


**DEFENSIVE AND COMPETITIVE BIDDING**

**LEADS AND SIGNALS**

**WBF Convention Card**



**Category: RED • (Brown Sticker) •**  
**NCBO: Croatian**

**OVERCALLS (Style, Responses, ½ Level, Reopening)**

**Style:** 10-16 Hcp, usually 5+c solid suit;  
**Responses:** jump in partners' suit is pree; cue is F

**Reopening:**

**1NT OVERCALL (2<sup>nd</sup> /4<sup>th</sup> Live; Responses, Reopening)**

**2<sup>nd</sup> position over: 15-18**  
**Responses:** Over 1M Nat+Rubensohl, over 1m Jacoby transfers

**4<sup>th</sup> position: 9-13**  
**Responses:** same as for second position

**JUMP OVERCALLS (Style, Responses, Unusual NT)**

**Style:**  
 cue on 3+is Majors (no Hcp limit); otherwise natural

**Responses:** natural, jump is pree, cue is forcing, new suit is F1  
**Unusual notrump:** jump to 2NT or 4NT is two suiter – two lowest unbid suits

**Reopening:** stronger

**DIRECT and JUMP CUE BIDS (Style, Responses, Reopening)**

**Style:** direct cue is Michaels, no Hcp limit; jump cue is asking for stopper with solid m suit to play in NT

**Responses:** natural, jump is pree, cue is forcing, new suit is F1  
**Reopening:** stronger

**VS. NT (vs. Strong / Weak; Reopening: PH)**

**Strong & Weak:** 10-14(15) Hcp 2♣ is either Majors or minors or 4M+6(5)m; 2♦ = either ♥ or 5+♠ + m; 2♥ = 5+♥ + m; 2♠ Natural 2NT are minors; Dble is strong(not strictly penalty);

**Reopening:** same; Dble is lighter (12+)  
**Passed Hand:** same

**NOTE10**

**VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)**

**Doubles:** take out over weak 2s, optional over pree  
**Cue bids:** primarily asking for stopper

**Jumps:** over 2M, cue shows strong minors, 4m shows m +opposite M, over 2m cue shows Majors, over 3M 4m shows m +opposite M

**Note 16**

**NT bids:** natural, jump to 4 NT is two suiter: two lowest unbid suits

**VS. ARTIFICIAL STRONG OPENINGS**

over 1♣, x = very solid 2 suiter, 1♦ = Majors, 1M = NAT, 1NT minors, 2m = weak, 2M is weak in that M or opposite major + minor **NOTE 13 Note 14**

**OVER OPPONENTS' TAKE OUT DOUBLE**

level 1 is F1, jump is pree,  
 2 NT is invitational support,

**OPENING LEADS AND SIGNALS**

	Lead	In Partners' suit
Suit	3rd & 5th Second best from bad 4card suit	normal length
NT	small is E	normal length
Subseq	higher	higher
Other:		

L E A D S		
Lead	Vs. Suit	Vs. NT
Ace	AKx(x..), A(x..)	same
King	KA(x..) no Queen or KQJ(x.)	same
Queen	KQ(x..) no Jack or QJT(x)	same
Jack	QJ(x..) no T or JT9(x..)	same+AQJ(x..)
10	JT(x), KJT(x..), T98, top	same+AJT(x..)+T9x+Txx(occ.)
9	T9(x.), HT9(x..), top(even)	same+AT9(x)+ 98x(xx)+9xx(..)
Hi-x	even	no honour
Lo-x	odd	encouraging

**SIGNALS IN ORDER OF PRIORITY**

	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 <sup>ST</sup> att, on A count *	count, Lavinthal *	Lavinthal *	Lavinthal *
2 <sup>ND</sup> count *	Lavinthal, count *		count *
3 <sup>RD</sup> Lavinthal *			
NT: 1 <sup>ST</sup> same as on suit	Lavinthal *	Lavinthal *	Lavinthal *
2 <sup>ND</sup> count	count *		count *
3 <sup>RD</sup>			

(\* odd (italian style), hi-low is standard Lavinthal

**DOUBLES**

**TAKEOUT DOUBLES (Style, Responses, Reopening)**

**Style:** 10+ Hcp & support for unbid suits (specially Ms)  
 16+ Hcp any shape  
**Responses:** 1<sup>ST</sup> level is 0-8, jump is invitational, cue is 12+ Hcp  
**Reopening:** can be lighter

**SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES**

honour redouble, double / redouble are second step in relay auction  
 Double or redouble in relay auctions are artificial steps

**Event:** All  
**Players:** Tesla Miro – Staničić Ognjen

**GENERAL APPROACH AND STYLE:**

Symmetric relay precision **NOTE1**

1♣ strong, 1M 5 cards, 1♦ could be 0 diamonds, 2♣/♦ 6+ cards 11-15  
 2♥&♠ - weak two OR opposite major + minor, below opening **NOTE9**

2NT = Minors PRE , 3♣ 3♦ 3♥ 3♠ Natural Preempts  
 3NT = good minor PRE like 4♣, ♦

4♣, ♦ = NAMYATS, **NOTE8**

1 NT Openings: Variable **14-16 Hcp** in red and 4th pos, **11-13** otherwise  
 2 over 1 Response: NF over ♦, F1 over M (TRF), relay bid over 1♣

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**

**Openings:**

2♥& 2♠ **NOTE9, BSFORM**

In defence over 1m artificial, 2♥& 2♠ are like above **NOTE9**

In defence over 1m betterminor+, 2♥& 2♠ are like above **NOTE9, BSFORM**, but other suit is opposite minor

If Brown sticker is not allowed to play than 2M shows w2 in that M

Further bidding after 1nt doubled **NOTE11 Note12**  
 Defence on 1m **NOTE15, BSFORM**

**SPECIAL FORCING PASS SEQUENCES**

1NT – Dble – pass\* – force to bid suit or redouble with any 4432 shape, and to pass with any 4333 shape

**IMPORTANT NOTES THAT DOES NOT FIT ELSEWHERE**

**Psychics:** rare

Opening	Artificial	Min.	Neg-Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	Yes	0	4♠	16+ Hcp unbal, 17+ bal <b>NOTE 1, 2</b>	Complete artificial, 1♦ 0-7 or 8+ 0-1 control	Opener: 1st step artificial forcing Responder: Symmetric relay than controls and negative cue	Same
1♦	Yes	0	4♥	11-15 Hcp <b>NOTE 3,1</b>	1♥ = relay F or ♥F1, 1♠ natural almost F1, other NF	same as on 1♣	Natural
1♥	No	5	4♦	11-15 Hcp <b>NOTE 4,1</b>	1♠ F1 Relay, 1NT = trf ♣, 2♣ = trf ♦, 2♥ = weak support, 2♦ = 8-12 support (usually 3 c. support), 2NT 4+card support invitational, 3♦ is 8-9 points 4c. Supp. 3♥ = PRE 2♠ weak jump, 3♠/4♠/4♦/4♥ = splinters	1st step artificial forcing, 2NT is limit 4+ card support, 3♦ is 8-9 points 4card support. 3♥ weak 3♣5,5 minor invitational value	Natural
1♠	No	5	4♦	11-15 Hcp <b>NOTE 5,1</b>	1NT F1 Relay; 2♣ = trf to ♦, 2♦ = hearts or 1444, <b>both denies support</b> , 2♥ = 8-12♠ (usually 3 c. support), 2♠ weak support	1st step artificial forcing, 2NT is limit 4+ card support, 3♥ is 8-9 points 4card support. 3♠ weak 3m is that 5+minor and 5+hearts invitational value	Natural
1NT	No	-	3♠	14-16 Hcp	Stayman relay; Jacoby, Texas, 4♣ = both majors		
2♣	No	6	Penalty	11-15 Hcp <b>NOTE 6,1</b>	2♦ = relay GF; otherwise INV natural (2NT F1 to 3♣)	Symmetric relay	Natural
2♦	No	6	Penalty	11-15 <b>NOTE 7,1</b>	2♥ = relay GF; (2NT F1), 3♣ = INV ♥ suit	Symmetric relay	Natural
2♥	Yes*	0*	Penalty	Weak two bid or other M + minor <b>NOTE 9 BSFORM</b>	2NT = F1; Otherwise pass or correct		Same
2♠	Yes*	0*	Penalty	Weak two bid or other M + minor <b>NOTE 9 BSFORM</b>	2NT = F1; Otherwise pass or correct		Same
2NT	Yes	-	Penalty	Minors	natural, 3M is F1		
3♣	No	6	Penalty	PRE in clubs	natural, new suit is F1		
3♦	No	6	Penalty	PRE in diamonds	natural, new suit is F1		
3♥	No	6	Penalty	PRE in hearts	natural, new suit is F1		
3♠	No	6	Penalty	PRE in spades			
3NT	Yes	-	Penalty	4th level PRE in minor	M = NAT, minor = pass or correct		
4♣	Yes	0	Penalty	7+ hearts max 1 loser opening bid (3) 4-7 controls <b>NOTE 8</b>	F4♦	<b>HIGH LEVEL BIDDING</b>  CUE; NEGATIVE in relay auctions; POSITIVE in natural SPLINTER JOSEPHINE	
4♦	Yes	0	Penalty	7+ spades max 1 loser opening bid (3) 4-7 controls <b>NOTE 8</b>	F4♥		
4♥	No	7	Penalty	PRE	Natural		
4♠	No	7	Penalty	PRE	Natural		
4NT	Yes	-	Penalty	minor two suiter	Natural		
		* if	Brown	Stickers is allowed	Otherwise NAT 6 card, rarely 5		

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## Symmetric Relay Modified

### Opening Bids:

- 1♣: 16+ HP(17+ balanced)
- 1♦: 11-15 high card points excluded 5 card Major suit, and one suited with 6+ in a Minor and 6♣ and 4♦.
- 1♥: 11-15 high card points, 5+ Hearts,
- 1♠: 11-15 high card points, 5+ Spades,
- 1 NT: balanced and 11-13 Hp 1<sup>st</sup> 2<sup>nd</sup> 3<sup>rd</sup> seat non vulnerable otherwise bal 14-16 Hp
- 2♣: 11-15 high card points, 6+ Clubs, could have 4 Diamonds.
- 2♦: 11-15 high card points, 6+ Diamonds, without outside 4 card suit
- 2♥: W2♥ or 5+♠+ 5+m
- 2♠: W2♠ or 5+♥+ 5+m
- 2 NT: Minors PRE
- 3♣: PRE
- 3♦: PRE
- 3♥: PRE
- 3♠: PRE
- 3 NT: 4level minor PRE (like 4♣ or 4♦)
- 4♣: NAMYATS hearts
- 4♦: NAMYATS spades
- 4♥: To play
- 4♠: To play
- 4 NT: Minors PRE
- 5 any PRE
- 5 NT: Minors 7-6 or 6-6 good hand

### Responses:

1. A 1 Diamond response is any negative response. To qualify for a positive response, a hand must contain 2 controls and at least 8 points. All higher responses show positive responses.
2. A 1 Heart response holds 4+ Spades.
3. A 1 Spade response may be balanced, as in any 4-3-3-3 or 4-4-3-2 distribution or at least 5-4 in the reds suits, either of the two possibilities.
4. A 1 No Trump response indicates 4+ Hearts, but denies 4+ Spades and 5+4+ reds in both ways.

5. A 2 Club response indicates 5+ Diamonds or three-suited with both Minor suits.
6. A 2 Diamond response indicates 5+ Clubs and single suited.
7. A 2 Heart response indicates 4 Diamonds and 5+ Clubs.
8. A 2 Spades response promises at least 5-5 distribution in both Minor suits.
9. A 2 No Trump+ response promises 4 Clubs and 5+ Diamonds.

