Nightmare
by Andrea Buratti and Massimo Lanzarotti
Translated into English by Daniel J. Neill

Forward

A good driver knows well the car he drives, and often is a good mechanic in order to make personal corrections or modifications; he thus adjusts the components and features to his personal preference.

We bridge players both steer the same car, a car that we have chosen, that we know well, that is responsive to our handling. A partnership must steer in the same way and help, when necessary, a confused or distracted partner to... stay on the road. If not, we risk having to replace one - partner - or the other - system/car.

"Nightmare" is a collage of things already seen elsewhere, along with some totally original and compelling ideas. Rather simple but very dangerous, it has a powerful motor but many logical natural meanings to help you handle it in every situation.

And then we don't forget that the conventions are few, logical and repetitive, something that, for those like me who never remember things, is an enormous advantage.

Andrea Buratti

We will not be a partnership again, but we have decided to invent and test directly at the table something whose main object is being aggressive and making life difficult for the opponents.

"Nightmare" is a strategy, a philosophy, a way of approaching bridge that you will greatly enjoy.

Massimo Lanzarotti

Natural Nightmare

Natural because:
Natural is convenient. Natural is logical. Natural is direct. Natural is flexible. Natural is modern. Natural is natural.
But... A simple natural auction is easy for the opponents.
That is, of precise bridge, to not make a mistake, and aggressive bridge, to cause a mistake, the latter almost always wins.

So, abandon natural bidding?

Absolutely not!! It is perfectly sensible that the pure naturalist, upholder of traditional bridge, should maintain the fundamental principles of bidding, not those conventions that render life more difficult for the opponents.

Therefore... natural
- Because Natural doesn't have to be read first to be remembered
- Because Natural doesn't cause undue fatigue or stress; because if one isn't psychic and goes astray in the bidding, with a little luck the incident will prove painless; the contract may be a trick too high or low, but at least the trump suit is correct.
- Because Natural stresses judgement.
- Because Natural provides a conceptually solid and simple base, to which coded meanings may later be applied to expand its potential in various directions: easy to learn, easy to utilize, difficult to criticize.

Why is it called "Nightmare"?

Just as it was a nightmare to create, we have the hope that it also becomes one for the opponents who meet it. It was, at the time, the name which seemed most fitting.

GENERAL CONCEPTS

Nightmare is, more than a system, a strategy to approaching bridge.

Mainly the tactics, for those who know the system, allow taking into account, in the bidding phase, not only the seat and vulnerability but... even the particular moment... and the enemy. One can, therefore, nearly always choose from different sequences. In order to facilitate this we need to introduce some ideas that characterize the system.
- Limited use of game-invites to allow more space for slam tries
- Frequent use of transfers and multi-meaning bids
- Jumps always limiting in HCP and distribution
- Frequent use of the red card as nearly always informative or cooperative in meaning over interference, trying as much as possible to make the enemy pay for entering the auction

Some questions will help the attentive, but not expert, reader to better face the difficulty that surely one encounters when making headway into the system.

- On what principles is Nightmare based?
    Surely on the logic of natural meanings, fundamental principles of economy and coherence that distinguish hands, a good dose of common sense, and some slightly revolutionary ideas that separate it from the rest.

- Why is natural bidding extolled in the premise, but now we revolutionize it?
    It's a difficult task to interpret well this game without having the mastery of natural bidding, but at the same time, always bidding very precisely can in some situations yield a tangible advantage to the opponents. Because of this, Nightmare provides not a "single correct bid" but "correct sequences for various choices" or "various sequences for correct choices": this lets the enemy know very precise information, but they do not know whether we *have* to bid that way, or whether we have *decided* to bid that way. Thus their margin of error increases.

- You talk more about the philosophy than the system.
    In Nightmare, there is much to understand, and little to memorize; if one reads the first pages carefully, they will prove the most beneficial. Born through play, the innovative conventions have been invented and tested right at the table.

- What are the innovative aspects of Nightmare?
    Here are the main ones:
    - A different way of counting points, "weighing" the hand, and never attempting the impossible
    - Almost total absence of invitational bids
    - Frequent use of transfers and the informative pass (pass is a bid!)
    - Interpretation through what *isn't* bid

- Be more clear.
    Counting points is the way to approximate the trick-taking power of a hand. We assign the following values to the holdings below:

A = 5 HCP	AK = 8.5	AQ = 7	AJ = 6	AJT = 7
K = 3	KQ = 5	KJ = 4	KJT = 5	
Q = 1.5	QJ = 2.5			
J = 0.5	JT = 1			

    and in some situations the high intermediates, T-9-8, are important factors.

Ex.
Hand 1: KJxx AQxxx Kxx x
Hand 2: KJT8 AQTxx Kxx x

These 2 hands, in the traditonal method, have 13 HCP. In our method, hand (1) is valued at 14 HCP while hand (2) is worth 15.

- Almost total absence of invitational bids, which means eliminating them wherever they give away valuable information. All of us know of various bidding situations in which, only out of shyness or being afraid to assume total responsibility, we ask partner to decide, with a bid that adds little to the overall picture (I have a little extra; if you aren't that bad continue on... eg.) in a way that is almost never scientific.

  Ex.
  Some classic sequences like:
  1N-2♣; 2♥-3♥   1N-2♦; 2♥-3♥   1♥-1♠; 2♥-3♥
  that are normally used as invitations, in Nightmare are slam invitations. In the times we think or hope to make game, we bid it; a good outcome depends, not only on *our cards*, but on *the lead, opponents' distribution,* and *defense.* Of these four things the bidding reveals but only one; further, the more exhaustive the bidding, the more accurate may be the opening lead. The distribution of the enemy's hidden cards is never known.

In conclusion, we bid game when we have managed to give the least amount of info possible to the enemy; often we go down in a game, but only find out more careful defense would have set the partscore, for a push board. The big advantage is that each raise *at a low level* indicates a *slam try*, and besides preventing misunderstandings (always a threat), grants more space for that information that, even if detailed, cannot excessively help the enemy.

- In few words with Nightmare is all more easy?
  You aren't that far from the truth. You can be assured that it is far more difficult to play against Nightmare than to play it; try to learn it, and don't be frightened.

- Who is this system geared toward?
  For all those who want to approach bridge well-armed, not only with enthusiasm, and determination to be an aggressive partnership, but with good sense.

- Often you talk about good sense, logic, and clarity. But what about technique?
  Solid technique is necessary but even so there is much to discuss. Often the bidding or play technique is not what wins. I think that logic, intelligence in the etymological sense, and character are elements that each, more than technique, determines success. And let's not forget *"la cinesica"* that helps us, *"finche i sipari ce lo"* will allow, to increase the difficulty and problems of at least one opponent, to the psychological pressure that an aggressive system constantly generates at the table.

  Zia Mahmood, in his recent book, reduces the fundamentals of bridge to 3: "disciplined logic and reasoning", "card sense", "a positive mental attitude". We even share his sentiments that one cannot become great without an enormous ego. Personally I think that winning means being the best, and believing one is the best is a necessary prerequisite for becoming the best. Just don't forget that in this game you are always learning something even if you don't always know what.

And now we begin our adventure...

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A. <u>**Opening Bids:**</u>

1♣ = bal or semibal 15-17, or unbalanced/3-suited with clubs 15+, 6♣-5any 11+(16+ value), or any GF hand
1♦ = bal 18-20, or 11-21 unbal with 4+♦
1♥ = 1/2 suiter with 5+♥ 11+ HCP, or 11-14 with 4-4-4-1♦
1♠ = 1/2 suiter with 5+♠ 11+
1N = 11-14
2♣ = 11-15 with 5+♣, one or two-suited
2♦ = Multi: Weak (5-9) ♥ or ♠, or 21-23 bal
2♥ = 6+♥, 8-12, possible 4-crd side suit
2♠ = 6+♠, 8-12, possible 4-crd side suit
2N = 21-22 semibal with 5 crds in ♦/♥/♠
3♣** = ♦ preempt OR 6-5+ ♥-♠'s 5-11
3♦** = ♥ preempt OR 6-5+ ♠+m 5-11
3♥** = ♠ preempt OR 6-5+ ♣-♦ 5-11
3♠** = any solid suit, without side tricks
3N = solid minor, with a side stopper
4♣ = 8 tricks with ♥ trumps, natural in 3rd seat
4♦ = 8 tricks with ♠ trumps, natural in 3rd seat
4♥ = natural ♥ preempt
4♠ = natural ♠ preempt

**When these openings are not allowed, there are substitutes (see last section of the book)

We are already to the first doubts:

Is 1♣ strong?
    1♣ opener shows 15+ HCP and is forcing one round, but is not the exclusive strong opening, since some others contain 22-23 HCP hands.

Where is the negative response (we always have one)?
    There doesn't exist a negative response, but, at the second round, always at a low level, following opener's rebid, we clarify our strength.

Why two weak openings for the majors?
    It is very useful to take an advantage in the auction by bidding, if not constructively, then at least annoyingly: the very weak 2♦ *multi*, diminishing the risk of being penalized, and, the 2♥/♠ openings which can be up to 12 HCP, so as to keep the major openers (i.e. 1♠-any-2♠) robust.

We lack a ♣ preempt.
    The club preempt is sacrificed for the 3-level multi structure; the 2♣ opener is weak enough to gain a little back.

B. 1♣ OPENER [bal/semibal 15-17; unbal/3-suited w/ clubs 15+; 6♣-5any 11+(16+ value); or any GF hand]

-15-17 bal
-15+ 3-suiter with ♣
-11+ 6♣-5x (16+ value)
-any GF hand

Responses:

1♦ = 0+, 4+♥
1♥ = 0+, 4+♠
1♠ = 0+, no M OR 8-13 3-suiter OR minor 2-suiter limit+
1N* = GF with 4+♣
2♣ = xfer to 5+♦, weak or GF
2♦ = 6+♥, 3-7 or 11+(solid suit)
2♥ = 6+♠, 3-7 or 11+(solid suit)
2♠ = a) ♣ preempt   b) solid ♣ GF   c) 6♣-4M 8-11
2N = a) ♦ preempt   b) solid ♦ GF   c) 6♦-4M 8-11
3♣ = 5♣, 4-1 M's, GF
3♦ = 5♦, 4-1 M's, GF
3♥ = sing with 5-4 m's GF
3♠ = sing with 5-4 m's GF
3N = 6-5 minors to KQ-KQ+, and 1-1 M's
4X = asks about aces and strength in bid suit - Burask

*1♣-1N by passed hand = 7.5-8.5 without a major

1. *Exercise #1:*

Which of the following hands should be opened 1♣, and if not, then why?
1. A987 K43 A987 KJ   Yes - 15 HCP bal (classic 1NT opening)
2. 7 AQ97 K7 KQJ864   Yes - 15 HCP unbal with 6♣
3. AK865 K7 8 AQ984   No - 15+ unbal with 5♣ but having also 5♠ so open 1♠
4. 6 AKT84 8 KQT876 Yes - 12 HCP but 6-5 with concentration for a value of 16+ HCP
5. KJ97 AKT AKT AK9 Yes - GF bal hand
6. AKQ964 AQ9 KQJT -- Yes - GF unbal hand
7. AT Q964 KJ AKQT9 Yes - 19 HCP with 5♣ (we can decide to treat it as bal or 2-suiter)
8. K87 86 KQT AJ975   No - Only 13 HCP bal, so 1N opener
9. 6 J97 KQJ9 AQT97   No - only 13 HCP, even if unbal with 5♣, we open 1♦
10. KQT9 A7 8 KQT876 Yes - 14 HCP but concentration in an unbal hand with higher value
11. QJ KT2 KJ643 AJ5 Yes - bad 15 bal, but a 5-card suit
12. AK62 A J864 J853   No - 3-suiter with ♣, but only 13 HCP so open 1♦
13. 6 KQ86 KQJ6 A875 Yes - 3-suiter with ♣ and 15 HCP
14. AKQ7 Q986 KQT3 6 No - 3-suiter with 16, but without ♣ so open 1♦
15. KQ86 QJ976 -- AQJ8 No - 3-suiter with 15, and ♣, but the 5-crd ♥ suit, so open 1♥

Hands 1,2,5,6,7,11,13 are perfect examples of the shapes specified by 1♣, and should not have created any doubt. Hands 4 and 10 demonstrate revaluation. If you missed 3 or 15, don't forget that this is a 5-card major system. 8, 9, and 12 don't even have the points required for a 1♣ opening. If you missed 14, start reading at the beginning again.

2. *1♣ ⇨ 1♦   [0+, 4+♥]*

1♣ ⇨   1♦
1♥ = 3♥ 15-17 - 4 crds if 15 bal
1♠ = natural, denies 3♥ (may be 3♠ if 5♣-4♦ 15-17)
1N = 15-17, denies 4♠ or 3♥
2♣ = GF any dist
2♦ = 5+♣-4♦ or 6+♣, 18+
2♥ = 4♥, 16-17 bal, or 4♥ 15-17 with 5+♣ or 3-suited
2♠ = 5+♣, 4♠, 18+
2N = 18+, 5♣-4♥ or 3-suiter with ♥ and ♣
3♣ = 15-17 natural
3♦ = 5♣-4♥-4♦, 17+
3♥ = 6♣-4♥, 15-16
3♠ = 5♣-4♥-4♠, 17+
3N = 6♣-4♥, solid ♣ and 1/3/5 KC's
4♣ = 6♣-4♥, solid ♣ and 2/4 KC's
4♥ = 6♣-4♥, not solid ♣

1♣   ⇨   1♦
1♥   ⇨   1♠ = Rel ➔➔➔➔➔⇨1N = 15-17 bal w/3♥ ➔ ➔2♣ Rel ⇨2♦ = 5m ➔➔ ⇨2♥= fix ♥
          1N = 5♥-4♠ 6+   ⇨2♣ = 6♣ ➔2♥/3♣ fix suit | ⇨2♥ = 4♣-4♦   ⇨2♠= Rel
          2♣/♦ = canape invite ⇨2♦ = 5♣-4♦➔⇨2♥/3♣/3♦fix | ⇨2♠ = 4♠
          2♥ = to play   ⇨2♥ = 4♥ bal➔⇨2♠ = Rel to nat | ⇨2N = 4m-333
          2♠ = HSGT   ⇨2♠ = 5♣-4♠➔⇨3♣/♥/♠ fix
          2N = 6♥ + 4m
          3♣/♦ = 5-5 NF
          3♥ = 4♥-4♠ GF
          3♠ = 6♥-(3-2-2) GF

