

Our ULTRA CLUB Relay – July 2007

Dwayne Hoffman & Larry Lowell

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Memory depends very much on the perspicuity, regularity, and order of our thoughts.
– Thomas Fuller

GENERAL PRINCIPLES

Greetings! We hope that you enjoy our company at the table. Even though we play **highly unusual methods**, we firmly believe in the **fullest of disclosure**. Listed below are our general tendencies. Please feel free to ask any questions you may have about any bid or play. Most importantly, smile – you're playing bridge! ☺

1. Due to the fact we play a limited bid system, we tend to **open a little lighter** than most "standard" bidders. Matter of fact, we will open certain hands that are potentially below 10 hcp if the proper controls and suit requirements are met, along the lines of ZAR Points.
2. We play a method called **canapé**. This means we bid our four card suits first, BEFORE our five card suits. This requires a **PRE-ALERT**, and we normally use a laminated strip to warn you before play begins.
3. Our competitive bidding structure is probably the most **unusual** that you have ever seen.
4. We do not bid mechanically. We give each other a sizable amount of latitude. We take into account vulnerability, playing strength, and level. We actively practice frequent upgrading, aggressiveness, & occasional downgrading.
5. We both suffer from a case of "**TRANSFERITIS**." We use numerous extensions of transfers in & out of competition.
6. Our **STRONG CLUB** structure uses **TRANSFER POSITIVES** to 4-card Majors. Follow-ups are almost always some sort of **ASKING BID**. This means that there will be many "**ALERTS**" given at the table. You may request that we **NOT** alert.
7. Our 2-level openers, with the exception of 2NT, are intermediate in strength, and quite natural. Thus, if we double your overcall, it's often for **PENALTY** – this normally requires an **ALERT**, but it is a grey area in some cases.
8. Remarkably enough, our defensive carding strategies are not as exotic as the rest of our agreements. However, we do use **Obvious Shift** at trick one; i.e. suit preference carding when applicable.
9. Larry is more studious at declaring & defense than Dwayne is – Dwayne tends to play quickly once his mind is made up.
10. We consciously bid & play at a medium tempo, except at trick one. 1♣ & high level auctions may **NOT** maintain the same uniform tempo as **lower levels**..
11. We keep at least one copy of our system notes at the table at all times. Please feel free to ask for them if you have a question. We routinely offer to explain the bidding after the last pass and before the opening lead.
12. 99% of our system is GCC. The following is Mid Chart: Kaplan Inversion.

Our Ultra ♣ – 2007 – Canapé Transfer Positives

OPENING BIDS:

Dwayne Hoffman & Larry Lowell

1 ♣ !	24%	16 ⁺	HCP	ARTIFICIAL & FORCING with TRANSFER RESPONSES : 17 ⁺ Balanced
1 ♦	16%	10-15	HCP	4 ⁺ ♦ CANAPÉ IF 5 ⁺ - 4 DISTRIBUTION; MAYBE 3♦ (NT), RARELY 2♦ (3325)
1 ♥/♠	30%	10-15	HCP	4 ⁺ M CANAPÉ IF NEW SUIT BID AT THE 2, 3-LEVEL! PRE-ALERT
1 NT	11-13 / 14-16		HCP	BALANCED : NO GOOD 5-CARD MAJOR OR 6-CARD MINOR KERI SYSTEM
2 ♣ !	4%	10-15	HCP	6♣ (NO 4-CARD MAJOR): 2NT: G.I. & 10+ HCP, OPENER BIDS 3♣ IF MINIMUM
2 ♦ !	1%	10-15	HCP	6♦ (NO 3-CARD MAJOR): 2NT: G.I. & 10+ HCP, OPENER BIDS 3♦ IF MINIMUM
2 ♥/♠ !	4%	11-15	HCP	5-cards: 5M332 / 5M224♣ 2NT ! = A & F (Lebensohl)
2 NT !		6-10	HCP	UNUSUAL : 5/5 IN THE MINORS OR BETTER & UNBALANCED
3 ♣/♦/♥/♠		< 10	HCP	NATURAL : PRE-EMPT USUALLY 7-CARDS TO 2 HONORS: QJTxxxx
3 NT !		< 10	HCP	MINOR SUIT PRE-EMPT USUALLY 8-CARDS TO 2 HONORS: QJTxxxx

Also 5-losers & 14 HCP
 NT REBID: OPPOSITE RANGE
 NT REBID: OPPOSITE RANGE
 Lionel ESCAPES - DIRECT
TRANSFER RESPONSES 2♦♥♠
 2M = N.F. GOOD 5+ CARDS
 3 of LOWER SUIT IS **G.I.!**
 MAX IF VULNERABLE
 NEW SUITS FORCING 1 RD.
 NAMYATS Adjunct

Responses to ONE CLUB: **POSITIVE RESPONSE**: 8⁺ HCP INCLUDING 1⁺ CONTROL, 2 Aces or 3 Kings or A, K, Q or KQ-K, KQ + QJ

1 ♦ !	47%	0-7	HCP	NEGATIVE : 8 HCP MUST INCLUDE A OR K, 7 HCP POSITIVE = AX + KXXXX; NEGATIVE = QJ + QJ + QJ
1 ♥ !	19%	8+	HCP	POSITIVE TRANSFER : 4 ⁺ ♠: 1♠® Relay : 1NT: 5-4M, 2♣: 4♠ & 5m Canapé , 2♦: 5♠ & 4♣/♦, 2♥: 6♠
1 ♠ !	14%	8+	HCP	POSITIVE TRANSFER : 4 ⁺ ♥: 1NT® Relay : 2♣ = 4♥ & 5m Canapé , 2♦ = 6♥ + 4?, 2♥ = 5♥ & 4♣/♦
1NT !	11	11-14	HCP	POSITIVE : Balanced & 11-14 HCP or 15 ⁺ HCP 2NT Asks if 15+: 3NT = No
2 ♣ !	14%	8+	HCP	POSITIVE : ONE OR BOTH MINORS (NO 4M), NOT 5332. 2♦® = RELAY
2 ♦ !	28%	8-10	HCP	POSITIVE : BALANCED 8-10 2M = BETA , 2NT INTERESTED IN DISTRIBUTION: 1-UNDER TRANSFERS
2 ♥ !	4%	8+	HCP	POSITIVE : EXACTLY 5♥332 : 3♥ = BETA , 2NT ASKS FOR DOUBLETION BY BIDDING IT.
2 ♠ !	4%	8+	HCP	POSITIVE : EXACTLY 5♠332 : 3♠ = BETA , 2NT ASKS FOR DOUBLETION BY BIDDING IT.
2 NT !	0.5%	15+	HCP	POSITIVE : BALANCED , MAYBE 5-CARD MINOR
3 ♣	1%	8+	HCP	UNUSUAL POSITIVE : 4441 / 4414 3♦ ASKS: 3♥ = ♣, 3♠ = ♦; 3♥/3♠ = BETA ; 4♣/♦ = SAB-4
3 ♦	1%	8+	HCP	UNUSUAL POSITIVE : 4144
3 ♥	1%	8+	HCP	UNUSUAL POSITIVE : 1444
3 ♠		9	HCP	POSITIVE : AKQXXX IN ♣ OR ♦ 6-CARD SOLID SUIT NO OUTSIDE CONTROLS 3NT TO PLAY
3 NT		9+	HCP	POSITIVE : AKQXXXX IN ANY SUIT 7-CARD SOLID SUIT MAY HAVE OUTSIDE CONTROLS 4♣ = BETA
4♣/♦/♥/♠		3-6	HCP	SEMI-POSITIVE : 8-CARD SUIT : AXXXXXXX / KXXXXXXX / QJXXXXXX & NO OUTSIDE A/K

INTERFERENCE OVER OUR 1 CLUB OPENING - DIRECT

INTERFERENCE over OUR 1♣ ! Opening by 2nd Hand Opponent:

PAIRS OR TEAMS

OPPONENT'S DOUBLE:

SYSTEMS ON: REGARDLESS OF MEANING OF X

Pass	0-4	HCP	NEGATIVE:	
XX !	5-7	HCP		1 or more 4-card M PENALTY ORIENTED
1♦ !	5-7	HCP		No 4-CARD MAJOR

1♥ > 8 ⁺	HCP	POSITIVE:		SYSTEMS ON:

OPPONENT'S OVERCALL OF 1NT: MATHE / UNUSUAL FOR THE MINORS - **SYSTEMS OFF**

PASS	0-5	HCP	NEGATIVE	
X	6-8	HCP	SEMI-POSITIVE	CAN BE PASSED FOR PENALTY
2♣	8 ⁺	HCP	POSITIVE	G.F. & 5 ⁺ ♥
2♦	8 ⁺	HCP	POSITIVE	G.F. & 5 ⁺ ♠
2♥	5-7	HCP	SEMI-POSITIVE	NATURAL: 5 ⁺ ♥
2♠	5-7	HCP	SEMI-POSITIVE	NATURAL: 5 ⁺ ♠
2NT	9 ⁺	HCP	POSITIVE	BALANCED

OPPONENT'S OVERCALL OF 1NT: NATURAL - **SYSTEMS OFF**

PASS	0-5	HCP	NEGATIVE	
X	6-8	HCP	SEMI-POSITIVE	CAN BE PASSED FOR PENALTY
2X ⁺	8 ⁺	HCP	POSITIVE	

1♣ (p) 1♥/1♠ (2X) p (= tell me more) (p) ? **Bidding by Responder 2nd time around:**

1 st Step (by Responder)	=	4M
2 nd Step	=	5M
3 rd Step	=	6M

INTERFERENCE OVER OUR 1 CLUB OPENING - DIRECT

OPPONENT'S OVERCALL THROUGH 2♥:

1♥ Overcall

(Probably most frequent):

Pass !	0-5 HCP NEGATIVE:
X !	5-7 HCP SEMI-POSITIVE
X !	8+ HCP POSITIVE
1♠	
1NT	
2♣ !	
2♦ !	
2♥ !	
2♠ !	
2NT !	11+ HCP POSITIVE

TRANSFER LEBENSOHL APPLIES

ALSO TRAP PASS WITH 5-7 HCP & HXXX⁺ IN OPPONENT'S SUIT
 (a) CARD SHOWING
 (b) **CUE LATER** = 5-CARD SUIT (THEIRS), (c) NT BALANCED WO STOP
TRANSFER > 1NT
 TRANSFER > 2♣
 TRANSFER > 2♦
 TRANSFER > 2♥ STAYMAN W STOP, OR **3NT = No STOP**
 TRANSFER > 2♠
 A & G.F.: BOTH MINORS
 NATURAL WITH STOPPER(S) & POOR SUPPORT FOR THE MAJORS [FASS?]

1♠ Overcall

(Probably most frequent):

Pass !	0-5 HCP NEGATIVE:
X !	5-7 HCP SEMI-POSITIVE
X !	8+ HCP POSITIVE
1NT	
2♣ !	
2♦ !	
2♥ !	
2♠ !	
2NT !	11+ HCP POSITIVE

ALSO TRAP PASS WITH 5-7 HCP & HXXX⁺ IN OPPONENT'S SUIT
 (a) CARD SHOWING
 (b) **CUE LATER** = 5-CARD SUIT (THEIRS), (c) NT BALANCED WO STOP
 TRANSFER > 2♣
 TRANSFER > 2♦
 TRANSFER > 2♥
 TRANSFER > 2♠ STAYMAN W STOP, OR **3NT = No STOP**
 A & G.F.: BOTH MINORS
 NATURAL WITH STOPPER(S) & POOR SUPPORT FOR THE MAJORS [FASS?]

OPPONENT'S OVERCALL 2♣

Pass !	0-5	HCP	NEGATIVE:
X !	5-7	HCP	SEMI-POSITIVE
X !	8+	HCP	POSITIVE
2♦ !			
2♥ !			
2♠ !			
2NT !	11+	HCP	POSITIVE
3♣ !			

OPPONENT'S OVERCALL 2♦

Pass !	0-5	HCP	NEGATIVE:
X !	5-7	HCP	SEMI-POSITIVE
X !	8+	HCP	POSITIVE
2♥ !			
2♠ !			
2NT !			
3♣ !			
3♦ !			

OPPONENT'S OVERCALL 2♥

Pass	0-5	HCP	NEGATIVE
X !	5-7	HCP	SEMI-POSITIVE
X !	8 ⁺	HCP	POSITIVE
2♠	8 ⁺	HCP	
2NT	8 ⁺	HCP	
3♣	8 ⁺	HCP	
3♦	8 ⁺	HCP	
3♥	8 ⁺	HCP	
3♠	8 ⁺	HCP	
3NT	8 ⁺	HCP	

Transfer Lebensohl

ALSO TRAP PASS WITH 5-7 HCP & HXXX⁺ IN OPPONENT'S SUIT
 (a) CARD SHOWING
 (b) **CUE LATER** = 5-CARD SUIT (THEIRS), (c) NT BALANCED WO STOP
 TRANSFER > 2♥
 TRANSFER > 2♠
 TRANSFER > 2NT
 TRANSFER > 3♣ STAYMAN WITH STOPPER, OR 3NT WO STOPPER
 TRANSFER > 3♦

Transfer Lebensohl

ALSO TRAP PASS WITH 5-7 HCP & HXXX⁺ IN OPPONENT'S SUIT
 (a) CARD SHOWING
 (b) **CUE LATER** = 5-CARD SUIT (THEIRS), (c) NT BALANCED WO STOP
 TRANSFER > 2♠
 TRANSFER > 2NT
 TRANSFER > 3♣
 TRANSFER > 3♦ STAYMAN WITH STOPPER, OR 3NT WO STOPPER
 TRANSFER > 3♥

Transfer Lebensohl

(a) CARD SHOWING, DOES **NOT** PROMISE 4OM
 (b) NO CONVENIENT BID, (c) **CUE LATER** = ASKING FOR STOPPER?
 TRANSFER TO 2NT
 TRANSFER TO 3♣
 TRANSFER TO 3♦
 TRANSFER TO 3♥ STAYMAN WITH STOPPER, OR 3NT WO STOPPER
 TRANSFER TO 3♠
 BOTH MINORS, G.F.
 To Play

OPPONENT'S OVERCALL 2♠**Transfer Lebensohl**

Pass	0-5	HCP	NEGATIVE	
X !	5-7	HCP	SEMI-POSITIVE	(a) CARD SHOWING, DOES NOT PROMISE 4OM
X !	8+	HCP	POSITIVE	(b) NO CONVENIENT BID, (c) CUE LATER = ASKING FOR STOPPER?
2NT	8+	HCP		TRANSFER TO 3♣
3♣	8+	HCP		TRANSFER TO 3♦
3♦	8+	HCP		TRANSFER TO 3♥
3♥	8+	HCP		TRANSFER TO 3♠ STAYMAN WITH STOPPER, OR 3NT WO STOPPER
3♠	8+	HCP		BOTH MINORS, G.F.
3NT	8+	HCP		To Play

INTERFERENCE OVER OUR 1 CLUB OPENING - DIRECT2NT UNUSUAL OVERCALL BY 2ND HAND OPPONENT (AFTER 1♣ OPENING):**UNUSUAL OVER UNUSUAL:**

Pass	0-5	HCP	NEGATIVE	
X	6+	HCP	SEMI-POSITIVE OR BETTER	
X	8+	HCP	POSITIVE	(a) NO CONVENIENT BID
3♣	8+	HCP	POSITIVE	FOR TAKEOUT WITH BETTER ♥ THAN ♠ - INVITATIONAL OR BETTER
3♦	8+	HCP	POSITIVE	FOR TAKEOUT WITH BETTER ♠ THAN ♥ - INVITATIONAL OR BETTER
3♥	8+	HCP	POSITIVE	NATURAL: 5+♥
3♠	8+	HCP	POSITIVE	NATURAL: 5+♠
3NT	8+	HCP	POSITIVE	NATURAL: TO PLAY

3♣ OVERCALL BY 2ND HAND OPPONENT (AFTER OUR 1♣ OPENING)