**Relay Continuations after a Positive Response:**

<b>Single suited:</b>	<b>5+ cards in one suit, no other 4+ card suit</b>
<b>Balanced:</b>	<b>any 4-3-3-3 or 4-4-3-2 shape</b>
<b>"Long-legged" 2-suiter:</b>	<b>two-suited hand with 5+ cards in both suits</b>
<b>"Short-legged" 2-suiter:</b>	<b>two suited hand with one 4 card suit and one 5+ card suit</b>
<b>Three-suited hand:</b>	<b>any 4-4-4-1 or 5-4-4-0 shape</b>

**Single Suited Hands:**

The suit is shown by the first response as detailed above. When the partner relays with the next suit up, any bid of 2 Spades or higher shows a single-suited hand in the suit already shown. The next piece of information that must be conveyed is which suit is shortest or whether the hand has equal shortages. The method is outlined below:

<b>2♠:</b>	<b>High Shortage</b>
<b>2 NT:</b>	<b>Middle shortage</b>
<b>3♣:</b>	<b>Equal shortage</b>
<b>3♦:</b>	<b>Low shortage 5-3-3-2</b>
<b>3♥:</b>	<b>Low shortage 6-3-3-1</b>
<b>3♠:</b>	<b>Low shortage 7+ card suit with void</b>
<b>3 NT:</b>	<b>Low shortage 7+ card suit with singleton</b>

**Balanced Hands:**

Balanced hands are all bid via 1 Spade.

The continuations are as follows:

<b>1♣</b>	<b>1♠</b>
<b>1 NT</b>	

<b>2♣:</b>	<b>Hearts and Diamonds, at least 5-4 either way</b>
<b>2♦:</b>	<b>4-4-3-2 two suits of the same color</b>
<b>or</b>	<b>4-3-3-3 with a 4-card Major suit</b>

- 2♥:** 4-4-3-2 and two suits of the same rank
- 2♠:** 4-3-3-3 and a 4-card Minor suit
- 2 NT:** 2-4-3-4
- 3♣:** 4-3-4-2
- 3♦:** 3-4-2-4
- 3♥:** 4-2-4-3

The full structure for balanced hands is listed below:

**2♦Color or 4-3-3-3 Major suit**

<b>2♥</b>	<b>Rank</b>		<b>Relay</b>	<b>Relay</b>	<b>4-3-3-3 Major</b>	
<b>2♠</b>	<b>4-3-3-3 Minor</b>		<b>Relay</b>	<b>2-3-4-4</b>	<b>2-4-4-3</b>	<b>Relay</b>
<b>2 NT</b>	<b>2-4-3-4</b>	<b>Relay</b>		<b>2-3-4-4</b>	<b>2-4-4-3</b>	<b>Relay</b>
<b>3♣</b>	<b>4-3-4-2</b>	<b>3-3-3-4</b>		<b>4-4-3-2</b>	<b>3-4-4-2</b>	<b>3-4-3-3</b>
<b>3♦</b>	<b>3-4-2-4</b>	<b>3-3-4-3</b>		<b>4-4-2-3</b>	<b>4-3-2-4</b>	<b>4-3-3-3</b>
<b>3♥</b>	<b>4-2-4-3</b>			<b>3-2-4-4</b>	<b>4-2-3-4</b>	

**Two Suited Hands:**

The structure is as follows:

- 1♣**      **1♥**
- 1♠**

- 1 NT:** 4 plus Hearts
- 2♣:** 4 plus Diamonds
- 2♦:** 4 plus Clubs and 5 plus Spades
- 2♥:** 5 plus Clubs and 4 Spades
- 2♠:** and higher shows a single-suiter

- 1♣**      **1 NT**
- 2♣**

- 2♦:** 4 plus Clubs and 5 plus Hearts
- 2♥:** 5 plus clubs and 4 Hearts
- 2♠:** and higher shows a single-suiter

Where two suits have been shown it is then necessary to sort out their relative lengths, 2 Hearts always shows 4 cards in the higher ranking suit and 5+ cards in the lower ranking suit (length from the bottom), 2 Spades shows at least 5-5 (long-legged) and 2 No Trump

and up resolve shortage and implicitly show 4 cards in the lower ranking suit and 5+ cards in the higher ranking suit.

Note that this principle still exists with two-suiters with Clubs and a Major, although it is not intuitively obvious. The two auctions in question are listed below:

1♣ 1♥  
 1♠ 2♦ shows 5 + Spades, 4+ Clubs  
 2♥ shows 5 + Clubs, 4 Spades

1♣ 1 NT  
 2♣ 2♦ 5+ Hearts, 4+ Clubs  
 2♥ 5+ Clubs, 4 Hearts

The full structure is shown below for Major two-suiters:

1♣	1♥					
1♠	1 NT					
2♣	2♥	5+ Hearts, 4 Spades		Relay		
	2♠	5 + Hearts, 5 + Spades				
	2 NT	Diamond shortage		Diamond shortage		
	3♣	Equal shortage	Relay	Equal shortage		Relay
	3♦	5-4-3-1	Relay	5-4-1-3	4-5-3-1	Relay
	3♥	6-4-2-1	7-4-1-1	6-4-1-2	4-6-2-1	4-7-1-1
	3♠	7-4-2-0	5-4-2-2	7-4-0-2	4-7-2-0	4-5-2-2
	3 NT	6-4-3-0		6-4-0-3	4-6-3-0	4-6-0-3

Long-Legged Two-Suiters:

1♣	1♥		
1♠	1 NT		
2♣	2♠		
2 NT	3♣	Diamond shortage	
	3♦	Equal shortage	Relay
	3♥	5-5-2-1	Relay
	3♠	5-5-3-0	5-6-1-1
	3 NT	5-6-2-0	6-5-1-1
	4♣	6-5-2-0	6-5-0-2

Three Suited Hands:

Three suited hands are divided into two categories; Minor three-suiters and Major three-suiters.

The Major three-suiters are shown:

1♣      1♥  
 1♠      1 NT  
 2♣      2♦

Two suits have been shown; however the sequence stops short of 2 Hearts where two-suited resolution starts.

The Minor three-suiters are shown:

1♣      2♣  
 2♦      2♥

One suit has been shown; however the auction stops short of 2 Spades where single-suited resolution starts.

This is one area of the system where the symmetric nature breaks down and really the only way to handle the sequences is by counting steps. The first step shows high shortage and all subsequent steps show low shortage. 4-4-4-1 distributions are shown first and then five-card suits from the bottom.

The full structure for Major three-suiters is shown below:

1♣	1♥		
1♠	1 NT		
2♣	2♦		
2♥	2♠	<b>Diamond shortage</b>	
	2 NT	4-4-4-1	<b>Relay</b>
	3♣	4-4-5-0	4-4-1-4
	3♦	4-5-4-0	4-4-0-5
	3♥	5-4-4-0	4-5-0-4
	3♠		5-4-0-4

The structure for Minor three-suiters is entirely analogous; however it starts one step higher.

**Control Showing:**

The next relay after the full shape has been determined asks for controls. Where partner has shown a positive, the first step shows two controls, after which they go up in single steps. If the responder has shown a negative, then the first step shows 0 or 1. If the opener relays over this, the first step shows 0 and subsequent steps go straight into denial cue-bidding.

Singleton Kings are not counted as controls. This method seems to be right on the majority of hands, although sometimes it can cost where this card is required to solidify opener's suit.

**Control Showing in Situations where Run-On is Possible:**

In situations where the last hand-shape is held, sometimes controls will be shown immediately. The hands that will zoom are determined by the type of hand. With the more extreme hands, the responder will zoom with fewer controls than with less extreme hand types. The principles governing this are as follows:

**Single-Suited Hands:**

**3 No Trump shows -4 controls**

**4 Clubs shows 5 controls**

**Short-Legged 2 Suited Hands:**

**3 No Trump shows -3 controls**

**4 Clubs shows 4 controls**

**Long-Legged 2 Suited Hands:**

**3 No Trump shows 2 controls**

**4 Clubs shows 3 controls...**

**Denial Cue Bidding (DCB):**

After the number of controls has been shown, the next step begins a denial cue sequence. This is a method suited to the relay style which allows the placement of honor cards to be determined.

The basic idea is that responder considers the suits in descending order of length (highest ranking first if equal) and either bids the step or skips the step according to his holding in the suit in question. Each suit is considered one less time than the number of cards in the suit. This means that singletons are never considered and doubletons are only considered on the first sweep through the suits. On the first sweep, the responder stops with either neither of the top two (i.e. no control card in the suit) or all three of AKQ. He skips the step with one or two honor cards. On the second sweep, his action depends on what he did on the first round. If he stopped with no control card, then he will now stop to deny the Queen and skip holding the Queen. If he stopped with AKQ, then he now shows or denies the Jack. If he skipped the first time, then he will skip again to show two of the top three honors. This process can continue until Jacks and maybe even Tens have been located.

Note that neither singleton Aces nor singleton Kings are located. Singleton Kings are not counted as controls so there is no way to identify them. Singleton Aces should be picked up during the denial cueing.

The step is always the relay in this situation except at the 6 level. Any bid at the 6 level is to play.

**Queen Ask:**



In a situation where the responder has shown 5 or more controls, DCB often becomes less efficient since the opener is likely to know most, if not all, of dummy's control cards and is only really interested in Queens. When the responder has shown 5 or more controls, a bid of 4 No Trump is a Queen Ask. The responses are as follows:

- 5♣:**   None
- 5♦:**   ♦Queen
- 5♥:**   ♥Queen
- 5♠:**   ♠Queen
- 5 NT:**  ♣Queen
- 6♣:**   2 Queens of the same color
- 6♦:**   2 Queens of the same rank
- 6♥:**   2 odd Queens
- 6♠:**   3 Queens
- 6 NT:**  4 Queens

If the responder's response to the control ask, showing 5+ controls, is 4 Spades, then 4 No Trump is Queen Ask and 5 Clubs is relay.

#### **Weak Relays:**

Weak relays apply in situations where the opener is only interested in moving towards slam opposite a good hand which could not be discovered by the normal relay method or would be found too late. The weak relay takes the form of a two step bid below the level of game by the relayer. It will usually occur either instead of, or immediately after, the control ask. Occasionally it will occur during the resolution of hand shape.

In response to the weak relay, the responder is expected to bid the step with a poor hand and to continue to describe his hand with a good hand. The definition of a good hand and a bad hand depends upon the circumstances.

If the weak relay is made immediately after the shape has been determined, then a good hand with 4 controls or any 5 controls is required to bid more than the step. This means that step plus one shows a good hand with 4 controls etc.

#### **Continuations after the 1D Negative:**

As mentioned earlier, the 1 Diamond responses covers all hands with less than two controls and all hands with less than 8 points. This means that some hands that bid 1 Diamond always intend to force to game. Opener's continuations are as follows:

- 1♥:**   Artificial and forcing. 20+ balanced, good 19+ unbalanced
- 1♠:**   5+ Spades, 16 to bad 19, occasionally only 4 spades
- 1 NT:** Semi-balanced 17-19
- 2♣:**   5+ Clubs unbalanced, 16 to bad 19
- 2♦:**   5+ Diamonds unbalanced, 16 to bad 19
- 2♥:**   5+ Hearts unbalanced

- 2♠:** Minimum range spades + minor
- 2 NT:** Minimum range Minor two-suiter at least 5-5.
- 3♣:** Minimum range hearts + clubs
- 3♦:** Minimum range hearts + diamonds
- 3♥:** Minimum range hearts + spades
- 3♠:** Minimum range a lot of spades invitational
- 3 NT:** To play. Normally based on running suit.
- 4♥:** To play.
- 4♠:** To play.

#### **Continuations after 1 Club-1 Diamond-1 Heart-1 Spade:**

In this position, 2 Clubs is a game force. Other bids are basically natural. Jumps are forcing. 1 No Trump shows 20-22, 2 No Trump shows 23-24 and 3 No Trump is to play (not necessarily a balanced hand).

#### **5-4 Stayman:**

3 Clubs asks for 5-card Majors. In response to this, the responder bids 3 Diamonds with no 5-card Major, bids a 5-card Major, or 3 No Trump to show either 5-card Minor. Over 3 Diamonds, the responder bids 4-card hearts like 3 spades and 4-card in spade like 3 hearts (opposite) and 3NT without 4 card in major (usually 3 and shortness).

#### **Game forcing bidding after second negative:**

In response to the forcing 2 Clubs, 2 Diamonds shows any balanced hand (4-3-3-3 or 4-4-3-2). 2 Hearts and 2 Spades are natural 5 cards. 2 No Trump shows any 4-4-4-1 and thence 3 Clubs ask for the singleton (bid singleton or 3 No Trump with singleton Club). 3 Clubs and 3 Diamonds are natural and 5+ cards. 3 Hearts and 3 Spades are natural and 6 card suits. Over 2 Diamonds, the relay structure for balanced hands continues (up two steps).