1♣   ⇨   1♦
1♠   ⇨   1N = nat NF
          2♣ = GF Rel➔➔➔➔⇨2♦ = 5♣-4♦-3♠-1♥
          2♦ = canape invite   ⇨2♥ = 5♣-4♠-2-2
          2♥ = 6 bad ♥, NF   ⇨2♠ = 4+♣-4♠-3/4♦-1♥ ➔➔➔2N Rel ⇨3♣ = 5♣-4♠-3♦
          2♠ = 4♠ NF   ⇨2N = 15-17 bal, no 3♥ ➔3♣ asks m (l/h)|⇨3♦ = 4♣-4♠-4♦
          2N = 6♥-4m   ⇨3♣ = 6♣-4♠-2/3♦
          3♣/♦ = 5-5 to play   ⇨3♦ = 5♣-4♠-4♦
          3♥ = 6♥ 8-10   ⇨3♥ = 6♣-4♠-2♥
                              ⇨3♠ = 6♣-5♠

1♣   ⇨   1♦
1N   ⇨   2♣/♦ = weak canape
          2♥ = to play
          2♠ = Rel➔➔➔➔➔➔➔➔➔➔➔⇨2N = min➔3♣ Rel ⇨3♦ = 5m (3♥ asks lo/hi)
          2N = 6♥-4m(3♣ rel for lo/hi)   ⇨3♣ = 5♣ max   ⇨3♥ = 5♣-4♦
          3♣/♦ = invite canape   ⇨3♦ = 5♦   ⇨3♠ = 5♦-4♣
          3♥ = 6♥ 8 HCP   ⇨3♥ = 5♣-4♦   ⇨3N = 4♣-4♦
          3♠ = 6♥-3-2-2   ⇨3♠ = 5♦-4♣
          4♦ = xfer to 4♥   ⇨3N = 4♣-4♦

1♣   ⇨   1♦
2♣   ⇨   2♦ = 0, 1, or 4+ ctrls
          2♥ = 2 ctrls
          2♠ = 5+♥, 3 ctrls

2N = bal, 3 ctrls
                3♣/♦ = canape, 3 ctrls
                3♥ = 6♥, 8-11, 3 ctrls

1♣   ⇨   1♦
2♦   ⇨   2♥/3♣ = to play
                2♠ = Relay➔➔➔⇨2N = 5♣-4♦, ♠ stop
                2N = nat 4-6   ⇨3♣ = 6♣
                3♦ = invite   ⇨3♦ = 6♣-4♦
                                   ⇨3♥ = 5♣-4♦-3♥
                                   ⇨3♠ = 5♣-4♦, no ♠ stop

1♣   ⇨   1♦
2♥   ⇨   2♠ = Relay➔➔➔➔➔➔➔➔⇨2N = 16-17 bal➔3♣ Rel➔➔➔⇨3♦ = 4♣-4♥
                2N = HSGT or cue for ♠   ⇨3♣ = 3-suiter(3♦asks lo/hi sing)| ⇨3♥ = 4♦-4♥
                3♣/♦ = HSGT or cue for ♣/♦| ⇨3♦ = 5♣-4♥-3♦   ⇨3♠ = 4♠-4♥
                                   ⇨3♥ = 5♣-4♥-2-2 min   ⇨3N = 4♥-3-3-3
                                   ⇨3♠ = 5♣-4♥-3♠
                                   ⇨3N = 5♣-4♥-2-2 max

1♣   ⇨   1♦
2♠   ⇨   2N = Lansohl➔➔➔Forces 3♣➔➔ ⇨Pass = weak ♣
                3♣ = nat invite   ⇨3♦ = fix ♣ slamtry
                3♦ = 4 crd suit   ⇨3♥ = fix♥, limit
                3♥/♠ = nat GF   ⇨3♠ = fix ♠, limit
                                   ⇨3N = bal, slamtry

1♣   ⇨   1♦
2N   ⇨   3♣ = xfer with 4♥ only➔➔➔➔forces 3♦➔➔➔➔➔➔➔⇨3♥ = 4♥-5♣
                3♦ = xfer with 5+♥➔➔⇨3♥ = min ➔⇨pass = weak   ⇨3♠ = 4♥-5♦
                3♥ = 4♥-4♠   ⇨cue = max| ⇨3♠ = 4♠-5♥   ⇨3N = 4♥-4♦
                3♠ = 4♥-4♣   ⇨3N = bal slamtry| ⇨4♣/♦ = 4♥-6♣/♦
                3N = 4♥-3-3-3   ⇨4♣/♦ = 5♥-4♣/♦
                4♣/♦/♥ = 6♥-4♣/♦/♠   ⇨4♥ = to play

3. 1♣ ⇨ 1♥   [0+, 4+♠]

1♣ ⇨   1♥
1♠ = 3♠ 15-17, or 4crds if 15 bal
1N = 2♠, 15-17 bal
2♣ = GF, any dist
2♦ = 5+♣-4♦, or 6+♣ 18+
2♥ = 5+♣-4♥, 18+
2♠ = 4♠ 16-17 bal, or 5♣-4♠ 15-17
2N = 5♣-4♠ 18+, or 3-suiter but not 5-4-4
3♣ = natural, 16-18
3♦ = 5♣-4♠-4♦, 18+
3♥ = 5♣-4♠-4♥, 18+
3♠ = 4♠-6♣ 15-17
3N = 6♣-4♠, solid ♣ 1/3/5 KC's (Turbo)
4♣ = 6♣-4♠, solid ♣, 2/4 KC's (Turbo)

1♣ ⇨   1♥
1♠ ⇨   1N = 4♠-5♣ invite
        2♣ = GF Rel (see below)
        2♦ = 4♠-5♦ invite
        2♥ = 5♠-4♥ invite
        2♠ = to play, 5+♠
        2N = 6♠-4m ➜➜➜ 3♣ asks minor ⇨3♦ = ♣
        3♣/♦ = 5♠-5m   ⇨3♥ = ♦
        3♥ = 5♠-5♥
        3♠ = 6♠-(3-2-2)

1♣ ⇨   1♥
1♠ ⇨   2♣ (GF relay)
2♦ = 5♣-4♦-3♠
2♥ = 4♥-3♠➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜2♠ Rel ⇨2N = bal ➜➜3♣ asks rest ⇨3♦ = 4♣
2♠ = 3♠ bal➜➜➜➜➜➜➜➜➜➜2N Rel ⇨3♣/♦ = 5crds   ⇨3♠ = 5♣-4♦-3♠   ⇨3♥ = 4♦
2N = 4♠ bal➜3♣ asks⇨3♦ = 4♣   ⇨3♥ = 4♣   ⇨3♦ = 6♣-4♥-3♠   ⇨3♠ =4♥333
3♣ = 6♣-3♠-2-2   ⇨3♥ = 4♦   ⇨3♠ = 4♦
3♦ = 6♣, sing ♦   ⇨3♠ = 4♥   ⇨3N = 4♣-4♦
3♥ = 6♣, sing ♥   ⇨3N = 4♠-333

1♣ ⇨   1♥
1N ⇨   2♣ = Relay
        2♦ = 4♠-5♦ to play
        2♥ = 5♠-4♥ to play
        2♠ = to play
        2N = 6♠-4m, 8-11(3♣ asks lo/hi)
        3♣ = 4♠-5♣ invite
        3♦ = 4♠-5♦ invite
        3♥ = 5♠-5♥ invite
        3♠ = 6♠-(3-2-2), 8-11

1♣ ⇨   1♥
1N ⇨   2♣ (Relay)
2♦ = min, xx in ♠➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜2♥ relay ⇨2♠ = 4♥
2♥ = 4♥➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜2♠ = Rel ⇨2N = 5m (3♣ asks l/h) ⇨2N = 4♣-4♦
2♠ = Hx in ♠➜➜⇨3♣ Rel ➜⇨3♦ = 5m (3♥ asks l/h)| ⇨3♣ = 4♣   ⇨3♣ = 5♣-332

2N = 4♣-4♦	⇨2N=inv	⇨3♥ = 5♣-4♦	⇨3♦ = 4♦	⇨3♦= 5♦-332
3♣ = 5♣		⇨3♠ = 5♦-4♣		⇨3♥ = 5♣-4♦
3♦ = 5♦		⇨3N = 4♣-4♦		⇨3♠ = 5♦-4♣
3♥ = 5♣-4♦				
3♠ = 5♦-4♣				

1♣	⇨	1♥
2♣	⇨	2♦ = 0, 1, or 4 ctrls
		2♥ = 2 ctrls
		2♠ = 5+♠, 3ctrls
		2N = bal, 3 ctrls
		3♣ = 4♠-5♣, 3 ctrls
		3♦ = 4♠-5♦, 3 ctrls
		3♥ = 5♠-5♥, 3 ctrls
		3♠ = 6♠, 8-11, 3 ctrls

1♣	⇨	1♥
2♦	⇨	2♥ = Relay➜➜➜➜➜⇨2♠ = 3♠➜➜➜➜➜➜2N Relay➜⇨3♣ = 6♣-3♠➜⇨3♦/♥=♣ fit
		2♠ = to play ⇨2N = 5♣-4♦, st ♥➜3♠ = 6bad♠| and ⇨3♠= fix ♠
		2N = nat 4-6 ⇨3♣ = 6♣ ➜⇨3♠ = 6bad♠, 9-11 | ⇨3♦ = 5♣-4♦-3♠ ⇨3♥ = ♦ fit
		3♣ = to play ⇨3♦ = 6♣-4♦ ⇨3♠ = fix ♠
		3♦ = invite ⇨3♥ = 5♣-4♦, no 3♠ or ♥ stop
		3♠ = 6♠, 8-11, good suit|⇨3♠ = 6♣-4♦-3♠

1♣	⇨	1♥
2♥	⇨	2♠ = to play
		2N = Lansohl (described earlier)
		3♣ = invite
		3♦ = 4crd suit, GF
		3♥/♠ = fixes ♥/♠, GF

1♣	⇨	1♥
2♠	⇨	2N = Relay➜➜➜➜➜⇨3♣ = 3-suiter or 4333 min ➜3♦ asks ⇨3♥ = sing ♦
		3♣ = HSGT or cue ⇨3♦ = 5♣-4♠-3♦ ⇨3♠ = sing ♥
		3♦ = HSGT or cue ⇨3♥ = 5♣-4♠-3♥ ⇨3N = bal
		3♥ = HSGT or cue ⇨3♠ = 5♣-4♠-2-2
		⇨3N = 16-17 bal ➜4♣ Relay ⇨4♦ = 4♣-4♠
		⇨4♥ = 4♦-4♠
		⇨4♠ = 4♥-4♠
		⇨4N = 4♠-333

1♣	⇨	1♥
2N	⇨	3♣ = xfer, showing 4♠ ➜➜ forces 3♦ ➜➜➜➜➜➜➜➜➜➜➜➜➜⇨3♥ = 5♣-4♠
		3♦ = xfer, showing 5♠ or bal slamtry ➜forces 3♥ ➜⇨3♠ = 5♠-4♥ ⇨3♠ = 5♦-4♠
		3♥ = xfer, range ask ➜⇨3♠ = minimum ⇨3N = bal slamtry| ⇨3N = 4♠-4♦
		3♠ = 4♠-4♣ ⇨else = cue with max ⇨4♣/♦=5♠-4♣/♦| ⇨4♣/♦ = 4♠-6♣/♦
		3N = 4♠-333 ⇨4♥ = 5♠-5♥
		4X = 6♠-4X
		4♠ = to play

Some Common Rules in 1♣-1♦ and 1♣-1♥:

1. The 2♣ rebid is GF
2. When opener has a 3-crd fit (1♣-1♦-1♥ or 1♣-1♥-1♠), there are invite canapes but no weak ones.
3. When opener does not have a 3-crd fit(1♣-1♦/♥-1N), there are weak canapes (except for ♠-♣), and limit canapes (jump in a minor).

4. *1♣ ⇨ 1♠   [0+, no M OR 8-13 3-suiter OR minor 2-suiter limit+]*

1♣   ⇨   1♠
1N = 15-17 bal
2♣ = 5+♣, 15-18 unbal
2♦ = GF any dist
2♥ = 5+♣-4+♥, 18+
2♠ = 5+♣-4+♠, 18+
2N = 5+♣-4+♦, 18+
3♣ = 6+♣, 18+

1♣   ⇨   1♠
1N   ⇨   2♣ = to play!
          2♦ = 5♣-4♦ invite
          2♥ = minors, invite→→→→→→→→→→→→→→→→→→→⇨2♠ = rel→⇨2N = 5♦-4♣
          2♠ = minors, GF→→→2N=Rel ⇨3♣/♦ =sing ♥/♠| ⇨3♣/♦ =s/o| ⇨3♣/♦ = 5-5,sing ♥/♠
          2N = 4333 or 4♣-4♦, 15+, GF   ⇨3♥/♠ = void
          3♣ = GF, 3-suiter sing ♣
          3♦ = GF, 3-suiter sing ♦
          3♥ = GF, 3-suiter sing ♥
          3♠ = GF, 3-suiter sing ♠
          3N = to play

1♣   ⇨   1♠
2♣   ⇨   2♦ = ♦ values, possible 4-crd side suit
          2♥ = ♥ values
          2♠ = ♠ values
          2N = bal invite
          3♣/♦ = invite
          3♥/♠ = splinter
          3N = to play
          4♣/♦/♥ = slam try, 3-suiter, suit below sing

1♣   ⇨   1♠
2♦   ⇨   2♥ = 0, 1, or 4 ctrls
          2♠ = 2 ctrls
          2N = 3 ctrls, bal→→→→3♣ = Rel →⇨3♦ = 5crd minor (3♥ Rel, then 3♠ = ♣, 3N = ♦)
          3♣/♦ = 6crds, 3 ctrls   ⇨3♥ = 4♣-4♦-3♥
          3♥/♠ = sing, 5-4 minors, 3 ctrls   ⇨3♠ = 4♣-4♦-3♠
          3N = 5-4 minors, 2-2, 3 ctrls   ⇨3N = 4m333
                                                ⇨4♣/♦/♥/♠ = 3-suiter, sing in bid suit

1♣   ⇨   1♠
2♥   ⇨   2♠ = 4th suit forcing
          2N = Lansohl ➔ forces 3♣ ➔ show hand
          3♣ = invite
          3♥ = agrees ♥

1♣   ⇨   1♠
2♠   ⇨   2N = Lansohl ➔ forces 3♣...
          3♣ = invite
          3♥ = 4th suit forcing
          3♠ = agrees ♠
          4♣ = slamtry ♣

1♣ ⇨ 1♠
2N ⇨ 3♣ = to play
        3♦ = to play
        3♥/♠ = values
        3N = to play
        4♣/♦ = slamtry with 4+ crds

5. *1♣ ⇨ 1N   [GF with 4+♣]*

By a passed hand, 1N shows 7-8 without a major. In this situation, over 2♦ GF rebid by opener, bid as over 1♣-1♠-2♦.

