

# The TresBoof Bidding System:

## A Forcing Pass System with Moscito Relays

Last revision: 5/22/01

### Authors

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The original authors of this system included their e-mail addresses all of which are no longer valid. Having played the system a bit, I saw the need to do a minor revision to cover some of the issues I've discovered. Other than that, I've added more text to clear up some of the more confusing portions of this document. Some sections have also been removed whose material is already covered by general partnership agreements. For example, defense bidding and responding to preempts have been removed. Use your normal methods here. All that is left here is stuff unique to the use of Tresboof in offensive bidding.

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### 1. Opening actions (with relative frequencies)

Pass (21%): 14+, any shape.

1C (17%): 8-13, 4+ hearts, possibly longer minor, possibly 4-4 majors.

1D (16%): 8-13, 4+ spades, possibly longer minor.

1H (11%): 0-8, any shape. Usually no 5-card suit except possibly clubs (since an off-shape weak 2 is safer, more descriptive, and more preemptive)

1S (10%): 9-13, balanced, no 4cM unless 4333.

1N (3%): 9-13, 5+ diamonds, no 4cM. (Implies 6+ diamonds and/or 4 clubs).

2C (2%): 9-13, 5+ clubs, no 4cM. (Implies 6+ clubs and/or 4 diamonds).

2D (?): 4-8 weak 2 in major or 20-21 balanced, MULTI

2H (?): 4-8 hearts + minor

2S (?): 4-8 spades + another suit

2N (0.3%): 8-12, 5-5 or more in minors.

3N (0.2%): 8-13, solid 7-card or 8-card minor.

Others (?): Preempts of various sorts. Wild, both because of our general style, and because often the only alternative is a 1H opening.

### 2. Strong Auctions

#### 2.1 Introduction to theory of Moscito relays

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In general, if we are in a game force then one player is always making cheap, meaningless bids ('relays') and the other describes his hand artificially. Up to about the level of 3H responder is describing shape,

after which he describes first total number of aces and kings and then location of specific high cards. Responder doesn't really need to think, just obey opener's requests.

A lot of sequences are designed to be parallel, to minimize the amount of memory work needed. For example, after the 1C response, if opener relays 1D then all of responder's bids (1H and up) are the same as the initial responses of 1H and up, just a different point range. If I make reference, for example, to "S2 scheme", that's the name of one family of parallel sequences which I will describe later.

A word about notation: If you see something like "2S: Diamond shortness. 4414, 5404, 4504, 4405", then that means that after opener relays 2N, 3C by responder shows 4414, 3D shows 5404, 3H shows 4504, 3S shows 4405.

Another word on notation: hand patterns lacking "-"s indicate specific holdings in suits following the SHDC sequence. Hand patterns including "-"s indicate relative length of suits but do not show any ordering of suits. For this hand pattern description, the length of suits must be previously agreed. For example, 7321 indicates 7 spades, 3 hearts, 2 diamonds, and 1 club whereas 7-3-2-1 indicates any hand where the longest suit is 7 long, the next longest 3, etc.

## 2.2 Responses to big pass (14+):

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1C: 8-10 pts, 2+ controls, any shape.

1D: 17+ GF relay

Responder bids the first-round response structure below of 1H-2C

others: 14-16 followed by natural bidding

1D: 0-7 pts, any shape.

1H: 17+ any shape

1S: 0-4 any shape

1N: 17-19

2C: 5-7, GF

1S: 14-16 w/ spades

1N: 14-16 bal

2C: 14-16 w/ clubs

2D: 14-16 w/ diamonds

2H: 14-16 w/ hearts

2S: 17+ w/ spades (to prevent wrong-siding should responder bid 1S after 1H)

2N: 22-24 bal

others: GF

Responder should raise with a good fit and a max, or bid a new suit as a scramble with a misfit. Opener should show a 4-card major before a longer minor -- finding a potential 4-4 fit has priority.

