

# Transfer Oriented Symmetric Relay Precision

As played by some combination of Kevin Bathurst, Josh Donn, Ari Greenberg, Samuel  
Jeong, and Joon Pahk (and maybe others)

Version 0.9.1, released 7 December 2004

Definitions .....	4
Style .....	4
Opening Bids .....	5
1C Opener .....	6
Responses to 1C .....	6
1c - .....	6
1c - 1d - .....	6
1c - 1d - 1h - .....	7
1c - 1d - 1s - .....	7
1c - 1d - 1nt - .....	7
1c - 1d - 2c - .....	7
1c - 1d - 2d - .....	8
1c - 1d - 1h - 1s - .....	8
1c - 1d - 1h - 1s - 2c - .....	8
1c - 1d - 1h - 1s - 2c - 2d - .....	8
Relays .....	10
Single Suited Relay Structure: .....	10
Two Suited Relay Structure: .....	11
Three Suited Relay Structure: .....	12
Flat Hand Relay Structure: .....	13
General Principles and their Exceptions: .....	13
Hand Strength and Controls: .....	15
Denial Cuebidding: .....	15
Signing off, 3nt and the 4d end signal: .....	17
Stopper Asks: .....	18
Reverse Relays: .....	19
10-shape RR: .....	20
4-shape RR: .....	23
Semi-Positive relaying: .....	24
Interference over 1c: .....	25
Bid over 1c: .....	25
1c-(p)-1d-(1x)- .....	26
Interference in Relay Auctions: .....	27
1D Opening: .....	28
1d - .....	28
1d - 1h - .....	28
1d - 1s - .....	29
1d - 1h - 1s - ... and 1d - 1h/1s - 1nt - .....	29

1d – 1h – 1nt – 2d -.....	29
1d - 1s – 1n - 2d -.....	30
1d – 1h – 1s – 2d -.....	31
1d – 1h/1s – 3c -.....	31
1d – 1h – 2nt, or 1d – 1s – 2nt – 3c – 3d -.....	32
1d – 1h – 2s – 2n – 3d or 1d – 1s – 3h -.....	32
1d – 1h/1s – 3d -.....	32
1d – 2c -.....	32
1d – 2h -.....	33
1d – 2s -.....	33
1H Opening:.....	35
1h -.....	35
1h – 1s -.....	35
1h – 1nt – 2x -.....	35
Special Sequences after 1h opening:.....	36
1h – 2nt -.....	36
Pass – 1h -.....	37
In GCC events.....	37
1S Opening:.....	38
1s -.....	38
Special sequences after 1s opening:.....	38
1s – 2nt -.....	39
Pass – 1s -.....	40
1NT Opening (14-16 or 15-17):.....	41
1nt -.....	41
1nt – 2c – 2d -.....	41
1nt – 2c – 2h -.....	41
1nt – 2c – 2s -.....	42
1nt – 2d -.....	42
1nt – 2h -.....	42
1nt – 2s -.....	43
1nt – 2nt -.....	43
1nt – 3c -.....	43
1nt – 3d -.....	44
2C Opening:.....	45
2c -.....	45
2c – 2d -.....	45
2c – 2d – 2h -.....	45
2c – 2d – 2h – 2s -.....	45
2c – 2d – 2s -.....	46
2c – 2d – 2s – 2n -.....	46
2c – 2d – 2n -.....	46
2c – 2d – 2n – 3c -.....	47

2c – 2d – 2n – 3d - .....	47
2c – 2d – 3c - .....	47
2c – 2d – 3c – 3d - .....	47
2c – 2d – 3c – 3d – 3h – 3s .....	47
2c – 2d – 3d/h - .....	48
2c – 2d – 3s - .....	48
2c – 2d – 3n - .....	48
2D Opening:.....	49
2d - .....	49
2d – 2nt - .....	49
2M Opening:.....	50
2M - .....	50
2NT Opening:.....	50
2nt -.....	50
Constructive Agreements.....	51
Spiral Raises .....	51
1d – 1h – 2h – 2s.....	51
1d – 1s – 2s – 2n .....	51
Reverse Drury.....	51
Roman Keycard Blackwood.....	52
When is something other than 4nt RKC? .....	52
Competitive Agreements .....	53
Doubles.....	53
Negative Doubles .....	53
Responsive Doubles .....	53
Support Doubles and Redoubles.....	53
Maximal Doubles .....	54
Lead Inhibiting doubles .....	54
Transfer Advances after Takeout Doubles.....	54
1d (X) - .....	54
1h (X) - .....	54
1s (X) - .....	55
NT overcalls.....	55
After overcalls .....	55
Michaels.....	55
Vs. Artificial Strong Openers .....	55
Non-vulnerable, Psycho-Suction.....	56
Vulnerable, regular Suction .....	56
Unusual vs. Unusual.....	56
Interference over RKC's .....	56
Against preempts.....	57
Competitive 2NT Bids.....	57
Scrambling 2N.....	57

Good/Bad 2N.....	57
Vs their 1NT.....	57
Runouts after 1NT (X = penalty).....	58
Carding Agreements.....	60
Signals.....	60
Leads.....	60
Rusinow honor opening leads.....	60
Vs Suit.....	60
Vs NT.....	60

## Definitions

- HCP = High card points (ace = 4, king = 3, queen = 2, jack = 1)
- Controls = Neapolitan style controls (ace = 2, king = 1)
- Balanced = No voids, no singletons, no major of more than 5 cards or minor of more than 6 cards. Usually not 5422 with a 5-card major either.
- Flat = Balanced, with no suit of more than 4 cards.
- Shapes = Cards in each suit listed in the order spades, hearts, diamonds, clubs. So 4432 means 4 spades, 4 hearts, 3 diamonds, and 2 clubs. 63xx means 6 spades, 3 hearts, any amount of diamonds, and any amount of clubs.
- Parentheses = General shapes. So (3334) means either 3334, 3343, 3433, or 4333. 26(23) means either 2623 or 2632. 7x3+x means 7 spades and at least 3 diamonds.
- Zoom = Answering the relayer's next questions even if it hasn't been asked yet, which is only possible when your answer to the last question was the highest possible based on your bidding to that point.

## Style

- A positive response to 1c requires 2 controls, thus strong hands with one control such as KQJxx QJTx QJxx are considered a negative response. Clearly this is rather rare.
- Our notrump openings and rebids encompass a wide range of shapes. A 5 card major, a 6 card minor, or two doubletons are not at all uncommon for us, and for the NT rebids a singleton is also allowed (use your judgment).
- Our relays do not account for 8+ cards in a suit, or 12+ cards in two suits. With these shapes we are forced to fib a little (as little as possible we hope), so for example 8302 may be treated as 7303. We have no specific rules to govern these situations, so 6601 may be treated as 6502 or 5602 at the bidder's discretion (or 5503 if we didn't take our pills in the morning).
- Our weak two bids and preempts in general are wide-ranging in style and fairly undisciplined. The suit could have just 5 cards for a 2 bid or 6 for a 3 bid. Regarding position at the table we follow the normal course of being most to least aggressive in the order of third, first, second, fourth, and regarding vulnerability we follow the normal course of being most to least aggressive in the order of white/red, white/white, red/red, red/white.
- We open fairly aggressively. All 12 counts and many 11-counts are opening bids, and shapely 10- or even 9-counts can be opened (especially NV) as well. We are systemically not allowed to pass any hand with 5 controls.

## Opening Bids

- 1c: 17+ HCP balanced, or 16+ unbalanced. (In 4<sup>th</sup> seat, balanced hands are 18+.)
- 1d: 10-15(16) HCP (11-13 if balanced without 5 cards in either major), 2+ diamonds, and inappropriate for any other opening.
- 1h: 10-15(16) HCP, 5+ hearts.
- 1s: 10-15(16) HCP, 5+ spades.
- 1nt: 14-16 HCP (15-17 in 4<sup>th</sup> seat), balanced or mostly balanced.
- 2c: 10-15(16) HCP, 6+ clubs.
- 2d: 10-15(16) HCP, either 4405, 4414, or (34)15 distribution.
- 2h: weak, 5 cards is ok if NV only.
- 2s: weak, 5 cards is ok if NV only.
- 2nt: 0-10 HCP (about 0-9 not vul, 5-10 vul), xx5+5+. In fourth seat, it shows 10-15 HCP, xx5+5+.
- 3c: Club preempt.
- 3d: Diamond preempt.
- 3h: Heart preempt.
- 3s: Spade preempt.
- 3nt: A totally solid minor (AKQxxx or better) of at least seven cards, no outside aces, kings, or Qxx in a major holdings. In third or fourth seat, it suggests a few stoppers outside with a reasonable expectation of making.
- 4c/4d/4h/4s: Normal preempts.
- 4nt: Specific ace asking Blackwood. Responses are 5c is none, 5d/5h/5s/5nt(clubs) is that ace only, and 6c is two aces.
- 5m: To play.
- 5M: Requesting a raise to 6 with one of the top honors, or 7 with both.
- 5nt: Specific king-asking Blackwood (possibly even rarer than the 5M opening).
- 6x, 7x: To play.

## 1C Opener

### Responses to 1C

#### 1c –

- 1d: 0-7 HCP and 0-2 controls, or any strength with 0-1 controls; any distribution. Anything higher than 1d is a positive response and 100% game forcing. Note that any three-control hand is a positive response.
- 1h: 8+ HCP, 4+ spades, not flat. This does not deny a (much) longer suit (in fact quite the opposite, most other bids tend to deny as many as 4 spades. The only other responses that may contain as many as 4 spades are 1s and 2c.).
- 1s: 8+ HCP, either flat, or 4+ diamonds 4+ hearts 9+ total 0-3 spades 0-3 clubs, the “red 2 suiter”.
- 1nt: 8+ HCP, 4+ hearts, 0-3 spades, 0-3 diamonds, not flat. Note this does not deny (much) longer clubs.
- 2c: 8+ HCP, 5+ diamonds, 0-3 every other suit, OR (x4+)4+4+.
- 2d: 8+ HCP, 5+ clubs, 0-3 every other suit.
- 2h: 8+ HCP, 4 diamonds, 5+ clubs, no 4 card major.
- 2s: 8+ HCP, 5+ diamonds, 5+ clubs.
- 2nt: 8+ HCP, 5+ diamonds, 4 clubs, fewer spades than hearts.
- 3c: 8+ HCP, 2254.
- 3d: 8+ HCP, 3154.
- 3h: 8+ HCP, 2164.
- 3s: 8+ HCP, 3064.
- 3nt: 8+ HCP, 2074.
- 4c: 8+ HCP, 2 controls, 1174.
- 4d+: 3 controls, 1174. (4h=4, 4s=5, etc).

#### 1c – 1d -...

- 1h: 20+ HCP, any distribution, could be weaker with great playing strength.
- 1s: 16-19 HCP, 5+ spades (can be 4 on 4(441) hands).
- 1nt: 17-19 HCP, balanced, systems on.(18-20 in 4th)
- 2c: 16-19 HCP, 5+ clubs.
- 2d: 16-19 HCP, 5+ diamonds.
- 2h: 16-19 HCP, 5+ hearts.
- 2s: 16-19 HCP, 4+6+xx.
- 2nt: 16-19 HCP, xx5+5+.
- 3c: 18-19 HCP, x5+x5+.
- 3d: 18-19 HCP, x5+5+x.
- 3h: 18-19 HCP, x46+x.
- 3s: 18-19 HCP, 4x6+x.
- 3nt: To play.

### **1c – 1d – 1h –...**

These auctions are almost the same as if we opened a strong 1H and played our normal responses shifted up 2 steps.

- 1s: 0-4 HCP, any distribution, no ace.
- 1nt: 5+ HCP, 4+ spades, not flat. Note this does not deny a (much) longer suit.
- 2c: 5+ HCP, either flat, or 0-3 spades, 4+ hearts, 4+ diamonds, 0-3 clubs, 9+ red cards “red two-suiter”.
- 2d: 5+ HCP, 4+ hearts, 0-3 spades, 0-3 diamonds, not flat. Note this does not deny (much) longer clubs.
- 2h: 5+ HCP, 5+ diamonds, 0-3 every other suit, OR (x4+)4+4+.
- 2s: 5+ HCP, 5+ clubs, 0-3 every other suit.
- 2nt: 5+ HCP, 4 diamonds, 5+ clubs, no 4 card major.
- 3c: 5+ HCP, 5+ diamonds, 5+ clubs.
- 3d: 5+ HCP, 5+ diamonds, 4 clubs, fewer spades than hearts.
- 3h: 5+ HCP, 2254.
- 3s: 5+ HCP, 3154.
- 3nt: 5+ HCP, 2164.
- 4c: 5+ HCP, 3064.
- 4d: 5+ HCP, 2074.
- 4h: 5+ HCP, 1174, 1 control.

### **1c – 1d – 1s –**

- 1nt: 2-5, less than 3 card support (non-forcing).
- 2c: 6-8, less than 3 card support.
- 2d: 5-8 exactly 3 card support.
- 2h: 5-8, natural, non-forcing constructive.
- 2s: 2-5 3-4 card support.
- 2nt: GF spade raise, opener may bid 3c to ask for shortness (HML) or bid something descriptive about his hand.
- 3c: 6+ clubs, invitational.
- 3d: 6+ diamonds, invitational.
- 3h: 6+ hearts, invitational.
- 3s: Limit, 4+ spades.
- 3n: Very strong void raise, bid 4C to relay for void, HML.
- 4c/d/h: Splinter raise, 5+ trumps.

### **1c – 1d – 1nt –...**

Strong NT systems on, one special bid 1c – 1d – 1nt – 5x = the location of the sole control in a very strong hand (14-15 HCP).