1♣ ⇨ 1N
2♣ = bal 15-17, or 5+♣-4any 15-17, or 6+♣ 18+ ➜➜➜➜➜➜➜➜➜➜➜⇨2♦ = 5+♣-4♦
2♦ = GF➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨2♥ = 2 or 5+ ctrls   ⇨2♥ = 5+♣-4♥
2♥ = natural, 5+♣-4♥, 18+ ➜ ⇨2♠/N = nat   ⇨2♠ = 3 ctrls unbal   ⇨2♠ = 5+♣-4♠
2♠ = natural, 5+♣-4♠, 18+ ➜ ⇨2N = nat   ⇨2N = 3 ctrls, bal   ⇨2N = 5♣332 (3♣ asks doub)
2N = 5+♣-4♦, 18+ ➜⇨3x = natural   ⇨3♣ = 6+♣, 3 ctrls   ⇨3♣ = 6♣-322
3♣ = 6+♣, 15-17   ⇨3N = 5332, 0-4 ctrls   ⇨3♦ = 5+♣-4M, 4 ctrls   ⇨3♦/♥/♠ = 6+♣, sing
                        ⇨4♣ = slamtry, 6+♣   ⇨3♥/♠ = 5♣-4♦, sing   ⇨3N = 7♣-222
                                                ⇨3N = 6♣-4♦, 4 ctrls

6. *1♣ ⇨ 2♣   [xfer to 5+♦, weak or GF]*

1♣ ⇨ 2♣
2♦ = minimum (see below)
2♥ = GF, any➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨2♠=5+♦unbal, 7+
2♠ = 5+♣-4♠, F1➜➜➜➜➜➜➜➜➜➜➜⇨2N = Lansohl   ⇨2N = 5+♦bal, 7+
2N = 5+♣-4♥, F1➜➜⇨3♣ = s/o   ⇨3♣ = invite   ⇨3♣ = 6+♦ 3-6 bad suit
3♣ = 6+♣, NF   ⇨3♦ = s/o   ⇨3♦ = s/o   ⇨3♦ = 6+♦ 3-6 good suit
3♦ = 3+♦, NF   ⇨3♥/♠ = 5-4M GF| ⇨3♥/♠ = 5-4M GF| ⇨3♥/♠ = 5-4M GF
3♥/♠ = ♦ fit, splinter| ⇨3N = s/o   ⇨3N = s/o

1♣ ⇨ 2♣
2♦ ⇨ 2♥ = 5+♦-4♥, GF
        2♠ = 5+♦-4♠, GF
        2N = 5+♦ bal, GF
        3♣ = 5+♦-4♣, GF
        3♦ = 6+♦ GF, not solid suit
        3♥/♠ = 6+♦-5♥/♠
        3N = to play

7. *1♣ ⇨ 2♦   [6+♥, 3-7 or 11+(solid suit]*

1♣   ⇨   2♦
2♥ = s/o, 15-17 bal or unbal misfit ➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨Pass = 4-7
2♠ = Relay (see below)   ⇨2♠ = cue, GF
2N = GF, asks ctrls➜➜➜➜➜➜➜➜➜➜⇨3♣ = 0-1 or 4+ ctrls   ⇨2N = GF, no cue
3♣ = nat. NF ➜⇨3♦ = cue, GF   ⇨3♦ = 2 ctrls   ⇨3♣/♦ = cue, GF
                   ⇨3♥ = 6322 GF   ⇨3♥ = 3 ctrls   ⇨3♥ = 6♥ invite
                   ⇨3♠ = cue, GF   ⇨3♠ = solid suit, cue
                   ⇨3N = to play   ⇨3N = solid suit, 3 KC's (Turbo)
                   ⇨4♣ = slamtry, good♣ fit ⇨4♣/♦ = cue, solid suit, 2/4 KC's (Turbo)

1♣   ⇨   2♦
2♠   ⇨   2N = solid ♥, with sing (3♣ asks sing, 3♥ for ♣)
              3♣ = weak, sing minor
              3♦ = weak, sing ♠
              3♥ = weak, no sing
              3♠ = solid ♥, no sing/void
              3N = solid ♥, void ♠
              4♣/♦ = solid ♥, void

8. *1♣ ⇨ 2♥   [6+♠, 3-7 or 11+(solid suit)]*

1♣   ⇨   2♥
2♠ = s/o 15-17 bal, or unbal misfit➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨Pass = 4-7
2N = Relay (see below)   ⇨2N = solid ♠, no cue
3♣ = nat, NF➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨3♦ = cue, GF   ⇨3♣/♦/♥ = solid ♠ cue
3♦ = GF, asks ctrls ➜⇨3♥ = 0-1 or 4+ ctrls   ⇨3♥ = cue, GF   ⇨3♠ = invite
                   ⇨3♠ = 2 ctrls   ⇨3♠ = 6322 GF
                   ⇨3N = 3 ctrls   ⇨3N = to play
                   ⇨4♣/♦ = solid ♠, cue, 3 ctrls ⇨4♣ = slamtry ♣ fit

1♣   ⇨   2♥
2N   ⇨   3♣ = weak, sing min ➜3♦ Relay ➜ ⇨3♥/♠ = sing ♣/♦
              3♦ = weak, sing ♥
              3♥ = weak, no sing
              3♠ = solid ♠, no sing
              3N = solid ♠, Turbo, 3 KC's
              4x = solid ♠, Turbo, 2/4 KC's

9. *1♣ ⇨ 2♠   [a) ♣ preempt   b) solid ♣ GF   c) 6♣-4M 8-11)]*

1♣   ⇨   2♠
2N = Relay (if 15-17, ♣ fit)➔⇨3♣ = bad preempt ♣
3♣ = NF   ⇨3♦ = solid ♣, GF
3♦ = 5+♦, GF   ⇨3♥ = 6♣-4♥ 8-11 ➔➔➔➔➔➔➔➔ ⇨3♠=fix ♥, GF (3N ♠ cue)
3♥/♠ = 5+ ♥/♠ GF   ⇨3♠ = 6♣-4♠ 8-11➔⇨3N = to play   ⇨4♣ = slamtry ♣
                                 ⇨3N = good ♣ pree ⇨4♣ = slamtry for ♣|⇨4♥ = to play
                                              ⇨4♦/♥ = cue for ♠
                                              ⇨4♠ = to play

10. *1♣ ⇨ 2N   [a) ♦ preempt   b) solid ♦ GF   c) 6♦-4M 8-11]*

1♣   ⇨   2N
3♣ = Relay➔➔➔⇨3♦ = ♦ pree
3♦ = GF with 5+♣   ⇨3♥ = 6♦-4♥, 8-11➔➔➔➔➔➔➔➔➔➔➔➔➔⇨3♠ = slam cue for ♥
3♥/♠ = 5+♥/♠, GF   ⇨3♠ = 6♦-4♠, 8-11➔➔⇨3N = to play   ⇨3N = to play
                    ⇨3N = solid ♦ GF   ⇨4♣ = slam cue for ♠   ⇨4♣ = slam cue ♥, no ♠ cue
                    ⇨4x = solid ♦, odd KC's   ⇨4♦ = slamtry ♦   ⇨4♦ = slamtry ♦
                                        ⇨4♥ = slam cue ♠, no ♣ cue| ⇨4♥ = to play
                                        ⇨4♠ = to play

11. *1♣ ⇨ 3♣   [5♣, 4-1 M's, GF]*

3♦ = asks for 4-crd suit, or GF with a minor ➔➔ ⇨3♥/♠ = suit ➔➔⇨4♣/♦ = GF nat
3♥/♠ = GF with the suit demands cue honors   ⇨4♥/♠/3N = to play
3N = to play

12. *1♣ ⇨ 3♦   [5♦, 4-1 M's, GF]*

3♥ = asks for 4-crd suit, or GF with a minor ➔➔⇨3♠/N = ♥/♠ ➔➔⇨4♣/♦ = GF nat
3♠/N = GF with ♠/♥, demands cue honors

13. *1♣ ⇨ 3♥   [sing with 5-4 m's GF]*

3♠ = 5♠, slamtry ➔➔➔➔➔ Turbo (3N = odd KC's, cue = even)
3N = to play
4♣/♦ = slamtry ♣/♦ ➔➔➔ cues
4♥ = forces bid better minor
4♠ = to play

14. 1♣ ⇨ 3♠   [sing with 5-4 m's GF]

3N = to play

15. 1♣ ⇨ 3N   [6-5 minors to KQ-KQ+, and 1-1 M's]

16. 1♣ ⇨ 4♣/♦   [slamtry ♣/♦ ➔➔➔ cues]

17. 1♣ ⇨ 4♥   [to play]

18. 1♣ ⇨ 4♠   [fix ♥, slamtry ➔➔➔ cues]

19. 1♣ ⇨ 4N   [pick-a-minor]

20. Discussion of opening 1♣

-In perspective...

> The worst opening of standard bidding is certainly 2♣ GF. Historically, artificial systems created to allieve this handicap use 1♣ or 1♦ for the strong hands, providing a whole extra level for exchanging information, but waving a red flag for enemy preemption.
> Here, we try not to lose the advantages of the natural systems, but at the same time maintain those of the strong clubs; we open the GF hands with 1♣, and reveal the great strength on the next round of bidding.

-Is it hard to reveal the hands opening 1♣ in competition?

- No, logic prevails.
- The rebid of NT cheaply, or pass, shows a balanced hand over enemy intervention; the double shows a ♣ single-suiter, while bidding a new suit shows ♣ and the second suit; the cue-bid shows a balanced hand without a stopper, or any GF hand. Let's always remember that pass, double, and redouble, are all bids and as such always have meanings.

-Transfer responses - why?

- Most natural bidders would expect a 4-card major to be bid with a weak responding hand. Here, with transfer responses, it's economical, letting one play in 1♥ or 1♠. Moreover, responder can place the contract in the best strain to play a partial.
- If opener rebids 1N, and responder has a weak hand, we find ourselves in a similar position as after a 1N opening, except we can now play at a suit at the 2-level.
- When opener has a 4-crd fit for responder, she bids the suit at the 2-level with 5♣ and 15-17, the suit at the 3-level with very unbalanced hands (10+ cards in 2 suits), 2NT with 18-21 and 5+♣ and a fit, wheras only completing the transfer if 15-16 balanced.

-What about annoying enemy interference?

> What happens over opponents' bidding will be dealt with, and we can assure you that we try to be as precise as possible. In the instance of 4th hand interference, opener has 2 extra options: pass and double/redouble, which respectively show a balanced hand and a ♣ hand. In all situations we try to right-side the contract with respect to the information we receive from the interference.

-How does one distinguish the NF sequences from the forcing ones?
- When there is no fit for the first suit, a 2-bid is NF.
- We don't try to improve the contract with a misfit.
- The elimination of many invitational sequences rather simplifies things.
- We almost never play 2♣ or 2NT, using those often as forcing bids.

-Can we change directions in the bidding phase?
- We have compared our bidding system to a sports car as an analogy.
- It is very useful (or necessary) to change directions along the way, if it is believed to be able to improve the route. If for example we open 1♣ with 15 HCP and 1-3-4-5 shape and partner responds 1♥ showing at least 4 spades, it may be better to rebid 1N (since 1N may be the optimum contract) and pretend to have a balanced hand. Or if we open 1♣ in order to prepare a natural reverse, and partner shows our second suit, we may be able to revalue our hand to a GF, and thus ask for controls and distribution.

21. *Exercise #2*

What is your response to partner's opening 1♣?
1) 6 AT85 J9543 K64 - 8 HCP including an AK, a singleton and a 4-crd major, across from a 15+ hand that is balanced or has a club suit (in which we have a fit). Game is a real possibility. Start with 1♦ (4+♥) and plan to rebid an invitaitonal canape, or show a ♣ fit.
2) A85 Q762 4 AQT74 - GF with 5♣ and a 4crd major; we must find the correct contract. 1N (GF with ♣) is called for, and over opener's bid we will show our hand or ask about partner's.
3) K9 Q962 7 AT8642 - 6-crd minor with 4-crd major, 8-11. It fits perfectly the third meaning of a 2♠ response.
4) T AKQ6 JT9 JT763 - Even if our ♣ suit isn't that good, we should show this shape with 3♣.
5) A864 7 A874 AT53 - 1♠ response can include a 9-13 3-suiter.
6) KT875 Q9853 9 K2 - 8 good HCP with 5-5 majors and rather good-textured suits is worth a good invite; we bid our hand and give the decision to partner. 1♥ (4+♠) and then 3♥ shows a 5-5 limit.
7) 62 63 74 KQT8762 - a preempt in ♣ is included in the 2♠ response. Partner will show a constructive hand with 2N and we accept with this nice suit, or partner will bid 3♣ over which we must pass.
8) 7 9 KQT64 KQ9865 - Just the hand for 3NT. It doesn't happen often, but here it is.
9) 832 64 KQT743 J8 - 2♣ xfer to 2♦ to show, after passing, a weak ♦ hand.
10) K64 73 AKJ873 K8 - 2♣, then 2N to show a bal GF hand with 5+♦.
11) AKQ976 K8 7653 8 - Across from opener's 15-17 NT, we can consider slam. Still, we are not surely facing a balanced hand, and we may stop in game if there is a misfit. 2♥ shows 6+♠, in this case GF.
12) 854 AQT876 AT8 4 - 1♦ showing 4+♥, then find the best game.
13) K72 7 AJT83 Q943 - 3♥ showing sing with 5-4 minors, GF or a little more. Brief and accurate.
14) T KQ6 AQ865 KQT4 - With very good hands we go slowly and not use the limited shape-showing bids. 2♣ is the best start.
15) K2 7 KJT63 J7654 - 1♠ which includes the limit+ minor 2-suiters.
16) A7 Q5 7643 86542 - 1♠ again but now we will pass; we don't have a limit 2-suiter but a weak one, so passing over 1NT will put us back with all the 1NT openers.

a) 18-20 bal
b) 5+♦ 11-21
c) 4♦-5♣, or 4♠-4♥-4♦-1♣ 11-21

Responses

1♦ ⇨ 1♥/♠ = natural, F1, exceptionally 3 cards
      1N = 4+♣, 12+ HCP
      2♣ = weak/GF ♦ raise, or weak ♣
      2♦ = 6+♥, 4-7 or GF
      2♥ = 6+♠, 4-7 or GF
      2♠ = ♣ preempt, or solid ♣ GF, or 8-10 HCP both minors
      2N = ♦ preempt, or solid ♦ GF, or 4-5 HCP both minors
      3♣ = 6♣, 7-10
      3♦ = 6♦, 7-10
      3♥/♠ = 5-4 minors, sing ♥/♠, GF
      3N = 6-5 minors, 1-1, with AK/KQ
      4♣/♦/♥ = voidwood