1H: 11+ pts, 4+ spades except it denies 4045 and 4054 patterns. Opener relays 1S:

1N: 4+ hearts. Opener relays 2C:

2D: 3-suited, both majors. Opener relays 2H:

2S: Low (club) shortage. 4441, 5440, 4540, 4450.

2N+: High (diamond) shortage. 4441, 5404, 4504, 4405.

2H+: S2 scheme.

2C: 4+ diamonds. Opener relays 2D, then 2H+ is S2 scheme.

2D: Spade 1-suiter or 4144, S1 scheme.

2H+: 4+ clubs, S2 scheme.

1S: 11+ pts, 4+ diamonds, denies 4+ spades, except when 4045 or 4054!

2C: 4+ hearts. Opener relays 2D, then 2H+ is S2 scheme.

2D: Diamond 1-suiter or 1444, S1 scheme.

2H+: 4+ clubs, S2 scheme.

1N: 11+ pts, 4+ hearts, denies spades or diamonds.

2D: Heart 1-suiter, S1 scheme.

2H+: 4+ clubs, S2 scheme.

2C: 11-13 pts, balanced (4333, 4432, or 5332 with no 5-card major).

This allows opener to quit the relays and just bid 3N if he's minimum with no major. Also, if responder doesn't respond 2C but later shows one of these shapes, he promises 14+ pts. The relay structure is described later.

2D: 11+ pts, club 1-suiter, S1 scheme.

Others: 6-9 pts, good 6-card suit (7 if 3-level, 8 if 4-level). Everything natural afterwards (raise is invitational, everything else GF).

### 2.3 S1 scheme

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A good memory device is that the "1" in S1 stands for one-suited hands but it will also handle the hands with 3 equal suits. The S1 scheme always starts with responder bidding 2D and opener relaying 2H, then:

2S: Either low shortage or 6-3-2-2. Opener relays 2N:

3C: 6-3-2-2.

3H: Low 3-card suit.

3S: Mid 3-card suit.

3N: High 3-card suit.

3D+: 5-3-3-2, 6-3-3-1, 7-3-2-1, 7-3-3-0

2N: Mid shortage. 5-3-3-2, 6-3-3-1, 7-3-2-1, 7-3-3-0.

3C: Three equal suits. 4-3-3-3, 4-4-4-1 (one major), 7-2-2-2.

Remember, 4-3-3-3 promises 14+ since responder didn't bid 2C originally to show 11-13 bal.

3D+: High shortage. 5-3-3-2, 6-3-3-1, 7-3-2-1, 7-3-3-0.

Remember, if responder shows 5-3-3-2 and their suit is a minor it promises

14+ since responder didn't bid 2C originally.

## 2.4 S2 scheme

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A similar memory device for this scheme is that the "2" in S2 corresponds to two-suited hands but this scheme also handles the rare unequal 3 suiters (5-4-4-0). The S2 scheme always starts with responder bidding 2H and higher:

2H: Lower suit longer. Opener relays 2S:

2N: Lower suit longer, low shortage.

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

3C: Lower suit longer, 3-suiter (both minors) or equal shortage.

5-4-2-2, 5-4-4-0, 6-5-1-1, 7-4-1-1.

3D+: Lower suit longer, high shortage.

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

2S: Equal-length suits. Opener relays 2N:

3C: Low shortage. 4-4-3-2, 5-5-2-1, 5-5-3-0, 6-6-1-0.

Remember, if responder shows 4-4-3-2 it promises 14+ since responder didn't bid 2C originally.

3D+: High shortage. 4-3-3-2, 5-5-2-1, 5-5-3-0, 6-6-1-0.

Remember, if responder shows 4-4-3-2 it promises 14+ since responder didn't bid 2C originally.

2N: Higher suit longer, low shortage.

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

3C: Higher suit longer, 3-suiter (both minors) or equal shortage.

5-4-2-2, 5-4-4-0, 6-5-1-1, 7-4-1-1.

3D+: Higher suit longer, high shortage.

