

Dejeuner - a strong pass system, version 0.92

Source: <http://www.geocities.com/drtodd13/bridge.html>

This document contains not only system notes but also carding agreements which you should feel free to change as you see fit.

Bidding

Pass – 14+, 4+ controls

1♣ – 11+, artificial, 3+ controls, GF

1♦ relay then 1♥+ as below.

Others – relay reversal, 4 or 5 controls.

Interference after P-1♣.

(X)

XX = 18+

Others = natural, 14-17

1♦ through 1♠ - pass is the relay and everything is normal

others - relay reversals

1♦ – 0-7, artificial

1♥– 18+, artificial

1♠ – 0-4, artificial

2♣ – artificial GF

others – same as P-1♥+ except shifted up by 2

others – 14-17

Interference after P-1♦.

Pass shows minimum balanced hand.

Bids show suits but limited.

XX = tends to show 18+

1♥ – 8-10, ♥ or ♠ or any ♥ two-suiter, 2+ controls, 1♠ relays:

1N – ♥+♠ two-suiter or ♥ single-suiter, 2♣ relays:

2♦ – 5♠ + ♥

2♥ – 4♠ + ♥

2♠+ – ♥ single-suiter, see SS

2♣ – ♥+♣, 2♦ relays:

2♥: 4♥ + ♣

2♠+: LL relays

2♦ – 5♥ + ♦, 2♥ relays followed by 2♠+ LL relays.

2♥ – 4♥ + ♦, 2♣ relays followed by 2N+ SL relays.

2♠+ – ♠ single-suiter, see SS

1♠ – 8-10, balanced, 2+ controls, 1N relays followed by B relays.

1N – 8-10, ♣ or ♣+♦, 2+ controls, 2♣ relays:

2♦ – 5♦ + ♣, 2♥ relays followed by 2♠+ LL relays.

2♥ – 4♦ + ♣, 2♠ relays followed by 2N+ SL relays.

2♠+ - ♣ single-suiter, see SS

2♣ – 8-10, ♠+♣, 2+ controls, 2♦ relays:

2♥ – 4♠, 2♠ relays followed by 2N+ SL relays.

2♠+ - LL relays.

2♦ – 8-10, 5+♠ + ♦, 2+ controls, 2♥ relays then 2♠+ LL relays.

2♥ – 8-10, 4♠ + ♦, 2+ controls, 2♠ relays then 2N+ SL relays.

2♠+ - ♦ single-suiter, see SS

Interference

(1♣)

X = 0-7

Pass = 11+

Others = normal but all bids shifted down one.

(1♦)

X = 0-7

Pass = 11+

Others = normal

(others)

New suits forcing at 1-level and 3-level

New suits non-forcing at 2-level

Lebensohl if P-(2Z)-P-(P)-X.

1♣ – 9-13, 4+♥, ♥>=♠, 0+♣, 2+ controls

1♦ - artificial, typically less than invite.

1♥ – 5+♥

1♠ – 4+♠, 4♥

1N – 2-3♠, 4♥, to play

jumps – distributional max with only 4♥

1♥ - artificial, invitational+.

1♠ - balanced, followed by B relays.

1N - 4+♠, 2♣ relays:

2♦ - 5+♠ + 4+♥, 2♥ relays followed by LL relays.

2♥ - 4♠ + 5+♥, 2♠ relays followed by SL relays.

2♣ - clubs, 2♦ relays:

2♥ - 4♥ + 5+♣, 2♠ relays followed by SL relays.

2♠+ - LL relays.

2♦ - 5+♥ + 4+♦, 2♥ relays followed by LL relays.

2♥ - 4♥ + 5+♦, 2♠ relays followed by SL relays.

2♠+ - SS relays.

others - natural and typically less than invite+.

Interference

(X) - XX = 3 card support, others normal

(1♦) - X = stolen bid, others natural

(1♥) - applies to both natural (what are they thinking?) and T/O meanings

X = transfer to 1♠ (see Further Bidding after Meckwell Transfer)

1♠ = transfer to 2♣ (see Further Bidding after Meckwell Transfer)

1N = natural

2♣ = transfer to 2♦ (see Further Bidding after Meckwell Transfer)

2♦ = good ♥ raise

2♥ = poor ♥ raise

2♠ = invite+ with 5+♣ and 5+♦

2N = natural invite

3♣ = invite+ with 5+♦ and 5+♠

3♦ = invite+ with 5+♣ and 5+♠

1♦ – 9-13, 4+♠, ♠>♥, 0+♦, 2+ controls

1♥ - artificial, invitational+.