1. *1♦ ⇨ 1♥   [natural, F1, exceptionally 3 cards]*

1♠ = natural, maybe 3 with 5-4 minors ➜ ⇨2♣ = Rel (see below)
1N = 18-20 bal, even with 4♥
2♣ = 5+♦-4+♣ 14-21, or 6+♦ 18+, F1
2♦ = 6+♦ 11-14 ➜➜➜ natural continuations
2♥ = 4+♦-3/4♥, 11-14
2♠ = 5+♦-4♠, 18+➜➜➜➜➜➜➜➜➜⇨2N = Lansohl ➜ forces 3♣ ➜⇨3♦ = to play
2N = 5+♦-4♥, 18+   ⇨3♥ = ♦ raise GF
3♣ = 5+♦-5♣, 15-17   ⇨3♠ = limit
3♦ = 6+♦ 15-17   ⇨3N = quantitative
3♥ = 5+♦-4♥ 15-17
3♠ = 5+♦-4♥, 17-18, sing ♠
3N = 6♦-4♥ 15-17, solid ♦, odd KC's
4♣ = 5♦-4♥ 15-17, cue, even KC's
4♦ = 6♦-4♥ 15-17, solid ♦, even KC's

1♦ ⇨   1♥
1♠ ⇨   2♣ (Rel)
2♦ = 3♠ ➜➜➜➜➜2N = rel   ⇨3♣ = 5♣-4♦
2♥ = 5♦-4♠-3♥ minimum   ⇨3♦ = 5♦-4♣
2♠ = 5♦-4♠
2N = 4-4-4-1♥
3♣/♦ = 5♣-4♦-4♠ / 5♦-4♠-4♣
3♥ = 5♦-4♠-3♥ max
3♠ = 6♦-5♠

1♦ ⇨   1♥
1N ⇨   2♣ = GF Rel (see below)
        2♦ = 4♥-5m limit (2N asks m)

2♥ = s/o
2♠ = 5♠-4♥ limit
2N = limit
3♣ = 5♣-5♥ limit
3♦ = 5♦-5♥ limit
3♥ = 4♥-4♠
3♠ = 0-5-4-4
3N = to play
4♥ = to play
4X = exclusion RKC

1♦   ⇨   1♥
1N   ⇨   2♣ (GF)
2♦ = 3♥ + (4♠ or 5♣/♦) (see below)
2♥ = 3♥ + 4♣/♦ (see below)
2♠ = 4♠-2♥ (see below)
2N = 3♠-2♥ ➜➜➜➜➜➜➜➜➜➜➜➜➜3♣ = Rel➜➜ ⇨3♦ = 5♣
3♣ = 4♥-4♣ ➜➜➜➜➜➜➜➜➜➜➜ ⇨3♦ = rel for (3♦/3♠)| ⇨3♥ = 5♦
3♦ = 4♥-4♦ ➜➜⇨3♥ = rel for (3♣/3♠)|⇨3♥ = slamtry ♥   ⇨3♠ = 4-4 min
3♥ = 4♥-4♠-3♣   ⇨3N = to play   ⇨3N = to play   ⇨3N = 4-4 max
3♠ = 4♥-4♠-3♦
3N = 4♥-3-3-3

1♦   ⇨   1♥
1N   ⇨   2♣
2♦   ⇨   2♥ = Rel ➜➜⇨2♠ = 4♠➜➜➜⇨2N = Rel for nat bidding
                            ⇨2N = 5♣
                            ⇨3♣ = 5♦
2♥   ⇨   2♠ = Rel➜⇨2N = 4♣/♦-3-3-3 minimum
                       ⇨3♣/♦ = 4♣/♦-3-3-3 maximum
                       ⇨3♥/♠ = 4♣-4♦ min/max
2♠   ⇨   2N = Rel➜➜➜⇨3♣/♦ = 4♣/♦ minimum
                          ⇨3♥/♠ = 4♣/♦ maximum
           3♣/♦ = natural
           3♠ = slamtry ♠
           3N = to play
           4X = cue for ♠

1♦   ⇨   1♥
2♣   ⇨   2♦/♥ = to play
           2♠ = GF Rel➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨2N = 15(+)-17, ♠ stop
           2N = nat➜➜➜➜➜⇨3♣ = nat, min   ⇨3♣ = 5♦-5♣ 11-15
           3♣/♦ = limit   ⇨3♦ = 6♦, 18+   ⇨3♦ = 6+♦, 18+
           3♥ = 5♥ + fit ♦, GF| ⇨3♥ = 5+♦-4♣-3♥, 16+   ⇨3♥ = 3♥, 14-15
           3♠ = splinter for ♦   ⇨3♠ = 6+♦ 18+, no ♠ stop ⇨3♠ = 11-15, no ♠ stop
                            ⇨3N = to play   ⇨3N = 11-15, ♠ stop
                            ⇨4♣ = 5+♦-5♣, 18+   ⇨4♣ = 5♦-5♣, 18+

1♦   ⇨   1♥
2♥   ⇨   2♠ = Relay➜➜➜➜➜➜⇨2N = 5♦-4♥-2-2
           2N = HSGT or cue in ♠   ⇨3♣ = 4♦-5♣-3♥
           3♣/♦ = HSGT or cue   ⇨3♦ = 5♦-4♣-3♥
           3♥ = slamtry   ⇨3♥ = 5♦-4♥-3♣
                                     ⇨3♠ = 5♦-4♥-3♠

1♦   ⇨   1♥
2N   ⇨   3♣ = xfer➜➜➜ forces 3♦ ➜➜➜⇨ pass = ♦ raise, 3♥, weak

3♦ = limit, 3♥   ⇨3♥ = 5♥, unbal, slamtry, odd KC's
3♥ = unbal, 4♥, odd KC's   ⇨3♠/4♣/4♦ = sing, 5+♥, even KC's
3♠ = splinter, 4♥, even KC's   ⇨3N = 5♥, bal slamtry
3N = bal slamtry   ⇨4♥ = bal slamtry, solid trumps, no outside A's
4♣/♦ = splinter, 4♥, even KC's
4♥ = to play

2. *1♦ ⇨ 1♠   [natural, F1, exceptionally 3 cards]*

1♦   ⇨   1♠
1N = 18-20 bal
2♣ = 5+-4+ minors either way 11-21 F1, or 6+♦ 18+ F1, or possibly 5♦-4♥-3♣
2♦ = 6+♦ 11-14 ➡➡ natural continuations
2♥ = 5+♦-4♥ 16+
2♠ = 4+♦-3+♠ 11-14
2N = 4+♦-4♠ 18+
3♣ = 5+♦-5♣ 15-17
3♦ = 6+♦ 15-17
3♥ = 6+♦-5♥
3♠ = 5+♦-4♠ 15-17
3N = 6♦-4♠ solid ♦, odd KC's
4♣ = 5+♦-4♠, cue, even KC's
4♦ = 6♦-4♠ solid ♦, even KC's

1♦   ⇨   1♠
1N   ⇨   2♣ = Rel GF (see below)
            2♦ = xfer to 2♥ (then 2♠ = 4♠ + 5m, 2N = 5♠ + 4m)
            2♥ = very weak, 5♠-4♥
            2♠ = to play
            2N = limit
            3♣/♦/♥ = limit 5♠-5♣/♦/♥
            3♠ = limit 5♠ with 2 top honors
            3N/4♠ = to play

1♦   ⇨   1♠
1N   ⇨   2♣
2♦ = 3♠-(4♥ or 5m) (see below)
2♥ = 4♥-2♠ (see below)
2♠ = 3♠ no 4♥/5m (see below)
2N = 3♥-2♠➡➡➡➡➡➡➡3♣ = Rel➡➡➡➡➡⇨3♦/♥ = 5♣/♦
3♣ = 4♥-4♠➡➡3♦ Rel➡➡➡➡➡➡⇨3♥ = 3♦| ⇨3♠/N = 4♣-4♦ min/max
3♦ = 4♥-4♠➡➡3♥ Rel ➡⇨3♠ = 3♣| ⇨3♠ = 3♥
3♥ = 4♥-4♠-3♣   ⇨3N = 3♥
3♠ = 4♥-4♠-3♦
3N = 4♠-3-3-3

1♦   ⇨   1♠
1N   ⇨   2♣
2♦   ⇨   2♥ = Rel ➡➡➡➡➡➡➡➡➡➡➡⇨2♠ = 4♥➡➡2N = Rel ➡➡ ⇨3♣/♦ = 4 cards
                                  ⇨2N = 5♣   ⇨3♥ = 4♥-3-3-3
                                  ⇨3♣ = 5♦
2♥   ⇨   2♠ = Rel➡➡ ⇨2N = 4♣ min

⇨3♣ = 4♦ min
                                        ⇨3♦ = 4♣ max
                                        ⇨3♥ = 4♦ max
2♠   ⇨   2N = Rel➜➜➜➜➜➜➜➜➜➜⇨3♣ = 4333 min
                                        ⇨3♦ = 4♣ max
                                        ⇨3♥ = 4♦ max
                                        ⇨3♠ = 4♣-4♦ min
                                        ⇨3N = 4♣-4♦ max

1♦   ⇨   1♠
2♣   ⇨   2♦ = to play
           2♥ = natural, NF➜➜➜⇨pass = 5-4 m's + 3♥ minimum
           2♠ = nat, NF   ⇨2♠ = 5+♦-4♣-3♠ 18+
           2N = nat, F (see right)   ⇨2N = 5+♣-4♦-3♥ good 14
           3♣/♦ = limit   ⇨3♣ = 5+♦-5♣ 11-15
           3♥ = GF splinter for ♦| ⇨3♦ = 6+♦ 18+
           3♠ = GF 5+♠ and ♦ fit| ⇨3♥ = 4+♦-3+♣-4♥ 11-15
                                    ⇨3♠ = 5♦-4♣-3♠ 15-17
                                    ⇨3N = 4♣-5♦-3♥ 15-16
                                    ⇨4♣ = 5+♦-5♣ 18+

1♦   ⇨   1♠
2♥   ⇨   2N= Lansohl ➜➜ forces 3♣ ➜➜⇨pass = to play
                                        ⇨3♦ = to play
                                        ⇨3♥ = limit
                                        ⇨3♠ = GF ♦ raise
                                        ⇨3N = quantitative

1♦   ⇨   1♠
2♠   ⇨   2N = Relay ➜➜➜⇨3♣ = 4♦-5♣-3♠
                         ⇨3♦ = 5♦-4♣-3♠
                         ⇨3♥ = 5♦-4♥-3♠
                         ⇨3♠ = 5♦-4♠-2-2 min
                         ⇨3N = 5♦-4♠-2-2 max
                         ⇨4♣ = 5♦-4♠-3♣
                         ⇨4♦ = 6♦-4♠
                         ⇨4♥ = 5♦-4♠-3♥

1♦   ⇨   1♠
2N   ⇨   3♣ = xfer➜➜➜➜ forces 3♦➜➜⇨pass = weak, 4+♦, 3♠
           3♦ = to play   ⇨3♥ = sing, 5+♠, even KC's
           3♥ = cue, even KC's   ⇨3♠ = 5♠ unbal, slamtry, odd KC's
           3♠ = GF unbal, odd KC's   ⇨3N = bal slamtry
           3N = bal slamtry   ⇨4♣/♦ = sing, 5+♠, even KC's
           4♣/♦ = splinter, even KC's ⇨4♠ = bal, solid trumps with no outside A
           4♥ = void, exclusion RKC
           4♠ = to play

3. *1♦ ⇨ 1N   [4+♣, 12+ HCP]*

1♦   ⇨   1N
2♣ = bal 18-20, or 5+♦-4♣ 16+→→→→→→→⇨2♦ = 5+♣-4♦
2♦ = nat 11-15 →→ natural conts   ⇨2♥ = 5+♣-4♥
2♥/♠ = nat 5+♦-4♥/♠ 15+ →→⇨2N = min bal| ⇨2♠ = 5+♣-4♠
2N = 6+♦, 17+ → natural conts   ⇨2N = 4/5♣, bal
3♣ = natural, 5+♦-4♣ 11-14 → natural conts   ⇨3♣ = 6+♣ no sing
3♦ = 6+♦ 15-17 solid suit → natural conts   ⇨3♦/♥/♠ = 6+♣, sing
3♥/♠ = 6+♦-5♥/♠

4. *1♦ ⇨ 2♣   [weak/GF ♦ raise, or weak ♣]*

1♦   ⇨   2♣
2♦ = 4+♦ 11-14 (see below)
2♥ = bal 18-20, or 6+♦ 18+ with sing or void, or ♦-♥ 2-suiter 16+ (see below)
2♠ = 5+♦-4♠, 16+→→→ 2N = Lansohl to weak minor, 3♣/♦ = limit
2N = 6+♦ 18+, no sing→→→→→→→→→→→→→→→→→→→→→→→→⇨3♣ = weak nat
3♣ = 5+♦-4♣ 15+→→→→→→→→→→→→→⇨3♦ = to play   ⇨3♦ = weak nat
3♦ = 6+♦ 15-17 →→ natural continuations ⇨3♥/♠ = ♦ fit, values, GF| ⇨3♥ = 5+♦-4♥ GF
3♥ = 6♦-5♥   ⇨3N = to play   ⇨3♠ = 5+♦, ♠ val, GF
3♠ = 6♦-5♠   ⇨5♣ = ♦ fit, values, GF   ⇨3N = to play
3N = to play

1♦   ⇨   2♣
2♦   ⇨   2♥/♠ = nat GF with ♦
         2N = nat limit, ♦ fit
         3♣ = nat weak
         3♦ = GF with ♦, bal
         3♥/♠/4♣ = GF splinter for ♦
         3N = to play, 14+ 4♦-3-3-3

1♦   ⇨   2♣
2♥   ⇨   2♠ = xfer (see below)
         2N = xfer→→→→→→→→→→→→→→⇨3♣ = 18-20 bal →→→⇨pass = ♣ signoff
         3♣ = 5♣-4♦-2-2 6-10   ⇨3♦ = ♦ 1-suiter 18+   ⇨3♦ = ♦ signoff
         3♦ = 5♣-4♦-2-2 6-10   ⇨3♥ = ♥ sing, 6+♦ GF
         3♥/♠ = minimum 2-suiter, sing (6-10)   ⇨3♠ = ♠ sing, 6+♦ GF
         3N = 6+♦, good suit, no sing   ⇨3N = ♣ sing, 6+♦ 11-13
                                                         ⇨4♣ = ♣ sing, 6+♦ 14+