### **1c – 1d – 2c –...**

Systems as if 2c was opened, including 2n relaying to 3c.



### **1c – 1d – 2d –**

- 2h: inv+, asking for a major. 2s shows spades, 2nt shows hearts, 3c is natural, 3d denies all of these things.
- 2s: 5+ spades, nf constructive
- 2nt: 5+ hearts, nf constructive

### **1c – 1d – 1h – 1s -...**

- 1nt: 20-22 HCP, balanced, systems on (21-22 in 4th).
- 2c: 23+ HCP, any distribution, or a slightly weaker hand with great playing strength.
- 2d: 20-22 HCP, 5+ diamonds. “Systems” on as if it had gone 1c-1d-2d.
- 2h: 20-22 HCP, 5+ hearts.
- 2s: 20-22 HCP, 5+ spades.
- 2nt: 20-22 HCP, either 5+xx5+, x5+x5+, or xx5+5+.
- (3c asks which it is, responses 3d minors, 3h and 3s a major and clubs).
- 3c: 20-22 HCP, 6+ clubs.
- 3d: 20-22 HCP, 5+5+xx.
- 3h: 20-22 HCP, x5+5+x.
- 3s: 20-22 HCP, 5+x5+x.
- 3nt: To play, usually based on a long running suit.

### **1c – 1d – 1h – 1s – 2c -...**

- 2d: No kings or queens, any distribution.
- 2h: At least a queen, waiting, no convenient bid.
- 2s: At least a queen, 3 suited hand (2nt to ask, bid the suit below the shortness).
- 2nt/3c/3d/3h: 2-4 HCP, transfer to 6+ card suit. Opener can complete the transfer, or make any other natural bid.

### **1c – 1d – 1h – 1s – 2c – 2d -...**

- 2h: Either hearts, or a game forcing notrump hand. 2S is forced, then:
  - 2nt shows notrump hand with systems on (Puppet Stayman, Jacoby transfers, etc.) All other bids confirm hearts and are forcing to 3h.
  - 3h bid is not forcing and shows 4 spades
  - 3s bid is game forcing and shows 4 spades
  - 3nt bid shows a heart single suiter and is forcing, over which 4 level bids by responder show shortness.)
- 2s: Five or more spades. Responder raises with a fit, bids something natural without one, or bids 2nt with no convenient bid. 4 level bids by responder show shortness. 2s then 3s is forcing.
- 2nt: 23-24, systems on.
- 3c/3d: 5+ card suits, forcing to at least 3nt (can get out in 4 of the minor).

- 3h: 6+ hearts, not forcing.
- 3s: 6+ spades, not forcing.
- 3nt: To play, usually based on running tricks.

## **Relays**

After a positive response to 1c, the opener will virtually always continue to make the cheapest possible bid, which is a relay (a request for more information without disclosing anything about his own hand). Some rules regarding relays are:

1. 3nt is almost never a relay. The exceptions to this are when responder has shown certain extreme distributions with a 3s bid—currently only (7330)—or when responder has 6+ controls. In other cases 3nt is always a signoff (or at least a signoff attempt). To relay when 3nt is the next bid, opener bids 4c instead.
2. 6s is the highest relay. Higher bids are automatically signoffs.
3. When shape is shown with a 3nt bid, that is forcing since responder is unlimited. This does not apply if responder is a passed hand or semi-positive, or if 3nt was the highest shape showing bid so he failed to zoom.

The order in which the information is given in the relays is:

1. Hand type
2. Exact shape
3. Range
4. Number of controls
5. Exact honor cards

In the most ideal scenarios we can figure out responder's exact shape and high cards down through jacks. In general, more common shapes come before less common shapes, but there are a few exceptions which will be noted specifically. Shapes with shortage in high suits tend to come before shapes with shortage in low suits, though again a few exceptions will be noted. The following are the relay structures:

- Single suited hand
- Two suited hand
- Three suited hand
- Flat hand

### ***Single Suited Relay Structure:***

This is used on hands with a 5+ card suit, and no other 4+ card suit. The steps go as follows:

1. Give a positive response in your suit (1h with spades, 1nt with hearts, 2c with diamonds, 2d with clubs).
2. Bid 2s or higher as follows:
  - 2s: High shortage, so spades is your shortest suit, or hearts if your main suit is spades.
  - 2nt: Middle shortage, so hearts is your shortest suit if your main suit is a minor, or diamonds is your shortest suit if your main suit is a major.
  - 3c: Equal shortage, so you have at least two doubletons. The rules governing this bid come at the end of this section.

- 3d: (5332) shape. If the shortage is in the highest of the three side suits, you have bid 2s first. If the shortage is in the middle of the three side suits, you have bid 2nt first. If the shortage is in the lowest of the three side suits you bid 3d directly. This principle applies to all bids higher than this. Direct arrival implies low shortage.
- 3h: (6331) shape.
- \*3s: (7330) shape. Breaking the rule of the most common hand type coming first, because 3nt can be used as a relay over a distribution this extreme.
- \*3nt+: (7321) shape. Only the location of the long suit and the singleton are known. This is the only hand with less than 12 cards in 2 suits where exact distribution cannot be shown. Note that 3nt shows a minimum (7321), 4c shows a max with 4 controls, etc.

Bidding 2s then 3c shows 223 or 232 in the side suits, after opener bids 3d separate in that order. Bidding 3c directly shows 222 or 322 in the side suits, after opener bids 3d separate in that order (yes, that breaks the rule of the more common hand type coming first, and in some instances may break the rule of higher shortage coming before low shortage. We have our reasons.).

Note the \* on 3s and 3nt. This means that when we are on the 2-up relay track (due to semi-positive relay or interference), these bids are not actually 2-up. We revert to the normal “more common shapes before less common” ordering since we don’t have the optimization of using 3nt as a relay available anyway. The same applies if we are on the 1-up track or 1-down or any non-standard track due to interference.

### ***Two Suited Relay Structure:***

This is used on hands with exactly two suits that are 4+ cards long, and have 9+ cards between them. The steps go as follows.

1. Show the first suit
  - a. With spades and any other suit, give a positive response in spades, then over the 1s relay bid 1nt with hearts, 2c with diamonds, 2d with clubs and 5+ spades, or 2h with 4 spades and longer clubs.
  - b. With hearts and diamonds, bid 1s, then over the 1nt relay bid 2c.
  - c. With hearts and clubs, bid 1nt, then over the 2c relay bid 2d with 5+ hearts or 2h with only 4.
  - d. With diamonds and clubs, immediately bid 2h or higher as appropriate.
2. Bid 2h or higher as follows.
  - 2h: Reverser, meaning the higher suit has 4 cards, and the lower suit has 5+ cards. All other responses except 2s show exactly 4 cards in the lower suit, and all other responses (including 2s) show 5+ cards in the higher suit. If this is bid after showing just one suit, the second suit is clubs. But don’t bid 2c and then 2h with both minors! That would show a three-suiter. Instead bid 2h directly with xx45+ (or higher direct bids with xx5+4+).

- 2s: 5+ in each suit. Then 2N relays:
  - 3c: High shortage, which will be followed by 3h+.
  - 3d: (5611), then show 56 before 65.
  - 3h: (5521).
  - 3s: (5530).
  - 3nt (5620).
  - 4c+: (6520). 4c shows 2 controls, 4d shows 3, etc.
- 2nt: High shortage. Note that 2nt followed by 4c+ is undefined. We could potentially use these to show 8-card suits.
- 3c: (5422) shape.
- 3d: (5431) shape. For this and higher bids: if bid directly then low shortage, if 2nt is bid first then high shortage.
- 3h: (6421) shape.
- 3s: (6430) shape.
- 3nt: (7420) shape.
- 4c+: (7411) shape. 4c shows 2 controls, 4d shows 3, etc.

### ***Three Suited Relay Structure:***

These are hands with at least four cards in three different suits. There are two ways to show these hands, and they encompass all (4441) and (5440) hands.

1. With both majors and a minor,
  - a. bid 1h showing spades,
  - b. then 1nt showing hearts,
  - c. then 2d showing a three suiter with a short minor.
2. With both minors and a major,
  - a. bid 2c showing diamonds,
  - b. then 2h showing a three suiter with a short major.

In both cases, over opener's relay the first step shows high shortage (2s with both majors and short diamonds, 2nt with both minors and short spades). Then after opener's next relay, or directly with low shortage starting at 2nt/3c, the first step shows (544), and the second and higher steps are zoom with 4441. Over (544), separate in the order of 445, 454, and 544 with zoom. (Take note because the same principle applies to the 4-shape reverse relay.)

To summarize:

1c-1h-1s-1nt-2c-2d-2h-2nt: club void, separate 4450, 4540, 5440 zoom

1c-1h-1s-1nt-2c-2d-2h-3c: 4441 min

1c-1h-1s-1nt-2c-2d-2h-2s-2nt-3c: diamond void, separate 4405, 4504, 5404 zoom

1c-1h-1s-1nt-2c-2d-2h-2s-2nt-3d: 4414 min

1c-2c-2d-2h-2s-3c: heart void, separate 4045, 4054, 5044 zoom

1c-2c-2d-2h-2s-3d: 4144 min

1c-2c-2d-2h-2s-2nt-3c-3d: spade void, separate 0445, 0454, 0544 zoom (since this is 4c go straight to controls)

1c-2c-2d-2h-2s-2nt-3c-3h: 1444 min

### ***Flat Hand Relay Structure:***

These are hands with all suits having between two and four cards. The steps go as follows.

1. Bid 1s, then follow with anything except 2c (which would show a red two-suiter).
2. Bid as follows.
  - 2d: Either two 4 card suits of the same color, or (43)33.
  - 2h: Two 4 card suits of the same rank.
  - \*2s: (4333). With a 4 card major bid 2d first, but with a 4 card minor bid 2s directly. Over a 2nt relay: 3c shows four hearts or diamonds, and 3d shows 4 spades or clubs, sometimes breaking the rule of high shortage coming first, so that opener can declare a potential diamond contract. (Mnemonic: bid the other color\*.)
  - 2nt+: two 4 card suits of the same shape:
  - \*2nt: Doubleton spade. For this and higher bids, 2d is bid first with two 4 card suits of the same color, 2h is bid first with two 4 card suits of the same rank, or the bid is made directly with two 4 card suits of the same shape. (CRaSh)
  - \*3c: Doubleton club.
  - \*3d: Doubleton diamond.
  - \*3h+: Doubleton heart. 3h shows a min, 3s shows a max with 4 controls, etc.

Lots of \*'s here. When we are on the 2-up relay track, responder still completes his shape by bidding his actual doubleton, not 2-up from his doubleton. Thus the shape will be shown with a bid from 3d to 3nt (doubleton club—no zoom!).

Also, with (4333): normally we go through 2d with a 4-card major and 2s direct with a minor, the mnemonic being to right-side hearts. But on the 2-up track, the auction will go 1c-1d-1h-2c-2d, and now the issue is whether to go through 2s on the way to 3c to show your (4333). In order to right-side spades (the only unbid suit), we have flipped these two sequences, so that 2s followed by 3c shows a 4-card minor and 3c direct shows a 4-card major. Then, in response to the 3d ask, we still bid the other color instead of 2 up from the other color (namely same color). This is all very complicated, perhaps, but there's an easy mnemonic: spades is the only suit left to right-side, so the only way to do that is to bid 3c (without going through 2s) and then 3h (instead of 3s) with 4333.

### ***General Principles and their Exceptions:***

In general, the design of the relays is such that more common shapes are shown before less common ones. In addition, a “numeric principle” is followed when deciding between permutations of the same shape. The principle can be stated thus: the shape shown first, or the

one that goes through the cheaper step, is the one that would be lower if both shapes were written as a four-digit integer. For instance, 1c-1h-1s-2s-2nt-3c shows either 6223 or 6232. Over the 3d relay, they are resolved in that order: 3h shows 6223, and 3s+zoom shows 6232, since six thousand two hundred twenty-three is less than six thousand two hundred thirty-two. The numeric principle can be effectively thought of as “higher shortage comes first.”

Now that the rules have been spelled out, here is a (hopefully exhaustive) list of cases that break the rules.

#### Single-Suited Relay Structure:

- 3s (7330) represents a rarer shape than 3nt (7321 min). This is so that 3nt can be used as a relay, since we won't typically want to play in 3nt opposite 7330.
- 3c (without going through 2s) shows a 322 or 222 residue. 322 is the more common hand type, but 3h is used for 222 and 3s+ for 322 so that we can zoom to hand strength and controls. This saves a step with the more common pattern—to show a 322 min, we just bid 3s, whereas with a 222 min we'd have to bid 3h and then 3nt.

#### Two-Suited Relay Structure:

- 3d (5431) is more common than 3c (5422); this ordering reflects the fact that the relays have to be symmetric around the “high shortage” bid (2nt, in this case); therefore, the bid above it (3c) is used for “equal shortage,” i.e. 5422. Historical note: 7411 used to be included in 3c also, but that turns out to cost you two steps a vast majority of the time and save you two steps a tiny fraction of the time, since 7411 is so rare.
- In the 5/5 relay, 3d is (6511), rarer than 3h (5521)—but this is exactly the same situation as above, since 3c is the “high shortage” bid.

#### Three-Suited Relay Structure

This structure used to obey the rules, but we've optimized it since (4441) is more than twice as likely as all of the (5440) hands combined. Thus, after shortage is known, the first step is any (5440), so that we can zoom straight to hand strength with the more common (4441) hands. This costs us a step with (5440) and saves us a step with (4441), a worthwhile trade considering their relative frequency.