Pass	0-5	HCP	NEGATIVE	
X	6 ⁺	HCP	SEMI-POSITIVE	No 5 ⁺ CARD SUIT [USUALLY]
3♦	8 ⁺	HCP	POSITIVE	NATURAL: GOOD ♦ SUIT
3♥	8 ⁺	HCP	POSITIVE	NATURAL: GOOD ♥ SUIT
3♠	8 ⁺	HCP	POSITIVE	NATURAL: GOOD ♠ SUIT & DENIES 3-CARD ♥ SUPPORT
3NT	9 ⁺	HCP	POSITIVE	NATURAL: RESPONDER HAS AT LEAST 1 STOPPER
4♣	9 ⁺	HCP	POSITIVE	CUE BID = 3-SUITED HAND: 4-4-4-1 / 4-4-5-0

3♦ OVERCALL BY 2ND HAND OPPONENT (AFTER OUR 1♣ OPENING)

Pass	0-5	HCP	NEGATIVE	
X	6 ⁺	HCP	SEMI-POSITIVE	No 5 ⁺ CARD SUIT
3♥	8 ⁺	HCP	POSITIVE	NATURAL: GOOD ♥ SUIT
3♠	8 ⁺	HCP	POSITIVE	NATURAL: GOOD ♠ SUIT & DENIES 3-CARD ♥ SUPPORT
3NT	9 ⁺	HCP	POSITIVE	NATURAL: RESPONDER HAS AT LEAST 1 STOPPER
4♦	8 ⁺	HCP	POSITIVE	CUE BID = 3-SUITED HAND: 4-4-1-4 / 4-4-0-5

INTERFERENCE OVER OUR 1 CLUB OPENING - DIRECT

3♥ OVERCALL BY 2ND HAND OPPONENT (AFTER OUR 1♣ OPENING)

Pass	0-7	HCP NEGATIVE	
X	8 ⁺	HCP POSITIVE	No 5 ⁺ CARD SUIT
3♠	8 ⁺	HCP POSITIVE	NATURAL: GOOD ♠ SUIT
3NT	9 ⁺	HCP POSITIVE	NATURAL: RESPONDER HAS AT LEAST 1 STOPPER
4♥	8 ⁺	HCP POSITIVE	CUE BID = 3-SUITED HAND: 4144 / 4045 / 4054 & 12 ⁺ HCP

3♠ OVERCALL BY 2ND HAND OPPONENT (AFTER OUR 1♣ OPENING)

Pass	0-7	HCP NEGATIVE	
X	8 ⁺	HCP POSITIVE	No 5 ⁺ CARD SUIT
3NT	9 ⁺	HCP POSITIVE	NATURAL: RESPONDER HAS AT LEAST 1 STOPPER
4♠	12 ⁺	HCP POSITIVE	CUE BID = 3-SUITED HAND: 4144 / 4045 / 4054 & 12 ⁺ HCP

3NT OVERCALL BY 2ND HAND OPPONENT (AFTER OUR 1♣ OPENING)

Pass	0-7	HCP NEGATIVE	
X	8 ⁺	HCP POSITIVE	No 5 ⁺ CARD SUIT
4♣			
4♦			
4♥			
4♠			
4NT			

INTERFERENCE OVER OUR 1♣ OPENING: – 4TH HAND

1♣ - 1♦	INTERFERENCE > 2♠:	<p>PASS IS MINIMUM & USUALLY BALANCED</p> <p>X IS FOR TAKEOUT: SHORT IN THEIR SUIT OR 19+ HCP</p> <p>NT = BALANCED WITH 2 STOPPER(S): 19-20 HCP</p> <p>NEW SUIT = NATURAL, N.F.</p> <p>JUMP SUIT: NATURAL & INVITATIONAL</p> <p>CUE BID = 3 SUITED & SINGLETON: 4441</p>
1♣ - 1♥	INTERFERENCE > 2♠:	<p>PASS = RELAY</p> <p>X OPTIONAL - PENALTY</p> <p>NT</p> <p>♠ = BETA</p> <p>NEW SUIT = SAB</p> <p>CUE BID = GF WITH BOTH MINORS</p>
1♣ - 1♠	INTERFERENCE > 2♠:	<p>PASS = RELAY</p> <p>X OPTIONAL - PENALTY</p> <p>NT</p> <p>♥ = BETA</p> <p>NEW SUIT = SAB</p> <p>CUE BID = GF WITH BOTH MINORS</p>
1♣ - 1NT	INTERFERENCE > 2♠:	<p>PASS</p> <p>X = PENALTY</p> <p>NEW SUIT = SAB</p> <p>NT SHOWS STOPPER AND MINIMUM HAND</p> <p>CUE BID = GF WITH BOTH MINORS</p>
1♣ - 2♣	INTERFERENCE > 2♠:	<p>PASS ASKS RESPONDER TO BID OUT HIS HAND</p> <p>X OPTIONAL PENALTY</p> <p>NT SHOWS STOPPER</p> <p>CUE BID = 3-SUITED & SHORT IN OPPONENT'S SUIT</p> <p>NEW SUIT = SAB</p>

INTERFERENCE OVER OUR 1 CLUB OPENING: AFTER POSITIVE RESPONSE

1♣ - 2♦	INTERFERENCE: 2♥ ⁺ :	PASS IS FORCING AND = TRANSFER STAYMAN X IS FOR PENALTY NT IS NATURAL & SHOWS STOPPER NEW SUIT IS SAB-3 CUE BID = GF WITH BOTH MINORS
1♣ - 2♥	INTERFERENCE: 2♠ ⁺ :	PASS = NO STOPPER, BUT INTERESTED IN 3NT X IS FOR PENALTY NEW SUIT BID IS SAB-3 CUE BID = GF WITH BOTH MINORS
1♣ - 2♠	INTERFERENCE: 2NT ⁺ :	PASS = NO STOPPER, BUT INTERESTED IN 3NT X IS FOR PENALTY NEW SUIT BID IS SAB-4 CUE BID = GF WITH BOTH MINORS
1♣ - 2NT	INTERFERENCE: 3♣ ⁺ :	PASS SHOWS NO STOPPER, INTERESTED IN 3NT X IS FOR PENALTY NEW SUIT BID IS SAB-4 CUE BID = GF WITH BOTH MINORS
1♣ - 3X	INTERFERENCE: 3,4-LEVEL	PASS SHOWS NO STOPPER, INTERESTED IN 3NT X IS FOR PENALTY NEW SUIT BID IS SAB-3

MECKWELL INTERFERENCE (FORCES 3-LEVEL BID): **Pass = 0-5, DBL = Game Force.**

(FORCES 4-LEVEL BID): **Pass = Forcing, DBL= Take out**

Meckwell Inversion of Pass / X at 4-level: X = 2 places to play, Bid = 1-suited

Pass-Double Inversion (an absolute must have) (Only one per auction)

PDI generically defined:

- if opponents bid and raise a suit that is NOT of a preference = double is takeout
- no game force in existence = double is takeout
- will need to clearly define when PDI takes effect
- should use Sabine's scheme which is from Cohen/Berkowitz's notes for consistency

I Love This Game by Sabine Auken, pg. 162-3: (from Berkowitz & Cohen) After Interference of 3♠ or higher:

RESPONDER HAS **NOT** BID A SUIT:

- | | |
|------|--|
| X | Takeout. Partner is suppose to bid his longest suit; he can also scramble with 4NT. |
| Suit | One-suited hand. |
| P | Asks partner to X. Over the X, one can then pass for penalties or bid a suit, which (since we would have bid directly on a one-suited hand) implies another place to play. |

RESPONDER HAS BID A SUIT:

There is a difference now between one's possible actions depending on whether the opponents have bid to the level **just below game** in the suit responder as shown, or whether they have bid to or past the level of our game.

They bid to the level just below our game:

- | | |
|----------|---|
| X | Shows a better raise than raising partner's suit directly |
| New Suit | Shows a one-suited hand. |
| 4NT | Roman Keycard Blackwood for responder's suit |
| Cuebid | Exclusion RKCB for responder's suit. |
| Pass | Asks partner to X. Over the X, one can bid a new suit or raise partner's suit, thus showing another place to play. A cuebid of the opponents' suit would be a slam try with a void. |

They bid to or past the level of our game:

- | | |
|----------|---|
| X | Flexible raise. Partner, I have some support for your suit. If you want to bid on, that's fine. If you want to penalize them, that's fine, too. |
| New Suit | One-suited hand. |
| Pass | Asks for X, Continuations are as above except for the delayed raise, which is now a slam try. |

1♣ - 1♦ - 1M: 1 R.F. & 4⁺M

G. I. Hands (or better):

1♣ - 1♦ - 2♥, 2♠

G.I.⁺: 2♥ = **SUPER FLANNERY:** 4♠ & 5♥ / 4♠ & 6♥
 2♠ to play, 2NT > 3♣, 3♣ >♦ [Now 3M = GI], 3♦ > 3♥ + ♦H, 3♥ WEAK RAISE, NO TRICK, 3♠ = 4♠ + ♥H
 2♠ = **MINOR SUIT FLANNERY:** xx(55) = 19⁺ GI / 8½ tricks
 3♣/♦ = to play, 3♥ = Suit or stopper, 3♠ = suit or stopper, 3NT = To Play

1♣ - 1♦ - 3♣, 3♦
 1♣ - 1♦ - 3♥/3♠

G.I.⁺: 1 R.F. Showing 6m + 4M: Responder in interested in 4M bids the M he does NOT have (Smolen).

G.I.: 9 tricks exactly. Responder may pass without 1 trick or ruffing value.

1♣ - 1♦ -

1♥ **O.R.F.**

1♠ **N.F.**

Reference

Pass	DO NOT PASS 1♥	1♠ May be passed if 0-4 ??/	Reference
1♠	0-4 HCP Dble Neg. [No Ace]		LPL Radin-Wei
1 NT Forcing	5-7 HCP ARTIFICIAL / 5⁺♠	5-7 HCP ARTIFICIAL	LPL-DMH
2♣	0-4 HCP 5 ⁺ ♣	0-4 HCP 5 ⁺ ♣	LPL-DMH
2♦	0-4 HCP 5 ⁺ ♦	0-4 HCP 5 ⁺ ♦	LPL-DMH
2♥	3-5 HCP ♥ Raise: xxxx / Hxx	0-4 HCP 5 ⁺ ♥	Radin-Wei
2♠	3-5 HCP MINI-SPLINTER: 2NT Asks	3-5 HCP ♠ Raise: xxxx / Hxx	LPL
2 NT	5-7 HCP Fit Jump: ♥xxxx + ♠QJxxx	3-5 HCP MINI-SPLINTER: 3♣ Ask	Berkowitz-Cohen
3♣	5-7 HCP Fit Jump: ♥XXxx + ♣QJxxx	5-7 HCP Fit Jump: ♠xxxx + ♣QJxxx	DMH-LPL
3♦	5-7 HCP Fit Jump: ♥xxxx + ♦QJxxx	5-7 HCP Fit Jump: ♠xxxx + ♦QJxxx	DMH-LPL
3♥	5-7 HCP ♥: Hxxx & Balanced	5-7 HCP Fit Jump: ♠xxxx + ♥QJxxx	DMH-LPL
3♠	6-7 pts MAXI-SPLINTER: 3NT Asks	5-7 HCP ♠: Hxxx & Balanced	
3 NT	6-7 pts. ♠: VOID & 5♥	6-7 HCP MAXI-SPLINTER: 4♣ Asks	
4♣	6-7 pts. ♣: VOID & 5♥	6-7 pts. ♣: VOID & 5♠	
4♦	6-7 pts. ♦: VOID & 5♥	6-7 pts. ♦: VOID & 5♠	
4♥	0-5 HCP 5 ⁺ ♥ & singleton*	6-7 pts ♥: VOID & 5♠	
4♠	----- * (No A or K)	0-5 HCP 5 ⁺ ♠ & singleton*	Reese

1♣ - 1♦ - 2m

Wei-Radin, 1981 / Modified by LPL

1♣ - 1♦ -	2♣ N.F.	2♦ N.F.	Ref
Pass	0-4 HCP ---- No suit worth showing, no support, no Ace ----		Reese
2♦	5-7 HCP ♦: QJxxx+ -----		Reese
2♥	5-7 HCP ♥: QJxxx+		
2♠	5-7 HCP ♠: QJxxx+		
2NT	5-7 HCP GOOD RAISE: Hxx(x)		DMH
3♣	0-4 HCP ♣: xxx+ Raise	5-7 HCP ♣: QJxxxx+	DMH / Reese
3♦	5-7 HCP ♦: AQxxxx / KQxxxx	0-4 HCP ♦: xxx+ Raise	DMH
3♥	5-7 HCP ♥: AQxxxx or KQxxxx		Reese
3♠	5-7 HCP ♠: AQxxxx or KQxxxx		Reese
3NT			
4♣	6-7 HCP Qxxx ♣ Raise		LPL
4♦		6-7 HCP ♦: Qxxx Raise	LPL
4♥/♠			

NT LADDER: 1♣ - 1♦ - 1NT = 17-20 HCP, 1♣ - 1♦ - 1♥ - 1♠ - 1NT = 20-21 HCP; 1♣ - 1♦ - 2NT = (21) 22-23 HCP.
 After a positive response to 1♣, rebid minimum NT with 17+ HCP & balanced to keep bidding low.
 NOTE: **Keri ON** after 1NT or 2NT Rebid after 1♣ - 1♦ - 1/2NT

Berkowitz – Johnson Precision Notes:

- 1♣-1♦ = 0-7 HCP, any distribution, but A + K (K not singleton) is enough for a positive and 8 HCP with no controls (i.e., all Q's & J's) is a negative, so 1♦ is *always* negative.
- 1♣-1♦-1M: With an unbalanced hand, opener must start the search for a major suit fit right away. Therefore, with AQxx x AKJxx Kxx, rebid 1♠ over 1♦. Failure to bid spades now may lose the suit for good. This principle is applied to an extreme: to rebid 2♣, 2♦, 3♣, or 3♦ over 1♦ denies a 4-card major. Opener can rebid 1♥ or 1♠ with a hand of any strength since the bid is a 1-round force. ~~1♠ can be passed if 0-3~~ Any non-raise denies 4 trumps. Failure to raise or bid 1♠ denies 4 spades. [Kaplan Inversion 'like' here by us - LPL]

Transfer Scheme: 1♣ - 1♥ = 4⁺♠ (Not 4432 / 5♠332 / 4333 / 4441) **G.F.** 19 %

1♣ - 1♥ =	TRANSFER:	4 ⁺ ♠ & 8 ⁺ HCP [THE HAND IS UNBALANCED OR 5-4 OR 6 ⁺ ♠, MAY HAVE 4⁺♥ IF BOTH MAJORS]
1♠ [®]	RELAY:	THE USUAL FOLLOW-ON
1NT	A & F:	2-SUITED WO 4⁺♠ (BTC-2000): 2♣ ASKS: 2♦ = 5♦ + 5♥, 2♥ = 5♥ + 5♣, 2♠ = MINORS
2♣	♣SAB-3	5 ⁺ ♣ USUALLY A VERY GOOD 1-SUITED HAND WITHOUT A 4-CARD SUIT & S.I. W 19 ⁺ HCP
2♦	♦SAB-3	5 ⁺ ♦ USUALLY A VERY GOOD 1-SUITED HAND WITHOUT A 4-CARD SUIT & S.I. W 19 ⁺ HCP
2♥	♥SAB-3	5 ⁺ ♥ USUALLY A VERY GOOD 1-SUITED HAND WITHOUT A 4-CARD SUIT & S.I. W 19 ⁺ HCP
2♠	♠BETA	4 ⁺ ♠ USUALLY SLAM INVITATIONAL VALUES OR BETTER (19+ HCP)
2NT		
3X		
3NT		

SUMMARY of FOLLOW-ONS:

1♣ - 1♥ = **TRANSFER:** 4⁺♠ & 8⁺ HCP [DOES NOT DENY 4⁺♥] [IF 4⁺♠, UNBALANCED: 5-4/5⁺♠, NOT 5♠332]

1♠[®] = **RELAY:** THE USUAL FOLLOW-ON (EVEN WITH 0-2♣ IF NO GOOD SUIT), **BUT WITH 5⁺♥ BID 2♥ = SAB-3**

	<u>DISTRIBUTION</u>	<u>f(x)</u>	<u>DESCRIPTION</u>	<u>BETA</u>	<u>RELAY</u>
1NT !	5-4 Majors +	5.2 %	All 5-4 & 5-5 Major Hands	2♥/2♠	2♣ [®] : ASKS FOR MAJORS
2♣ !	4♠ + 5 ⁺ m	4.0 %	A & F: CANAPÉ CATCH-ALL	2♠	2♦ [®] : ASKS FOR MINOR
2♦ !	5♠ + 4m	4.0 %	A & F: CATCH-ALL: REV CANAPÉ	2♠	2♥ [®] : ASKS FOR MINOR
2♥ !	6 ⁺ ♠+(4m)	4.2 %	1-UNDER TRANSFER: MAYBE 4♣/4♦	3♠	2♠ [®] : ASKS FOR MINOR
2♠ !	5♠ + 5m	1.4 %	CATCH-ALL: ALL 5 ⁺ ♠ - 5 ⁺ ♣/5 ⁺ ♦	3♠	2NT [®] : ASKS FOR MINOR ***
2NT !	6♠ + 5m	0.2 %	EITHER MINOR: 3♣: 5♣? ⇒ 3♦ = NO, 3♥ = YES ⇒ ZOOM TO CONTROLS		
3♣ !	5♠ + 6♣	0.2 %	BETA: 3♠ / 4♣		
3♦ !	5♠ + 6♦	0.2 %	BETA: 3♠ / 4♦		
3♥ !	6♠ + 6♣	0.01 %	BETA: 3♠ / 4♣		OPTIONAL: VERY RARE
3♠ !	6♠ + 6♦	0.01 %	BETA: 3♠ / 4♦		OPTIONAL: VERY RARE

Transfer Scheme: 1♣ - 1♥ = 4⁺♠ (Not 4432 / 5♠332 / 4333 / 4441) **G.F.** 19 %

1♣ - 1♥ = **TRANSFER**: 4⁺♠ & 8⁺HCP [DOES NOT DENY 4⁺♥, UNBALANCED: 5-4 / 6⁺♠, NOT 5♠332]

1♠[®] = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 0-2♠ IF NO GOOD SUIT), BUT WITH 5⁺♥ BID 2♥ = SAB-3

1NT ! 5-4 Majors or better

2♣[®]

2♦ !