1♦   ⇨   2♣
2♥   ⇨   2♠
2N = 18-20 bal→→→→→→→→→→→→→→→→→⇨3♣/♦ = 5332 limit
3♣ = ♦ 1-suiter →→ 3♦ = Relay →→⇨3♥ = sing ♣   ⇨3♦/♠ = 5♦-4♥/♠ 12+ → cue fix M, 4♦ fix ♦
3♦ = 5♦-4♥-3♣   ⇨3♠ = sing ♥   ⇨3N = to play
3♥ = 5♦-4♥-3♠   ⇨3N = sing ♠   ⇨4♣ = 5+♦-4♣ 12+ → ⇨cue = fix ♣
3♠ = 5♦-4♥-4♠   ⇨4♦ = fix ♦
3N = 5♦-4♥-2-2   ⇨4N = to play

5. 1♦ ⇨ 2♦   [6+♥, 4-7 or GF]

```
1♦   ⇨   2♦
2♥ = s/o➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨pass = 4-7
2♠ = Relay➜➜➜➜➜➜➜➜⇨2N = GF solid suit              ⇨2♠ = GF cue
3♣ = 5+♦-5♣, F1➜ nat conts   ⇨3♣ = weak, sing m ➜⇨3♦= p/c        ⇨2N = solid suit GF
3♦ = s/o                ⇨3♦ = weak, sing ♠   ⇨3♥ = pass with sing ♣  ⇨3♣/♦ = GF cue
                  ⇨3♥ = weak, no sing                   ⇨3♥ = 12-14
```

6. 1♦ ⇨ 2♥   [6+♠, 4-7 or GF]

```
1♦   ⇨   2♥
2♠ = s/o➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨pass = 4-7
2N = Relay➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨3♣ = weak, sing m (3♦ asks l/h)|⇨2N =solid♠ GF
3♣ = 5+♦-5♣ F1➜➜➜➜➜➜⇨3♦ = nat NF     ⇨3♦ = weak, sing ♥          ⇨3x = cue GF
3♦ = s/o ➜ ⇨3♥ = GF with ♠  ⇨3♥ = GF with ♠  ⇨3♥ = weak bal          ⇨3♠ = 12-13
          ⇨3♠ = limit       ⇨3♠ = nat weak   ⇨3♠ = solid suit, bal, even KC's
          ⇨3N = to play                ⇨3N = solid suit, odd KC's
                                    ⇨4x = splinter, even KC's
```

7. 1♦ ⇨ 2♠   [♣ preempt, or solid ♣ GF, or 8-10 HCP both minors]

```
1♦   ⇨   2♠
2N = Relay➜➜➜➜➜⇨3♣ = ♣ preempt, bad suit
3♣ = minimum misfit   ⇨3♦ = minor 2-suiter 8-10
                 ⇨3♥ = solid ♣, cue
                 ⇨3♠ = solid ♣, cue
                 ⇨3N = ♣ pree with AQ or AJT
```

8. 1♦ ⇨ 2N   [♦ preempt, or solid ♦ GF, or 4-5 HCP both minors]

```
1♦   ⇨   2N
3♣ = better minor, no game➜➜➜➜➜➜➜➜➜⇨pass = 2-suiter 4-5 HCP
3♦ = better minor, no game ➜➜ as above      ⇨3♦ = ♦ preempt
3♥ = strong relay ➜➜⇨3♠ = ♦ preempt        ⇨3♥ = solid ♦, cue
              ⇨3N = 5♣-5♦ weak      ⇨3♠ = solid ♦, cue
              ⇨4♣ = 6♣-5♦ weak      ⇨3N = solid ♦, bal
              ⇨4♦ = 6♦-5♣ weak
              ⇨4♥ = solid ♦, cue
              ⇨4♠ = solid ♦, cue
              ⇨4N = solid ♦, odd KC's
```

9. *1♦ ⇨ 3♣/♦ [6♣/♦, 7-10]*
]
Natural continuations.

10. *1♦ ⇨ 3♥/♠ [5-4 minors, sing ♥/♠, GF]]*
As over the same responses to a 1♣ opener.

11. *1♦ ⇨ 3N [6-5 minors, 1-1, with AK/KQ]*
Natural continations.

12. *4♣/♦/♥ [voidwood]*

13. _Discussion of opening 1♦_

-Many situations are analagous to those after the 1♣ opening!

    Yes. We have tried to make many sequences repetitive, where possible, with strength differences based on opener's strength.

    I'll explain better; when we open 1♣, we guarantee 15+ HCP and thus responder knows she can make a GF bid with 9-10. Her bidding always assumes a 15-17 HCP hand opposite. The 1♦ opening however, does not permit this assumption, having a wide range, and so for this there are some multi and other limited responses (2♣ through 3♦).

-Why respond 1♥ and 1♠ with only 3 cards?

    We rebid 1NT (18-20) over the 1♥ or 1♠ even with 4-card support, so as not to play at the 3-level opposite a very weak hand that didn't want to pass 1♦; we never want to play 1♦ with less than 6-7 trumps (so we pass 1♦ only with 4-5♦ support if very weak).

    If responder is interested in game, we have continuations which reveal the degree of support exactly.

-Over a major suit response, you raise with 3-cards, nearly always directly: how can partner know if you have 3 or 4 cards?

    Very often, in bridge, one can choose between different bids, none of which are perfect. The immediate 3-card raise, in an unbalanced hand, is short a card in support, but does not have other negative aspects, and indeed preempts the opponents; the exact support can be easily revealed in subsequent bidding, if partner has enough to continue.

-Over the sequence 1♦-1♥ you have inserted a 3-card 1♠ rebid; what is the advantage of that?

    The "convenient spade" here lets the system best descibe the minor 2-suiters, specifically it provides a place for the minimum hand with a singleton ♥. With our next bids we are in a position to show a real ♠ suit.

-Why do you use the 3♣ transfer over the 2NT rebid that shows a fit in responder's suit?

    Here we are behaving in a manner opposite of many systems that allow the partner of a reverser to make a series of relays.

    We think it preferible that the strong hand, the one that knows about more of the combined holdings, receives information in order to decide the level, the strain, and, if possible, from which side to play it.

-Is there difficulty in any situations?

    Fourth-hand interference (over responeder) can create problems for opener with a strong hand. With a maximum type: 2N shows a 4-card fit with partner, the cue-bid shows a strong 1-suited ♦ hand, and the X, all the other cases. With a two-suiter it is often best to bid or raise.

-Any particulars we should know?

    Facing a balanced 18-20, a hand with 5♠ and 4♥ should bid carefully. If very weak, max 3-4 HCP, we first bid ♠. If weak, but with possibility of game (5-6 HCP), we first bid ♥. After a 1NT rebid we have conventions to show these hands. If the 1♦ opening is natural, we will have no more problems.

D. 1♥ Opener   [1/2 suiter w/ 5+♥ 11+ HCP, or 11-14 with 4-4-4-1♦]

a) one/two suiter unbalanced 5+♥, or 4♥ in a 3-suiter 11+ HCP
b) 5♥-3-3-2 15-21

Responses

1♥ ⇨ 1♠ = 4+♠ 3-7 or 12+, or 0-3♠ 3-12
        1N = 4+♠ 8-11
        2♣/♦ = natural GF by unpassed hand*
        2♥ = natural weak raise
        2♠ = GF solid ♠, or limit ♥ raise, or bal GF ♥ raise
        2N = weak minors 2-suiter, or an unbal GF ♥ raise
        3♣/♦ = 6crds, with 4♠, 6-9 HCP
        3♥ = preempt, 4+♥
        3♠ = good ♠ suit (2 top honors), with a Hxx or better ♥ raise
        3N = ♥ fit, 4-3-3-3, 12-14, spread-out values
        4♣/♦ = good ♣/♦ suit (2 top honors), with a Hxxx or better ♥ raise

1. *Bids by a passed hand,*

2-level responses are artificial, and the GF meaning of 1♠ is impossible:
    2♣ = xfer to ♦: to play or show a ♥ raise with ♦ values
    2♦ = constructive raise
    2♥ = weak raise
    2♠ = limit raise
    2N = minors weak

2. *1♥ ⇨ 1♠   [= 4+♠ 3-7 or 12+, or 0-3♠ 3-12]*

1♥ ⇨ 1♠
1N = 5+♥-4♣ 11-15, or 5+♥ 16+ (without 4♠)
2♣ = 5♥-4♠ 11-17
2♦ = natural 11-15
2♥ = natural 6+♥, 12-15
2♠ = 5+♥-4♠, 18+
2N = 6+♥-4m 15+
3♣ /♦ = natural 5-5 14-16➜ natural conts
3♥ = 6+♥ 14-16
3♠ = 6♥-5♠ 12-14

1♥ ⇨ 1♠
1N ⇨ 2♣ = 8+ HCP Relay (see below)
        2♦ = <8 HCP sing ♥ 4/5♠ Relay➜➜➜➜➜➜➜⇨2♥ = 6+♥ 15-17
        2♥ = s/o, probably 2 crds 4-7   ⇨2♠ = 3♠ 17 HCP
        2♠ = nat, max 7 HCP   ⇨2N = 18+➜➜⇨3♣ = 4♠-5♣
        2N = 5-4+ minors, max 7   ⇨3♦ = 4♠-5♦
        3♣/♦ = nat, max 7   ⇨3♥ = 5♠-4♣-3♦
        3♥ = 3♥ unbal, 4/5♠, max 7   ⇨3♠ = 5♠-4♦-3♣

3♠ = 6-7♠ weak   ⇨3N = 5♠-4♣-4♦

1♥   ⇨   1♠
1N   ⇨   2♣
2♦ = 19+, xfer to 2♥➜➜➜ forces 2♥➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨2♠ = 3crds (2N relay)
2♥ = 5♥-4♣ 11-15   ⇨2N = 1-suiter (3♣ R below)
2♠ = 3♠ 16-18   ⇨3♣ = 4♣
2N = 16-18 one-suiter➜ 3♣ Relay ➜⇨3♦ = no sing (R for ♥ length 6,5)| ⇨3♦ = 4♦
3♣/♦ = 5♥-4m 16-18   ⇨3♦/♠/N = sing ♣/♦/♠   ⇨3♥ = 6+ solid ♥
3♥ = 6 solid ♥ 16-18   ⇨3♠ = 5♥-5♣
3♠ = 5♥-5♣ 16-18   ⇨3N = 5♥-5♦
3N = 5♥-5♦ 16-18
note that 2♠+ responses bid directly, and 2♠+ rebids after 2♦ are the same, but show different strengths.

1♥   ⇨   1♠
2♣   ⇨   2♦ = Relay➜➜➜➜➜➜➜➜➜⇨2♥ = 5♥-4♠ 11-13
         2♥/♠ = s/o   ⇨2♠ = 5♥-4♠ 14-15
         2N = nat limit   ⇨2N = 5♥-4♠-2-2 16-17
         3♣/♦ = nat limit   ⇨3♣/♦ = 5♥-4♠-3+♣/♦ 16-17
         3♥ = 3♥ probably 5-4 m's 10-11   ⇨3♥/♠ = 6♥-4♠ 16-17 sing♣/♦
         3N = to play

1♥   ⇨   1♠
2♦   ⇨   2♥/♠ = nat s/o
         2N = xfer Lansohl ➜➜ forces 3♣ ➜⇨3♦/♥ = limit
         3♣ = 4th suit forcing   ⇨3♠ = GF with ♣ stopper
         3♦/♥ = nat, GF
         3N = to play
         4♥ = to play

1♥   ⇨   1♠
2♥   ⇨   2♠ = s/o
         2N = xfer Lansohl ➜➜➜ forces 3♣➜➜⇨pass = to play
         3♣/♦ = nat or values, GF   ⇨3♦ = s/o
         3♥ = nat with ♥ fit, GF   ⇨3♥ = limit
         3♠ = 6+♠ GF   ⇨3♠ = 5♠ GF
         4♥/♠ = to play

1♥   ⇨   1♠
2♠   ⇨   2N = xfer Lansohl➜ forces 3♣➜➜⇨pass = to play
         3x = nat GF   ⇨3♦/♥ = s/o
                                         ⇨3♠ = limit

1♥   ⇨   1♠
2N   ⇨   3♣ = Relay➜➜➜⇨3♦ = 6♥-4♣ 15-17
         3♦/♥/♠ = s/o   ⇨3♥ = 6♥-4♦ 15-17
                           ⇨3♠ = 6♥-4♣ 18+
                           ⇨3N = 6♥-4♦ 18+
                           ⇨4♣ = 6♥-5♣ 15+
                           ⇨4♦ = 6♥-5♦ 15+

3. _1♥ ⇨ 1N   [4+♠ 8-11]_

1♥   ⇨   1N
2♣ = Relay: natural, or bal 15-16, or any 17+
2♦ = 5♥-4+♦ 11-14
2♥ = natural 6+♥ 12-14➜➜ natural continuations
2♠ = natural, 4♠ 11-13➜➜ natural continuations
2N = 6♥-4/5m 15+ ➜➜➜ 3♣ relay ➜➜➜⇨3♦/♥ = 6♥-4♣/♦ 15-17
3♣ = nat 5-5 14-16➜➜ nat conts   ⇨3♠/N = 6♥-4♣/♦ 18+
3♦ = nat 5-5 14-16➜➜ nat conts   ⇨4♣/♦ = 6♥-5♣/♦ 15+
3♥ = nat 6♥ 14-16➜➜ nat conts
3♠ = nat 4♠ 14-16 balanced
3N = to play
4♣/♦ = splinter for ♠
4♥ = to play
4♠ = to play

1♥   ⇨   1N
2♣   ⇨   2♦ = max with 3♥, or ♠-♦ bal, or unbal with ♠ and 3♥ (see below)
          2♥ = nat, s/o 8-9
          2♠ = 5♠ s/o 8-9, no 3♥
          2N = bal 10-12 no 3♥
          3♣ = nat 4-5 crds 8-9
          3♦ = nat 5-5
          3♥ = nat limit, bal, not 4333
          3♠ = 6♠ limit

1♥   ⇨   1N
2♣   ⇨   2♦
2♥ = 5♥-4♣ 11-14 (see below)
2♠ = Relay➜➜➜➜➜➜➜➜➜⇨2N = 8-10 bal, no 3♥
2N = bal, 3♠, 15-17   ⇨3♣ = nat max➜➜3♦ Rel ➜➜➜➜➜➜➜➜⇨3♥ = 5-4-3♥
3♣/♦ = 5-4 nat 17+   ⇨3♦ = nat max➜➜3♥ Rel➜⇨3♠ = 5-4-3-1♥   ⇨3♠ = 5-4-3-1♥
3♥ = 6+♥ 18+, selfsufficient suit   ⇨3♥ = 4♠-5♣-3♦   ⇨3N = 4-4-3-2♥   ⇨3N = 4-4-3-2♥
3♠ = 5+♥, 4+♠ 17+   ⇨3♠ = 4♠-5♦-3♣   ⇨4♣ = 5-4-3♥
3N = bal 15-17 with 2♠   ⇨3N = 4-3-3-3 10-12
                                ⇨4♣ = 4♠-5♣-3♥
                                ⇨4♦ = 4♠-5♦-3♥

