

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level : 7-17 HCP, usually 5+suit
RESP to 1♥ = 2♣ ask for range, 2♦ = unbid minor, 9-12
RESP to 1♠ = 2♣ ask for range, 2♦ = ♥'s, 9-12, 2♥♦ = unbid minor, 9-12
If 3 rd hand bids below 1NT then 1NT is raise with H, raise denies H
Solid OC 2-level opp. unpassed hand. New suits forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP, SYS on. 12-16 in balancing SYS on (12-14 over 1m) (but when 12-16 2N resp. to stayman=15-16)
JUMP OVERCALLS (Style; Responses; Unusual NT)
2♦ = 55M, 11-15, 2M=4-card M, longer m, 11-15
2NT = 2 lowest unbid, 55+(6-10/16+) (but 19-21 Bal after 1x-p-p)
3♣ = two highest unbid, 55+(6-10/16+)
3♦ ag 1♥ and 3♥ ag 1♠ = 7-card good hand. 3♦ ag 1♠ = 6♦ + 4♥, 11-15
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Highest + Lowest, 55+(6-10/16+)
Jump cue over 1M = stopper-ask
(2M)-3M = 55 m's
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ = both majors (aggr.), 2♦ = 1 M weakfish or a good 5-5. 2M = Nat
By PH : X = ♣ + M, 2♦ = ♦ + M. VS transfer Cue = 5-5 with a M
VS stayman and transfers D = lead ag strong and weak NT
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O thru 4♣, OPT above. 2NT = 15-18 (SYS ON)
over weak 2L or multi, jump to 3M is 4-card, longer m
Over MULTI; X = 13-15 "Bal" or 18+; resp D. Pass then D = T/O
4m is usually a two-suited hand [4]
(3♥)-4♥ = 4♠-6+m
4NT from both = usually 2 places to play
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = ♣, 1NT = Majors 5-4+ constructive 2♦ = Multi one M (6+ suit), 2♥ = 54+M, weak, 2♠ = ♠ + m (55) or 1 minor
All bids except 1NT can be quite weak NV
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers after 1♣ opening including RD as ♦ 's
Pass or RD, then D = PEN, 2L over D = NF, 1M-(X)-1NT = weak raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Lead	In Partner's Suit		
Suit	3 rd , 5 th	Same	
NT	3 rd , 5 th	Same	
Subseq			
Other: King asks for count at 5-level+			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx..	AK..	
King	KQ. , AK	Good suit, unblock or count	
Queen	QJ..	QJ.. , AQJ. , KQ..	
Jack	JT. , KJT.	As vs suit, AJT.	
10	T9.., QT9.., KT9..	As vs suit, AT9..	
9	9x	No honor	
Hi-X	xx	3 rd , 5 th or no honor	
Lo-X	3 rd , 5 th	3 rd , 5 th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=Enc	Low=Even	Low=Enc
Suit 2	Low=Even	SP	Low=Even
3	SP		SP
1	Low=Enc	Low=Even	Low=Enc
NT 2	Low=Even	SP	Low=Even
3	SP		SP
Signals (including Trumps):			
SP sometimes in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Lebensohl variation ag. Two-level or (1x)-D-(raise)[3]			
Style fairly strict on shape. Reopens aggressively.			
1NT response after (1♠)-D is either natural or any 0-7 while 2x is 8-11			
1x(D)-(1y)-2y NAT NF, (1m)-X-(p)-2m may pass response			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X/RD (when our suit is available at 2-level)			
(1X) 1Y (1/2Z) DBL = 2-cd Y, (4)5+ in unbid			
1♠-(2♥)-X = 4-card penalty double. MAX only against "proven" fit			
Negative/Responsive through 4♥			
2♦-(X)-RD = bid your M			
1NT (2/3XNAT) DBL = T/O. 1NT (2XART) DBL = "Values"			