Freak:

6-5 / 6-6 / 7-5

f(x)

2♥[®]:

2♠ !: ♥ longer = 6♥ + 5♠

0.1 %

Up-the-line (♥ before ♠)

2NT

SHORTAGE ASK:

3♣ = Void♣, 3♦ = Void♦, 3♥ = 1♣ -1♦

3♣/3♦ **SAB-2:**

1ST = 0-1, 2ND = xx & 1=2 Cnt, 3RD > zoom

3♥/3♠

BETA

3NT TO PLAY

2NT: ♠ longer = 6♠ + 5♥

0.10 %

Up-the-line (♥ before ♠)

3♣: 6♠ + 6♥

0.01 %

3♦: 7♥ + 5♠

0.01 %

1-Under 7-card suit

3♥: 7♠ + 5♥

0.01 %

1-Under 7-card suit

2♠/3♥

BETA

2NT

SHORTAGE ASK: 3♣ = 0♣ (Low), 3♦ = 0♦ (High), 3♥ = 1♣ -1♦ (None)

2♥ ! 5-4 / 5-5 Majors

2♠[®]:

2NT 5♥ + 4♠

1.9 %

Up-the-line (♥ before ♠)

3♣ 5♠ + 4♥

1.9 %

Up-the-line (♥ before ♠)

3♦ 5♠ + 5♥

0.7 %

2NT

SHORTAGE ASK: 3♣ = 1♣ (Low), 3♦ = 1♦ (High), 3♥ = 2♣ -2♦ (None)

3M

BETA

2♠ ! 6-4 Majors

2NT[®]:

0.5 %

3♣ = 6♥ + 4♠

Up-the-line (♥ before ♠)

3♦ = 6♠ + 4♥

Up-the-line (♥ before ♠)

3♣/♦

SAB-2

3M

Beta

SAB-3 / BETA

2♦ / 2♥, 2♠

2NT

4=4=0=5 3-Suited

3♣/3♥/3♠ = Beta

3♣

4=4=5=0 3-Suited

3♦/3♥/3♠ = Beta

Transfer Scheme: 1♣ - 1♥ = 4⁺♠ (Not 4432 / 5♠332 / 4333 / 4441) **G.F.** 19 %

1♣ - 1♥ = **TRANSFER**: 4⁺♠ & 8⁺HCP [DOES NOT DENY 4⁺♥, UNBALANCED: 5-4/5⁺♠, NOT 5♠332]
 1♠[®] = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 0-2♠ IF NO GOOD SUIT), BUT WITH 5⁺♥ BID 2♥ = SAB-3
 2♣ ! 4♠ + 5⁺m 4.0 % **A & F: CANAPÉ CATCH-ALL**: ALL 4♠ - 5⁺♣/5⁺♦

2♦ ![®] **RELAY**: DESCRIBE HAND FURTHER:

2♥ ! 4♠ & 5♣ 3.0 % **CANAPÉ**

2♠[®] = **RELAY**: DESCRIBE HAND FURTHER:

2NT ! 4=3=1=5 0.5 %
 3♣ ! 4=1=3=5 0.5 %
 3♦ ! 4=2=2=5 0.9 %

	<u>BETA</u>	<u>CAB</u>
LOW SHORTAGE = ♦		3♣ / 3♠
HIGH SHORTAGE = ♥		3♠ / 4♣
NO SHORTAGE = 2-2		3♠ / 4♣

2NT ! ???
 3♣ **BETA**
 3♦/3♥ **SAB-3**
 3♠ **BETA**

2♠ ! 4♠ & 5♦ 3.0 % **CANAPÉ**

2NT[®]: 3♣: 4=3=5=1 0.5 %
 3♦: 4=1=5=3 0.5 %
 3♥: 4=2=5=2 0.9 %

	<u>Beta</u>
LOW SHORTAGE = ♣	3♦ / 3♠
HIGH SHORTAGE = ♥	3♠ / 4♦
NO SHORTAGE = 2-2	3♠ / 4♦

2NT ! 4♠ & 6⁺♣ 0.6 % 1-UNDER **TRANSFER** NO RELAY AVAILABLE @ 3-LEVEL 4/24/07

3♣ **BETA**
 3♦ / 3♥ **STOPPER SHOWING** (FOR SAB-3 BID 3♦/♥ DIRECTLY OVER 2♦)
 3♠ **BETA**
 3NT TO PLAY

3♣ ! 4♠ & 6⁺♦ 0.6 % 1-UNDER **TRANSFER** NO RELAY AVAILABLE @ 3-LEVEL 4/24/07

3♦ / 3♥ **STOPPER SHOWING** (FOR SAB-3 BID 3♦/♥ DIRECTLY OVER 2♦)
 3♠ **BETA**
 3NT TO PLAY

Transfer Scheme: 1♣ - 1♥ = 4⁺♠ (Not 4432 / 5332 / 4333 / 4441) **G.F.** 19 %

1♣ - 1♥ = **TRANSFER**: 4⁺♠ & 8⁺HCP
 1♠[®] ! = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)
 2♦ ! 5♠ & 4♣ OR 4♦ OR 5♠=0♥=4♦=4♣

2♥! [®]	RELAY : Distribution Relay:	<u>f(x)</u> , %		BETA
	2♠	5♠ + 4♣	SHOW MINORS UP-THE-LINE, ♣ FIRST	3♣ / 3♠
	2NT [®] :	Shortage ASK:		
		3♣ 5=3=1=4 0.5	Low Shortage = ♦ Bid of ♦ Singleton = BETA W♥	3♠ / 4♣
		3♦ 5=1=3=4 0.5	High Shortage = ♥ Bid of ♥ Singleton = BETA W♦	3♠ / 4♣
		3♥ 5=2=2=4 0.9	No Shortage	3♠ / 4♣
	2NT	5♠ + 4♦	SHOW MINORS UP-THE-LINE, ♦ SECOND	3♦ / 3♠
	3♣ [®] :	Shortage ASK:		
		3♦ 5=3=4=1 0.5	Low Shortage = ♣	3♥ / 3♠ / 4♦
		3♥ 5=1=4=3 0.5	High Shortage = ♥	3♠ / 4♣ / 4♦
		3♠ 5=2=4=2 0.9	No Shortage	4♣ / 4♦
		3♣ 5=0=4=4 EXACTLY 0.1	PROBLEM? No 3♠ Beta!	3♦ / 3♠ / 4♣

2♠ **BETA**
 2NT! **♥ ASK**: New Bid: 2♥ is a Relay, thus 2NT substitutes for a 'SAB-3' with New Responses:

- 3♣ 3♥ 3♦ What is your 4 minor?
- 3♦ 2♥ 3♦ What is your 4 minor?
- 3♥ 1♥
- 3♠ 0♥
- 3NT

3♣ **SAB-3**
 3♦ **SAB-3**

Transfer Scheme: 1♣ - 1♥ = 4⁺♠ (Not 4432 / 5♠332 / 4333 / 4441) **G.F.** 19 %

1♣ - 1♥ = **TRANSFER**: 4⁺♠ & 8⁺ HCP
 1♠[®] ! = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)
 2♥ ! 6⁺♠ Maybe 4-card minor 4.2%

2♠[®] **Asking for DISTRIBUTION:**

			f(x)	
2NT	6♠ + 4♣	3♣/3♠ = BETA	0.5 %	1-UNDER TRANSFER 6(21)4 / 6(30)4
3♣	6♠ + 4♦	3♦/3♠ = BETA	0.5 %	1-UNDER TRANSFER 6X4X
3♦	6♠ + 3♥	3♥/3♠ = BETA	1.0 %	1-UNDER TRANSFER
3♥	6♠XXX	3♠ = BETA	1.2 %	1-UNDER TRANSFER 6133 / 6232 / 6223
3♠				
3NT				

2NT !

3♣/♦/♥ ! **SAB-3**
 3♠ ! **BETA**

1♣ - 1♥ = **TRANSFER**: 4⁺♠ & 8⁺ HCP
 1♠[®] ! = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)
 2♠ ! 5♠ & 5m 1.4 %

2NT[®] **Asking for Minor:**

3♣	5♠ + 5♣	3♠/4♣ = BETA		
3♦	5♠ + 5♦	3♠/4♦ = BETA		

Transfer Scheme: 1♣ - 1♥ = 4⁺♠ (Not 4432 / 5332 / 4333 / 4441) **G.F. 19 %**

1♣ - 1♥ = **TRANSFER**: 4⁺♠ & 8⁺HCP
 1♠[®] ! = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)
 2NT ! 6♠ & 5m 0.2 %
 3♣ **ASKING** IF CLUBS: 3♦ = No, 3♥ = **YES & 1-2 Controls, ZOOM**
 3♦ **ASKING** if Diamonds 3♥ = No, 3♠ = **YES & 1-2 Controls, ZOOM**

1♣ - 1♥ = **TRANSFER**: 4⁺♠ & 8⁺HCP
 1♠[®] ! = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)
 3♣ ! 5♠ & 6♣ 0.1%

1♣ - 1♥ = **TRANSFER**: 4⁺♠ & 8⁺HCP
 1♠[®] ! = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)
 3♦ ! 5♠ & 6♦ 0.1%

Transfer Scheme: 1♣ - 1♥ = 4⁺♠ (Not 4432 / 5332 / 4333 / 4441) G.F. 19 %

1♣ - 1♥ = **TRANSFER**: 4⁺♠ & 8⁺HCP

OPENER'S REBIDS / COMMENTS

2♣ = **ASKING** FOR 3-CARD ♣ SUPPORT: USUALLY 6⁺♣ & 0-1♠ & NOT 3⁺♥ & 1-LOSER SUIT & SLAM INVITATIONAL

- 1st 2♦ ! 0-1♣ **NEGATIVE FOR ♣ SUPPORT**
- * 2♥ ! 6⁺♠ **1-UNDER RE-TRANSFER ???**
- 2nd 2♠ ! 2♣
- 3rd 2NT! 3⁺♣ 1-2 CONTROLS
- 4th 3♣ ! 3⁺♣ 3 CONTROLS
- 3♦ ! 3⁺♣ 4 CONTROLS
- 3♥ ! 3⁺♣ 5 CONTROLS
- 3♠ ! 3⁺♣ 6 CONTROLS
- 3NT! 3⁺♣ 7 CONTROLS

- 3♣: ABSOLUTE BETA (NO ♣ SUPPORT REQUIRED)
- 3♣: ♣RE ASK: 3♦ = 0-1♣, 3♥ = 2♣, 3♠ = 3⁺♣ & 1-2 CNTRLS
- 3♣: ♣RE ASK: 3♦ = 0-1♣, 3♥ = 2♣, 3♠ = 3⁺♣ & 1-2 CNTRLS
- 3♣ = TAB, OTHER SUITS = CAB

3♣ = **TAB** IN ♣ IF AVAILABLE
 4♣ = **START OF TURBO!**, OTHER SUITS = CAB

2♦ ! **ASKING FOR 3-CARD ♦ SUPPORT**: USUALLY 6⁺♦ & 0-1♠ & 0-2♣ & NOT 3⁺♥ & 1-LOSER SUIT & SLAM INVITATIONAL

- *** 2♥ ! 0-2♦ 6⁺♠ **1-UNDER RE-TRANSFER**
- 1st 2♠ ! 0-1♦ 4-5♠
- *** 2NT! 2♦ 4-5♠
- 2nd 3♣ ! 3⁺♦ 1-2 CONTROLS
- 3rd 3♦ ! 3⁺♦ 3 CONTROLS
- 4th 3♥ ! 3⁺♦ 4 CONTROLS
- 5th 3♠ ! 3⁺♦ 5 CONTROLS
- 6th 3NT ! 3⁺♦ 6 CONTROLS

2♠ = BETA 2NT: 3♣: 3♦: **RE-ASK**

3♦ = **TAB** IN ♦ IF AVAILABLE
 4♦ = **START OF TURBO!**, OTHER SUITS = CAB

2♥ ! = **ASKING FOR 3-CARD ♥ SUPPORT**: USUALLY 6⁺♥ & 0-1♠ & 0-2♣ & 1-LOSER SUIT & SLAM INVITATIONAL

- *** 2♠ 0-2♥ 6⁺♠ **NATURAL** ***
- *** 2NT! 0-1♥ 4-5♠
- 1st 3♣ ! 2♥ 4-5♠
- 2nd 3♦ ! 3⁺♥ 1-2 CONTROLS
- 3rd 3♥ ! 3⁺♥ 3 CONTROLS
- 4th 3♠ ! 3⁺♥ 4 CONTROLS
- 5th 3NT! 3⁺♥ 5 CONTROLS, ETC ...