#### Flat Hand Relay Structure:

Actually, almost everything in the flat hand structure breaks the rules. Basically, it is designed entirely differently; (4432) hands are based on CRaSh and the “bid your doubleton” principle, and (4333) hands are based on “make opener declarer of your long suit when possible.” These override the numeric principle; and it's unclear how the common-before-rare principle would apply to this structure anyway.

### ***Hand Strength and Controls:***

After hand type and shape are shown, general strength comes next and is directly followed by controls. Responder's hand is considered a minimum if it has fewer than 4 controls, or 8-11 HCP and fewer than 5 controls. It is a maximum if it has 5+ controls, or 12+ HCP and 4+ controls.

In each relay structure, responder shows his hand strength as follows.

- 1st step: Minimum.
- 2nd step: Maximum, 4 controls.
- 3rd step: Maximum, 5 controls.
- 4th step: Maximum, 6 controls.

Etc.

Having shown a minimum, responder bids as follows over the next relay.

- 1st step: 2 controls.
- 2nd step: 3 controls.
- 3rd+ step: 4 controls.

Note the following:

1. A responder who is a passed hand is automatically considered to be a minimum, and so goes right to controls starting with 2. A passed hand cannot have more than 4 controls.
2. If the range is asked about with a bid of 3nt or higher, then hand strength is skipped and responder goes directly to controls starting with 2. This includes cases where you are zooming to the highest shape at 4c. 4c shows that shape with 2, 4d shows 3, etc. The logic is that you are effectively zooming to answer a 3nt range-ask bid. If, due to interference or something, there is more than one shape above 3nt, then there is no zoom except for the highest shape.
3. Singleton aces and kings are shown as controls, though they aren't scanned later. They must be discovered by inference when the other suits are scanned.
4. If responder has made the highest possible shape showing response, he zooms directly into the next phase. So 1c 1s 1nt 3h shows a 4243 minimum, 1c 1s 1nt 3s shows 4243 and a maximum with 4 controls, etc.
5. There is the implication that if opener asks for hand strength, he has at least a hand over a minimum. With no interest at all in bigger things than game, opener will either sign off directly, or go through the 4d quantitative ask which comes later.

### ***Denial Cuebidding:***

After controls have been shown, all further relays are a scan for which specific honor cards are held. Responder looks at his suits from longest to shortest. When there are ties in length, responder looks at spades, hearts, diamonds, and clubs in that order. On the first look, aces and kings are shown, then queens on the second, and jacks on the third. Tens are never shown.

- 1st step: No ace or king in the longest suit, OR both the ace and king of the longest suit.



- 2nd step: The ace or king of the longest suit, either neither or both of those in the next longest suit.
- 3rd step: The ace or king of the longest and next longest suit, either neither or both of those in the third longest suit.

Etc.

The following rules apply to denial cuebidding:

1. Singletons are not scanned.
2. Doubletons and three card suits are not scanned once they can't hold any more honors. So AK doubleton is not scanned for queens or jacks, and AKQ is not scanned for jacks. This is actually an application of Josh's law (see #6). Note: Do not worry when you have shown an AK that partner will think it is neither rather than both, you assume that he can tell which, and in practice he virtually always can.
3. Denial cuebidding ends whenever any of the following three occurrences take place: a) The relayer places the contract by making any non-relay bid, b) The relayer bids 6nt or higher, or c) The scan has gone through jacks (all bids are then signoff).
4. When responder has shown 6 or more controls, his shortest non-void suit is skipped in the first scan, or the last suit in the case of equal length.
5. When responder has shown 6 or more controls, opener can skip one relay step to start the spiral scan directly at queens, skipping aces and kings.
6. Josh's Law: Whenever information regarding high cards or their location is absolutely known from previous bidding, then that information is skipped even if it hasn't been asked for yet. This can take many forms, such as knowing responder can have no more controls, or high card points, or can even pertain to distribution. Since this can be very tricky, here are some example auctions featuring Josh's law:

1c – 1h (4+ spades)	Responder is 6313 with two controls. The 5c bid shows the ace or king of spades, the ace or king of hearts, and denies the queen of spades (rather than denying the ace or king of clubs.) This is because it is absolutely known from responder having shown two controls that he has the king of spades, king of hearts, and no ace or king of clubs. So clubs are skipped and responder goes to the next card, the queen of spades.
1s – 2nt (diamond shortage)	
3c – 3h (6313)	
3s – 3nt (minimum)	
4c – 4d (2 controls)	
4h – 5c (A/K S, A/K H, no more controls possible, so 5c denies QS, the next card that would be asked about)	

1c – 1h (spades) 1s – 1nt (and hearts) 2c – 3d (5431) 3h – 3s (minimum) 4c – 4h (3 controls) 4s – 5c (A/K S, no A/KH) 5d – 5h (no A/K D)	Responder is 5431 with three controls. 5c shows the ace or king of spades, and denies the ace or king of hearts. You might think from Josh's law, and from the fact that singletons aren't scanned, that 5h should deny the queen of spades since responder must have the ace or king of diamonds to make up his three controls. However Josh's law does not apply here, 5h denies the ace or king of diamonds. This is because responder might have the singleton ace or king of clubs. Singletons aren't scanned, but singleton aces and kings are still shown in the control response. Be careful!
--	---

1c – 1h (spades) 1s – 1nt (and hearts) 2c – 2d (and a minor) 2h – 2nt (club void) 3c – 3d (4450) 3h – 4c (5 controls) 4d – 4h (A+KD or neither) 4s – 4nt (A+KS or neither) 5c – 5d (no QD)	Responder is 4450 with five controls. 4h shows the ace and king of diamonds (it could have denied both those cards, but we go by the assumption that opener can always tell which it is, so we will assume responder has the ace and king in this case). 4nt denies the ace or king of spades. 5d denies the queen of diamonds, rather than the ace or king of hearts. Since responder has five controls, and exactly three of them are outside of hearts, he is absolutely known to have the ace of hearts. So hearts are skipped and he goes to the next card, the queen of diamonds.
--	---

One more important note: When responder shows 5 or more controls, both partners should assume for the purposes of Josh's law that opener can tell how many aces and kings that means, i.e. whether 5 controls is AKKK or AAK (in practice it is almost always the latter, but if opener has three aces then he knows better). So if you have 5 controls and show AK in your long suit and then another ace, you don't have to worry that partner will think you have AK, K and another control somewhere.

### ***Signing off, 3nt and the 4d end signal:***

When the relayer wants to signoff, there are several ways to do so. One is by bidding 3nt. 3nt is never a relay, except for when responder is (7330) or has 6+ controls. In other cases, 3nt is to play. If opener asked range then bid 3nt upon finding out, responder only pulls (into denial cuebidding) with 12+ hcp if he showed a minimum, or 15+ hcp if he showed a maximum. If opener declined the chance to ask range and simply bid 3nt, responder pulls (into controls starting with 4) only with 15+ hcp.

When opener doesn't want to play in 3nt, he has two ways to sign off. He can simply bid a game contract, or go through 4d, an "end signal". 4d asks responder to bid 4h unless he has significant

extra values (in the context of the auction) not yet shown, in which case he will make his normal relay response beginning with 4s. This only applies when the last bid was 3nt or lower; in other words, if the last bid was 4c, then 4d is a relay like normal. Opener bids game directly without going through the 4d end signal when he wants to sign off absolutely. What we define as “extra values” is as follows:

- When responder has shown a maximum, he needs at least a useful-looking queen extra.
- When responder has shown a minimum, he needs at least 11 hcp and 3 controls.
- When opener has declined to ask responder’s range, he needs at least 15 hcp and 4 controls.
- When responder is a semi-positive response, he needs at least 8 hcp (and thus 1 control), or 7 hcp with 2 or 3 controls.

### **Stopper Asks:**

Sometimes opener is interested in knowing whether responder has a suit stopped before he decides whether or not to sign off in 3nt. In this case, our stopper ask may be just what the doctor ordered. When opener skips at least one relay step to a bid below 3nt, it is an ask to responder whether he has a stopper in a particular suit. If responder has fewer than two cards in a suit there is no stopper, while if he has more than three cards in a suit there is no worry, so the order of the scan is spades, hearts, diamonds, and clubs, in responder’s known 2 and 3 card holdings only. For example, consider an auction beginning with 1c – 1s – 1nt – 2s. At this point responder is 33 (34). So if opener bids 3c, it asks about responder’s spade stopper, and 3d asks about the heart stopper. Opener can not ask about minor suit stoppers on this auction since neither minor is known to be 2-3 cards long.

Special Case in Competition - If the opponents have explicitly shown strength (either with an overcall, or a X) in one of responder's fragments, that suit is moved to the front of the queue, with the remaining fragments following in normal descending order. This makes sure that the most likely stopper-ask is available if possible. If two suits have been shown by the opponents, they are both considered first before other fragments, in descending order themselves.

The responses to the stopper asks are as follows:

- 3nt: Minimum response with the suit stopped.
- 1st non-3nt step: Minimum response without the suit stopped.
- 2nd non-3nt step: Maximum response without the suit stopped.
- 3rd+ non-3nt step: Maximum response with the suit stopped, zoom to controls starting with 4.

Over all of these bids, relaying continues as normal.

### Reverse Relays:

A lot of the time, there is great incentive for responder to become the relayer and opener to give the information, especially when opener has a minimum three-suited hand. Consider the following:

1. When responder bids 1h and opener is short in spades, there is a great chance for a heart fit so it makes sense for responder to assume captaincy since he may well declare the hand. Plus, if there isn't a heart fit, this gets the strong hand to declare any notrump contract.
2. When responder bids 1s and opener is short in any suit, responder is the only one who will know early in the auction if it is well stopped enough to play 3nt or not. Plus, if opener is short in any suit but spades, responder will get to declare any spade contract.
3. When responder bids 2c or higher there is much less chance of a major suit fit, so making sure all suits are well stopped for notrump may be key, especially in a suit where opener is short.
4. When opener has a void, he often has a much more difficult time telling how high he can risk going since the spiral scan largely becomes guesswork (does he have AK in spades and nothing in my heart void, or nothing in my xxx of spades and AK of my heart void?)
5. Even with a singleton it may be key to ascertain the degree of wastage opposite in responder's hand, which can be very difficult for opener to do. This is all the more true with a void.

For these reasons, opener has the option on minimum three-suited hands of transferring captaincy to the responder by making a "reverse relay" bid. He does this by bidding at least one step above the relay as his initial rebid. Hands which qualify must a) have no more than 19 HCP, b) have between 5 and eight controls (never fewer or more), and c) not have a singleton ace, king or queen. Shortness is shown first in responder's suit, then from highest to lowest. The initial bidding goes as follows:

1c – 1h:

1s: Normal relay.

1nt: RR, short spades.

2c: RR, short hearts.

2d: RR, short diamonds.

2h: RR, short clubs, zoom to next step.

1c – 1s:

1nt: Normal relay.

2c: RR, short spades.

2d: RR, short hearts.

2h: RR, short diamonds.

2s: RR, short clubs, zoom to next step.

1c – 1nt:

2c: Normal relay.  
2d: RR, short hearts.  
2h: RR, short spades.  
2s: RR, short diamonds.  
2nt: RR, short clubs, zoom to next step.

1c – 2c:  
2d: Normal relay.  
2h: RR, short diamonds.  
2s: RR, short spades.  
2nt: RR, short hearts.  
3c: RR, short clubs, zoom to next step.

1c – 2d:  
2h: Normal relay.  
2s: RR, short clubs.  
2nt: RR, short spades.  
3c: RR, short hearts.  
3d: RR, short diamonds, zoom to next step.

When opener makes a reverse relay bid, responder becomes the relayer, and bids the next step up as an ask for more information. Responder may now make use of any tools (such as stopper ask, quantitative 4d, etc) that are available in the room remaining. When responder's initial bid was 1h, 1s, or 1nt, opener goes into a 10-shape structure. (Note that if making the last bid, opener zooms into controls with the first step showing five, then six, seven, eight with zoom).

### **10-shape RR:**

For 10-shape RR's, the steps are as follows:

1. (4441), (4450); the "true" 3-suiters. These are unwrapped just like in the 3-suited relay structure: the first step shows one of the three void patterns (which are subsequently separated numerically), and the second and higher steps are zooming with a singleton.
  2. "Rule of 345", the non-short suits, when ordered, will always be in the order 453, 345, 534 (reading the numbers with wrapping will always reveal 345). Note that after the next relay, the order in which you disclose your shape is based on the highest ranking suit. That order is 4 (usually 4-5-3), then 3 (usually 3-4-5), then 5 (usually 5-3-4).
- 3/4/5. "Rule of 543" Like 345, but with the order always revealing the other patterns. As above, the order you show these steps is 4 in the highest ranking suit (usually 4-3-5), then 3 (usually 3-5-4), then 5 (usually 5-4-3)

1c – 1h – 1nt – 2c:  
2d: Either 1444, 0445, 0454, or 0544 shapes, opener separates in the usual way over 2h by responder.

2h: Either 1453, 1345, or 1534 shapes, opener separates in that order over 2s by responder, zoom if making last response.

2s: 1435.

2nt: 1354.

3c: 1543, zoom (so 3c shows five controls, 3d shows six controls, etc.)

1c – 1h – 2c – 2d:

2h: Either 4144, 4045, 4054, or 5044 shapes, opener separates in the usual way over 2s by responder.

2s: Either 4153, 3145, or 5134 shapes, opener separates in that order over 2nt by responder, zoom if making last response.

2nt: 4135.

3c: 3154.

3d: 5143, zoom.

1c – 1h – 2d – 2h:

2s: Either 4414, 4405, 4504, or 5404 shapes, opener separates in the usual way over 2nt by responder.