1♠ - balanced, followed by B relays.

1N - secondary heart suit, 2♣ relays followed by LL relays

2♣ - clubs, 2♦ relays:

2♥ - 4♠ + 5+♣, 2♠ relays followed by SL relays.

2♠+ - LL relays.

2♦ - 5+♠ + 4+♦, 2♥ relays followed by LL relays.

2♥ - 4♠ + 5+♦, 2♠ relays followed by SL relays.

2♠+ - SS relays.

1♠ – asks opener to pass with 5+ spades.

others - natural and typically less than invite+.

Interference

(X) - XX = 3 card support, others normal

(1♥) - X = stolen bid, others natural

(1♠) - applies to both natural (what are they thinking?) and T/O meanings

X = transfer to 2♣ (see Further Bidding after Meckwell Transfer)

1N = natural

2♣ = transfer to 2♦ (see Further Bidding after Meckwell Transfer)

2♦ = transfer to 2♥ (see Further Bidding after Meckwell Transfer)

2♥ = good ♠ raise

2♠ = poor ♠ raise

2N = natural invite

3♣ = invite+ with 5+♦ and 5+♥

3♦ = invite+ with 5+♣ and 5+♥

3♥ = invite+ with 5+♣ and 5+♦

1♥ – 0-8, artificial, any hand that cannot preempt. We still bid 1♥ with shapely hands with 0-5 points.

Pass - mostly weak balanced hands or stronger/distributional hands with hearts.

1N - artificial 18+

2♣ - 0-4 artificial, 1N bidder must jump to force.

2♦ - 5-6 no 4cM

2♥ - 5-6 4+♥

2♠ - 5-6 4+♠

2N - 7-8 artificial

others - to play but opener should raise with a maximum and good support

Interference

(X)

Pass - typically 4+ hearts

XX - SOS...typically 0-3 hearts

Others - normal

(P)-P-(X) - balancing seat double

Pass - typically 4+ hearts

XX - SOS

Others - natural

1♠ – 9-13,5+♦,0-3♣ and 0-3♥ unless 4450,2+ controls

2♣ - relay

2♦ - 5+♣, 2♥ relays followed by LL relays. (could compress LL relays because SL is impossible)

2♥ - 4♣, 2♠ relays followed by SL relays.

(You can play the following 1♠ bid if you like...discuss with partner which one you'll play. The standard one or this one.) 1♠ – 9-13, one or both minors but not long-legged, 2♣ relay

2♦ – 5+♣, maybe 4♦, 2♥ relays:

2♠ – 4♦, 2N relays followed by SL relays one step higher

Others – SS relays one step higher.

2♥ – 5+♦, 4♣, 2♠ relays followed by SL relays:

Others – 6+♦ SS relays

1N – 9-13, balanced, no 4cM unless 4-3-3-3, 2+ controls

2♣ - puppet to 2♦, subsequent bids are invitational

2♦ - artificial GF

2♥ = heart doubleton, 2♠ relays:

2N – 3244

3♣ – 3235

3♦ - 3253

2♠ = spade doubleton, 2N relays:

3♣ – 2344

3♦ – 2335

3♥ - 2353

2N = 4-3-3-3, 3♣ relays followed by bid your singleton (3N = club singleton) NO ZOOM

3♣ = 3325

3♦ = 3352 ZOOM

2♥ - to play

2♠ - to play

2N - light invitation

3♣ - to play

3♦ - to play

Interference

(X)

Pass - forces XX either to penalize or to bid lowest of non-touching next.

XX - forces 2♣, either to play or bid single-suiter next

2♣ - ♣+♦

2♦ - ♦+♥

2♥ - ♥+♠

2♠ - ♠+♣

(2Z) - lebensohl approach except stayman asks for 3 card major.

(3Z) - T/O doubles, other bids forcing.

2♣ – 9-13, 5+♣, 0-4♦, 0-3♠ and 0-3♥ unless 4405, 2+ controls

2♦ relay

2♥ = 4♦, 2♠ relays followed by SL relays.

others - to play

(If you play the optional 1♠ bid then you will want to play this optional 2♣ bid.)