W B F CONVENTION CARD
CATEGORY: "Green(Red)"
NCBO: SWEDEN
PLAYERS: Peter Fredin – Björn Fallenius
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Majors. Natural unbalanced 1♦ opening
1♣ is either natural, or BAL w/o 5M, TRF RESPONSES
1NT = 14-16 NV, 15-17 BAL
Multi
GI+ relays [15]
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
OPENINGS: 1♣ = a) 11-13(14) NT; b) 17-19 NT; c) Natural.
2♣ = weak 2-bid in ♦'s or 20+
2♦ = Multi weak 2-bid in a major
2M = 6-cardsuit, 10-13
RESP: 1♣ - 1♦/♥ = TRF (poss very WK). 1♣ - 1♠ = GI+relay [15]
1♣-2♣ = both m, NF, 5-11, 1♣-2♦ = 55 M, 8-10
1♣-2M = WK, 1♣-2N = a) club PRE, b) GF, BAL
1♦-1NT = GF relay [15]
1♦-2♣ = NF
1♦-1M- Transfer advances by opener [1]
IN COMP: Special jump overcalls [2]
We treat (1m-1NT) as if you opened 1NT
1M-(D)-1NT is a weak raise
SPECIAL FORCING PASS SEQUENCES
1x-(1NT)-D creates 2-level forcing as does 1♦/M-(D)-RD
Logical FP when opp's bid under the level we've forced to
or whenever we've shown combined near GF values
IMPORTANT NOTES
Good/Bad 2NT often in comp.
PSYCHICS: Rare

Fredin - Fallenius

Supplementary Notes

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[1] (suppl. Note number 1)

Transfers after 1♦ - 1♥

- 1♠ 4-card spades
- 1NT 4+ clubs
- 2♣ 6+ diamonds
- 2♦ 3-card raise, 11-13 or 16-17
- 2♥ bad 4-card raise (11-13)
- 2♠ natural jump shift
- 2N 4-card hearts, about 16+
- 3♣ 5-5 GF
- 3♦ as 3♥, but ♣-splinter
- 3♥ about 13-15, no ♣-splinter
- 3♠/4♣ voids

If you transfer to a minor and follow up with 2♥, it shows some extras (about 14-15)

If you transfer to 2♦, and follow up with 3♣, it's a one-round force and might be only 6-3 looking for NT.

Transfers after 1♦ - 1♠

- 1NT 4+ clubs
- 2♣ 6+ diamonds (or 3451 extras)
- 2♦ 4-card hearts, 5+ diamonds 11-15, not 3-card spades
- 2♥ reverse
- 2♠ normal raise, 3-card poss.
- 2N 4-card spades, about 16+, see Jacoby last page
- 3♣ 5-5 GF
- 3♦ 6-card diamonds, 3-card spades about 16-17
w/ 14-15 or GF transfer to diamonds then bid 2/3♠
- 3♥ about 13-15, ♣-splinter
- 3♠ about 13-15, no ♣-splinter
- 4x voids

If you transfer to a minor and follow up with 2♠, it shows some extras (about 14-15)

If you transfer to 2♦, and follow up with 3♣, it's a one-round force and might be only 6-3 looking for NT.

[2]

Single jump overcalls over 1x

(Also applies to 3-level over 1M-1NT)

1m-2M 11-15, 4-card with 5+ other minor (or 1m after 2+m)

1♣-2♦ 5-5 M, 11-15

1x-2x 5-5 Highest+Lowest, weak or 16+

1x-3♣ 5-5 Highest, weak or 16+

1♥-3♦ and 1♠-3♥ = about 8 winners

1♠-3♦ natural 6+ w / 4-card♥ opening hand

[3]

Lebensohl situations

Except after our 1NT opening we use Gucci Lebensohl when appropriate over 2 of their major.
Gucci stands for **Give Up Clubs Invitational**

Example if they open 2♠

And we double (not being a passed hand)

2N pick a minor

3♣ Natural, 0-10

3♦ Natural, about 8-10

3♥ Natural, about 8-10

3♠ Asks for stopper

3N Natural w/o 4-card hearts

After opener picks a minor over 2NT, resp can bid

Pass we've arrived

3♦ Natural, about 0-7

3♥ Natural, about 0-7

3♠ Asks for stopper with 4-card hearts

3N Natural with 4-card hearts

Examples of other Gucci situations

1. (1M)-D-(2M)-Gucci

2. (1M)-D-2M - P

(P) -D-(P)-Gucci

3. 1x (2M)-P-(P)

D-(P) - Gucci

But the ranges of course differ when the responder to a Double has already shown some weakness

[4]

Over weak two-bids

Jump to 4m shows 5-5 with that suit + an un-bid major.

Over 3-level preempts

Over 3m 4♣=5-5 unbid m+ a major (4♦ask for major)

4♦=5-5 majors

Over 3M 4m=5-5 Natural with oM

Over 3NT/4♣ preempt

4♣ 55 M+m (4♦ask for major)

4♦ 55 Majors

D is t/O while 4NT shows any two-suiter

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[5]

1♣-1N; about 5-11

Opener bids 2♦ with 17-19 bal, and 2N with ♦reverse

He can repeat clubs or reverse.