2nt: Either 4513, 3415, or 5314 shapes, opener separates in that order over 3c by responder, zoom if making last response.

3c: 4315.

3d: 3514.

3h: 5413, zoom.

1c – 1h:

2h: Either 4441, 4450, 4540, or 5440 shapes, opener separates in the usual way over 2s by responder.

2s: Either 4531, 3451, or 5341 shapes, opener separates in that order over 2nt by responder, zoom.

2nt: 4351.

3c: 3541.

3d: 5431, zoom.

Note the pattern, in the step two and steps three/four/five responses, that the top suit goes 4-3-5, and that the interior matrix of the suits is 345 in step two but 543 in steps three/four/five. This is logical bridgewise, and helps for memory purposes (honest, it really does).

1c – 1s – 2c – 2d:

2h: Either 1444, 0445, 0454, or 0544 shapes, opener separates in the usual way over 2s by responder.

2s: Either 1453, 1345, or 1534 shapes, opener separates in that order over 2nt by responder, zoom if making last response.

2nt: 1435.

3c: 1354.

3d: 1543, zoom.

1c – 1s – 2d – 2h:

2s: Either 4144, 4045, 4054, or 5044 shapes, opener separates in the usual way over 2nt by responder, but watch out—don't zoom past 3nt (with 5044) since there is no known fit.

2nt: Either 4153, 3145, or 5134 shapes, opener separates in that order over 3c by responder, zoom if making last response.

3c: 4135.

3d: 3154.

3h: 5143, zoom.

1c – 1s – 2h – 2s:

2nt: Either 4414, 4405, 4504, or 5404 shapes, opener separates in the usual way over 3c by responder. Responder should be careful here—if opener shows a void (by bidding 3d), responder should only try to resolve it if he can handle the 4c response (showing 5404), probably by playing in 4 of a major.

3c: Either 4513, 3415, or 5314 shapes, opener separates in that order over 3d by responder, no zoom.

3d: 4315.

3h: 3514.

3s: 5413, zoom.

1c – 1s:

2s: Either 4441, 4450, 4540, or 5440 shapes, opener separates in the usual way over 2nt by responder. No zoom past 3nt, since there is no known fit.

2nt: Either 4531, 3451, or 5341 shapes, opener separates in that order over 3c by responder, zoom if making last response.

3c: 4351.

3d: 3541.

3h: 5431, zoom.

The same pattern as noted over 1h also applied over 1s, but watch out for when responder bids 1nt and opener has a minor suit shortage!

1c – 1nt – 2d – 2h:

2s: Either 4144, 4045, 4054, or 5044 shapes. Usual resolution, but don't zoom past 3nt.

2nt: Either 4153, 3451, or 5134 shapes, opener separates in that order over 3c by responder, zoom if making last response (but not past 3nt).

3c: 4135.

3d: 3154.

3h: 5143, zoom.

1c – 1nt – 2h – 2s:

2nt: Either 1444, 0445, 0454, or 0544 shapes. Zoom all you like with a known heart fit.

3c: Either 1453, 1345, or 1534 shapes, opener separates in that order over 3d by responder, zoom if making last response.

3d: 1435.

3h: 1354.

3s: 1543, zoom.

1c – 1nt – 2s – 2nt:

3c: Either 4414, 4405, 5404, or 4504 shapes. Zoom is on.

3d: Either 5413, 4315, or 3514 shapes, opener separates in that order over 3h by responder, zoom if making last response.

3h: 3415.

3s: 5314.

3nt: 4513, zoom.

1c – 1nt:

2nt: Either 4441, 4450, 5440, or 4540 shapes. Zoom, baby, zoom.

3d: Either 5431, 4351, or 3541 shapes, opener separates in that order over 3d by responder, zoom if making last response.

3h: 3451.

3s: 5341.

3nt: 4531, zoom.

The explanation for what looks like a total rearrangement of the previously stated pattern is that the pattern is maintained, but with a known major suit fit that suit is moved to the top of the queue. In other words, after 1c – 1nt – 2nt – 3c – 3h, the order is still 4531, 3451, 5341, except that hearts is considered to be the highest ranking suit due to the known fit (so what we are considering to be 4531 is in reality 5431). We do this so that the zoom can go past 3nt more easily when there is a known major suit fit, and not otherwise. Luckily, this alteration won't rear its ugly head over 2c and 2d responses, since no major suit fit can be known, and in fact the bids after these responses are vastly simpler than even over 1h and 1s, as a 4-shape structure is used rather than 10 due to lack of space. Zoom is always on, except that we do not zoom past 3nt without a known fit.

#### **4-shape RR:**

1c – 2c – 2h – 2s:

2nt: 4405, 4504, or 5404, separate in that order over 3c, including zoom (but not past 3nt).

3c+: 4414, zoom (but not past 3nt).

1c – 2c – 2s – 2nt:

3c: 0445, 0454, or 0544.



3d+: 1444, zoom.

1c – 2c – 2nt – 3c:

3d: 4045, 4054, or 5044.

3h+: 4144, zoom.

1c – 2c:

3c: 4450, 4540, or 5440.

3d+: 4441, zoom.

Only the shapes that were contained in the previous step one responses are used to RR with after a 2c response, obviously due to space considerations. The same is true over 2d.

1c – 2d – 2s – 2nt:

3c: 4450, 4540, or 5440, separate in that order over 3d. NO ZOOM.

3d+: 4441, zoom (not past 3nt).

1c – 2d – 2nt – 3c:

3d: 0445, 0454, or 0544, separate with zoom over 3h.

3h+: 1444, zoom.

1c – 2d – 3c – 3d:

3h: 4045, 4054, or 5044, separate with zoom over 3s.

3s+: 4414, zoom.

1c – 2d:

3d: 4405, 4504, or 5404, separate with zoom over 3h.

3h+: 4414, zoom.

### ***Semi-Positive relaying:***

If the auction starts 1c – 1d – 1h, and responder bids anything but 1s, he is said to have a semi-positive response, or a “good negative”. This means that for his original negative response, responder has 5+ HCP or an ace. All of his bids from 1nt up are “2 up” relays, so 1nt means what 1h would have, 2c means what 1s would have, etc. The following considerations apply to 2 up relaying:

1. There is no min/max ask about responder’s hand, the relays go right from shape to controls. The controls go one, zero, and two with zoom (recall that three controls is always a positive response). After a response of one control, opener can relay as usual to ask “where is your king?” (cheapest step = longest suit; zoom if giving highest response) instead of the less-efficient DCB. Skipping a relay step goes directly to DCB for queens.
2. On auctions starting 1c – 1d – 1h – 2c – 2d – (2s – 2nt - or 2nt – 3c - or nothing at all) 3d/3h/3s/3nt, responder bids his actual doubleton instead of staying 2 up. So a 3d bid there

shows 3424, not 2434. With a doubleton club, do not zoom past 3nt unless you have a monster hand with only 1 control. Also, the sequence for (4333) is slightly different, so that spades can be right-sided where possible. See the flat hand relay section for details.

3. In cases where 3s and 3nt were reversed to allow 3nt as a relay, these steps are “unreversed” (they come in the natural order) in the 2-up track.
4. Other things, such as stopper-asking breaks and the 4d end signal, still apply. In fact the 4d signal is all the more useful, since hands with 1 control can have between 5 and 15 high card points. 3nt by opener cannot be pulled, and reverse relays are on, but only the 4-shape RR. Try not to zoom past 3nt without a known fit. If you are lucky enough to have a semi-positive reverse relay auction that starts to head slamwards, opener starts showing controls at 6 and cannot have more than 9 (remember, no RR with a singleton honor—so the best you can have is AK in each of your three long suits).
5. Making a semi-positive has a great effect on Josh’s law, since hands with two controls are limited to 7 HCP, and if a hand has no controls, denial cuebidding obviously starts at queens.

### ***Interference over 1c:***

The ways we handle this depends on the form and level of the interference, as well as what it shows. Here is how we deal with natural interference directly over 1c.

#### **Bid over 1c:**

1c - (double) - ...

1d = 0-4 HCP, ends all relaying.

Redouble = 5-7 HCP, 4+ clubs, interest in penalizing the opponents in whatever the double showed, especially in clubs. Opener can bid 1d to start relaying if he wants, on the positive track.

Pass = 5-7 HCP or an ace, no interest in playing 1cXX. Opener can redouble to suggest playing 1cXX anyway, or 1d to start relaying on the positive track.

Everything else as though there was no interference.

1c – (1d) - ...

Pass = 5-7 HCP, or an ace. Opener can double 1d to relay, on the positive track.

Double = 0-4 HCP, ends all relaying

Everything else as though there was no interference.

1c – (1h) - ...

Pass = Would have bid 1d.

Double = Would have bid 1h.

Everything else as though there was no interference.

If the overcall over 1c is higher than 1h, relaying is off.

1c – (1s/2c/2d) -...

Pass = Either 0-4 HCP, or 5-7 Unsuitable for cuebid or double, or any hand with a penalty pass of the overcall.

Double = 5-7 HCP with three or four cards in the opponents suit, usually a flattish hand with penalty interest, or a game forcing balanced hand without the opponents' suit well stopped (show that by cuebidding next round). Can also be a better balanced hand with their suit stopped, if you are hoping your double gets passed.

Cuebid = GF, takeout, promises decent support for unbid majors, may be a little offshape regarding the minors.

Suit Jump = 5-7 HCP with at least six cards in the suit (can be a good five).

All other bids are natural and game forcing, including notrump.

As higher overcalls put even more pressure on us, we lose the ability to show semi-positive hands so easily, and thus may stretch on the game forcing bids.

1c – (2h/2s) -...

Pass = Either nothing to say or a penalty pass.

Double = Card showing, 6-8 hcp usually, more if no good bid.

Cuebid = Looking for a stopper for 3nt. (i.e. no suit to bid, but GF, takeout oriented).

Suit Jump = Leaping Michaels, 4M cue = minors with normal implications.

Bid = Natural and game forcing.

1c – (3c/3d/3h/3s) -...

Pass = Either nothing to say or a penalty pass.

Double = Takeout oriented and game forcing.

Cuebid = Huge hand, takeout.

Suit Jump = Game forcing, a suit playable opposite no support.

Bid = Natural and game forcing.

1c – (4c+) -...

Pass = Either nothing to say or a penalty pass.

Double = Game values, cooperative/optional.

Cuebid = Huge hand, takeout.

Notrump = Huge two-suiter.

Bid = Natural.

Notes about auctions with natural interference:

1. All doubles by either player are takeout in non-game forcing auctions, unless otherwise noted.
2. If fourth hand bids, good/bad 2nt applies to opener since he is still unlimited.
3. If responder passes over interference at any level, a suit bid by opener at the lowest level is not forcing.

### **1c-(p)-1d-(1x)-**

Pass is forcing, could be a penalty pass. NOT a relay.

Double is takeout

1N shows 17-19(& usually a source of tricks),

2N shows 22-23 (& a source of tricks),

suits are natural,

jump shifts are game forcing.

Cue is big 2/3 suit takeout

Jump cue-bid is NATURAL(PSYCH EXPOSER)

Double then Jump cue-bid asks for stopper.

Note: the 1C bidder is very aggressive with a 5 card major; he MUST bid his suit below 2N if it is decent. Therefore, the 1D bidder should cut him some slack before advancing, as a really good hand would start with a double.

1c-(p)-1d-(x)-... if the double shows diamonds, use above, with redouble instead of pass and pass instead of double. If the double is artificial we just play bids are natural and jumps are strong. If the double shows one or more known suits, cue is takeout and jump-cue is psych-exposer (XX then jump-cue asks for stopper).

### **Interference in Relay Auctions:**

Interference in our relay auctions can often be a good thing for us since it can actually add one or two extra steps to our relay (through judicious use of passing, doubling, and redoubling). Our rule is that we keep the relays on so long as we have lost no more than two steps. The easiest way to remember is that they are off if the opponent's bid has taken a full level of bidding. So 1c (p) 1h (2d), relays on, 1c (p) 1h (2h), relays off. When the relays are off we have no particular rules governing the rest of the auction, but bids are as natural as can reasonably be expected (given that responder for his 1h bid could have 0-7 in any of the other suits).

When the interference is in front of responder, pass is the first relay step, double/redouble is the second, the next bid is the third, etc. (PODI/PORI). If responder passes (to show the first relay step), opener can double/redouble as the relay.

When the interference is in front of the opener, pass is the relay, double/redouble is an attempt to cash in. Responder won't normally overrule this, but if he does the relays continue, but a singleton or void is assumed in the suit responder pulled from (this is not to say responder should necessarily pull with a singleton or void) so relay steps showing 2+ in that suit are skipped.

## 1D Opening:

### 1d -...

- 1h: 5+ HCP, 4+ hearts.
- 1s: 5+ HCP, 4+ spades.
- 1nt: 7-11 HCP, natural.
- 2c: 5+ clubs (rarely four), game forcing.
- 2d: 4+ diamonds, constructive (7-10).
- 2h: Either good 11 to 13 balanced, or game forcing with 5+ diamonds.
- 2s: Either weak with both minors, or limit (11-13) with just diamonds.
- 2nt: 14-16 HCP or 19+, natural.
- 3c: Invitational, 6+ clubs.
- 3d: Preemptive, 5+ diamonds.
- 3h: Splinter (usually 6+diamonds).
- 3s: Splinter (usually 6+diamonds).
- 3nt: 17-18 HCP, natural.
- 4c: Splinter (usually 6+diamonds).
- 4d: Preemptive.
- 4M: To play.

