



**4-Card Transfer-Oriented  
Canapé Symmetric Relay System**

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## 4 Card Canape Symmetric Relay System

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<b>1. DESCRIPTION OF OPENING BIDS.....</b>	<b>1</b>
<b>2. 1<math>\heartsuit</math> OPENING (15+ HCP ANY SHAPE).....</b>	<b>2</b>
RESPONSES SUMMARY .....	2
Continuations After Positive Responses To 1 $\heartsuit$ .....	2
2.1 Introduction.....	2
2.2 Single-suited relay structure (5+ suit).....	2
Rebids after relay with single-suited positive:.....	2
Continuations after 3 $\heartsuit$ direct/indirect responses.....	2
A. Indirect 3 $\heartsuit$ (Even shortage).....	2
B. Direct 3 $\heartsuit$ (Even shortage).....	3
2.3 Two-Suited Relay Structure.....	3
Continuations after 2 $\heartsuit$ rebid (showing 5/5).....	3
Rebids when holding both minors.....	4
Rebids when holding both red suits.....	4
2.4 Three-Suited Relay Structure .....	4
(a) Three-suited with both majors:.....	4
(b) Three-suited with both minors:.....	4
2.5 Balanced Relay Structure .....	5
Reverse relay – not used here when using transfer responses.....	5
2.6 Controls and minimum/maximum.....	6
2.7 Denial Cue-bidding.....	6
Solid-suit Exceptions.....	6
Short-suit Cue-bidding.....	6
2.8 The 3NT Weak Relay.....	6
2.9 Game Probe Relay .....	7
Negative response.....	7
Game Force response.....	7
After Interference.....	7
Continuations after negative responses to 1 $\heartsuit$ .....	8
2.8.1 negative response to 1 $\heartsuit$ .....	8
After 1 $\heartsuit$ -1 :.....	8
After 1 $\heartsuit$ -1 -1 :.....	8
After 1 $\heartsuit$ -1 -1 -1 :.....	8
After 1 $\heartsuit$ -1 -1 -1 -2 $\heartsuit$ :.....	8
After 1 $\heartsuit$ -1 -1 -1 -2 $\heartsuit$ :.....	9
After 1 $\heartsuit$ -1 -1 -1 -2 $\heartsuit$ -2 -2NT (23-24 balanced).....	9
<b>3. 1<math>\heartsuit</math> OPENING.....</b>	<b>10</b>
REQUIREMENT: 10-14 HCP, 4+ $\heartsuit$ , may be balanced, may have longer suit, may be three-suited.	10
RESPONSES SUMMARY .....	10
After 1 $\heartsuit$ -1 .....	10
After 1 $\heartsuit$ -1 -1 -1NT (R).....	10
After 1 $\heartsuit$ -1 -1 -1NT-2 -2 (R).....	10
After 1 $\heartsuit$ -1 -1NT-2 $\heartsuit$ (R).....	11
After 1 $\heartsuit$ -1 -1NT-2 $\heartsuit$ -2 -2 (R).....	11
<b>4. 1<math>\heartsuit</math> OPENING.....</b>	<b>11</b>
REQUIREMENT: 10-14 HCP, 4+ $\heartsuit$ , 0-3 $\heartsuit$ , may be balanced, may have a longer minor.....	11
RESPONSES SUMMARY .....	11
After 1 $\heartsuit$ -1 .....	11
After 1 $\heartsuit$ -1 -1NT-2 $\heartsuit$ (R).....	12
After 1 $\heartsuit$ -1 -1NT-2 $\heartsuit$ -2 -2 (R).....	12

## 4 Card Canape Symmetric Relay System

---

<b>5. 1 OPENING.....</b>	<b>12</b>
REQUIREMENT: 10-14 HCP, 4+/4+ minors, may be three-suited.....	12
RESPONSES SUMMARY .....	12
<i>After 1 -2</i> .....	12
<b>6. 1NT OPENING.....</b>	<b>ERROR! BOOKMARK NOT DEFINED.</b>
REQUIREMENT: 11-14 HCP, balanced, 4333, 4432, 5332, no four card major.....	<b>Error! Bookmark not defined.</b>
RESPONSES SUMMARY .....	<b>Error! Bookmark not defined.</b>
<i>After 1NT-2 (R) GF established</i> .....	<b>Error! Bookmark not defined.</b>
<i>After 1NT-2 -2 -2NT (R)</i> .....	<b>Error! Bookmark not defined.</b>
<i>After 1NT-2 -2NT-3 (R)</i> .....	<b>Error! Bookmark not defined.</b>
<i>After 1NT-2 -3-3 (R)</i> .....	<b>Error! Bookmark not defined.</b>
<i>After 1NT-2 minors takeout (or invitational by unpassed hand)</i> .....	<b>Error! Bookmark not defined.</b>
6.2 Transfer Sequences.....	<b>Error! Bookmark not defined.</b>
<b>7. 2 OPENING.....</b>	<b>15</b>
REQUIREMENT: 10-14 HCP, 6+; or 6-9 HCP, 6+ ; or 6-9 HCP, 5+/5+ & .....	15
RESPONSES SUMMARY .....	15
<i>After 2-2</i> .....	15
<i>After 2-2 -2</i> .....	15
<i>After 2-2 -2 -2NT</i> .....	15
<i>After 2-2 :</i> .....	15
<b>8. 2 OPENING.....</b>	<b>15</b>
REQUIREMENT: 10-14 HCP, 6+ ; or 6-9 HCP, 6+ ; or 6-9 HCP, 5+/5+ & .....	15
RESPONSES SUMMARY .....	15
<i>After 2 -2</i> .....	15
<i>After 2 -2 -2</i> .....	16
<i>After 2 -2 -2 -2NT</i> .....	16
<i>After 2 -2 :</i> .....	16
<b>9. 2 OPENING.....</b>	<b>16</b>
REQUIREMENT: Acoll in (8-9 PT), usually < 15 HCP; or 6-9 HCP, 6+ ; or 6-9 HCP 5+/5+ & .....	16
RESPONSES SUMMARY .....	16
<i>After 2 -2 :</i> .....	16
<i>After 2 -2NT:</i> .....	16
<b>10. 2 OPENING.....</b>	<b>16</b>
REQUIREMENT: Acoll IN (8-9 PT), usually < 15 HCP; or 6-9 HCP, 6+; or 6-9 HCP 5+/5+ & .....	17
RESPONSES SUMMARY .....	17
<i>After 2 -3:</i> .....	17
<i>After 2 -2NT:</i> .....	17
<b>11. 2NT OPENING.....</b>	<b>17</b>
REQUIREMENT: 6-9 HCP, 5+/5+ in & or &.....	17
RESPONSES SUMMARY .....	17

## 4 Card Canape Symmetric Relay System

<i>After 2NT-3</i> .....	17
<b>12. COMPETITIVE BIDDING SITUATIONS .....</b>	<b>18</b>
12.1 Interference in relay Auctions .....	18
3 Criterion.....	18
<i>Interference by 2<sup>nd</sup> hand</i> .....	18
<i>Call Meaning</i> .....	18
<i>Interference by 4<sup>th</sup> hand</i> .....	18
<i>Exception to the 3 Criterion</i> .....	18
12.2 Interference after 1 $\square$ opening .....	18
<i>Archimedes - one level interference up to 1NT</i> .....	18
<u>ARCHIMEDES CONTINUATIONS</u> .....	19
<i>After Double (0-4)</i> .....	19
<i>After bid - semi positive level adjusted (control responses)</i> .....	19
<i>After positive pass (begins relays)</i> .....	19
<u>Relay responses</u> .....	20
<i>Two level interference - Rubinsohl</i> .....	20
<i>Three level interference</i> .....	21
12.3 Interference after 1 $\square$ opening .....	21
<i>Suited overcalls</i> .....	21
<i>Notrump overcalls</i> .....	21
<i>After a double:</i> .....	21
<i>After 1 takeout</i> .....	21
12.4 Interference after 1 $\square$ opening .....	21
<i>Suited overcalls</i> .....	21
<i>Notrump overcalls</i> .....	22
<i>After a double:</i> .....	22
<i>After 1 takeout</i> .....	22
12.5 Interference after 1 $\square$ opening .....	22
<i>After a double:</i> .....	22
<i>After an takeout cue (ie probably 2<math>\square</math> or 2 )</i> .....	22
<i>After an suit overcall (ie 2<math>\square</math> or 2 )</i> .....	23
12.6 Interference after 1NT opening.....	23
12.7 Interference after 2 $\square$ /2 $\square$ / 2 $\square$ / 2 $\square$ / 2NT openings.....	23
12.8 Interference over Blackwood .....	23
<i>DOPI and ROPI:</i> .....	23
<b>13. DEFENSIVE BIDDING SITUATIONS .....</b>	<b>23</b>
13.1 Doubles .....	23
<i>Precision Double - NOT USED</i> .....	23
<i>Responsive double</i> .....	23
<i>Relay double</i> .....	23
<i>Takeout doubles</i> .....	23
<i>Takeout double with Rubinsohl</i> .....	23
<i>Negative doubles</i> .....	23
<i>Reopening doubles and balancing doubles</i> .....	23
<i>Positive slam doubles</i> .....	24
<i>Lightner double</i> .....	24
<i>Weak notrump double</i> .....	24
<i>SOS Redoubles</i> .....	24
<i>Second-suit doubles</i> .....	24

## 4 Card Canape Symmetric Relay System

<i>Power Doubles</i> .....	24
<i>Support Doubles and Redoubles</i> .....	24
13.2 Overcalls – see also Appendix 3 - The Overcall Structure.....	24
<i>Simple overcalls</i> .....	24
Responses:.....	24
Responder's bids with support after partners overcall.....	24
After sequence like 1 -(2 $\square$ )-2 -?.....	24
1NT overcall.....	24
Jump overcalls.....	25
Michaels.....	25
Bidding in 4th seat after two suits by opponents.....	25
13.3 Defence to strong 1 $\square$ opening.....	25
13.4 SWINE convention.....	25
13.5 Defenses to various conventional openings by opponents.....	25
<i>European Multi 2D - ie strong hands or weak two in either major</i> .....	25
Forcing Pass.....	25
Pass.....	25
Fert Bid.....	26
Transfer openings.....	26
CRO, RCO, OCR etc bids.....	26
13.6 2NT Seldom Natural in Competition.....	26
<b>14. LEADS, SIGNALS AND DISCARDS.....</b>	<b>26</b>
Suit contracts.....	26
Leads from honours:.....	26
Leads from length:.....	26
Signals:.....	26
Discards:.....	26
No trump contracts.....	26
Leads from honours:.....	26
Leads from length:.....	26
Signals:.....	27
Discards:.....	27
<b>APPENDICES.....</b>	<b>28</b>
Appendix 1 - hand shapes.....	28
Single-suiters.....	28
Two-suiters.....	28
Three-suiters.....	28
balanced.....	28
Appendix 2 - Possible future additions.....	29
<i>Rubens Advances (from Bridge World April 1981)</i> .....	29
Appendix 3 - The Overcall Structure.....	29
Introduction.....	29
One No Trump for Takeout (NTTO).....	29
Responses to a NTTO -- Uncontested Auction.....	29
Responses to a NTTO - Contested Auction.....	30
After a double.....	30
After a new suit or a raise.....	30
The Simple Overcall (SO) at the One Level.....	30
Responses to a SO -- Uncontested Auction.....	30
Responses to SO -- Contested Auction.....	31
The Two Level Overcall (TLO).....	31
The Roman Jump Overcall (RJO).....	31