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

## 2.5 Balanced scheme

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Responder responded 2C, opener relayed 2D, then:

2H: 4 spades.

2N: 4 hearts. 4432, 4423.

3C: 4 diamonds. 4342, 4243.

3D: 4333.

3H+: 4 clubs. 4324, 4234.

2S: 4 diamonds.

3C: 4 hearts. 3442, 2443.

3D: 3343.

3H+: 4 clubs. 3244, 2344.

2N: 4 hearts.

3D: 3433.

3H+: 4 clubs. 3424, 2434.

3C: 5 diamonds. 3352, 3253, 2353.

3D: 3334.

3H+: 5 clubs. 3325, 3235, 2335.

## 2.6 Control relays

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1) 3N is NEVER a relay. When relayer bids 3N, it is to play.  
So, if responder bids 3S, 4C is the relay.

2) Relayer can always sign off by making a non-relay minimum game bid.

- \* If relayer has determined that 3N or 4M is impossible, and is unsure that
- \* partnership values are sufficient for 5m, he can bid a non-relay 4m
- \* as strongly invitational, but not forcing.

If relayer is interested in slam but does not think further relays will help him, he can make a natural, invitational jump in a new suit.

3) It is important for responder to think in terms of the number of possible bids he is skipping, rather than the bid itself. For example, 3S-4C skips one step, while 4D-5D skips four steps. In general, responder has one more good feature in his hand for every step he skips.

4) The first relay after shape has been determined asks for controls.

An ace is two controls, a non-singleton king is one control.

Responder must have 3 controls for a bid promising 11+ points, so he skips no steps to show only 3, skips 1 step to show 4, skips 2 to show 5, etc.

Responder must have 2 controls for a bid promising 8+ points, so he skips no steps to show only 2, skips 1 step to show 3, skips 2 to show 4, etc.

5) After that, responder orders his suits by length, ignoring singletons and voids, breaking ties by rank. For example, for 3532 the order is H-S-D-C, while for 1453 the order is D-H-C.

6) Responder then makes a list like:

A x or K of first suit (not both, opener can always distinguish

A x or K of second suit between 0 and AK)

\* A x or K of third suit

\* \*\* A x or K of fourth suit (if applicable)

Q of first suit

Q of second suit

Q of third suit

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

\*\*\* "something extra"

\*\*\* "something extra"

\*\*\* "something extra"

\* if this suit is a doubleton, the check is reversed, and this should read "0 or AK of nth suit"

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

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

7) Responder looks at the current list, and skips n steps to show that his hand meets the first n conditions on the list but not the (n+1)th. He then crosses off the n+1 conditions, to get a new, shorter list, starting with the (n+2)th condition. Lather, rinse, repeat.

## 2.7 Relay reversals

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After Pass-1H or Pass-1S, there are certain times when opener does not want to be relaying. These happen most often when opener is minimum, does not have support for responder's suit, and has the suit which responder just bid (so that responder may be playing the contract, and opener would not wish to tip responder's hand to the defense). We have found that these are virtually the only occasions where opener doesn't want to relay. Relay bidding may still be effective, so we have devised this scheme to let \*responder\* relay:

After Pass-1H or Pass-1S, bids of 2C or higher by opener show 14-16 points, 4+ of the bid major, denies the other major. 2C shows diamonds, 2D shows a 1-suiter, 2H+ shows clubs, etc. Responder may then relay, and the bidding proceeds as with the normal S1 or S2 schemes, or responder may just bid naturally.

These bids are \*optional\* -- opener always has the right to retain captaincy if he wants it.