### 1d – 1h – ...

- 1s: 4+s, may be balanced.
- 1nt: 11-13 or 13-15, depending on notrump range. Singleton is possible in partner's suit.
- 2c: 4+c, 4+d, usually clubs longer or equal to diamonds. Don't give a false preference on 2-3.
- 2d: 5+d, usually 6+. Denies the ability to make a stronger diamond showing bid.
- 2h: Normal raise.
- 2s(artificial relay to 2nt) – 2nt(forced) -...
  - 3c: 4 hearts, 0-1 spades, invitational.
  - 3d: 5x6x, maximum values, not forcing.
  - 3h: 4 hearts, 0-1 clubs, invitational.
  - 3s: 4 hearts, 1 spade, game forcing.
  - 3nt: 4 hearts, 1 club, game forcing.
- 2nt: 6 diamonds, 0-2 hearts, maximum values, not forcing.
- 3c: xx55, maximum values, not forcing.
- 3d: x36+x, maximum values, not forcing.
- 3h: 4 hearts, maximum values, denies shortness unless it is a singleton honor.
- 3s: 04xx, game forcing.
- 3nt: To play, probably a long running diamond suit.
- 4c: x4x0, game forcing.
- 4d: x4+6+x, game forcing.
- 4h: 1561 max.

### 1d – 1s -...

- 2c: 4+c, 3+d, 8+ total, usually clubs longer or equal to diamonds. Don't give a false preference on 2-3.
- 2d: 5+d, may not have a good rebid on a 5 card suit, usually 6+.
- 2h: A "Good Raise" to 2s. Since we open so aggressively this is used when your hand is not quite good enough to force to the 3 level, but you don't want partner to play you for your usual 10 HCP. Over this bid 2s is to play, 2N asks shortness (3d = 3 card raise and can be passed, 3s = no shortness) and other bids are natural game tries that cannot be passed.
- 2nt(artificial relay to 3c) – 3c(forced) -...
  - 3d: 6 diamonds, 0-2 spades, maximum values, not forcing.
  - 3h: 4 spades, 0-1 hearts, invitational.
  - 3s: 4 spades, 0-1 clubs, invitational.
  - 3nt: 4 spades, 1 heart, game forcing.
  - 4c: 4 spades, 1 club, game forcing.
- 3c: xx55, maximum values, not forcing..
- 3d: 3x6x, maximum values, not forcing.
- 3h: x56x, maximum values, not forcing.
- 3s: 4 spades, maximum values, denies shortness unless it is a singleton honor.
- 3nt: To play, probably a long running diamond suit.
- 4c: 4xx0, game forcing.
- 4d: 4+x6+x, game forcing.
- 4h: 40xx, game forcing.
- 4s: 5161, max.

### 1d – 1h – 1s -... and 1d – 1h/1s – 1nt -...

- 2c: Forces a 2d bid (opener can rarely break after 1d 1h 1s 2c with extreme distribution). Then 2h, 2s, 3c, and 3d are invitational. 2M may be rebid with only 5 cards as 3M is bid normally on 6. Using 2c to force 2d, then bidding 2N or 3N offers a choice of contracts with exactly 5 cards in your shown major.
- 2d: Artificial game forcing relay.
- 2h(or 1d 1s 1nt 2s): Weak, signing off.
- 2nt (or 1d 1h 1s/1nt 3h, or 1d 1s 1nt 3s): Natural and invitational
- 3c: Weak, signing off.
- 3d, 3h, 3s: Natural and slammish.

### 1d – 1h – 1nt – 2d -...

- 2h: x3xx, now 2s relays.
  - 2n: (3334), 3c relays, responses 3334, 3343, 4333 min.

- 3c: (4432), 3d relays, responses 2344, 4324, 4342.
- 3d: 2335.
- 3h: 2353.
- 3s: 3325.
- 3n: 3352.
- 2s: Doubleton honor in hearts, now 2nt relays, with responses as below.
- 2n: 31xx, now 3c relays with responses 3145, 3154 min, 3154 max.
- 3c: (4432) with a doubleton heart, 3d relays, responses 3244, 4234, 4243.
- 3d: 2245.
- 3h: 2254.
- 3s: 3235.
- 3n: 3253.

That and the following relay auctions are followed by a min/max ask if there is room below 3nt (much more important when showing an unbalanced pattern, since the range for those is 10-15). After that (or if there is not room), responder can set trumps and bid RKC as follows: 4c, 4h, 4s and 4nt are RKC in the four suits in the order specified below. Responses are 1430. Follow-ups are like DCB, not like regular keycard. Order of priority of showing cards is: trump queen (if not already shown/denied), then side-suit kings from longest side suit to shortest, then side queens, etc. Note that when trumps are set, that WILL be the trump suit unless responder places the contract at 6nt or higher. That way responder can skip one or more steps to save room in asking about, say, the 3rd card in the list. As usual, singletons are not scanned, and Josh's law applies.

What is the RKC suit order? In the NMF relay, the order goes like this:

1. Responder's major.
2. Opener's longer minor. If tied, then clubs (mnemonic: cheapest game order).
3. The other minor. If tied, then diamonds.
4. The other major.

After 1d-1h-1s, however, the ask order is just in order of opener's shown lengths in those suits, with ties broken by cheapest game order. The rationale is that in this auction, it's totally unclear which suits are the most likely fits, so you might as well go by whatever opener has shown.

Important note: even if opener shows a true spade-diamond reverser as in the 1c structure (1d-1h-1s-2d-2h-...), we still use these RKC asks, not DCB.

A word about 4d: Note that 4d is not one of the RKC options. 4d is needed for responder to sign off in game. So it acts like the end signal, but opener is not allowed to pull it—he must bid 4h. However, if bidding (or passing) 3nt was available to responder, and he instead bids 4d (forcing 4h) and then 4nt, that is invitational to slam. Note that if the auction ends low enough, there might be room for an RKC ask below 3nt. In that case, all the suits get shifted down; in general, the cheapest step which is not in the set {min/max ask, 3nt, 4d} is RKC in suit 1, with the higher steps corresponding to other suits in the order above.

### **1d - 1s - 1n - 2d -...**

- 2h: 3xxx, now 2s relays.
  - 2n: 3(334), 3c relays, responses 3334, 3343, 3433 min.
  - 3c: 3(442), 3d relays, responses 3244, 3424, 3442.
  - 3d: 3235.
  - 3h: 3253.
  - 3s: 3325.
  - 3n: 3352.
- 2s: Doubleton honor in spades, now 2nt relays, bid as below.
- 2n: 14xx (13xx rebids 2m), now 3c relays:
  - 3d: 1444.
  - 3h: 1435.
  - 3s: 1453, min.
  - 3n: 1453, max.
- 3c: 2(443), 3d relays, responses 2344, 2434, 2443.
- 3d: 24(52), now 3h relays, responses 2425, 2452.
- 3h: 22(45), now 3s relays, responses 2245, 2254.
- 3s: 2335.
- 3n: 2353.

### **1d - 1h - 1s - 2d -...**

- 2h: 4x5+x, now 2s relays with responses as in the strong club structure.
- 2s: Balanced, now 2nt relays with responses as follows.
  - 3c: 4234 or 4333, separate in that order over 3d (note: 4333 is strong spades).
  - 3d: 4243.
  - 3h: 4324.
  - 3s: 4342 minimum (in context).
  - 3nt: 4342 maximum.
- 2nt: 4xx5, now 3c relays with responses 4135, 4225 min, 4225 max.
- 3c: 4144.
- 3d: 4045.
- 3h: 4054 minimum.

### **1d - 1h/1s - 3c -...**

- 3d: Natural preference, not forcing (discouraging if anything, opener generally passes).
- 3h/3s: If responder rebids his major, it is natural and forcing showing 6+. If responder bids the other major, it is ostensibly a try for 3nt asking for a tidbit in that suit. However, if responder then pulls 3nt, or does something strong sounding over other bids, he shows his rebid was an advance cuebid in support of one of opener's suits.
- 4c/4d: Natural slam try in support of opener, but suggesting the lack of ability to cuebid in the unbid major.



### **1d – 1h – 2nt, or 1d – 1s – 2nt – 3c – 3d -...**

- 3c: Natural with 5+ clubs, forcing.
- 3d: Natural preference, not forcing (discouraging if anything, opener generally passes).
- 3h: Natural and forcing no matter which major you originally responded in.
- 3s: If responder bid 1h, this is ostensibly a try for 3nt asking for a tidbit in spades. However, if responder then pulls 3nt, or does something strong sounding over other bids, he shows his rebid was an advance cuebid in support of diamonds. If responder bid 1s, this is natural and forcing.
- 4c: A cuebid in support of diamonds.
- 4d: Natural slam try, probably no club cuebid to make.

### **1d – 1h – 2s – 2n – 3d or 1d – 1s – 3h -...**

- 3h: Natural and forcing, may be geared toward reaching 3nt.
- 3s: If responder bid 1h, this is a natural preference, not forcing (discouraging if anything, opener generally passes). If responder bid 1s, this is natural and forcing, may be geared toward reaching 3nt.
- 4c: A cuebid in support of opener's major.
- 4d: Natural slam try in support of diamonds.

### **1d – 1h/1s – 3d -...**

- 3h/3s: If responder rebids his major, it is natural and not forcing, to play. If responder bids the other major, it is ostensibly a try for 3nt asking for a tidbit in that suit. However, if responder then pulls 3nt, or does something strong sounding over other bids, he shows his rebid was an advance cuebid in support of either diamonds or his major.
- 4c: A cuebid setting the major as trump, and suggesting the lack of ability to cuebid in the other major.
- 4d: A natural slam try in support of diamonds, and suggesting the lack of ability to cuebid in the other major.

### **1d – 2c -...**

- 2d: 5+ diamonds, may or may not have extra values, may or may not have a 4-card major. Responder must now bid a four-card major if he has one, or 2nt if he can stand to declare notrump, or 3m if none of these apply.
- 2h: Any weak notrump.
- 2s: Courtesy raise of clubs.
- 2nt: 4441, minimum.
- 3c: Good raise of clubs.
- 3d: Maximum, good 6-card suit.

- 3h/s: 0-1 hearts/spades, club support, maximum.
- 3nt: 4441, maximum.

### 1d – 2h - ...

- 2s: Asks responder to bid 2nt with the invitational notrump hand, or whatever else looks most descriptive with the game forcing diamonds hand. 3C by responder would tend to show 5-4, as with 4-5 he would usually respond 2c. If responder bids 2nt then opener's rebid of 3m = NF, 3M = natural and forcing.
- 2nt: Essentially the same as 2s, asks responder to pass with the invitational notrump hand, or bid whatever looks most descriptive with the game forcing diamonds hand. Note, the choice between 2s and 2nt is primarily based on an attempt to rightside the notrump contract.
- 3c: Natural and game forcing, showing primary clubs. Responder bids 3nt with the balanced hand, or bid a major to ask for help in the other. With the game forcing diamonds hand, he can bid 3nt also, 3d to try to play in diamonds again, and otherwise makes a cuebid for clubs or raises. Bidding a major may be a try for 3nt, or a cuebid for clubs.
- 3d: Natural and game forcing, showing primary diamonds. Responder can bid 3nt with the balanced hand, or a major to ask for help in the other. With the game forcing diamonds hand he can also bid 3nt, and otherwise cuebids or raises. Bidding a major may be a try for 3nt, or a cuebid for diamonds.
- 3h: Shortness. With the balanced hand, responder can bid 3nt, 4d (not forcing), or 5d. With the game forcing diamonds hand, responder can also bid 3nt or 5d if minimum and ill fitting, but otherwise is expected to cuebid.
- 3s: Shortness. With the balanced hand, responder can bid 3nt, 4d (not forcing), or 5d. With the game forcing diamonds hand, responder can also bid 3nt or 5d if minimum and ill fitting, but otherwise is expected to cuebid.
- 3nt: To play, assuming the notrump hand opposite. Responder also passes with the game forcing diamonds hand unless he holds significant extra values (something like a good looking 16 at least).

### 1d – 2s - ...

- 2nt: Interest in game opposite the diamond raise.
  - 3c: Sorry, pass or correct.
  - 3d: 6+ diamonds, no major shortness.
  - 3h: 31 in majors, looking for the right game (including 4s).
  - 3s: 13 in majors, looking for the right game (including 4h).
- 3c: No interest in game, clubs preferred to diamonds.
- 3d: To play, regardless of which hand type responder has.

## 1H Opening:

### 1h -...

- 1s: Exact same as a forcing 1nt response, may contain up to 4 spades.
- 1nt: 5+ HCP, 5+ spades, one round force.
- 2c: 3(2)+ clubs, game forcing.
- 2d: 4+ diamonds, game forcing.
- 2h: 7-10 HCP, 3-4(5) hearts.
- 2s: 6+ spades, decent suit, constructive values (7-9).
- 2nt: 4+ hearts, game forcing.
- 3c: 6+ clubs, invitational.
- 3d: 6+ diamonds, invitational.
- 3h: 4-5 hearts, limit.
- 3s: 0-1 spades, 4+ hearts, about 13-16 points in support.
- 3nt: Choice of games.
- 4c: 0-1 clubs, 4+ hearts, about 13-16 points.
- 4d: 0-1 diamonds, 4+ hearts, about 13-16 points.
- 4h: Normal, can be a little stronger and/or less shapely than in more common systems.
- 4s: To play.
- 4nt: Regular Blackwood.