#### **Intervention after 1 Clubs Opening:**

##### **The opponents double the 1 Club:**

This actually increases the amount of space available; however it is often the springboard for a preemptive jump so it is important to get as much information across as possible. The responses are:

- Pass:** 0-4 any shape. Second negative.
- Redouble:** Any hand with 8+ high card points but not 2 controls.
- 1♦:** 5-8 any shape. Semi-positive.
- 1♥+:** 1 Heart of higher becomes normal relay responses.

We continue to relay over all but pass, where the bidding is natural. For example, over 1 Diamond, 1 Heart is game forcing and now 1 Spade shows 1 Heart response as per uninterrupted auction over 1 Club.

**They overcall below the level of 1 No Trump:**

This usually takes away some space but can just be managed. The method is that we double with any second negative, pass with any positive and make a relay response with semi-positives. The amount of disturbance of the relay responses depends on the level of the overcall. The relay is only off over the double showing the second negative.

**Semi positive auction after intervention stops with 2NT(all possibilities not shown with lower bids) 3<sup>rd</sup> level is weak with long bid suit (QJxxxx or similar) + double negative hand**

**They overcall above the level of 1 Spade:**

This is too high for the relay to continue. Bids at the two level are natural and non-forcing. Double shows values but no clear bid, less than game forcing. Bids of 2 No Trump and higher are transfers based on Rubensohl principles. These are at least invitational, so the opener must do more than accept the transfer if he wants to accept the invitation. A transfer into their suit is Staymanic with game going values, 3 Spades shows values for game but no stopper, 3 No Trump shows values for game and a stopper.

Developments in these auctions depend on the exact level of the overcall. Following are some examples of specific auctions:

Opener	Overcall	Responder	
1♣	2♦	3♣	Pass

In this situation, the responder has shown values for game and interest in the Majors. The opener should bid a five card Major or bid 3 No Trump with a stopper and no 4-card Major. Other hands would accept the transfer. **Note that:**

Opener	Overcall	Responder	
1♣	2♦	3♣	Pass
3♦	Pass	3♥	Pass
3 NT			

shows neither Major nor stopper.

Opener	Overcall	Responder	
1♣	2♥	3♦	Pass

The opener would bid 3 Spades with a 5-card suit and 3 No Trump without a 4 -card Spade suit and with a stopper. Otherwise he would normally bid 3 Hearts. The responder will now bid 3 Spades with no stopper and 3 No Trump with a stopper.

Where the responder makes a non-forcing bid at the second level, a change of suit by the opener is forcing.

### **They intervene in a relay auction:**

In a forcing situation, if the intervention is in front of the relayer, and then pass is the relay, Double or Redouble (whichever is appropriate) is for penalties. If the interference is in front of the responder, then pass is the first step, double is the second etc. This only applies if there is sufficient space for the relay to continue.

### **They double the 1 Heart second forcing:**

If they double the 1 Heart second forcing, then the extra space is used to further define the negatives. Pass shows 0-2, Redouble shows 3-4, all other responses show 5+ relay style. Over Pass, Redouble is a relay with the structure displaced only one step. Over Pass and Redouble, 2 Clubs is an artificial game force, continuations as per normal uninterrupted auctions of 1 Club-1 Diamond-1 Heart-1 Spade-2 Clubs.

## **ONE DIAMOND OPENINGS AND CONTINUATIONS**

The 1 Diamond opening shows 11-15 high card points and denies the ability to make any other opening bid. This means that the hand will contain no 5-card Major and will not contain a 6 card Minor in a single-suited hand or 6+ Clubs and 4 Diamonds. If the hand is balanced it will be in the 11-13 range.

This means that the relay continuations must deal with a variety of different hands:

- 1. Balanced hands 11-13 nonvulnerable at first 3 seats or 14-16 2. Three-suited hands.**
- 3. Two-suited hands with a four card Major and a longer Minor.**
- 4. Two-suited hands with both Minors (not 6 Clubs and 4 Diamonds).**

### **Responses to 1 Diamond:**

- 1♥:** Either any game going try hand+ or any hand with a natural 1 Heart.
- 1♠:** Natural and almost F1.
- 1 NT:** 6-11, no four card Major.
- 2♣:** 8-12, reasonable 5+ card suit.
- 2♦:** 8-12, reasonable 5+ card suit.
- 2♥:** Weak jump shift.
- 2♠:** Weak jump shift.
- 2 NT:** At least 5-5 minors, PRE
- 3♣:** Intermediate jump shift.
- 3♦:** Intermediate jump shift.
- 3♥:** or higher bid is Preemptive

### **Initial responses after 1 Diamond - 1 Heart:**

- 1♠:** Either balanced or at least 5-5 in the Minors.
- 1 NT:** Either three-suited with spade or

two suited with 4-spades and a longer Minor.

- 2♣: 4 Diamonds and 5 Clubs precisely.
- 2♦: 4 Clubs and longer Diamonds.
- 2♥: 4 Hearts and longer Clubs.
- 2♠: Three-suited with spade shortness.
- 2 NT: 4 Hearts and longer Diamonds.

Continuations after 1 Diamond - 1 Heart - 1 Spade:

- 1 NT: 4+ Hearts, weakfish, to play.
- 2♣: Forcing relay.
- 2♦: Invitational relay .
- 2♥: 6+ Hearts invitational.  
Better than 1 Diamond - 2 Hearts.
- 2 NT: Invitational, minors.

Continuations after 1 Diamond - 1 Heart - 1 Spade - 2 Clubs:

- 2♦: Any 4-3-3-3 or 4-4-3-2.
- 2♥: 5-3-3-2 with 5 Clubs.
- 2♠: Minors 5-5. Relay.
- 2 NT: 2-3-5-3. Relay 2-3-3-5.
- 3♣: 3-2-5-3. Short Spades 3-2-3-5.
- 3♦: 3-3-5-2, 2 controls. Even shortage 3-3-2-5, 2 controls.
- 3♥: 3-3-5-2, 3 controls, 2-1-5-5, 3-3-2-5, 3 controls.
- 3♠: 3-3-5-2, 4 controls, 3-0-5-5, 3-3-2-5, 4 controls.
- 3 NT: 3-3-5-2, 5 controls, 2-0-5-6, 3-3-2-5, 5 controls.
- 4♣: 3-3-5-2, 6 controls, 2-0-6-5, 2 controls, 3-3-2-5, 6 controls.

Note that 6 controls are the maximum that can be held by a hand in the 11-13 range. This means that responses from 4 Clubs and up run on to denial cue bidding.

Continuations after following bidding sequence:

1♦.....	2♣R	
2♦	2♥	
2♠		4-4-3-2, same color or 4-3-3-3, 4-card Major.
2 NT		4-4-3-2, same rank.
3♣		4-3-3-3, 4-card Minor.
3♦		3-4-2-4.
3♥		4-2-4-3.
3♠		2-4-3-4.

3 NT                      4-3-4-2.

Continuations after following bidding sequence:

1♦	1♥	
1♠	2♦	
2♥		Minimum 4 Hearts.
2♠		Minimum 4 Spades, not 4 Hearts.
2 NT		Minimum no 4-card Major.
3♣		Minimum 5-5 in Minors.
3♦		Maximum 5-5 in Minors.
3♥		Maximum 4 Hearts.
3♠		Maximum 4 Spades, not 4 Hearts.
3 NT		Maximum no 4-card Major.

When the opener shows a maximum, all auctions are forcing to game. When the opener shows a minimum, all auctions are droppable.

Continuations after following bidding sequence:

1♦	1♥	
1 NT		Spades and Minor or spade 3-suiter.
	2♣	Relay.
	2♦	Force to pass with 5+ diamonds, bid 2♥with♠♥3-suiter, 2 spade with 5 clubs and 2NT with♠♦♣3-suiter.
	2♥	6+ Hearts. Better than 1 Diamond - 2 Hearts.
	2♠	To play. Weakish hand with Hearts and Spades.
	3♥	6+ Hearts (usually 7), highly invitational.

Continuations after following bidding sequence:

1♦	1♥	
1 NT	2♣	
2♦		Three-suiter with short Hearts or Diamond.
2♥		4 Spades with longer Clubs.
2♠		Three-suiter with short Club.
2 NT		or higher, 4 Spades with longer Diamonds.

The relay continuations follow general symmetric principles, and in the case of the two-suiters is at the same level as two-suited resolution after a 1 Club opening. The only point to note is that when resolving the three-suited hands it should be borne in mind that 5-card Majors are not possible. This means that the resolutions after the following auction 1 D - 1H - 1N - 2C - 2D - 2H are as follows:

1♦	1♥	
1 NT	2♣	
2♦	2♥	
2♠		4144
2 NT		4045.
3♣		4054, 2 controls.
3♦...		4054, 3... controls.

**And with minor shortage**

1♦	1♥	
1 NT	2♣	
2♠	2NT	
3♣		Diamond shortage
3♦		4441
3♥...		4450, 2... controls

**Continuations after following bidding sequence:**

1♦	1♥	
2♣		Minor two-suiter, 4 Diamonds, 5 Clubs
	2♦	To play in 2 Diamonds. Weakish hand with both red suits.
	2♥	To play in 2 Hearts.
	2♠	Relay.
	2 NT	Invitational to 3 No Trump.
	3♣	Better than pass.
	3♦	Preemptive.

**Continuations after following bidding sequence:**

1♦	1♥	
2♣	2♠	
2 NT		Spade shortage.
3♣		Equal shortage. Relay.
3♦		3-1-4-5, 2 controls. 1-3-4-5, 2 controls.
3♥		3-1-4-5, 3 controls. 1-3-4-5, 3 controls, 2-2-4-5, 2 controls
3♠...		3-1-4-5, 4... controls 1-3-4-5, 4... controls, 2-2-4-5, 3... controls.

**Continuations after following bidding sequence:**

1♦	1♥	
2♦		Minor two-suiter. 4 Clubs, longer Diamonds.
	2♥	To play in 2 Hearts.
	2♠	Relay.
	2 NT	Invitational to 3 No Trump.
	3♣	To play.
	3♦	Preemptive.

Continuations after following bidding sequence:

1♦	1♥	
2♦	2♠	
2 NT		Spade shortage.
3♣		Equal shortage. Relay.
3♦		3-1-5-4. Relay 1-3-5-4.
3♥		2-1-6-4, 1-2-6-4. 1-1-7-4,
3♠		2-0-7-4, 2 controls 0-2-7-4, 2-2-5-4
3 NT		3-0-6-4, 0-3-6-4.2-2-5-4, 3 controls

Continuations after following bidding sequence:

1♦	1♥	
2♥		Showing 4 Hearts and 5+ Clubs.
	Pass	Weak hand with Hearts.
	2♠	Game forcing relay.
	2 NT	Invitational.
	3♣	Invitational, Club fit.
	3♦	Stopper ask, game forcing.
	3♥	Invitational with Hearts.
	3♠	Stopper ask, game forcing.

Continuations after following bidding sequence:

1♦	1♥	
2♥	2♠	
2 NT		Short Spades.
3♣		Equal shortage. Relay.
3♦		3-4-1-5. Relay 1-4-3-5.
3♥		2-4-1-6, 1-4-1-7, 1-4-2-6.
3♠		2-4-0-7, 2-4-2-5, 2 controls 0-4-2-7.
3 NT		3-4-0-6, 2-4-2-5, 3 controls 0-4-3-6.



**Alterations to the structure after interference:**

If the opponents intervene directly over the 1 Diamond opening the relay is off in all cases except after a take-out double. If the opponents double, redouble by responder replaces the relay. The relay now continues as long as three steps have not been lost.

When the opponents intervene over the 1 Heart responses, we attempt to continue the relay. The exact method depends upon the level of the intervention.

**If they double 1 Heart:**

Opener	Overcaller	Responder	
1♥	Double	Pass	balanced.
		Redouble	5-5 Minors.
		1♠	Spades and a Minor or spade three-suiter.
		1 NT	Hearts and a minor or heart three-suiter without spade.
		2♣	4 Diamonds and 5 Clubs.
		2♦	4 Clubs and longer Diamonds.