## 2.8 Examples

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--	AT98
K53	Q42
AKT83	QJ94
AKQ87JT	

Pass (14+)	1C (8-10)
1D (GF)	2C (balanced)
2D	2H (4 spades)
2S	3C (4 diamonds)
3D	3H (4342)
3S	3N (2 controls)
4C (looking for 7)	4H (Skipping one step. The first condition holds but the second does not. I have A xor K of spades, but nothing (AK impossible) in diamonds.)
4S	4N (Skipping no steps. The first condition does not hold. I have nothing in hearts (or AK, but that's

impossible)).  
6D (Missing HA, so sign off)

Kjxxx	AQx
AQ	Kxxxxx
Ax	Q
AQxx	Kxx

Pass 1N (11+ pts, 4+ hearts, denies spades or diamonds)  
2C 2D (Heart 1-suiter or 1444)  
2H 2N (Heart 1-suiter, diamond shortness)  
3C 3H (3613)  
3S 4C (4 controls (2 for AS, 1 for KH, 1 for KC))  
4D (we must have all aces and kings except for irrelevant KD, so looking for likely grand slam)  
5C (KH, so don't bid 4H.  
AS, so don't bid 4S.  
KC, so don't bid 4N.  
No QH, so bid 5C.)  
5D 5S (QS, so don't bid 5H.  
No QC, so bid 5S.)  
7S (partner must have S AQx H Kxxxxx D x C Kxx. Spades is safer, since hearts might break 4-1, which we can survive playing spades but not hearts.)

KJ	AQxxx
AKQ98	Txx
AQx	Kx
QJx	T9x

Pass 1C (8-10, any shape)  
1D (17+, game forcing relay)  
1H (4+ spades)  
1S 2D (One-suiter or 4144)  
2H 2N (Diamond shortness)  
3C 3D (5323)  
3H 3N (3 controls (AS is 2, KD is 1))  
4C (Slam's still possible -- put responder's king in clubs for example)  
4H (AS but not KS, so don't bid 4D.  
Neither AH nor KH, so bid 4H.)  
4S 4N (Either AK of clubs or neither AC nor KC)  
Pass (Partner has AS but only 3 controls, so he can't have AK of clubs. Thus we have 2 clubs losers. No slam. He has 3 controls and AS and nothing in hearts or clubs, so he must have KD, and probably QS to get up to 8 pts, though that's not certain. 4N is probably safer than 5H, since no danger of a club ruff.)

AJ	KQTxx
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Axx            xx  
Kjx            AQxxx  
Axxxx        K

Pass    1H (11+ pts, 4+ spades)  
1S      2C (4+ diamonds)  
2D      2S (equal length suits)  
2N      3C (club shortness)  
3D      3S (5251)  
4C      4D (3 controls (AD is 2, KS is 1, KC is singleton and don't count))  
4H (Slam is likely if responder's values are concentrated in his long suits)  
      5S (One top spade honor, so skip 4S.  
          One top diamond honor, so skip 4N.  
          No top heart honors, so skip 5C.  
          QS, so skip 5D.  
          QD, so skip 5H.  
          No QH, so bid 5S.)

5N (Wow! Partner has KQxxx xx AQxxx x, possibly with the KC, which would be the 13th trick. Anything else you'd like to share, partner?)

6D (Well, I've got this stiff king...)

7N (Cool.)

### 3. Intervention in relay sequences

#### 3.1 First-round interference over opening Pass

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General principle is

Over 1Z: Pass and Double are relatively strong bids,  
Other suit bids are natural 5-7.  
1nt = 0-4 artificial negative.  
Jump bids should be made on a 6 card or longer suit headed  
by QJT, KJ, or KQ and no side strength.  
A cue bid of 2Z should show control values in the suit.

Pass usually forces double so may be made on a penalty hand. The possibility of a penalty pass is a psychological edge as well as any theoretical gain. This is almost guaranteed to expose any psychics -- it seems psychics are frequent against the strong pass.