2NT! = **BETA W ♠ TRUMPS**

Transfer Scheme: 1♣ - 1♠: 4⁺♥ (Not 4432 / 5332 / 4333 / 4441 / 4450 / 4405) & 8⁺ hcp, G.F. 14 %

1♣ ! - 1♠ != 4 ⁺ ♥	UNBALANCED	[DENIES 4 ⁺ ♠]
1NT®	RELAY: TELL ME MORE:	USUALLY BALANCED HAND AND/OR A 4-CARD MAJOR)
2♣	SAB-3	
2♦	SAB-3	
2♥	BETA	
2♠	SAB-3	
2NT		
3♣		
3♦		
3♥		
3♠		
3NT		

SUMMARY of FOLLOW-ONS:

1♣ - 1♠ = TRANSFER: 4⁺♥ & 8⁺HCP UNBALANCED [DENIES 4⁺♠]

1NT® = RELAY: THE USUAL FOLLOW-ON (EVEN WITH 1-2♥ IF NO GOOD SUIT)

BID	DISTRIBUTION	f(x)	DESCRIPTION	BETA	RELAY
2♣ !	4♥ + 5 ⁺ m	4.0 %	A & F: CANAPÉ CATCH-ALL	2♥	2♦® ASKS FOR MINOR
2♦ !	6 ⁺ ♥ + ?	4.1 %	1-UNDER TRANSFER	3♥	2♥® ASKS FOR MINOR
2♥ !	5♥ + 4m	3.9 %	A & F: REV. CANAPÉ CATCH-ALL	3♥	2♠® ASKS FOR MINOR(S)
2♠ !	5♥ + 5m	1.4 %	A & F: CATCH-ALL	3♥	2NT® ASKS FOR MINOR
2NT !	6♥ + 5m	0.2 %	EITHER MINOR 3♣: 5♣? ⇒ 3♦ = No, 3♥ = YES ⇒ ZOOM TO CONTROLS		
3♣ !	5♥ + 6♣	0.2 %	BETA: 3♥ / 4♣		
3♦ !	5♥ + 6♦	0.2 %	BETA: 3♥ / 4♦		
3♥ !	6♥ + 6♣	0.01 %	BETA: 3♥ / 4♣		OPTIONAL: VERY RARE
3♠ !	6♥ + 6♦	0.01 %	BETA: 3♥ / 4♦		OPTIONAL: VERY RARE

Transfer Scheme: 1♣ - 1♠: 4⁺♥ (Not 4432 / 5332 / 4333 / 4441 / 4450 / 4405) & 8⁺ hcp, G.F. 13 %

1♣ ! - 1♠ ! = **TRANSFER**: 4⁺♥ & 8⁺ HCP **UNBALANCED** [DENIES 4⁺♠]

1NT® = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 0-2♥ IF NO GOOD SUIT)

2♣ ! 4♥ **CANAPÉ**: 4♥ & 5⁺♣/5⁺♦ & NOT 5-4 OR BETTER IN THE MAJORS 5.4 %

2♦® ! = **RELAY**: DESCRIBE HAND FURTHER:

2♥ !	4♥ + 5♣	2.0 %	Cannot have 4♠ > 1♣ - 2NT ≡ 44(50)
2♠®	DESCRIBE HAND FURTHER: SAFE TO ASK, BETA STILL AVAILABLE		BETA BETA IN 3-CD
2NT !	3415	0.5 %	Low Shortage = ♦ 3♣/3♥
	3♦		
3♣ !	1435	0.5 %	High Shortage = ♠ 3♥/4♣
	3♠		
3♦ !	2425	0.9 %	No Shortage = 2-2 3♥/4
2♠ !	4♥ + 5♦	2.0 %	Cannot have 4♠ > 1♣ - 2NT ≡ 44(50)
2NT®	DESCRIBE HAND FURTHER: DANGER, ♥ BETA INTERFERENCE W 2452		BETA
3♣ !	3451	0.9 %	Low Shortage = ♣ 3♦/3♥
3♦ !	1453	0.5 %	High Shortage = ♠ 3♥/3♠ = ♦
3♥ !	2452	0.5	No Shortage = 2-2 4♦
2NT !	4♥ + 6♣		NO RELAY AVAILABLE @ THE 3-LEVEL, ONLY BETA / STOPPER SHOW 0.8 %
3♣	BETA		
3♦	SHOWS STOPPER FOR NT		
3♥	BETA		
3♠	SHOWS STOPPER FOR NT		
3NT	TO PLAY		
3♣	4♥ + 6♦		NO RELAY AVAILABLE @ THE 3-LEVEL, ONLY BETA
0.8 %			
3♦ / 3♥	BETA		
3♠	SHOWS STOPPER FOR NT		
3NT	TO PLAY		

Transfer Scheme: 1♣ - 1♠: 4⁺♥ (Not 4432 / 5332 / 4333 / 4441 / 4450 / 4405) & 8⁺ hcp, G.F. 13 %

1♣! - 1♠! = **TRANSFER**: 4⁺♥ & 8⁺HCP **UNBALANCED** [DENIES 4⁺♠]
 1NT® = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 0-2♥ IF NO GOOD SUIT)
 2♦! 6♥ & **MAYBE** 4♣ OR 4♦ 4.7 %

2♥®	Asking if 4-card Minor			
2♠	3♠6 ⁺ ♥XX	NO 4-CARD MINOR	2NT ASKS FOR RESIDUAL	3♣: 31, 3♦: 13, 3♥: 22 0.5 %
2NT	6 ⁺ ♥ + 4♣	3♣/3♥ = BETA	1-UNDER TRANSFER	↑ 0.8 %
3♣	6 ⁺ ♥ + 4♦	3♦/3♥ = BETA	1-UNDER TRANSFER	↑ 0.8 %
3♦	6 ⁺ ♥ OTHERS	3♥/♠ = BETA		0.7 %
3♥	7♥	OK IF WE USE 4♣ = BETA		0.7 %
3♠	8♥	OK IF WE USE 4♣ = BETA		0.1 %
2NT! REPLACEMENT BID = ♥ BETA TO SAVE A LEVEL OF BIDDING				
3♣/♦/♠! SAB-3				
3♥! BETA				

1♣! - 1♠! = **TRANSFER**: 4⁺♥ & 8⁺HCP **UNBALANCED** [DENIES 4⁺♠]
 1NT® = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 0-2♥ IF NO GOOD SUIT)
 2♥! 5♥ + 4♣ OR 4♦ OR 0=5=4=4 2.1 %

2♠!®	RELAY : Distribution Relay:			
2NT	5♥ + 4♣ (BID 3♣ FOR RESIDUALS)		SHOW MINORS UP-THE-LINE, ♣ FIRST / 1-UNDER TRANSFER	
	3♣®:	3♦ 3=5=1=4♣	Low Shortage	
		3♥ 1=5=3=4♣	High Shortage	Bid of 3♠ (Singleton) = ♥BETA
		3♠ 2=5=2=4♣	No Shortage	3NT To Play No 3-level Beta! 4♣ = BETA
3♣	5♥ + 4♦ (BID 3♦ FOR RESIDUALS)		SHOW MINORS UP-THE-LINE, ♦ SECOND / 1-UNDER TRANSFER	
	3♦®:	3♥ 3=5=4=1	Low Shortage	Bid of 4♣ (Singleton) = ♥BETA
		3♠ 1=5=4=3	High Shortage	
		3NT 2=5=4=2	No Shortage	No 3-level Beta!
3♦	5♥ + 4♦ + 4♣	0=5=4=4	EXACTLY	3♥/4♣/4♦ = Beta 3♠ = Turbo Start 0.1 %

Transfer Scheme: 1♣ - 1♠: 4⁺♥ (Not 4432 / 5332 / 4333 / 4441 / 4450 / 4405) & 8⁺ hcp, G.F. 13 %

1♣ - 1♠ = **TRANSFER**: 4⁺♥ & 8⁺ HCP

1NT® ! = **RELAY**: THE USUAL FOLLOW-ON

2♠ ! 5♥ & 5m 1.4 %

2NT® **Asking for Minor:**

3♣ 5♥ + 5♣ 3♥ / 4♣ = **BETA**

3♦ 5♥ + 5♦ 3♥ / 4♦ = **BETA**

1♣ - 1♠ = **TRANSFER**: 4⁺♥ & 8⁺ HCP

1NT® ! = **RELAY**: THE USUAL FOLLOW-ON

2NT ! 6♥ & 5♣/5♦ 0.1 %

3♣ BETA IF 5♣ TRUMPS: 3♦ = NOT 5♣, **ZOOM TO CONTROLS IF 5♣**

3♦/3♠ SAB-2 3♥ = 0-1 ♦, 3♠ = 2♦ & 1-2 CONTROLS, THEN ZOOM

3♥ BETA WITH ♥S TRUMPS

1♣ - 1♠ = **TRANSFER**: 4⁺♥ & 8⁺ HCP

1NT® ! = **RELAY**: THE USUAL FOLLOW-ON

3♣ ! 5♥ & 6♣ 0.1 %

1♣ - 1♠ = **TRANSFER**: 4⁺♥ & 8⁺ HCP

1NT® ! = **RELAY**: THE USUAL FOLLOW-ON

3♦ ! 5♥ & 6♦ 0.1 %

Transfer Scheme: 1♣ - 1NT: Balanced 11-14 hcp (~1 %) 11 %

1♣ ! - 1NT		
2♣ !	TRANSFER STAYMAN:	
2♦ !	4♥	MAYBE 4♠, NOW 2♥ = BETA NOW 2♠ = SAB-4 : 2NT = 2♠, 3♣ = 3♠, ZOOM TO CNTRL
2♥ !	4♠	2♠ = BETA ; 2NT ASKING FOR MINORS: 3♣ = 4♦, 3♦ = 4♣
2♠ !	11-14	NO 4 MAJOR OR 5m 2NT ASKING: 3♣ = 5♣/5♦ , 3♦ = 2344 , 3♥ = 3244 , 3♠ = 3334♣
2NT !	11-14	5♣ 5♣332 3♣ = BETA : 3♦ = 5♦, 3♥ = 5♣ & 3 CONTROLS, ETC ...
3♣ !	11-14	5♦ 5♦332 3♦ = BETA :
3♦ !	11-14	3♥ 2♠-3♥-4♦-4♣ 1-UNDER FRAGMENT
3♥ !	11-14	3♠ 3♠-2♥-4♦-4♣ 1-UNDER FRAGMENT
3♠ !	11-14	4♣ 3=3=3=4 UP-THE-LINE
3NT !	11-14	4♦ 3=3=4=3 UP-THE-LINE

1♣ ! - 1NT		
2♦ ASKING	2♥ !	2♦
5+♦	2♠ !	3+♦ 1-2 CONTROLS
	2NT !	3+♦ 3 CONTROLS
	3♣ !	3+♦ 4 CONTROLS
	3♦ !	3+♦ 5 CONTROLS
	3♥ !	3+♦ 6 CONTROLS

(6 CONTROLS IS MAX FOR 14 HCP)

1♣ ! - 1NT		
2♥ ! ASKING	2♠ !	1 st STEP 2♥ BALANCED: 4234 / 3244 / 4243 / 3235
5+♥	2NT !	2 nd STEP 3+♥ 1-2 CONTROLS
	3♣ !	3 rd STEP 3+♥ 3 CONTROLS
	3♦ !	4 th STEP 3+♥ 4 CONTROLS
	3♥ !	5 th STEP 3+♥ 5 CONTROLS
	3♠ !	6 th STEP 3+♥ 6 CONTROLS

ALL BIDS BELOW 3NT = CAB: xx+/K/A/0/1/AK-AQ

Transfer Scheme: 1♣ - 1NT: Balanced 11-14 hcp

11%

1♣ ! - 1NT

2♠	ASKING	2NT!	2♠		
	5 ⁺ ♠	3♣ !	3 ⁺ ♠	1-2	CONTROLS
		3♦ !	3 ⁺ ♠	3	CONTROLS
		3♥ !	3 ⁺ ♠	4	CONTROLS
		3♠ !	3 ⁺ ♠	5	CONTROLS
		3NT!	3 ⁺ ♠	6	CONTROLS

1♣ ! - 1NT

2NT ® !

1♣ ! - 1NT

3♣	ASKING	3♦ !	2♣		
	5 ⁺ ♣	3♥ !	3 ⁺ ♣	1-2	CONTROLS
		3♠ !	3 ⁺ ♣	3	CONTROLS
		3NT!	3 ⁺ ♣	4	CONTROLS
		4♣ !	3 ⁺ ♣	5	CONTROLS
		4♦ !	3 ⁺ ♣	6	CONTROLS

Transfer Schemes: 1♣ - 2♣: A. & G.F.: One or Both Minors & No 4M 14 %

1♣ !	- 2♣ !	One or Both Minors without a 4-card Major [Not 5332]
2♦®	RELAY:	THIS IS THE USUAL REPLY
2♥ !	SAB-2	
2♠ !	SAB-2	
2NT	FRAGMENT ASK: ANY 3-CARD MAJOR(S)?	3♣ = NONE, 3♦ = 3♥, 3♥ = 3♠, 3♠ =
3♣ !	SAB-3	
3♦ !	SAB-3	
3♥ !	JAB / ABSOLUTE BETA & SETS ♥S AS TRUMPS	
3♠ !	JAB / ABSOLUTE BETA & SETS ♠S AS TRUMPS	
3NT		

1♣ !	- 2♣ !	One or Both Minors without a 4-card Major [Not 5332]
2♦®	RELAY:	THIS IS THE USUAL REPLY ASKING FOR SUIT(S):
2♥ !	5 ⁺ ♣	6.2 % 2♠®: 2NT: 6♣, 3♣: 3145, 3♦: 1345, 3♥: 2245 ♥DENIAL, 3♠: 2245, 3NT = 2245
2♠ !	5 ⁺ ♦	6.2 % 2NT®: 3♣: 6♦, 3♦: 1354, 3♥: 3154 3♠=2254 WO♠, 3NT = 2254 WO♥ STOP.
2NT !	6♣ + 4♦	0.7 % 3m = BETA, 3M = SAB-3
3♣ !	4♣ + 6♦	0.5 % 3♦/4♣ = BETA, 3M = SAB-3
3♦	0=3=5=5	0.1 % 1-UNDER THE FRAGMENT
3♥	3=0=5=5	0.1 % 1-UNDER THE FRAGMENT
3♠	2=1=5=5	0.3 % LOW SINGLETON
3NT	1=2=5=5	0.3 % HIGH SINGLETON

1♣ !	- 2♣ !	One or Both Minors without a 4-card Major
2♥ !	SAB-3	
2♠	0-1♥	
2NT	2♥	
3♣	3♥ 1-2 CONTROLS	
3♦	3♥ 3 CONTROLS, ETC	
3♥/♠		
3NT		

Transfer Schemes: 1♣ - 2♣: A. & G.F.: Either or Both Minors & No 4M 14 %

1♣ ! - 2♣ !

2♠ ! = **SAB-3:**

2NT!	0-1♠
3♣ !	2♠
3♦ !	3 ⁺ ♠ 1-2 CONTROLS
3♥ !	3 ⁺ ♠ 3 CONTROLS
3♠ !	3 ⁺ ♠ 4 CONTROLS
<u>3NT!</u>	<u>3⁺♠ 5 CONTROLS</u> , ETC ...

1♣ ! - 2♣ !

2NT ! **FRAGMENT ASK: IF 5-5 IN THE MAJORS OR OTHER FREAK HANDS** [SIMILAR TO 1C - 1H - 1NT = 5-5]

3♣ !	No 3M	Now 3M = SAB-2	, Now 3♦ =
3♦ !	3♥ MAYBE 3♠	NOW 3♥ = BETA,	
3♥ !	3♠ ONLY	NOW 3♠ = BETA	
3♠ !			
3NT!			

1♣ ! - 2♣ !