## 4 Card Canape Symmetric Relay System

---

Responses to a RJO - Uncontested Auction.....	31
Responses to a RJO - Contested Auction.....	31
<i>The Two-suited Cue Bid (QB)</i> .....	31
<i>The 2 No Trump Overcall</i> .....	31
Responses to 2NT - Uncontested Auction.....	31
Responses to 2NT - Contested Auction.....	32
<i>The Power Double (PD)</i> .....	32
Transfer-Oriented Symmetric Relay Extensions to the Power Double.....	32
<i>The Intermediate Jump Overcall (IJO)</i> .....	32
NAMYATS.....	32
Responses to NAMYATS.....	32
2 Jump Over 1 $\square$ .....	33
3 Level Jump Cue Bid.....	33
Alerts in the Structure.....	33

**1. Description of Opening Bids**

- 1□ 15+ HCP, any shape.
- 1 10-14 HCP, 4+ , may have a longer suit, may be three-suited, may be balanced.
- 1 10-14 HCP, 4+ , 0-3 , may have a longer minor suit, may be balanced.
- 1 10-14 HCP, 4+/4+ in minors, may be three-suited with both minors.
- 1NT 11-14 HCP, balanced, no 4 card major (4333,4432,5332 with 5 card minor)
- 2□ 10-14 HCP 6+□; or  
6-9 HCP, 6+ ; or  
6-9 HCP, 5+/5+ in +
- 2 10-14 HCP 6+ ; or  
6-9 HCP, 6+ ; or  
6-9 HCP, 5+/5+ in +□
- 2 Acol II (8-9 PT) in , usually less than 15 HCP; or  
6-9 HCP, 6+ ;  
6-9 HCP, 5+/5+ in +□
- 2 Acol II (8-9 PT) in , usually less than 15 HCP; or  
6-9 HCP, with 6+□;  
6-9 HCP, 5+/5+ in +
- 2NT 6-9 HCP, 5+/5+ in + or +□
- 3□ Weak III in (transfer preempt)
- 3 Weak III in (transfer preempt)
- 3 Weak III in (transfer preempt)
- 3 Unspecified nine-card suit, no minimum strength
- 3NT Gambling in , AKQxxx, no outside controls
- 4□-4 Pre-emptive with suit bid
- 4NT Extreme minors
- 5□/5 Preemptive in suit bid
- 5 /5 11 playing trick hands missing A & K of trumps

## 2. 1♠ OPENING (15+ HCP any shape)

### RESPONSES SUMMARY

- 1        **Negative:** either 0-7 HCP any shape, or less than 2 controls (A=2, K=1), or both.
- 1        4+ ♠, 8+ HCP and 2+ controls.
- 1        Any 4333 or 4432, or any red two-suited hand, 8+ HCP, 2+ controls.
- 1NT     4+ ♠, 8+ HCP and 2+ controls, 0-3 ♣, 0-3 ♥
- 2♠      4+ ♠, 8+ HCP, 2+ controls, may be three-suited with both minors.
- 2        5+ ♣, 8+ HCP, 2+ controls and no other suit longer than 3.
- 2 +     both MINORS, 8+ HCP, 2+ controls and no other suit.

The transfer-oriented responses are designed to accommodate the desire, wherever possible, to have the unrevealed strong 1♠ hand declare the contract. The 1 response permits the unrevealed hand to declare a spade contract. The 1 response permits the unrevealed hand to declare a notrump contract in either case, and a diamond contract in the case of any red two-suiter, and when responder holds more than four hearts, the unrevealed hand may still be able to declare a heart contract. The 1NT response may enable the unrevealed hand to declare a heart contract, but not if responder holds four hearts and longer clubs. The 2♠ and 2 responses and rebids allow the unrevealed hand to declare both club and diamond contracts when appropriate.

### CONTINUATIONS AFTER POSITIVE RESPONSES TO 1♠

#### 2.1 Introduction

The 1♠ opener will almost always make the cheapest call which is a **relay** whose only meaning is "tell me more". Eventually the 1♠ opener will break the relay sequence to name the final contract. *NOTE:* 3NT is never a relay. When 3NT is the cheapest call, 4♠ is the relay.

#### 2.2 Single-suited relay structure (5+ suit)

- STEP 1 Give positive response in the single suit (1 ♠, 1NT, 2♠, 2 ♠).
- STEP 2 After relay by 1♠ opener, rebid 2 ♠ or higher as indicated below.

*Rebids after relay with single-suited positive:*

- 2        **High shortage** - at most 2 cards in highest ranking outside suit, ie after 1♠-1♠♠-2♠-2 ♠ shows a spade shortage and a hand with 5+ heart suit.
- 2NT     **Middle shortage** - at most 2 cards in middle ranking outside suit; diamond shortage if a major is the long suit, heart shortage if a minor is the long suit. e.g. 1♠-1 ♠-1 ♠-2NT shows spades and a diamond shortage; and 1♠-2 ♠-2 ♠-2NT shows clubs and a heart shortage.
- 3♠      **Even shortage** - showing two or three doubletons. If 3♠ is bid directly (1♠-1 ♠-1 ♠-3♠) this shows either 6322 (ie two low doubletons) or 7222. If 3♠ is bid indirectly (via 2 ♠ - high shortage) ie 1♠-1 ♠-1 ♠-2 ♠-2NT-3♠, this shows a high doubleton and one other doubleton ie either 6232 or 6223. *See continuations below.*
- 3        **5332** type shape. If 3 ♠ is reached directly (ie not via 2 ♠ or 2NT) then this implies low shortage.
- 3        **6331** type shape. If 3 ♠ is reached directly (ie not via 2 ♠ or 2NT) then this implies low shortage.
- 3        **7330** type shape etc.
- 3NT     **7321** or **7231** type shape (only identity of 7 card suit and singleton known - low shortage), minimum (8-11 HCP)
- 4♠      **7321** or **7231** type shape (only identity of 7 card suit and singleton known - low shortage), maximum (12+ HCP), 0-2 controls; etc

*Continuations after 3♠ direct/indirect responses*

A. \_\_\_\_\_ Indirect 3♠ (Even shortage).

(3 ♠ Relay)

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## 4 Card Canape Symmetric Relay System

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- 3      1 High and 1 Middle doubleton (ie 223 residue).
- 3      1 High and 1 Low doubleton (ie 232 residue), minimum
- 3NT    1 High and 1 Low doubleton (ie 232 residue), maximum, and 2 controls; etc

### B. Direct 3 $\square$ (Even shortage).

(3 Relay)

- 3      Seven carder (ie 222 residue).
- 3      Six carder (ie 322 residue), minimum
- 3NT    Six carder (ie 322 residue), maximum and 2 controls; etc

### 2.3 Two-Suited Relay Structure

STEP 1 Give positive response in cheaper major suit (*for both minors or reds see later*)

STEP 2 After relay by 1 $\square$  opener, rebid from 1NT to 2 :

**Rebids:**

- 1NT    **Hearts**
- 2 $\square$     **Diamonds**
- 2      **Clubs** (and 5+ card major)
- 2      **Reverser** (if bid directly after showing a major, shows a 4 card major and 5+ clubs)

STEP 3 After both suits have been shown, rerebid 2 or higher:

**Rerebids:**

- 2      **Reverser**, the higher-ranking suit is exactly 4 cards and other 5+ cards.
- 2      5/5+ shape (*See below*).
- 2NT    **High shortage** (if bid directly, shows lower ranking suit is exactly 4 cards).
- 3 $\square$     **Even shortage**, 5422 or 7411  
(3 Relay):
  - 3      7411
  - 3      5422, minimum
  - 3NT    5422, maximum, 2 controls; etc
- 3      **5431** type shape.
- 3      **6421** type shape.
- 3      **7420** type shape.
- 3NT    **6430** type shape, minimum
- 4 $\square$     **6430** type shape, maximum, 2 controls; etc

**Note:** any bid of 3 $\square$  upwards bid directly, shows the lower ranking suit is four cards exactly, the higher ranking suit is longer and a **LOW** shortage.

*Continuations after 2 rerebid (showing 5/5)*

(2NT Relay)

- 3 $\square$     **High shortage.**
- 3      **Even shortage** (6511, 5611 shape).  
(3 Relay)
  - 3      High shortage (**5611**).
  - 3NT    Low shortage (**6511**), minimum
  - 4 $\square$     Low shortage (**6511**), maximum, 2 controls; etc.
- 3      **5521** type shape.
- 3      **5530** type shape.
- 3NT    **5620** type shape (high shortage).
- 4 $\square$     **6520** type shape, minimum

## 4 Card Canape Symmetric Relay System

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4        **6520** type shape, maximum, 2 controls; etc

**Note:** any bid of 3   upwards bid directly (ie not via 3   /3   ) shows a LOW shortage.

### *Rebids when holding both minors*

Initial positive response to 1   is 2   or higher as follows:

2        **Reverser** (ie 4 diamonds and 5+ clubs).

2        **5/5** type hand (ie 5+ diamonds and 5+ clubs)

2NT    **High shortage** (if bid directly shows 4 clubs, 5+ diamonds and a spade shortage. If bid indirectly via 2   , shows 4 diamonds, 5+ clubs and a spade shortage).

3        **Even shortage**, 5422 or 7411 with longer diamonds. With longer clubs, bid 2   first then 3   over the relay etc)

(3   Relay):

3        **7411**

3        **5422**, minimum

3NT    **5422**, maximum, 2 controls; etc

3        **5431** type shape.

3        **6421** type shape.

3        **7420** type shape.

3NT    **6430** type shape, minimum

4        **6430** type shape, maximum, 2 controls; etc

**Note:** to show longer clubs, bid 2   first. To show longer diamonds make a bid from 2NT upwards directly. With a spade shortage bid via 2NT, with a heart shortage bid directly from 3   upwards depending on hand shape.

\*        *for hands with three suits including both minors - see the next section on next page.*

### *Rebids when holding both red suits*

Initial positive response to 1   is 1   , and after the 1NT relay, bid 2   showing the red two-suiter. Then rebid 2   or higher as follows:

2        **Reverser** (ie 4 hearts and 5+ diamonds).

2        **5/5** type hand (ie 5+ hearts and 5+ diamonds)

2NT    **High shortage** (if bid directly shows 4 diamonds, 5+ hearts and a spade shortage. If bid indirectly via 2   , shows 4 hearts, 5+ diamonds and a spade shortage). etc.

**Note:** to show longer diamonds, bid 2   first. To show longer hearts make a bid from 2NT upwards directly. With a spade shortage bid via 2NT; with a club shortage bid directly from 3   upwards depending on hand shape.

## 2.4 Three-Suited Relay Structure

Either

(a)    *Three-suited with both majors:*

1        1        (Positive with spades)

1        1NT    (and hearts)

2        2        (and a minor)

Or:

(b)    *Three-suited with both minors:*

1        2        (Positive with diamonds)

2        2        (and clubs and a major - NB: this is not a reverser since minor two-suiters start at 2   )

After three-suiter has been established, step responses follow:

## 4 Card Canape Symmetric Relay System

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- 1st Step **High shortage.**
- 2nd Step **4441** (ie low shortage)
- 3rd Step **4450** (ie low shortage)
- 4th Step **4540** (ie low shortage)
- 5th Step **5440**, minimum
- 6th Step **5440**, maximum, 2 controls, etc.

### 2.5 Balanced Relay Structure

1 $\square$  1 shows any 4333 or 4432, or a red two-suiter, with 8+ HCP and 2+ controls.

**CRASH** (Colour, **R**ank, **S**Hape) Relay Structure used here.

(1NT Relay)

- 2 $\square$  Red two-suiter (*for continuations see Section 2.3*)
- 2 Two four card suits of the same **Colour** or 4333 with a four card major
- next 2 (Relay) 2 **4333** or **3433**
- next 2NT Relay 3 $\square$  **3433**
- 3 **4333**, minimum
- 3 **4333**, maximum, 2 c's, etc.
- 2NT **2443**
- 3 $\square$  **3442**
- 3 **4324**
- 3 **4234**, minimum
- 3 **4234**, maximum, 2 controls, etc.