1♥   ⇨   1N
2♣   ⇨   2♦
2♥   ⇨   2♠ = unbal 5♠ ➜➜➜➜⇨2N = invite
          2N = invite   ⇨3♣ = 5♥-5m
          3♣ = 3♥-4♠-5♣   ⇨3♦ = 3♠ maximum
          3♦ = 3♥-4♠-5♦   ⇨3♥ = 6♥-4m
          3♥ = 4♠-3♥-3-3 max   ⇨3♠ = 3♠ minimum
          3♠ = 6♠-3♥

4. 1♥ ⇨ 2♣   [natural GF by unpassed hand*]

1♥   ⇨   2♣
2♦ = natural ➜ natural conts
2♥ = natural 5+ crds ➜ natural conts
2♠ = natural 15+ ➜ natural conts
2N = bal 15+, or 5♥-4♣ 15+➜➜➜ 3♣ Relay ➜⇨3♦ = 5♥-3♣-3-2 or 5♥-4♣-2-2
3♣ = natural 11-14   ⇨3♥ = 5♥-4♣-3♦
3♦ = natural 5-5 15+   ⇨3♠ = 5♥-4♣-3♠
3♥ = natural 6+ solid hearts   ⇨3N = 5♥-3-3-2♣ 18+
3♠ = 6-5 natural   ⇨4♣ = 5♥-5♣ 16+
3N = 15-17 5-3-3-2♣
4♣ = 5-5 12-15+

By a passed hand 1♥-2♣ = ♦ or a raise with ♦ values:
1♥   ⇨   2♣
2♦ = s/o
2♥ = s/o
2♠ = F1 Relay, probably a ♦ raise ➜➜⇨ 3♦ = s/o
2N/3♣ = F1 natural ➜➜ ⇨3♦ = s/o
3♦/♥ = invitational

5. 1♥ ⇨ 2♦   [natural GF by unpassed hand*]

1♥   ⇨   2♦
2♥ = natural
2♠ = natural
2N = bal 15+ or 5♥-4♦ 15+ ➜➜ as over 1♥-2♣; 2N above
3♣ = nat 16+
3♦ = nat 11-14
3♥ = nat 6+ ♥ solid suit
3♠ = 6-5 natural
3N = 5♥-3-3-2♦ 15-17
4♣ = 5♥-5♦ with ♣ cue
4♦ = 5-5 without ♣ cue

By a passed hand, 1♥-2♦ shows a constuctive ♥ raise:
1♥   ⇨   2♦
2♥ = s/o
2♠ = Relay➜➜➜➜➜➜➜➜➜➜➜⇨2N = bal➜➜➜ 3♣ range relay➜⇨3♦/♥ = min/max
2N = HSGT or cue in ♠   ⇨3♣/♦ ♥ = short ♣/♦/♠
3♣/♦ = HSGT or cue in ♣/♦
3♥ = needs good trumps for game

6. *1♥ ⇨ 2♥   [natural weak raise]*

1♥   ⇨   2♥
2♠ = HSGT or cue
2N = GF, asks for shortness
3♣/♦ = HSGT or cue
3♥ = preempt
3N = to play

7. *1♥ ⇨ 2♠   [GF solid ♠, or limit ♥ raise, or bal GF ♥ raise]*

1♥   ⇨   2♠
2N = Relay ➜➜➜⇨3♣ = limit raise with sing minor➜➜ ⇨3♦ = s/o opposite sing ♣
　　　　　　⇨3♦ = limit raise with sing ♠　　　⇨3♥ = s/o opposite sing ♦
　　　　　　⇨3♥ = limit, balanced
　　　　　　⇨3♠ = GF with 6+♠
　　　　　　⇨3N = bal GF

8. *1♥ ⇨ 2N   [weak minors 2-suiter, or an unbal GF ♥ raise]*

1♥   ⇨   2N
3♣ = s/o➜➜➜➜➜ ⇨pass = minors, 3♦/♥/♠ = sing ♣/♦/♠
3♦ = s/o➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨pass = minors
3♥ = s/o➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨pass = minors　　　　　　⇨3♥ = sing ♣
3♠ = Relay ➜➜⇨3N = minors　　　　⇨3♠ = sing ♠ or cue　　⇨3♠ = sing or cue ♠
　　　　⇨4♣/♦ = cue with ♥ raise　⇨3N = ♠ cue odd KC's　　　⇨3N = odd KC's no ♠ cue
　　　　⇨4♥ = ♥ raise, no cue　　⇨4♣/♦ = sing or cue ♣/♦, even KC's

Other responses to 1♥:
The responses from 3♣ to 4♦ all specify HCP and distribution. In particular,
-3♣/3♦ show 6 crds in the suit with 4♠, not forcing. Continuations are natural, and forcing except 3♥/♠.
-3♠/4♣/4♦ are GF, showing a good 5-crd suit with 2-3 top honors, with Hxxx or better ♥, but nothing else.
-3N indicates a balanced 4-3-3-3 hand, 12-14, with 4crd ♥ support, with spread-out strength.
-4♥ trying to buy the contract.

Question: Why the treatment of 1♥-1♠?
　　When we respond 1♠ over 1♥, if we have the suit we are GF (not a solid suit, probably 2-suited) or very weak. If, however, we don't have the suit, we show a limited hand with 1 or 2 minors, but not 5-5 or better. We find that the sequence's ambiguity creates difficulty for the opponents that like to get into the auction immediately. Simply inverting the responses of 1♠ and 1N allows the opponents to show ♠ without risk by doubling the 1♠ response.

9. *1♥ ⇨ 3♣/♦   [6crds, with 4♠, 6-9 HCP]*

10.   *1♥ ⇨ 3♥   [preempt, 4+♥]*

11. *1♥ ⇨ 3♠ [good ♠ suit (2 top honors), with a Hxx+ ♥ raise]*

12. *1♥ ⇨3N   [♥ fit, 4-3-3-3, 12-14, spread-out values]*

13. *1♥ ⇨ 4♣/♦   [good ♣/♦ suit (2 top H's), with a Hxxx+ ♥ raise]*

E. 1♠ Opener   [1/2 suiter with 5+♠ 11+]

a) 5-6♠ bal, 15-21
b) 5+♠ unbal, 11-21

Responses

1♠ ⇨ 1N = F1
        2♣/♦/♥ = natural*
        2♠ = natural, weak raise
        2N = weak minors, or limit ♠ raise or better
        3♣/♦ = 4 crds with 6 weak ♥... by a passed hand it shows 6♣/♦ with 4♥
        3♥ = good suit with Hxxx or better ♠ raise
        3♠ = weak
        3N = 4♠-3-3-3, 12-14 HCP, spread-out strength
        4♣/♦ = good suit with Hxxx raise or better
        4♥/♠ = to play

        *By a passed hand, 2-level responses are different

1. *1♠ ⇨ 1N   [F1]*

1♠ ⇨ 1N
2♣ = Relay: 11-14 natural or any strong hand
2♦ = 4+♦, nat, 11-15
2♥ = 4+♥, nat, 11-15
2♠ = natural, 6+♠ 12-14
2N = 6♠-4/5m 15+
3♣/♦/♥ = nat, 5-5 15-17 ➜➜ ⇨3♠ = s/o, else nat or cue GF
3♠ = 6♠ 15-17

1♠ ⇨ 1N
2♣ ⇨ 2♦ = 8+ Relay (see below)
        2♥ = nat, <8 HCP, sing ♠, 4+♥➜➜➜⇨pass = 3♥ minimum
        2♠ = nat, <8 HCP 2♠ or maybe 3   ⇨2N = 18+ any➜➜➜➜➜➜⇨3♣/♦ = 5♣/♦-4♥
        2N = <8 HCP 5-4 minors   ⇨3♣/♦/♥ = 5♠ + 4♣/♦/♥ GF| ⇨3♥/♠ = 5♥-4♣/♦
        3♣/♦ = natural 6+ suit, <8 HCP   ⇨3N = 5♥-4♣-4♦
        3♥ = 5+♥, 3♠ 8-9
        3♠ = 3♠-4♥ 5-1 minors 8-9
        3N = 2-3-4-4 12 HCP
        4♠ = to play

1♠ ⇨ 1N
2♣ ⇨ 2♦
2♥ = 17+ with a 4-crd suit➜➜➜➜➜➜➜➜➜➜➜➜➜⇨2♠ = 3♠ natural
2♠ = 5+♠-4+♣ 11-14   ⇨2N = bal, no 3♠
2N = one-suiter 16-18 ➜➜ 3♣ relay ➜⇨3♦ = bal   ⇨3♣/♦/♥ = natural
3♣/♦/♥ = natural 5-5 18+   ⇨3♥ = sing ♣   ⇨3♠ = 5♥-4♣
3♠ = 6+ ♠ solid, demands cue   ⇨3♠ = sing ♦   ⇨3N = 5♥-4♦

3N = 5-2-3-3 15-17   ⇨3N = sing ♥

1♠ ⇨ 1N
2♦ ⇨ 2♥ = s/o
      2♠ = s/o
      2N = invite
      3♣ = s/o
      3♦/♥/♠ = limit

1♠ ⇨ 1N
2♥ ⇨ 2♠ = s/o
      2N = Lansohl
      3♣ = forcing ♥ raise
      3♦ = forcing ♠ raise
      3♥/♠ = nat limit
      3N = to play
      4♣/♦ = splinter with 4+♥
      4♥/♠ = to play

1♠ ⇨ 1N
2♠ ⇨ 2N = limit
      3♣/♦/♠ = raise with ♣/♦/♥ values
      3♥ = limit

1♠ ⇨ 1N
2N ⇨ 3♣ = Relay ➔➔⇨3♦/♥ = 4♣/♦ 15-17
                      ⇨3♠/N = 4♣/♦ 18+
                      ⇨4♣/♦ = 5-5

2. 1♠ ⇨ 2♣ [natural]

1♠ ⇨ 2♣
2♦ = natural
2♥ = natural
2♠ = 6+♠
2N = bal 15+, or 5♠-4♣ 15+➔➔➔3♣ Relay ➔➔⇨3♦ = bal or 5-4-2-2
3♣ = natural, 4-crd raise, 11-14   ⇨3♥/♠ = 5-4-3 sing ♦/♥
3♦ = natural 5-5 15+   ⇨3N = 5-3-3-2♣ 18+
3♥ = natural 5-5 15+   ⇨4♣ = 5-5 17+
3♠ = natural 6+ solid suit
3N = 5-3-3-2♣ 15-17
4♣ = natural 5-5 14-16

By a passed hand, 2♣ has a different meaning: ♦ or a raise with ♦ values.
1♠ ⇨ 2♣ (passed hand)
2♦ = s/o
2♥ = nat NF
2♠ = s/o
2N = Relay➔➔➔⇨3♣ = nat max 5+♦-4+♣
3♣ = nat F1   ⇨3♦ = s/o
3♦ = limit   ⇨3♥ = max with just ♦
3♥ = nat limit   ⇨3♠ = natural raise
3♠ = limit   ⇨3N = bal max

3. 1♠ ⇨ 2♦   [natural]

1♠ ⇨ 2♦
2♥ = natural
2♠ = natural
2N = Bal 15+ or 5♠-4♦ 15+ (see 1♠-2♣-2N above)
3♣ = natural 16+
3♦ = natural 11-14
3♥ = natural 5-5 15+
3♠ = natural 6+ solid suit
3N = 5-3-3-2♦ 15-17
4♣ = 5♠-5♦, cue ♣

By a passed hand, 2♦ shows ♥ or a raise with ♥ values.
1♠ ⇨ 2♦ (passed hand)
2♥/♠ = s/o
2N = Relay➜➜➜⇨3♣/♦ = nat
3♣/♦ = nat F1   ⇨3♥ = s/o
3♥/♠ = limit   ⇨3♠ = max ♠ raise
                    ⇨3N = bal

4. 1♠ ⇨ 2♥   [natural]

Natural continuations with descriptive jumps.

By a passed hand, 1♠-2♥ shows a good raise:
1♠ ⇨ 2♥ (passed hand)
2♠ = s/o
2N = asks for any shortness
3♣/♦/♥ = HSGT or cue

5. 1♠ ⇨ 2N   [weak minors, or limit ♠ raise or better]

1♠ ⇨ 2N
3♣ = s/o➜➜➜ ⇨3♦/♥ = cue with strong hand, 3♠ = limit, 4♠ = to play
3♦ = s/o➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨3♥ = cue with fit, strong
3♥ = Relay➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨3♠ = limit   ⇨3♠ = limit fit
3♠ = s/o➜➜⇨pass = minors or min fit   ⇨3N = minors ⇨3N = odd KC's no ♥ cue
        ⇨3N = odd KC's   ⇨4♣/♦/♥ =cue|⇨4♣/♦ = even KC's, cue
        ⇨4♣/♦ = cue with even KC's

6. 1♠ ⇨ 3♣   [+ 4 crds with 6 weak ♥]

... by a passed hand it shows 6♣/♦ with 4♥]

Nothing special.

7. *1♠ ⇨ 3♥   [good suit with Hxxx or better ♠ raise]*

8. *1♠ ⇨ 3♠   [weak]*

9. *1♠ ⇨ 3N   [4♠-3-3-3, 12-14 HCP, spread-out strength]*

10. *1♠ ⇨ 4♣/♦   [good suit with Hxxx raise or better]*

11. *1♠ ⇨ 4♥/♠   [to play]*

Before moving on to the weak 1NT opening, let's remember that in bridge there are other factors that often make the difference...

F. <u>A Word on... Luck</u>

You can't do anything about luck.

Often we manage to (at least we hope) take the correct action, playing the odds, but... to no avail, whereas an incorrect play or decision would have yielded better results.

Continue to play correctly; in the long run you will gain it all back and come out ahead.

The argument has its merit, but remember that bridge is, and will always remain, a scientific game, with fixed principles for handling various combinations. When you are deciding what play or bid to make, if in most cases your choices lose, there is good reason to suspect that your technique leaves something to be desired.

Coltimandola... sarete piu fortunati.

Even in the bidding a precise bid leads nearly always to a positive result but, at times (and this is the unpredictable side of the game) it's the imprecise ones that earns the precious points.

But... we don't really put much faith in our good luck... we try to remember these tables that can be very useful!

This does not mean that you always have to stick to the percentages, but, if there aren't clues to help reconstruct the enemy distribution, following the table will, if nothing else, satisfy your partners.