3♣ ! = **SAB-3**

SIMILAR FOR 1♣ - 2♦ - 3♦ = SAB-3

3♦	0-2♣
3♥ !	2♣ 1-2 CONTROLS
3♠ !	3 ⁺ ♣ 3 CONTROLS
<u>3NT!</u>	<u>3⁺♣ 4 CONTROLS</u>
4♣	3 ⁺ ♣ 5 CONTROLS
4♦	3 ⁺ ♣ 6 CONTROLS

DESIGN: ONLY GO PAST 3NT WITH 5⁺ CONTROLS (11⁺ HCP)

Transfer Schemes: 1♣ - 2♦: Balanced 8-10 HCP

f(x) = 28%

1♣ ! - 2♦ !	= BALANCED & 8-10 HCP	MAY HAVE WEAK 5-CARD MINOR: HXXXX
2♥ !	ASKING BID FOR HEARTS:	2♠ = 2♥, 2NT = 3 ⁺ ♥ & 1-2 CONTROLS, 3♣ = 3 ⁺ ♥ & 3 CONTROLS, etc ...
2♠ !	ASKING BID FOR SPADES:	2NT = 2♠, 3♣ = 3 ⁺ ♠ & 1-2 CONTROLS, 3♦ = 3 ⁺ ♠ & 3 CONTROLS, etc ...
2NT !	WAITING: USUALLY A BALANCED HAND WITH INTEREST IN A 4-CARD MAJOR:	
3♣ ! 5♦	1-UNDER TRANSFER NO 4M	3♦ = BETA
3♦ ! 4♥	1-UNDER TRANSFER MAY HAVE 4♠	3♥ = BETA 3♠: SAB-4 : 3NT DENIES 4♠, 4♣ = 1-2 Cnt
3♥ ! 4♠	1-UNDER TRANSFER DENIES 4♥	3♠ = BETA
3♠ !	NO 4M OR 5m	3NT TO PLAY 3244 / 2344 / 3343 / 3334 ONLY DISTRIBUTIONS!
3NT ! 5♣	1-UNDER TRANSFER PASS TO PLAY	4♣ = BETA / TURBO START
3♣	ASKING BID FOR CLUBS:	3♦ = 2♣, 3♥ = 3 ⁺ ♣ & 1-2 CONTROLS, 3♠ = 3 ⁺ ♣ & 3 CONTROLS, ETC ...
3♦	ASKING BID FOR DIAMONDS	3♥ = 2♦, 3♠ = 3 ⁺ ♦ & 1-2 CONTROLS, 3NT = 3 ⁺ ♦ & 3 CONTROLS, ETC ...
3NT	NATURAL: TO PLAY	THE MOST FREQUENT REBID BY OPENER

1♣ ! - 2♦ !	= BALANCED & 8-10 HCP
2♥ !	= ASKING:
2♠ ! 2♥	2NT ASKING: 3♣ = 5♦, 3♥ = 4♠, 3♠ = 3♠-2♥-4-4, 3NT = 5♣
2NT ! 3 ⁺ ♥	1-2 CONTROLS
3♣ ! 3 ⁺ ♥	3 CONTROLS
3♦ ! 3 ⁺ ♥	4 CONTROLS
	4 CONTROLS IS MAXIMUM FOR 8-10 HCP: A+A / A+K+K

1♣ ! - 2♦ !	= BALANCED & 8-10 HCP
2♠ !	= ASKING:
2NT ! 2♠	3♣, 3♦, 3♥ = 4-CARD SABS: 1 ST STEP = 3, 2 ND STEP = 4 ⁺ & 1-2 CNTRLS
3♣ ! 3 ⁺ ♠	1-2 CONTROLS
3♦ ! 3 ⁺ ♠	3 CONTROLS
3♥ ! 3 ⁺ ♠	4 CONTROLS
	4 CONTROLS IS MAXIMUM FOR 8-10 HCP: A+A / A+K+K

Transfer Schemes: 1♣ - 2♦: Balanced 8-10 HCP 28%

1♣! - 2♦! = BALANCED & 8-10 HCP
 2NT = **WAITING**: BALANCED HAND - TELL ME MORE ABOUT YOUR DISTRIBUTION: INTERESTED IN **4M** &/OR **SLAM** INTEREST

3♣!	1-UNDER	TRANSFER:	5♦ & NO 4M	5♦332	
3♦!	1-UNDER	TRANSFER:	4♥ MAYBE 4♠	3♥ = BETA , 3♠: SAB-4 :	3NT: 2-3♠, 4♣ = 4♠ & 1-2 CONTROLS
3♥!	1-UNDER	TRANSFER:	4♠ ONLY	3♠ = BETA	
3♠!	NO 4M OR 5m		3343 / 3334 / 3244 / 2344	4♣ = BETA , 4♦ = 4 ⁺ ♦, 4♥ = 4 ⁺ ♣ & 1-2 CONTROLS	
3NT!	1-UNDER	TRANSFER:	5♣ & NO 4M	5♣332	[CONDITIONAL TRANSFER, OPENER MAY PASS]

1♣! - 2♦! = BALANCED & 8-10 HCP
 3♣! = **ASKING**: OPENER DENIES A 4M

3♦	2♣	
3♥	3 ⁺ ♣	1-2 CONTROLS
3♠	3 ⁺ ♣	3 CONTROLS
3NT	3 ⁺ ♣	4 CONTROLS

4 CONTROLS IS MAXIMUM FOR 8-10 HCP

1♣! - 2♦! = BALANCED & 8-10 HCP
 3♦! = **ASKING**: OPENER DENIES A 4M

3♥	2♦	
3♠	3 ⁺ ♦	1-3 CONTROLS
3NT	3 ⁺ ♦	4 CONTROLS

DANGER: PASS 3NT W 4 CONTROLS (MAXIMUM FOR 8-10 HCP)

1♣! - 2♦! = BALANCED & 8-10 HCP
 3♥! = **JAB**
 3♠! = **JAB**
 3NT TO PLAY & NOT INTERESTED IN SLAM OR 4-4 FIT
 4♣ / 4♦ **JAB**

1♣ - 2♥ SCHEME: 5♥332, G.F.

3.9 %

1♣ ! - 2♥ !

2♠ ! SAB-3:

2NT! Asking: For Weak Doubleton 3♣ = 3=5=3=2, 3♦ = 3=5=2=3, 3♥ = 2=5=3=3, 3♠ = Kx, 3NT: xx = Ax

3♣ ! SAB-3

3♦ SAB-3

3♥ BETA

3♠

3NT

1♣ - 2♠ SCHEME: 5♠332, G.F.

3.9 %

1♣ ! - 2♠ !

2NT! Asking: For Weak Doubleton: 3♣ = 5=3=3=2, 3♦ = 5=3=2=3, 3♥ = 5=2=3=3, 3♠ = Kx, 3NT: xx = Ax

3♣ ! SAB-3

3♦ SAB-3

3♥ SAB-3

3♠ BETA

3NT

1♣ - 2NT SCHEME: Balanced & 15+ HCP Forcing to 4NT

3♣!	Transfer Stayman	
3♦ !		4♥
3♥ !		4♠
3♠ !		No 4-card Major or 5-card Minor
3NT!		5♣
4♣ !		5♦
4♦ !		2=3=4=4
4♥		3=2=4=4
4♠		3=3=3=4
4NT		3=3=4=3
3♦/♥/♠		SAB-3
3NT		♣SAB-3

1♣ - 3♣ SCHEME: 4♥ & 4♠ with a Singleton ♣ or ♦ & 8⁺ HCP 1.5 %

1♣ - 3♣ 4441 / 4414
 3♦ asks for Singleton: 3♥ = Singleton ♣, 3♠ = Singleton ♦. Now 3NT to Play
 3♥ Sets Trumps **BETA**
 3♠ Sets Trumps **BETA**
 3NT To Play
 4♣ SAB-4 4♦ = Singleton ♣, 4♥ = 4♣ & 1-2 Controls, 4♠ = 4♣ & 3 Controls, 4NT = 4♣ & 4 Controls
 4♦ SAB-4 4♥ = Singleton ♦, 4♠ = 4♦ & 1-3 Controls, 4NT = 4♦ & 4Controls

1♣ - 3♦ SCHEME: 4144 with a Singleton ♥ & 8⁺ HCP 0.75 %

3♥ **BETA** To save bidding space, trumps probably a minor **or NT**
 3♠ **BETA** w ♠ Trumps (or interested in Q♠)
 3NT To Play
 4♣ **BETA** w ♣ Trumps (or interested in Q♣)
 4♦ **BETA** w ♦ Trumps (or interested in Q♦)

1♣ - 3♥ SCHEME: 1444 with a Singleton ♠ & 8⁺ HCP 0.75 %

3♠ **BETA** To save bidding space, as 4♥ is to play
 3NT To Play
 4♣ **BETA** w ♣ Trumps (or interested in Q♣)
 4♦ **BETA** w ♦ Trumps (or interested in Q♦)
 4♥ To PLAY

1♣ - 3♠ SCHEME: AKQxxx in ♣ or ♦

3NT To play unless responder has extra A/K: 4♣ = 1, 4♦ = 2, 4♥ = 3, etc.

1♣ - 3NT SCHEME: AKQxxxx in any suit

4♣ asks for Suit: Bid Suit - 4NT = ♣
 4♦ asks for Extra Controls: 4♥ = 1, 4♠ = 2, etc.

1♣ - 4♣/4♦ SCHEME: 5-7 hcp & 2-Under TRANSFERS: Hxxxxxxx / HHxxxxx - Weak Namyats

4♥/♠	No Interest in Slam	ACCEPTS TRANSFER TO PLAY, BID 1 STEP TO ASK FOR SHORTNESS
4♠	Kickback for ♥	4NT = 1 Key Card, 5♣ = 0 Key Cards, 5♦ = 1 KC + Q♥
4NT	Kickback for ♠	5♣ = 1 Key Card, 5♦ = 0 Key Cards, 5♥ = 1 KC + Q♠

INTRODUCTION TO CANAPÉ:

FOUR CARDS FIRST (FCF) [*Also known as canapé – LPL*] (edited from *Natural Big Club* by George Coffin, 1969)

In FCF if you hold a 4-card suit and a 5-card or longer suit, you first bid the 4-card suit, then show the 5-card suit. Responder can pass this second bid even with a doubleton. The frequency of 4-5 and 4-6 hands is 30% of all distributions. This approach takes some of the 4-card major hands out of the 2♣ opener, an added benefit plus the pre-emptive effect of opening 1♠ and 1♥ more frequently.

In Standard Bidding, a hand of 17 to 22 HCP is opened one in the longer suit, then the higher-ranking four-timer is bid to “reverse” and so to show strength. Such hands occur only 6.2 % of the time whereas the exception-to-rule hands of 12 to 16 HCP occur 28.8 % of the time. Divide this by two for the three 4-5 shapes with non-touching suits and you have 14.4 %.

The superior strategy is to play FCF all the way, to open FCF even if the second suit is 6 or 7-cards long & it ranks above or below the four-timer. It is important that responder have 4 trumps to raise at once in opener’s first bid suit. [In a pinch Hxx with a singleton – LPL] So bid top continental players and an ever-increasing number in the USA and Canada. Canapé was originated in 1936 by the late George O. Charron of Nashua, NH & later used by Jack Kushner, Springfield, MA in the Tierney NT System. Pierre Albarran of Paris introduced canapé into Europe about 1954.

Superficially our FCF style looks like Kaplan-Sheinwold with its weak notrump and weak two-bids, yet it differs very basically. Our weak 1 NT opening on 11 to 14 HCP occurs less often for we prefer to open instead on 11 or 12 HCP only almost any 4-card major then to rebid notrump. [For Ultra Club, we modify this and rebid NT with the odd range 14-16 nV and 11-13 HCP Vulnerable.]

On 5-4 and 4-5 shapes we open the 4-card suit first, next bid the 5-timer. This order shows these exact lengths that occur so often, more than 25% of the time. Responder **MUST** hold 4 supporting trumps or more in opener’s 4-card suit to raise it immediately. Such exact data also help on defense when opponents buy the contract. In SA if opener says 1♠ then says 2♥, responder cannot know whether opener’s shape is 4-4 or 4-5 or 5-4 or 5-5! [Less applicable with 5-card majors.] With a 6- or 7-card suit, we still open the 4-timer first, next bid the 6-timer to show 5-cards there, then if convenient we rebid the suit once for each extra card that exceeds 5.

NOTE: In competition you may have to suppress a 4-card club suit & rebid 5M: 1H (2D) p p 2H

However, a 5-card major in a 5-3-3-2 shape of 11 to 14 HCP or a weak 6-card suit in a 6-3-2-2 shape of 10 to 13 HCP is opened [2M]. In our case 1M – 1X – 3♣ = 15 HCP and 4M & 6♣. [rebid 2NT = 15 hcp & 5M & 4♣]

To summarize, if partner opens one of a major, then:

- 1) He never rebids it, he has only 4-cards,
- 2) He rebids it once, it has 6-cards, usually.
- 3) A 5-card major is shown by first opening in another suit then by calling the major on the rebid, or by opening 2 of the major with 5332 and some 6322 if the 6-card suit is not very strong
- 4) In competitive auctions a rebid of the major may show **only** 5-cards.

1♦ OPENING BID

10-15 HCP & 4⁺♦ AN OPENING BID OF 1♦ DENIES A BIDDABLE 4-CARD MAJOR (QXXX OR BETTER), BALANCED IF OTHER RANGE. MAJOR SUIT RESPONSES TEND TO BE 5-CARDS, [4414: OPEN 1♥, 4144 OPEN 1♦, 1444 OPEN 1♦/♥]

Responses:

1♥ 4⁺♥ 6+ hcp
 1♠ 4⁺♠ 6+ hcp
 1NT 8-11 hcp
 2♣ 12⁺ hcp

Perhaps 6-7 if short in ♦

A & G.F. Asking for distribution & allowing for canapé:

2♦ **A&F**; No Canapé & unbalanced

2♥ Canapé: 4♦ & 5♥

2♠ Canapé: 4♦ & 5♠

2NT Balanced & 11-13 / 14-16

3♣ Canapé: 4♦ & 5♣

2♦ 4⁺♦ 6-9 hcp
 2♥ 12⁺ hcp
 2♠ 6-9 hcp
 2NT 16+ hcp
 3♣ 6⁺♣ 10-11 hcp
 3♦ 5⁺♦ 10-11 hcp
 3♥ 5♥ 12 hcp
 3♠ 5♠ 10-11 hcp
 3NT 14-15 hcp
 4NT

Unbalanced, unsuitable for 1NT, usually singleton or 5⁺♦

A & G.F. 5M (Hearts or Spades): 2NT asks for the 5M

A & C.R. 4♦ + 5♣

Baron 2 NT: Meckwell: 3♣ = **Stayman**, 3NT = no 4M

G.I. 6⁺♣: 3M = canapé & GI

LR without 3-card M: 2254 / 2263 / 2164 Now 3M by opener is canapé: 4-6

G.F. Fit Jump: ♥: KQxxx & 4⁺♦

G.F. Fit Jump: ♠: KQxxx & 4⁺♦

To Play: 3-cards in each major (allows for canapé)

Regular Blackwood for Aces only: 1430 Replies

1♦ - 3♣ = Invitational values and 6-card ♣ suit. This is not forcing and opener may pass or rebid 3♦ with a minimum. Based on Fred Gitelman's improvements to 2/1 G.F.

1♦ - 3♦ = LR in ♦ and no 4M & unbalanced: 1354 / 3154 / 3361 / 3163 / 1363 / 1264 // 2164 / xx7x

1♦ - 1M - 2♦ - 2NT ! - (a) 3♣ = 0-1M, (b) 3♦ = xxM, (c) 3♥ = Hx, (d) 3♠ = xxx, (e) 3NT = AKQxxx

1♦ - 2♥ - 2♠ 5⁺♠ Canapé

11/21/06

2NT asking for Major: 3♣ = 5♥, 3♦ = 5♠, 3♥ = 6♥, 3♠ = 6♠, 3NT = AKQxxx, 4♣ = 7♥, 4♦ = 7♠, 4M = 8-cards

3♣ 5-4 either way in the minors & no 3M

3♦ 5⁺♦ and no 3M, Now 3M = 6-cards

3♥ 5⁺♥ Canapé

3♠

3NT ♦: AKQxxx(x) & no 3M

Two-Way New Minor Forcing:

1♦ - 1♥ -

1NT - ?

2♣ Puppet to 2♦, Invitational values or drop dead with ♦ support

2♦ - pass To play

2♦ - 2♥ 5♥, maybe 4♠

2♦ GF or better asking for 3M or 4Om or 2NT

ALL N.F. RESPONSES:

2♥ 5-6♥, to play, N.F.

2♠ 4♠ & Maximum, N.F.

2NT AKQxxx + black stoppers

3♣ 5♥-5 GI

3♦ 5♥-5 GI

3♥ 6♥ & GI

3♠ 6-5 & GI

3NT

4th Suit Forcing to Game: If a Major fit, not if a Minor fit

Now NT bid by non 4th suit bidder shows a stopper (A / K / QJx) in the 4th suit.

1♥ & 1♠ OPENING BIDS

We play 4-card majors to the extreme! In a pinch, even JTxx can be opened with 10 hcp and suitable distribution. With 4-4 in the majors always open 1♥. With a canapé distribution, 4-5 or 4-6 open the 4-card suit first (unless it is ♣) and rebid the longer suit next. Responder can pass the rebid with a doubleton as he does not have support for the major, or he would raise initially with a weak hand. Raising on Hxx and a singleton is permissible.

