those implied via takeout doubles); else to 2♠. They show extra values without a clear-cut alternative. Some less obvious

situations where competitive doubles apply are after oppo have found a fit and we have overcalled with a natural 1NT or 2NT or made a WJO (where our double, opposite a known 6cd suit, becomes “game try”)

Game-try doubles apply up to 3♥ where our suit is the next one up.

Penalty doubles apply when:

- Pass is forcing. One exception...the new rules after 1♣ opener faces 6-8.
- We have found a fit (apart from game-try doubles as above)
- We have finished bidding and they protect
- One hand has been closely defined
- We Pass 2nd in hand, partner protects with a suit or X, and then we X opener. EXCEPT if opener jumps below game when X=t/o
- They bid a new non-jump suit which we have implied we hold e.g. (1♥) - X - (1♠) - X or 1NT - (2♥) - X - (2♠) - X or 1♣ - (1♠) - P - (2♥) - X. However, if they jump in a suit naturally (including fit-jumps) then double is takeout eg. (1♥) - X - (2♠) - X.
- We have previously made a penalty double or redouble EXCEPT if they jump below game
- They bid game (unless specified after our 1♣ opening) EXCEPT some sequences where they bid 4♥ i.e. 1♦ - (4♥) - X; 1NT - (4♥) - X or any similar where partner has shown a balanced hand; (4♥) - X
- Our 3rd X, whatever happened before, is always Penalty.

Takeout Xs below game apply if our previous X was a “values” X and Pass is not forcing e.g.

- 1NT - (2♦ Aspro) - X - (2♥) - X=Penalty because X of artificial 1NT overcall is forcing to 2NT.
- (Multi 2♦) - X - (any suit) - X=T/O
- (2NT Minors) - X - (new suit) - X=T/O
- (1NT) - X - (2x upto 2♥) - X is t/o in both hands
- Note 1♦ - (1NT) - X - (2♥) - X is penalty because the X of 1NT here is penalty, not “values”.
- 1NT - (2♣ MM) - X = 10+ - (2M) - X= T/O
- 1NT - (2♣ MM) - X = 10+ - (2M) - pas - (pas) - X= T/O

Responsive Doubles show 2 places to play. At the 2L they show both Majors over a minor, and deny other Major over a Major.

Lead-suggesting doubles - if I double oppo bid of my suit and I have shown 5+ cards in it or supported partner (includes 1M openings) it says “not a good suit”; therefore pass says a good suit. If I double opponent’s cue-bid of partner’s suit below 3NT which I haven’t supported it shows Ax or Kx.

A **double of 3NT** normally says find an unusual lead eg. Dummy’s first bid suit, your suit rather than mine, highest ranking suit if no clues. But if the X comes from a hand that has made a weak bid then it says “Lead my Suit”.

X of a splinter ‘**suit below**’

XX of a DAB e.g. 4th suit bid shows half a stop.

XX of a Sputnik X shows Hx in partner's suit at 1L and shows **values** at 2L i.e. 8-10 pts

X of a pass or correct bid is takeout; bidding the same suit is natural.

1♦ - (P) - P - (X) - XX Shows 3♦ after a 1♦ opening. After 1M, XX=Max with an OK suit.

32.5 Sacrificing

3NT/4NT/5NT in competition, when it is an “impossible” bid, suggests a sacrifice and close to zero defence. An immediate sacrifice suggests a defensive trick. A nj raise to 4m is a push-bid ie. values and asking partner to double with defence.

At favourable vulnerability only, if we X an opponent's cue-bid at the 4 level (or above) of partner's or my suit then we are suggesting a sacrifice. At other vulnerabilities it suggests the suit is led if it is the first time showing support for partner; else suggests we will make game but may want to defend.

If we bid a non-jump suit on the first round of bidding over opponents game it should be assumed to be weakish rather than strong, so partner will only bid on with a very good hand eg. (2♠)-P-(4♠)-5♦.

32.6 Forcing Passes

Pass is forcing in the following situations. A corollary is that pulling partner's double after making a high-level forcing pass shows a better hand than bidding immediately. Note that if Pass is forcing, then Double is always Penalty (a general rule)

- After we have forced to game, or bid game, based on values
Eg. 1♠ - (2♣) - 3♣ - (4♣) - 4♦/♥ both set up a forcing pass; but bidding 4♠ does not
- They bid game and we have invited to game without a known fit
- After any relay sequence has started
- After (1NT) - X - (2m)
- After 1NT - (2x) - X up to 2NT (X from either side=T/O)
- After 1x - (X) - XX up to 2x (beyond 2x pass is NOT forcing)
- After opener has shown 19+ pts and oppo bid game
- After our 1♣ opening and oppo bid 4NT or higher
- After oppo have bid on over our game after they earlier made a preemptive bid at favourable vul
- After oppo have bid on over our game after they earlier made a preemptive bid at all vulnerabilities if we have shown the Majority of HCP