Over 1C: Pass forces double:

Pass is penalty  
1D show 11+ with "something extra" denies 4+ spades

1H-2C show 11+ points, normal relay  
2h+ show 6-9 and a good 6 card suit.  
Double shows 8-10 points  
1D, 1H, 1S, 2C are natural 5-7 point bids (1D may be made on 3 cards)  
1N is 0-4 artificial negative.  
2D+ show <6 and a good 6 card suit

Over 1D: Pass forces double

Pass is penalty  
1H-2C show 11+ points, normal relays  
2H+ show 6-9 and a good 6 carder  
Double shows 8-10 denies 4+ spades  
1H shows 8-10 4+ spades  
1S, 2C-2H show 5-7 natural.  
1N is 0-4 art neg.  
2S+ show <6 a good 6 card suit

Over 1H: Pass shows 8+, denies 4+ hearts (double relays--suit order HDSC)

Double shows 8+, 4+ hearts (1S relays)  
1S, 2C-2H show 5-7 natural  
1N shows 0-4 points, art neg.

Over 1S: Pass shows 8+, denies 4+ spades, double relays gf and then:

1N shows H, denies S or D (as usual)  
2C shows HD 2 suiter  
2D shows C or D one suiter (relays off)  
2H+ shows CD 2 suiter

Double is 8+, optional (usually 4 spades) bidding proceeds naturally.

1N shows 0-4 art. neg.  
2-bids show 5-7, natural.

Bidding after artificial negative 0-4:

Pass with a minimal balanced hand and use SOS and runout techniques.  
Bid 2C as a choice of suit request.  
Bid 2D-2S as signoff.  
Bid 2nt as invitational with a strong hand.  
Cue bid the enemy as the only forcing bid  
3 bids are invitational, not forcing.

After a 5-7 natural bid, all raises are non-forcing, 2nt is invitational,  
and cue the enemy suit to force.

Over 1N: Double with most hands of 8+.  
Bids show a good suit and 7-9 points, and no desire to penalize the opponents.

Over 2C: X: Optional, 8+, 3+ decent cards in their suit.  
2D: Takeout -- leaning towards majors.  
2H, 2S: 8-10 points, good suit, non-forcing  
2N: Diamonds, 8+, good suit  
Jump bids are natural, GF.

New suits after a Take-out ARE forcing. With majors bid 2d. With a good 2 suiter in diamonds and a major suit bid 2nt then the major--this is invitational. With a minimal 2 suiter with D, just bid the major.

Over 2D, 2H, 2S: X: Optional, 8+, 3+ decent cards in their suit.  
2 suit: 8-10 point, 4+ card suit.  
2N - 3S: Transfers. Transfers to a lower suit than the opponent's bid is 8+. Transfer into their suit is 11+, 3-suiter. Transfer above their suit shows a game force and an excellent suit.

Over higher bids: X is penalty, all bids are game-forcing.

### 3.2 After Pass-1C

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Over X, 1D, 1H, 1S: P is gf relay (use relays over N step interference)  
suit bids and 1N are natural 14-16  
X or XX is 14-16 a takeout with the right SHAPE.  
2Z is Michaels 14-16.

Over 1N: Will never happen.  
P forces X, then any bid is gf.  
X shows 14-16 optional.  
suit bids are natural--2nt is unusual.

Over 2C: P forces X then  
P is penalty  
any other bids are gf.  
2D is takeout -- leaning towards majors  
3C general takeout shows a strong hand  
all other bids natural.

X is optional.  
2D is takeout 14-16.  
all other bids natural, 14-16.

2N is natural 15-16 points, invitational.

Over 2D+      P shows 14-16  
                  X is optional leaning towards penalty  
                  Bids are gf, natural.

### 3.3 After Pass-1D

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If the opponent then bids we pretend that he opened the bidding and use normal defensive methods, except that both of us know something about the other's point-count.

### 3.4 Intervention after a game-forcing relay has been established

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If they intervene with a 2-step bid, then we conduct our relay auction as normal, with pass substituting for the 1-step bid and double substituting for the 2-step bid.

1-step interference over responder: Double by relayer is penalty. Pass relays, after which responder may either make his normal bid or double to show values in the doubled suit and deny the cheapest response (opener may pass for penalties or 2-step to relay).