Item 9: Enhancements of 1M-1N-2N and 1H-1S-2NT

10 January -> 2NT rebid showing 5M and 4♣ max; jump rebid of minor is good 4-6 that is hard to show in 1C opening

1♥ – 1♠ – 2NT:	5♥ & 4♣ & Maximum: 15-16 hcp
1♥ – 1♠ – 2♣:	Canapé: 4♥ & 5♣
1♥ – 1♠ – 3♣:	Canapé: 4♥ & 6♣ & non-minimum
1♥ – 1NT – 2NT	5♥ & 4♣ & Maximum: 15-16 hcp
1♠ – 1NT – 2NT	5♠ & 4♣ & Maximum: 15-16 hcp

KAPLAN INVERSION – Mid Chart & Higher Revised 6/13/07

1♥ – 1♠	Forcing & less than 0-3♠: 8-11 hcp	1♥ – 1NT
1NT	Natural	
2♣	4-5 Canapé	2♣ 4-5 Canapé
2♦	4-5 Canapé	2♦ 4-5 Canapé
2♥	6♥ / maybe 5♥ & 4♣ & Minimum	2♥ 6♥ / maybe 5♥ & 4♣ & Min
2♠	Reverse: 5♥ & 4♠ & Minimum	2♠ Reverse: 5♥ & 4♠ & Min
2NT	5♥ & 4♣ & Maximum	2NT 5♥ & 4♣ & Maximum
1♥ – 1NT	4 ⁺ ♠ & 7-11 hcp, N.F.	
1♥ – 1♠	Forcing & less than 4♠: 8-11 hcp	1♥ – 1♠ – 1NT – 2♠ = ?
1NT / 2m – 2♠	5 ⁺ ♠ & GF	1♥ – 1♠ – 2m – 2♠ = LR w m fit

SUGGESTED DEFENSE: Double of 1♠ Response = 5⁺♠, normal overcall, 1NT = Take Out 3-4♠

1♥ - 2♠ Responses (à la Hamman – Soloway) **6/13/07**

Single Jump Shift in w 6♠, or 5♠3♥xx, or Good ♥ Support

2NT	All minimum hands
3♣	Some canapé
3♦	Good Heart hand
3♥	Moderate Heart hand
3♠	Good hand for Spades
3NT	To play, probably 1=4=4=4

1♥ – 2♠ - 2NT

3♣	Natural & 4+
3♦	Natural & 4+
3♥	5=3=x=x
3♠	Single Suited in Spades
3NT	
4m	5=3=3=2 / 5=3=2=3
	4NT by Opener is to play

1♥ – 2♠ - 3♣

3♦	Asking for canapé
3♥	5-6 Clubs
3♠	5-6 Diamonds & no Club Stopper
3NT	5-6 Diamonds & A Club Stopper

1M – 2♣ Auctions: G.F. & Suit Inquiry (Usually Denies 4-card support for opener's suit)

1♥ – 2♣ Auctions

2♦	All Other Hands
2♥	4♥ & 5♣
2♠	4♥ & 5♦
2NT	4♥ & 6♣
3♣	4♥ & 6♦
3♦	5♥ & 4♠
3♥	6♥
3♠	6♥ & 5♠

1♠ – 2♣ Auctions

2♦	All Other Hands
2♥	4♠ & 5♣
2♠	4♠ & 5♦
2NT	4♠ & 6♣
3♣	4♠ & 6♦
3♦	5♠ & 4♥
3♥	5♠ & 5♥
3♠	6♠

Memory Aid

Misc

Canapé + 5♣

Canapé + 5♦

Canapé + 6♣

Canapé + 6♦

5-5 / 5-4 oM

6-5 / 6

6-5 / 6

Now, the following Auctions are NOT Forcing:

1♠ - 2♥ = about 10 pts and 5⁺♥, opener can pass with minimum hand & xx, 2NT to play.
Opener with a maximum makes any other bid.

1♠ - 2♦ = about 10 pts. and 5⁺♦, opener can pass with minimum hand & xx, 2NT to play.
Opener with a maximum makes any other bid.

1♥ - 2♦ = about 10 pts. and 5⁺♦, opener can pass with minimum hand & xx, 2NT to play.
Opener with a maximum makes any other bid.

Item 2: 1M-2C-2D / 1M-2C-2H/S-2NT followons **TO DO!!!**

1. 1M-2C-2D-? <asking bid needed via 2NT?>
2. 1M-2C-2H (x-4-x-5)-2NT is? likewise for 1M-2C-2S-2NT...
3. The 4-6's need addressing.

NOTE: Follow-ons are similar to 1Club – 1 M – Relay (Cheapest Bid) but now cheapest = catch-all
Then, cheapest bid by 2Club bidder is shortness ASK + Low / High / None = 5422

MAJOR SUIT RAISES

1♥ - 2♥	Pass with all minimums [7-8 losers]
1♥ - 2♥ - 2♠ !	Artificial Game Try: Responder bids any suit he would accept a game try in.
1♥ - 2♥ - 2NT!	Short Suit Game Try ♠
1♥ - 2♥ - 3♣ !	Short Suit Game Try ♣
1♥ - 2♥ - 3♦ !	Short Suit Game Try ♦
1♥ - 2♥ - 3♥	Power Game Try Usually 6+ losers
1♥ - 2♣ !	A & G.F. ASKING FOR DISTRIBUTION: (a) CANAPÉ, (b) BOTH MAJORS, OR (c) 2♦ = OTHERS
2♦	CONSTRUCTIVE WITH ♦, NOT FORCING !
2♥	4♥ 6-9 pts
2♠	5-5 MINORS & G.I.
2NT	G.I. or better with 4♥ COMPRESSED BERGEN (See above)
3♣ !	SIEBERT ADJUNCT: G.I. ♣ KQxxx & 4♥ [ACBL Bulletin: June 2006, Dec 2005, 28]
3♦ !	SIEBERT ADJUNCT: G.I. ♦ KQxxx & 4♥
3♥	C.R. ♥: Hxxx and 3 cover cards: Qxxx + A + K
3♠	FIT JUMP: ♠ KQxxx and 4♥ & G.F.
3NT	2♥ or 3♥444 13-15 hcp
4♣	FIT JUMP: ♣ KQxxx and 4♥ & G.F.
4♦	FIT JUMP: ♦ KQxxx and 4♥ & G.F.
4♥ !	G.F.: Balanced / Semi-Balanced hand or pre-emptive

1M – 2NT: **Compressed Bergen:** Add ½ loser for each Q, subtract ½ loser for each A.

3♣	5 losers, G.F.	New suits are cue bids & S.I.
3♦	6 losers, G.I.	Needs 3 cover cards for game (Usually A + K + H trump = 9 hcp)
3M	7-8 losers	Needs a full opener for game (6-7 losers)
3oM	5 losers, G.F.	Shows 5-5 or 6-4 in the majors
3NT	15-16 HCP	4333 or 4432 with Hx in 2, alternate contract
4♣	5 losers, G.F.	2 nd suit: AQxxx / KQxxx, S.I. (canapé)
4♦	5 losers, G.F.	2 nd suit: AQxxx / KQxxx, S.I. (canapé)
4M	5 losers	No interest in slam, long trumps – avoid, responder is unlimited

We Open 1NT

Item 10: Over 1NT - P - 2M - X; Follow-ons

1NT - P - 2R - X - 2R+1 - P - ?

2NT = G/F, side four card suit

3R = HSGT.

3M = choice of games half stop

3NT = choice of games full stop

1st Project: General Principles for Interference Over Our NT and Competitive Auctions

A. Over 1NT, and They Bid

1. Over natural bids, we play t/o doubles through 3S.
2. Over conventional double or a 2C call that does not name any suits, system on.
3. Over all other actions, 2 bids are natural with 2NT+ as transfers.
4. Over known 2 suiters, bidding one of their suits show stopper and the other suits and is forward going.
5. Transfers only shows competitive values.
6. Transfer into their known suit is G/F showing shortness.
7. T/O double followed by free bid is N/F.

B. Over 1NT - 2C Puppet, and They Double

1. First priority is if we have a stopper.
2. Opener responds normally with a stopper (proposed).
3. Without a stopper he passes and responder may redouble to get back into system (proposed).
4. If responder fails to redouble -> majors are 4 cards at this point (proposed).

C. Over 1NT - 2D/H/NT, and They Double

1. Pass - 2 card support, no stop
2. Accept - 2 card support, stop
3. Redouble - any hand with support, system on

Transfer Lebensohl

After interference that is natural based major **OR** a bid that shows the nominated suit and one other unknown suit:

- X
- 2M weak, to play
- 2NT xfer to clubs (any strength - start of any weak bust hands by implication as well)
- 3♣ xfer to diamonds, inv+
- 3♦ xfer to hearts, inv+
- 3♥ xfer to spades, inv+
- 3♠ minors, GF
- 3NT to play, with stopper **SASS: Slow Action Shows Stopper ?????? Which is it?**

Larry, with xfer Leb it's easier to NOT play FADS (fact action denies stopper) because you have means to locating side fit and bailing at 4 level. That's why I wrote it in the vein of SASS (slow action shows stopper). DH OK

SASS (for Transfer Lebensohl)

Transferring into their suit is Stayman with stop OR a raise to 3NT without a stopper (with no major rebid THEIR suit); bidding their suit directly is often a transfer!

After a natural minor has been bid:

South African Texas and 4H/S signoffs are ON.

Over 2♦: All bids retain their normal except for **3C**, which is Stayman for both majors AND asks for diamond stop. If no major or diamond stopper, simply bid 3D as a denial. Jumps in the majors are natural and forcing.

~~1NT (2♣) (regardless of meaning): **X is Stayman**, no club stop. All 2 bids are natural NF. Jumps to 3♦-
 >3♠ are natural and forcing. **2NT** is Stayman WITH club stop.~~

Klinger: 1NT (2♣) X = puppet 2♦, systems on! 1NT – 2♣ (X) 2♦ = stopper in ♣, p denies ♣ stopper, XX pen

After p by 1NT Opener, responder bids XX to force 2♦ Puppet.

1NT p 2♣ (2♦) p = taking puppet, X = penalty w ♦: xxxx

KERI over 1NT Openings or NT Rebids after Opening 1♣

1NT – 2♣! – 2♦! – etc... 1♣! – 1♦! – 1NT – 2♣! – 2♦! – etc... 1♣! – 1♦! – 2NT – 3♣! – 3♦! – etc...

- HINTS:
- (1) All 2-level responses relate to the next denomination, **puppet** / **transfer** [2♠ Range Inquiry]
 - (2) Responder's **SUIT REBID** at the **2-level** is always **G.I.**
 - (3) Responder's **NEW SUIT JUMP REBID** to the **3-level** is natural & **G.F.**
 - (4) Responder's **2NT REBID** is **ARTIFICIAL** & **G.F.**
 - 5) **Transfer** & rebid @ 3-level is natural & G.F.

KERI CONDENSED BASIC SYSTEM SUMMARY

SIGN-OFF

- ♣ Bid 2NT **TRANSFER** & pass the 3♣ response
- ♦ Bid 2♣ **PUPPET** & pass the 2♦ response
- ♥ Bid 2♦ **TRANSFER** & pass the 2♥ response
- ♠ Bid 2♥ **TRANSFER** & pass the 2♠ response
- NT pass

INVITE GAME with one 5-card suit & no 4-card suit

- ♣ Bid 2♠ **ASK** 2NT, 3♣
- ♦ Bid 2♠ **ASK** 2NT / 3♣, 3♦
- ♥ Bid 2♣ **PUPPET** > 2♦, 2♥ = 4⁺♥
- ♠ Bid 2♣ **PUPPET** > 2♦, 2♠ = 4⁺♠
- NT Bid 2♠ **ASK** & pass 2NT response, over 3♣ rebid 3NT

INVITE GAME with one 6-card suit & no 4-card suit

#4, Chapter 5

- ♣ Bid 2♣ **PUPPET** > 2♦, 3♣
- ♦ Bid 2♣ **PUPPET** > 2♦, 3♦
- ♥ Bid 2♦ **TRANSFER** > 2♥ & raise to 3♥
- ♠ Bid 2♥ **TRANSFER** > 2♠ & raise to 3♠

INVITE GAME with the Majors: 4-4, 5-5, 5♠ + 4♥

4-4	Bid 2♦	TRANSFER > 2♥ & Rebid 2♠	Chapter 4-20
5-5	Bid 2♦	TRANSFER > 2♥ & Rebid 2♠	Chapter 8-38
5-4	Bid 2♦	TRANSFER > 2♥ & Rebid 2♠	Chapter 8-38
4-5	Bid 2♣	PUPPET > 2♦, 2♥	Chapter 8-36

FORCE TO GAME with one 5-card suit & no 4-card suit

♣	Bid 2NT	TRANSFER > 3♣, 3NT = 5332 & S.I.	
♦	Bid 2♣	PUPPET > 2♦, 3NT = 5332 & S.I.	Chapter 18-83
♥	Bid 2♦	TRANSFER > 2♥ & rebid 3NT	#10, Chapter 17
♠	Bid 2♥	TRANSFER > 2♠ & rebid 3NT	#10, Chapter 17

FORCE TO GAME with one 6-card suit & no 4-card suit

#9, Chapter 15

♣
♦
♥
♠

Bid 2♦	TRANSFER > 2♥ & rebid 4♥ / optional: bid 4♣: South African Texas
Bid 2♥	TRANSFER > 2♠ & rebid 4♠ / optional: bid 4♦: South African Texas

FORCE TO GAME with Both Majors 5-4 or better

#6, Chapter 9

5♥	Bid 2♦	TRANSFER to 2♥ & rebid 3♠
5♠	Bid 2♥	TRANSFER to 2♠ & rebid 3♥
55	Bid 2♥	TRANSFER to 2♠ & rebid 4♥

pg. 39, Chapter 9

FORCE TO GAME with Both Minors 5-4 or better

Chapter 12

5♣	Bid 2NT	TRANSFER to 3♣ & Rebid 3♦
5♦	Bid 2NT	TRANSFER to 3♠ & Rebid 3♦

FORCE TO GAME with a 5-card Major & a 5-card Minor

#7, Chapter 9

♥ + ♣	Bid 2♦	TRANSFER to 2♥	Rebid 3♣!
♥ + ♦	Bid 2♦	TRANSFER to 2♥	Rebid 3♦!
♠ + ♣	Bid 2♥	TRANSFER to 2♠	Rebid 3♣!

♠ + ♦ Bid 2♥ **TRANSFER** to 2♠ Rebid 3♦!