2♣ – 4M, 5+m, 5-8, NEW

P – guessing that partner has clubs

2♦ – guessing that partner has diamonds

2♥ – pass or correct major

2♠ – artificial asking bid

2N – minimum

3♣ – max with clubs, 3♦ asks for 4 card major

3♦ – max with diamonds, 3♥ asks for 4 card major where 3N = hearts

2N – bid your best minor

3♥ – pass or correct major

4♥ – pass or correct major

2♦ – Wilkosz: weak two-suited hand w/ at least one 5cM, generally 5-8

Defense:

X = 13-15 balanced, or any 18+ hand (1eb continuations and penalty doubles)

2M/3m = natural

2NT = 16-18 balanced, systems on

3M = strong, but NF

4m = 5m + 5 either major (relay for major)

^^*^*^*^*^*^*^*^*^*^*^*^*^*^*

OUR BIDS

Responses to 2♦ Wilkosz

Pass = a) diamonds

b) hope pard has diamonds

c) tactical

if they balance with X, opener's pass = diamonds, XX = ♥-♠, 2M = M+♣

2♥ = P/C (2NT = 6♠-5♥ max, 3m = 6m-5♥ max, 3♥ = 6♥ max)

2♠ = P/C (2NT = 5♠-6m max[m p/c], 3M = 6M-5oM max)

3♣ = natural, NF
3♦ = both majors, invite
3♥ = P/C
3♠ = ♠ + minors P/C
3N = to play
4♦ = asks for M
4♣/♥/♠ = to play

2NT = strong relay
3♣ = ♣ + higher [3♦ GF asks M, 3M = p/c, 4♣ = invite]
3♦ = ♦ + ♥ [4♦ = invite, 4M to play]
3♥ = ♥ + ♠
3♠ = ♠ + ♦ [4M to play]

After 2 suits shown: set suit cheaply, else cue for higher suit

Intervention Handling:

2♦-(Dble)-

Pass = diamond tolerance or better (if passed around, pass = ♦, XX = ♥-♠, 2M = M-C)

later X's for penalty

Rdble = run like hell; asks to bid suits up the line (even to 3m)

2♥/♠ = to play, not correctable

2N = 3-suiter (asks bid lowest suit), may be weak

higher = as if undisturbed

2♦-(2 major)-

Dble of 2M = asks for a suit, pass if suit bid [later 2N invit, 3♣ P/C]

2NT = both minors, should be sure pard does not have majors

3 suit = to play

cue = stopper-ask

2♦-(2NT)-

dble = penalty

3♣ = p/c

3♦/4♦ = asks major

4♣/4M = to play

3NT = mega-p/c

2♦-(3 minor)-

dble = penalty

3♥ = p/c

4♦ = asks major

4♣ = slam try both majors

4M = to play

2♦-(P)-P-(X)

P = diamond suit

XX = hearts+clubs

2♥ = both majors

2♠ = spades+clubs

2♥ – Weak, usually 5-8

2N = ogust

3♣ = artificial asks singleton/void

RONF

Interference

(X) - McCabe Adjunct

New-suit - lead-director with heart support

XX - start of single-suited runout...puppet to 2♠

2♠ – Weak

2N = ogust

3♣ = artificial asks singleton/void

RONF

Interference

(X) - McCabe Adjunct

New-suit - lead-director with heart support

XX - start of single-suited runout...puppet to 2♠

(You can choose to play the following for 2♥ and 2♠ rather than playing it as weak. Discuss with partner.) 2♥ – Weak 2 in a major, 5-8, guessing principle, NEW

(X)

P – pass or correct

2♠ – spades

2N – systems on

3♣ – natural, NF

3♦ – natural, NF

3♥ – pass or correct

3♠ – natural and forcing

4♥ – pass or correct

(2♠)

X – negative

3♥ – to play

4♥ – to play

2N – systems on

3♣ – natural, NF

3♦ – natural, NF

(3♣/3♦)

X – penalty

3♥ – pass or correct

3♣ – natural and forcing

cue-bid – bid your suit

4♥ – to play

4♠ – to play

2♠ – pass or correct

3♥ – pass or correct

4♥ – pass or correct

2♠ – 9-13, 5+-5+ minors, NEW

2N – relay

3♣ - High shortness, 3♦ relays followed by LL shapes.

3♦ – Equal shortness, see even shortness shapes.

3♥+- Low shortness LL shapes.