### 1h – 1s -...

- 1nt: Either balanced, or 4+ clubs.
- 2c: 4+ diamonds, tends to deny 6 hearts.
- 2d: 6+ hearts.
- 2h: 4 spades, 5-6 hearts.
- 2s: Artificial relay, promises a maximum 6-4 hand.
  - 2nt: Relay, shows game interest but does not promise a rebid.
    - 3c: x6+x4.
    - 3d: x6+4x.
    - 3h: 46+xx.
    - 3s: 56+xx.
  - 3h: To play.
- 2nt: 6+ hearts, maximum, suggesting a notrump contract.
- 3c: 5+ clubs, maximum.
- 3d: 5+ diamonds, maximum.
- 3h: 6+ hearts, maximum.

### 1h – 1nt – 2x –

Over any of openers 2 level rebids, 2S is an artificial GF. If the rebid was 2H then the relay structure below is used, otherwise bid as naturally as possible.

- over 2H: 2s: (artificial game forcing relay) -...
  - 2nt: 4 clubs. Over that, 3c and 3h set trumps, 3s shows six or more spades, and game bids are signoffs.
  - 3c: 4 diamonds. Over that, 3d and 3h set trumps, 3s shows six or more spades, and game bids are signoffs.
  - 3d: 1633, or 26(32) with no top spade honor. Over that, 3h sets trumps, 3s shows six or more spades, and game bids are signoffs.
  - 3h: 26(32) with a top spade honor. Over that, 3s sets trumps, 4c and 4d are cuebids setting hearts as trumps, and game bids are signoffs.
  - 3s/4c/4d: 7 or more hearts, with shortness in the bid suit. 4c and 4d are cuebids setting hearts as trumps, 4nt is RKC in hearts, and game bids are signoffs.
  - 3nt: 2722, 12-14 HCP. 4c and 4d set hearts as trump, 4nt is RKC in hearts, and game bids are signoffs.
  - 4h: 2722, 9-11 HCP. 4s is to play, 4nt is RKC in hearts.
- 2nt: nat, INV
- 3m: nat, INV
- 3h: nat, INV
- 3s: nat, INV

### Special Sequences after 1h opening:

1h – 1nt – 2s – 3h: invitational 53xx

1h – 1nt – 2c/2d/2h – 2s: Artificial game force, kind of like fourth suit forcing. If the rebid was 2h, opener responds using the previously mentioned relay.

1h – 2c – 3d: 0-1 diamonds, 4+ clubs, extra values.

1h – 2c/2d – 2h: Either 6+ hearts, or a “punt” with no great bid.

1h – 2c/2d – 3h: Good enough hearts to play for zero or one losers opposite a singleton.

1h – 2d – 3c: Either 5+ clubs or extra values.

1h – 2c/2d – 2s: Does not promise extra values.

1h – 2h – 2s: Shows the desire to make a short suit game try in any suit. Responder generally relays with 2nt and opener bids his short suit (3h with short spades). If responder bids 3h directly, he shows that he would reject any short suit game try. If responder would accept all short suit game tries, and has no king or queen in any side suit (so only aces or empty suits, potentially jacks) then he bids 3s, and opener can bid 3nt to hear the cuebid of an ace. If he would accept all tries but lacks such a hand, responder can simply bid 4h.

1h – 2h – 2nt: Help suit game try in spades.

### 1h – 2nt -...

- 3c: Minimum (10-13), but see 4h below.
  - 3d: Relay, but only ask if you really want to know.
    - 3h: Any singleton or void. 3s relays (HML).
    - 3s: 4522, good spades.

- 3nt: 6-7 hearts, no shortness.
  - 4c: 2524, good clubs.
  - 4d: 2542, good diamonds.
  - 4h: Only 5 trumps, no good 4-card side suit.
- 3h: Asking for a singleton (responses NHML).
- 4h: Signoff.
- Other: Cuebid.
- 3d: Max, no singleton or void.
  - 3h: Relay, responses same as after 1h-2nt-3c-3d.
  - 4h: Signoff.
  - Other: Cuebid.
- 3h: Max, short spades.
- 3s: Max, short diamonds.
- 3nt: Max, short clubs.
- 4c: Max, good 5-card club suit.
- 4d: Max, good 5-card diamond suit.
- 4h: Max, good 5-card spade suit (and hence 6+ hearts).

The general principle is: when showing a suit, bid it naturally (with substitution principle if necessary); but when showing shortness, bid high/middle/low instead.

#### **Pass – 1h -...**

- 1s: Natural, 4+ cards.
- 1nt: Not particularly forcing.
- 2c: 3-card Reverse Drury, but only shows constructive values (8+) since we open light.
- 2d: 4-card (or more) Reverse Drury.
- Jump shifts: Fit-showing. Not forcing.
- 2nt: Don't bid this.
- 3h: Preemptive, but be careful since opener might have only 4.

#### **In GCC events**

Kaplan inversion is off, so the following apply: 1h-1s is natural, 1h-1nt is semi-forcing, 1h-2s is a strong jump shift (Soloway style). After 1h-1s-2c, 2d is artificial (invitational or better) and 3 of any suit is natural and game forcing, similar to 1d-1M-2c.

## 1S Opening:

### 1s -...

- 1nt: Semi-forcing. Opener is expected to pass with a balanced minimum.
- 2c: 3(2)+ clubs, game forcing.
- 2d: 4+ diamonds, game forcing.
- 2h: 5+ (rarely 4) hearts, game forcing.
- 2s: 7-10 HCP, 3-4(5) spades.
- 2nt: 4+ spades, game forcing.
- 3c: 6+ clubs, invitational.
- 3d: 6+ diamonds, invitational.
- 3h: 6+ hearts, invitational.
- 3s: 4-5 spades, limit.
- 3nt: Choice of games.
- 4c: 0-1 clubs, 4+ spades, about 13-16 points.
- 4d: 0-1 diamonds, 4+ spades, about 13-16 points.
- 4h: 0-1 hearts, 4+ spades, about 13-16 points.
- 4s: Normal, can be a little stronger and/or less shapely than in normal systems.
- 4nt: Regular Blackwood.

### 1s – 1nt – 2c (Either balanced, or 4+ clubs) –

- 2d: requests opener bid 2h for: 6+ hearts attempting to sign off, or invitational with a good (8-11) 2 card spade raise (2s), or a club raise and a NT hand (2nt), or good club raise (3c), or x5+5+x inv (3d), or 26xx inv (3h), or 36xx inv (3s).
- 2h: 2 spades and 5+hearts, NF.
- 2s: Weak preference; please don't make a game try over this.
- 2nt: Invitation to 3nt without good club support.
- 3c: "Courtesy" club raise.
- 3d: Natural and weak.
- 3h: Fit showing, 5+H, 4+C, invitational.
- 3s: 3-card limit.

### Special sequences after 1s opening:

1s – 2c – 2d: 4+ hearts. Now 2h by responder is a relay, and opener continues as in TOSR ("max" = 14+, at least 4 controls). Note the following changes, however:

1s – 2c – 2d – 2h – 2s (was "5-5"; now "5-5 or a void") – 2nt –...

- 3c: High (diamond) shortage, as before.
- 3d: Was (65)11; now, specifically 6511 since with 5611 we'd open 1h.
- 3h: 5521.
- 3s: 5530.
- 3nt: Was 5620; now, however, 5440 (5404 if preceded by 3c).
- 4c+: 6520, as before.

1s – 2c/2d – 2h: Either 6+ spades, or a “punt” with no great bid. Responder can bid 2s (only with 2+spades), if so opener bids 3s with 6+ spades, or makes the most natural looking bid otherwise.

1s – 2c – 2s: 4+ diamonds.

1s – 2d – 2s: 4+ hearts.

1s – 2d – 3c and 1s – 2h – 3c/3d: Either 5+ of the bid suit, or extra values.

1s – 2c – 3d/3h and 1s – 2d – 3h: 0-1 of the bid suit, 4+ of responder’s suit, extra values.

1s – 2c – 3s: Good enough spades to play for zero or one losers opposite a singleton.

1s – 2s – 2nt: Shows the desire to make a short suit game try in any suit. Responder generally relays with 3c and opener bids his short suit (3s with short clubs). If responder bids 3s directly, he shows that he would reject any short suit game try. If responder would accept all short suit game tries, and has no king or queen in any side suit (so only aces or empty suits, potentially jacks) then he bids 3nt, and opener can bid 4c to hear the cuebid of an ace. If he would accept all tries but lacks such a hand, responder can simply bid 4s.

### 1s – 2nt -...

- 3c: Minimum (10-13), but see 4s below.
  - 3d: Relay, but only ask if you really want to know.
    - 3h: Any singleton or void. 3s relays (HML).
    - 3s: 5(422) with a bad side suit.
      - 3nt: To play.
      - 4c: Relay for side suit, responses natural.
    - 3nt: 6-7 spades, no shortness.
    - 4c: 5224, good clubs.
    - 4d: 5242, good diamonds.
    - 4h: 5422, good hearts.
    - 4s: 5(332).
  - 3h: Asking for a singleton (responses NHML).
  - 4s: Signoff.
  - Other: Cuebid.
- 3d: Max, no singleton or void.
  - 3h: Relay, responses same as after 1s-2nt-3c-3d.
  - 4s: Signoff.
  - Other: Cuebid.
- 3h: Max, short hearts.
- 3s: Max, short diamonds.
- 3nt: Max, short clubs.
- 4c: Max, good 5-card club suit.
- 4d: Max, good 5-card diamond suit.
- 4h: Max, good 5-card heart suit.
- 4s: Max, good 5-card heart suit and extra spade length.

The general principle is: when showing a suit, bid it naturally (with substitution principle if necessary); but when showing shortness, bid high/middle/low instead.

**Pass – 1s -...**

- 1nt: Not particularly forcing.
- 2c: 3-card Reverse Drury, but only shows constructive values (8+) since we open light.
- 2d: 4-card (or more) Reverse Drury.
- Jump shifts: Fit-showing. Not forcing.
- 2nt: Don't bid this.



## **1NT Opening (14-16 or 15-17):**

### **1nt -...**

- 2c: Stayman, does not promise a four card major.
- 2d: Transfer to hearts.
- 2h: Transfer to spades.
- 2s: Transfer to clubs, any strength.
- 2nt: Diamonds, or a weak hand with both minors.
- 3c: Asking for a 5-card major, or splinter.
- 3d: 5-5 or longer in the majors, game forcing.
- 3h: 5-5 or longer in the majors, invitational.
- 3s: 5-5 or longer in the minors, game forcing.
- 3nt: To play.
- 4c: Gerber (responses are 1 or 4, 0 or 3, 2 with a minimum, 2 with a maximum).
- 4d: Transfer to hearts.
- 4h: Transfer to spades.
- 4s: Quantitative, 4-4 or longer in the minors
- 4nt: Quantitative.

### **1nt – 2c – 2d -...**

- 2h: Weak, 4+4+xx.
- 2s: Light invite with 5+ spades (this is also how to bid 54xx invitational).
- 2nt: Invitational, does not guarantee a major.
- 3c: Natural and forcing.
- 3d: Natural and forcing.
- 3h: Showing 5+4xx, forcing, what we might have is another story entirely.
- 3s: 45+xx, forcing.
- 3nt: Duh.
- 4c+: Same as directly over 1nt.

### **1nt – 2c – 2h -...**

- 2s: Light invite with 5+ spades.
- 2nt: Invitational, does not promise 4 spades.
- 3c: 4xx5+, forcing.
- 3d: 4x5+x, forcing.
- 3h: Invitational.
- 3s: At least game forcing, sets hearts as trumps with an unspecified shortness. (3nt is relay to find out, responses HML, 4h over that shows short clubs, 4s shows short clubs and a hand too good to risk having 4h passed.).
- 3nt: Guarantees 4 spades; pass or correct to 4s.
- 4c: 1430 roman keycard Blackwood for hearts.

- 4d: Quantitative, promises 4+ hearts.
- 4h: To play.
- 4s: Quantitative with 4 spades, denies 4 hearts.
- 4nt/5c/5d: 0314 exclusion keycard Blackwood (4nt shows a spade void).

### 1nt – 2c – 2s -...

- 2nt: Invitational, does not promise 4 hearts.
- 3c: x4x5+, forcing.
- 3d: x45+x, forcing.
- 3h: At least game forcing, sets spades as trumps with an unspecified shortness. (3s is relay to find out, responses HML).
- 3s: Invitational.
- 3nt: To play. “Guarantees” 4 hearts, but who cares?
- 4c: 1430 roman keycard Blackwood for spades.
- 4d: Quantitative, promises 4+ spades.
- 4h: Quantitative, 4 hearts, not 4 spades.
- 4s: To play.
- 4nt/5c/5d: 0314 exclusion keycard Blackwood. (4nt excl of H)

### 1nt – 2d -...

- 2h: Fewer than 4 hearts.
  - 2s: 45xx, invitational.
  - 3s: At least game forcing, undisclosed shortness somewhere. (3nt asks, responses HML, 4h over that shows club shortage, 4s is club shortage and a hand too good to risk having 4h passed.)
  - 4c: 1430 RKC for hearts.
  - 4d: Balanced slam try, exactly 5 hearts.
- 2s: Max, 4+ hearts, weak doubleton somewhere.
  - 2nt: Asking for doubleton, responses HML.
  - 3d: Re-transfer.
- 2nt: Max, 4+ hearts, concentration of values in spades.
  - 3d: Re-transfer.
- 3c: Max, 4+ hearts, concentration of values in clubs.
  - 3d: Re-transfer.
- 3d: Max, 4+ hearts, concentration of values in diamonds.
  - 3h: To play.
  - 4d: Re-transfer.
- 3h: Min, 4+ hearts.

