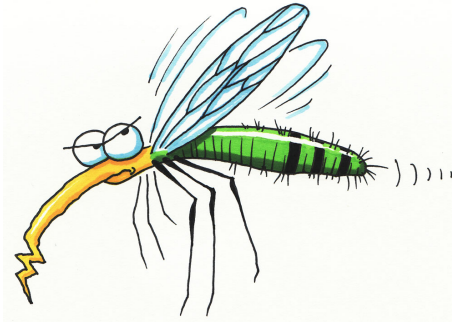


Mygga



... now we're too high again...

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May 20, 2013

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Chapter 1

Introduction

1.1 Opening Structure

1♣	Any hand with 15+ hcp
1♦	10–14 hcp. 4+♥ (not 4432 or 4333), longer minor possible
1♥	10–14 hcp. 4+♠ (not 4432 or 4333), longer minor possible
1♠	10–14 hcp. Unbal 4+♦ (5-4♣/♦, 5-5♣/♦ or 6+♦). Denies 4+ major.
1NT	11+–14 hcp, usually no 5-card major
2♣	10–14 hcp. 6+♣. Denies 4+ major.
2♦	Wilkosz. Weak with 5-5 in two suits, but not the minors
2♥/♠	Weak
2NT	Weak with 5-5♣/♦
3♣/♦	Sound preempt (2 of 3 top honours), 1-2-34 in 3rd seat
3♥/♠	Preemptive, 1-2-34
3NT	8 tricks with a long major (running suit or compensating ace)
4♣/♦	Preemptive, 1-2-34
4♥/♠	Less sound preempt than 3NT, 1-2-34
4NT	Sound preempt with both minors
5♣/♦	Undisciplined preempt, 2-3-4
5♥/♠	Bid slam with a top honour, bid grand with two top honours

With a 10–14 marmic, open 1♦ unless the short suit is hearts (then open 1♥). With a 10–14 grand marmic and 5-card minor, open 1♦ unless the short suit is hearts (then open 1♥). Always show your longer major first (spades with 5-5). It is allowed to open 1NT with 11-counters, but not required.

Openings in third seat (except 1♣) can be lighter and tactical (about 8–14 hcp instead of 10–14). Weak openings at the 2-level may also be weaker, or even stronger, in third seat.

In fourth seat the 2-level openings show a 6-card suit and about 10–14 hcp. Openings at the 1-level should be sound (perhaps using the rule of 15), since it may be preferable to pass out

Frequencies of openings

1♣	14.85%
1♦	9.66% (6.63% 5+♥, 2.16% <i>canapé</i> , 0.87% <i>marmic</i>) About 68% of 1♦ openings has 5+♥
1♥	9.41% (6.96% 5+♠, 2.16% <i>canapé</i> , 0.29% <i>marmic</i>) About 74% of 1♥ openings has 5+♠
1♠	3.35% (1.22% <i>single-suiter</i> , 0.29% 6+♦, 4+♣, 0.32% 5-5, 1.52% 5-4) About 77% of 1♠ openings has 5+♦
1NT	11.6% if 11–14, 8.07% if 12–14
2♣	1.45%
2♦	0.96% if 5–9, 0.67% if 7–9
2♥/♠	1.35% each if 5–9, 0.94% each if 7–9
2NT	0.3% if 5–9, 0.21% if 7–9

First and second seat non-vul we open about 54.3% of all hands (excluding 3- and 4-level preempts). Vulnerable we open about 49.55% instead (excluding all balanced 11:s). The opening frequency rises with about 10% in third seat, provided that we open with all unbalanced 8–9 hands. Playing a fairly modern natural system with weak twos, about 46.5% of all hands are opened (provided all 11+ hands with a 5+ suit is opened, balanced 11:s are passed down if not containing a 5-card suit and all 12+ hands are opened).

1.2 Dictionary

In this document, several terms and abbreviations are used. This sections tries to explain them.

5332 A general hand pattern. Applies to all hands with 5 cards in one suit, 3 cards in two suits and 2 cards in the last suit.

5-3-3-2 A hand with exactly 5 spades, 3 hearts, 3 diamonds and 3 clubs.

5-3-(32) A hand with 5 spades, 3 hearts and 3-2 in the minors (either way).

5♥-332 Any 5332 distribution with 5 hearts.

5-4♣/♦ Shows 5 cards in a minor and 4 cards in the other minor. The longer suit isn't known.

5♣-4♦ Shows 5 clubs and 4 diamonds.

5+♠ Promising at least 5 spades, but may be more

4(+)♠ Usually exactly 4 spades, but may be more

(3)4+♠ Usually at least 4 spades, but may be 3 spades

M Major. Usually refers to the major shown by a previous bid.

m Minor. Usually refers to the minor shown by a previous bid.

oM Other major. If hearts has been shown, spades is the other major and vice versa.

om Other minor.

1red A bid at the 1-level in one of the red suits (1♦/♥).

2M-1 The bid under the major at the two-level.

F1 A bid which is forcing for one round. Does not promise extra values.

NF A non-forcing bid, not showing any extras. May be passed.

INV An invitational, limited bid. Often natural. May be passed.

INV+ A bid showing invitational, or better, values. These bids are forcing.

GF A bid which is forcing to game.

SPL Splinter. A singleton or a void in a suit. If sure whether singleton or void, the term SPL isn't used.

Transfer A bid showing another suit.

Puppet A bid demanding partner to make a specified bid (in context partner does not have to accept the transfer after a transfer bid has been made).

Marmic Any 4441 distribution.

Grand marmic Any 5440 distribution.

LTC Loser Trick Count (the number of losers in a hand)

1.3 Change log

2013-05-18

- Added clarifications of relay breaks after 1♣-1♠; 1NT-2♣;
- Some changes in showing 5-5 and three-suiters after 1red-1M;
- Better specification of the 3NT opening
- General rules about doubles
- More defined run outs after they double our 1NT opening
- pass-1♣; 1♦-1♥; relays are updated
- 1NT-3♣; is now a puppet to 3♦

2013-05-16

- Many changes regarding support showing bids after opening 1red.
- 5422 hands are now shown earlier in the relays, while 7411 hands are shown by first bidding high shortness.
- Some changes to pass-1♣; 1♦-1♥;
- The 2NT opening has been added
- More information about competition over 2♦ Wilkosz
- Added information about the frequencies of different openings

2013-05-14

- Some changes to the 1♠ opening.
- Notes about opening in third hand.
- Changed openings of 2♦, 2♥/♠ and 2NT.
- Really basic info after interference over 1♣ (needs to be refined)

2013-04-28

- The no SPL 3NT convention is used in the Stenbergs module.
- System notes has changed into strong club. The structures over 1♣, 1♠, 2♣ and (suggested) 2♦ bids has changed.
- TODO: Add new sections about interference over 1♣, 1♠ and 2♦. Add continuations after opening 2♥/♠ or 2NT.

Chapter 2

We open

2.1 Modules

2.1.1 Stenbergs 2NT

Stenbergs 2NT is a support showing response to a major suit opening at the 1-level, and also after 1♣–1M. It shows at least invitational values, and may have mild slam interest if partner has an SPL in the right suit. Stenbergs shows 4+ support.

3♣	Minimum
3♦	Slam interest, asking for SPL
3♥	Short clubs
3♠	Short diamonds
3NT	Short other major
4♣/♦	Cue bid
3M	NF, but partner may still bid game
3NT	Slam interest, no SPL
Other	Slam interest, SPL (better than minisplinter, if available)
3♦	Extra values, no SPL
3♥	Singleton clubs
3♠	Singleton diamonds
3NT	Singleton other major
4♣/♦	Void
4♥	Void oM
4♠	5-5 majors, if spades as trump suit

Stenbergs 2NT is also used in contested bidding.

2.1.2 Rosenkranz invites

Rosenkranz invitational bids are used after 1red–2M; and after 1♣–1M; 2M. They are usually based on a distributional hand, willing to play game if partner has support in the right suits. The examples are after a 1red opening. When Rosenkranz is used, 5+ cards in the opening suit is promised.

1♦-2♥;
 2♠ INV with SPL somewhere
 2NT Relay
 3♣/♦ SPL in the minor
 3♥ Spade SPL
 2NT INV with spade suit
 3♣/♦ INV with the minor
 3♥ "Preemptive" INV

1♥-2♠;
 2NT INV with SPL somewhere
 3♣ Relay
 3♦/♥ SPL in the suit
 3♠ Club SPL
 3♣/♦/♥ INV with the suit

2.1.3 3NT as no SPL

In a sequence where we've shown support for partner's major, bidding 3NT is forcing and shows a hand with no SPL. We do not play 3NT after we've agreed on a major trump suit. An example would be 1♥-1♠; 1NT-3♦; 3NT. Responder relays and then bids a mini-splinter (INV or mild slam interest). By bidding 3NT opener accepts the INV, and denies an SPL.

2.1.4 1NT system

The NT-system suggested below is one where the responder may use relays, or more "natural" methods if desired.

1NT—
 2♣ Relay-Stayman
 a) INV+ with 4+♥-4+♠(but not 5+♥-5+♠)
 b) INV with 4♠
 c) A hand that wants to use relays
 d) Slammish with diamonds
 e) GF with 5+♣-5+♦
 f) Choice of games with 6-4♥/♠
 g) A weak hand planning to pass the response
 2♦ Transfer to hearts
 a) INV with 4+♥, but not 4+♠
 b) A hand wanting to play 2♥
 c) GF with 5+♥
 d) GF with 5+♥-5+♠
 2♥ Transfer to spades
 a) A hand wanting to play 2♠
 b) INV+ with 5+♠
 c) INV with 5+♥-5+♠majors
 2♠ Transfer to clubs
 2NT Natural invitation without 4-card major
 3♣ Puppet to 3♦

	a) To play 3♦
	b) GF with a 4 card major
3♦	INV with 6+♦
3♥	3-1-(54), choice of games
3♠	1-3-(54), choice of games
3NT	To play
4♣	Transfer to hearts
4♦	Transfer to spades
4♥/♠	To play
4NT	Invitational to 6NT

Relay-Stayman

1NT-2♣;

2♦	No four card major
2♥	INV with 5-4♥/♠
2♠	3♠-2♥ or 3♠-3♥, minimum
2NT	2♠-3♥ minimum
3♥	2♠-3♥ maximum
3♠	3♠-2♥ maximum
3NT	3♠-3♥ maximum
2♠	GF Relay
2NT	INV with 4♠
3♣	GF with 5+♣-5+♦
3♦	Asking for SPL
3♦	Slammish with 6+♦
3♥/♠	GF and 5 cards in OTHER major (Smolen)
3NT	To play
4♣	6+♥, 4♠
4♦	6+♠, 4♥
4♥/♠	To play

2♥	4+♥, may have 4♠
2♠	GF Relay
2NT	INV with 4♠
3♣	GF with 5+♣-5+♦, as above
3♦	Slammish with 6+♦
3♥	INV (4+♥-4+♠)
3NT	Choice of games with 5♠ and 3♥
2♠	4+♠, not 4♥
2NT	GF Relay
3♣	GF with 5+♣-5+♦, as above
3♦	Slammish with 6+♦, as above
3♠	INV
3NT	Choice of games with 5♥ and 3♠

The relays are not written above, see 6.2.5 for these.

The 3♣ puppet

1NT-3♣; is either a hand wanting to play 3♦, or a GF hand with one four card major (but not the other).

1NT-3♣;		
3♦	forced	
	pass	Diamonds
3♥		4♠
3♠		4♥

Transfer to a major

A transfer to spades promises 5+♠, but a transfer to hearts may be done with 4♥ and INV values.