FORCE TO GAME with a 5-card Major & a 4-card Minor

#8, Chapter 10

♥ + ♣ Bid 2♦ **TRANSFER** to 2♥ **Rebid 2NT**
 ♥ + ♦ Bid 2♦ **TRANSFER** to 2♥ **Rebid 2NT**
 ♠ + ♣ Bid 2♥ **TRANSFER** to 2♠ **Rebid 2NT**
 ♠ + ♦ Bid 2♥ **TRANSFER** to 2♠ **Rebid 2NT**

FORCE TO GAME & locate Opener's 4, 5-card major

#5, Chapter 6

Bid 2♣ : **PUPPET** > 2♦, 2NT

FORCE TO GAME with a 5-card Minor & a 4-card Major

♥ + ♣ Bid 2NT **TRANSFER** > 3♣ & Rebid 3♥
 ♥ + ♦ Bid 2♣ **PUPPET** > 2♦ & Rebid 3♥
 ♠ + ♣ Bid 2NT **TRANSFER** > 3♣ & Rebid 3♠
 ♠ + ♦ Bid 2♣ **PUPPET** > 2♦ & Rebid 3♠

SLAM INVITATIONAL: Strong 6-card suit: KQJxxx / AQJxxx, NO VOID

Chapter 15-72

♣ Bid 2♠ **ASK** & Rebid 3,4♣ RKCB in ♣
 ♦ Bid 2♠ **ASK** & Rebid 3♦ RKCB in ♦
 ♥ Bid 2♠ **ASK** & Rebid 3♥ RKCB in ♥
 ♠ Bid 2♠ **ASK** & Rebid 3♠ RKCB in ♠

MISCELLANEOUS:

1NT : 4♣ = transfer to 4♥, 4NT RKCB
 1NT : 4♦ = transfer to 4♠, 4NT RKCB

NT LADDER

DMH + LPL

Ref: PT pg. 152

1 NT	11-13 / 14-16 V		14-16 / 15-17
2 NT	UNUSUAL: 6 -10 HCP		
3 NT	???		
1♣ - 1♦ - 1NT	17-20 (21)	Keri Follow-ons	
1♣ - 1♦ - 2NT	(21) 22-23	Keri Follow-ons	Power Precision's range
1♣ - 1♦ - 3NT	?	Play as gambling	
1♣ - 1♦ - 1♥ - 1♠ - 1NT	20-21	1♥ Usually 4+♥ & One Round Force to find 5+ HCP (or A) with partner	
1♣ - 1♦ - 1♥ - 1♠ - 2NT	21-24	Raise with a Trick, A or K or 2Qs	
1♣ - 1♦ - 1♥ - 1♠ - 3NT	18+	Could be 9 tricks with a minor	
1♣ - 1♦ - 1♠ - 1NT		1NT by responder is forcing	20-21
1♣ - 1♦ - 1♠ - 1NT - 2NT	19-20		24-25
1♣ - 1♦ - 1♠ - 1NT - 3NT	21+		
1♣ - 1♦ - 2♥ - 2♠ - 2NT			
1♣ - 1♦ - 2♥ - 2♠ - 3NT			
10-13	1NT (nV) 3 rd or 4 th seat		13.8 %
11-13	1NT (nV)		9.9 %
14-16	1NT (v)		5.6 %
17-20	1♣ - 1♦ - 1NT	1♣ - 1♥ - 1NT = 17+ / 1♣ - 1♠ - 1NT = 17+	2.3 %
21-22	1♣ - 1♦ - 2NT		0.6 %
23-24			0.2 %
25-26			0.04 %
27-28			0.006 %

ULTRA CLUB 2♣ OPENER

2♣ ! 10-15 HCP 6♣ & No 4M: Qxxx [WITH 5-5 IN THE MINORS OPEN 1♦/2NT; WITH 4♦ & 5♣, OPEN 1♦; IF 6♣ & 4♦, BID 2♣]

2♦	TRANSFER > 2♥	PROMISES 5 OR MORE ♥ & 8 ⁺ HCP	PLAYABLE AT 3-LEVEL
	2♥	2 ⁺ ♥	
		PASS	TO PLAY
	2♠	5♥ & 5♠	G.I.
	2NT	5♥	G.I.
	3♣	5♥ & 3♣	G.I.
	3♦	5♥ & 5♦	G.I.
	3♥	6♥	G.I.
	3♠	6♥ & 5♠	G.F.
	3NT	5♥	G.F.
	4♣	5♥ & 4♣	G.F.
	4♦	5♥ & 5♦	G.F.
	4♥	6♥	
	2♠	0-1♥ ♠ STOPPER & MAXIMUM	
	2NT	0-1♥ ♦ STOPPER & MAXIMUM	
	3♣	0-1♥ 6 ⁺ ♣ & MINIMUM	
	3♥	3 ⁺ ♥ MAXIMUM	
	3NT	♣: AKQXXX	

2♥ **TRANSFER** > 2♠ PROMISES 5 OR MORE ♠: PLAYABLE AT 2-LEVEL
 2NT 0-1♠ & MAXIMUM; 3♣: 0-1♠ & MINIMUM

2♠ **TRANSFER** > 3♦ PROMISES 6 OR MORE ♦: PLAYABLE AT 3-LEVEL (OTHERWISE PASS 2♣)
 2NT 0-3♦ & MAXIMUM; 3♣: 0-1♦ & MINIMUM; 3♦: 2⁺♦ & MINIMUM

2NT 10-11 HCP GI, OR 12+ & G.F. (BID A NEW SUIT FOR G.F.) OPENER REBIDS 3♣ WITH A MINIMUM
 Now 4♣ = MINORWOOD 1430 w Q ASK: 1 = NO, 2 = YES, 3= YES + K

3♣ 8-10 HCP GI REESE:

3♦ 6⁺♦ **SAB-2** G.F. 1ST STEP = 0-1♦, 2ND STEP = 2♦ & 1-2 CONTROLS, **ZOOM >**

3♥ 6⁺♥ **SAB-2**; 3♠ 6⁺♠ **SAB-2** G.F. 1ST STEP = 0-1M, 2ND STEP = 2M & 1-2 CONTROLS, **ZOOM >**

3NT To PLAY

4♣ 4⁺♣ **PRE-EMPTIVE**

ULTRA CLUB 2♦ OPENER

2♦ ! = 10-15 HCP 6⁺♦ & 0-2♥ & 0-2♠ [WITH 5-5 IN THE MINORS: 2NT (4-10 HCP); WITH 5♦ & 4♣ OPEN 1♦, (WITH 6♦ & 4♣ OPEN 2♦)]

2♥ 6⁺♥ Natural & 10-11 HCP & **N.F.** [BID 2♥ WITH 8⁺ HCP & HXX IN ♦]
 Pass H / xx⁺ & Minimum
 2♠ ♠: Hx & 0-1♥: xx & **MAXIMUM:** 2263 / 2164 / 2173
 2NT 14-15 HCP ♠ & ♣ Stoppers
 3♣ 14-15 HCP & ♣ Stopper, no ♠ Stopper
 3♦ 0-1♥ & 6♦: KQJxxxx+
 3♥ 2♥ & **MAXIMUM:** 2263
 3♠
 3NT AKQxxx(x) & 6(7)222⁺ with K or Q in 2 suits outside ♣

2♠ 6⁺♠ Natural & 10-11 HCP & **N.F.** [BID 2♠ WITH 8⁺ HCP & HXX IN ♦]
 FOLLOW-ONS = SAME AS ABOVE

2NT! 10-11 HCP G.I. with ♦: Hxx: or 12⁺ hcp & G.F., Opener accepts with 14+ hcp
 3♣ Maximum & ♣ stopper & only 1M stopper
 3♦ Minimum
 Others Maximum & Stopper [See 2♣ Opener for Follow-Ons]

3♣ To Play: long ♣ and 0-1♦

3♦ PRE-EMPTIVE

3M 6-CARDS M **G.F.** **SAB-2:** 1ST STEP = 0-1M, 2ND STEP = 2M & 1-2 CONTROLS, **ZOOM >**

3NT TO PLAY

4♣ SPLINTERS, AGREEING ♦

4♦ 3⁺♦ **PRE-EMPTIVE**

4♥ SPLINTER, AGREEING ♦

4♠ SPLINTER, AGREEING ♦

4NT REGULAR BLACKWOOD FOR ACES ONLY: 5♣ = 0/4, 5♦ = 1, 5♥ = 2, 5♠ = 3

5♦ To play

ULTRA CLUB 2♥ OPENER

2♥! = 11-15 HCP 5♥332, or 5♥224♣ allowable if ♣s are weak = xxxx [H = Q+] KQxxx / AQxxx / AJTxx [If Axxxx / Kxxxx / Qxxxx =1M]

2♠! 5⁺♠ Natural & 6-9 HCP & **N.F.** [5⁺♠ if 0-1♥, usually pass with 2♥]
 Pass Minimum any distribution, Maximum and no weak doubleton (ruffing value)
 2NT
 3X
 3NT

2NT! **LEBENSOHL**: PUPPET TO 3♣: (A) WEAK TO PLAY: ♣/♦, (B) STRONG, **G.F.**

3♣:

PASS	<10 HCP	6 ⁺ ♣	TO PLAY & 0-1♥
3♦	<10 HCP	6 ⁺ ♦	TO PLAY & 0-1♥
3♥	12 ⁺ HCP	3 ⁺ ♥	G.F. BETA: 3♠ = 1-2 CONTROLS
3♠	12 ⁺ HCP	5 ⁺ ♠	G.F. SAB-3: 3NT = XX, 4♣ = 3♠ & 1-2 CNTRLS
3NT	12 ⁺ HCP	6 ⁺ ♠	G.F. BETA: 4♣ = 1-2 CONTROLS, 4♦ = 3 CNT
4♣	12 ⁺ HCP	6 ⁺ ♣	G.F. SAB: 4♦ = XX, 4♥ = 3♣ & 1-2 CNTRLS, etc
4♦	12 ⁺ HCP	6 ⁺ ♦	G.F. SAB: 4♥ = XX, 4♠ = 3♦ & 1-2 CNTRLS, etc

3♣! NATURAL 10-11 HCP G.I.
 PASS MINIMUM HAND
 3♦ CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND
 3♥ AKQXX & WEAK DOUBLETION & 14-15 HCP
 3♠ CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND
 3NT TO PLAY – GOOD CLUBS & MAXIMUM

3♦ NATURAL 10-11 HCP G.I. SAME FOLLOW-ONS AS ABOVE
 3♥ NATURAL 10-11 HCP G.I. 3⁺♥
 3♠ NATURAL 10-11 HCP G.I.
 3NT TO PLAY 12+ HCP
 4♣ SPLINTER 12+ HCP S.I. ASKS FOR CUE BIDDING
 4♦ SPLINTER 12+ HCP S.I. ASKS FOR CUE BIDDING
 4♥ TO PLAY
 4♠ SPLINTER 12+ HCP S.I. ASKS FOR CUE BIDDING
 4NT BLACKWOOD FOR ACES ONLY: 1430

ULTRA CLUB 2♠ OPENER

2♠ ! = 11-15 HCP

5♠332 Distribution: KQxxx / AQxxx / AJTxx [Maybe 6, if Axxxxx / Kxxxxx]
 [If Axxxx / Kxxxx / Qxxxx open 1NT]

2NT! **LEBENSÖHL**: PUPPET TO 3♣: (A) WEAK TO PLAY: ♣/♦/♥, (B) STRONG, **G.F.** ♠

3♣:

PASS	MINIMUM		
3♦	<10 HCP	6 ⁺ ♦	TO PLAY
3♥	<10 HCP	6 ⁺ ♥	TO PLAY
3♠	12 ⁺ HCP	3 ⁺ ♠	G.F. BETA: 3NT = 1-2 CNTRLS, 4♣ = 3 CNTRLS, etc.
3NT	12 ⁺ HCP	5 ⁺ ♥	G.F. SAB: 4♣ = 2♥, 4♦ = 3♥ & 1-2 CONTROLS, etc.
4♣	12 ⁺ HCP	5 ⁺ ♣	G.F. BETA: 4♦ = 2♣, 4♥ = 3♣ & 1-2 CONTROLS, etc.
4♦	12 ⁺ HCP	5 ⁺ ♦	G.F. BETA: 4♥ = 2♦, 4♠ = 3♦ & 1-2 CONTROLS, etc.
4♥			
4♠			
4NT			

3♣ !	NATURAL	10-11 HCP & G.I.
	PASS	MINIMUM HAND
3♦		CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND
3♥		CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND
3♠		CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND
3NT		TO PLAY – GOOD CLUBS & MAXIMUM

3♦	NATURAL	5 ⁺ ♦	10-11 HCP	GI
3♥	NATURAL	6 ⁺ ♥	10-11 HCP	GI
3♠	NATURAL	3 ⁺ ♠	10-11 HCP	GI
3NT	TO PLAY	12+	HCP	
4♣	SPLINTER	12+	HCP	S.I. ASKS FOR CUE BIDDING
4♦	SPLINTER	12+	HCP	S.I. ASKS FOR CUE BIDDING
4♥	SPLINTER	12+	HCP	S.I. ASKS FOR CUE BIDDING
4♠	TO PLAY			
4NT	BLACKWOOD FOR ACES ONLY:	1430		

ULTRA CLUB 2 NO TRUMP Opening Bid: 6-12 HCP

The 2 NT opening bid indicates a 2-suited hand in which one of the suits is ♣s, at least 5-cards, and the other is ♦s, at least 5-cards. The hand should usually contain not more than 5-losers. However, when opening third hand, or with favorable vulnerability, this requirement can be shaded to 6-losers: QJTxx QJTxx Ax x / QJTxxx QJTxx x x

NEGATIVE RESPONSE: 3♣ / 3♦ As a rule, any of these negative bids is a closing bid.

POSITIVE RESPONSE:

- 1) 3♥ - holding at least 11 points or such other values which point to a game or slam contract. Opener conventionally clarifies his distribution by bidding:
 - a) 3♠ 1255 with 1♠
 - b) 3NT 2155 with 1♥
 - c) 4♣ 1156
 - d) 4♦ 1165
 - e) 4♥ 0355 with 3♥ Fragment Bid
 - f) 4♠ 3055 with 3♠ Fragment Bid
 - g) 4NT XX66
- 2) 3♠ - S.I. Which is the better minor? 3 NT = ♣ ACCEPT, 4♣ = ♦ ACCEPT: Now bid of the minor = BETA
- 3) 3NT To play, 11-14 points and sure stops in both majors
- 4) 4♣ Limited bid, asking Opener to bid game in ♣s if he is maximum.
- 5) 4♦ Limited bid, asking Opener to bid game in ♦s if he is maximum.
- 6) 4♥, 4♠ CAB: Control Asking bids in the suit bid [None, K/1, A/0, AK/AQ] Needs Improvement

OPPONENTS' INTERFERENCE:

Over take-out double:

- a. Pass Indicates willingness to play at 3♣
- b. XX Indicates the ability to double opponents for penalty
- c. 3♣ / 3♦ To Play

Trent Style PRE-EMPTIVE OPENING BIDS – Classical in 1st & 2nd Seats

We play disciplined pre-emptive opening bids in 1st and 2nd seats. See Anderson & Zenkel's book: Pre-emptives from A to Z. Rule of 2 and 3 and occasionally 4 at favorable vulnerability. 2 of the top 3 honors, or 3 of the top 5 honors.

Responses to 4M Opening Bid:

ROTH 4♣ = RKCB agreeing pre-empt as trumps

4♠	RKCB is ♥ are trumps		
4NT	RKCB if ♠ are trumps		
4NT	Cue Bid: if ♥ trumps = 1 st round control of ♠		
5♣ / ♦	Cue Bid: 1 st round Control		
5 M	Asks for 6 with good trumps:	Pass	More than 1 trump loser
		6M	Only 1 trump loser
		Cue	2 nd Round Control & No Trump losers
5NT	Grand Slam Force		
	6♣	Only 1 of the top 2 trump honors	
	6♦	Missing A or K (has 2/3 top honors)	
	6♥	A & K of trumps missing the Q	
	6♠	A, K, Q of trumps	

Responses to Namyats Opening Bid: 4♣ or 4♦

4♣ – 4♦	Slam Interest: Asking for outside Controls
	4♥ No Controls
	4♠, 5♣/♦ Ace / Void
	4NT King outside of trumps: 5♣ Asks for the King
4♦ – 4♥	Slam Interest: Asking for outside Controls (similar response scheme)
4m – 4M	To play
4 NT	RKCB
Other	CAB

SLAM TOOLS

CUE BIDDING: We follow the Italian method of cue bidding A or K below game. In 1♣ auctions this helps to identify the ambiguous cases where 1 or 2 controls are missing. At or above game we use TURBO. (Starts with Serious 3NT if Major, or 4m if minor suit fit.)

TURBO RULES:

After a trump suit has been set, all the bids are **DENIAL CUE BIDS** and 4NT represents a BYPASS.

When the bidding approaches 4NT, one bids 4NT if one possesses an even number of keycards (Aces + King of trumps) 0/2/4 [Hopefully 2 or 4 – LPL] while BYPASSING 4NT with an odd number of keycards 1/3/5 [Hopefully 3 or 5 – LPL].

To play a small slam requires four of the keycards [and the Q of trumps or 10 trumps – LPL], and the grand slam requires all five [and ten total trumps or less with the Q of trumps – LPL].

The problem is that only one of the partnership has a count on the keycards, therefore if all the key cards are present then the one that knows this needs to transmit this information to partner by continuing to cue-bid [or maybe use the GS Force = 5NT – LPL].