### **1nt – 2h -...**

- 2s: Fewer than 4 spades.
  - 3h: At least game forcing, undisclosed shortness somewhere. (3s asks, HML.)
  - 4c: 1430 RKC for spades.
  - 4d: Balanced slam try, exactly 5 spades.
- 2nt: Max, 4+ spades, weak doubleton somewhere.
  - 3c: Asking for doubleton, responses HML.
  - 3d: Re-transfer.
- 3c: Max, 4+ spades, concentration of values in clubs.
  - 3h: Re-transfer.
- 3d: Max, 4+ spades, concentration of values in diamonds.
  - 3h: Re-transfer.
- 3h: Max, 4+ spades, concentration of values in hearts.
  - 3s: To play.
  - 4h: Re-transfer.
- 3s: Min, 4+ spades.

### **1nt – 2s -...**

- 2nt: Bad hand for clubs.
- 3c: Good hand for clubs. After either one:
  - 3c: To play.
  - 3d: Natural, exactly 4 cards.
  - 3M: Shortage, at least GF. Definitely tends to suggest 6+ clubs and precisely 3 cards in the other major.
  - 3nt: To play.

### **1nt – 2nt -...**

- 3c: Bad hand for diamonds.
- 3d: Good hand for diamonds. After either one:
  - Pass/3d: To play.
  - 3M: Shortage, at least GF. Definitely tends to suggest 6+ diamonds and precisely 3 cards in the other major.
  - 3nt: To play.

### **1nt – 3c -...**

- 3d: No 5-card major.
  - 3h: 31(54) or maybe 3055, at least game forcing.
  - 3s: 13(54) or maybe 0355, at least game forcing.
  - 3nt: To play.
- 3h: 5 hearts.

- 3s: Slam try, hearts agreed. Do this if you want to bid RKC for hearts, since a direct 4nt is not RKC.
- 3nt, 4h: To play.
- 4m: Cuebid for hearts.
- 4s: Um, don't torture your partner.
- 4nt: Natural pick-a-minor-ish invite.
- 3s: 5 spades.
  - 3nt, 4s: To play.
  - 4m: Cuebid for spades.
  - 4h: Slam try, spades agreed. Typically this means you want to bid RKC over partner's expected 4s, since a direct 4nt would not be RKC.
  - 4nt: Natural pick-a-minor-ish invite.

### **1nt – 3d -...**

- 3M: Preference. By far the most common response.
- 3nt: Highly discouraging, values concentrated in the minors. Non-forcing.
  - 4nt: Invitational. This the one auction in which responder's 4nt advance is not Blackwood.
- 4m: Excellent fit for at least one major; shows ace of bid suit and denies ace in other minor.
- 4M: Excellent fit for bid suit and both minor suit aces.

In all of these auctions, responder's advance of 3nt or 4M is non-forcing. 4m shows shortness and is a definite slam try; 4nt is 1430 double-keycard, except over 3nt as noted above.

## 2C Opening:

1. 5-card major okay if weak (9-12)
2. 5 diamonds always okay

## 2c -...

- 2d: Invitational or better relay.
- 2M: Non-forcing constructive.
- 2nt: Relay to 3c for weak raise or game-forcing two-suiter. Over 3c:
  - Pass: To play.
  - 3d: 5+5+xx.
  - 3h: x5+5+x.
  - 3s: 5+x5+x.
- 3c: Invitational (to 3nt, usually).
- 3d, 3h, 3s: Natural and game-forcing, promises a good 6-card suit.
- 3nt: To play.
- 4c: Weak.
- 4d: RKC.
- 4M: To play.

## 2c – 2d - ...

- 2h: 4cM, any strength
- 2s: extra values, not NT-ish, requires shortness somewhere.
- 2n: NT-ish, max
- 3c: any min with no 4+M
- 3d: 5H/6+C (min by definition)
- 3h: 5S/6+C (min by definition)
- 3s: 7+ solid clubs, no keys on the side (4C asks cue outside strength, 4d asks short),
- 3nt: max, 6+C 5D (maybe 4 really chunky ones??)

## 2c – 2d – 2h - ...

- 2s: relay, promises either a GF hand or inv with 4 spades
- 2nt: NF inv with no major, usually asking for good clubs
- 3c: inv with 4 hearts
- 3d/h/s: nat 5 card suits, forcing to game

## 2c – 2d – 2h – 2s - ...

- 2nt: 4 spades (now GF). 3c relay:
  - 3d: min. 3h relay, bad clubs, good clubs hi short, good clubs lo short.
  - 3h: max, bad clubs.
  - 3s: max, good clubs, hi short. 4c relay, 4126 4036, 4027.

- 3nt: max, good clubs, lo short. 4c relay.
- 4c: max, good clubs, 4117.
- 3c: 4 hearts, min, non-forcing. 3d relay:
  - 3h: bad clubs. 3s relay, hi short, lo short.
  - 3s: good clubs, hi short. 4c relay.
  - 3nt: good clubs, lo short. 4c relay.
- 3d: 4 hearts, max, bad clubs. 3h relay:
  - 3s: hi short. 4c relay.
  - 3nt: lo short. 4c relay.
- 3h: 4 hearts, max, good clubs, hi short. 3s relay, 1426, 0436, 0427.
- 3s: 4 hearts, max, good clubs, lo short. 4c relay.
- 3nt: 1417, max, good clubs.

### 2c – 2d – 2s - ...

- 2nt: Relay.
  - 3c: 7+ C. 3d relay:
    - 3h: high short (1237, 1327, 0337).
      - 3s: relay. 1237, 1327, 0337.
      - 4c: rkc C
    - 3s: middle short (2137, 3127, 3037)
      - 4c: relay. 2137, 3127, 3037.
      - 4d: rkc C
    - 3n: low short (2317, 3217, 3307)
      - 4c: relay. 2317, 3217, 3307.
      - 4d: rkc C
  - 3d: 4D. 3h relay:
    - 3s: hi short. 4c relay, 1246, 0346, 0247.
    - 3n: lo short. 4c relay, 2146, 3046, 2047.
    - 4c: 1147.
  - 3h: 1336
  - 3s: 1136
  - 3nt: 3316
- 3c: NF.
- 3d/h/s: 5+ nat, GF.

### 2c – 2d – 2n - ...

This can only be bid on maximum hands where you lack any weak shortness. Stoppers are not required in every suit. There is no longer any mechanism in 2c-2d-2s to handle balanced hands. This bid is GF. Finally, note that this tends to show good clubs or good controls; otherwise, why not just open 1nt?

- 3c: Relay.

- 3d: 3226 or 2326. 3h relay, 2326, 3226.
- 3h: 2236 or 2227. 3s relay, 2236, 2227.
- 3s: 1336 (should have a singleton honor)
- 3nt: 3136 (should have a singleton honor)
- 3d: Stopper relay.
  - 3h: H stopped, S not stopped. 3s asks if D stopped.
  - 3s: S stopped, H not stopped.
  - 3nt: At least H+S stopped, D not necessary.
- 3M: 5 card suit, GF.
- 3nt: The most common rebid. Don't relay looking for the ultimate perfecta, remember, no shortness possible

### **2c – 2d – 3c - ...**

The generic rebid. Depending on who bid 2c, this may not even promise an opening hand.

- 3d: Relay, but definitely try to avoid this, since opener's hand will always disappoint you.
- 3M: 5 card suit, GF.

### **2c – 2d – 3c – 3d - ...**

- 3h: high short or no short. 3s relay.
- 3s: middle short. 4c relay, 3136, x1x7, 2146/3046, 3037.
- 3n: low short. 4c relay. 3316, xx17, 3307.

### **2c – 2d – 3c – 3d – 3h – 3s**

- 3n: no shortage.
  - 4c: relay, 2236, 2326, 3226, 2227.
  - 4d: rkc C
- 4c: 1336
- 4d: 1xx7
- 4h: 1246/3046
- 4s: 0337

### **2c – 2d – 3d/h - ...**

Transferring to 5-card M with 6C. Always a minimum. (Open 1M on a max)

- 3M: non-forcing.
- 3nt: to play
- Step 1: relay, 11, 20, 02.
- Step 2: rkc in C + M.

**2c – 2d – 3s - ...**

Solid suit, but enough outside to not have opened 3N. (7 solid and an ace is a 1C opener, so at most 1 ctrl outside)

- 4c: asks for outside strength (show a Q or K)
- 4d: asks for short; HMLN.

**2c – 2d – 3n - ...**

5D/6C max. Opener had the option of opening 1D, but chose not to (good clubs bad diamonds a likely reason)

- 4c: relay, 11, 20, 02.
- 4d: rkc in C + D.



## 2D Opening:

### 2d - ...

- 2h: to play. (with 4315 bid 2s over this)
- 2s: to play.
- 2nt: asking bid about opener's hand, invitational or better.
- 3c: to play.
- 3d: asking for openers better major
- 3h: preemptive
- 3s: preemptive

### 2d – 2nt -...

- 3c: any min (then 3d GF reask, 3h/s/nt as below, 4c = 4405).
- 3d: max 4405.
- 3h: max 4315.
- 3s: max 3415.
- 3n: max 4414.

After shape is revealed, i.e., 2d – 2nt – 3d/h/s/nt -...or 2d – 2nt – 3c – 3d – 3h/s/nt -...

- 4c: puppet to 4d, then
  - 4h: 1430 for hearts
  - 4s: 1430 for spades.
- 4d: 1430 for clubs

## 2M Opening:

### 2M - ...

- 2n: asking, responses when NV: (jogust)
  - 3c: 5 card suit, any quality preempt, 3d reasks, then 3h bad, 3s good
  - 3d: bad 6
  - 3h: middle 6
  - 3s: best 6
- responses when vul: (bogust) (BS/BH, GS/BH, BS/GH, GS/GH)
- 4c (or after jogust/bogust): modified rkc: Q, 1 w/o Q, 1 w/ Q, 2 w/o Q, 2 w/ Q

## 2NT Opening:

### 2nt -...

- 3c: To play.
- 3d: To play.
- 3h: Natural, forcing.
- 3s: Natural, forcing.
- 3nt: To play.
- 4c: To play.
- 4d: To play.
- 4h: Blackwood for clubs (0, 1, 1, 2, 2).
- 4s: Blackwood for diamonds (0, 1, 1, 2, 2).
- 4nt: 1430 for both minors (1, 0, 2, 2, 2).
- 5c: To play.
- 5d: To play.

## Constructive Agreements

### *Spiral Raises*

We often raise on only 3 card support for partner's major after opening 1d. It can be important to distinguish 3 from 4 card support, and among the types of hands held for each. Spiral applies by an UPH only. Note that there are bids in here that I would pretty much never expect to be used, since they indicate hands that we would routinely open 1nt with.

#### 1d – 1h – 2h – 2s

- 2nt: min, 3 card support, some undisclosed shortness (3c asks, HL; 3d to play since opener must have diamond length)
- 3c: min, 3 card support, no shortness, non-forcing (3d offer to play)
- 3d: max, 3 card support, some undisclosed shortness (3h asks, HL)
- 3h: min, 4 card support, no shortness
- 3s: max, 3 card support, no shortness (to rightside 3nt). But why didn't you just open 1nt?
- 3nt: 4 card support, singleton spade
- 4c: 4 card support, singleton club
- 4d: max, exactly 2-4-5-2
- 4h: max, 4 card support, no shortness. So why didn't you open 1nt?

#### 1d – 1s – 2s – 2n

- 3c: min, 3 card support, some undisclosed shortness (3d asks)
- 3d: min, 3 card support, no shortness
- 3h: max, 3 card support, some undisclosed shortness (3s asks)
- 3s: min, 4 card support, no shortness
- 3nt: max, 3 card support, no shortness. Yup, another 1nt opener.
- 4c: 4 card support, singleton club
- 4d: max, exactly 4-2-5-2
- 4h: 4 card support, singleton heart
- 4s: max, 4 card support, no shortness. 1nt anyone?

Note: responder's rebids in opener's minor are NF and INV. Responder's rebids in new suits are natural game or slam tries and imply 5+ of his major.

### *Reverse Drury*

p – p – 1M – p – 2c/2d – ...

2c shows 3-card support, 2d shows 4+ card support, and constructive or better values (may be as little as a good 8 HCP). Opener bids 2M to ask responder if he would be so kind as to not compete to the 3 level. Over 2c, 2d shows interest in game; note that 1s-2c-2h is natural and non-forcing.

Suit bids higher than the opening suit (or 2N after hearts were opened) are natural and have some slam aspirations. Do not hesitate to use fast arrival since non 1C openers opposite passed hands do not often have slam potential.

2s/2nt by opener (after H/S openings respectively) are SSGT's in the normal way. Complete the relay only if you would accept something.

### **Roman Keycard Blackwood**

1430 responses in general. *Exception:* responses to exclusion are always 0314.

5nt follow-up by asker confirms all key cards and interest in a grand (not just greedily trying for 6nt); responder bids his cheapest K with 1 or 2, returns to trumps with 0, or bids 6nt with all 3. If responder shows a K, opener can bid another suit to ask about that K (not show it!).

Cheapest non-signoff-looking follow-up asks for the queen of trumps. If responder has it, he tends to cuebid a king, or 6 trumps with nothing outside, or 5nt with no outside king but something else worth showing.

6x follow-up by asker confirms all key cards and interest in a grand, and asks for 3<sup>rd</sup>-round control of the bid suit. Return to 6 trumps with Jxx or worse; bid 6nt with the Q, 7 trumps with a doubleton, and raise with QJ (maybe 7nt is in the picture).