1NT-2♦;		
2♥	Usually not max with 4♥	
2♠	INV with 5♥	
2NT	INV with 4♥	
3♣/♦	Natural GF with 5♥, 4♣/♦	
3♥	INV with 6+♥	
3♠	GF with 5-5 majors	
3NT	Choice of games with 5♥	
4♣/♦	6+♥, SPL and slammish	
4♥	6+♥, slammish, but non-forcing	
Other	Max with 4+♥ and values in suit	

1NT-2♥;		
2♠	Usually not 4+♠	
2NT	INV	
3♣/♦	Natural GF with 5♠, 4♣/♦	
3♥	INV with 5-5 majors	
3♠	INV with 6+♠	
3NT	Choice of games with 5♠	
4♣/♦/♥	6+♠, SPL and slammish	
4♠	6+♠, slammish, but non-forcing	
Other	4+♠ and values in suit	

1NT-4♣/♦;		
Relay	Wants partner to be declarer	
4M	To play	

Transfer to clubs

1NT-2♠;	
2NT	No good club support
3♣	To play
3♦/♥/♠	SPL, slammish with 6+♣
3NT	Mildly slammish with 6+♣
4♣	Slammish with 6+♣
3♣	Good club support (Hxx or better)
pass	Weak with 6+♣
3♦/♥/♠	SPL, slammish with 6+♣
3NT	To play (INV with clubs)
4♣	Slammish with 6+♣

2.1.5 2NT module

If we bid, or overcall, 2NT to show a strong balanced hand this system is used. The exception is pass-1♠; 2NT, since responder already has begun to show her distribution. Examples where the 2NT system is used:

- (2X)-2NT-(pass)-
- pass-1♣; 1♥-1♠; 2NT-
- pass-1♣; 1♥-1♠; 2♣-2♦; 2NT-

Due to the infrequency, the 2NT system is pretty simple:

...-2NT;	
3♣	Stayman
3♦	No major
3♥/♠	Natural
3NT	Both majors, then 4red transfers
3♦	Transfer to hearts
3♥	Transfer to spades
3♠	5♠-4♥, GF
3NT	To play
4♣/♦	Slammish with 6+ minor
4♥/♠	To play
4NT	INV to 6NT

2.1.6 Slam tools

In some situations we may enter a slam searching auction in which we do not use relays. In this case, we use the following slam tools.

RKCB

We use Roman Keycard Blackwood. If unsure of the trump suit, assume the last real suit shown. The answers look like this (but 1430 may be used if preferred):

...-4NT;

5♣	0 or 3 keycards
5♦	1 or 4 keycards, queen ask as above
5♥	2 or 5 keycards, no trump queen
5♠	2 or 5 keycards with trump queen
5NT	Even number of keycards and a void
6♣	Asks for void
6♦/♥	Void
6TRUMP	Club void or higher void
6♣/♦/♥	Odd number of keycards and void
6TRUMP	Odd number of keycards and a higher void

After RKCB, bidding 5 of the trump suit is to play. Bidding the next step (other than trump) is a queen ask if the queen has not been located. Bidding the step above the queen ask asks about kings. The next step (if below 5NT) is a transfer to 5NT or, if 5NT, to play.

In response to the queen ask we bid the lowest trump bid without the queen. With the queen we bid our lowest king. With the queen, but without a king, we bid 5NT. It is okay to show the trump queen, both in response to RKC and after a queen ask, if holding extra length (for instance 6 when only promised 4) in the trump suit (making it likely that the queen will drop under A+K anyway).

If the opponents interfere after the 4NT ace ask, the answers depend on the suit bid by the opponents. If their suit is higher than ours, we use DOPE (double is odd number of keycards, pass is even number of keycards). If the suit is below our trump suit (or double), we use DOPI/ROPI:

Dbl/Rdbl	0 steps
Pass	1 step
1 step	2 steps
etc.	

Voidwood

A jump to 5 of a suit is an ace ask which partner answers according to RKC, but without showing the void keycard.

They double our cue bid

Without control in the suit bidding is continued. With second round control we pass. With first round control we redouble.

2.2 The 1♣ opening

Opening 1♣ is forcing and shows at least 15 hcp. Responder shows a negative hand (not able to force game), a super positive hand (about 13+) or starts to show the distribution by bidding a positive bid (game forcing with 9–13 hcp). With 13 hcp a normal positive or a super positive may be chosen, depending on how good the hand is. Responder may also use a super positive if he wants to relay partner's hand.

1♣—	
1♦	Negative. About 0–8 hcp
1♥	Super positive. 13+ hcp
1♠	a) 5+♥ b) Balanced hand without 5♥/♠ c) Any marmic d) Grand marmic with 5♣
1NT	5+♠
2♣	5+♦, may have 4+♣ or 4♥
2♦	5+♣, no major
2♥	4♠, 5+♦ or grand marmic with 5♦
2♠	4♥, 5+♣, short legged two-suiter
2NT	5-5 majors, long legged two-suiter
3♣	4♠, 5+♣, high shortness
3♦	4♠, 5+♣, equal shortness
3♥	4-3-1-5
3♠	4-2-1-6
3NT	4-3-0-6
4♣	4-2-0-7

After a super positive answer of 1♥, opener shows her distribution by bidding 1♠ or higher, as above, and responder becomes the master.

After a game forcing response the normal action by opener is to relay (see 6.3.1). Any other immediate action, instead of the relay, is natural and typically shows a minimum hand, normally not interested in slam. Bidding an own suit shows 6+ cards in the suit bid, bidding NT shows about 15–17 hcp.

Since the 1♠ response can show a lot of different hands, opener usually want to relay at least one time to find out if responder has hearts or not. If not, it is quite possible that the responder does not want to relay further. Here's what we do:

1♣–1♠;	
1NT	Relay
	2♣ Balanced or three-suited, not 5+♥
	2♦ GF relay
	2♥/♠ 5 card suit
	2♠ Balanced or marmic with 4♠, not 3♥
	2NT Balanced or marmic without support
	3♣ Grand marmic with void major
	3M Super accept
	Jump Splinter
	4M Normal accept
	2NT 18–19 balanced, no 4+ major
	3NT 15–17 balanced, no 4+ major
	2♦+ 5+♥
2X	6+ suit
2NT	15–17 balanced, doubleton hearts

2.2.1 The negative 1♦

After a negative 1♦ opener may bid a forcing 1♥ or a non-forcing natural bid. We bid spades first if holding an unbalanced hand with spades (even with longer side suit).

1♥	Any 19+
1♠	15–18, 4+♣ unbalanced, may have longer side-suit
1NT	15–18 balanced
2♣/♦/♥	15–18, 5+ suit, denying 4+♠
2♠	15–18, 5♣ and 5+ minor
2NT	15–18, 5-5 majors
3♣/♦	Long suit, about 9 tricks
	New Showing stopper
3♥/♠	Long suit, about 9 tricks

Marmics has to be treated as either balanced or unbalanced with 4+♠.

The strong 1♥

Responder bids 1♠ with any hand that do not want to force game versus a 19+ opener, but also with balanced GF hands. The hcp count is guidelines, since responder may want to GF with less than 6 hcp.

1♣–1♦; 1♥—	
1♠	0–5 hcp or 6–8 balanced
1NT	19–21 balanced
2♣	Forcing to game
2♦	Waiting
	2NT 25+ balanced (2NT module is used)
	Other According to standard 2♣ GF
	2♥/♠ 6–8 hcp, 4-card major
	2NT 6–8 hcp, no 4-card major, natural continuation
2♦/♥/♠	19+ hcp, 5+ suit
2NT	22–24 balanced (2NT module is used)
3♣	19+ hcp, 5+ suit
3♦	Relay
	3♥/♠ 4-card major
	Other No 4-card major
1NT	6–8 hcp, 5+♣
2♣	6–8 hcp, 5+♦
2♦	6–8 hcp, 5+♥
2♥	6–8 hcp, 5+♠
2♠	6–8 hcp, 5-5 minors
2NT	6–8 hcp, 5-5 majors

The 1♠ rebid

The 1♠ rebid after partner's negative 1♦ shows 15–18 hcp and any unbalanced hand with 4+♠, except those with 5-5 in spades and another suit (which are rebid with 2♠NT instead). 1NT responder is now a relay, wanting to know more (max 2♠ if 0–4 hcp). Here, 2♣ shows 5+♠, and the other bids are reserved for canapé hands.

1♣-1♦; 1♠-	
1NT	Relay
	2♣ (4)5+♠ (may be 4 if marmic)
	2♦ Forcing relay, about 5-8 hcp
	2♥ 4♥
	2♠ 6+♠
	3♣/♦ 4 cards in suit
	2♥ 5+♥, non-forcing
	2♠ To play
	2NT Invitational with 2-card support
	3♣/♦ 6+ suit, non-forcing (3♣ constructive since pass was possible)
	3♠ INV, 3-card support
	2♦/♥ (4)5+ suit, canapé (may be 4 diamonds if marmic)
	2♠ 4♠, 5+♣
	2NT INV, ca 5-8
	3♣ To play
	Other GF
	3X Max, 6+ suit
2X	Natural, 6+ suit and 5-8 hcp
2♠	4♠, 3-5 hcp
2NT	Stenbergs 2NT (see 2.1.1), max
3X	Mini-splinter, 5-6 hcp

The 2♣/♦ rebids

1♣-1♦; 2♣/♦-	
Relay	INV+ with no 5-card major
	1 step 4 cards in other minor
	2 steps 4 hearts
	3m-1 6+m, extras
	3m 6+m, minimum
2♥/♠	INV with 5 card major
2NT	Natural and INV over 2♣
	Showing hearts over 2♦ (since 2♥ is a relay)
3m	INV
3♣/♦	Natural and forcing
3♥/♠	INV with 6+ suit

The 2♥ rebid

1♣-1♦; 2♥-	
2♠	INV with 5+♠
2NT	INV
	3♣/♦ Natural with extras
	3♥ 6+♥, non-forcing
	3♠ 6+♥, extras
3♣/♦	Natural and INV
3♥	INV
3♠/4X	SPL, 4-card support

2.3 Major opening bids

We use 1♦♥ as transfer style openings, showing 4+ cards in the major above the suit bid. These openings may hold a longer minor. They may also be done on 5332-distribution, but not on 4333 or 4432 (treat these as balanced instead). The responses are:

1red—	
Pass	An alternative with a weak hand and some cards in the suit bid
1M	Relay
	a) Wishing to use relays, searching for game/slam
	b) A weak, (usually) balanced hand, with 2-card support
	c) INV or mildly slammish with 4+ support and SPL (mini-splinter)
	d) Mildly slammish with 4+ support and a void
	e) A constructive raise with 3-card support, about 8–10 hcp
1♠	4+♠, forcing (INV+ if only 4♠)
1NT	(3)4+♣, transfer (may be 2-4-4-3 after 1♥)
2♣	5+♦, transfer
2♦	5+♥, transfer
2M-1	a) Limit raise with 3-card support, about 11–13
	b) Constructive raise with 4-card support, about 8–10
2M	Non-forcing, 3+ support, about 0–7 hcp
2♠	Weak (About 0–8 hcp)
2NT	Stenbergs 2NT, see 2.1.1
3♣/♦/♥	Weak
3M	Preemptive
3♠	Weak
3NT+	To play

Apart from the support showing options listed above, responder can also transfer to a new suit and then support the major at the 3-level as a fit showing bid.

2.3.1 The 1M relay

Bidding one of the major is a relay. The relay is done with one of the following:

1. A game forcing hand, wishing to use relays. May or may not have support for opener's major. See 6.3.3 and 6.3.4 for continuations.
2. A weak hand (usually balanced) with no desire to show an own suit. Looking for the best part-score. Responder will pass the rebid or prefer opener's major, which usually shows 2-card support.
3. A "mini-splinter" showing 4+ support, an SPL and INV or mildly slammish. Responder will bid at the 3-level after opener's rebid, where 3♥ after the 1♦ opening shows SPL spades and INV values.
4. A void splinter, mildly slammish. Responder will bid the SPL at the 4-level after opener's rebid.
5. A constructive raise with 3-card support, about 8–10 hcp. In most situations responder will bid the step above the relay to show this hand. Opener can bid 2M to play, use Rosenkranz or bid something else to signal a three-suiter.