**Note** : bid the doubleton

- 22 Two four card suits of the same **Rank**.
- next 2 Relay 2NT **2344**
- 3 $\square$  **4432**
- 3 **4423**
- 3 **3244**, minimum
- 3 **3244**, maximum, 2 controls, etc.
- Note** : bid the doubleton
- 2 **4333** (bid directly shows a four card minor, bid via 2 shows 4 card major)
- next 2NT Relay 3 $\square$  **3334**
- 3 **3343**, minimum
- 3 **3343**, maximum, 2 controls, etc.

- 2NT Doubleton spade ( $\square$ / ), **2434**
- 3 $\square$  Doubleton club ( / ), **4342**
- 3 Doubleton diamond ( $\square$ / ), **3424**
- 3 Doubleton heart ( / ), **4243**, minimum
- 3 Doubleton heart ( / ), **4243**, maximum, 2 controls, etc.

**Note** : bid the doubleton

**Note** : Two 4 card suits of the same shape are shown with an immediate response of 2NT or higher.

*Reverse relay – not used here when using transfer responses*

In auctions beginning 1 $\square$  - 1NT, if opener rebids 2 $\square$  as a relay then this denies 15-17 HCP and 4333 or 4432 type shapes. When holding these two hand types (and only these two), opener is required to rebid a reverse relay of 2 or higher on the same basis as the CRASH structure employed by responder after the normal 2 $\square$  relay. Responder now takes charge of the relays and the 1 $\square$  opener is required to show controls starting with a minimum of 2.

### 2.6 Controls and minimum/maximum

In most relay auctions (except those starting 1 $\heartsuit$ -1 $\spadesuit$ -1NT or higher, after exact shape has been shown, next relay asks for controls (Ace = 2, King = 1). Singleton kings are counted. This can also be used to show a minimum or maximum:

- 1st step **minimum (8-11)**
- 2nd step **maximum (12+) + 2 controls**
- 3rd step **maximum (12+) + 3 controls; etc**

After a 1st step minimum response the next relay asks for controls. The maximum number of controls is five (A, A, K = 11 points = 5 controls). Therefore the responses are:

- 1st step 2 controls
- 2nd step 3 controls
- 3rd step 4 controls
- 4th step 5 controls

### 2.7 Denial Cue-bidding

After controls have been shown, next relay starts denial cue bidding. Responder looks at their longest suit, then next longest suit. When ties in suit length occur, look at highest-ranking suit first. Singletons (including singleton honours) are not looked at in denial cue bidding and are shown by inference only. Doubletons are looked at once. Tripletons are looked at twice (on the second time round queens are investigated). Longer suits are looked at three times. On the first look at a suit, it is inspected for an ace or king. On the second look, it is inspected for an additional top honour (usually a queen) and on the third look, jacks are checked. If the first suit looked at does not have the required honour, the responder denies it by making the cheapest bid. If the responder holds a required honour in the longest suit but not in the second longest suit, then he/she bids the second cheapest bid. Future relays continue asking from where you left off. The highest relay ask is 5NT.

- 1st step No ace or king in longest suit.
- 2nd step Ace or king in longest suit and no ace or king in second longest suit.
- 3rd step Ace or king in longest suit and ace or king in second longest suit and no ace or king in third longest suit; etc.

#### *Solid-suit Exceptions*

When holding a solid suit of at least six cards, responder denies that suit on the first scan if the suit is not headed by at least two of the A, K or Q. Having shown at least two of the top three honours, on the second scan, responder denies that suit if it is not AKQxxx or better. After a first denial, a second denial is made if none of the top three honours is held.

When holding a three-card to five-card suit headed by at least AKQ then on the first scan, responder will deny holding the suit, and on the second scan show the suit. The three-control difference should be recognisable to relayer.

#### *Short-suit Cue-bidding*

Occasions arise when the relayer is unconcerned about the controls in the responder's suit(s) (either because they are held by relayer, or must be held by responder, or are opposite relayer's singletons or voids). In such circumstances, after the number of controls has been shown, if the previous response was 4 $\heartsuit$  or below, then 4NT is a short suit ask, and responder must begin denial cue bidding, but ignoring his suit(s). Singleton kings are still not shown. 4NT must be Step 2 or higher, and the exact number of controls must have been shown for short suit denial cue bidding to apply. After the response to 4NT, normal step 1 relays continue the short suit denial cue bidding.

### 2.8 The 3NT Weak Relay

There are a number of situations where the relayer fears that an auction is getting too high where responder might only have 3 or 4 controls. In these situations, the relayer bids 3NT as a weak relay. Responder is usually required to pass with fewer than 5 controls (except - see 4NT bid below) but with more bids as follows:

- 4 $\heartsuit$  5 controls
- 4 6 controls
- 4 7 controls
- 4 8 controls
- 4NT only 4 controls but lots of queens and jacks.

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## 4 Card Canape Symmetric Relay System

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Exception: if 3NT weak relay has been made when the responder has shown 5422 or 7411, then:

- 4♣ 7411, 2+ controls
- 4 5422, 5 controls
- 4 5422, 6 controls
- 4 5422, 7 controls
- 4NT 5422, only 4 controls but lots of queens and jacks.

Relayer can resume relaying by making the cheapest bid. Any other bid is a signoff.

### 2.9 Game Probe Relay

The positive balanced 1NT response to the opening 1♣ requires responder to bid a reverse relay with a 15-17 balanced hand. This requirement allows responder to choose to play in a low-level suit or notrump contract with a poorly fitting minimal balanced hand of 8-9 HCP. It is clearly an inferior result to play in 3NT with a balanced 15 HCP hand opposite a balanced 8 HCP hand with poor fits and/or wasted values. Playing in 2♣, 2♦, 2NT or even in three-level contracts is likely to be superior if 3NT is uncertain.

After a positive suit response, with a possible misfit and a balanced 15-16 HCP hand, opener cannot determine whether game will be playable, as the minimum range for responder's hand is 8-11. Hence being able to inquire at a low level about responder's game prospects opposite a balanced 15-16 count is advantageous.

After responder makes a positive suit response to 1♣, if relayer has a balanced 15-16 HCP hand with no primary fit, relayer may show this by bidding Step 2 for relay, rather than the normal Step 1. The Step 2 bid is known as a Game Probe Relay, and asks responder if that hand can sustain game opposite relayer's announced hand. It denies slam interest. If responder shows a two- or three-suited hand at or below 2♣, then the Game Probe Relay is available to opener to show a balanced 15-16 HCP hand with no fits (the 2♣ limit ensures the bidding can stop at 2NT)

#### *Negative response*

Responder replies Step 1 with a balanced (5332) or poor semi-balanced (5422, 6322) 8 HCP hand (up to a 10 HCP hand, with poor values in the hand's suits, or other wasted values). Opener then makes the appropriate signoff (which may include a pass)

#### *Game Force response*

With an appropriately unbalanced minimal hand, or nearly all 10+ HCP hands, responder makes a Game Force relay response at Step 2 or higher. The response given is that which would have been made over a normal Step 1 relay, but shifted up two steps. Normal relays then continue, but responder no longer gives the minimum/maximum responses. Over a 3NT signoff (as in 2.8 3NT Weak Relay) responder bids on with 5+ controls only if responder's hand makes slam likely opposite relayer's announced hand (this usually means holding 15+ HCP also, as opener knows relayer's shape). Over a control ask, responder makes a Step 1 response with 2 controls, with other steps showing more controls as normal. If relayer gives the highest relay response (which normally requires min or max with controls to be shown) then relayer shows first the 2 control hand, etc. The 4NT short suit ask applies subject to the usual Step 2 criterion.

#### *After Interference*

When the opponents intervene, opener is better placed to judge the potential of the hand, in particular the ability to stop the opponents' suit(s). The Game Probe Relay is not available after any interference, including those that cause steps to be gained. Penalty doubles and passes may prove adequate compensation subject to vulnerability concerns.

**CONTINUATIONS AFTER NEGATIVE RESPONSES TO 1 $\heartsuit$**

**2.10 1 negative response to 1 $\heartsuit$**

**After 1 $\heartsuit$ -1 :**

- 1 19+ HCP any shape.
- 1 -2 natural 15-18 HCP.
- 2 + natural 15-18 HCP, good suit and playing strength; *except*
  - 2NT 5/5 minors, 15-18 HCP.
  - 3NT to play, based on long running suit with side stoppers, 15-18 HCP.

**After 1 $\heartsuit$ -1 -1 :**

- 1 Second negative, 0-4 HCP
- 1NT 5+ HCP and 4+ spades
- 2 $\heartsuit$  5+ HCP, balanced, or a red two-suiter
- 2 5+ HCP and 4+ hearts and denies spades and diamonds
- 2 5+ HCP and 4+ diamonds
- 2 5+ HCP and 5+ clubs and denies other suit.
- 2NT 5+ HCP, reverser, 4 diamonds, 5+ clubs.
- 3 $\heartsuit$  5+ HCP 5/5 in the minors.
- 3 5+ HCP, spade shortage, both minors with longer diamonds if bid directly.
- 3 5+ HCP, even shortage, both minors with longer diamonds if bid directly.
- 3 5+ HCP, 5431 shape with low shortage, and longer diamonds if bid directly.
- 3NT 5+ HCP, 6421 shape with low shortage, and longer diamonds if bid directly.
- 4 $\heartsuit$  5+ HCP, 7420 shape with low shortage, and longer diamonds if bid directly.
- 4 5+ HCP, 6430 shape with 8+ points
- 4 5+ HCP, 6430 shape with 0 controls; etc (*NB maximum controls = 3*)

*NOTE:* The full relay structure is used as normal but shifted up 2 steps.

**After 1 $\heartsuit$ -1 -1 -1 :**

- 1NT 19-22 balanced.
- 2 $\heartsuit$  23+ any shape.
- 2 , 2 , 2 , 3 $\heartsuit$ , Natural, non-forcing, 19-22 HCP.
- 2NT 19-22 at least 5/5 in minors.
- 3NT to play, based on long running suit with side stoppers.

**After 1 $\heartsuit$ -1 -1 -1 -2 $\heartsuit$ :**

- 2 balanced (and now 2NT response = 23-24 balanced).
- 2 4+
  - 2 relay 2NT = spades
    - 3 $\heartsuit$  = clubs
    - 3 = diamonds
    - 3 = reverser
    - 3 = 5 , single-suiter
    - 3NT = 6 , single-suiter
    - 4 $\heartsuit$  = 7+ , single-suiter
- 2 4+ spades and denies
  - 2NT relay 3 $\heartsuit$  = clubs
  - 3 = diamonds

## 4 Card Canape Symmetric Relay System

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3 = reverser  
 3 = 5 spades, single-suiter  
 3NT = 6 spades, single-suiter  
 4 = 7+ spades, single-suiter

2NT NOT BID

3 4+ clubs

3 relay 3 = three-suiter

3 = 5 clubs

3NT= 6 clubs etc

3 5+ diamonds.

3 relay 3 = 5 diamonds

3NT= 6 diamonds etc

3 minors, longer clubs

3 minors, 5-5 or longer

3NT minors, longer diamonds

Opener may relay again to find shortages, then 0-2 controls then showing the feature with 1 or 2 controls. With no controls the opener now make the final decision.

After two suits have been shown with the relative lengths the next relay is to identify the length of the longer suit as in the example below.

eg:

1	1	
1	1	
2	2	hearts
2 *	2NT	& spades.
3 *	3	reverser ie 4 spades and 5+ hearts.
3 *	3NT	4 spades and 5 hearts.
	4	4 spades and 6 hearts.
	4	4 spades and 7 hearts.