4nt – 5d (hearts are trump):

- 5h: Q ask opposite 3, to play opposite 0
  - pass: 0
  - 5s, 6c, 6d: Q and cheapest K
  - 5nt: Q and no side K
  - 6h: no Q
  - 6nt: Q and all 3 K's (if safe)

### **When is something other than 4nt RKC?**

- Responding to a preempt (not 3c), 4c is modified RKC. Responses: 0 (Q assumed if vul), 1 without, 1 with, 2 without, 2 with. The 5c continuation by responder is the appropriate ask—NOT clubs!
- When a minor is agreed at the 3-level or lower and we are in a game force, the following apply to either hand:
  - 4m = Waiting.
  - 4m+1 = RKC unless this is 4h and hearts is a playable strain.
  - 4x = Cuebid, after which 4nt by partner is now RKC.
  - 4nt = Cuebid in the one-up suit, denies ability to make any cuebid cheaper than this. Hopefully partner can take charge.



## Competitive Agreements

### **Doubles**

Doubles in competitive auctions tend not to be penalty if there is another likely logical alternative. Most low level doubles are card-showing or competitive, and maybe at best optional. 1H-p-1S-(2x)-X and 1S-p-1N-(2x)-X are takeout (but not total minimums) as are the reopening doubles if opener passes.

### **Negative Doubles**

In general, doubles are negative in the standard situations with one exception: 1d-(1h)-X shows 4+ spades, and 1s shows 0-3 spades but enough values to compete (usually without a heart stopper).

1S-(2H)-X-2S: could be only 5 cards

1S-(2H)-X-2S-2N: specifically choice of minors (since a hand with both minors and hearts stopped, and the correct values to bid 2N you would bid 2N directly), 3m: to play.

### **Responsive Doubles**

Our responsive doubles are Takeout oriented, with at least 2 places to play. They may include some suppressed support (especially if partner has overcalled in a minor).

Responsive double is off when the bidding goes (1x) dbl (3x): dbl by advancer for penalty.

### **Support Doubles and Redoubles**

We play obligatory support doubles and redoubles (unless opener was 3rd seat, obviously) as long as we can still play in 2M.

After 1N overcalls,

- If they play sandwich NT, then X is extras with at least some penalty interest; the cheapest cue is 3-card support for partner.
- If they play strong NT overcalls, then X is support with extra values (not obligatory).

After cuebids,

- 1D-(p)-1H-(2D): X = support
- 1D-(p)-1H-(2H): X expresses penalty interest.
- 1D-(1H)-X (showing 4+ spades)-(2D): X = support

Support by inference:

1D-(1S)-X-(2m)- X = support. It is true that partner might not have hearts, but this is support anyway.

Non-obligatory support doubles:

1D-(P)-1H-(2S)-X = “Card-Showing,” but to have a good enough hand after the precision 1D, you must have support. So: support, but with significant extras.

### **Maximal Doubles**

When we have bid and raised a suit (1st bid as opener or overcaller) then when at our second opportunity there is no room we play maximal doubles, and if there is room: bidding in the room = potentially artificial game try.

Auctions like:

1D-(1H)- X -(2H)-2S-(3H)-X = maximal also.

### **Lead Inhibiting doubles**

If we have shown extra length/values in an auction (make sure there is absolutely no ambiguity about length/strength as in 1N-X-2C-P-P-X-P where despite willingness to sit for 2CX you may have only 4C and 0 highcard points) then if presented with the opportunity to double a cuebid by the opponent do so only if you would prefer a different lead. Do not double simply to suggest that your suit quality/top honors are not stellar.

### ***Transfer Advances after Takeout Doubles***

#### **1d (X) - ...**

Transfers start with XX, complete low level transfers only with 3+ card support (or fewer with no other reasonable rebid)

- XX: 4+ hearts, unlimited strength (support doubles on)
- 1H: 4+ spades, unlimited strength (support doubles on)
- 1S: transfer to NT
- 1N: transfer to clubs
- 2C: good raise to 2D (unlimited, in fact)
- 2D: competitive
- 2M: Fit Showing (5+M, 4+D, INV, but NF)
- 2N: natural
- 3C: weak, both minors
- 3D: weak

#### **1h (X) - ...**

Transfers start with 1N, accept with 2+ cards, jump with 4+ card support (or 3 with extras)

- 1S: 4+ spades, natural, forcing
- 1N: 5+ clubs (or H raise with club values)

- 2C: 5+ diamonds (or H raise with diamond values)
- 2D: good raise to 2H (including minimum 3 card limit raises)
- 2H: weak raise to 2H
- 2S: fit showing (usually 5+ spades, 4+ hearts, decent spades, inv)
- 2N: limit+ (HSGT, 3H = non-forcing)
- 3m: fit showing
- 3H: weak

### **1s (X) - ...**

Transfers start with 1N, accept with 2+ cards, jump with 4+ card support (or 3 with extras)

- 1N: 5+ clubs (or S raise with club values)
- 2C: 5+ diamonds (or S raise with diamond values)
- 2D: 5+ hearts
- 2H: good raise to 2S (including minimum 3 card limit raises)
- 2S: weak raise to 2S
- 2N: limit+ (HSGT, 3S = non-forcing)
- 3m, 3H: fit showing
- 3S: weak

### **NT overcalls**

NT overcalls are a decent 15 to 18. Systems on. ((1X)-P-(1Y)-1N = strong, about 16 to bad 19). Lebensohl is on. If they have bid 2 suits (1 major and 1 minor) then assume the major was bid for Lebensohl. You may transfer to their minor in a natural sense.

### **After overcalls**

New suit forcing BUPH. Cue tends to promise support. NT advances are natural and constructive (1N: 8-11, 2N: 12-13). Jump cues are mixed raises. If there are 2 suits available for cuebids, the cheaper one shows a decent raise, and the expensive one shows a much more powerful raise.

### **Michaels**

Play pass-or-correct Michaels. For example, after 1s – 2s,

- 2N: constructive for the minor
- 3C: P/C
- 3D: constructive for hearts
- 3H: to play
- 3S: slam interest, usually for hearts



### ***Vs. Artificial Strong Openers***

Including Strong 1C/D, and over their control responses; Strong 1C-1D; Strong 2C; Strong 2C-2D; but NOT after 2C – control responses.

### **Non-vulnerable, Psycho-Suction**

- X: suit being doubled, or the next two consecutive suits (for example, 2C-X shows C or reds)
- Suit bids at all levels: suit bid or the next two consecutive suits.
- NT: non-touching suits.

### **Vulnerable, regular Suction**

- X: suit above the one being doubled, or the next two consecutive suits (for example, 2C-X shows D or majors)
- Suit bids at all levels: any bid shows the next higher suit or the two above that.
- NT: non-touching suits.

In response to suit bids, bid to the level of the fit. Bids are pass-or-correct. If you want to show a suit of your own, bid NT at the cheapest level (attempting to get partner to relay to clubs). A bid of the “impossible” suit is a constructive try for each of the two shape possibilities.

### ***Unusual vs. Unusual***

Cheaper cue = raise, expensive cue = good hand with 4th suit.

### ***Interference over RKCs***

If they double 4N or (foolish enough to) double an ask using the trump suit (happens, for example, after 2d – 2n – something – 4c – 4d – 4M), XX for business, P to suggest redouble, and other steps as before (but honestly, why waste?).

If they double other rkc asking bids, ROPI in stepwise manner, i.e., XX = 1st step, P = 2nd step, cheapest bid = 3rd step, etc.

If the interference does not reach 5 of our trump suit, then DOPI in stepwise manner, i.e. X = first step, P = 2nd step, cheapest bid = 3rd step, etc.

If they have reached/exceeded our trump suit, then play DEPO, X = even (0/2) P = odd (1/3), with more than 3 just bid more

If they have entered a 2-suit (dRKC) auction, assume the HIGHER is trump for purposes of deciding which interference handling methods to use.

If a response to RKC is doubled, then XX = penalty interest if that is a possible interpretation, P = asking for clarification of holding in X suit (XX for highest round control possible on auction, 5X (not of the trump suit) is a cue, denying 1st round control, showing something else, 5 of our trump suit shows nothing new, no control.) Bids are as they would be in RKC in absence of competition.

### ***Against preempts***

- Takeout double through 4h. Double of 4s is optional, (4s)-4n: 2+ suit takeout.
- Lebensohl by the partner of an UPH in response to takeout doubles of weak 2's.

### ***Competitive 2NT Bids***

In auctions where the opps have bid and raised a suit and we are forced to bid at the 2/3 level by partner, or opt to bid on our own under further competition after a takeout by partner, 2N is Lebensohl. If we have had a chance but fail to bid, or did not compete after a suggestion to bid by partner, then are forced again by partner, 2N is Scrambling.

### ***Scrambling 2N***

Example sequences are:

(1S)-P-(2S)-X-(P)-2N: did not bid the first time, now forced by partner

(1S)-P-(2S)-P-(P)-X-(P)-2N: did not bid the first time, now forced by partner

(1S)-X-(2S)-P-(P)-X-(P)-2N: did not advance the first time, now forced by partner

### ***Good/Bad 2N***

When one hand has opened 1D, 1H, or 1S, and at that hand's 2nd opportunity to bid his RHO takes a call of 2D or higher then 2N = Good/Bad. 2N shows some hand that would like to compete to the 3-level, but may not have full values to do so. Responder should decide what he would do over a worst case competitive 3-level bid and bid that.

1D-(1S)-2H-(2S)-2N = Good/Bad

1D-(1S)-P-(2S)-2N = Good/Bad

1D-(P)-1H-(2S)-2N = Good/Bad

1D-(2S)-P-(P)-2N = NOT Good/Bad, because RHO has not bid.

### ***Vs their 1NT***

Vs strong notrump (guarantees 14+ hcp), OR by a passed hand, we play Woolsey.

- X: 4-card major, 5+ minor; or just diamonds. In balancing seat, could be (13)(45). Also, could be a very big hand (18+), planning to rebid 2nt (or double).

- 2c: pass or correct to diamonds. Over 2d, 2h is p/c for the major.
- 2d: bid your major (not forcing!)
- 2M: natural and constructive
- 2nt: good hand, asking
  - 3c/3h: min/max with clubs
  - 3d/3s: min/max with diamonds
- 3m: to play
- 3M: invitational to game, good suit

If they bid, systems on over XX/2c. Otherwise, 2nt = bid your minor, all else natural, including double for penalties.

- 2c: both majors. Generally 5-4, could be a good 44(41).
  - 2d: asking for better/longer major
  - 2M: fairly strong preference
  - 2nt: good hand
    - 3c: min with better hearts, etc.
  - 3m: natural preempt
  - 3M: NOT invitational

If they bid, everything natural, including double for penalties.

- 2d: one major
  - 2M: p/c
  - 2nt: asking (3c = min with hearts, etc.). 4M follow-up = to play.
  - 3m: to play
  - 3M: p/c

If they interfere, 2nt = as before; all else natural, double = penalty.

- 2M: 5+M with a side minor
  - 2s: to play
  - 2nt: asking (3c = min with clubs, etc.)
  - 3c: p/c
  - 3d: game try in a major
  - 3M: NOT invitational
  - 3oM: preemptive

If they bid, 2nt = asking for minor. All else natural (3c = clubs).

Over any of these bids:

- 3NT: to play
- 4x: Namyats

In GCC events, we can't play Woolsey, so we use Modified Joon. Double and 2c are the same as in Woolsey.

- 2d: hearts and a minor
  - 2s, 3s: to play
  - 2nt: asking
  - 3c: p/c

- 3d: game try in hearts
- 3h: NOT invitational
- 2M: natural (2nt = game try). 2h tends to show 6; 2s could be bid on 5 spades and a side minor, which overcaller will bid over 2nt if asked.

Against a weak notrump BUPH, we use Landy: 2c for the majors, all else natural.

***Runouts after 1NT (X = penalty)***

When the opponents double our 1nt for penalty (usually a penalty double of a 1nt overcall but also of our strong notrump opening), we use inverted DONT runouts in both direct and balancing seat:

Pass = to play, or simply nowhere to go. Opener is expected to leave it in.

XX = clubs or two-suiter without clubs.

2c = clubs and another

2d = diamonds

2h = hearts

2s = spades

## Carding Agreements

### Signals

- Upside-Down Count and Attitude vs both. First discard is usually an attitude signal in a new suit, suit preference in suits for which attitude is known/assumed.
- Primary signal to opening lead is attitude, then count, then suit preference.
- Play some trump suit preference. Trump echo may request abnormal play, show ability to ruff, give suit preference, etc.
- Give LOTS of suit preference. Your partner is watching.

### Leads

#### Rusinow honor opening leads

Second of touching honors EXCEPT

- In partner's suit. 1d, 1M, and 2c openings are all considered to show a suit. The 2d opening is considered to show only clubs. A lead-directional double is considered a shown suit. Overcall or preempt is a shown suit (EXCEPT unresolved suction bids). Two-suited bids are considered showing in any suit partner is known to hold. This includes, e.g., p-(1c)-p-(1h)-X, since doubler absolutely must have both spades and diamonds (but this would not be true if doubler were an unpassed hand).
- When opponents are playing in a 5+ level contract.

#### Vs Suit

- From length: 3rd from even, low from odd
- Rusinow when applicable
- [ xx xxx xxxx xxxxx AKx KQx QJx JT9 KQT9 T9x KJTx KT9x QT9x ]

#### Vs NT

- From length: 4th, unless do not want suit to be led back, then highest or 2nd (when the highest is a 9, or may cost a trick). Sometimes also 5th if 4th is hard to read and if partner's misreading is not likely to cost.
- K is power lead (unblock Q or J, or give count). Otherwise Rusinow
- [ xx xxx xxxx xxxxx AKx KQx QJx JT9 KQT9 T9x KJTx KT9x QT9x ]
- In partner's suit: 3rd from even, low from odd

#### Subsequent Leads

- From length: 3rd from even, low from odd (in remaining holding) usually, but if attitude is more important, high spots to show negative attitude.
- Top of touching honors.