The closest rebid by responder is usually the game forcing relay, but in the sequence 1♥-1♠; 2♥ (opener has shown 5+♠ and 4♥) 2♠ is to play and 2NT is the game forcing relay. In the sequence 1♦-1♥; 2♦, however, 2♥ is the game forcing relay, and not to play.

The mini-splinter should always be available after opener's rebid, except in the case of 1♥-1♠; 2NT (but here we have a pretty good picture of partner's hand). Opener should bid 4M after the mini-splinter with 8-9 hcp in responder's suits.

The void splinter is used as a slam tool, where opener is supposed to sign of with lost values. 1♦-1♥; rebid-3♠; shows void in spades.

If the opponents interfere after a 1M relay, before a game force has been established, the slave usually passes unless the distribution is worth to be shown. Having the weak hand, the master may raise opener's major or pass (other bids, including double, is game forcing).

The 1♦-1♥ relay

1♦-1♥; 1♠—	
pass	Weak hand with 3+♠
1NT	GF relay
2♣/♦	(3)4+ minor, 3♥, constructive raise
pass	Three-suited with 4♥, 4+ minor
2♦	Three-suited with 4♥ and short clubs, 4+♦
2♥	To play
2♠+	Rosenkranz, 5+♥ and max
2♥	Weak with 2-card support, less than 3♠
3♣/♦	To play (three-suiter with 4-4 majors)
2♠	Constructive raise with 3♥ and 4♠
2NT	Not defined
3♣/♦/♥	Mini-splinter (3♥ is SPL spades)
3♠	Void splinter
4♣/♦	Void splinter
Game	To play

1♦-1♥; 1NT—	
2♣	GF relay
2♦	Constructive raise with 3♥
2♥	To play
2♠+	Rosenkranz, 5+♥ and max
2♥	Weak with 2-card support
pass	The normal bid
2NT	1-4-4-4
2♠/NT	Not defined
3♣/♦/♥	Mini-splinter (3♥ is SPL spades)
3♠	Void splinter
4♣/♦	Void splinter
Game	To play

1♦-1♥; 2♣/♦—	
pass	Weak hand or constructive raise with some support for minor
Closest	GF relay
2♥	To play (over 2♣)
2♠/2NT	Undefined
3♣/♦/♥	Mini-splinter (3♥ is SPL spades)
3♠	Void splinter
4♣/♦	Void splinter
Game	To play

If opener rebids 2♥ or higher responder should have a pretty good picture of opener's hand. Mini-splinters are off in these situations and common sense is used.

The 1♥-1♠ relay

These sequences are very similar to 1♦-1♥ above.

1♥-1♠; 1NT—	
2♣	GF relay
2♦	4+♦, constructive raise with 3♠
pass	Three-suiter with short hearts
2♥	Undefined
2♠	To play
2NT+	Rosenkranz, 5+♠ and max
2♥	Constructive raise with 3♠ and less than 4♦
2♠	To play
2NT+	Rosenkranz, 5+♠ and max
2♠	Weak with 2-card support
2NT	4-1-4-4
2NT	Undefined
3♣/♦/♥	Mini-splinter
3♠	Undefined
4♣/♦/♥	Void splinter
Game	To play

1♥-1♠; 2♣/♦—	
pass	Weak hand or constructive hand with some support for minor
Closest	GF relay
2♥	Natural NF (over 2♣). <i>constructive raise, 5♥ and 3♠</i>
2♠	To play
2NT	Not defined
3♣/♦/♥	Mini-splinter
3♠	Not defined
4♣/♦/♥	Void splinter
Game	To play

1♥-1♠; 2NT—	
3♣	GF relay
3♦	Constructive raise with 3♠
3♥/♠	Weak hand, to play

If opener rebids 2♠ or higher responder should have a pretty good picture of opener's hand. Mini-splinters are off in these situations and common sense is used.

2.3.2 Supporting the major directly

By bidding the major at the 2-level responder has 3+ support and strongly suggests opener to pass. The opener can choose to continue via Rosenkranz (see 2.1.2) with very good shape (promising 5+ major) and a hand that needs the right cards. Supporting the major this way shows about 0–7 hcp, but with really weak hands it may be advisable to pass the opening bid (opponent's are likely to bid).

Making a transfer raise (by transferring into the major at the 2-level) shows a constructive raise (about 8–10 hcp) with 4-card support or a limit raise (about 11–13 hcp) with 3-card support. The transfer raise can also be used with a hand with 3-card support and just enough for a game force, basically a choice of games between 3NT and 4M. Opener rebids 2M with no interest of game vs the constructive raise, bids game with an accept vs any constructive raise and bid some other bid with a hand that may want to be in game vs the constructive raise.

1♥–2♥;

2♠	Nothing special
pass	Constructive raise with 4-card support
2NT	Limit raise with 3-card support
pass	Only 4♠, min hand
3♣/♦	F1. Canapé, not sure about NT, raise to 4m is NF
3♥	F1. Marmic with short hearts, 3♠ and 4♣/♦ is to play
3♠	5+♠, do not accept invitation
3NT	Only 4♠, but good NT potential
3♣/♦	6+m, INV with 3-card support
3♥	Choice of games with 6+♥ and 3♠
3♠	Choice of games with 5♥ and 3♠
3NT	Choice of games with 3-card support
2NT	5(+♠) and interested about more information
3♣/♦/♥	Semi-natural, constructive raise
3♠	Not much more to tell, constructive raise
3NT	Limit raise, choice of games
4♠	To play
3♣/♦	Canapé, re-invitational vs constructive raise
3♠	Constructive raise, does not like opener's minor
3NT	Limit raise
4♠	To play
3♥	Good hand with 5-5 majors
3♠	6+♠, re-invitational vs constructive raise
3NT	Canapé hand, choice of games
4♠	To play

1♦–2♦;	
2♥	Nothing special
2♠	Limit raise with 4♠ and 3♥
2NT	Limit raise with 3-card support
pass	Only 4♥, min hand
3♣/♦	F1. Canapé, not sure about NT, raise to 4m is NF
3♥	5+♥, does not accept invitation
3♠	F1. Marmic max
3NT	Only 4♥, byt good NT potential
3♣/♦	6+m, INV with 3-card support
3♥	Not defined
3♠	Choice of games with 4♠ and 3♥
3NT	Choice of games with 3-card support
2♠	At least 5+♥, 4+♠, probably better
Other	As 1♥–2♥ above, but with hearts

With an invitational (or minimum game force, looking for slam if partner has a good SPL) hand and 4-card support of the major, Stenbergs 2NT can be used. For an invitational hand, about 11–13 hcp can be assumed. See 2.1.1 for continuations.

If partner open 1♦ and you hold 5♠ and 3♥ it's wise to bid 1♠, since partner will raise with 3+ support (thus playing a 5-3 fit instead of a potential 4-3).

2.3.3 Transfer to new suit

A transfer to a new suit may be done with a weak hand not wanting to pass, relay or support the major. In this case the transfer is based on a 5+ suit, which is also the case for invitational unbalanced hands. Transferring to a minor may be done with an invitational balanced hand, in which case the minor may have only 4 cards (if partner has opened 1♥, a transfer to clubs may be done on a 3 card suit if 2-4-4-3 and invitational). Transferring to clubs and then rebidding 2♦ shows 5-4 minors with the longer suit unknown, and invitational values.

Transferring to a new suit and then supporting the major at the 3-level is fit showing with 4-card support for opener's major, an own 5-card suit and about 9–11 hcp with the majority of honours located in the two suits.

The responses to a transfer looks something like this:

Relay	No better bid available
2♦	INV (NF) with at least 5-4 minors (natural cont.)
2M	Weak (see below) with 2M and own 5-card suit
2♥	Natural and invitational
2♠	NF with 5+m and 4♠
2NT	INV
Raise	INV with 6+ suit
3 new	Natural, forcing to game
3M	Fit show
3NT	Choice of games
2♦	5+♦, not 2+ support
2♥	5♠ and 4♥, not 2+ support
2M	6+ suit, not 2+ support
3♣/♦	Max and 6+ suit unavailable at 2-level

3M Max and 6+M with support for partners suit
 Support at the 3-level shows extras and 4+ support
 Jump SPL (often 5 card support)

With a weak hand, 2-card support for opener's major, and an own 5 card suit, responder may transfer to her suit and then support partner. Opener usually passes with a 5-card suit, supports responder's suit or bids own 5+ minor.

2.3.4 Spades after hearts

When partner has opened 1♦, a 1♠ response shows 4+ spades, and is forcing. With only 4 spades the hand is usually balanced or invitational holding a longer minor, without 3+ support for hearts. With a non-invitational balanced hand, it may be better to relay instead of bidding 1♠. We usually relay with game forcing hands, but the spade bid may be based on a minimum balanced game force.

1♦-1♠;
 1NT Not 3+♣, 5+♣/♦ nor 6+♥

- 2♣ Transfer to diamonds (5♠, 4+♦)
 - 2♦ Preference
 - 2♥ Good 5-card heart suit and 2♠
 - 2♠ Preference
 - 3♦ Max with 4+ support
- 2♦ Transfer to hearts (may be 2 card support)
 - 2♥ The usual bid
 - 2♠ Invitational with 6♣ and 3♥
 - 2NT Invitational with 5♣ and 3♥
 - 3♥ Fit show
 - 3NT Choice of games with 5♣ and 3♥
- 2♥ At least mildly invitational with 6+♠
 - 2♠ Minimum or no support
 - 3♠ Re-invitational
 - 4♠ Max hand
- 2♠ Non-forcing transfer to clubs (5♠, 4+♣)
 - 2NT Max hand with 4+♣
 - 3♣ Minimum preference
- 2NT Invitational
- 3♣/♦ Invitational with 4+♠ and 5+m
- 3♥ Fit show, wants to declare (can transfer first otherwise)
- 3NT To play
- 2♣/♦ 5+m, 4♥, not 3+♠
 - 2♥ To play
 - 3♥ Fit show
- 2♥ 6+♥
- 2♠ 3+♠
 - 2NT Invitational with 4 spades
 - 3♣/♦ Invitational with 4 spades and 5+m
 - 3♥ Fit show
 - 3NT Choice of games with 4 spades

2.4 The 1♠ opening

Opening 1♠ shows either 5-4♣/♦, at least 5-5♣/♦ or 6+♦. The bid denies holding a 4+ major. Responder may bid 1NT as a relay, which is done on all game forcing hands, but also with a hand with 4+ clubs (weak or invitational) or an invitational balanced hand. Bidding clubs at any level is a pass/correct bid, telling partner to pass or bid diamonds if diamonds is the longer suit. Diamonds may be bid at the 3-level or higher as a preempt/to play. 2♦/♥ are transfers to a 5+ major and may be done with any strength, but it may be advisable to bid 1NT or 2♣ with really weak cards since partner will break the transfer with an SPL in the suit. Overall, the structure looks like this:

1♠—	
1NT	GF or (3)4+ clubs or balanced INV without (desire to show) 4♦
2♣	Any hand with 4+♣
	Pass Weak hand
	2♦ GF relay
	2NT INV, balanced with 2-3♣
	Other Semi-natural, INV with 4+♣
2♦	6+♦, single-suiter
	Pass Weak hand
	2♥ GF relay
	Other Semi-natural, INV
2♣	Pass/correct
2red	Transfer. 5+M
	pass Possible over 1♠-2♦; with min, bad support and 6+♦
	2M 2+M, further bidding natural and INV
	2M+1 Max hand with 0-1M, now 3♣ is pass/correct, 3M to play, others GF
	3M Good max with 3 card support
	Other Min and semi-natural with 0-1M, now 3♣ is pass/correct
2♠	INV with at least 3-3♣/♦
	2NT Any min
	3♣ Pass/correct
	3♦ Good INV with 3+♣ and 4+♦ and some values in the minors
	3♣ 5♣-4+♦, max
	3♦ 5+♦-4♣, max or 6+♦ max without any major suit stopper
	3♥/♠ 6+♦, max and stopper
	3NT 6+♦, max and stopper in both majors
2NT	INV with 4+♦
	pass Minimum
	3♣ Max with 4+♣ or 6+♦ and no major suit stopper
	3♦ Minimum
	3♥/♠ Stopper in major
	3NT Suggestion to play
3♣	Pass/correct
3♦	To play
3♥/♠	To play

2.5 The 2♣ opening bid

Opening 2♣ shows 6+ clubs, no 4-card major and not 5 diamonds (6♣ and 5♦ is opened 1♠).