1-step interference over relayer: Pass and double both show a 1-step response, but double shows a high card (for defense or N) in the opponent's suit while pass denies it. Opener may penalize the boofa or 2-step to relay. Other bids are as normal.

Double of responder: Relayer may redouble to play, or pass as the usual relay. Then redouble by responder shows extra values (14+ or compensating strength) (1-step relays), and a 1-step bid shows control in the doubled suit, no extras, and denies the cheapest response (2-step relays). Other bids by responder are as normal.

Double of relayer: Responder may pass to show extras (double relays), redouble to show a high card in that suit and deny the 1-step response (1-step relays) or make his normal response with neither of the above.

3+ step interference over responder:  
Relayer may double for penalty, and Pass resumes relays n-2 steps higher.

3+ step interference over relayer: Drop relays, bid naturally. Responder should either double with undisclosed defense or pass without, should not get in the way if relayer wants to double. Afterwards cheapest suit by relayer may be artificial (depending on how deep we are in relays)

to give responder more room to say something.

Intervention in control relays over responder: Relay may double for penalty, or pass to continue relays (X by responder subs for first step).

Intervention in control relays over relayer: Responder doubles to show an undisclosed control in that suit, or passes to deny such. Relay may then bid the cheapest step to relay, the intervention suit being skipped over since we have the info already.

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#### 4. Intermediate and Weak Auctions

##### 4.1 Responses to 1C

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Pass: Any really weak hand, with or without clubs.

1H: Either a solid invitation (based on HCP rather than playing points) or a game-force. Opener bids 1N with both majors (then 2C is GF relay, all else is natural and invitational), 2C+ with a max (as Moscito), 1S with a min (then 1N is GF relay as Moscito, all else natural and invitational).

1N: 4-card support and 10-12 points in support. Basically a raise which won't go anywhere unless partner really likes his hand.

1S: 5-card suit, usually weak, but game might be possible if partner has a fit. So, partner should raise with a good hand and support.

2C, 2D: Weak hand, good suit.

Everything else except 1D: Signoff, preemptive.

1D: None of above. Starts a totally natural sequence. Could be a nondescript hand barely worth a response, could be a mediocre hand looking for a fit, could be almost worth an invitation but wants to find out more about partner's hand before evaluating.

Opener bids (in order of priority): 1H with 5+ hearts, 1S with 4 spades, 1N with balanced, 2m with a longer minor suit, and something else with a really nice \*distributional\* max. (Rebid 1H usually with 4-5 majors, since partner can bid 1S to find a spade fit.) Most bids after 1D response are nonforcing, but many raises and jumps are invitational.

##### 4.2 Responses after 1D

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Pass: Any really weak hand, with or without diamonds.

1H: No other bid available.

Starts a totally natural sequence. Could be a nondescript hand barely

worth a response, could be a mediocre hand looking for a fit, could be almost worth an invitation but wants to find out more about partner's hand before evaluating.

Opener bids (in order of priority): 1S with 5+ spades, 1N with balanced, 2m with a longer minor suit, and something else with a really nice \*distributional\* max.

1S: GF. Opener rebids as in Moscito.

1N: 4-card support and 10-12 points in support. Basically a raise which won't go anywhere unless partner really likes his hand.

2C, 2D: Weak hand, good suit.

others: Signoff, preemptive.

#### 4.3 Bidding after 1C or 1D in competition

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Ignore a 1-step overcall. Ignore a double, except that redouble can be used to show a hand with 3-card support (so the 1-step response denies support).

Negative doubles through 2D. The negative double is like a 1D response to 1C or a 1H response to 1D -- it asks partner to describe his hand without actually saying much. Penalty doubles of 2H and higher.

New suit responses are forcing. The cheapest bid in partner's suit is a non-invitational raise. Jump shifts and raises are preemptive. Cue-bid of their naturally-bid suit shows at least invitational strength, promises 4-card support.