### After 1 -1 -1 -2 :

After 2 - 2 relay 2NT (showing spades)

3 (relay) 3 shows three-suiter, with the majors

3 shows reverser

3 shows 5-5

After 2 - 2NT (relay) 3 clubs

3 relay 3 shows reverser

3 shows 5-5

After 2 - 2NT (relay) 3 diamonds (longer spades)

3 relay 3 shows 5-5

After 3 - 3 (relay) 3 three-suiter

3 shows 5-5

### After 1 -1 -1 -2 -2 -2NT (23-24 balanced)

3 5 card Stayman.

3 1 or 2 four card majors

After 3 - 3 :

3 Four , may have 4 spades

3 Four spades, denies 4

3NT No major

3 5

3 5 spades

3NT No 4 or 5 card major

### 3. 1 OPENING

**REQUIREMENT: 10-14 HCP, 4+ , MAY BE BALANCED, MAY HAVE LONGER SUIT, MAY BE THREE-SUITED**

Point ranges for some of the responses below vary with vulnerability. 8+/6+ indicates 8+ non-vulnerable and 6+ vulnerable. 0-7/0-5 indicates 0-7 non-vulnerable and 0-5 vulnerable

**RESPONSES SUMMARY**

- Pass To play in diamonds or 0-7/0-5
- 1 **RELAY** - at least invitational to game - *8-10 with 3 hearts by a passed hand*
- 1 Natural 4+ spades, non-forcing, may be invitational, 8+/6+
- 1NT Natural, non-forcing, 8-11
- 2 $\square$  Natural, 5+ clubs, non-forcing, may be invitational, 8+/6+
- 2 Natural, 5+ diamonds, non-forcing, may be invitational, 8+/6+
- 2 8 - 12 HCP, 3 or 4 hearts, **NOT** 11-12 and 4 hearts (relay first) - *8-10 with 4 hearts by a passed hand*
  - next* 2NT trial 3 $\square$  minimum with clubs, 3 hearts
  - 3 minimum with diamonds, 3 hearts
  - 3 minimum with 4 hearts
  - 3 maximum with spades, 3 hearts
  - 3NT maximum with 3 hearts
  - 4 maximum (9 or 10) with 4 hearts
- any suit bid = long suit trial
- 2 Fit showing jump with spades
- 2NT Minors, non-forcing
- 3 $\square$  Fit showing jump with clubs
- 3 Fit showing jumps with diamonds
- 3 Pre-emptive
- 3 Pre-emptive with at least nine cards in +
- 3NT To play
- 4 $\square$  Pre-emptive with at least nine cards in +  $\square$
- 4 Pre-emptive with at least nine cards in +

**After 1 -1**

- 1 4+ , may be balanced or three-suited
- 1NT Balanced, either 3433 or 4432 with a minor
- 2 $\square$  4+  $\square$
- 2 4+
- 2 Reverser, 5+ , 4 .
- 2 5/5+ + , etc.

**After 1 -1 -1 -1NT (R)**

- 2 $\square$  Three-suited, both majors
- 2 Balanced 44(32)
- 2 Reverser, 5+ , 4
- 2 5/5, +
- 2NT 5+ , 4 , high shortage, etc.

**After 1 -1 -1 -1NT-2 -2 (R)**

- 2 4423
- 2NT 4432 minimum 10-12
- 3 $\square$  4432 maximum 13-14, 0-2 controls, etc.

## 4 Card Canape Symmetric Relay System

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### After 1 -1 -1NT-2 $\square$ (R)

- 2 24(34) **high shortage**
- 2 3433 **even shortage**
- 2 3424, **middle shortage**
- 2NT 3442 (low shortage implied) minimum 10-12
- 3 $\square$  3442 maximum 13-14, 0-2 controls, etc.

Note the holding is always specified first so relay can choose to play 2 $\square$ , 2 or 2NT at a low level if appropriate.

### After 1 -1 -1NT-2 $\square$ -2 -2 (R)

- 2 2434 **2<sup>nd</sup> high shortage**
- 2NT 2443 (2<sup>nd</sup> low shortage implied) minimum 10-12
- 3 $\square$  2443 maximum 13-14 0-2 controls, etc.

## 4. 1 OPENING

### **REQUIREMENT: 10-14 HCP, 4+ $\spadesuit$ , 0-3 $\heartsuit$ , MAY BE BALANCED, MAY HAVE A LONGER MINOR**

Point ranges for some of the responses below vary with vulnerability. 8+/6+ indicates 8+ non-vulnerable and 6+ vulnerable. 0-7/0-5 indicates 0-7 non-vulnerable and 0-5 vulnerable

### **RESPONSES SUMMARY**

- Pass To play in hearts or 0-7/0-5
- 1 **RELAY**, at least invitational to game - *8-10 with 3 spades by a passed hand*
- 1NT Natural, may have up to 5 hearts, 8+/6+
- 2 $\square$  Natural, 5+ clubs, non-forcing, may be invitational, 8+/6+
- 2 Natural, 5+ diamonds, non-forcing, may be invitational, 8+/6+
- 2 Natural, 6+ (or very strong 5), non-forcing but **highly invitational**
- 2 8 - 12 HCP, 3 or 4 spades, **NOT** 11-12 and 4 spades - *8-10 with 4 spades by a passed hand*
  - next* 2NT trial 3 $\square$  minimum with clubs, 3 spades
  - 3 minimum with diamonds, 3 spades
  - 3 minimum with 4 spades
  - 3 maximum with spades, 3 spades
  - 3NT maximum with 3 spades
  - 4 maximum (9 or 10) with 4 spades
- any suit bid = long suit trial
- 2NT 5-5 minors, non-forcing
- 3 $\square$  Fit-showing jump in clubs, invitational in spades.
- 3 Fit-showing jump in diamonds, invitational in spades.
- 3 Fit-showing jump in diamonds, invitational in spades.
- 3 Preemptive
- 3NT To play
- 4 $\square$  Preemptive with spades + clubs with at least 9 cards in the two suits.
- 4 Preemptive with spades + diamonds with at least 9 cards in the two suits.
- 4 Preemptive with hearts + spades with at least 9 cards in the two suits.

### After 1 -1

- 1NT Balanced, 4333 with spades or 4432 with spades and a minor
- 2 $\square$  4+ clubs.
- 2 4+ diamonds
- 2 Reverser, 5+ diamonds, 4 spades exactly.

## 4 Card Canape Symmetric Relay System

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2 5+ spades, 4 diamonds, hi shortage etc.

### After 1 -1 -1NT-2 $\square$ (R)

2 42(34) **high shortage**

2 4333 **even shortage**

2 4324 **middle shortage**

2NT 4342 (low shortage implied) minimum, 10-12

3 $\square$  4342 maximum 13-14, 0-2 controls, etc.

Note the holding is always specified first so relayer can choose to play 2 $\square$ , 2 or 2NT at a low level if appropriate.

### After 1 -1 -1NT-2 $\square$ -2 -2 (R)

2 4234 2<sup>nd</sup> **high shortage**

2NT 4243 (2<sup>nd</sup> low shortage implied) minimum, 10-12

3 $\square$  4243 maximum 13-14, 0-2 controls, etc.

## 5. 1 OPENING

### **REQUIREMENT: 10-14 HCP, 4+/4+ MINORS, MAY BE THREE-SUITED**

Point ranges for some of the responses below vary with vulnerability. 8+/6+ indicates 8+ non-vulnerable and 6+ vulnerable. 0-7/0-5 indicates 0-7 non-vulnerable and 0-5 vulnerable

### **RESPONSES SUMMARY**

Pass To play with spades or 0-7/0-5

1NT Natural, non-forcing, may include club tolerance, 8-11 – *natural, no club preference by a passed hand*

2 $\square$  **GAME FORCE RELAY** - *natural by a passed hand 8-10/6-10*

2 Signoff 8+/6+

2 Fit showing jump for a minor - 2NT enquires

2 Fit showing jump for a minor - 2NT enquires

2NT Pre-emptive with both minors

3 $\square$  Pre-emptive

3 Pre-emptive

3 Pre-emptive with 9 cards in hearts and a minor

3 Pre-emptive with 9 cards in spades and a minor

3NT To play

4 $\square$  Preemptive

4 Preemptive

### After 1 -2 $\square$

2 Three-suiter with both minors

2 Reverser: 5+  $\square$ , 4

2 5/5

2NT High shortage, 5+  $\square$ , 4 $\square$ , etc.

## 6. 1NT OPENING

### **REQUIREMENT: 11-14 HCP, BALANCED, 4333, 4432, 5332, NO FOUR CARD MAJOR**

### **RESPONSES SUMMARY**

2 $\square$  Transfer to hearts, 2 = 3 card support, outside doubleton and maximum

2 Transfer to spades, 2 = 3 card support, outside doubleton and maximum

## 4 Card Canape Symmetric Relay System

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- 2     **GAME FORCE RELAY** – *invitational non-relay by passed hand*
- 2     *Minors takeout* - either balanced game invitation, or takeout with 4+4+ minors, or diamond bust
- 2NT   transfer to clubs
- 3□    6-card suit, invitational, at least 2/3 top honours.
- 3     6-card suit, invitational, at least 2/3 top honours.
- 3     6-card suit, invitational, at least 2/3 top honours.
- 3     6-card suit, invitational, at least 2/3 top honours.
- 3NT   To play
- 4□    Preemptive in hearts
- 4     Preemptive in spades
- 4     To play
- 4     To play
- 4NT   Blackwood

### After 1NT-2 (R) GF established

- 2     2344, 23(35) **high shortage**
- 2NT   33(43) **even shortage**
- 3□    3244, 32(35) **middle shortage**
- 3     3325 (low shortage implied), **2<sup>nd</sup> high shortage**
- 3     3352 (low shortage implied), (2<sup>nd</sup> low shortage implied) minimum, 10-12
- 3     3352, maximum 13-14, 0-2 controls, etc.

**Note :** minimum/maximum is never shown past 3NT

### After 1NT-2 -2 -2NT (R)

- 3□    2335 **2<sup>nd</sup> high shortage**
- 3     2344 **2<sup>nd</sup> even shortage**
- 3     2353 (2<sup>nd</sup> low shortage implied) minimum 10-12, etc.

### After 1NT-2 -2NT-3□ (R)

- 3     3334 **2<sup>nd</sup> high shortage**
- 3     3343 (2<sup>nd</sup> low shortage implied) minimum 10-12, etc.

### After 1NT-2 -3□-3 (R)

- 3     3235 **2<sup>nd</sup> high shortage**
- 3     3244 **2<sup>nd</sup> even shortage**
- 3NT   3253 (2<sup>nd</sup> low shortage implied)

### After 1NT-2 invitational, minors takeout, or diamond bust

- 2NT                    maximum, 13-14
- 3□                    signoff, minors takeout with club preference or no preference
- 3     3352 or 3343
- 3     signoff, minors takeout with clear diamond preference (64) or diamond bust
- 3     3244, game forcing
- 3     2344, game forcing
- 3□                    minimum, 4+ card suit, may have 4 diamonds
- 3                     minimum, 4+ card suit, denies 4 clubs

**Note:** with equal length, opener will usually give a 3     rather than a 3□ response to conceal the balanced hand when opposite diamond bust hands.

## 6.2 Major Suit Transfer Sequences

- With a 5-card or longer minor and invitational values then tend to play in notrumps.
- With an invitational two-suiter including a 5-card major that is not 5422, transfer into the major, and:
  - 1) if a super accept occurs:

## 4 Card Canape Symmetric Relay System

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with a 55, bid Step 2. Pard will bid Step 1 to ask for the second suit if he is interested (very probably)  
 with a 54 or 64, bid the shortage at least the level of 2NT (i.e. show 15(43) with 2NT over 2 accept).