2♣—	
2♦	GF Relay
2♥/♠	5+ suit, INV
	Pass Minimum, often with 2 card support
	Relay 4♦ (may have extra values)
	3♣ Minimum, 6+♣
	3M Minimum, 3-card support
	4M To play with 3-card support
	Other Extras with 6+♣
2NT	Invitational with some support for clubs
	3♣ Any minimum
	3♦ Max with 6+♣ and 4♦
	Other Max with 6+♣, semi-natural
3♣	Preemptive raise
3♦/♥/♠	Invitational with 6+ suit (better than 2♥/♠ and then rebidding)

2.6 2♦ Wilkosz

Opening 2♦ shows 5-5 in a major and another suit (may be 5-5 majors) and 5–9 hcp (7–11 if red vs white). If 5-5 major + minor then not 3 cards in other major. 3 losers in the long suits, but may have 4 losers if white vs red.

2♦—	
pass	Own suit, gamble for partner holding diamonds, or tactical
2♥/♠	2+ major, pass/correct
	2♠ Natural with spades and a minor
	3♣/♦ Hearts and the minor (over 2♠)
	Other Semi-natural with max and extra shape
2NT	Forcing
	3♣ Clubs and a major
	3♦ Asks, then 4♣ sets clubs and other suits sets major
	3♦ Diamonds + hearts
	3♥ Sets hearts, asks SPL
	3♠/4♣ Sets diamonds
	3NT To play
	4♦ INV
	4♥/♠ To play
	3♥ Majors
	3♠ Sets spades
	3NT To play
	Other Sets hearts
	3♠ Spades + diamonds
	3NT To play
	4♦ Sets diamonds

	Other	Sets spades
3♣	Own suit, to play	
3♦	INV with both majors	
3♥/♠	Preemptive with some support for both majors	
3♠	Preemptive with some support for spades and both minors	
4♦	Bid your major	
4♥/♠	To play	

If responder passes 2♦ and fourth hand doubles, opener passes with diamonds, redoubles with majors and bids a major with major and clubs.

2♦-(dbl)—	
pass	Tolerance of diamonds. Later doubles are for penalties. Opener passes with diamonds, redoubles with both majors, bids major with major + clubs
Rdbl	Bid your lowest major, responder can then bid 2♠ which opener can correct to 3♣/♦ with hearts + minor
2♥/♠	Own suit
2NT	Bid your minor or 3♥ with both majors
Other	As undisturbed

2♦-(2♥/♠)—	
Dbl	Take-out; pass with the suit or bid your cheapest suit
2♠	Spades
	2NT INV
	3♣ Pass/correct
2NT	Want to play opener's minor
3M	Asking for stopper

2♦-(2NT)—	
Dbl	Penalties
3♣	Want to play opener's minor
3♦	Bid your lowest major
Other	Natural

2♦-(3♣)—	
Dbl	Penalties
3♦/♥	Pass/correct
4♦	Bid your major
Other	Natural

2.7 Weak twos

Opening 2♥/♠ shows a 6(+) suit and 5–9 hcp.

2♥/♠—	
2NT	INV+ Stenbergs
3NT	To play
New	Natural and forcing
	1 step Min, no support
	2 steps Min, support (x-x-x or H-x)
	3 steps Max, no support
	4 steps Max, support (x-x-x or H-x)

If opener denies support after responder's new suit, bidding a third suit by responder shows a two-suiter and is natural. If opener shows support, however, responders new suits are cue bids.

2.8 Opening weak unusual 2NT

Opening 2NT shows a weak hand with at least 5-5♣/♦ and 5–9 hcp, but 7–11 if red vs white. It denies holding a 3 card major.

2NT—	
3♣/♦	To play
3♥	Relay
3♠	1-2-5-5
3NT	2-1-5-5
4♣/♦	6 card minor, 1-1 majors
4♥/♠	Void, 6-5 minors
4NT	Heart void, 6-6 minors
5♣	Spade void, 6-6 minors
3♠	NF
4♣/♦	Preemptive, opener may raise with super max

2NT-(dbl)—	
pass	Bid longer minor or redouble with equal length Later doubles = penalties
Rdbl	Time to collect (penalties)
Other	NF

2.9 Higher opening bids

2.9.1 Preempts

Our preempts are generally based the number of winning tricks in our hands. We try to calculate how many tricks the contract might go down, in the case that partner can't contribute. We generally use the 1, 2, 3–4 scale, which means that we expect to go 1 down at unfavorable vulnerability (red vs white), 2 down at equal vulnerability and 3 or 4 down at favorable vulnerability (white vs red).

- 3♣/♦ is an exception to the scale. Opening 3♣/♦ shows a 7 card suit with 2 of 3 top honours, with no side king or ace. In 3rd seat 3♣/♦ is a normal preempt.
- 3♥/♠ shows 6 or 7 cards in the major.
- 4♣/♦ tend to show 7 or 8 cards in the minor.
- 3NT shows a good preempt with an 8 card major. Either the suit is solid or we compensate by having an ace on the side. Partner should expect 8 tricks. At least AKQ-eight or KQJ-eight and a side ace.
- 4♥/♠ is a less sound preempt than bidding via 3NT. We use the 1-2-3-4 scale here.
- 4NT shows a sound preempt with at least 6-5 minors, 3-4 LTC.
- 5♣/♦ is a more preemptive version of 4♣/♦.

3NT good major preempt

Continuation after opening 3NT to show a good major preempt:

3NT—			
pass	Is allowed, but is probably not a good idea		
4♣	Please transfer to your major		
	4red	Transfer	
		4M	To play
		4NT	RKC
		Other	Cue bid
4♦	Bid your major		
	4M	The major	
		Pass	To play
		4NT	RKCB
		Other	Cue bid
4♥/♠	Own suit		

There are other, perhaps better, continuations after this preempt. Since the bid should be pretty rare, however, this simple structure will have to suffice.

2.9.2 Opening 5 of a major

These bids shows 11 tricks and asks partner to bid slam with one of the top honours in the suit, and grand slam with two of the top honours. Opener has no losers outside the major suit.

2.10 Partner is a passed hand

When partner is a passed hand the response structure change a bit. Since responder is limited to 0-9 when unbalanced and 0-10 (or a bad 11) when balanced, there is no need for relays. Overall the actions are about the same though, except for the 1♣ opening.

2.10.1 Pass-1♣

Since it is very unlikely for a passed partner to have a game forcing hand vs a 15+ club opening, we divide the responses into three categories:

- Maximum balanced hands with 9–11 hcp (thus game forcing)
- Semi-positive hands with 5–9 hcp (5–8 if balanced)
- Double negative hands with 0–5 hcp

There is a slight overlap in the interval between semi-positive and double negative hands. A double negative can be seen as a hand which would pass an opening bid at the 1-level in a natural system, due to the lack of strength.

pass-1♣;

- | | |
|------|--|
| 1♦ | a) Semi-positive balanced
b) Semi-positive unbalanced with exactly 4M |
| 1♥ | a) Double negative
b) 9–11 balanced GF (may be a borderline GF 2♣/♦ response) |
| 1♠ | Semi-positive, 5+♥ |
| 1NT | Semi-positive, 5+♠ |
| 2♣/♦ | Semi-positive, unbalanced 5+m without 4-card major |
| 2♥ | Semi-positive, 5-5 majors (not good enough to open 2♦) |

Over pass-1♣; 1♦, opener can bid 1♥ which can be either natural or a GF relay. If opener rebids the closest bid, except for 1NT or 2♥, she had the GF hand. An exception however is pass-1♣; 1♦-1NT, where 2♣ is Checkback Stayman and 2♦ is the GF relay (see 6.3.2 for relays after pass-1♣).

pass-1♣; 1♦—

- | | |
|-------|---|
| 1♥ | Natural or GF relay |
| 1♠ | All hands with 4♠ |
| 1NT | 15–17 bal, 4♥ |
| 2♣ | GF relay |
| 2NT | 18–19 bal, 4♥ |
| Other | Natural |
| 1NT | Balanced, no major |
| 2♣ | Checkback Stayman (see 1♠ below) |
| 2♦ | GF relay |
| Other | Natural, NF |
| 2♣ | 4♥, 5+♣ or three-suited with short spades |
| 2♦ | GF relay |
| 2♥ | Suggestion to play |
| Other | INV with 4+♥ |
| 2♦ | 4♥, 5+♦ (short legged two-suiter) |
| 2♥ | Suggestion to play |
| 2♠ | GF relay |
| Other | INV with 4+♥ |
| 2♥ | 4♥, balanced (not 4♠) |
| 2♠ | GF relay |
| Other | INV with 4+♥ |

1♠ Natural, F1
 1NT Natural
 2♣ Checkback Stayman
 2♦ Any min
 2♥/♠ Max and natural
 2NT Max, no major
 Other Natural, NF
 2♣/♦ 5+ suit, 4♥
 2♥ Good raise to 2♠
 2♠ 4 card support
 1NT 15–17 balanced, no major
 2♣/♦ 5+ suit
 2♣/♦ Natural, NF
 2♥/♠ Natural, 6+ suit, NF
 2NT 18–19 bal, no major
 3♣/♦ 5+ suit, minimum

pass-1♣; 1♥—

1♠ Artificial GF
 1NT 9–11 bal (normal NT system)
 2♣ Waiting
 Other Natural, at least Kxxxx
 1NT About 15–20 bal
 2X To play
 2NT 9–11 bal (2NT system)
 2X Natural, NF
 2NT About 21–23 bal
 3X Good suit, should have 9 tricks
 3NT Gambling. To play vs weak hand

pass-1♣; 1♠—

1NT F1, may contain various hands, natural continuation
 2♣ GF relay
 2NT Stenbergs, INV+
 3♥ INV with 3-card support
 Other Natural

pass-1♣; 1NT—

2♣ GF relay
 2♠ May be only 2-card support
 2NT 18–19 bal
 3♦ INV with 4+ support (3♥ transfers)
 3♠ INV with 3-card support
 Other Natural

pass-1♣; 2♣—

2♦ GF relay
 2♥/♠ Natural INV
 2NT 18–19 bal
 3♣/♦ INV
 3♥/♠ Natural GF

pass-1♣; 2♦—
 2♥ GF relay
 2♠ Natural INV
 2NT INV with 5+♥
 3♣ 18-19 bal
 3♦ INV
 3♥/♠ Natural GF

pass-1♣; 2♥—
 2♠ To play
 2NT GF relay
 3♣ Good INV in hearts
 3♦ Good INV in spades
 3♥/♠ Mild INV
 3NT To play

2.10.2 Pass-1red

The usual structure is maintained, but the relay shows 2-3 card support. 2M shows 0-7 hcp with 4 card support and 2M-1 shows 8+ hcp with 4 card support.

2.10.3 Pass-1♠

The usual structure is maintained, but if responder bids 2♣ in response to the relay, 2♦ is to play.