Table of Percentages:

We hold in a suit:	Outstanding distribution:	Percent chance of said distribution:
6 cards	4-3	62%
	5-2	31%
	6-1	7%
	7-0	0.5%
7 cards	4-2	48%
	3-3	36%
	5-1	15%
	6-0	1%
8 cards	3-2	68%
	4-1	28%
	5-0	4%
9 cards	3-1	50%
	2-2	40%
	4-0	10%
10 cards	2-1	78%
	3-0	22%
11 cards	1-1	52%
	2-0	48%

Note: An even number of cards will probably divide in an unequal way.

Note: If the opponents have 2 honors in a suit, they will be divided between the opponents 52% of the time and in the same hand 48% of the time. This means that 24% of the time they will be found in one specific hand and 24% of the time they will be in the other hand.

G. The "Trash" 1NT   [11-14]

Next, the 1N opening is perhaps the weakest point of the whole system. The weak NT already has many detriments, and these are augmented by throwing 5-crd majors into the opening. Also, in competition at a low level, often we are in doubt whether to bid, look for a fit, or hope to set the enemy; other times then we play 1N when the suit partial would be much more makable.

But, and if you've analyzed the other openings you have already realized this, enclosing all the balanced 11-14 hands in NT carries enormous advantages in other bidding sequences, in choosing the opening lead, and on defense. Moreover, this opening offers the possibility of taking up bidding space from the enemy, forcing them to bid and, often to lead, badly.

Opening 1N frequently gets our side off to a good start, and, usually, the one who strikes the first blow has the advantage.

1N Opener

11-14 balanced, including
a) 5-card major
b) 5m-4M
c) 5-4 minors

Responses

1N ⇨ 2♣ = Stayman, may be weak
2♦/♥ = xfer to ♥/♠
2♠ = xfer to ♣
2N = xfer to ♦
3♣/♦ = natural 5-crd suit with 4-1 majors, GF ➔➔ Relay for lo-hi major
3♥/♠ = sing ♠/♥, GF, with 5-4 minors
3N = to play
4♣ = exclusion BW
4♦ = exclusion BW
4♥ = to play
4♠ = to play
4N = quantitative

1. *1N ⇨ 2♣   [Stayman, may be weak]*

1N   ⇨   2♣
2♦ = no 4+ crd major➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔⇨pass = to play
2♥ = 4+♥, maybe 4♠➔➔➔➔➔➔➔➔➔⇨2♠ = Relay (see below)   ⇨2♥ = ♥-♠ weak, p/c
2♠ = 4+♠ ➔➔⇨ 2N = limit   ⇨2N = 5♠-3-3-2 or 5♠-4m GF   ⇨2♠ = Relay (see bel)
          ⇨ 3♣ = Relay (see below) | ⇨3♣/♦ = nat GF   ⇨2N = 5-4 M's, sing m
          ⇨ 3♦/♥ = nat GF   ⇨3♥ = nat fix ♥ GF   (see below)
          ⇨ 3♠ = fix ♠ GF   ⇨3♠ = splinter   ⇨3♣ = nat GF
          ⇨ 4♣/♦ = splinter   ⇨4♣/♦ = splinter   ⇨3♦ = nat GF
                                                        ⇨3♥ = 4♠-5♥-2-2 GF
                                                        ⇨3♠ = 4♥-5♠-2-2 GF
                                                        ⇨4♣/♦ = minorwood
                                                         ⇨4N = quantitative

1N   ⇨   2♣
2♦   ⇨   2♠ (Relay)
2N = minimum➔➔➔➔ ➔➔➔➔➔3♣ Relay➔⇨3♦ = 5-crd minor (Rel for ♣,♦)
3♣ = 5m or 4♣-3-3-3, max➔ (Rel for ♣-♦-none) ⇨3♥/♠ = 4♣-4♦-3♥/♠
3♦ = 5-4 minors, max   ⇨3N = 4m-3-3-3
3♥/♠ = 4♣-4♦-4♥/♠, max
3N = 4♦-3-3-3 max

1N   ⇨   2♣
2♦   ⇨   2N
3♣ = Relay ➔➔➔ ⇨3♦ = 5♥ sing ♣
                ⇨3♥ = 5♥ sing ♦
                ⇨3♠ = 5♠ sing ♣
                ⇨3N = 5♠ sing ♦

1N   ⇨   2♣
2♥   ⇨   2♠
2N = minimum➔➔➔➔➔➔➔➔➔➔ 3♣ = Rel ➔➔⇨3♦ = 4/5 m ➔3♥ Rel➔ ⇨3♠ = ♣
3♣ = max, 4/5♣ ➔➔➔ 3♦ = Rel ➔➔➔➔⇨3♥ = 4♣   ⇨3♥ = 5♥-3-3-2   ⇨3N = ♦
3♦ = max, 4/5♦➔⇨3♥ Rel ➔ ⇨3♠ = 4♦   ⇨3♠ = 5♣   ⇨3♠ = 4♥-4♠
3♥ = 5-3-3-2   ⇨3N = 5♦   ⇨3N = 4♥-3-3-3
3♠ = 4♥-4♠
3N = 4♥-3-3-3

1N   ⇨   2♣
2♠   ⇨   3♣ (re-Stayman)
3♦ = 4/5 ♦ ➔ 3♥ = Relay ➔ ⇨3♠ = 4♦
3♥ = 4♠-3-3-3   ⇨3N = 5♦
3♠ = 5♠-3-3-2
3N = 4♠-4/5♣

2. 1N ⇨ 2♦ [xfer to ♥]

```
1N  ⇨  2♦
2♥ = normal➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨2S = xfer to 2N (see bel)
2♠ = 4/5 ♥ max "superaccept" ➜ ⇨2N = rexfer, weak          ⇨2N = 5♥-4/5m unbal GF
                      ⇨3♣->4♥ same as after 1N-2♦-2♥-2♠-2N   (see below)
                                                   ⇨3♣ = 5♣-4♥ limit
                                                   ⇨3♦ = 5♦-4♥ limit
                                                   ⇨3♥ = fix ♥, GF
                                                   ⇨3♠ = 5♥-5♠ GF
                                                   ⇨3N = choice of games
                                                   ⇨4♣/♦ = 5♥-5♣/♦ GF
```

```
1N  ⇨  2♦
2♥  ⇨  2♠ (forces 2N)
2N  ⇨  3♣ = 4/5♣-4M, sing ♦➜➜➜➜➜➜➜➜➜➜ 3♦ asks ➜➜➜⇨3♥ = 5♣-4♥-3♠
       3♦ = 5♦, 4-3 M's ➜➜⇨3♥ asks ➜⇨3♠ = 5♦-4♥-3♠      ⇨3♠ = 5♣-4♠-3♥
       3♥ = 3-suiter sing ♣              ⇨3N = 5♦-4♠-3♥    ⇨3N = 4♣-4♥-4♠
       3♠ = 3-suiter sing ♥
       3N = 3-suiter sing ♠
       4♣ = 6♥-4♣
       4♦ = 6♥-4♦
       4♥ = 6♥-4♠
```

```
1N  ⇨  2♦
2♥  ⇨  2N
3♣ = asks➜➜➜➜⇨3♦ = suit ➜➜➜ 3♥ asks ➜ ⇨3♠ = sing ♣
3♦ = no ♦ stop        ⇨3♥ = 5♥-4♣-3♦           ⇨3N = sing ♠
3♥ = fixes ♥         ⇨3♠ = 5♥-4♣-3♠          ⇨4♣ = 5♥-5♦
3♠ = no ♠ stop        ⇨3N = 5♥-5♣
3N = no ♣ stop
```


3. 1N ⇨ 2♥ [xfer to ♠]

```
1N  ⇨  2♥
2♠ = normal➜➜➜➜➜➜⇨2N = 5♠-4+m unbal, slamtry (see below)
2N = max, 4/5 crd fit            ⇨3♣/♦ = 4♠-5♣/♦ limit
3♣/♦/♥ = max fit, values        ⇨3♥ = 4♠-5♥ limit
3♠ = minimum, 4/5 crd fit  ⇨3♠ = fix ♠ GF
                      ⇨3N = choice of games
                      ⇨4♣/♦ = 5♠-5m GF
                      ⇨4♥ = 6♥-4♠
```

```
1N  ⇨  2♥
2♠  ⇨  2N
3♣ = asks ➜➜➜⇨3♦ = ♦ suit ➜➜➜ 3♥ Relay ➜ ⇨3♠ = sing ♣
3♦ = ♦ values    ⇨3♥ = 5♠-4♣-3♥              ⇨3N = sing ♥
3♥ = ♥ values    ⇨3♠ = 5♠-4♣-3♦              ⇨4♣ = 5♠-5♦ cue
3♠ = fixes ♠     ⇨3N = 5♠-5♣
3N = ♣ values
```

4. <u>1N ⇨ 2♠ [xfer to ♣]</u>

```
1N   ⇨   2♠
2N = good ♣ values➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔⇨3♣ = to play
3♣ = bad ♣ values ➔ ⇨pass = to play        ⇨3♦ = minors 2-suiter, limit
                   ⇨3♦ = ♣-♦ 2-suiter invite    ⇨3♥ = 4♣-5♥ limit, probably sing ♠
                   ⇨3♥/♠ = 5crds with 4♣ limit    ⇨3♠ = 4♣-5♠ limit, probably sing ♠
                   ⇨3N = to play                ⇨3N = to play
                    ⇨4♣ = fix ♣ GF              ⇨4♣ = fix ♣ GF
```

5. <u>1N ⇨ 2N [xfer to ♦]</u>

```
1N   ⇨   2N
3♣ = good ♦ values➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔⇨3♦ = to play
3♦ = bad ♦ values ➔➔⇨pass = to play          ⇨3♥ = 4♦-5♥ (sing ♠) limit
                   ⇨3♥ = 4♦-5♥ (sing ♠) limit  ⇨3♠ = 4♦-5♠ (sing ♥) limit
                   ⇨3♠ = 4♦-4♠ (sing ♥) limit  ⇨3N = to play
                   ⇨3N = to play              ⇨4♣ =  minor 2-suiter, GF
                   ⇨4♣ = minor 2-suiter GF      ⇨4♦ = fix ♦ GF
                   ⇨4♦ = fix ♦ GF
```

6. <u>1N ⇨ 3♣/♦ [natural 5-crd suit with 4-1 majors, GF ➔➔ Relay for lo-hi major]</u>

7. <u>1N ⇨ 3♥ [sing ♥, GF, with 5-4 minors]</u>

```
1N   ⇨   3♥
3♠ = 5♠ max slamtry
3N = to play
4♣/♦ = fix suit
4♥ = "bid 5-crd minor"
4♠ = to play
```

8. <u>1N ⇨ 3♠ [sing ♠, GF, with 5-4 minors]</u>

```
1N   ⇨   3♠
3N = to play
4♣/♦ = fix suit
4♥ = to play
4♠ = fix ♥ max (slamtry)
4N = "bid 5-crd minor"
```

9. *1N ⇨ 3N   [to play]*

10. *1N ⇨ 4♣   [exclusion BW]*

11. *1N ⇨ 4♦   [exclusion BW]*

12. *1N ⇨ 4♥   [to play]*

13. *1N ⇨ 4♠   [to play]*

14. *1N ⇨ 4N   [quantitative]*

H. 2♣ Opener   [11-15 with 5+♣, one or two-suited]

a) ♣ one-suiter, 9-14
b) 5+♣-4+♥/♠, 10-14 (rarely 5-4-2-2)
c) 6♣-4♦, 9-14

Responses

2♣ ⇨   2♦ = Relay
        2♥ = nat F1
        2♠ = nat F1
        2N = nat, 11-12, no M
        3♣ = nat, NF
        3♦ = nat, NF
        3♥ = 5♥-5♠ limit
        3♠ = sing ♥, GF, ♣ fit
        3N = sing ♠, GF, ♣ fit
        4♣ = preempt
        4♦/♥ = xfer to 4♥/♠

1. *Over Interference*

Over enemy double,
    XX = 10+ HCP, invites penalty in 2 other suits (if followed by a new suit, is F1)
    2♦/♥/♠ = nat 5+ crds, NF
    2N = natural, limit or better with ♣ fit
    3♣ = nat, NF
    3♦ = nat, preempt
    3♥/♠ = sing ♠/♥, GF, fit in ♣
    3N = to play

Over enemy 2♦,
    X = negative
    2♥/♠ = nat NF
    2N = limit
    3♣ = NF

Over enemy 2♥
    X = 4+♠
    2♠ = NF
    2N = limit
    3♣ = NF

Over enemy 2♠
    X = 4+♥
    2N = limit
    3♣ = NF

2. *2♣ ⇨ 2♦   [Relay asking for 4 card major]*

```
2♣  ⇨  2♦
2♥ = 4♥ →→→→→→→→→→→→→→→→→→→→→→→→→→→→→→→→→→⇨2♠ = 4♠-5♦ lim
2♠ = 4♠ →→→→→→→→→→→→→→→→→→→→→→→→⇨2N = Relay      ⇨2N = Relay
2N = one-suiter, maximum→→ (3♣ Relay for sing[NT = none])   (see below)        (see below)
3♣ = one-suiter, minimum →→(3♦ = GF Rel)            ⇨3♣ = nat NF    ⇨3♣ = nat NF
3♦ = 6♣-4♦ → (Relay for lo/hi sing)              ⇨3♦ = nat, F    ⇨3♦ = nat, F
3♥/♠ = 6♣-5♥/♠                           ⇨3♥ = nat, F    ⇨3♥ = nat, F
                                   ⇨3♠ = nat, F     ⇨3♠= ♥ fit, cue
                                   ⇨3N= to play    ⇨3N = to play
```

```
2♣  ⇨  2♦
2♥  ⇨  2N
3♣ = minimum→→→→→→→→→→→→→→→→→→3♦ = Relay →→⇨3♥ = sing ♦
3♦ = 6-4 maximum→→→ 3♥ = Relay →⇨3♠ = sing ♦            ⇨3♠ = sing other major
3♥ = 5-4 sing ♦              ⇨3N = sing other major    ⇨3N = 6-4
3♠ = 5-4 sing other M
3N = 5-4-2-2
```