After the initial action, either player may cue-bid the enemy to show extra values without a convenient bid. If responder does it, it's a GF. \*These cuebids don't promise anything in their suit!\*

#### 4.4 Responses to 1H

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Pass: Almost any 0-10 hand, and decent hands with hearts as well.

1N: ~18+, artificial, forcing. Opener rebids 2C, artificial negative, with 0-4, after which the auction reverts to natural (responder must jump to force). With 7-8, opener bids 2N (game forcing). With 5-6, opener bids a 4cM if he has one, otherwise 2D, and the auction proceeds naturally (generally nonforcing bids).

2N: 21-23, natural.

2M,3\*: Preemptive.

1S,2m: General runout, probably decent hand (since most really lame hands pass). Up to 17 pts. 1S shows 4+, 2m shows 5+. Opener should raise with a max and a good fit.

#### 4.5 Bidding after 1H - X - ?

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XX: SOS. Usually no 4-card heart suit, and no convenient 5-card suit to escape to. Could be a strong hand with a good suit (plans to jump next).

1N: As normal.

1S, 2C, 2D: Weak runouts, decent 5-card suit. Should be a \*good\* suit for the higher runouts, since options are cut off.

Jumps: Weak. 2N is unusual for minors.

After the first round actions, 1N tends to show the most awkward suit that the bidder could hold. For example, 1H-X-1S-X-1N shows diamonds (opener can't have good enough hearts to override partner's decision, since he didn't open 2H). 1H-X-P-P-1S-X-1N shows hearts, since responder could have something like 6 hearts. XX, of course, is always SOS.

#### 4.6 Responses to 1S

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Pass: Bad hand, 4 or (weak 5) spades. With good spades, respond 2S (also a signoff, but more preemptive)

1N: To play.

2C: Puppet to 2D. Either a diamond signoff, or any invitational hand.

With an invite, responder next bids his suit.

2D: Artificial game force. Opener should bid a doubleton major if he has one, otherwise bid 2N with 5 clubs, 3C with 5 diamonds, 3D with any 4333.

2N: Light invitation to 3N. With a strong invitation, bid 2C then 2N.

Everything else: Signoff.

In competition: If they double 1S, redouble is SOS and all else unchanged.

If they overcall, doubles are penalty, 2N is an artificial game-force, and jumps are invitational. Bids are to play.

#### 4.7 Responses to 1N

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2C: Puppet to 2D, either a signoff or an invitational hand. Responder bids his suit next with an invitation.

2D: Game-forcing relay. Then 2H shows 4 clubs (S2) and 2S+ is 1-suiter (S1).

Responder will frequently break out of relays to find out about stoppers.

2N: Invitational.

2H, 2S: Good suit, nonforcing.

3\*, 4\*: Signoff. 3C tends to imply a mild diamond fit.

In competition, doubles are penalty, redoubles are SOS, raises are competitive,

and new suits are invitational and non-forcing. Cue-bids ask for stoppers.

#### 4.8 Responses to 2C

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2D: Game-forcing relay. Opener bids 2H with secondary clubs (S2 scheme), or 2S or higher with a 1-suiter (S1 scheme).  
2H, 2S, 2N, 3C, 3D: Invitational, natural.  
All else: Preempts.

In competition: Same as after 1N.

#### 4.9 Responses to 2N and 3N

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In response to 2N, 3m is a signoff, 4m is invitational to game, 4N is invitational to slam in a minor (opener bids 5C to reject, 5N or something else high to accept), and 5m, 6m, 7m are signoffs. 3M is forcing. 3N and 4M are signoffs, and opener should \*not\* pull.

In response to 3N, pass is to play and should only be done with a couple of outside tricks and a couple of outside stoppers. Any club bid is a signoff in opener's minor. 4D asks for an outside second-round control (4H=H, 4S=S, 4N = other minor, 5m = none). In general, the cheapest N is natural, but a N raise or jump is forcing and invitational to slam in opener's minor if opener has undisclosed extras.