2.10.4 Pass-1NT

When responder is a passed hand, there should normally be no game vs a 1NT opener. Responder may however hold a maximum balanced hand, say 11 hcp, wanting to invite.

pass-1NT;
 2♣ Stayman, does not promise a major if holding a long club suit
 pass Possible with a good 5-card club suit, and not max
 2♦ No major
 pass Normally three-suited
 2♥ 4-4 or 5-5 majors, choose major
 2♠ 5♠, 4♥, to play
 2NT INV
 3♣/♦ To play
 2♥/♠ Natural, 2♠ denies 4♥
 2♠ 4♠, longer minor
 2NT INV with other major
 3♣/♦ To play
 Raise INV
 2♦/♥/♠ To play
 2NT INV, no major
 3♣/♦ Max passed hand with 6-card minor

Chapter 3

Interference

3.1 General agreements

3.1.1 Doubles

This section covers our general rules about doubles, both when we open the bidding and when the opponents open the bidding. We've adapted Nilsland's theories on Absolute Doubles, meaning that a double isn't for penalties unless we've specifically agreed on it being for penalties. This style means that penalty passes are more common than penalty doubles.

Penalty doubles

We have eleven situations where we've defined double as penalties:

1. After partner's preempt of 2♦ or higher (unless specifically defined as otherwise)
2. Partner has shown at least 5 cards in two known suits
3. The opponents bid game or higher
4. The opponents competes over our bid game
5. The opponents try to play a suit which we've shown
6. Once we've made a penalty pass, further doubles are for penalties
7. Once we've made a penalty double, further doubles are for penalties
8. If we've known to hold limited values (and thus can not hold the values for a normal take-out double) and have balanced with Dbl or a suit
9. If opponents balances over 1NT in 4th position
10. If the opponents when we're in a game forcing relay auction
11. If we've made a penalty redouble after they've doubled our 1NT

Number eight might be hard to understand, a few examples:

(1♣) P (1♦) P
(2♦) P (P) Dbl
(3♦) Dbl

The first double was a balancing double, and not for penalties. However, the doubler must have limited values since he was not able to double the first time around. Now the second double (by partner in this case, but that doesn't matter) is for penalties.

P (1♥) P (2♥)
Dbl (3♥) Dbl

The first double was a pre-balancing double (did not want to risk having the opponent's playing 2♥). The hand doubling, however, is limited since it did not open the bidding. This means that partner's double of 3♥ is for penalties.

The situation below is similar, but **is not** a penalty double since the first double is unlimited:

(2♠) P (P) Dbl
(3♦) Dbl

Penalty oriented doubles

1. Doubling the opponent's NT overcalls
2. Doubling conventional bids: multi, transfers, Stayman, puppets, relays, cue bids etc.

A penalty oriented double generally shows some values, but **is not for penalties**. Also if partner passes the penalty oriented double, this **is not considered a penalty pass**; the doubler's further doubles show either extra values or shortness in the opponent's suit(s) (a simple take-out). If this second double is passed, however, that pass is for penalties. Doubler's partner may also double for take-out. So long as no penalty pass has been made, doubles are for take-out.

A lead showing double is an example of a penalty oriented double. Let's consider this auction, where the first double is penalty oriented and the second are for take-out (extra values or short hearts):

(1NT) P (2♦) Dbl
(2♥) P (P) Dbl

Here's another one over a multi 2♦ opening. The first double is penalty oriented. Partner's pass, however, is not for penalties as long as 3rd hand's pass did not promise diamonds. The pass is simply a waiting bid (if the opponent's pass did show diamonds, partner's pass would've been for penalties). Because of this, the second double is for take-out (extras or short spades).

(2♦) Dbl (P) P
(2♠) Dbl

Optional doubles

If the opponents open with 4♥/♠, or overcalls with 4♥/♠ in 2nd seat, we play optional doubles. The doubler has both offensive and defensive values, but the double is not based on trump suit holdings. Partner may take-out with an unbalanced hand or defend with a balanced hand.

3.1.2 Relays and interference

We do not play relays if they interfere, unless no steps are lost (these circumstances are listed elsewhere). If they interfere when we relay, relays are off (for now), the exception is double (which is ignored, redouble though is a suggestion to play).

If they interfere during relays, and a game force has been established, double is for penalties and pass is forcing (take-out). The cue bid shows SPL (to ask for stopper, pass first and then cue bid). Other bids are natural and forcing.

If we open 1♦/♥, followed by a relay, and the opponents interfere before a game force has been established; opener usually pass unless it seems wise to bid (natural in that case, new suit or raise by responder is GF). A weak relaying responder may balance by bidding opener's suit at the 2-level, other bids by relayer are game forcing.

1♦-(pass)-1♥-(2♣); pass-(pass)—
pass No desire to bid
Dbl GF take-out
2♥ To play
Other Natural, GF

2♣-(pass)-2♦-(2♠);
pass Forcing, may ask for stoppers later
Dbl Penalties
3♠ SPL
Other Natural, forcing to game

3.1.3 Estoril against Unusual 2NT

If they bid minors showing Unusual 2NT, after our opening or delayed opening, we play Estoril. We also play Estoril against an opening of 2NT showing both minors. Estoril is only on if 2NT is described as showing both minors.

1X-(2NT)—
Dbl Strength
pass + dbl Penalties
3♣ INV+ with hearts/support
3♦ INV+ with spades/support
3♥/♠ Non-forcing/simple raise

3.1.4 Mancoff

If the opponents double a bid asking for stopper, including fourth suit forcing, Mancoff is applied:

Pass Stopper or half stopper, Rdbl asks for true stopper
Bid SPL in the suit
NT Double stopper
Rdbl No stopper and no SPL, something like J-x or x-x

3.2 Interference over strong club

Simple at the moment: Pass by responder shows a double negative, double is semi-positive (or GF take-out without stopper) and other bids are natural and GF.

3.3 Major opening interference

If interfered at the 1-level we still play transfers starting with 1NT. Double shows a balanced hand or a GF. After double, rdbl is GF and we play relays as if nothing has happened, pass shows 4+ in the suit opened and 1M asks opener to pass or bid longer minor.

After interference at the 2-level, dbl is for takeout or GF, new suit is NF. After the takeout double, a rebid in a minor shows a 5+ suit (so rebidding the major is frequently 5+). The cue bid shows 4+ support and is INV+. 2NT shows 3-card support and is INV (with GF, double instead).

How should we play after they bid "our" major? For instance 1♦-(1♥)?

1red-(Dbl)—

Pass 4+ in the red suit
1M Pass or bid longer minor
Rdbl GF, normal relays are used (1M isn't used)
Others As undisturbed

1red-(1M)—

Pass No desire to bid
Dbl Balanced or GF
Others As undisturbed (can be GF in an unbalanced hand)

1red-(1NT)—

Dbl Strength
Others Non-forcing

1red-(2♣/♦/♥/♠)—

2new Non-forcing
Dbl Take-out or GF
2NT INV with 3-card support
Pass (4)5+ in their suit and minimum
3♣/♦ (4)5+ suit and minimum
3M (4)5+ suit and minimum
Cue Max with 4 cards in the major, asking for stopper
Clubs Pass or correct
3NT 4 card major and stopper in their suit
4M 5+ suit and max
3new INV+, forcing
Cue INV+, 4+ support

1red-(3♣/♦/♥/♠)—

Dbl Take-out
Others Natural and GF

3.4 Interference over 1♠

Over a double we play system on, but redouble shows good values and a hand that suggests playing 1♠ redoubled. 1NT is still a relay, but bidding 2♦ over opener's 2♣ rebid is to play (2♥ becomes the relay). Pass shows spades tolerance, but not good enough cards to redouble.

If the opponent's bid something other than double, 2NT shows support, 2/3♣ is pass/correct and otherwise our usual principles applies.

1♠-(dbl)—
pass Spade tolerance
Rdbl Good values, suggests playing 1♠XX
Other As undisturbed, but 1♠-1NT; 2♣-2♦; is to play (2♥ relays)

1♠-(1NT)—
Dbl Strength
2♣ Pass/correct
2♦ To play
2♥/♠ NF
2NT 4+♦ and INV
3♣ Pass/correct
3♦ Preemptive

1♠-(2♥)—
Dbl Take-out, INV
2NT 5(+♦, 4♣, min or max
3♣ 5♣, 4♦, min
3♦ 6+♦, min
3♥ Max, 5+♦, asking for stopper
2♠ NF
2NT 4+♦ and INV
3♣ Pass/correct
3♦ Preemptive

3.5 Interference over 2♣

If opponents interfere over 2♣, 3♣ is preemptive, 2NT is INV+ with support (and some kind of stopper), Dbl is take-out and a new suit at the 2-level is non-forcing. The same is true after Dbl, since Rdbl shows good cards.

2♣-(2♥)—
2♠ Non-forcing
2NT INV+ with support and some kind of stopper
3♣ Preemptive
Dbl Take-out

2♣-(Dbl)—
Rdbl Good cards
Others Non-forcing, but new suits should be constructive

3.6 Balanced opening interference

Our doubles when the opponent's interfere with a natural bid (showing at 4+ cards in the suit bid) are generally for take-out and promise at least mildly invitational values. If fourth hand balances over 1NT, however, double is for penalties.

1NT-(2♥)-Dbl	= Take-out
1NT-(2♥)-P-(P); Dbl	= Take-out
1NT-(P)-P-(2♥); Dbl	= Penalties
1NT-(P)-P-(2♥); P-(P)-Dbl	= Penalties

3.6.1 Lebensohl

After we open 1NT to show a balanced hand, and the opponents overcall with 2♦/♥/♠, we play Lebensohl. Bids at the 2-level is to play. 2NT is a puppet to 3♣, where a bid of a suit unavailable at the 2-level is to play. Otherwise as below:

Holding	Stopper	No stopper
4 card major, GF	Dbl + 3NT	Dbl + cue
5 card major, GF	Dbl + 3M	2NT + higher than overcall
No 4+ major	3NT	2NT + 3NT
Bal INV	Dbl + 2NT (no 4 card major)	Dbl + ?
5 card suit, INV	3-level	3-level
SPL and 4 card major		Cue bid
SPL and no 4 card major		2NT + cue

3.6.2 Run outs over penalty doubles

If the opponents double our 1NT opening, we use fairly natural run outs. Rdbl to play and/or for penalties, a suit is natural 5+ and may be very weak, pass either denies a 5 card suit or has enough values thinking that 1NTXX may be the correct spot.

1NT-(dbl)—

Pass	No 5 card suit. Opener bids 5 card suit or redoubles; 4-card suits are bid bottom up
Rdbl	Strength
2X	(4)5+ suit, to play
2NT	GF, suits are bid bottom up
3X	Preemptive

If fourth hand doubles, the system changes:

1NT-(pass)-pass-(dbl);

Rdbl	Promises a 5 card suit
pass	To play 1NTXX. Penalty pass applies but does not set up a forcing pass
2♣	Bid your suit or pass with clubs
Other	Own suit
pass	No 5 card suit
Rdbl	Clubs and another suit
2♣	Clubs or 4-4-4-1 or 5+ diamonds
	(Dbl) Rdbl 4-4-4-1
	2♦ Diamonds
2♦	Diamonds and a major
2♥	Majors

3.6.3 Other cases

2♣ natural/a single suiter System on (double is Stayman)

Double = single suiter Rdbl is strength. Otherwise: System on.

2♣ majors Double shows strength. 2♥ shows 5-4 minors and INV, 2NT asks for longer minor. 2♠ shows the same hand but GF. Otherwise: Lebensohl.

Bids showing two suits The same principle as 2♣ majors. If the overcall shows the suit and another suit (DONT or similar), double is for take-out. Otherwise: Lebensohl.

Chapter 4

They open

4.1 Overcalls

Our overcall at the one level shows about 11–16 hcp, and at least 5 cards in the suit bid. 17+ hands usually starts with a double (take-out). We may overcall with up to 18 hcp if the hand is unsuitable for a double, or if the honours are bad. The overcall may be done on weaker hands (down to ca 8 hcp), if the situation seems profitable. On rare occasions an overcall may be done with a good 4 card suit (more likely if partner has made a first hand pass).

Our overcalls when partner is a passed hand can be tactical, since partner is limited.

To overcall at the 2-level the suit needs some quality. The strength is still 11–16 hcp. Partner should not be afraid to lead a suit overcalled at the 2-level.