**Continuation:**

Opener	Overcaller	Responder	Opponent	
1♦	Pass	1♥	Double	
Pass	Pass	Pass		A Pass is for Penalty.
		Redouble	Pass	Relay.
1♠				Balanced without 5 card suit.
1 NT				5 Clubs or higher shows 5 Diamonds (resolving shape)
2♣				

**Continuation:**

Opener	Overcaller	Responder	Opponent	
1♦	Pass	1♥	Double	
Pass	1♠	Double		Takeout Double.
		1 NT		4+ Hearts, limited hand, Spade values.

2♣

Game forcing relay.

2♦

Relay(invitational).

2♥

5+ Hearts, limited hand.

If the Opponents bid 1 Spade:

Opener	Overcaller	Responder	Opponent	
1♦	Pass	1♥	1♠	
Pass				balanced.
Double				Minors
				Spades and a Minor or spade three-suiter.
1 NT				2 diamonds is now asking
				4 Diamonds and longer Clubs.
2♣				4 Clubs and longer Diamonds.
				4 Hearts and longer clubs.
2♦				3suiter 4 hearts and spade shortness
				4 Hearts and longer diamond
2♥				
2♠				
2NT				

Continuation:

Opener	Overcaller	Responder	Opponent	
1♦	Pass	1♥	1♠	
Pass	Pass	Double		Takeout Double. Limited hand with 4+ Hearts.
		1 NT		Limited hand with 4 Hearts and

		Spade values.
	2♣	Game forcing relay.
	2♦	Relay (at least invitational).
	2♥	5+ Hearts, limited hand.

### The Opponents bid above the level of 1 Spade:

The relay is off and Double is unlimited Takeout. In the first instance this should be treated as a limited hand with 4+ Hearts, to be clarified by the subsequent auction.

### Continuations after 1 Diamond - 1 No Trump:

- 2♣: Natural, 5+ Clubs.
- 2♦: Natural, 5+ Diamonds.
- 2♥: Good hand with 4 Hearts and longer minor.
- 2♠: Good hand with 4 Spades and longer minor.
- 2 NT: Solid hand, at least 5-5 in the Minors.
- 3♣: Good hand 6+ Clubs, 5 Diamonds.
- 3♦: Good hand, 6+ Diamonds, 5 Clubs.

### Control showing responses:

The first step in response to the control asks shows 2 controls. If the hand has been opened with 1 control, the only way out of the predicament is to only show that one control in denial cue bidding.

### ONE HEART OPENING AND CONTINUATIONS

The 1 Heart opening shows 11-15 high card points and at least 5 Hearts. The hand may have a longer minor but may NOT have 5 Spades. 1 Spade is the relay and is either game-forcing any, or strong invitational+ without support.

### Responses:

- 1♠: Relay. Either spade F1 or invitational+ without support or any GF.
- 1 NT: Either club onesuiter (7)8-12 high card points. Or natural 1NT 8-10Hp 3244 Or 2 card support in hearts + clubs
- 2♣: 6+ Diamonds, (7)8-12 high card points. Or 2 card support in hearts + diamonds
- 2♦: 8-12Hp 3 card support (it could be 4 with bad (7)8-9 points).

- 2♥:** Weak support 4-7 Hp
- 2♠:** Weak 2.
- 2 NT:** Limit raise with 4-5 Hearts.
- 3♣:** 5♣+5♦invitational.
- 3♦:** Sound 8-9 raise 4 card support.
- 3♥:** Preemptive.
- 3♠:** Splinter, weak slam interest.
- 3 NT:** To play
- 4♣:** Splinter, weak slam interest.
- 4♦:** Splinter, weak slam interest.
- 4♥:** To play.
- 4♠:** To play.

**Continuations after 1 Heart - 1 Spade:**

- |            |           |  |
|------------|-----------|--|
| <b>1♥</b>  | <b>1♠</b> |  |
| <b>1NT</b> |           | Minimum without 4 spades                             |
| <b>2♣</b>  |           | Maximum with clubs or heart + minor 3-suiter         |
| <b>2♦</b>  |           | Maximum with diamonds.                               |
| <b>2♥</b>  |           | 4 spades and minimum. 2♣ is to play and 2NT is relay |

**Continuations after 1 Heart - 1 Spade - 2 Clubs:**

- |              |           |                                    |
|--------------|-----------|------------------------------------|
| <b>1♥</b>    | <b>1♠</b> |                                    |
| <b>2♣</b>    | <b>2♦</b> |                                    |
| <b>2♥</b>    |           | Any 3-suiter.                      |
| <b>2♠</b>    |           | At least 5-5 in Hearts and Clubs.  |
| <b>2 NT+</b> |           | 5+ Heart, 4 Clubs, a la symmetric. |

**Continuations after 3-suiter:**

- |              |           |                         |
|--------------|-----------|-------------------------|
| <b>1♥</b>    | <b>1♠</b> |                         |
| <b>2♣</b>    | <b>2♦</b> |                         |
| <b>2♥</b>    | <b>2♠</b> |                         |
| <b>2 NT</b>  |           | 0-5-4-4.                |
| <b>3♣</b>    |           | 4-5-0-4.                |
| <b>3♦...</b> |           | 4-5-4-0, 2... controls. |

Similarly, higher auctions continue along symmetric principles:

**Continuations after 1 Heart - 1 Spade - 1 No Trump:**

1♥	1♠	
1 NT	2♣	Game forcing relay.
	2♦	Check back for spade
	2♥	To play
	2♠	Invitational hand with 6 Spades.
2 NT		Invitational hand.
	3♣	4♠ + longer clubs inv
	3♦	4♠ + longer diamonds INV
3 NT		To play.

Continuations after 1 Heart - 1 Spade - 1 No Trump 2 Clubs:

1♥	1♠	
1 NT	2♣	Game forcing relay.
	2♦	Clubs a la symmetric
	2♥	4 diamonds, symmetric.
	2♠	5 diamonds symmetric.
2 NT+		Heart one suiter symmetric

1♥	1♠R	
1 NT	2♣R	Game forcing relay.
	2♦	2♥R Clubs
	2♠	5+♥-5+♠, symmetric
2 NT		Spade shortage. Symmetric
	3♣	Equal shortage, symmetric
	3♦	3-5-1-4; 1-5-3-4
	3♥	2-6-1-4; 1-6-2-4
	3♠	2-7-0-4; 0-5-4-4
3NT		3-6-0-4 2-4 controls; 0-7-2-4
	4♣	3-6-0-4 5 controls; 0-6-3-4
4♦...		3-6-0-4 6... controls

4 diamonds minimum:

1♥	1♠R	
1 NT	2♣R	Game forcing relay.
	2♥	2♠R 4 Diamonds, minimum
	2♠	5+ Dimonds, minimum
2 NT		High shortage...

3♣	Equal shortage, symmetric
3♦	3-5-4-1; 1-5-4-3
3♥	2-6-4-1; 1-6-4-2
3♠	2-7-4-0; 0-7-4-2
3NT	3-6-4-0 2-3 controls; 0-6-4-3 2-3 controls
4♣	3-6-4-0 4 controls; 0-6-4-3 4 controls
4♦...	3-6-4-0 5... controls;

**Continuations after 1 Heart - 1 Spade - 1 No Trump 2 Diamond:**

1♥	1♠	
1 NT	2♦	Check back for spade. Without 3 cards support and anything listed below. 2♠ is now sign off if opener has 2 card spade, otherwise he should bid 2NT with 4 diamonds or 3 clubs with 4 clubs
2♥		
2♠		3-card support min.
2 NT		0544 shape
3♣		5 clubs+
3♦		5 diamonds+
3♥		6+ good hearts
3♠		3-card support max

1♥	1 NT	
2♣	Pass	Clubs 7-10
	2♦	8-12 HP 5Clubs 2 hearts
	2♥	8-11 Hp bal
	3♣	Clubs maximum

1♥	2♣	
2♦	Pass	Diamonds 7-10
	2♥	8-11 Hp bal with 5 card diamonds
	3♦	Diamonds maximum

**Continuations in Limited Auctions:**

### Game Tries:

The option of playing either long or short suit game tries is available after a simple raise in Hearts. The structure is as follows:

#### After 1 Heart - 2 Diamonds

1♥	2♦	8-12 3 card support
2♥		11-13 hand, But now responder can bid 2♠+ inv structure shown below
2♠		Puppet to 2 No Trump, beginning a short suit try sequence.
2 NT		Long suit game try in Spades.
3♣		Long suit game try in Clubs.
3♦		Long suit game try in Diamonds.
3♥		6 card suit minimum

#### After 1 Heart - 2 NT:

1♥	2 NT	
3♣		Minimum balanced or singleton club, 3♦ is asking to play 4 hearts with singleton club!
3♦		Minimum, singleton diamond
3♥		Minimum, singleton spade
3♠		Maximum-, void spade
3 NT		Maximum, balanced outside stoppers
4♣		Maximum, void club
4♦		Maximum, void diamond
4♥		To play sign off

#### Alterations to Raise Structure After Intervention:

##### 1. After Take-Out Double:

1♥	Double	xx	Strong 10+ without support
		2♦	Strong raise 8-12 like further like without intervention
		2♥	Weak raise.
		2♠	Weak (equivalent of a weak 2 opening; 2 NT is Ogust.
		2 NT	Limit raise or better.
		3♣	Preemptive.
		3♦	8-9(10) support
		3♥	Preemptive.
			As weak or weaker than 2H but more distribution.

3 NT To play

After intervention at the One Level:

This only occurs in one specific sequence:

1♥	1♠	2♥	Normal raise.
		2♠	Cuebid. May not necessarily show support.
		2 NT	Limit raise.
		3♦	Sound 8-9 raise
		3♥	Preemptive raise.
		3 NT	To play

**Note:** Long and short suit trials apply after 2 Hearts. Long suit trials apply after 2 No Trump.

After intervention at the Second Level:

1♥	2♣	Double	Takeout
		2♥	Normal raise.
		2 NT	4+cards Hearts invitational.
		3♣	1. forcing by non-passed hand;
		3♦	Sound 8-9 raise
		3♥	Preemptive raise.
		3 NT	To play.
1♥	2♣	Double	Pass
2♥	Pass	3♥	Invitational.

## ONE SPADE OPENING AND CONTINUATIONS

Responses:

1♠	1 NT	Any GF, or clubs trf (7)8-12 or 8-12 Nat 2 spades without 5 card suit Or (10)11-12 Heart one suiter
	2♣	5+ Diamonds, 8-12 high card points.or minors twosuit weak to INV or 8-10 bal 2spades 5 card in some minor.
	2♦	6+ Hearts, 5-10 Hp or 1444 INV value, or 8-10 bal 2spades 5 hearts.
	2♥	8-12Hp 3 card support
	2♠	Weak -7 raise



2 NT	1. Limit raise with 4 Spades. Responses are 3♣♦♥ are minimums with shortness, 3♠ is sign off. 4♣♦♥ are maximums and voids, 4♠ is to play.
3♣	5 Hearts + 5 Clubs invitational values.
3♦	5 Hearts + 5 Diamonds invitational values.
3♥	Light invitational 8-9 Hp 4+ Spades.
3♠	Preemptive.
3 NT	To play
4♣	Splinter, weak slam interest.
4♦	Splinter, weak slam interest.
4♥	Splinter, weak slam interest.
4♠	To play.

Continuations after 1 Spade - 1 No Trump:

2♣ Any minimum without 4hearts

All higher responses show more than a minimum:

- 2♦: 4+hearts. 11-15 Hcp
- 2♥: 4+Clubs or♠ minor 3-suiter. 14-15Hcp
- 2♠: 4+ Diamonds. 14-15 Hcp
- 2 NT: And higher: Single-suiters following symmetric principles.

Continuations after 1 Spade - 1 No Trump:

1♠	1 NT	
2♣	2♦	Game forcing relay.
	2♥	Invitational with Hearts.
	2♠	Sign off. 8-11 Hp balanced
	2 NT	Max hand (bal or 11-12 clubs)
	3♣	Clubs 7-10

1♠	1 NT	
2♦	2♥GF	
2♠		5♠+5♥+. Symmetric
2 NT		High shortage.
3♣		Equal shortage.
3♦...		Low shortage...