- 2) if a normal accept occurs, bid the shortage naturally with any unbalanced hand. We'd like to show the 55, but we still need two balanced invitational bids, and we have only five bids to play with. Pard might attempt to signoff elsewhere with a 5-card minor and only 2-card support. Bid intelligently.
- With a balanced, semi-balanced or single-suited invitational hand including a 5-card major (5332, 6322, 6331, 5422), transfer into the major, and:
  - 1) if a super accept occurs, bid 3NT for pard to correct to 4 or 4.
  - 2) if a normal accept occurs, bid 2NT with 5332 or 5422, or raise with 6332 or 6331
- With a 6331 or 7330 hand with a semi-solid major and 15-17 HCP, transfer and splinter in the short suit. This is a slam try. With a stronger hand, cuebid if opener attempts to signoff.

### After 1NT-2

2 13-14, 3, outside doubleton  
 2 Other hands

### After 1NT-2-2

2		Weak, signoff
2		55 game try or better, values concentrated in suits
	2NT	asking relay
		3, 3
		3
		suit, preference
2NT, 3, 3		, , shortage <2, game try or better
	3	Wastage
		4
		Game values anyway – had slam interest opposite no wastage
3, 4, 4		Shortage in 6331 or 7330, semi-solid major suit, 15-17 HCP or better
3NT		Game values only, 5332, 5422, 6322 or 6331.
	4	Correction (nearly forced)

### After 1NT-2-2

2, 3, 3		, , shortage <2, game try or better
	3	Wastage
		4
		Game values anyway – had slam interest opposite no wastage
2NT		Invitational 5332, 5422
3		Invitational 6322, 6331
3, 4, 4		Shortage in 6331 or 7330, semi-solid major suit, 15-17 HCP or better
3NT		Game values only, 5332 or 5422
4		Game values only, 6332 or 6331

### After 1NT-2

2 13-14, 3, outside doubleton  
 2 Other hands

### After 1NT-2 -2

2		Weak, signoff
2NT		55 game try or better, values concentrated in suits
	3	asking relay
		3
		suit
	3	suit, preference
		3
		suit
3, 3, 3		, , shortage <2, game try or better
	3	Wastage
		4
		Game values anyway – had slam interest opposite no wastage
4, 4, 4		Shortage in 6331 or 7330, semi-solid major suit, 15-17 HCP or better
3NT		Game values only, 5332, 5422, 6322 or 6331.
	4	Correction (nearly forced)

### After 1NT-2 -2

2NT Invitational 5332, 5422

## 4 Card Canape Symmetric Relay System

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3♣, 3♦, 3♥, 3♠	♣, ♦, ♥, ♠ shortage <2, game try or better
3	Wastage
4	Game values anyway – had slam interest opposite no wastage
3	Invitational 6322, 6331
3NT	Game values only, 5332 or 5422
4♣, 4♦, 4♥, 4♠	Shortage in 6331 or 7330, semi-solid major suit, 15-17 HCP or better
4	Game values only, 6322 or 6331

### 7. 2♣ OPENING

**REQUIREMENT: 10-14 HCP, 6+♣; OR 6-9 HCP, 6+♦; OR 6-9 HCP, 5+/5+♥ &♠**

#### RESPONSES SUMMARY

- 2 Non-forcing relay
  - 2 Forcing relay
- Other suit bids are correctable.

#### After 2♣-2

- Pass 6-9 HCP, 6+
- 2 6-9 HCP, 5+/5+ majors
- 2 Maximum semi-solid 6+♣, at least 3 honours, doesn't want to declare possible 3NT
- 2NT Maximum semi-solid 6+♣, at least 3 honours, wants to declare possible 3NT
- 3♣ Normal 10-14 HCP, 6+♣

#### After 2♣-2 -2

- Pass To play
- 2 To play
- 2NT Inquiry

#### After 2♣-2 -2 -2NT

- 3♣ Minimum, better
- 3♦ Minimum, better
- 3♥ Maximum, better
- 3♠ Maximum, better
- 3NT Any 66

#### After 2♣-2 :

- 2 5+/5+ in majors, then usual relays
- 2NT Normal 10-14 HCP, 6+♣
- 3♣ Maximum semi-solid 6+♣, at least 3 honours, doesn't want to declare 3NT
- 3♦ Minimum, 6+
- 3♥ Maximum, 6+
- 3♠ Maximum, solid 7+♣ with probable entry
- 3NT Maximum semi-solid 6♣, at least 3 honours, want to declare 3NT

### 8. 2♥ OPENING

**REQUIREMENT: 10-14 HCP, 6+♥; OR 6-9 HCP, 6+♠; OR 6-9 HCP, 5+/5+♣ &♦**

#### RESPONSES SUMMARY

- 2 Non-forcing relay
  - 2 Forcing relay
- Other suit bids are correctable.

#### After 2♥ -2

- Pass 6-9 HCP, 6+
- 2 6-9 HCP, 5+/5+ blacks

## 4 Card Canape Symmetric Relay System

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- 2NT Maximum semi-solid 6+ , at least 3 honours, wants to declare possible 3NT  
3□ Maximum semi-solid 6+ , at least 3 honours, doesn't want to declare possible 3NT  
3 Normal 10-14 HCP, 6+

### After 2 -2 -2

- Pass To play  
2NT Inquiry  
3□ To play

### After 2 -2 -2 -2NT

- 3□ Minimum, better □  
3 Minimum, better  
3 Maximum, better □  
3 Maximum, better  
3NT Any 66

### After 2 -2 :

- 2NT Normal 10-14 HCP, 6+  
3□ 5+/5+ in the blacks  
3 Maximum semi-solid 6+ , at least 3 honours, doesn't want to declare 3NT  
3 Minimum, 6+  
3 Maximum, 6+  
3NT Maximum semi-solid 6 , at least 3 honours, want to declare 3NT

## 9. 2 OPENING

**REQUIREMENT: ACOL II IN (8-9 PT), USUALLY < 15 HCP; OR 6-9 HCP, 6+ ;  
OR 6-9 HCP 5+/5+ □&**

### RESPONSES SUMMARY

- 2 Non-forcing relay  
2NT Forcing relay  
Other suit bids correctable.

### After 2 -2 :

- Pass 6-9 HCP, 6+  
2NT 6-9 HCP, 5+/5+ minors  
3□ 8 PT in  
3 8.5 PT in  
3 9 PT in

### After 2 -2NT:

- 3□ Minimum, 5+/5+ minors  
3 Maximum, 5+/5+ minors  
3 Minimum, 6+  
3 Maximum, 6+  
3NT 8-9 PT in and suitable for notrump  
4□ 8-9 PT in , also □ suit  
4 8-9 PT in , also suit  
4 8-9 PT in

## 10. 2 OPENING

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## 4 Card Canape Symmetric Relay System

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**REQUIREMENT: ACOL II IN (8-9 PT), USUALLY < 15 HCP; OR 6-9 HCP, 6+ $\square$ ;  
OR 6-9 HCP 5+/5+ &**

### **RESPONSES SUMMARY**

2NT Forcing relay

3 $\square$  Non-forcing relay

Other suit bids are correctable.

#### **After 2 -3 $\square$ :**

Pass 6-9 HCP, 6+ $\square$   
3 6-9 HCP, 5+/5+ reds  
3 8-8.5 PT in  
3 9 PT in

#### **After 2 -2NT:**

3 $\square$  Minimum, 6+ $\square$   
3 $\square$  Minimum, 5+/5+ reds  
3 Maximum, 5+/5+ reds  
3 Maximum, 6+ $\square$   
3NT 8-9 PT in and suitable for notrump  
4 $\square$  8-9 PT in, also  $\square$  suit  
4 8-9 PT in, also suit  
4 8-9 PT in, also suit  
4 8-9 PT in

## 11. 2NT OPENING

**REQUIREMENT: 6-9 HCP, 5+/5+ IN & OR & $\square$**

### **RESPONSES SUMMARY**

3 Forcing Inquiry

All other bids to play

#### **After 2NT-3 :**

3 Minimum, +  
3NT Minimum, + $\square$   
4 $\square$  Maximum, better  $\square$   
4 Maximum, better  
4 Maximum, better  
4 Maximum, better

## 12. COMPETITIVE BIDDING SITUATIONS

### 12.1 INTERFERENCE IN RELAY AUCTIONS

#### 3 CRITERION

Once interference occurs it is vital that responder and relayer know whether relays are still available. If the hand shape that would have been shown with 3 can be shown at the level of 3NT or below then relays will continue (the 3 Criterion). Note that it is quite possible to gain up to two steps after interference. If relays are broken, then Rubinsohl applies over two level interference (see 12.2), and takeout doubles and natural bidding applies over three level interference.

There are two situations that arise which will be covered separately, using the following definitions which apply only after relays have begun :

Relayer	Bids the asking relays
Responder	Answers the relays
2 <sup>nd</sup> hand	Bids after relayer and before responder
4 <sup>th</sup> hand	Bids after responder and before relayer

Interference before relays have begun is covered in sections 12.2-12.4.

#### Interference by 2<sup>nd</sup> hand

Responder has two additional steps available with which to describe his hand, namely pass and double (or redouble if appropriate), and must determine by the 3 Criterion whether relays continue. The following relay structure will apply if responder has denied possession of at least 4 cards of the suit shown (if only one has been shown) (else see the Exception below):

Call	Meaning
Pass	Step 1 from the original relay
Double/Redouble	Step 2 from the original relay
Step 1	Step 3 from the original relay, etc.

After a relay step pass, double by relayer without further interference is for relay. After a relay step double/redouble, Step 1 by relayer without further interference is for relay. If further interference by 4<sup>th</sup> hand occurs, see immediately below.

If relays are broken, then the provisions of 12.2 apply for two- and three-level interference.

#### Interference by 4<sup>th</sup> hand

If responder has not denied possession of at least 4 cards of the suit shown (if only one has been shown), and if relays are not broken (3 Criterion), then relayer may pass for relay. Else, if relays are not broken (3 Criterion), then relayer may pass for relay.

In all cases double by relayer is for penalty of the suit shown.

If further interference by 2<sup>nd</sup> hand occurs, see immediately above.

If relays are broken, then the provisions of 12.2 apply for two- and three-level interference.

#### Exception to the 3 Criterion

After interference after a positive response to a 1 $\square$  opening, and if responder has not denied holding the suit shown, then responder's double is strictly for penalty, and the 3 Criterion rather than the 3 Criterion applies for determining the relay status for interference by both 2<sup>nd</sup> and 4<sup>th</sup> hands.

After interference after a positive response to a 1 $\square$  opening, either by a positive pass or by a normal positive response, then if responder has not denied holding the suit shown, responder needs on occasions to be able to penalise the interference rather than give a relay response. Relayer can always penalise by doubling, rather than passing for relay, but responder's double would then systemically be the first or second step in the relay. Thus an exception is made in this case. Note that a balanced positive response has not denied holding the suit shown. It is still possible to give a relay response in the suit that would have been penalised. Hence a penalty double is not automatic (else opponents could always break the relays by psyching and correcting), and may be desirable when the penalties gained would be insufficient to compensate for game or slam.

If relays are broken, then the provisions of 12.2 apply for two- and three-level interference.

### 12.2 INTERFERENCE AFTER 1 $\square$ OPENING

#### Archimedes - one level interference up to 1NT

Pass = full positive

Double = 0 - 4 with Archimedes continuations

1st step = Semi-positive in hearts.

## 4 Card Canape Symmetric Relay System

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2nd step = Semi-positive, spades.

3rd step = Semi-positive, balanced

4th step = Semi-positive in clubs.

5th step = Semi-positive in diamonds

6th step = Semi-positive, 4 diamonds, 5+ clubs.

7th step = Semi-positive, 5+ diamonds, 5+ clubs

8th step = Semi-positive, spade shortage and longer diamonds than clubs

9th step = Semi-positive, even shortage (5422 or 7411) and longer diamonds than clubs.