Clarifications

Natural and NF A natural and NF bid in a new suit is generally constructive. Partner should expect about 8–11(12) hcp for such a bid, but they may be done on somewhat weaker hands. If a passed hand makes this kind of bid it shows about 7–11 hcp.

Direct raise A direct raise is mostly preemptive and overcaller should not aim for game unless supermax. The raise shows about 3–7 hcp. Raising to the 2-level shows 3-card support, or a hand with 4(+) support thinking we could buy the contract at the 2-level (or not willing to compete at the 3-level). A preemptive raise to the 3-level has 4(+) support and about 3–6 hcp.

Good raise A good raise is usually done with 3 card support, but may have 4 card support if considered too weak for Stenbergs or if the hand has good defensive values. It is at least mildly invitational, but may be as strong as GF. An invitational hand has about 7 to 12 bad hcp. When transferring into a good raise, overcaller should generally accept the transfer unless super max. The raising partner will pass with a minimum good raise (7–10), re-invite (positive if new suit, negative if opener's suit, NT and raise is natural) with a good raise (11–12) or bid game (3NT is a suggestion to play). Hands with slam interest may be bid via the good raise if it seems appropriate.

Stenbergs 2NT Stenbergs 2NT is used after we overcall with a major. Stenbergs promise 4 card support and is generally done with offensive values. It is INV+ and shows about 11+ hcp. A minimum bid of 3♣ after Stenbergs shows ca 8–10(11) if the overcall has been done at the 1-level and ca 11–14 if the overcall has been done at the 2-level.

Mixed raise A mixed raise is a four card constructive raise. They tend to show about about 7+-10 hcp. Many (4333) hands are not suitable for a mixed raise and can be downgraded to a simple raise (or good raise).

Fit show A fit showing jump shift shows trump support and a side suit, with the honours located in the two suits. It generally shows 5+ cards in the suit bid and 4+ support for partner. The side suit is generally broken, so help from partner is appreciated (KJxxx is a good example, with Axxxx it may be better to bid it as a mixed raise or perhaps Stenbergs). The fit jump is INV and shows about 9–11 hcp. The fit jump is non-forcing (though overcaller will seldom pass).

4.1.1 Continuation after our 1-level overcall

After our 1-level overcall we play transfers. This may be done with a hand wishing to bid a non-forcing bid, or a hand strong enough to force game. Transfers are played even if both opponents has bid.

Bids up to 2 in the opening suit are natural and non-forcing (but constructive if not passed). Jump shifts in these suits are natural and game forcing. Transfers start at 2 in the opening suit, ending at the bid under overcaller's suit (a transfer raise). Jump shifts into a transferable suit is fit showing. Jump shifts into the opening suit shows a mixed raise.

(1♦)–1♠–(P)—

1NT	Natural
2♣	Natural and NF (but constructive)
2♦	Hearts
2♥	Good raise
2♠	Direct raise
2NT	Stenbergs
3♣	Natural GF
3♦	Mixed raise
3♥	Fit showing
3♠	Preemptive

If third hand bids, transfers are on as long as possible. Natural new suits are NF.

(1♦)–1♠–(2♣)—

Dbl	Hearts and some support for spades
2♦	Hearts
2♥	Good raise to 2♠
2♠	Direct raise to 2♠
2NT	Stenbergs
3♦	Mixed raise
3♥	Fit showing
3♠	Preemptive

(1♦)-1♠-(2♦)—
 Dbl Take-out
 2♥ NF
 2♠ Simple raise
 2NT Stenbergs
 3♣ NF
 3♦ Limit raise, 3(+) support
 3♥ Fit show

(1♦)-1♠-(2♥)—
 2♠ Simple raise
 2NT Stenbergs
 3♣ NF with good suit

If third hand bids 1NT, double is looking for penalties and assumes about 10 hcp from overcaller. With less than 10 hcp, overcaller may pull the double. Otherwise the transfers are on as usual.

(1♦)-1♠-(1NT)—
 Dbl Looking for penalties
 2♣ NF
 2♦ Hearts
 2♥ Good raise
 2♠ Direct raise
 2NT Stenbergs (should be rare, since double may be more profitable)

If third hand doubles, the transfers start with 1NT. Rdbl shows 9+ hcp and usually a balanced hand (since a strong unbalanced hand can transfer). Rdbl can be unbalanced if we've length in opener's suit.

(1♦)-1♠-(Dbl)—
 Rdbl 9+ hcp, not 3+ support, usually balanced
 1NT Clubs
 2♣ Unspecified (shows diamonds if 1♦ is conventional)
 2♦ Hearts
 2♥ Good raise
 2♠ Direct raise
 2NT Stenbergs
 3♣ Fit showing
 3♦ Mixed raise
 3♥ Fit showing
 3♠ Preemptive

If third hand bids our suit, dbl show support (simple raise strength, so about 6–10). For instance (1♥)-1♠-(2♠)-Dbl = I intended to bid 2♠ (or possibly transfer into 2♠).

If we overcall with diamonds the above system is on. A difference though is that 2NT always is natural and INV:

(1♣)-1♦-(P)-	
1♥/♠	Natural and NF
1NT	Natural
2♣	Good raise (can be a hand which would've bid Stenbergs if available)
2♦	Direct raise
2♥/♠	Natural GF
2NT	Natural INV
3♣	Mixed raise
3♦	Preemptive
3♥/♠	Fit showing

Overcaller accepts the transfer

Partner's transfer to a new suit is often accepted. Supporting overcaller's suit after the transfer shows 3 card support, an own 5 card suit and ca 10 hcp. Bidding a the remaining suit is natural and forcing. Bidding 2NT is natural and shows ca 12 hcp. Bidding their suit is GF and asks for a stopper. Raising shows a good 6+ suit and is INV (ca 10 hcp). Raising overcaller's suit to the 3-level shows INV values with 3 card support and an own 5 card suit (ca 12 hcp). Jump shifts are GF, show SPL and 3 card support for overcaller's suit.

(1♣)-1♠-(P)-2♣; (P)-2♦-(P)-	
pass	To play
2♥	F. Natural, 5-4 (12+ hcp)
2♠	♦H-H-x-x-x and 3 spades, about 10 hcp
2NT	INV, ca 12 hcp
3♣	Asking for stopper
3♦	INV with ♦H-H-x-x-x-x(x), ca 10 hcp
3♥	SPL, 5+♦ and 3♠, GF
3♠	♦H-H-x-x-x and 3 spades, about 12 hcp
4♣	SPL, 5+♦ and 3♠, GF

Overcaller breaks the transfer

Overcaller may break the transfer with an own 6+ suit or with maximum values; ca (13)14-16(17). Raising the suit being transferred into shows 4+ support, but does not promise additional values (but should probably not be done with sub-minimum). Bidding 2NT can be done with 5-3-3-2 (2 cards in opening suit) and 3 card support for partner's suit, a single stopper and a hand considered to weak to overcall 1NT. About 13-14(15) hcp in a good hand. Cue bidding shows good support for partner and max.

(1♣)-1♠-(P)-2♣;	
2♦	Normal bid, usually not (8)11-13(14)
2♥	Natural and max; ca 14-16
2♠	6♠, 0-1♦, does not promise additional values
2NT	5♠-3♥-3♦-2♣, A-x or K-x in clubs, 13-14(15) hcp
3♣	Max with support, ca 14-16
3♦	4+ support, ca (10)11-13 hcp

4.2 Two-suited overcalls

Our cue bid of an opponent's suit shows a two suited hand with at least 5-5 in the highest unbid suit and another suit (for instance (1♥)-2♥ shows at least 5-5 in spades and a minor). Overcalling 2NT (if they open at the 1-level) shows at least 5-5 in the two lowest unbid suits. Partner should expect 5-6 LTC, with 4 LTC overcaller may bid again.

4.3 Against 1NT

We define natural 1NT openings in two categories: strong and weak. A weak 1NT is defined as any 1NT opening in which the lower limit is below 14 hcp (13-15, 12-14, 10-12 etc). 1NT openings containing at least 14 hcp are considered strong.

Strong 1NT

We use a modified version of Aspro against strong 1NT. The basic 2♣/♦ overcalls show 4+ major (clubs show hearts and diamonds show spades) and a 5+ side suit, and their nature is destructive. We use Dbl as showing a single suiter (constructive if major) or some strong two-suiters. 2♥/♠ is natural and destructive. 2NT shows minors and is destructive. 3X is preemptive.

(1NT)-2♣-(pass)-
 2♦ Non-forcing relay
 Pass 5+♦
 2♥ 5+♣
 2♠ 5+♠
 3♣/♦ 5-5
 Hearts To play

(1NT)-2♣-(dbl)-
 pass Pass with clubs or bid longer suit
 Rdbl Suggests playing 2♣XX
 Hearts To play
 Other Natural, own suit

(1NT)-2♦-(pass)-
 2♥ Non-forcing relay
 Pass 5+♥
 2♠ 5+♣/♦ (2NT asks)
 3♣/♦ 5-5
 Spades To play

(1NT)-Dbl-(pass)-
 Pass Penalties
 2♣ Non-forcing relay
 Pass Clubs, destructive
 2♦ Diamonds, destructive
 2♥/♠ Natural, constructive
 2NT Minors, 4 losers

3♣/♦ Natural, 4 losers
 Other Own suit, non-forcing

(1NT)–Dbl–(Rdbl)—
 Pass Bid your suit
 Other Own suit, non-forcing

(1NT)–Dbl–(Bid)—
 Dbl Take-out
 Other Own suit, non-forcing

(1NT)–2NT–(pass)—
 Minor Preference

Weak NT

Against a weak 1NT we play Landy:

(1NT)—
 Dbl 14+ balanced or “too strong” unbal
 2♣ Stayman, INV+
 2♦ No major, 14–16
 2♥/♠ 4 card major, 14–16
 2NT No major, 17+
 3♣ Both majors, 17+
 3♥/♠ 4 card major, 17+
 2X Natural and weak
 2♣ Both majors, at least 5-4, and opening strength
 2♦ Asks for longer major
 2♥/♠ To play
 2NT Forcing with good cards
 3♦ INV with 3-3 majors
 3♥/♠ INV
 2X Natural, constructive
 2NT Minors, constructive
 3♣ Natural, constructive
 3X Preemptive

(1NT)–2♣–(dbl)—
 pass Own club suit
 Rdbl Bid your longer/better major
 2♦ Own diamond suit
 Major To play

4.4 Against weak twos

By weak twos we mean a natural two bid which show below normal opening strength and at least 5 cards in the suit bid. This includes bids of intermediate strength, such as 2♥/♠ 10–13, and Muiderberg (5 card major, 4+ minor).

Dbl	Take-out (11+ with marmic, 13+ with balanced hand) Can be bid with 2-3 minors after 2♥/♠. After their Rdbl, our pass is for penalties. Lebensohl continuation, a positive hand shows 8–11
Suit	Opening strength, good suit. May be done with strong cards due to eventual problems with a take-out double. New suit F1, 2NT NAT INV
2NT	15–18 with stopper
Jump to 3	Good suit, ca KQJxxx and 15–16 hcp
4♣/♦	Leaping Michaels, forcing with minor and a major (4 LTC)
	4♦ Asks major
	4♥ Pass/correct
	4NT Asks major
Cue	2M–3M shows minors. 2m–3m shows spades and another suit
2m–4m	At least 5-5 majors

4.5 Against 2♦ multi

(2♦)—

pass→dbl	Take-out + Lebensohl
pass→Bid	Weaker than direct action
Dbl	13–15 bal or strong (ca 17+ unbal or 19+ bal), Lebensohl is on
2♥/♠	NAT and constructive
2NT	16–18 hcp
3♣/♦	Natural and good playing strength, 3NT reasonable if partner can help
3♥/♠	Invitational with good suit
3NT	To play, often unbalanced with long suit
4♣/♦	Leaping Michaels

(2♦)–pass–(2♥/♠)—

Dbl	Take-out + Lebensohl
pass→dbl	Take-out + Lebensohl
2♥/♠	Natural
2NT	15–18 hcp
3X	Natural
3♠	Natural with good suit (after 2♦–2♥)
3NT	To play
4♣/♦	Leaping Michaels
4♥/♠	Natural

(2♦)–Dbl–(P)—

Pass	For penalties if their pass show diamonds, else neutral
Lebensohl	

(2♦)–Dbl–(2♥/♠)—

Pass	To play against 13–15
Dbl	Take-out, INV+ against 13–15
Lebensohl	

(2♦)-Dbl-(3X)—
 Dbl Penalties
 3X Constructive

4.6 Against strong club/pass

We define strong club/pass as a bid showing at least 15 hcp. All our bids are destructive except pass.