**Continuations after 1 Spade - 1 No Trump.....:**

1♠	1 NT	
2♦		
	2♥	GF Relay
	2♠	2 card support 8-11
	2NT	Max hand INV
	3♣	Clubs minimum
	3♦	Hearts support invitational
	3♥	Minimum (8-9 Hp bal) 4 card in Hearts
	4♥	To play either heart one suiter or 4 hearts and club suit

1♠	2♣	Trf to 2d
2♦	2♥	8-11 bal 2spades 5 clubs
	2♠	8-11 bal 2spades 5 diamonds
	2NT	5-5 minors weak
	3♣	5-5 minors invitational

1♠	2♦	Hearts case
2♥		
	Pass	W2 in hearts
	2♠	(7)8-10 Hp 2 spades and Heart suit
	2NT	Heart minors 3 suiter INV value

Note that weak relays do not now apply after a 1 Spade opening. This means that relay breaks at the Three Level are all asking for a stopper.

**Continuations in Limited Auctions:**

**Game Tries:**

The option of playing either long or short suit game tries is available after a simple raise in Spades. The structures are as follows:

1♠	2♥	
2♠		Now responder can use structure below
2 NT		Puppet to 3 Clubs, beginning a short suit try sequence.
3♣		Long suit game try in Clubs.
3♦		Long suit game try in Diamonds.
3♥		Long suit try in Hearts.
3♠		Preemptive.

1♠	2♥	
2 NT	3♣	
3♦		Short suit game try in Diamonds.
3♥		Short suit game try in Hearts.
3♠		Short suit game try in Clubs.

Where there is a choice between making a long suit try or a short suit try, a short suit try should almost always be preferred. This means that a long suit try would effectively deny a singleton or void. The rationale behind this is that it is generally easier for the responder to evaluate his hand opposite a short suit try than it is opposite a long suit try.

#### Alterations to Raise Structure After Intervention:

##### 1. After Take-Out Double:

1♠	Double	
	2♥	Normal raise.
	2♠	Weak raise.
	2 NT	Limit raise or better.
	3♣	Preemptive.
	3♥	8-9(10) raise 4card support
	3♦	Preemptive.
	3♠	Preemptive.
	3 NT	To play

##### 2. After intervention at the 2th Level:

1♠	2♣	Double	Takeout.
		2♠	Normal raise.
		2NT	4+ spades Invitational+
		3♣	Forcing;
		3♥	8-9 raise 4 card support
		3♠	Preemptive raise,

**3 NT      To play.**

### **1 NO TRUMP OPENING AND CONTINUATIONS**

The 1 No Trump opening shows 11-13 Hp non vulnerable on first 3 positions or 14-16 high card points otherwise and basically denies a five-card Major. The only exception would be a hand with a weak 5-card major suit after passed partner.

#### **Responses:**

<b>1 NT</b>	<b>2♣</b>	<b>Relay.</b>
	<b>2♦</b>	<b>Transfer to Hearts.</b>
	<b>2♥</b>	<b>Transfer to Spades.</b>
	<b>2♠</b>	<b>3Minor Transfer</b>
<b>2 NT</b>		<b>Invitational.</b>
	<b>3♣</b>	<b>Invitational to 3NT. (AKxxxx AQxxxx KQxxxx)</b>
	<b>3♦</b>	<b>Invitational to 3NT. (AKxxxx AQxxxx KQxxxx)</b>
	<b>3♥</b>	<b>Invitational to 3NT or 4♥. (AKxxxx AQxxxx KQxxxx)</b>
	<b>3♠</b>	<b>Invitational to 3NT or 4♠. (AKxxxx AQxxxx KQxxxx)</b>
<b>3 NT</b>		<b>To play.</b>
	<b>4♣</b>	<b>Both majors</b>
	<b>4♦</b>	<b>Transfer to Hearts.</b>
	<b>4♥</b>	<b>Transfer to Spades.</b>
	<b>4♠</b>	<b>To play.</b>
<b>4 NT</b>		<b>Both minor.</b>

#### **Continuations after transfers:**

A new suit is forcing to game and generally shows some slam interest. After a transfer followed by a new suit, a new suit by the opener is a cuebid agreeing responder's second suit. A bid of responder's first suit below game level is stronger than bidding game immediately. A bid of 3 No Trump shows little interest in either of responder's suits.

#### **When the Double Shows Clubs**

<b>1 NT</b>	<b>Pass</b>	<b>2♣</b>	<b>Double</b>
-------------	-------------	-----------	---------------

1. Redouble shows 4+ Clubs. Interested in playing in 2 Clubs Redoubled.
2. Pass shows stopper, now redouble is relay, and 2diamond is non forcing stayman sequence.
3. 2 Diamonds+ is relayed without stopper in clubs.

#### **Defence to (14-16)1nt doubled**

**1NT x ?**

Pass	Balanced hand and force partner to pass with 4333 shape, redouble with any 4432 shape and bid 5(6) card suit	After redouble, we try to find a 4-4 or in worst case 4-3 fit. So 2♣ shows 4 (could be 3 if any 4333) cards in ♣ and force opener to pass with 4 clubs or bid first (of two) 4 card suit. 2♦ shows 4 card in ♦ and 4M, and 2♥ shows both majors balanced.
Redouble	Trf to 2♣, shows either club onesuiter or minor 3 suiter or 4♥ 5+♠, or 5+-5+ GF hands.	Pass=♣, 2♦=♣ + ♦ + M 3suiter <i>After double xx = ♣ + ♦ + ♥</i> 2♦ = ♣ + ♦ + ♠ 2♥ = Majors longer spade 2♠ = 5+spade 5+ minor GF 2NT = minors GF 3♣ = clubs and hearts 3♦ = diamonds + hearts 3♥ = majors GF <b>stronger than directly 4♣</b> After interference double of responder is penalty (his suit and invitational case)
2♣	Trf to 2♦ Diamond or both major same length or longer hearts or any 5+5+ INV hand	Pass = Diamonds 2♥ = hearts & spade, otherwise 5+5+ like in redouble case
2♦	Trf to hearts. Either hearts or spade + minor	Hearts could be invitational and unbalanced enough not to play 1nt x, spade and minor is sure below invitational.
2♥	Trf to spades. Either spades or hearts + minor	Spades could be invitational and unbalanced enough not to play 1nt x, hearts and minor is sure below invitational.
2♠	(I want to play spades)	
2NT	Both Minors PRE	
3 <sup>rd</sup> level	PRE	
4♣	Both majors	
4♦	Hearts	
4♥	Spades	
4NT	Choose better minor	

**Defence to (11-13)1nt doubled**

**1NT x ?**

Pass	Balanced hand more probably with clubs tolerance (all 44 hands with clubs , and all 4333 shapes) Force partner to bid his 5(6) card suit, to pass with 4333 shape without clubs, bid 2 clubs with 4+ clubs and redouble with any 4432 shape without clubs	After redouble, we try to find a 4-4 or in worst case 4-3 fit. So 2♣ shows 4 cards in ♣ and force opener to bid without 3 clubs first (of two) 4 card suit . 2♦ shows 4 cards in ♦ and 2♥ shows 4 hearts and 3-4 spades.
Redouble	Penalty, want to play or double if possible	Double is for penalty, first round pass is F1
2♣	Gamble one man show, either clubs, or 4+♦ 4M, or majors same length, partner should pass or can bid pass or correct with good clubs.	After double, pass = ♣ Rdbl = ♦+4 hearts 2♦=♦+4 spades 2♥=Majors same length 2♠ = Spades weak hand, club lead
2♦	Gamble one man show, either diamonds, or 5-4 or 4-5 majors any way. Partner should pass or can bid pass or correct with good diamond fit.	After double, pass = ♣ Rdbl = 5+♥+4 spades 2♥= 4♥ and 5+ spades 2♠ = spades weak hand, diamond lead
2♥	Either hearts NAT or spades + minors weak hand	After double pass = NAT xx=Spades and clubs 2♠=Spades and diamonds
2♠	Either spades NAT or hearts + minor weak hand	
2NT	Minors PRE	
3 <sup>rd</sup> level	PRE	
4♣	Both majors	
4♦	Hearts	
4♥	Spades	
4NT	Choose better minor	

## 2 CLUBS OPENING AND CONTINUATIONS

The 2 Clubs opening shows 11-15 high card points and at least 6 Clubs. Generally the hand will be single suited, although hands with 6+ Clubs and a 4-card Diamond suit also open 2 Clubs.

### Responses:

2♣	2♦	Relay. Generally forcing to game.
	2♥	5+ Hearts, invitational values.
	2	5+ Spades, invitational values.
2 NT		Invitational to 3NT F1. 3♣ is sign off, 3os= concentrated values 3NT to play
	3♣	Weak invitational
	3♦	9-11 high card points, good 6-card suit.
	3♥	9-11 high card points, good 6-card suit.
	3♠	9-11 high card points, good 6-card suit.
3 NT		To play.
	4♣	Preemptive.
	4♦	Splinter. mild slam interest, cuebid is positive.
	4♥	To play.
	4♠	To play.
4 NT		Roman Keycard Blackwood agreeing Clubs.
	5♣	To play.

### Continuations:

2♣	2♦	Relay. Generally forcing to game.
	2♥	4 Diamonds.
	2♠	High shortage.
2 NT		Middle shortage.
	3♣	Even shortage.
	3♦	3-3-1-6.
	3♥	7+ Clubs and void.
	3♠	7+ Clubs and singleton, 2 controls.
3 NT		7+ Clubs and singleton, 3-4 controls.
	4♣	7+ Clubs and singleton, 5 controls.

Note that the structure changes slightly due to the lack of a 5-3-3-2 shape. This has the effect of changing the last two shapes around as well so that the least likely shape is still the one that resolves at 3 Spades.

2♣	2♦	Relay. Generally forcing to game.
	2♥	2♠

2 NT		High shortage.
3♣		Even shortage.
3♦		2-1-4-6.
3♥		3-0-4-6.
3♠		2-0-4-7, 2 controls.
3 NT		2-0-4-7, 3-4 controls.
4♣		2-0-4-7, 5 controls.
2♣	2♦	Relay. Generally forcing to game.
2♥	2♠	
3♣	3♦	
3♥		1-1-4-7, 2 controls.
3♠		1-1-4-7, 3 controls.
3 NT		1-1-4-7, 4 controls.

## 2 DIAMOND OPENING AND CONTINUATIONS

The 2 Diamond opening shows 11-15 high card points and at least 6 Diamonds in a single suited hand.

### Responses:

2♦	2♥	Relay. Generally forcing to game.
	2♠	5+ Spades, invitational values.
	2 NT	Invitational to 3NT F1. 3♦ is sign off, 3♠ = concentrated values 3NT to play
	3♣	5-bad6 cards in♥ invitational, A: 3♦ min no♥ support, 3♥ is min 3 cards support, 4♥ is max 3c support, 3♠ max hand doubleton heart with an honour, 3NT to play,
	3♦	(weak invitational).
	3♥	9-11 high card points, good 6-card suit.
	3♠	9-11 high card points, good 6-card suit.
	3 NT	To play.
	4♣	Splinter. Only mild slam interest.
	4♦	Preemptive.
	4♥	To play.
	4♠	To play.
	4 NT	Roman Keycard Blackwood agreeing Diamonds.
	5♦	To play.

### Continuations:

2♦	2♥	Relay. Generally forcing to game.
----	----	-----------------------------------



<b>2♠</b>	<b>High shortage.</b>
<b>2 NT</b>	<b>Middle shortage.</b>
<b>3♣</b>	<b>Even shortage.</b>
<b>3♦</b>	<b>3-3-6-1.</b>
<b>3♥</b>	<b>7+ Diamonds and void.</b>
<b>3♠</b>	<b>7+ Diamonds and singleton, 2 controls.</b>
<b>3 NT</b>	<b>7+ Diamonds and singleton, 3-4 controls.</b>
<b>4♣</b>	<b>7+ Diamonds and singleton, 5 controls.</b>

Note that the structure changes slightly due to the lack of a 5-3-3-2 shape. This has the effect of changing the last two shapes around as well so that the least likely shape is still the one that resolves at 3 Spades

### **WEAK TWO OPENING OR 5+5+ IN OTHER MAJOR + MINOR**

Only 2NT is forcing any other bid is pass correct.