3♣ – to play

3♦ – to play

2N – Both minors, weak, usually 5-8

3N – Gambling

Others - preemptive, usually 5-8

Relays

General Relay Notes:

Relays continue unless opponents have stolen 3+ steps from us. If they give us a step by interfering this counts as a negative stolen step and you add that to the 3 so that if they steal some more we only break relays if 3+ steps are stolen.

In interference, pass equals the first step and X/XX equals the second step.

SS – responder is describing a single or three-suited hand. Diamonds directly, Clubs via 1N, Spades via 1♥, and Hearts via 1♥-1♠-1N. All sequences converge on 2♠+.

2♠ – High shortness, or 6-3-2-2 hand where 3-carder is not the lowest, or 7-2-2-2. 2N relay:

3♣ – 6-3-2-2 or 7-2-2-2 hand. 3♦ relay:

3♥ – 6-3-2-2 high 3-carder

3♠ – 6-3-2-2 low 3-carder

3N – 7-2-2-2

3♦+ - as below

2N – Mid shortness. 3♣ relay then SS shapes.

3♣ – 6-3-2-2 with 3-carder being the lowest.

3♦+ – Low shortness. See SS shapes.

LL – responder is describing potentially long-legged two-suited hand. All sequences converge on 2♠+.

2♠ – High shortness, could still be LL or SL, 2N relays:

3♣ – LL.

3♦+ - see SL shapes.

2N – Low shortness, LL, 3♣ relays, see LL shapes.

3♣ – Equal shortness, see even shortness shapes.

3♦+ – Low shortness, see SL shapes.

SL – responder is describing definitely short-legged two-suited hands. All sequences converge on 2N+.

2N – High shortness, 3♣ relays then 3♦+ as below.

3♣ – Equal shortness, 3♦ relays:

3♦+ - Low shortness, see SL shapes.

SS shapes.

6-3-3-1, 5-4-4-0, 7-3-3-0, 7-3-2-1 w/ rank(3) > rank(2), 7-3-2-1 w/ rank(3) < rank(2) ZOOM

LL shapes.

5-5-1-2, 5-5-0-3, 5-6-0-2, 6-5-0-2, 6-6-0-1 ZOOM

SL shapes.

5-4-3-1, 6-4-2-1, 7-4-2-0, 6-4-3-0 ZOOM

Even shortness shapes.

5-4-2-2, 6-5-1-1 w/ rank(6) > rank(5), 6-5-1-1 w/ rank(6) < rank(5), 7-4-1-1 ZOOM

B relays - Balanced hand relays.

If any of these suits or shapes have already been shown or denied, the steps are adjusted downward accordingly.

1st step = 4+ hearts. Relay followed by:

1st step - 4 spades. Relay followed by:

1st step – 4423

2nd step – 4432 ZOOM.

2nd step – 4 clubs. Relay followed by:

1st step – 2434

2nd step – 3424 ZOOM

3rd step – 4 diamonds. Relay followed by:

1st step – 2443

2nd step – 3442 ZOOM

4th step – 2533

5th step – 3523

6th step – 3552 ZOOM

2nd step = 4+ spades. Relay followed by:

1st step – 4 clubs.

2nd step – 4 diamonds.

3rd step – 5233

4th step – 5323

5th step – 5332 ZOOM

3rd step = 4+ clubs. Relay followed by:

1ST step – 4 diamonds.

2nd step – 2335

3rd step – 3235

4th step – 3325 ZOOM

4th step = 5+ diamonds. Relay followed by:

1st step – 2353

2nd step – 3253

3rd step - 3352 ZOOM

5th step = 4-3-3-3. Relay followed by:

1st step – 4 spades

2nd step – 4 hearts

3rd step – 4 diamonds

4th step - 4 clubs ZOOM

6th step = 1444.

7th step = 4144.

8th step = 4414.

9th step = 4441. ZOOM.

3N is NEVER a relay. 3N is always to play.

NEVER ZOOM past 3N.

Relay => Shape => Controls => Spiral Scan

Control showing

1st step – minimum number of controls already guaranteed

2nd step – one more than minimum

3rd step – two more than minimum

4th step – three more than minimum

Nth step – N-1 controls more than the minimum

Spiral Scan

Order suits by length and by rank for equal length suits.

Make a list.