Pass Natural or constructive
 Dbl/1♣ Rounded or pointed (shape)
 1♦ Reds or blacks (color)
 1NT Majors or minors (rank)
 Other Natural

Partner's bids are pass or correct. Lowest NT bid shows very good cards and is forcing. With good cards, but no desire to pass over the strong opening, overcaller may bid "uneconomical" after partner's request.

4.7 Against 2NT minors

If they open 2NT, showing both minors, our defense is similar to Estoril:

(2NT)—
 Dbl 15+ balanced
 pass + dbl Penalties
 3♣ Take-out with better hearts
 3♦ Take-out with better spades
 3♥/♠ One-suiter, non-forcing but constructive

Chapter 5

Defensive play

5.1 Leads and shifts

We play the 10-12 rule, which means we lead the first, third or fifth card from the top of a suit. The fifth card is lead from a suit of 5- or 7 cards. The third card is lead from a suit of 4 or 6 cards. We lead the top honour from a sequence. From A-Q-J we lead the Q. We lead the third (9 or 8 in this case) card from H-T-9 or H-9-8, regardless of length.

If dummy has x-x-x, play top of x-x-(x) through declarer and third/fifth from A or K. From Q or J, play the second card unless urgent. If dummy has T-x-x, play the Q through declarer.

When returning the suit partner lead (unless it is likely partner will ruff, in case a Lavinthal signal may be more useful) we lead low from an originally even number of cards and second from an originally odd number (or lowest from five).

5.2 Signals

We use UDCA (Upside Down Count and Attitude), in Sweden known as Schneider (attitude) and Malmö (length). We also use Lavinthal signals to show suit preference when trying to give partner a ruff and when its fairly obvious that the lead shouldn't be continued (for instance if we lead A and dummy has K-Q-x, K-x, void or singleton).

Attitude

When signaling attitude **high-low** shows *negative* attitude and **low-high** shows *positive* attitude. Conditions for attitude signals:

- One partner leads the suit, other partner follows playing to the trick
- Either side leads a suit, partner is void, discarding in a side suit
- When the value of providing attitude signals to partner exceeds the value to Declarer

Count

When signaling count **high-low** shows an *odd* number of cards in the suit and **low-high** shows an *even* number. Conditions for count signals:

- Opponents lead a suit
- When the value of providing count signals to partner exceeds the value to declarer
- When it is “obvious” that count is of more importance than attitude

Chapter 6

Relays

6.1 Relay principles

In this document, the one asking the questions is called the master and the one answering the questions are called the slave. Relaying is done in steps, where the master asks the slave about:

1. Hand type
2. Full distribution
3. Number of controls (A=2, K=1)
4. Placement of honours

The master usually bids the cheapest bid (the relay bid), and the slave shows her hand.

When showing shape we use the following rule: shortness from the top, length from the bottom. The top is spades, and the bottom is clubs. This is a great memory rule.

3NT can never be a relay. If the slave bids 3♠, the master have to bid 4♣ as the relay. Bids by the master at the 6-level or higher are to play, and not relays.

6.2 Hand types

There are five different hand types:

1. One-suited (5332 with a major or 6+ suit without 4+ side suit). Usually resolves at 2♠.
2. Short legged two-suited (a 5+ suit and a 4 card side suit). Usually resolves at 2NT.
3. Long legged two-suited (at least 5-5 in two suits). Usually resolves at 3♣.
4. Three-suited (4441 or 5440)
5. Balanced (4333, 4432 and 5332)

In this system, three-suited openings are a bit special, so there's no generic relay table for these openings. 5332 with a 5 card major are generally treated as unbalanced.

Relaying is done in steps, and usually has nothing to do with the bid used to show this step. When showing full distribution, the lowest step is the most common hand type, which is a useful mind rule.

6.2.1 One-suiters

When the slave has a one suiter, she first show the suit and then define it as a one-suiter. Then the shortest suit(s) are shown, and after this the full distribution will be shown. When the shortest suit is the lowest ranking suit, the slave will "zoom" into showing the full distribution right away.

When showing one-suiters with a major, the major may be only 5 cards (if 5332), but if the suit is a minor then it's always 6+ cards. This means that the 5332 step for a minor one suiter is lost.

Here's an example of a one-suiter with spades. The bidding so far: 1♥-1♠; 1NT-2♣; 2♦-2♥. With 2♦ the slave has shown a one-suiter with 5+ spades, and the 2♥ relay asks for the full distribution:

1♥-1♠; 1NT-2♣; 2♦-2♥;	
2♠	High shortness (hearts) or highest tied for shortest
	2NT Relay
	3♣ Equal shortness
	3♦ Relay
	3♥ 6-2-2-3
	3♠ 6-2-3-2
	3♦ 5-2-3-3
	3♥ 6-1-3-3
	3♠ 7+♠, singleton ♥
	3NT 7+♠, void ♥
2NT	Middle shortness (diamonds)
	3♣ Relay
	3♦ 5-3-2-3
	3♥ 6-3-1-3
	3♠ 7+♠, singleton ♦
	3NT 7+♠, void ♦
3♣	Equal shortness (diamonds and clubs)
	3♦ Relay
	3♥ 6-3-2-2
	3♠ 7-2-2-2
3♦	5-3-3-2
3♥	6-3-3-1
3♠	7+♠, singleton ♣
3NT	7+♠, void ♣

As seen, the full distribution are shown with the same bid, even though the shortness is in different suits. This one of the benefits with the symmetric relay principle.

6.2.2 Short legged

When the slave has a short legged two-suiter, the master must know the two suits and which of the suits that has 5+ cards and which of the suits that has only 4 cards. Remember: if both suits has 5+ cards, it is a long legged two-suiter. After this, the full distribution is shown in a similar manner to the one-suiters. Keep in mind that 5440-hands are three-suiters.

Here's an example of a short legged two-suiter with 5+ spades and 4 hearts, after a 1♣ opening. After the 1♣ opening, relays will resolve one step higher than usual.

1♣	–1NT; 2♣–2♠; 2NT—
3♣	High shortness (diamonds)
	3♦ Relay
	3♥ 5-4-1-3
	3♠ 6-4-1-2
	3NT 6-4-0-3
	4♣ 7-4-1-1
	4♦ 7-4-0-2
3♦	5-4-2-2 (equal shortness)
3♥	5-4-3-1
3♠	6-4-2-1
3NT	6-4-3-0
4♣	7-4-2-0

Notice that 5-4-2-2 is shown directly. This is to save space, since 5422 is about 30 times more common than 7411. To show 7411, first show high shortness and then bid what normally would have been 7420. 7420 are shifted one step up when having high shortness.

In some cases, when showing short legged two-suiters, reverses (where the lower ranking suit is longer than the higher ranking suit) first stops at 2♥.

6.2.3 Long legged

A long legged two-suiter is a hand with at least 5 cards in two suits. In some sequences in this system the longest suit is known if 6-5. In this case, only one step for the 6-5-hand is used (in the case of equal length and 6-5, the full distribution will be known right away).

Example of long legged major suiter after a 1♣ opening.

1♣	–2NT; 3♣—
3♦	High shortness (diamonds), then as 3♥ below
3♥	Equal shortness (diamonds and clubs)
	3♠ Relay
	3NT 5-6-1-1
	4♣ 6-5-1-1
3♠	5-5-2-1
3NT	5-5-3-0
4♣	5-6-2-0
4♦	6-5-2-0

It may seem strange that 5-6-2-0 comes before 6-5-2-0, however this is according to our principles: shortness from the top, length from the bottom.

6.2.4 Three-suiters

These structures are a bit different from each other. The general rule (shortness from the top, length from the bottom) still applies though.

6.2.5 Balanced hands

Balanced hands are a bit special, since they are pretty flat. After a 1NT opening, the master may start with 2♣ if she wants to relay. These are the continuations:

1NT-2♣;					
2♦	No 4 card major				
	2♠	Relay			
		2NT	4-4 minors or a 4333		
			3♣	Relay	
				3♦	2-3-4-4
				3♥	3-2-4-4
				3♠	3-3-3-4
				3NT	3-3-4-3
		3♣	5♣		
			3♦	Relay	
				3♥	2-3-3-5
				3♠	3-2-3-5
				3NT	3-3-2-5
		3♦	2-3-5-3		
		3♥	3-2-5-3		
		3♠	3-3-5-2		
2♥	4♥, may have 4♠				
	2♠	Relay			
		2NT	4♠		
			3♣	Relay	
				3♦	4-4-2-3
				3♥	4-4-3-2
		3♣	4♣ or 3-4-3-3		
			3♦	Relay	
				3♥	2-4-3-4
				3♠	3-4-2-4
				3NT	3-4-3-3
		3♦	4♦		
			3♥	Relay	
				3♠	2-4-4-3
				3NT	3-4-4-2
		3♥	2-5-3-3		
		3♠	3-5-2-3		
		3NT	3-5-3-2		
2♠	4♠, not 4♥				
	2NT	Relay			
		3♣	4♣ or 4-3-3-3		
			3♦	Relay	
				3♥	4-2-3-4
				3♠	4-3-2-4
				3NT	4-3-3-3
		3♦	4♦		
			3♥	Relay	
				3♠	4-2-4-3
				3NT	4-3-4-2
		3♥	5-2-3-3		
		3♠	5-3-2-3		
		3NT	5-3-3-2		

Usually we do not hold a 5 card major when opening 1NT, but there may be situations when we might have it, for instance if overcalling 1NT.

6.3 Distributions

Here's the relays for all the openings. The master's relay bids are usually not written unless needed for clarification, in order to save space.