10th step = Semi-positive, 3154

11th step = Semi-positive, 2164

12th step = Semi-positive 2074

13th step = Semi positive 3064, 8+ HCP, 0 - 1 controls (*see below for continuations*)

14th step = Semi positive 3064, 5-7 HCP, 0 controls; etc

\* *Semi positive = 5-7 HCP or 8+ HCP with 0-1 controls. (see below)*

### *ARCHIMEDES CONTINUATIONS*

#### After Double (0-4)

Non jump suit bid - 15-18

1NT - 15 - 22

2NT - double suited minor hand 15 - 22

Jump suit bid - 19 - 22

Cue bid 23+, game force

*Responses*

Rubinsohl

#### After bid - semi positive level adjusted (control responses)

Control responses

1st step	8+ points, 0-1 controls
2nd step	5-7, 0 control
3rd step	5-7, 1 control
4th step	5-7, 2 controls
5th step	5-7, 3 controls

*After 1st step response & next relay*

1st step	8-11, 0 control
2nd step	8-11, 1 control
3rd step	12-15, 0 control
4th step	12-15, 1 control

#### After positive pass (begins relays)

Double is relay

Other bids are level adjusted reverse relays

ie	1□	1	Pass	Pass
	X	relay		
	1	15-17, colour (4432) or 4333 or 3433		
	1NT	15-17, rank (4432)		
	2□	15-17, 3343 or 3334		
	2	15-17, 2434		
	2	15-17, 4342		
	2	15-17, 3424		
	2NT	15-17, 4243, 0-2 controls		
	3□	15-17, 4243, 3 controls; etc		

*if another bid opponents before double then pass = relay if loss is three steps or less*

ie	1□	1	Pass	2
	Pass	relay		

## 4 Card Canape Symmetric Relay System

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X 15-17, colour (4432) or 4333 or 3433; etc

*if another bid opponents before double and loss is greater than three steps*

X	takeout
other suit	natural
min NT bid	stopper and minimum
cue	stopper ask
jump cue	Michaels

### Relay responses

The guiding principle for responder is that they must use a relay structure that does not bid the denomination they intend to show. In general the transfer responses will still apply, with a few exceptions noted below.

### Examples

Against an opponent using a transfer style overcall (e.g. TWERB), and assessing the subsequent interference with the 3 $\square$  Criterion:

1 $\square$	1 (= )P (+ve)	1
P (relay)P	X	penalty
	1NT	
	2 $\square$	balanced or red suits (transfer responses)

1 $\square$	1 (= )P (+ve)	1
P (relay)P	X	penalty
	1	
	1NT	, 0-3
	2 $\square$	balanced (natural responses)

Against overcalls showing the bid suit (with or without another suit), and assessing the subsequent interference with the 3 $\square$  Criterion:

1 $\square$	1 (nat)P (+ve)	P
X(relay)P	P	penalty
	1	
	1NT	, 0-3
	2 $\square$	balanced (natural responses)

1 $\square$	X (??)	P (+ve)	1
P (relay)P	X	penalty, others as in the first case above	

1 $\square$	X (??)	P (+ve)	1
P (relay)P	X	penalty, others as in the second case above	

1 $\square$	X (??)	P (+ve)	1
P (relay)P	X	penalty	
	1		
	1	balanced or reds (transfer responses)	

1 $\square$	1NT	P (+ve)	2 $\square$
P(relay!)P	X	penalty	

	2	
	2	
	2	balanced (natural responses, prevent showing balanced or reds with 2 )

There may be other cases where the balanced/red suits options would have to be shown by 2 or 2, in which case the natural responses should be used, unless this causes the major suits to be shown by bidding that suit.

### Two level interference - Rubinsohl

Pass 0 - 4 HCP or penalty pass

X 5 - 7 HCP balanced.

2 bid 5-7 HCP, natural and non-forcing.

2NT transfer to clubs, *see below*.

3 $\square$  transfer to diamonds, *see below*

3 transfer to hearts, *see below*

3 transfer to spades, *see below*

3 **HELP** - balanced game force, no stopper, no 4 card major

3NT Balanced game force, stopper(s), no 4 card major

## 4 Card Canape Symmetric Relay System

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*Notes:* Transfer into the overcall suit = balanced game force with at least one 4 card major  
Cue of overcall by either opener or responder (except initial transfer) is stopper ask  
Transfer to a suit at 3 level which could be bid at 2 level is invitational. Opener must break transfer with a maximum.  
Reopening double by opener is usually mandatory with very few exceptions.

### Three level interference

Bid by responder is game forcing.  
Double by responder is takeout.  
Bid by opener is non forcing.  
Double by opener is for takeout.

### 12.3 INTERFERENCE AFTER 1 OPENING

#### Suited overcalls

Pass If responder is an unpassed hand, and the 3 Criterion is satisfied (overcall  $\leq 2\heartsuit$ ), strongly encouraging a reopening double if suitable.  
X If responder is an unpassed hand, and the 3 Criterion is satisfied (overcall  $\leq 2\heartsuit$ ), double is for **GF RELAY**; else double is takeout (negative) up to 3 ; else double is for penalty  
2Y Natural non-forcing, or cue raises of hearts  
2NT+ Rubinsohl  
4 $\heartsuit$ ,4 Splinters for

#### Notrump overcalls

X If responder is an unpassed hand, and the 3 Criterion is satisfied (1NT overcall), double is for **GF RELAY**; else double is for penalty  
2Y Natural non-forcing, or cue raises of hearts  
2NT+ Rubinsohl  
4 $\heartsuit$ ,4 Splinters for

#### After a double:

Pass Poor hand or poor in hearts but with diamonds  
XX Shortage in partner's suit and looking for blood.  
1 **GF RELAY** (by unpassed hand, by passed hand, 8-10 3 )  
1 , 2Y Natural non-forcing, or cue raises of hearts  
Jump in new suit is fit showing jump.  
2NT Natural and invitational  
2 Usual meaning  
3 Preemptive

#### After 1 takeout

Pass Poor hand or poor in hearts  
X **GF RELAY** (by unpassed hand; by passed hand, 8-10 3 )  
New suit non forcing, may be invitational  
2NT Natural and invitational.  
Jump in new suit is fit showing.  
2 Usual meaning  
3 Preemptive

### 12.4 INTERFERENCE AFTER 1 OPENING

#### Suited overcalls

Pass If responder is an unpassed hand, and the 3 Criterion is satisfied (overcall  $\leq 2$  ), strongly encouraging a reopening double if suitable

## 4 Card Canape Symmetric Relay System

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- X If responder is an unpassed hand, and the 3 Criterion is satisfied (overcall  $\leq 2$  ), double is for **GF RELAY**; else double is takeout (negative) up to 3 ; else double is for penalty
- 2Y Natural, non-forcing, or cue raises of spades
- 2NT+ Rubensohl
- 4 $\heartsuit$ ,4 $\spadesuit$  Splinters for

### Notrump overcalls

- X If responder is an unpassed hand, and the 3 Criterion is satisfied (1NT overcall), double is for **GF RELAY**; else double is for penalty
- 2Y Natural, non-forcing, or cue raises of spades
- 2NT+ Rubensohl
- 4 $\heartsuit$ ,4 $\spadesuit$  Splinters for

### After a double:

- Pass Poor hand or poor in spades but with hearts
- XX Shortage in partner's suit and looking for blood.
- 1 **GF RELAY** (by unpassed hand; by passed hand, 8-10 3 )
- 2Y Natural, non-forcing, or cue raises of spades
- Jump in new suit is fit showing jump.
- 2NT Natural and invitational
- 2 Usual meaning
- 3 Preemptive

### After 1 takeout

- Pass Poor hand or poor in spades
- X **GF RELAY** (by unpassed hand; by passed hand, 8-10 3 )
- New suit non forcing, may be invitational
- 2NT Natural and invitational.
- Jump in new suit is fit showing.
- 2 Usual meaning
- 3 Preemptive

## 12.5 INTERFERENCE AFTER 1 OPENING

### After a double:

- Pass Poor hand, or poor minors but with spades
- XX Preference for  $\heartsuit$
- 1NT Natural
- 2 $\heartsuit$  **GF RELAY** (by unpassed hand; by passed hand, no minor preference)
- 2 Natural
- 2 /2 Fit showing jump for a minor, 2NT inquires
- 2NT Preemptive with both minors
- 3 $\heartsuit$  Preemptive
- 3 Preemptive
- 3 Hearts and a minor, at least 9 cards
- 3 Spades and a minor, at least 9 cards

### After an takeout cue (ie probably 2 $\heartsuit$ or 2 )

- Pass Poor hand or poor in other minor
- X **GF RELAY**
- 2 /2 Fit showing jump for a minor, 2NT inquires

2NT+ RUBINSOHL

**After an suit overcall (ie 2 or 2 )**

Double is PENALTY

2NT+ RUBINSOHL

### **12.6 INTERFERENCE AFTER 1NT OPENING**

Rubinsohl, penalty doubles (at the 2 level) and SWINE. Over 3 level interference X = penalty, suits = forcing for 1 round

### **12.7 INTERFERENCE AFTER 2/2 / 2 /2 /2NT OPENINGS**

Double is correctable

### **12.8 INTERFERENCE OVER BLACKWOOD**

#### **DOPI and ROPI:**

Double (or redouble) = zero

Pass = one

1st step = two, etc.

## **13. DEFENSIVE BIDDING SITUATIONS**

### **13.1 DOUBLES**

#### **Precision Double - NOT USED**

Double of 1 level opening by opponents in 2nd or 4th seat = 15+ with usual relay responses.  
ie 1x - X or 1x - P - P - X = Precision double

#### **Responsive double**

In non-relay auctions, when partner has shown a suit and opponents have found a fit at the two level, double is for takeout promising the unbid suits. Note: if partner has made a takeout double and opponents have found a fit at the two level, double is responsive.

#### **Relay double**

If partner has opened 1 (or made a Precision double) and right hand opponent bids at the one level, a double (or redouble) promises a negative response with 0-4 HCP (see 12.2).

Subject to the 3 Criterion, other doubles or redoubles of suit or NT overcalls may be for relay, takeout (negative) or penalty as specified in Section 12.

#### **Takeout doubles**

Are played up to and including 4

#### **Takeout double with Rubinsohl**

Used after opponent's weak two openings or after partner has opened 1 and opponents have made a weak jump overcall. Shows 5-7 semi-balanced.

#### **Negative doubles**

Used up to and including 3, subject to the 3 Criterion being broken.

The higher the level, the more frequently the double in the negative position should be passed for penalties. See 12.3-12.5

#### **Reopening doubles and balancing doubles**

Show maximal values. When in doubt, do not reopen/balance, but this is automatic up to 2NT after 1 has been opened. Experience shows that the part score swings gained are outweighed by the games the opponents now bid and make or the penalties the opponents collect.

### Positive slam doubles

In a competitive auction, when opponents have bid a slam to make, double in direct seat shows 2 or more defensive tricks. Double in passout seat shows exactly one defensive trick.

### Lightner double

An unusual double asking for an unusual lead. A double of 3NT asks for dummy's first bid suit, or if no suit, asks for a spade lead.

### Weak notrump double

A double of a Stayman or transfer response to a weak no trump shows a penalty double of 1NT.

### SOS Redoubles

If not specified as an asking relay, relay response, part of the SWINE convention, in some correctable situations, the specific sequence 1S-(X)-XX, or a blood-search, redoubles are strictly penalty, although some judgement may be exercised at game level. SOS redoubles, as such, are not used.

### Second-suit doubles

When the opposition have found a fit in a competitive auction and then bid a second natural suit, then doubles by either defender is for takeout of that second suit. In this way both defenders have an opportunity to penalise, and balancing doubles are almost mandatory.