A xor K of first suit (not both, opener can always distinguish between 0 and AK)

A xor K of second suit (not both as above)

A xor K of third suit

*** A xor K of fourth suit (if applicable)**

Q of first suit

Q of second suit

Q of third suit

**** Q of fourth suit (if applicable)**

***** "something extra"**

*** If the fourth suit is a singleton or void, it is completely ignored, so this item does not exist.**

**** This is pure judgement. if nothing else is left on the list, responder can skip an extra step or two to show that he still has extra values that he hasn't shown yet. This could be the jack of a long suit, a singleton honor, etc.**

Responder looks at the current list, and skips n steps to show that his hand meets the first n conditions on the list but not the (n+1)th. He then crosses off the n+1 conditions, to get a new, shorter list, starting with the (n+2)th condition. If responder knows that relayer knows that all of responders controls have been shown, then responder skips further A xor K steps and progresses to "Q of first suit" step.

Other Conventions

Further Bidding after Meckwell Transfer

Bids of new suits are non-forcing.

Raises of the transfer suit are invite.

Jump bids of new suits are invite+.

Jump bids of the transfer suit are GF.

RKC1430 when relays are off

Interference - make normal bid if available, otherwise DEPO.

Michaels

Unusual 2N

Sandwich NT by passed or unpassed hand

15-18NT overcalls

Stayman

Jacoby

2♠ - MSS or Diamond bust

2N - Transfer to clubs or 4-4-4-1 GF

3♣/3♦ - invite

3♥/3♠ - 5/5 majors invite/GF

Lebensohl over interference

Meckwell after X of overcall.

(1Y) – 1Z – (X)

1N = always natural

XX = transfer to next higher suit

2Z-1 = constructive raise of Z

2Z = weak raise

bids between 1Z+1 and 2Z-2 (inclusive) are transfers to the next higher suit.

JELLO overcalls of 1NT.

X - 4M,5m

2♣ – asks partner to pass if his suit is clubs or bid diamonds if that is his suit. After 2♦, 2♥ is pass or correct.

2♦ – asks for the major. Non-forcing

2♥ – to play

2♠ – to play

2N – artificial asking

3♣ – minimum ♣ holding

3♦ – minimum ♦ holding

3♥ – maximum ♣ holding

3♠ – maximum ♦ holding

3♣ – to play

3♦ – to play

3♥ – invite with good suit

3♠ – invite with good suit

3N – to play

4♣ – namyats

4♦ – namyats

Intereference:

2N – asks partner to bid his best minor

2♣ – ♦ or Mm combo.

2♦ – both majors

2♥ – hearts

2♠ – spades

2N – minors

Carding

Leads

Suit – count from interest, upside-down count from nothing. <http://www.new-bridge.net/Combine.htm>

NT – attitude in an unbid suit, a suit you've bid or a suit in which you've supported partner. Upside-down count when leading's partner's unsupported suit.

Coded 9's and 10's

Revolving Discards

2,3,4 - lead the suit below the one discarded

5,6,7 - no clear suit choice. However, if 5,6,7 spots are played in low to high order then the lead of the suit discarded is indicated. High to low order indicates that suit should not be led but indifference as to the other suits.

8,9,10 - lead the suit above the one discarded

Roman to first trick

Odd spot card - encouraging the suit led

Low even spot card - lead the lower of the other two suits

High even spot card - lead the higher of the other two suits

When only holding even spots, playing the lowest even spot is encouraging.

When only holding odd spots, playing the lowest odd spot is encouraging.

UDCA in all other situations

Reverse smith against NT

Trump suit preference

Playing high-low to the first two trumps indicates the desire for a high suit to be led. Playing low-high to the first two trumps indicates the desire for a low suit to be led.

X of cue-bid of your suit by RHO tells partner you don't want your suit led.

Pass of cue-bid of your suit by RHO tells partner he may lead your suit.

History and Info

Dejeuner is a combination of systems of American, Australian, Polish and Italian origins. It was created by Todd Anderson and Atul Khare in 2003. Todd had been playing another strong pass system called Tresboof for 8 or 9 years. Atul

liked symmetric relays and so they decided to remove the MOSCITO relays from Tresboof and replace them with symmetric relays. Also gone from Tresboof are some of the interference sequences. These have been replaced with Polish style continuances. Polish Wilkosz 2♦ is used as well as combined Polish leads. Todd can be reached at todd.a.anderson@intel.com. Since this system was developed and played mainly during lunch and since it is a derivative of the French sounding name Tresboof, the system was named for the French word for lunch - dejeuner. The purpose of this text is to document our agreements and while others are certainly free to adopt our system, they can do so in part and use their carding of choice, etc.