6.3.1 Relays after 1♣

1♣— or 1♣-1♥;

1♠	a) 5+♥ b) Balanced hand without 5♥/♠ c) Any marmic d) Grand marmic with 5♣
1NT	5+♠
2♣	5+♦, may have 4+♣ or 4♥
2♦	5+♣, no major
2♥	4♠, 5+♦ or grand marmic with 5♦
2♠	4♥, 5+♣, short legged two-suiter
2NT	5-5 majors, long legged two-suiter
3♣	4♠, 5+♣, high shortness
3♦	4♠, 5+♣, equal shortness
3♥	4-3-1-5
3♠	4-2-1-6
3NT	4-3-0-6
4♣	4-2-0-7

1♣-1♠; 1NT—

2♣	Balanced, marmic or 5♣440		
2♥	4♠		
	2NT	4-4 majors	
		3♦	4-4-2-3
		3♥	4-4-3-2
		3♠	4-4-1-4
		3NT	4-4-4-1
	3♣	4+♣ or 4♠333	
		3♥	4-2-3-4
		3♠	4-3-2-4
		3NT	4-3-3-3
		3♦	4-1-4-4
		3♥	4-2-4-3
		3♠	4-3-4-2
		3NT	4-4-0-5
2♠	4♥ (not 4♠)		
	3♣	4♣ or 4♥333 (as above)	
	3♦	1-4-4-4	
	3♥	2-4-4-3	
	3♠	3-4-4-2	

	2NT	4-4 minors or 4m333
		3♦ 2-3-4-4
		3♥ 3-2-4-4
		3♠ 3-3-3-4
		3NT 3-3-4-3
	3♣	5♣
		3♥ 2-3-3-5
		3♠ 3-2-3-5
		3NT 3-3-2-5
	3♦	Grand marmic with short major
		3♠ 0-4-4-5
		3NT 4-0-4-5
	3♥	2-3-5-3
	3♠	3-2-5-3
	3NT	3-3-5-2
2♦	4+♣ or 5♥	440
	2♠	5♥440
		3♣ 0-5-4-4
		3♦ 4-5-0-4
		3♥ 4-5-4-0
	2NT	Long legged two-suiter, hearts and clubs
	3♣+	5+♥-4♣, short legged two-suiter
2♥	4+♦	
	2NT	Long legged two-suiter, hearts and diamonds
	3♣+	5+♥-4♦, short legged two-suiter
2♠	5+♥-4♠,	short legged two-suiter
2NT+	Single-suiter	
	1♣-1NT; 2♣—	
2♦	4+♣ or 5♠	440
	2♠	5♠440
		3♣ 5-0-4-4
		3♦ 5-4-0-4
		3♥ 5-4-4-0
	2NT	Long legged two-suiter, spades and clubs
	3♣+	5+♠-4♣, short legged two-suiter
2♥	4+♦	
	2NT	Long legged two-suiter, spades and diamonds
	3♣+	5+♠-4♦, short legged two-suiter
2♠	5+♠-4♥,	short legged two-suiter
2NT+	Single-suiter	
	1♣-2♣; 2♦—	
2♥	4+♣	
	2NT	Long legged two-suiter, clubs and diamonds
	3♣+	5+♦-4♣, short legged two-suiter
2♠	5+♦-4♥,	short legged two-suiter
2NT+	Single-suiter	

1♣-2♦; 2♥—
 2♠ 5+♣-4♦, short legged two-suiter
 2NT+ Single-suiter

1♣-2♥; 2♠—
 2NT 5♦440
 3♦ 0-4-5-4
 3♥ 4-0-5-4
 3♠ 4-4-5-0
 3♣+ 5+♦-4♠, short legged two-suiter

6.3.2 Relays after pass-1♣

If partner is a passed hand, the responses and relays after the club opening changes.

pass-1♣; 1♦-1♥;

1♠	All hands with 4♠
2♣	GF relay
2♦	Balanced
	2♠ 4♥-4♠
	2NT 4♣-4♠
	3♣ 4-2-4-3
	3♦ 4-3-4-2
	3♥ 4-3-3-3
	2♥ 5+♣, 4♠
	2♠ Three-suited
	3♣ Short hearts
	3♦ 4-1-4-4
	3♥ 4-0-4-5
	3♠ 4-0-5-4
	3♦ 4-4-1-4
	3♥ 4-4-0-5
	3♠ 4-4-4-1
	3NT 4-4-5-0
	2NT+ 5+♦, 4♠ (short legged two-suiter)
1NT	Balanced, no major
2♦	GF relay
	2♥ 4+♣, not 4♦
	2NT 2-3-3-5
	3♣ 3-2-3-5
	3♦ 3-3-2-5
	3♥ 3-3-3-4
	2♠ Both minors
	3♣ 2-3-4-4
	3♦ 3-2-4-4
	2NT 2-3-5-3
	3♣ 3-2-5-3
	3♦ 3-3-5-2
	3♥ 3-3-4-3

2♣	4♥, 5+♣ or three-suited with short spades
2♦	GF relay
	2♥ Three-suited, short spades
	2NT 1-4-4-4
	3♣ 0-4-4-5
	3♦ 0-4-5-4
	2♠+ Short legged two-suiter
2♦	4♥, 5+♦ (short legged two-suiter)
2♠	GF relay
2♥	4♥, balanced (not 4♠)
	2♠ GF relay
	2NT 4♥-4♣
	3♣ 2-4-4-3
	3♦ 3-4-4-2
	3♥ 3-4-3-3

pass-1♣; Major showing bids;

2♣ is the GF relay. The same continuations and principles as after 1♣-1NT; 2♣.

pass-1♣; 2♣-2♦;

2♥	Short legged two-suiter, 5+♣-4♦
2♠	Long legged two-suiter, 5+♣-5+♦
2NT+	Single suiter, 6+♣

pass-1♣; 2♦-2♥;

2♠	Short legged two-suiter, 5+♦-4♣
2NT+	Single suiter, 6+♦

6.3.3 Relays after 1♦

1♦-1♥;	
1♠	4♠
	2♣ Three-suiter with both majors
	2♥ High shortness (diamonds)
	2NT 4-4-1-4
	3♣ 4-4-0-5
	3♦ 4-5-0-4
	2♠ 4-4-4-1
	2NT 4-4-5-0
	3♣ 4-5-4-0
	2♦+ Zooms into short legged two-suiter
1NT	5+♥ or 1-4-4-4
	2♦ One-suited
	2♥ 4♣(short legged two-suiter)
	2♠ Three-suiter with short spades
	3♣ 1-4-4-4
	3♦ 0-5-4-4

	2NT+	4♦, zooms into short legged two-suiter
2♣	4♥, 5+♣	
	2♥	0-4-4-5
	2♠+	Short legged
2♦	4♥, 5+♦	
	2♠	0-4-5-4
	2NT+	Short legged
2♥	5+♥, 5 card minor	
	2NT	5♣
		3♦ High shortness
		3♥ 1-6-1-5 (equal shortness)
		3♠ 2-5-1-5
		3NT 3-5-0-5
		4♣ 2-6-0-5
	3♣	Diamonds and high shortness
	3♦	1-6-5-1 (equal shortness)
	3♥	2-5-5-1
	3♠	3-5-5-0
	3NT	2-6-5-0
2♠	6♥, 5 spades	
	3♣	5-6-0-2
	3♦	5-6-1-1 (equal shortness)
	3♥	5-6-2-0
2NT	5♥-6♦	
	3♦	0-5-6-2
	3♥	1-5-6-1
	3♠	2-5-6-0
3♣	5♥-6♣	
	3♥	0-5-2-6
	3♠	1-5-1-6
	3NT	2-5-0-6

6.3.4 Relays after 1♥

These relays are designed to be similar to the 1♦ opening.

	1♥-1♠;	
1NT	5+♠ (but not with 4♥) or 4-1-4-4	
	2♦	One-suited
	2♥	4♣ (short legged two-suiter)
	2♠	Three-suiter
		3♣ 4-1-4-4
		3♦ 5-0-4-4
		3♥ 5-4-0-4
		3♠ 5-4-4-0
	2NT+	4♦, zooms into short legged two-suiter
2♣	4♠, 5+♣	
	2♥	4-0-4-5
	2♠+	Short legged
2♦	4♠, 5+♦	

	2♠	4-0-5-4
	2NT+	Short legged
2♥	5+♠, 4♥	(short legged two-suiter)
	2♠	To play!
	2NT	GF relay
2♠	5+♠, 5 cards in a minor	
	3♣	5♣
	3♥	High shortness
	3♠	6-1-1-5 (equal shortness)
	3NT	5-2-1-5
	4♣	5-3-0-5
	4♦	6-2-0-5
	3♦	Diamonds, high shortness
	3♥	6-1-5-1 (equal shortness)
	3♠	5-2-5-1
	3NT	5-3-5-0
	4♣	6-2-5-0
2NT	5+♠, 5♥	(long legged two-suiter)
3♣/♦	5♠, 6 card minor	
	1 step	High shortness
	2 step	Equal shortness
	3 step	Low shortness

Note that in the case of a long legged two-suiter with spades and hearts, the heart suit is never longer than the spade suit.

6.3.5 Relays after 1♠

	1♠-1NT;
2♣	4+♣
	2♥ Short legged. 5♣-4♦
	2♠ Long legged. 5-5♣/♦
	2NT+ Short legged. 5+♦-4♣
2♦	Single suiter (no zoom, since responder may want to play a low contract)
	2♠+ As normal, but no 5332

Notice that opener has exactly 5♣ and 4♦ in the sequence 1♠-1NT; 2♣-2♦; 2♥. After this opener shows the full distribution:

1♠-1NT; 2♣-2♦; 2♥-2♠;	
2NT	1-3-4-5
3♣	2-2-4-5
3♦	3-1-4-5

6.3.6 Relays after 2♣

2♣-2♦;	
2♥	6+♣, 4♦. Short legged two-suiter (but lowest final distribution is 6421 / 7411)
2♠+	Single suiter (lowest final distribution is 6331, and not 5332)

6.4 Breaking the relay

The master may bid something else, rather than the relay, in a relay sequence. This sets the suit as trump and further bidding is natural. This can only be done when the relay break doesn't have another meaning (sign off, constructive raise, splinter etc). Bidding a relay break below game level shows some slam interest (usually mild), and cue bidding starts. Bidding game as a relay break is a sign off, but the slave may make a last try for slam with very good cards that she hasn't had the chance to show yet.

6.5 Denial Cue Bidding

In DCB the master first asks about the number of controls held by the slave, and then their location. An ace counts as 2 controls, and a king counts as 1 control (but singleton kings does not count as controls). In total, there's 12 controls.

6.5.1 The control ask

The number of controls are shown in steps. If the slave has opened with a normal opening, the first step shows 1–2 controls. If the slave has opened a strong 1♣, the first step shows 3–4 controls. If the slave has made a semi-positive response after pass–1♣, the first step shows 0–1 controls.

Below is an example where the slave has opened with a 10–14 opening:

1 step	1 or 2 controls
	Relay Asks for clarification
	1 step 1 control
	2+ steps 2 controls, zooms into honour location
2 steps	3 controls
3 steps	4 controls
etc. . .	

6.5.2 Honour location

After the number of controls has been shown, the next relay(s) will ask about the placement of the slave's honours. The slave should show honours in her suits in order of suit length, starting with the longest suit. If several suits are of equal length, the higher suit goes first. If the length in two-suits are unknown, both suits are assumed to hold the maximum number of cards (in the case of a 7+ suit and a singleton, this becomes an imagined 7331-hand).

If the slave misses both the ace and king in the suit, or has all three top honours (AKQ) in the suit, she should bid the closest bid. Otherwise she continues with the next suit with the same procedure (now bidding the next to closest bid if missing both the ace and king, or holding AKQ). When all suits has been shown, it starts over with the first suit. Now the meaning of the slave's bids depend on what she showed during the first turn. If she stopped to show AKQ, now she stops if not holding the jack. If she skipped the suit on the first turn, a stop now denies a second top honour (ace, king or queen). This procedure can in some cases localize jacks, but we stop here (so we do not continue and show tens). A bid by the master at the 6-level or higher is never a relay, but to play.

Each suit is gone through one time less than the number of cards in the suit. This means that singleton honours can't be located, nor can queen doubleton. Ace singleton isn't shown either, but the master can usually find out about these anyway since controls are missing.

Example of control ask and DCB

Let's take an example of a complete relay situation. The slave holds this hand ♠EJxxxx
♥KJx ♦x ♣Jxx.

1♥	10–14 hcp, 4+♠ <i>1♠ relay</i>
1NT	5+♠ or three-suiter with short hearts <i>2♣ relay</i>
2♦	Single-suiter <i>2♥ relay</i>
2NT	Middle shortness (diamonds) <i>3♣ relay</i>
3♥	6-3-1-3 <i>3♠ control ask</i>
4♣	3 controls <i>4♦ starts DCB</i>
4NT	♠A/K, ♥A/K, not ♣A/K <i>5♣ relay</i>
5♦	Only one spade honour <i>5♥ relay</i>
5♠	Only one heart honour <i>5NT relay</i>
6♣	Do not hold queen of clubs

6♦ would be to play, so now we can not relay any further. As long as the master has ♠K and ♥A or 3 kings or 3 aces (which she probably does since she wouldn't been interested in slam otherwise) she knows that the slave has 6-3-1-3 with the ace of spades and the king of hearts, no queen (unless stiff diamond queen), and at least three unidentified jacks (otherwise not 10 hcp).

6.5.3 OPTIONAL: Stop signal and honour asking bids

It is possible to play with both DCB and honour asking bids, if using a relay stop signal. This may be described in future editions.