### Power Doubles

Power doubles are used in "The Overcall Structure". They are made of one-level suit openings with a balanced 15+ hand with at least a doubleton in the bid suit, when no other suitable systemic description is available.

### Support Doubles and Redoubles

Support doubles and redoubles are used widely in "The Overcall Structure" when raising potential four-card suits

## 13.2 OVERCALLS – SEE ALSO APPENDIX 3 - THE OVERCALL STRUCTURE

Where applicable, the below is NOT superseded by the contents of Appendix 3 - The Overcall Structure

### Simple overcalls

Are constructive in nature.

#### *Responses:*

New suit is constructive, non-forcing.

Cue bid is unassuming, asks about quality of overcall.

#### *Responder's bids with support after partners overcall*

raise to 2	3 card support (except 4333 or adverse)
raise to 3	4 card support (except 4333 or adverse)
raise to 4	5 card support (except adverse)
jump raise	preemptive.
jump in new suit	fit showing jump
jump cue	I invitation to game
double jump cue	game raise and defensive values

#### *After sequence like 1 -(2 $\square$ )-2 -?*

2	5+ with $\square$ support or suit self sufficient at 3 level
X	4 + $\square$ support
2	forcing, $\square$ support
2NT	$\square$ support with defensive values

### 1NT overcall

In the 4th (balancing) seat any vulnerability shows 12-15 HCP and balanced. Other NT overcalls are 16-18 HCP balanced.

By a passed hand, the 1NT overcall is clearly Unusual, and shows the highest and lowest unbid suits. Thus a Michaels Cuebid of a major suit in this position shows the other major and diamonds. In these sequences, the overcaller chose not to open a two-suited multi option for some reason.

### Jump overcalls

Except : (1 $\square$ )-2 by an unpassed hand (see below)

Two level - weak with a six card suit.

Three level - weak with a seven card suit.

### Michaels

Direct cue of a suit shows 5/5, 6-10 HCP or 17+ HCP and at least one major.

A bid of 2NT shows 5/5, 6-10 HCP or 17+ HCP and at least one minor.

The sequence (1 $\square$ )-2 by an unpassed hand is an Unusual 2NT style hand showing spades and diamonds. By a passed hand it is a jump overcall, with No-(No)-No-(1 $\square$ )-1NT showing the Unusual spades and diamonds hand (dealer chose not to open a two-suited multi option for some reason).

### Bidding in 4th seat after two suits by opponents

One banana - Pass - One grape - ?

Double is for takeout, opening values.

2 bananas is natural with bananas.

2 grapes is natural with grapes.

1NT = 15-18 HCP balanced.

2NT = weak 5/5 in unbid suits.

### 13.3 DEFENCE TO STRONG 1 $\square$ OPENING

Double  $\square$ + , or +

1 +

1 majors.

1 + $\square$

1NT minors.

2 level bids are weak jump overcalls.

### 13.4 SWINE CONVENTION

1NT - Double - ?

Pass forces opener to redouble.

*next* pass to play

2 $\square$   $\square$  and

2 and

2 and

2 5 and  $\square$

XX forces opener to bid 2 $\square$ , promises any weak single-suited hand.

2 $\square$   $\square$  and a major.

2 and spades.

2 ,2 are all competitive

3 $\square$ ,3

2NT game forcing two-suiter

### 13.5 DEFENSES TO VARIOUS CONVENTIONAL OPENINGS BY OPPONENTS

#### European Multi 2D - ie strong hands or weak two in either major

Double takeout of spades

2 takeout of hearts

2NT strong balanced hand with stoppers in both majors

#### Forcing Pass

*Pass*

Brozel

1 $\square$  clubs and hearts (0-9 and 4-4 min in the suits shown)

1 diamonds and hearts (0-9 and 4-4 min in the suits shown)

1 majors (0-9 and 4-4 min in the suits shown)

## 4 Card Canape Symmetric Relay System

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1 spades and a minor (0-9 and 4-4 min in the suits shown)  
1NT minors (0-9 and 4-4 min in the suits shown)  
2 levels bids are weak jump overcalls or a good 5 card suit ( 0-9 HCP)

### *Fert Bid*

Pass 15+  
Dbl 0 - 8  
1NT 11 - 14 balanced  
other bids 9 14

### **Transfer openings**

bid of opponents suit takeout  
Dbl good hand/good suit in suit opened; or 15+ unbalanced  
or 19+ balanced  
2NT 15-18 HCP, with stopper(s)  
jump cue of suit shown Michaels - less than 15 HCP

### **CRO, RCO, OCR etc bids**

Dbl good hand/good suit in suit opened; or 15+ unbalanced or 19+ balanced  
bid good hand, good suit 11-14  
cue Michaels - less than 15 HCP  
2NT 15-18 HCP, with stoppers in at least 3 suits

### **13.6 2NT SELDOM NATURAL IN COMPETITION**

See appendix.

## 14. LEADS, SIGNALS AND DISCARDS

### **SUIT CONTRACTS**

#### **Leads from honours:**

Overlead sequences except King from Ace-King  
At trick one, top from doubleton honours

#### **Leads from length:**

2nd bottom from an odd number.  
Bottom from four or 4th highest from 6 card or 8 card suits.

#### **Signals:**

Primarily reverse attitude on the opening lead from any suit led by partner.  
Reverse (initial) count, except for  
(even = higher, odd = lower) suit preference when obvious

#### **Discards:**

Usually initial count  
suit preference when obvious

### **NO TRUMP CONTRACTS**

#### **Leads from honours:**

Ace - asks partner to unblock king queen or jack. If no honour, give inverse count. Exception: against gambling 3NT, the ace lead asks for reverse attitude.  
King - promises ace or queen and asks for reverse attitude.  
Queen - either top of sequence or from KQ10. Partner must unblock the jack.  
Jack - denies a higher honour, promises the ten.  
Ten - suggests an interior sequence - AJ10, KJ10, A109, K109, Q109.

#### **Leads from length:**

4<sup>th</sup> highest

## 4 Card Canape Symmetric Relay System

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### Signals:

Primarily reverse count.

Reverse attitude when obvious.

Suit preference when obvious.

### Discards:

First discard at NT, McKenney suit preference

Reverse count when obvious, or after first discard

Suit preference when obvious.

## Appendices

### APPENDIX 1 - HAND SHAPES

#### Single-suiters

2	high shortage .....		
2NT	middle shortage		2NT relay
3□	even shortage		3□
3	5332	3 relay	3 relay
3	6331	3	7222      3      6223
3	7330	3	6332      3      6232
3NT	7321		

#### Two-suiters

2	reverser		
2	5/5 shape .....		
2NT	high shortage		2NT relay
3□	even shortage .....	3□	high shortage
3	5431      3 relay	3	even shortage.....
3	6421      3      7411	3	5521 .....3 relay
3	7420      3      5422	3	5530      3      5611
3NT	6430	3NT	5620      3NT      6511
		4□	6520

#### Three-suiters

1 step	high shortage.....		
2 steps	4441		ask
3 steps	4450		4441
4 steps	4540		4450
5 steps	5440		4540
6 steps			5440

#### balanced

2	colour 4432 ; or 4333/3433 .....		
2	rank 4432	2	relay
2	minor 4333	2	major 4333 .....
2NT	2434	2NT	2344      2NT relay
3□	4342	3□	3442      3□      low 4
3	3424	3	4324      3      high 4, min
3	4234, min	3	2443, min      3      high 4, max, 2 c's
3NT	4234, max, 2 c's	3NT	2443, max, 2 c's

### APPENDIX 2 - POSSIBLE FUTURE ADDITIONS

#### Rubens Advances (from Bridge World April 1981)

- Used when opponents overcall.
- A single or double raise of the opened suit is as normal according to partnership agreement.
- A NT bid is as per normal according to partnership understanding.
- To make a cue raise of the opened suit, bid the **suit below** the overcall.
- Any suit bid between the overcall and the suit below the overcall are natural and forcing
- Starting with the cue bid and up to but not including the raise are **transfer advances**.
  - \* opener completes the transfer if he would have passed a non-forcing bid in that suit. At worst the advance would be made with a long weak single-suiter (7 or solid 6) with no particular fit with opener and is merely trying to improve the spot. This is the usual meaning).
  - \* Opener can raise the transfer via a *superaccept*.
  - \* A rebid of the **opened suit** is very strong and forcing.
  - \* A cue bid of the **overcalled suit** is very strong and asks for a half stopper.
  - \* A rebid of the **4th suit** is very strong and forcing.
  - \* The transfer will normally pass the transfer acceptance. However bidding of the 4th suit is forcing while returning to the opened suit is invitational and equivalent to a fit showing jump. A cue of the overcalled suit is a half stopper ask.
- As we now have no need for immediate fit showing jump, the jump in a suit can now mean a splinter or a transfer splinter.
- The immediate jump cue asks for full stopper.

### APPENDIX 3 - THE OVERCALL STRUCTURE

revised by John E. Fout

#### Introduction

When the opponents open the bidding, they have already garnered an advantage. Standard defensive bidding methods generally allow the overcalling side to compete, but this requires holding a good hand. The overcalling side never have good hands<sup>1</sup>; they want to compete anyway. The Overcall Structure has been created so that partners will be able to bid intelligently, catering for weak and/or distributional overcalling hands. It applies only in the direct seat after a one-level opening showing at least two cards in a known suit. If the opening bid is passed around to the fourth seat, the inability of the direct seat to act (ie. to prebalance) will influence the tendency to balance – more hands will be passed at low level.

The basis for this system is that ease in handling a few relatively infrequent strong hands is traded off to increase the action available to lighter and more frequent hands. Specific description is used to reduce the strength necessary to compete successfully, and to hasten the arrival at the par contract. The overcalling hand may be weaker, but if its exposure to danger is shorter, it does not need as much raw power to be relatively secure.

#### One No Trump for Takeout (NTTO)

This is the central bid of the Overcall Structure. The NTTO comes up frequently and creates havoc in the opponents' auction while letting us know in what suits we should be competing. The NTTO can be described as a light three-suited takeout, showing three cards in all the unbid suits, and generally 6-15 HCP at equal vulnerability. The minimum shape here is 4432, and a NTTO must be made on any hand satisfying the above requirements, with a few exceptions opposite a passed hand.

#### Responses to a NTTO -- Uncontested Auction

**Auction:** 1X 1NT P ?

2-suit To play. If the NTTO bidder raises, expect a shapely maximum with four card support (in some cases it could be blocking with 5+ card support).

2-cue Asks for a four card major, but if advancer later bids a new suit, then this reveals an invitational sequence for a major but not necessarily invitational for a minor. A follow-up cue-bid by advancer

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<sup>1</sup> When RHO opens, the frequency of HCP held is: 0-5 HCP = 18.18%, 6-8 HCP = 27.65%, 9-11 HCP = 28.55%, 12-14 HCP = 19.02 %, 15-37 HCP = 6.60%. Notice the great majority are the weaker hands.

## 4 Card Canape Symmetric Relay System

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demonstrates a strong interest in game - probably in the suit you've bid - opposite any hand with reasonable cover cards.

- 3-suit Pre-emptive even if opposite a maximum, unless bid at adverse vulnerability. Shows any six card suit or a good five card suit with a little shape.  
2NT Lower unbid suits.

### *Responses to a NTTO - Contested Auction*

#### After a double

A runout system is used to find eight-card fits.

**Auction:** 1-suit 1NT X ?

2-suit Five card suit

XX Exactly four cards in the highest unbid suit.

Pass Denies either of the above, but could still have a lower four card suit.

2-cue As for uncontested auction

**Auction:** 1-suit 1NT X P  
P ?

XX Shows a five-card or longer suit. Advancer then responds in the lowest suit that would be reasonable to play in opposite a five-card suit.

2-suit Four-card suit, starts a run-out.