It is possible in green vs. Red minor suit can be only 4card.

<b>2♥;2♠</b>		<b>3-9 high card points and a 6-card suit.</b>
	<b>2 NT</b>	<b>Asking</b>
<b>3♣</b>		<b>Club + other major.</b>
<b>3♦</b>		<b>Diamond + other major.</b>
<b>3♥</b>		<b>Weak w2.</b>
<b>3♠</b>		<b>INV Accepted.</b>
<b>3 NT</b>		<b>AKQxxx or AKJxxx.</b>

If they double either in direct or pass-out position and partner passed.

**2♥x pass pass or 2♥pass pass x**

<b>Pass</b>	<b>Hearts weak two</b>
<b>xx</b>	<b>Spades and clubs</b>
<b>2♠</b>	<b>Spades and diamonds</b>

**2♠x pass pass, or 2♠pass pass x**

<b>Pass</b>	<b>Spade weak two</b>
<b>xx</b>	<b>Clubs and hearts</b>
<b>2NT</b>	<b>Diamond and hearts</b>
<b>3♣</b>	<b>6+Clubs and hearts</b>
<b>3♦</b>	<b>6+Diamond and hearts</b>



**NAMYATS 4♠(Hearts) or 4♦(Spades)**

10-14 Hp 7+ cards 0-1 loser in suit 4-7 controls

Hearts	Spades	
4♦	4♥	Asking for suit
4NT	4NT	“Blackwood” out of the suit
4♥	4♠	To play
4♠,5♠,5♦	5♠,5♦, 5♥	cuebids

After “asking for suit” the answers are :

4♥	4♠	One loser, further continuation : 4NT is blackwood; Any suit is asking bid but for 1 <sup>st</sup> control in that suit. 5 hearts is asking for AK for 6 hearts; 6Hearts is to play and 5NT is asking for AK but for grand slam!
4NT	4NT	AK 8cards
4♠,5♠,5♦	5♠,5♦, 5♥	AKQ and cuebid 2 <sup>nd</sup> control

‘Blackwood excluding agreed suit’ :

5♠	0 side aces. void clubs (♠) / negative or void in clubs (♥)
5♦	0 side aces. void in diamonds
5♥	0 side aces. void in hearts(♠) / void in spades(♥)
5♠	0 aces(♠) / 1 ace and void spade(♥)
5NT	1 side ace, no voids
6♠,6♦	1 side ace and void in that suit
6♥	1 side ace and void in♥(♠)

**SLAM BIDDING AGREEMENTS IN NON-RELAY SITUATIONS**

**4 No Trump:**

In non-relay situations when a suit has been agreed, a jump to 4 No Trump is always Roman Keycard Blackwood. In many situations, a jump to 4 No Trump will be RKCB implicitly agreeing partner's suit. If a cue-bidding sequence has started, then 4 NT is never RKCB. This will always be on-going and will usually deny the next relevant control in Clubs (relay cue style). In auctions where no suit has been agreed (i.e. in No Trump sequences, etc.) 4 No Trump is standard Blackwood.

**Roman Keycard Blackwood:**

The responses to RKCB are based on 5 Aces, being the four Aces and the King of the agreed suit, and the Queen of the agreed suit. Responses are as follows:

<b>4 NT</b>	<b>5♣</b>	<b>0 or 3 keycards.</b>
	<b>5♦</b>	<b>1 or 4 keycards.</b>
	<b>5♥</b>	<b>2 keycards, no Queen of trumps.</b>
	<b>5♠</b>	<b>2 keycards, Queen of trumps.</b>

When the responder shows the two way options, and has the greater option, he cannot allow the auction to stop below slam.

The next non-signoff step asks for clarification of the trump Queen or for Kings if the trump Queen is known. In response, the first step shows no Queen and higher responses run on to Kings outside the agreed suit.

### **Relay Cues:**

In situations where a suit has been agreed and a cueing auction is possible, relay cues are played. This means that 3 No Trump and 4 No Trump are waiting bids in trump cuebid style. Bids below the next level of No Trump are normal cue bids. Bids above the next level of No Trump deny any controls that could be shown below that level of No Trump and show all controls back to that level of No Trump. Naturally it denies the next relevant control.

### **Grand Slam Force 5NT:**

This will normally only apply in competitive auctions since otherwise relay would handle this. The responses to some extent depend upon the agreed suit. 6 No Trump always shows 2 of top 3. 7 of agreed suits always show 3 of top 3. Other responses are listed below:

#### **Clubs agreed:**

**6♣:** 0 or 1

#### **Diamonds agreed:**

**6♣:** 1

**6♦:** 0

#### **Hearts agreed:**

**6♣:** 1

**6♦:** A or K with extra length

**6♥:** 0

#### **Spades agreed:**

**6♣:** 1

**6♦:** Queen with extra length

**6♥: Ace or King with extra length**

**6♣: 0**

Lebensohl applies only when we double their Weak Two opening. Rubensohl is preferred otherwise.

#### **Lebensohl:**

A new suit at the Two Level is to play. A new suit at the Three Level is forcing. Bidding 2 No Trump, then a new suit at the Three Level is to play, unless that suit could have been bid at the Two Level, in which case it is invitational. All strong balanced hands with a stopper go via 2 No Trump. All strong balanced hands with the other 4-card Major go via the cue bid of their suit.

#### **After 1 No Trump - Pass - 2 Clubs - (Double):**

Pass - Pass - Pass - (Redouble) shows 4+ Clubs and attempts to play in 2 Clubs redoubled.

### **DEFENSIVE BIDDING**

#### **The Simple Overcall:**

To make a takeout double and then bid a new suit shows something close to a traditional strong jump overcall. This means that we overcall on hands up to about 17 high card points. It is important that the responder should bear this in mind, and should generally raise with support even on weakish hands.

In response to an overcall, a change of suit by the responder is forcing for one round.

#### **Michaels Cue Bids:**

If the opening promises three or more cards in the suit bid, then the cuebid of that suit shows a 5-5 type hand. In the case of a Minor suit opening, it shows both Majors. In the case of a Major suit opening, it shows the other Major and one Minor. Usually the hand will be weak and preemptive with the values concentrated in the suits. The idea is to have good offensive potential rather than two Aces and empty suits. Occasionally it will show a strong hand which is basically prepared to force to game opposite nothing. Basically, with the weak hand the opener takes no further action. With the strong hand he will raise or cuebid.

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

This shows similar hand types to the Michaels Cuebids, but in the two lowest-ranking suits available. The principle of requiring three cards in the suit for a bid to be considered natural still applies.

#### **Defence to their 1 No Trump Opening and Continuations:**

For the purposes of this defence we will consider any No Trump opening that includes 14 high card points as a weak No Trump, all openings with a minimum of 15 high card points or greater will be treated as strong.

### Strong No Trump:

(1 NT)	2♣	10-15 Hcp	4+4+ Majors or 5+5+minors or 4M and 6+(5+) minor.
	2♦	10-15 Hcp	Heart suit or 5spades and 4+ minors
	2♥	10-15 Hcp	5+ Hearts and 4+ minors.
	2♠	10-15 Hcp	Natural.
	2 NT	10-15 Hcp	Either club PRE or good 6+ diamond overcall
	3♣	10-15 Hcp	Good 6+ clubs overcall
	3♦,♥,♠	10-15 Hcp	Preempts in that suit

Double of a Transfer after a Strong 1 No Trump Opening shows a 5-card suit in the suit bid. Overcall type strength.

### Defence to Strong 1Club Opening:

**Double: Very solid two suiter**

1♦: Majors

1♥: Natural

1♠: Natural

1 NT: Minors

2♣/2♦ Weak

2♥/2♠ w2 in this major or opposite major + minor

### Further bidding after double:

Spade shows suit + minor, heart shows majors, and minor : suit + hearts, NT shows minors

### Defence to 2 Clubs strong

**Double: Very solid two suiter**

2♦: Majors

2 NT: Minors

2♥/2♠ Solid this major or opposite major + minor

### Defence to 1 minor Opening:

Overcall of 2M (**Brown Sticker**) means w2 in this major or opposite major + minor. It is completely same like Brown sticker opening 2M.

The only difference is when 1minor shows 3+ cards, than in 5oM+5m case minor must be opposite one (e.g. 1♦ (Nat or better minor)- 2H means w2 in ♥ or spade + opposite minor = **club**)

**On 1♦ showing 0 - 2 cards, overcall 2♦ shows diamonds NAT, otherwise majors**

**On 1♣ showing 0- 2 cards, overcall 2♣ shows clubs NAT, otherwise majors  
overcall 2♦ shows diamonds w2**

Defence over weak jumps

On weak Jumps, cue shows opposite rank 2 suiter.

Over 2M/3M, 4m shows that minor + opposite major

# TT Notes

## NOTE 1

### Symmetric Relay :

Hands are divided into 'class of hands':

- Single suited:** 5+ cards in one suit, no other 4+ card suit
- Balanced:** any 4-3-3-3 or 4-4-3-2 shape
- "Long-legged" 2-suiter:** two-suited hand with 5+ cards in both suits
- "Short-legged" 2-suiter:** two suited hand with one 4 card suit and one 5+ card suit
- Three-suited hand:** any 4-4-4-1 or 5-4-4-0 shape

### Single Suited Hands:

The suit is shown by the first response as detailed above. When the partner relays with the next suit up, any bid of 2 Spades or higher shows a single-suited hand in the suit already shown. The next piece of information that must be conveyed is which suit is shortest or whether the hand has equal shortages. The method is outlined below:

- 2♠:** High Shortage
- 2 NT:** Middle shortage
- 3♣:** Equal shortage
- 3♦:** Low shortage 5-3-3-2
- 3♥:** Low shortage 6-3-3-1
- 3♠:** Low shortage 7+ card suit with void
- 3 NT:** Low shortage 7+ card suit with singleton

In some cases (after 1M opening bid or after first negative on strong club response, intervention etc.), structure is the same but "2♠ start" can be shifted higher (maximum 2 step) or even lower in case of opponents intervention.

Only 7 card suits can be shown, with 8 and more we improvise like 7.

### Balanced Hands

- 2♦:** 4-4-3-2 two suits of the same color  
or 4-3-3-3 with a 4-card Major suit
- 2♥:** 4-4-3-2 and two suits of the same rank
- 2♠:** 4-3-3-3 and a 4-card Minor suit
- 2 NT:** 2-4-3-4
- 3♣:** 4-3-4-2
- 3♦:** 3-4-2-4
- 3♥:** 4-2-4-3

Again start can be shifted but structure is practically the same.

### Two suited hands short legged

- 2 NT:** High Shortage
- 3♣:** Equal shortage (5422, 7411)



- 3♦:** Low shortage 5-4-3-1
- 3♥:** Low shortage 6-4-2-1
- 3♠:** Low shortage 7-4-2-0
- 3 NT:** Low shortage 6-4-3-0

Only 11 cards long legged suit can be shown, so with 8-4 we improvise

**Two suited hands long legged**

- 3♣:** High Shortage
- 3♦:** Equal shortage
- 3♥:** Low shortage 5-5-2-1
- 3♠:** Low shortage 5-5-3-0
- 3 NT:** Low shortage 5-6-2-0
- 4♣:** Low shortage 6-5-2-0

Only 11 cards long legged suit can be shown, so with 6-6 or 7-5, 7-6 we improvise

**3suited hands:**

<b>2 NT</b>	<b>4-4-4-1</b>
<b>3♣</b>	<b>4-4-5-0</b>
<b>3♦</b>	<b>4-5-4-0</b>
<b>3♥</b>	<b>5-4-4-0</b>

After high or middle shortage next step is asking and same structure show us distribution but with different shortnesses.

After equal shortage it depends on type of hand but puppet principle is similar as shown below.

## **NOTE2**

On 1 club strong answers are:

1♦ is negative (either no 8 HP or no 2 controls)

positives are in transfers and show usually the highest suit(at least 4 card) so 1♥ show at least 4 card in spades(exception is minor 3suiter) etc.

Second answer ask for other suit if any, and after discovering type of hand, next question is symmetric relay (Note1)

After distribution, first step asks controls, then negative cuebid.

