

System Notes: Sher-Neill Canapé Precision

1 \square opening: 16+ (may be very good 15). Over this TOSR when midchart is allowed, and stock precision otherwise.

1 May be as short as 1. Balanced, both Minors, Diamonds or any 4x1. 10-bad 15 HCP.

1-1M-1 NT = 13-15 NV, 11-12 Vul

1 -1M-3M = ?? I guess not used.

1 -1M-2OM = Max 4441 hand with 4 card support and any stiff. 2 NT relays for stiff: LMH.

1 -1M-3 \square = 5-5, 13-15 HCP

1 -1M-2 NT = 6+ , 3 card support, max hand

1 -1M-3 = 6+ , max hand <3 M

1 -1M-2 \square = exactly 9 cards in the Minors.

1M 4+, if only 4 has a Minor canapé, if 5 cards then 5332 only if outside of NT range (unless the suit is so strong you want to claim it is a six card suit), otherwise 6+ cards. May be AKJxxx or AKQxxx and out. Normally 10-bad 15 HCP.

Over 1M:

1 natural and forcing for one round, but limited to 13.

1 NT Forcing for one round, may contain a GF hand (new suit or any JS). Tends to be balanced or semi-balanced if less than GF.

2 lower suit Natural, constructive (usually 8-12, but may be light in search of a resting place....)

1M-2M Natural and constructive (typically 8-10). Usually 4 card support but may be Hxx with side shortage (weak doubleton or worse)

1M-2 NT = Natural 13-15 or 18+. 2 or 3 card support.

1M-3 NT = Natural 16-17 with bad trump support (does not have 3 card support AND a side doubleton)

2 /1 or 3 \square /1 = GF 4 card raise: Step Responses: 4cM min, 4cM extras, 5+cM min, 5+cM extras. The next relay asks shortage (NonHighMiddleLow = NHML). Super relay over the 4 card responses asks for the canapé Minor (HL).

3 \square /1 or 3 /1 = Inv 4 card raise. In between bid is an artificial counter try.

3 /1 or 3 /1 = My suggestion is 16-17 balanced with 3 card support for M. Responder can bid 3 to x-fer to 3 NT, bid 4M to play, a Minor as natural and canapé and bid 3 NT as a slam try in the Major (3 when available shows 5332?).

3M preemptive 0-8 HCP. May be only 4 cards with some shape but often is 5 cards.

1M-1 NT-2X-2 NT natural and Inv. (X not equal to M).

1M-1NT-2X-3X

1M-1 NT-2X-3X+1 = GF raise. Sets trumps. (N.B. 1 -1NT-2 -3 is a heart raise!)

1M-1 NT-2X-New Suit = Natural and GF

1M-1 NT-2X-2M = 3 card support, unbalanced hand with limit raise values that can not bid 2 NT or 3X.

1M-1 NT-2M-2 NT = Mod. Ogust

3 \square 6 card suit 8-9 or strong 6+ card suit 10-13 (Would have jumped to 3M with 14-15)

3 asks

3 = 8-9

3 = 10-11

3 NT = 12-13

3 5332 13-15

3 Bad Suit 10-12

3 Bad Suit 13-15

3 NT AKQxxxx or AKQJxx and out

1M-1NT-3M = Very Strong 6+ card suit, max hand

1M-1NT-3m = Canapé 4-6 hand, max, great 6 card suit

1M-1NT-2 NT = In theory this should be a max 4-6 with a solid suit, but this messes up the 1 NT and bid a new suit structure. So what should this be?? Maybe 4441 or 4054 max with both Minors?

1 NT opening (10-12 seats 1-3 NV, 13-15 in 4th seat or VUL. 5 card Major allowed for 10-12 NT. Almost never offshape:

2 \square : forces 2

Shows either a hand that wants to play 2

Game forcing hand (suit rebid)

Quantitative invite (2NT rebid)

Any suggestions for a 3NT rebid???? (Maybe 4-4 in minors and mild slam try??)

1N-2 \square -2 -3M: 5 card suit, choice of games

1N-2 \square -2 -4M: very mild slam try

Therefore going slow and bidding and rebidding your suit is a serious slam try

After, 1N-2 \square -2, bidding is natural

Note: if responder bids both Majors he is making a slam try since the choice of Major suit games auctions start with 2 not 2 \square .

After: 1 NT-2 \square -2 -2 -2NT-3 -?

3 sets Spades as trumps, 4 of either Minor is a cue bid setting Hearts as trumps (with 4 card heart support)

2 : asks for better Major (with 3-3 always bid Hearts)

Shows: 4-4 or better in Majors weak

Suit oriented invite (usually with a 4+ card Major, maybe with a 6 card Minor)

Smolen (jump to 3 NT is opener bids your 4cM, Jump to 4M if opener bids your 5cM)

Choice of Major suit game (raise preference to game)

Over 1 NT-2 -2 : 2 shows 4/5 spades invite

2 NT: shows 4 invite

3m: shows 6 card suit invite

3 : shows 5+ hearts invite

3 : shows 6+ Spades invite

3 NT: 5 Spades, 4 Hearts, game values

4 : To play

Over 1 NT-2 -2 : 2 NT shows 4/5 hearts invite

3m: 6 card suit invite

3 : 6+ Hearts invite

3 : 4+ Spades invite (Note: this is awkward since it may be a 4-3 fit) Opener should accept with

3 NT holding only 3 Spades and a max.

3 NT: 4 Spades, 5 Hearts, game values

4 : to play

Other Suits at 2/3 level are to play:

2 NT: both Minors weak or strong, if strong bid shortage next (WE can remove the strong meaning if desired).

Over 1 NT-x (strong hand):

Do not style runouts. (Suit is that and higher suit. xx forces 2 to show a 1 suiter)

Over 1 NT-2 (artificial):

Systems on

Over all other 2 level interference, negative doubles and Rubensohl.

Rubensohl agreements:

2 NT is sign off in any suit, Stayman with a stopper, or GF with Clubs

3 Inv+ with

3 Inv+ with

3 Inv+ with

3 Values for 3NT but no stopper

3NT to play

Transfer into the opponents suit is Stayman without a stopper.

2 opening 6+ Clubs no 4 card Major 10-bad 15 HCP

2 relay

2M fragment

2 NT max, at least two suits with stopper

3 \square min
3 max 4+ Diamonds
3M max, shortage 7+ clubs
3 NT max 7222

2M constructive not forcing
2 NT Sign off in 3 \square or strong hand with own suit
3 \square Mild Invite
3 Higher Splinters
3 NT to play

2 opening. Multi. Weak 2 in either Major. 4-9 HCP. Not AKJxxx or better (opened 1M).

2M opening 5cM (or mediocre 6) and 4+c Minor 10-bad15 HCP. NV vs Vul may be 8-9 if 5-5 and all points in long suits.

2 Constructive Not forcing

2 NT asks strength and Minor

3 \square min 4+ \square
3 min 4+
3 max 4+ \square
3 max 4+

After 2M-2 NT-3m:

Pass to play
3M GF waiting bid. Usually choice between 3 NT and 5m.
Other suits natural and forcing.

3 \square p/c

3 limit raise or better in M. need to bid this to set trumps if you want to rkc.

3M min
3 NT max 4 card Minor or bad 5 card Minor

4 \square relay: 4 = \square 4 =

4m max good 5 card Minor
4M barely enough to accept
3oM max 6card major: next step asks minor LH

3M blocking

3 (if M=) Constructive not forcing.

2 NT opening: 5-5 in Minors 10-12 HCP ??