3. *2♣ ⇨ 2♥   [natural and F1]*

```
2♣  ⇨  2♥
2♠ = 3-4♠ →→→→→→→→→→→→→→→→→→→→→→→→→⇨2N = Relay→→⇨3♣ = 6♣-3♠ max
2N = max, 6♣-4♦ →→→→→→→→→→→→→⇨3♣ = to play      ⇨3♣ = nat NF     ⇨3♦ = 6♣-4♦
3♣ = minimum, 1-suiter → ⇨3♦ = GF relay     ⇨3♦ = nat, F     ⇨3♦/♠ = nat, F    ⇨3♥ = 5♣-4♠-3♥
3♦ = 6♣-4♦-3♥                ⇨3♥ = limit      ⇨3♥ = limit     ⇨3♥ = nat F      ⇨3♠ = 6♣-4♠-3♥
3♥ = 6♣-3♥                  ⇨3♠ = values     ⇨3N = to play    ⇨3N = 5♣-4♠-3/4♦
3♠ = 5♣-3♠-4♥               ⇨3N = to play
3N = 5♣-3♣-4♥, odd KC's
4♣ = 6♣-4♥, sing ♦
4♦ = 5♣-3♦-4♥, even KC's
4♥ = 6♣-4♥, sing ♠
```

4. *2♣ ⇨ 2♠   [natural and F1]*

```
2♣  ⇨  2♠
2N = maximum, or 5♣-4♥-3/4♦ →→→⇨3♣ = s/o
3♣ = 6♣, not 3♠                ⇨3♦/♥ = nat, F
3♦ = 6♣-3♠                    ⇨3♠ = limit
3♥ = 5/6♣-4♥-3♠
3♠ = 5♣-4♠-3♦
3N = 5♣-4♠-3♦
4♣ = 6♣-4♠-2-1
4♦/♥ = void, ♠ fit
```

5. _2♣ ⇨ 2N   [nat, 11-12, no M]_

2♣   ⇨   2N
pass = minimum
3♣ = one-suiter minimum
3♦ = 6-4 max
3♥ = 6-4 max
3♠ = 6-4 max
3N = maximum

6. _2♣ ⇨ 3♦   [nat, NF]_

7. _2♣ ⇨ 3♥   [5♥-5♠ limit]_

8. _2♣ ⇨ 3♠   [sing ♥, GF, ♣ fit]_

9. _2♣ ⇨ 3N   [sing ♠, GF, ♣ fit]_

10. _ 2♣ ⇨ 4♣   [preempt]_

11._2♣ ⇨ 4♦/♥   [xfer to 4♥/♠]_

I. 2♦ Opener   [Multi: Weak (5-9) ♥ or ♠, or 21-23 bal]

a) weak-two in a major, 5-9 HCP
b) balanced 21-23

Responses

2♦ ⇨   2♥ = p/c
         2♠ = p/c, probably 4+♥
         2N = Relay F1
         3♣ = 5-4 M's, 5-11
         3♦ = 4-4 M's 5-7 or 10-12
         3♥ = 4-4 M's, 8-9 HCP
         3♠ = 5♠-4♥ 12-14
         3N = 5♥-4♠ 12-14

1. *Over enemy double,*

Pass = 5+♦, probably short in a major. If X showed ♦ then fit in both M's.
XX = xfer (to play in responder's suit)
2♥ = normal
2♠ = normal
2N = both minors, but if the X showed ♦, then normal relay
3♣ = normal
3♦ = normal
3♥ = normal
3♠ = normal
3N = normal

2. *2♦ ⇨ 2♥   [pass or correct]*

2♦ ⇨ 2♥
Pass = weak 2 in ♥
2♠ = weak 2 in ♠ →→→→→→→→→→→→→→→→→→→→→→→→⇨2N = Relay→→→⇨3♣ = 6♠-sing m
2N = 21-23 bal →⇨3♣ = xfer →3♦ forced →⇨Pass = weak ♦| ⇨3♣/♦/♥ = HSGT| (relay for lo-hi)
              ⇨3♦ = 3-suiter sing ♥   ⇨3♥ = 4♠   ⇨3♦ = sing ♥
              ⇨3♥ = xfer to ♠   ⇨3♠ = slaminvite ♦   ⇨3♥ = max, bal
              ⇨3♠ = slamtry ♣   ⇨3N = 5♣-5♦ slamtry   ⇨3♠ = min, bal
              ⇨3N = to play   ⇨4♣ = 4♣-4♦   ⇨3N = solid suit
                                     ⇨4♦ = 5♦-4♣

3. *2♦ ⇨ 2♠   [p/c, probably 4+♥]*

```
2♦   ⇨   2♠
pass = weak 2♠
2N = 21-23 bal➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨3♣ = 4♥ ➜➜➜➜⇨3♦ = no 4♥➜➜⇨3♥ = 5♦-4♥
3♣ = ♥, sing minor ➜ ⇨3♦ = s/o if ♦ sing   ⇨3♦ = xfer with 5♥   ⇨3♥ = 4♥       ⇨3♠ = 5♣-4♥
3♦ = ♥, sing ♠           ⇨3♥ = s/o if ♣ sing   ⇨3♥ = 3-suiter sing ♠    (cue via Turbo)|⇨3N = 4♦-4♥
3♥ = ♥, min bal                  ⇨3♠ = 4♣-4♥                  ⇨4♣ = natural
3♠ = ♥, max bal                  ⇨3N = 4♥, bal, p/c              ⇨4♦ = fix ♦
3N = ♥, max with Ace
```

4. *2♦ ⇨ 2N   [Relay F1]*

```
2♦   ⇨   2N
3♣ = max weak 2, or strong bal➜➜⇨3♦ = Rel ➜➜⇨3♥ = weak 2♠
3♦ = min weak 2 ♥                    ⇨3♠ = weak 2♥
3♥ = min weak 2 ♠                    ⇨3N = 4M-3-3-3
3♠ = 21-23 with 5♣-3-3-2♦           ⇨4♣ = 5♣-3-3-2♠
3N = 21-23 with 5♣-3-3-2♥           ⇨4♦ = 4m-3-3-3
4♣ = 21-23, 4♥-4♠-2♣                ⇨4♥/♠ = 3♥/♠-4♣-4♦
4♦ = 21-23, 4♥-4♠-2♦
```

5. *2♦ ⇨ 3♣   [5-4 M's, 5-11]*

```
2♦   ⇨   3♣
3♦ = Relay ➜ ⇨3♥ = 5-8 HCP ➜➜ 3♠ asks ➜➜➜ ⇨3N = 5♥-4♠
              ⇨3♠ = 9-11 ➜⇨3N = to play           ⇨cue = max with 5♠
                         ⇨4♣ = asks 5M (♥/♠)  ⇨4♠ = min with 5♠
```

6. *2♦ ⇨ 3♦   [4-4 M's 5-7 or 10-12]*

```
2♦   ⇨   3♦
3♥/♠ = s/o
3N = 21-22 bal
4♣ = fix ♥➜➜➜➜➜➜➜➜➜➜➜➜➜➜➜⇨4♥ = 5-7
4♦ = fix ♠ ➜➜➜➜➜➜⇨4♠ = 5-7       ⇨cue = 10-12
4♥/♠ = s/o weak 2           ⇨cue = 10-12
4N = bal max, quantitative
```

7. 2♦ ⇨ 3♥   [4-4 M's, 8-9 HCP]

2♦   ⇨   3♥
3♠/4♥/4♠ = s/o
3N = natural
4♣ = fix ♥
4♦ = fix ♠
4N = bal max, probably 5♣

8. 2♦ ⇨ 3♠   [5♠-4♥ 12-14]

2♦   ⇨   3♠
3N = Relay ➔➔➔➔➔⇨4♣/♦ = sing ♣/♦
4♣ = fix ♥ ➔➔➔ cue| ⇨4♥ = 5-4-2-2
4♦ = fix ♠ ➔➔➔ cue
4♥/♠ = to play

9. 2♦ ⇨ 3N   [5♥-4♠ 12-14]

2♦   ⇨   3N
4♣ = no ♠ fit➔➔➔➔⇨4♦ = sing ♣
4♦ = fix ♠ ➔➔ cue| ⇨4♥ = sing ♦
4♥/♠ = s/o   ⇨4♠ = 5-4-2-2

J. **2♥ Opener   [6+♥, 8-12, possible 4-crd side suit]**

- 8-12 HCP, constructive, 6+♥, maybe a side 4-crd suit

Responses

2♥ ⇨   2♠ = Relay (see below)
        2N = Relay, both minors F1, or 5+♠ GF ➜⇨3♣/♦ = better minor
        3♣/♦ = nat F1   ⇨3♥ = 2-2 minors
        3♥ = preempt   ⇨3♠ = 6♥-4♠-2-1 max
        3♠ = values with ♥ fit   ⇨3N = solid suit
        3N/4♣/♦ = splinter, limit or better, ♠/♣/♦ ⇨4♣/♦ = 4♣/♦-2♠ (now 4N = s/o)
        4♥ = to play

Note: 3N directly is not to play.

2♥ ⇨   2♠
2N = 6♥ + 4x➜➜➜➜➜➜➜➜3♣ = Relay ➜ ⇨3♦/♥/♠ = 4♣/♦/♠
3♣ = sing minor➜➜➜⇨3♦ = bid game if ♦
3♦ = sing ♠   ⇨3♥ = pass if ♦
3♥ = min bal
3♠ = max bal, solid suit

K. **2♠ Opener   [6+♠, 8-12, possible 4-crd side suit]**

- 8-12 HCP, constructive, 6+♠, maybe a side 4-crd suit

Responses

2♠ ⇨   2N = Relay➜➜➜➜➜➜➜⇨3♣ = 6♠-4x ➜➜➜ 3♦ = Relay ➜➜⇨3♥ = 4♣
        3♣/♦/♥ = nat F1   ⇨3♦ = sing m ➜⇨3♥ = bid game if ♦ ⇨3♠ = 4♦
        3♠ = preempt   ⇨3♥ = sing ♥   ⇨3♠ = pass if ♦   ⇨3N = 4♥
        4♣/♦/♥ = splinter, limit or better|⇨3♠ = bal min
        4♠ = to play   ⇨3N = solid suit

Over Interference of 2♥ or 2♠ opener

Over an enemy double,
    XX = top honor, or head-hunting
    raise = preempt
    new suit = shows values
    2N = asks for description

Over an enemy bid,
    X = penalty
    raise = competitive
    new suit = nat, F

L. 2N Opener   [21-22 semibal with 5 crds in ♦/♥/♠]

- 21-23 bal with a 5-crd suit, not ♣

With this hand type, we have tried everything else, only to return to the classic opening bid.

Responses

2N ⇨ 3♣ = asking ➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔➔⇨3♦/♥ = 5crd
        3♦/♥ = xfer ➔➔➔ one super-accepts only with 5-crd support|⇨3♠ = 5♠-2♥
        3♠ = 5-5 minors slamtry ➔➔ 3N = to play, 4♣/♦ = good fit   ⇨3N = 5♠-3♥
        3N = to play
        4♣/♦ = slamtry ➔➔ cue with fit
        4♥/♠ = 5♥/♠-5♦ slam ➔➔ cue with M fit, 4N fix ♦

2♥ = 6+♥, 8-12, possible 4-crd side suit
2♠ = 6+♠, 8-12, possible 4-crd side suit
2N = 21-22 semibal with 5 crds in ♦/♥/♠
3♣** = ♦ preempt OR 6-5+ ♥-♠'s 5-11
3♦** = ♥ preempt OR 6-5+ ♠+m 5-11
3♥** = ♠ preempt OR 6-5+ ♣-♦ 5-11
3♠** = any solid suit, without side tricks
3N = solid minor, with a side stopper
4♣ = 8 tricks with ♥ trumps, natural in 3rd seat
4♦ = 8 tricks with ♠ trumps, natural in 3rd seat
4♥ = natural ♥ preempt
4♠ = natural ♠ preempt

M. 3-Level Openers

Perfectly consistent with the Nightmare style and, able to take use the 2♣ opening with heavy preempts in the suit, we have opted to open xfer-multi style.

   3♣/3♦/3♥, therefore, are preempts in the next suit, or weak 2-suiters. Specifically...

3♣ = ♦ preempt, or 6-5 majors 7-9 HCP
3♦ = ♥ preempt, or weak with ♠ + minor
3♥ = ♠ preempt, or weak with 6-5 minors

Surely it isn't easy to defend these openings, so in order to combat them, they are not permitted in some organizations or competitions.

Consequently, we have opted for a more classic, less complex structure.

The 3♠ opener shows any solid 7-card suit without a side honor, to permit playing NT from the correct side. However, the other transfer preempts being illegal, this meaning is not used.

So the complete, legal, 3-level structure follows.

1. *3♣   Opener [♦ preempt OR 6-5+ ♥-♠'s 5-11]*

- 5♥-5♠ or better, 7-10 HCP

3♣   ⇨   3♦ = positive response➜➜➜➜⇨3♥ = minimum
           3♥/♠/N = to play   ⇨3♠ = max, sing ♣
           4♣/♦ = slamtry with fit in a major   ⇨3N = max, sing ♦

2. *3♦   Opener   [♥ preempt OR 6-5+ ♠+m 5-11]*

3. *3♥   Opener   [♠ preempt OR 6-5+ ♣-♦ 5-11]*

4. *3♠   Opener   [any solid suit, without side tricks]*

- Classic preempts.
-Constructive in 1/2 seats (headed by the A if vul, and by 2 honors if NV).
-Anything goes in 3rd position, while it shows a solid suit in 4th position.

5. *3N Opener   [solid minor, with a side stopper]*

- Solid minor, with a side stopper.

3N   ⇨   4♣/5♣ = pass/correct
           4♦ = asks for side stopper ➜➜⇨4♥ = ♥ stopper (4N = to play)
           4♥/♠ = to play   ⇨4♠ = ♠ stopper (4N = to play)
                                         ⇨4N = stopper, other minor (5m = to play)

N. 4♣ Opener   [8 tricks with ♥ trumps, natural in 3rd seat]

- In 1/2 seats, 8 winners with ♥ trumps (7 trumps and side ace, or 8 solid trumps)
- In 3rd seat, it is natural. In 4th seat, somewhat stronger than 1/2 seat meaning.

4♣   ⇨   4♦ = asks for cue
               4♥ = to play
               4♠ = cue for ♥

O. 4♦ Opener   [8 tricks with ♠ trumps, natural in 3rd seat]

- 8 winners with ♠ trumps (like above)
- 3rd seat, is natural preempt. 4th seat is stronger than 1/2 seat meaning.

4♦   ⇨   4♥ = asks for cue
               4♠ = to play
               4N = turbo without a heart cue

P. 4♥/♠ Opener   [natural ♥/♠ preempt

-Knowing the 4♣/♦ meanings, you can imagine what we open 4♥/♠ on.
-We are informing partner that we possess a long suit, and little else, trying to be serious (6-7 tricks) if vulnerable in 1/2 seats.

We have arrived at the end of the first book, for sure the hardest part of the entire system.

Now I give you some time to review and gradually begin using the Nightmare system, but soon I will be with you again to talk about overcalls, ours and the opponents', about competitive bidding, about the multiple uses of the double, and, why not, some more conventions.

However, the next installment, more readable, will be dedicated entirely to bridge play.