2-cue As for uncontested auction

#### After a new suit or a raise

**Auction:** 1-suit 1NT 2-suit ?

X Responsive style showing at least one of the unbid suits - usually the other major - but not promising both.

2NT (Lower) unbid suits with a weaker hand.

Suit Non-forcing and usually lead directing.

Cue Constructive responsive-double-style hand. Later rebidding a new suit or raising overcaller shows a good hand.

### **The Simple Overcall (SO) at the One Level**

A simple overcall shows around 6-15 HCP and may quite often be made on a four-card suit, however statistically it tends to be a five-card suit. There are no suit quality requirements, and the shape requirements are that neither a NTTO nor a RJO could have been bid with this hand, nor is the shape 4333. These requirements are occasionally relaxed vulnerable, or opposite a passed partner, or with skewed playing strength. Four-card SOs are usually bid up-the-line, and a (higher-ranking) five-card suit is shown before a four-card suit. The inferences available from an SO are:

- 1) overcaller will have a shortage (<3) in at least one unbid suit because of his failure to use an NTTO
- 2) if the SO has a four-card suit, it has no lower-ranking four-card suit biddable at the 1-level
- 3) if the SO has a four-card suit, it has no unbid five-card suit (i.e either 4432, 4441 or with 5+ in the opened suit)
- 4) if the SO has a five-card suit (or longer) it has no higher-ranking unbid four-card suit
- 5) if the SO has a five-card suit (or longer) it has no unbid five-card suit
- 6) the SO hand tends not to be short in the opened suit
- 7) the higher the ranking of the overcalled suit, the more likely the hand holds a five-card overcall

Raises are generally cautious, and support doubles and redoubles are used to show three-card support where possible. The Law of Total Tricks is applied frequently.

### *Responses to a SO -- Uncontested Auction*

**Auction:** 1-suit 1-suit P ?

The aggressive nature of our overcalls require a delicate response structure to handle various possibilities:

1-suit Not constructive, strong suggestion of shortage in overcaller's suit

1NT Lebensohl, requires 2 $\square$  puppet (continuations later)

2-suit (non-jumps) Fit-showing, 3+ support and 4+ in bid suit, 10-12, non-forcing

2-cue opening hand with 4+ support, not forcing to game if overcaller is minimum

2/3-suit (jumps, including jump cues) Mini-splinters, 4+ support, 0-1 in suit bid, 10+

2NT Strong no-fit game try, looking for game in notrump or in own suit

**Auction:** 1-suit 1-suit P 1NT  
P 2 $\square$  P ?

Pass Runout to five-card  $\square$  suit

2-raise Fit-showing, 2+ support and 4+ in overcaller's suit, 10-12, non-forcing

2-suit (lower than overcalled suit) To play, runout with five-card suit

## 4 Card Canape Symmetric Relay System

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2-suit (higher than overcalled suit) Invitational, five-card suit  
2NT Invitational, balanced, holds stopper  
3-suit Invitational, five-card suit

### *Responses to SO -- Contested Auction*

The responses are similar but modified. A 1 over 1 tends to be more constructive. A new suit at the two level is a flower bid in that suit or length with that suit and enough values to force a level higher. Cue-bids are a limit raise or better for partner's suit while single jumps are still mini-splinters. Remember that support doubles and redoubles apply and come up quite frequently.

### **The Two Level Overcall (TLO)**

The TLO approximates a normal five-card two-level overcall, but can be made on hands that would normally make a weak jump overcall (unavailable except 2 over 1) that are too weak for an Intermediate Jump Overcall (see later). It will not be made on hands suitable for a NTTO or a RJO. After a TLO, changes of suit are non-forcing. In competition, a double or redouble by advancer shows a good raise to three, while the direct raise does not show values. A cue-bid in competition just promises a good hand either in support of partner or in another suit.

### **The Roman Jump Overcall (RJO)**

The two cheapest jump overcalls over a one level bid by opener show the suit bid and the higher touching suit with generally 6-15 HCP. It will not be made on 5431, 6430 or 5440 hands suitable for a NTTO. If there are only nine cards in the shown suits, the lower ranking will always have five cards and the higher ranking will have four. Specifically:

1 $\square$  2 5 diamonds and often only 4 hearts  
1 $\square$  2 5 hearts and often only 4 spades  
1 2 5 hearts and often only 4 spades  
1 2 5 clubs and 4 spades; 5-5 if vulnerable  
1 2 5 clubs and 4 spades; 5-5 if vulnerable  
1 3 $\square$  5 clubs and 4 diamonds; tends to be 5-5  
1 3 $\square$  5 clubs and 4 diamonds; tends to be 5-5  
1 3 5 diamonds and 4 hearts; tends to be 5-5

The point ranges and limitations are very sensitive to relative vulnerability.

### *Responses to a RJO - Uncontested Auction*

Cue Best possible hand; either interested in one of overcaller's suits or the fourth suit. Responses are logical  
2NT At least invitational values; tends to show interest in the higher ranking suit  
Raises Blocking  
4<sup>th</sup>-suit (non-jump) Non-forcing  
(jump, non-game) Splinter  
(game) To play

### *Responses to a RJO - Contested Auction*

If the opponents double, redouble replaces the cue-bid above. Pass is to play. Any other bid is essentially as above.

If the opponents raise or bid the 4th suit, a double replaces the cue bid. A double at a very high level just shows values.

### **The Two-suited Cue Bid (QB)**

This bid shows a 6-37 HCP hand with the two suits left out by the RJO, i.e. the suits above and below the cue bid suit. Specifically:

1 $\square$  2 $\square$  5 diamonds and 4 spades  
1 2 5 clubs and 4 hearts  
1 2 5 diamonds and 4 spades  
1 2 5 clubs and 4 hearts, tends to be 5-5

The responses for these are exactly the same as for the RJO, but overcaller is unlimited here.

### **The 2 No Trump Overcall**

The 2NT bid shows a strong two-suited hand with  $\square$ 4.5 AKQ losers (according to the Losing Trick Count). The non-touching suit is always held; over 1 $\square$  it's hearts and over 1 it's spades and vice versa. Shape is normally 5-5 or a good 6-4. The shown suit is the anchor suit and the other (unknown) suit held is the back suit.

### *Responses to 2NT - Uncontested Auction*

Anchor suit To play, very weak

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## 4 Card Canape Symmetric Relay System

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Other suit	To play in back suit, weak (can bypass lower back suit to show preference for higher back suit or the anchor suit)
Cue	Asking, good invitation or better, doesn't promise more than one trick
Jump in anchor	To play or invitational if not already game.
Other jump	Splinter for anchor suit

### *Responses to 2NT - Contested Auction*

If the opponents bid a suit, the bid of anchor suit is weak and to play. Double is the same as cue bid if anchor suit could be bid at 3 level, or value-showing if anchor suit cannot be bid at 3 level, and tends to deny fit for anchor suit.

If the opponents double, bidding anchor suit is to play, redouble is the same as cue bid above, and pass forces either a redouble or bid of second suit if lower than anchor.

### **The Power Double (PD)**

Doubles cater for 15+ hands that tend to be balanced and hold 2+ cards in the opened suit. It tends not to be a strong two-suiter, but may have NTTO shape.

Responses are logical. A free bid limits a hand to less than invitational values. A jump shows invitational values. A cue-bid is forcing. Both responder and the PDer follow up with natural bids allowing room to find the best spot. South African Transfers apply over the PD - a transfer to four of a major by bidding the corresponding minor, C => H & D => S, and this allows the PDer to super accept by bidding the step in between. Notrump response ranges are 1 NT = a good 4 to a bad 7, 2 NT = a good 7 to a bad 9, 3 NT = 10-14, etc. A PD will often be passed for penalty when advancer has a good holding in the opened suit, or fairly balanced with some trump tricks. If the opener runs from the double, further doubles are for penalty, and bids of the initially-opened suit are natural and constructive.

### *Transfer-Oriented Symmetric Relay Extensions to the Power Double*

Clearly after a PD opposite a non-passed hand (or even shapely passed hands) the overcalling side may well have a constructive game to bid, especially with the majority of the outstanding HCP conveniently located. If the double is passed around to advancer, with a positive hand and 4+ length in the opened suit responder will normally pass the double for a penalty more than the value of the overcalling side's possible game. The normal transfer relay structure applies with Step 1 negative, and the other steps shifted up appropriately, omitting any steps showing the suit opened. Exception : after a 1 $\heartsuit$  opening, the responses are natural responses, not transfer responses, to avoid wrong-siding the hand. Care must be exercised when the opened suit is the reverser suit (clubs, using transfer responses, diamonds in the exception) - a single-suited hand's second response will be two steps lower, because the implicit reverser does not arise (e.g. (1 $\heartsuit$ )-X-(P)-1 -(P)-1 -(P)-2 shows spades and a heart shortage since clubs cannot be held – two steps have been gained) – however after showing a balanced hand the relay structure is **not** altered to reflect the absence of the overcalled suit. After negative responses, PDer can bid naturally, showing a stopper and balanced with a NT rebid, or bidding a suit naturally. Many times this will right-side the hand with respect to the alternate non-relay auction.

### **The Intermediate Jump Overcall (IJO)**

Bids at the 3 level when higher than the two cheapest jump shifts show a single-suited hand with the values to bid to the 3 level in competition. The hands generally range from 12 HCP and a 7 card suit to a bad 17 HCP with a six card suit. Suit quality is generally about a 1 loser maximum. The available bids are:

1 $\heartsuit$  3 $\spadesuit$  /3 /3  
1 3 $\heartsuit$  /3 /3  
1 3 /3  
1 3 .

In a major, one top trick and a fit by responder is usually sufficient to bid game vul. vs. nonvul, but nonvul vs. vul even 1 & 1/2 tricks with a fit would probably be insufficient (overcaller has a NAMYATS bid available showing 8 to 8 1/2 tricks). All game bids are to play, and 4 level bids below game are usually slam tries for overcaller's suit.

### **NAMYATS**

Bids at the 4 level are NAMYATS style showing 8 to 8-1/2 playing tricks. Bid 4 of the corresponding minor to show the strong hand while bidding 4 of the major shows the more pre-emptive hand: 4 $\heartsuit$  => 4 $\spadesuit$  and 4 $\spadesuit$  => 4 $\heartsuit$  . Over 1 $\heartsuit$  and 1 $\spadesuit$  , 4 $\heartsuit$  and 4 $\spadesuit$  are normal 4 minor pre-empts.

### *Responses to NAMYATS*

1. Accepting the transfer denies interest in slam.
2. Bidding the step in between, shows a mild interest in slam.
3. Bidding a new suit asks for a control in that suit; 4NT would be RKC.

### **2 Jump Over 1□**

This is the only existing jump pre-empt available below the 4 level; it shows a weak jump overcall, 6-10 HCP and at least a six-card suit with reasonable quality. A 1□ overcall of 1□ thus tends to deny the pre-emptive style hand.

### **3 Level Jump Cue Bid**

This bid asks advancer for a stopper in the bid suit and tends to show a long minor with a couple of outside cards.

### **Alerts in the Structure**

Clearly, many calls in the structure are alertable as they differ greatly from standard practices. In particular, NTTOs, SOs, TLOs and most of their responses are alertable. Even though the latter two are natural, they diverge from standard, both in the nature of positive inferences, and in the nature and number of negative inferences. These calls will be alerted - generally, this is only alerting the opponents to the negative inferences from the call. Clearly pre-alerts are required to explain the basic structure, along with the knowledge that the overcalling side are willing and able to describe all the negative inferences in specific cases if requested. Minimally, the side must disclose that most direct-seat actions have abnormal or supranormal meanings, and that balancing situations will use this information. Care must be taken to inform the opponents that a large number of negative inferences are commonly available, to avoid creating a highly illegal concealed partnership agreement.