When trumps are fixed in a Major Suit at the 3-level, then 3NT becomes TURBO and a successive 4NT shows the Q of trumps (with 2 keycards).

When a minor is fixed below 3NT and one of the partner's goes above 3NT, 4 of the fixed minor becomes TURBO [Minorwood is now only **initiated by 4m** after a 2♣ or 2♦ opening – LPL].

Examples:

If trumps are fixed at the 3-level, then we have everything available.

3NT is always a suggestion to play over a minor fit
3NT is always a Serious Slam Try after a major fit

2/4/07 DMH

2/4/07 DMH

ULTRA CLUB: *Defensive Agreements*

Dwayne Hoffman & Larry Lowell

SUBJECT

Opening leads, Carding & Signaling Agreements

Robot Opening Leads

Woolsey's Leads Against NT

UDCA

Obvious Shift

Reverse Smith Echo @ NT

Summary: They Open the Bidding (Back of Convention Card)

- I. Power Double
- II. We Overcall 1NT for Take Out
- III. We Overcall & Transfer Advances
- IV. We Make a Cue Bid Overcall
- V. Jump Overcalls
- VI. They Open the Bidding 1 NT
- VII. Balancing at the 1-level
Balancing at the 2-level
- VIII. They Open the Bidding A&F with 1♣ Strong / 2♣
- IX. They Open the Bidding A&F with 1♣ Strong / 2♣
- X. Forcing 1NT Defense
- XI. They Open the Multi 2♦ Bid: Summary (see separate document)
- XII. They Open a Transfer Preempt

Ultra Club Defensive Carding and Signaling Agreements

<u>Contract</u>	<u>Aggressive / Passive</u>	<u>Doubled Contract</u>
1-level contracts	Conservative	Trump
2-level contracts	Conservative	
3-level contracts	Conservative	
3NT	Aggressive: Hxxx	♣ if not bid, then ♦
4-level contracts	Conservative [Unless 2-suit fit, then aggressive]	
5-level contracts	Aggressive	
6-level contracts	Conservative [unless they have shown long suits]	Slam Spade Double: ♠ lead
7-level contracts	Lead your Ace, otherwise conservative	or ♥ if ♠ are trumps

ROBOT OPENING LEADS by Granovetter:

Advantages: Don't get upset, systemic. Helps partner place the cards for defense, partner can easily read your lead, your % of success will increase, you will save brain energy for defense, you rarely give away the contract, you will usually defeat an aggressive contract by being stingy. Disadvantages:

Your choice of leads (from **best** to worst) against suit contracts below 5-level:

A-K	
K-Q	[I don't like this lead except at 5 or 6-level - LPL]
Q-J	[QJ9(x) is better, but often gives away a trick – LPL]
J-T	
any singleton (not trumps)	[Not if opponent's have bid suit - LPL]
xxx	
xxx(x)(x)(x)	
small trumps	
H-x	
Hxx (the smaller the honor the better)	[Jxx(x) is poor - LPL]
xx	[Hard for partner to read a singleton lead]
A-x	[Gambling lead – LPL]
any other ace lead	[Usually a very poor lead - LPL]

OPENING LEADS AGAINST NT - WOOLSEY

At NT, There is a method devised by Kit Woolsey which is simple and is superior to standard honor leads.

A from AK
 K demands an **UNBLOCK** or a **COUNT** signal.
 Q from KQ
 J from QJ
 T from JT
 9 from T9

The lead of the King is a "**power**" card made from all honor holdings that require an unblock.
 For example: AKQT / AKJT / KQJT / KQT9 / KQJ9

Another method is to lead the card above the one you are missing for an unblock:

AQJT(x)
KJT9(x)
KQT9(x)
 AKJT(x)
 AKQT9(x)

Length Carding, Obvious Shift, Signals

Signals: **UDCA** - upside down attitude (hi = disc), upside down count (hi-lo = odd), standard s/p (hi-low in trumps shows strength (A or K usually) in dummies highest suit except trumps).

Obvious Shift is played at trick **one** REGARDLESS of dummy's distribution.

Reverse Smith Echo at NT contracts in the first suit declarer plays (assuming it is not a long suit in dummy without outside entries when count would be more important). Low-high by opening leader signifies a good suit and he wants it returned. Low-high by partner shows extra strength or length in the opening lead suit.

2nd/4th leads otherwise

ULTRA CLUB – Defensive Agreements (July 20, 2007)

(1♣) X ! Power X with Herbert Response	(1♦) X ! Power X with Herbert Response
(1♣) 1♦/♥/♠ Natural, maybe 4 cards	(1♦) 1♥/♠ Natural, maybe 4 cards
(1♣) 1NT! 3-suited Takeout, 8-14 hcp	(1♦) 1NT! 3-suited Takeout, 8-14 hcp
(1♣) 2♣ ! Multicuebid	(1♦) 2♣ Natural: 5 ⁺ ♠: 10-18 hcp
(1♣) 2♦ ! Diamonds and Hearts - RJO	(1♦) 2♦ ! Multicuebid
(1♣) 2♥ ! Majors	(1♦) 2♥ ! Majors
(1♣) 2♠ ! Diamonds and Spades - RJO	(1♦) 2♠ ! Spades and Clubs - RJO
(1♣) 2NT! Diamonds and Spades. strong	(1♦) 2NT! Clubs and spades, strong
(1♣) 3♣ Unusual = 5♣ + 5♦	(1♦) 3♣ ! Clubs and hearts - RJO
(1♣) 3♦ Diamonds and hearts, strong	(1♦) 3♦ ! Clubs and hearts , strong

NOTE: **RJO** – Weak: 8-11 & 6-7 losers; or **RJO** – Strong: 12⁺ HCP & 4-5 losers

(1♥) X ! Power X with Herbert Response	(1♠) X Power X with Herbert Response
(1♥) 1♠ Natural, maybe 4 cards	
(1♥) 1NT ! 3-suited Takeout, 8-14 hcp	(1♠) 1NT! 3-suited Takeout, 8-14 hcp
(1♥) 2♣/2♦ Natural: 5 ⁺ cards & 10-18 hcp	(1♠) 2♣/♦ Natural: 5 ⁺ cards & 10-18 hcp
(1♥) 2♥ ! Multicuebid	(1♠) 2♥ Natural: 5 ⁺ cards & 10-18 hcp
(1♥) 2♠ ! Spades and clubs - RJO	(1♠) 2♠ ! 5♣ + 5♥
(1♥) 2NT ! spades and diamonds	(1♠) 2NT diamonds and hearts - RJO
(1♥) 3♣ Minors!	(1♠) 3♣ Minors!
(1♥) 3♦ WJO: 6⁺♦	(1♠) 3♦ WJO
(1♥) 3♥ J-CUE: Asking for 3NT with ♥ stop	(1♠) 3♥ WJO: 6⁺♥
(1♥) 3♠ WJO: 6⁺♠	(1♠) 3♠ J-CUE: Asking for 3NT with ♠ stop

Nota bene: Using now Bocchi-Duboin's overcall method with IJO's and modifications?

I. Natural Opening by Opps, We Double = Power Double

Definition: X over natural opening (to include Precision/Polish 1D openings) are hands of a good 15+ hcp. All strong NT's must go through double. Without 3rd seat competition, the cheapest bid including NT is a bust hand denying GI values. Two suiters are normally avoided in this bid as they get buried in competition.

After responder's hand promises values (which can be bid on a 3 or 4 card suit!) opener bids mostly naturally.

(1♣) X (p) ?

- P Converting to a **Penalty Double**: 5-8 hcp and ♣: KQxxx, usually **V** for +500 or better
- 1♦ Negative: 0-6 hcp
- 1♥ 4⁺♥ 7+ hcp
- 1♠ 4⁺♠ 7+ hcp
- 1NT Majors 5-4 or better
- 2♣ 1 or both minors
- 2♦ GF Bal
- 2♥ 5332
- 2♠ 5332
- 2NT
- 3♣ 4=4=4=1 & 8⁺ hcp, G.F., etc..., 3♦4=4=1=4
- 3♥ 4=1=4=4; 3♠ 1=4=4=4

(1♣) X (XX) ? p **Negative 0-6 hcp**
1♦⁺ **Systems On**

(1♦⁺) X (p) ?

- P Converting to a **Penalty Double**: 5-8 hcp and ♣: KQxxx, usually **V** for +500 or better
- 1NT HERBERT NEGATIVE**: Artificial = 0-8 hcp
- 2♣ 4⁺♣ & 8⁺ hcp & 1 Q.T. & G.I.
- 2♦ 4⁺♦ & 8⁺ hcp & 1 Q.T. & G.I.
- 2♥ 4⁺♥ & 8⁺ hcp & 1 Q.T. & G.I.
- 2♠ Western Cue: Asking for a Stopper: 9⁺ hcp & 1½ Q.T. G.F.
- 2NT Balanced 9⁺ hcp & 1½ Q.T. & G.F.
- 3♣ 4=4=4=1 & 8⁺ hcp, GF**

II. Natural Opening by Opps, We Overcall 1NT

Definition: 1NT over a natural opening is a conventional takeout promising three cards at a minimum in the unbid denominations. We try to avoid making this call with three dead in the opening suit, 4333 hands, or hands that have tenaces in the opening suit.

Minimum Hand to bid 1NT over 1♣ (nV): K9xx K9xx K9xx x 1½ Q.T. Zar pts. = 20

Minimum Hand to bid 1NT over 1♠ (nV): x Axxx Kxxx Axxx 2½ Q.T. Zar pts. = 24

We should allow some leeway here: 2 Aces with good shape and suit texture is a proper takeout.

III. Natural Opening by Opps, We Overcall a Suit - Transfer Advances

Definition 1: Responses are based around principle of attacking opener and getting into the auction. Aggressive but not crazy is the modus operandi. We use Rubens Advances with 2NT being an omnibus GI raise that is offensive or better, with jump cuebids as being mixed in nature (may change due to adaptation of Rubens Advances).

(1♣) 1♥ (p) ?

1♠ Natural 1 R.F. bph
 1NT Natural
 2♣ > Diamonds
 2♦ > ♥: Constructive Raise to 2♥ (1-UNDER partner's overcall)
 2♥ Pre-emptive raise
 2♠ Fit Jump

(1♣) 1♠ (p) ?

1NT Natural
 2♣ > Diamonds
 2♦ > Hearts
 2♥ > ♠: Constructive Raise to 2♠ (1-UNDER partner's overcall)
 2♠ ! Pre-emptive raise

(1♦) 1♥ (p) ?

- 1♠ Natural
- 1NT Natural
- 2♣ Natural
- 2♦ > ♥: Constructive Raise to 2♥ (1-UNDER partner's overcall)
- 2♥ Pre-emptive raise

(1♦) 1♠ (p) ?

- 1NT Natural
- 2C Natural,
- 2♦ > Hearts
- 2♥ > ♠: Constructive Raise to 2♠ (1-UNDER partner's overcall)
- 2♠ ! Pre-emptive raise

(1♥) 1♠ (p) ?

- 1NT Natural
- 2♣ Natural
- 2♦ Natural
- 2♥ > ♠: Constructive Raise to 2♠ (1-UNDER partner's overcall)
- 2♠ Pre-emptive raise

(1♠) 2♥ (p) ?

- 2♠ > Clubs
- 2NT LR or more w 4_pieces, G.I.
- 3♣ > diamonds
- 3♦ > ♥: Constructive Raise to 3♥ (1-UNDER partner's overcall)
- 3♥ Pre-emptive raise

CUE BID DOUBLE: Good raise to same level after 3rd hand raises opener's suit & partner overcalls in a major suit. 2-level: 3-card support, at 3-level = good raise (can't distinguish between 3 or 4 card raise). [Needed because there is no room for the cuebid.]

IV. Natural Opening by Opps, We Overcall Directly Their Suit

Definition: A simple cuebid of a minor opening is the multicuebid, showing normally an intermediate jump overcall in either major. It may also be any good playing hand that can not be comfortably shown via the power double for fear of preemption.

V. Natural Opening by Opps, We Jump Overcall: See Summary Sheet: Page 61

VI. 1NT Opening by Opps

STRONG (including 15 hcp): **LIONEL** Defense

(1NT) ?	p	No strength or distribution to enter auction
	X	♠ + ? 4-4 or better
	2♣	♣ + ♥ 4-4 or better
	2♦	♦ + ♠ 4-4 or better
	2♥	6♥
	2♠	6♠
	2NT	5♣ + 5♦
	3♣	6♣
	3♦	Majors 5-5

WEAK (excluding 15 hcp): **HELLO** (modified)

(1NT) ?	p	No strength or distribution to enter auction
	X	PENALTY: Equal strength with good lead, or very strong for penalty
	2♣	> ♦ 6♦ or a M-m & 5-4: (2NT to discover partner's minor suit)
	2♦	> ♥ 6♥
	2♥	Majors 5-4 or better
	2♠	6♠
	2NT	6♣ Parallelism
	3♣	5♣ + 5♦ Parallelism
	3♦	Both Majors 5-5 & massive playing strength

When they transfer over their 1NT and we are on Defense (proposed):

X Lead Directing: KQ9x or better? (1NT) p (2♦) X

Cue Bid (1NT) p (2♦) 3♦ ?

Bid Their Transfer into Suit (1NT) p (2♦) 2♥ = 4⁺♠ and 5-card minor

VII. Opponents Open the Bidding, We Balance in 4th Seat

BALANCING @ 1-LEVEL: (1♣) P (P) ?

1X	6+ HCP	QTXX / KXXX OR BETTER
DBL	10+ HCP	BALANCED OR NO 5-CARD SUIT OR BOTH MAJORS
DBL	15+ HCP	BID AGAIN TO SHOW THE STRONG HAND
1NT	10-14 HCP	RAPTOR: 4M – 5M
2X	13-16 HCP	INTERMEDIATE BALANCING OVERCALL: KQXXXX
CUE	19+ HCP	MAJORS ORIENTED
2NT	20-21 HCP	NATURAL: SYSTEMS ON

BALANCING @ 2-LEVEL: (2♥) P (P) ?

2♠	12+ HCP	KQTXX OR BETTER
DBL	10+ HCP	
DBL	15+ HCP	BID AGAIN TO SHOW THE STRONG HAND
2NT	16-18 HCP	NATURAL: SYSTEMS ON
3♣	12+ HCP	6♣
3♦	12+ HCP	6♦
CUE	19+ HCP	USUALLY 2 OR 3-SUITED WITH VOID

VIII. Strong 2 Club Opening, and We Interfere

Mathe: X = Majors, NT = Minors

IX. Strong 1 Club Opening, We Interfere with Bugatti

(1C): **1D** > H, **1H** > S, **1S** = 1444, **1NT** = 5m/55M, **2m** = DONT, **2M** = Natural, **2NT** = 5-5

Strong Club Defense over (1♣) - P – (1♦) ?

Mathe: **1♥** Natural, good suit
 1♠ Natural, good suit
 1NT Takeout for the minors
 X Takeout for the Majors

X. Defending Forcing NT

Dbl – 5+ clubs

2C – 5+ diamonds

2 of “our major” (i.e. the opposite major) – 3 suit t/o of the opener’s major

2 of “their major” – strong t/o of opener’s major, normally 3 suited

2NT – minors

3C/D – 6+ in bid suit, with a side 4 card major of the opposite denomination

XI. Multi 2♦ Granovetter Defense:

2D - ?:

- X = a better multi
- 2h = good club overcall
- 2s = good diamond overcall
- 2nt = natural, systems on (keri)
- 3c/d = natural, but preemptive
- 3h/s = natural, inviting game, decent hand
- 3nt = to play, can be based on long running minor (ACOL style)
- 4c = undefined at this point (maybe some sort of RJO)
- 4d = both majors
- 4h/s = to play, excellent hand

delayed double, i.e., 2D-p-2h-p P (hearts) - x = light takeout of hearts; doubles by advancer are responsive

Fourth seat actions (general principles): 2D - X - 2M - X is takeout of the major bid. 2D - P - 2M - X - P - 2NT is Leb oriented. 2D - P - 3M (p/c) - X is t/o of major bid.

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