## **NOTE3**

### **ONE DIAMOND OPENINGS AND CONTINUATIONS**

The 1 Diamond opening shows 11-15 high card points and denies the ability to make any other opening bid. This means that the hand will contain no 5-card Major and will not contain a 6 card Minor in a single-suited hand or 6+ Clubs and 4 Diamonds. If the hand is balanced it will be in the 11-13 range.

This means that the relay continuations must deal with a variety of different hands:

- 1. Balanced hands in the 11-13 range non vul. or 14-16 bal**
- 2. Three-suited hands.**
- 3. Two-suited hands with a four card Major and a longer Minor.**
- 4. Two-suited hands with both Minors (not 6 Clubs and 4 Diamonds).**

**Responses to 1 Diamond:**

- 1♥:** Either any game going try hand+ or any F1 hand with a natural 1 Heart.
- 1♠:** Natural and almost F1.
- 1 NT:** 6-11, no four card Major.
- 2♣:** 8-12, reasonable 5+ card suit.
- 2♦:** 8-12, reasonable 5+ card suit.
- 2♥:** Weak jump shift.
- 2♠:** Weak jump shift.
- 2 NT:** At least 5-5 minors, PRE
- 3♣:** Intermediate jump shift.
- 3♦:** Intermediate jump shift.
- 3♥:** or higher bid is Preemptive

Initial responses after 1 Diamond - 1 Heart:

- 1♠:** Either balanced or at least 5-5 in the Minors.
- 1 NT:** Either three-suited with spade or two suited with 4-spades and a longer Minor.
- 2♣:** 4 Diamonds and 5 Clubs precisely.
- 2♦:** 4 Clubs and longer Diamonds.
- 2♥:** 4 Hearts and longer Clubs.
- 2♠:** Three-suited with spade shortness.
- 2 NT:** 4 Hearts and longer Diamonds.

For further continuation see the system.

## NOTE4

### ONE HEART OPENING AND CONTINUATIONS

The 1 Heart opening shows 11-15 high card points and at least 5 Hearts. The hand may have a longer minor but may NOT have 5 Spades. 1 Spade is the relay and is either game-forcing, or invitational with a balanced hand without four card Heart support, or invitational with 5+ Diamonds or Spades. All other bids are limited by the failure to relay.

Responses:

- 1♠:** Relay. Either spade F1 or invitational+ without support or any GF.
- 1 NT:** Either club onesuiter (7)8-12 high card points. Or natural 1NT 8-10Hp 3244  
Or 2 card support in hearts + clubs
- 2♣:** 6+ Diamonds, (7)8-12 high card points.  
Or 2 card support in hearts + diamonds
- 2♦:** 8-12Hp 3 card support (it could be 4 with bad (7)8-9 points).
- 2♥:** Weak support 4-7 Hp
- 2♠:** Weak 2.
- 2 NT:** Limit raise with 4+ Hearts.
- 3♣:** 5♣+5♦invitational.
- 3♦:** Sound 8-9 raise 4 card support.

- 3♥:** Preemptive.
- 3♠:** Splinter, weak slam interest.
- 3 NT:** To play
- 4♣:** Splinter, weak slam interest.
- 4♦:** Splinter, weak slam interest.
- 4♥:** To play.
- 4♠:** To play.

- |            |           |   |
|------------|-----------|---|
| <b>1♥</b>  | <b>1♠</b> |   |
| <b>1NT</b> |           | <b>Minimum without 4 spades</b>                             |
| <b>2♣</b>  |           | <b>Maximum with 3-suiter or clubs</b>                       |
| <b>2♦</b>  |           | <b>Maximum with diamonds.</b>                               |
| <b>2♥</b>  |           | <b>4 spades and minimum. 2♠ is to play and 2NT is relay</b> |
| <b>2♠</b>  |           | <b>4 spades maximum</b>                                     |

For further continuation see the system.

## NOTE5

### ONE SPADE OPENING AND CONTINUATIONS

The 1 Spade opening shows 11-15 high card points and at least 5 Spades. 1 No Trump is the relay and is either game-forcing, or invitational with a balanced hand without four card Spade support, or invitational with 5+ Hearts. All other bids are limited by the failure to relay.

#### Responses:

- |           |             |  |
|-----------|-------------|--|
| <b>1♠</b> | <b>1 NT</b> | <b>Any GF, or clubs trf (7)8-12 or 8-12 Nat 2 spades without 5 card suit Or (10)11-12 Heart one suiter</b>                                     |
|           | <b>2♣</b>   | <b>5+ Diamonds, 8-12 high card points.or minors twosuit weak to INV or 8-10 bal 2spades 5 card in some minor.</b>                              |
|           | <b>2♦</b>   | <b>6+ Hearts, 5-10 Hp or 1444 INV value, or 8-10 bal 2spades 5 hearts.</b>   |
|           | <b>2♥</b>   | <b>8-12Hp 3 card support</b>   |
|           | <b>2♠</b>   | <b>Weak -7 raise</b>   |
|           | <b>2 NT</b> | <b>1. Limit raise with 4 Spades. Responses are 3♣♦♥are minimums with shortness, 3♠ is sign off. 4♣♦♥are maximums and voids, 4♠ is to play.</b> |
|           | <b>3♣</b>   | <b>5 Hearts + 5 Clubs invitational values.</b>   |
|           | <b>3♦</b>   | <b>5 Hearts + 5 Diamonds invitational values.</b>  |
|           | <b>3♥</b>   | <b>Light invitational 8-9 Hp 4+ Spades.</b>  |
|           | <b>3♠</b>   | <b>Preemptive.</b>   |
|           | <b>3 NT</b> | <b>To play</b>   |
|           | <b>4♣</b>   | <b>Splinter, weak slam interest.</b>   |
|           | <b>4♦</b>   | <b>Splinter, weak slam interest.</b>   |
|           | <b>4♥</b>   | <b>Splinter, weak slam interest.</b>   |
|           | <b>4♠</b>   | <b>To play.</b>  |

Continuations after 1 Spade - 1 No Trump:

2♣ Any minimum without 4hearts

All higher responses show more than a minimum:

2♦: 4+hearts♠♥2-suiter. 11-15 Hcp

2♥: 4+ Clubs or♠ 3-suiter. 14-15Hcp

2♠: 4+ Diamonds. 14-15 Hcp

2 NT: And higher: Single-suiters following symmetric principles.

## NOTE 6

### 2 CLUBS OPENING AND CONTINUATIONS

The 2 Clubs opening shows 11-15 high card points and at least 6 Clubs. Generally the hand will be single suited, although hands with 6+ Clubs and a 4-card Diamond suit also open 2 Clubs.

Responses:

2♣	2♦	Symmetric relay. Generally forcing to game.
	2♥	5+ Hearts, invitational values.
	2	5+ Spades, invitational values.
2 NT		Natural and invitational.
3♣		Basically preemptive.
3♦		9-11 high card points, good 6-card suit.
3♥		9-11 high card points, good 6-card suit.
3♠		9-11 high card points, good 6-card suit.
3 NT		To play.
4♣		Preemptive.
4♦		Splinter. mild slam interest, cuebid is positive.
4♥		To play.
4♠		To play.
4 NT		Roman Keycard Blackwood agreeing Clubs.
5♣		To play.

## NOTE7

### 2 DIAMOND OPENING AND CONTINUATIONS

The 2 Diamond opening shows 11-15 high card points and at least 6 Diamonds in a single suited hand.

Responses:

2♦	2♥	Relay. Generally forcing to game.
	2♠	5+ Spades, invitational values.
2 NT		Natural and invitational.
3♣		5-bad6 cards in♥ invitational, A: 3♦min no♥support, 3♥ is min 3 cards support , 4♥ is max 3c support, 3♠ max hand doubleton heart with an honour, 3NT to play,

- 3♦ Basically preemptive.
- 3♥ 9-11 high card points, good 6-card suit.
- 3♠ 9-11 high card points, good 6-card suit.
- 3 NT To play.
- 4♣ Splinter. Only mild slam interest.
- 4♦ Preemptive.
- 4♥ To play.
- 4♠ To play.
- 4 NT Roman Keycard Blackwood agreeing Diamonds.
- 5♦ To play.

## NOTE 8

Modified NAMYATS 4♣(Hearts) or 4♦(Spades)

10-14 Hp 7+ cards 2-3 top honer in suit 4-7 controls

Hearts	Spades	
4♦	4♥	Asking for suit
4NT	4NT	"Blackwood" out of the suit
4♥	4♠	To play
4♠,5♠,5♦	5♠,5♦, 5♥	Asking bid, steps means no control, 2control, 1 control respectively

After "asking for suit" the answers are :

4♥	4♠	One loser, further continuation : 4NT is blackwood; Any suit is asking bid but for 1 <sup>st</sup> control in that suit. 5 hearts is asking for AK for 6 hearts; 6Hearts is to play and 5NT is asking for AK but for grand slam!
4NT	4NT	AK 8cards
4♠,5♠,5♦	5♠,5♦, 5♥	AKQ and cuebid 2 <sup>nd</sup> control

'Blackwood excluding agreed suit" :

5♠	0 side aces. void clubs (♠) / negative or void in clubs (♥)
5♦	0 side aces. void in diamonds
5♥	0 side aces. void in hearts(♠) / void in spades(♥)
5♣	0 aces(♠) / 1 ace and void spade(♥)
5NT	1 side ace, no voids
6♠,6♦	1 side ace and void in that suit
6♥	1 side ace and void in♥(♠)

## NOTE 9

WEAK TWO OPENING OR 5+5+ IN OTHER MAJOR + MINOR

Only 2NT is forcing any other bid is pass correct.

It is possible in green vs. Red minor suit can be only 4card.

<b>2♥;2♠</b>		<b>3-9 high card points and a 6-card suit.</b>
	<b>2 NT</b>	<b>Asking</b>
<b>3♣</b>		<b>Club + other major.</b>
<b>3♦</b>		<b>Diamond + other major.</b>
<b>3♥</b>		<b>Weak w2.</b>
<b>3♠</b>		<b>INV Accepted.</b>
<b>3 NT</b>		<b>AKQxxx or AKJxxx.</b>

If they double either in direct or pass-out position and partner passed.

**2♥x pass pass or 2♥pass pass x**

<b>Pass</b>	<b>Hearts weak two</b>
<b>xx</b>	<b>Spades and clubs</b>
<b>2♠</b>	<b>Spades and diamonds</b>

**2♠x pass pass, or 2♠pass pass x**

<b>Pass</b>	<b>Spade weak two</b>
<b>xx</b>	<b>Clubs and hearts</b>
<b>2NT</b>	<b>Diamond and hearts</b>
<b>3♣</b>	<b>6+Clubs and hearts</b>
<b>3♦</b>	<b>6+Diamond and hearts</b>

## NOTE 10

**Overcall on 1NT :**

**DBLE is penalty oriented**

<b>(1 NT)</b>	<b>2♣</b>	<b>10-15 Hcp</b>	<b>4+4+ Majors or 5+5+minors or 4M and 6+(5+) minor. 2♦ is only forcing otherwise pass or correct</b>
	<b>2♦</b>	<b>10-15 Hcp</b>	<b>Heart suit or 5spades and 4+ minors</b>
	<b>2♥</b>	<b>10-15 Hcp</b>	<b>5+ Hearts and 4+ minors.</b>
	<b>2♠</b>	<b>10-15 Hcp</b>	<b>Natural.</b>
	<b>2 NT</b>	<b>10-15 Hcp</b>	<b>Either club PRE or good 6+ diamond overcall</b>
	<b>3♣</b>	<b>10-15 Hcp</b>	<b>Good 6+ clubs overcall</b>
	<b>3♦,♥,♠</b>	<b>10-15 Hcp</b>	<b>Preempts in that suit</b>