Pass is NOT forcing after:

- We have made an invitation to game with a known fit
- Fit or splinter showing bids
- UCBs
- Changes of suit facing overcalls
- Opposition jump the bidding below game after we make a penalty X

32.7 Defence against Michaels, Ghestem or other 2-suited overcalls

Lower ranking cue	Sound Raise, 10+, sets up forcing pass
Higher ranking cue (if known)	Game-forcing with 6cnds in unbid suit
New suit	Non-forcing (use 2 nd cue or X then bid suit to force)
Simple raise	Raise to the level below
X	10+, sets up forcing pass, X from either side is Penalty
Pass then X	Takeout
2NT	Balanced 10-11pts with 3(4) card support
3NT	To play
1M - (2NT) - 3NT	3M + 6OM
4 level cue	shortness, distributional raise to game, <10pts
Raise to game in partner's suit	Little defence, does NOT set up forcing pass

33. Leads and Signals

- **General principles:**

1. Reverse attitude and count
2. Polish style leads: strictly 2nd and 4th
3. When giving count it's from the original holding
4. In trick 2 and onwards we lead 3rd from interior sequences, i.e. **AJ10**, 3rd and 5th
5. When partner leads into a known 5⁺ card suit: high/low is Lavinthal, middle is positive
6. Against **NT** reverse Smith Peters from both hands - **so play (reverse) count in trick 1**
7. We normally play attitude on A, Q or J leads, and count on K (This means **NO COUNT** on leads of A, Q and J against **NT**)

- **Suit preference signals, rather than count, apply in these situations:**

1. Partner leads a likely singleton and declarer wins in dummy
2. Partner ruffs 2nd in hand
3. Partner leads a winner at trick one and there's a singleton in dummy (suit contract)

- **Against a suit:**

If partner leads an Ace and dummy hits with Qxx(x) give count, not attitude
If partner leads a King and dummy hits with Axx or xxx give attitude, not count, to avoid Bath Coup

- On a similar theme, partner leads a winner and you are giving count. With 3 or 5 cards in the suit we generally play the 2nd highest. The only exception to this is when we have touching honours, so with 3 or 5 headed by KQ, QJ, J10 or 109 we play the top card.
- The first discard is **always** Odd/Even. Odd=Encourage, the lower the better (an immediate peter in odd cards in the same suit cancels the original message). An Even first discard is discouraging in the suit and is often Lavinthal ... it is **NEVER** count. Subsequent discards are reverse original count.
- After trick one, we lead attitude combined with 3rd 5th
- Leads of the 10 and 9:
 - Against Trumps: **Q109**, **10x**, **109x**, **J10x**, **109**
 Q98x, **J98x**, **9x**, **98x**, **98xxx**
 - Against **NT**: **Q109**, **10x**, **109x**, **J10x**, **109**
 Q98x, **J98x**, **9x**, **98x(x)**, **98xxx**

So the difference between leads against suits and **NT** is from 98xxx (or longer), where against suits we lead the 8; against **NT** we lead the 9. The other difference is that from 109x we lead the 10 versus **NT**, and the 9 versus suits.

- In the play (defence), when we play high in 2nd seat, we play the **lowest** from two touching honours, but the **highest** from 3 touching honours.
- **Leading and signalling in partners suit**
 - known three card suit: we lead highest from small, third from honour (10xx, **109x**)
 - known 4 card or longer: 4th best from honour, second from small

- unknown length: 1/3/5
- if exact length is known we signal attitude on ace, suit preference on king

34. Unresolved Issues

This section functions as a reminder for all issues that we haven't fully resolved yet.

1. We need to look seriously into the Steve / Roger Mini NT treatment. [Summer 2018]
2. Our 2NT opening could include ♥. It would increase the frequency and make the system more aggressive. Also, at the moment the responses and continuations are not defined at all. We need to make this better. [Summer 2018]
3. As we open all (12)13-15 hands with 5332M with 1NT, it means that in a relay sequence the 3♦ bid is no longer used. The temporary solution is to use the direct 3♦ bid for (74)11 distributions; but this is a stopgap measure at best. [Summer 2018]
4. Strong 2NT - : Minor suit ask. This is completely undefined. [Summer 2018]
5. After 1♣ - 1♦ - 2♣ / 2♦ we need to make sure we don't miss a 4-4 ♥ fit