## Note 11

Defence when 1NT doubled

Defence to (14-16)1nt doubled

**1NT x ?**

Pass	Balanced hand and force	After redouble, we try to find a 4-4 or in
------	-------------------------	--

	partner to pass with 4333 shape, redouble with any 4432 shape and bid 5(6) card suit	worst case 4-3 fit. So 2♣ shows 4 (could be 3 if any 4333) cards in ♣ and force opener to pass with 4 clubs or bid first (of two) 4 card suit. 2♦ shows 4 card in ♦ and 4M, and 2♥ shows both majors balanced.
Redouble	Trf to 2♣, shows either club onesuiter or minor 3 suiter or 4+♥ 5+♠, or 5+-5+ GF hands.	Pass=♣, 2♦=♣ + ♦ + M 3suiter After double xx = ♣ + ♦ + ♥ 2♦ = ♣ + ♦ + ♠ 2♥ = Majors longer spade 2♠ = 5+spade 5+ minor GF 2NT = minors GF 3♣ = clubs and hearts 3♦ = diamonds + hearts 3♥ = majors GF <b>stronger than directly 4♣</b> After interference double of responder is penalty (his suit and invitational case)
2♣	Trf to 2♦ Diamond or both major same length or longer hearts or any 5+5+ INV hand	Pass = Diamonds 2♥ = hearts & spade, otherwise 5+5+ like in redouble case
2♦	Trf to hearts. Either hearts or spade + minor	Hearts could be invitational and unbalanced enough not to play 1nt x, spade and minor is sure below invitational.
2♥	Trf to spades. Either spades or hearts + minor	Spades could be invitational and unbalanced enough not to play 1nt x, hearts and minor is sure below invitational.
2♠	(I want to play spades)	
2NT	Both Minors PRE	
3 <sup>rd</sup> level	PRE	
4♣	Both majors	
4♦	Hearts	
4♥	Spades	
4NT	Choose better minor	

## Note 12

### Defence to (11-13)1nt doubled

#### 1NT x ?

Pass	Balanced hand more probably with clubs tolerance (all 44 hands with clubs, and all 4333 shapes) Force partner to bid his 5(6) card suit, to pass with 4333 shape without clubs, bid 2 clubs with 4+ clubs and redouble with any 4432 shape without clubs	After redouble, we try to find a 4-4 or in worst case 4-3 fit. So 2♣ shows 4 cards in ♣ and force opener to bid without 3 clubs first (of two) 4 card suit. 2♦ shows 4 cards in ♦ and 2♥ shows 4 hearts and 3-4 spades.
Redouble	Penalty, want to play or double if possible	Double is for penalty, first round pass is F1
2♣	Gamble one man show, either	After double, pass =♣

	clubs, or 4+♦ 4M, or majors same length, partner should pass or can bid pass or correct with good clubs.	Rdbl = ♦+4hearts 2♦=♦+4spades 2♥=Majors same length 2♠ = Spades weak hand, club lead
2♦	Gamble one man show, either diamonds, or 5-4 or 4-5majors any way. Partner should pass or can bid pass or correct with good diamond fit.	After double, pass = ♣ Rdbl = 5+♥+4spades 2♥= 4♥ and 5+ spades 2♠ = spades weak hand, diamond lead
2♥	Either hearts NAT or spades + minors weak hand	After double pass = NAT xx=Spades and clubs 2♠=Spades and diamonds
2♠	Either spades NAT or hearts + minor weak hand	
2NT	Minors PRE	
3 <sup>rd</sup> level	PRE	
4♠	Both majors	
4♦	Hearts	
4♥	Spades	
4NT	Choose better minor	

### Note 13

#### Defence to Strong 1Club Opening:

**Double: Very solid two suiter**

**1♦: Majors**

**1♥: Natural**

**1♠: Natural**

**1 NT: Minors**

**2♣/2♦ Weak**

**2♥/2♠ w2 in this major or opposite major + minor**

#### Further bidding after double:

Spade shows suit + minor, heart shows majors, and minor : suit + hearts, NT shows minors

### Note 14

#### Defence to 2 Clubs strong

**Double: Very solid two suiter**

**2♦: Majors**

**2 NT: Minors**

**2♥/2♠ Solid this major or opposite major + minor**

### Note 15

#### Defence to 1 minor Opening:



Overall of 2M (**Brown Sticker**) means w2 in this major or opposite major + minor.

It is completely same like Brown sticker opening 2M.

The only difference is when 1minor shows 3+ cards, than in 5oM+5m case minor must be opposite one (e.g. 1♦ (Nat or better minor)- 2H means w2 in ♥ or spade + opposite minor = **club**)

**If Brown stickers are not allowed, than 2M shows w2 in that M**

**On 1♦ showing 0 - 2 cards, overcall 2♦ shows diamonds NAT, otherwise majors**

**On 1♣ showing 0- 2 cards, overcall 2♣ shows clubs NAT, otherwise majors    overcall 2♦ shows diamonds w2**

### **Note 16**

Defence over weak jumps

On weak Jumps, cue shows opposite rank 2 suiter.

Over 2M/3M, 4m shows that minor + opposite major

## BROWN STICKER OPENING BID ANNOUNCEMENT FORM

**This form is to be completed and sent, by email, to [anna@ecats.co.uk](mailto:anna@ecats.co.uk) in accordance with the Supplemental Conditions of Contest for the event**

**Names:** Miro Tesla – Staničić Ognjen

**Country** Croatia

**Event** European championship

**Malmö 2004**

**Opening bid of** 2H **in** 1<sup>st</sup> 2<sup>nd</sup> 3<sup>rd</sup> **seat at** All but II vs I

**Shows:** Weak 2 (6 cards) in Hearts or Spade+minor twosuit (5+5+)

**Detailed Description:**

Weak 2 in Hearts or Spade +minor twosuit (5+5+) are together in one bid

Style: Suits are usually decent in equal or worse vulnerability.

In green vs. red suits can be weaker, especially in 3<sup>rd</sup> seat.

Further bidding are pass or correct principle, and 2NT is the only forcing

---

### Responses and Rebids in Uncontested auctions

---

**With what hands will responder pass the opening bid?**

Usually with shortness in hearts

**Meanings of other responses and rebids:**

**2NT=forcing asking, 3NT to play, all other bids are pass or correct principle**

after 2NT answers are: 3m = spade and that minor,

3H =weak w2, 3s=good w2, 3Nt=AKQxxx or AKJxxx in hearts

---

### Competitive Agreements

---

**Responses after opponent's DBL** (including Pass, RDBL and expected follow-ups)

Same as without interference, redouble = strong hand to pass with w2 in hearts

**Responses after opponent's overcall:**

Double = penalty, suit = pass or correct, 3NT to play

**Rebids after 4<sup>th</sup> hand DBLs the response:**

If response was 2NT, pass = weak w2, 3m= spade and that minor, 3H = solid w2, 3S= good w2, redouble = AKQxxx

After other rebids doubled: same as without double (pass or correct)

**Rebids after 4<sup>th</sup> hand overcalls:**

Double = that suit, pass if overcall is higher than answer, otherwise as without interference

## BROWN STICKER OPENING BID ANNOUNCEMENT FORM

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**Names:** Miro Tesla – Staničić Ognjen

**Country** Croatia

**Event** European championship

**Malmö 2004**

**Opening bid of** 2S **in** 1<sup>st</sup> 2<sup>nd</sup> 3<sup>rd</sup> **seat at** All but II vs I

**Shows:** Weak 2 (6 cards) in Spades or Hearts + minor twosuit (5+5+)

**Detailed Description:**

Weak 2 in Spades or Hearts+ minor twosuit (5+5+) are together in one bid

Style: Suits are usually decent in equal or worse vulnerability.

In green vs. red suits can be weaker, especially in 3<sup>rd</sup> seat.

Further bidding are pass or correct principle, and 2NT is the only forcing

---

### Responses and Rebids in Uncontested auctions

**With what hands will responder pass the opening bid?**

Usually with shortness in spades

**Meanings of other responses and rebids:**

2NT=forcing asking, 3NT to play, all other bids are pass or correct principle

after 2NT answers are: 3m = hearts and that minor,

3H =weak w2, 3s=good w2, 3Nt=AKQxxx or AKJxxx in hearts

---

### Competitive Agreements

**Responses after opponent's DBL** (including Pass, RDBL and expected follow-ups)

Same as without interference, redouble = strong hand to pass with w2 in hearts

**Responses after opponent's overcall:**

Double = penalty, suit = pass or correct, 3NT to play

**Rebids after 4<sup>th</sup> hand DBLs the response:**

If response was 2NT, pass = weak w2, 3m= hearts and that minor, 3H = solid w2, 3S= good w2, redouble = AKQxxx

After other rebids doubled: same as without double (pass or correct)

**Rebids after 4<sup>th</sup> hand overcalls:**

Double = that suit, pass if overcall is higher than answer, otherwise as without interference

<b>BROWN STICKER OVERCALL ANNOUNCEMENT FORM</b>
---

**This form is to be completed and sent, by email, to [anna@ecats.co.uk](mailto:anna@ecats.co.uk) in accordance with the Supplemental Conditions of Contest for the event**

**Names:** Tesla Miro Staničić Ognjen

**Country** Croatia

**Event** European championship  
**Malmo 2004**

**After opponents opening bid of** 1m **showing** any

**Our overcall of** 2H **at** All but II vs I

**Shows:** Either H w2 or S+m, m = any if 1m shows 2- cards, and opposite one if 1m shows 3+

**Applies:** All the time

**Detailed Description:**

---

**Responses and Rebids When Responder Passes**

---

**With what hands will advancer pass the overcall?**

Weak 2 in Hearts or Spade +minor twosuit (5+5+) are together in one bid

Style: Suits are usually decent in equal or worse vulnerability.

In green vs. red suits can be weaker, especially in 3<sup>rd</sup> seat.

Further bidding are pass or correct principle, and 2NT is the only forcing

**Meanings of other advances and follow ups:**

2NT=forcing asking, 3NT to play, all other bids are pass or correct principle

after 2NT answers are: 3m = spade and that minor,

3H =weak w2, 3s=good w2, 3Nt=AKQxxx or AKJxxx in hearts

---

**Competitive Agreements**

---

**Responses after opponent's DBL** (including Pass, RDBL and expected follow-ups)

Pass or correct.

**Responses after opponent's bid:**

Pass or correct, double = penalty

**Rebids after opener DBLs the overcall (1X)-2Y-(P)-P-(DBL)-?**

Pass = w2, xx = spade + clubs, 2S = S+diamonds

**Rebids after opener DBLs advancer's bid:**

**Rebids after opener's suit rebid:**

Double = penalty, otherwise pass correct

<b>BROWN STICKER OVERCALL ANNOUNCEMENT FORM</b>
---

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**Names:** Tesla Miro Staničić Ognjen

**Country** Croatia

**Event** European championship  
**Malmo 2004**

**After opponents opening bid of** 1m **showing** any

**Our overcall of** 2S **at** All but II vs I

**Shows:** Either S w2 or H+m, m = any if 1m shows 2- cards, and opposite one if 1m shows 3+

**Applies:** All the time

**Detailed Description:**

---

**Responses and Rebids When Responder Passes**

---

**With what hands will advancer pass the overcall?**

Weak 2 in Spade or Hearts +minor twosuit (5+5+) are together in one bid

Style: Suits are usually decent in equal or worse vulnerability.

In green vs. red suits can be weaker, especially in 3<sup>rd</sup> seat.

Further bidding are pass or correct principle, and 2NT is the only forcing

**Meanings of other advances and follow ups:**

2NT=forcing asking, 3NT to play, all other bids are pass or correct principle

after 2NT answers are: 3m = spade and that minor,

3H =weak w2, 3s=good w2, 3Nt=AKQxxx or AKJxxx in hearts

---

**Competitive Agreements**

---

**Responses after opponent's DBL** (including Pass, RDBL and expected follow-ups)

Pass or correct.

**Responses after opponent's bid:**

Pass or correct, double = penalty

**Rebids after opener DBLs the overcall (1X)-2Y-(P)-P-(DBL)-?**

Pass = w2S, xx = hearts + clubs, 2NT =hearts +diamonds, 3C = 6clubs + Hearts, 3D = 6D + hearts

**Rebids after opener DBLs advancer's bid:**

**Rebids after opener's suit rebid:**

Double = penalty, otherwise pass correct

# Defence against 2H 2S Brown stickers

## **Recommended defence**

against 2M showing w2 in M or opposite major and minor is like on w2 bid.

So double classically shows take out values.

## **Explanation:**

W2 bid is more frequently (2.3%) than 5M+5m (0.8%)