We switch the 2♦ and 2NT bids as follows

2NT = diamond reverse, Forcing only to 3m

(will rarely happen with opp's having both majors)

2♦ = 17-19 NT

Normal bids:

2♥ = gametry, asks for 2NT/3NT (2♠ by O = both m)

2♠ = xfer to 2NT, then suits are forcing

2NT = xfer to clubs

3♣ = xfer to diamonds

3♦ = Inv

Features follow

[6]

1♣-1♦ ; 4+ hearts , 4+HCP

- 1♥ a) 11-13 NT(or 12-14) , usually 2-3 hearts
b) we also may bid 1♥ with e.g. x/Kxx/AQxx/Kxxxx or with reversedmajors because nothing else makes sense
1♠ up to about 11HCP, NF
1NT up to 11 HCP
bids higher than 1NT = transfer-checkback
- 1♠ un-bal, 4♠ and 5+♣ or 4144 (4th suit F)
- 1N 17-19 balanced (transfer check-back)
- 2♣ normal
- 2♦ normal reverse, 2M or oM (4th suit) creates non-GF
- 2♥ 4-card decent bal w/ 4*♥ or bad un-bal w/ 4*♥
- 2♠ jump reverse, GF
- 2NT special, 15-17 w/ 4*support or 15+ w/6+♣ and 3*support
if responder is weak he can try to sign off in 3♣ or 3M
if responder has more he can game-force by bidding
3♦ with 4*M or 3 oM with 5*M
Opener, over the GF bids, stays at the 3-level
if only 3-card support (bidding fragments if possible)
With 4-card support he bids shortness at 4-level
4M shows a limited hand with 5422,
while short spades has to bid 4♣
- 3♣ Normal, good hand Non-Forcing, not 3-card ♥
- 3♦ About 12-14, support and unbal, not bad min
retransfer available as usual
- 3♥ 4-card M support and 17-19 bal
- 4♣ 6+♣ with 4*♥, aggressive but good honors
- 4♥ 2425, about 18-19
splinters show a very good hand, about 18+HCP
(only after 1♣ does it not promise a void)

1♣-1♥ ; 4+ spades, 4+HCP

same principles apply as over 1♣-1♦

- but :- 1♣-1♥-3♦ splinter , about 12-14
- 1♣-1♥-3♥ no ♦-splinter, about 12-14

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[7]

Transfer Check-back

1♣-1♦ - 1♥ /or 1N

- 2♣ transfer, signoff in diamonds or inv w/ 5+hearts
or when followed by 3NT=2452 weak doubletons
- 2♦ weak or GF w/ 5+hearts (then 3♠ xfer to 3NT if needed)
- 2♥ GI+ w/o 5+ ♥'s, usually 12-13 balanced w/ or w/o spades
but could also be 4441 GI+, then 3m NF
2♠ 4-card ♠, F1
2NT/3NT min/max w/o ♠'s
- 2♠ club canapé, any strength, bid if like
- 2N Nat inv
- 3♣ diamond canapé, GI+
- 3♦ 5-5, GF
- 3♥ dist inv, often 7+ suit, need controls
- 3♠ transfer to 3NT when needed, 1444 if not

1♣-1♥ - 1♠ /or 1N

differences from 1♣-1♦:

- 2♦ weak or GF w/ 5+ spades, 4+ hearts (asks for pref.)
- 2♥ weak or GF 5+spades, denies hearts (then 3♥ NTxfer)
- 3♥ transfer to 3NT when needed, 4144 when not
- 3♠ dist inv, often 7+ suit, need controls

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[8]

1♦-2NT

10+, usually 4+support

- 3♦ minimum
(3♥ ask for natural shortness)
- 3new shortness
(cheapest diamondbid NF)

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[9]

1♦-1M-2NT

(4-card support 16+)

- 3♣ GF singleask
new suit singleton, 3M single club
- 3♦ 6-4
over 3♦, 3♥re-ask
then 4♣, single
3♠, single oM
- 3♦ Art Gametry
- 3M Signoff

[10]

1 of a Major Opening

Responses to 1♥

- 1♠ natural
- 1N about 5-11
- 2m natural GF
- 2M constructive, about 8-10
- 2♠ 6-card suit, 4-8
- 2NT Stenberg, inv+
- 3m mini-splinter, 6-9
- 3M preemptive usually 1"goodie" Ace,KQ, or trumpK, or singleton
- 3♠ about 8-11 w/ a splinter
- 3NT spadevoid, about 8-11(12) or 16+
- 4m void, about 8-11(12) or 16+
- 4M preemptive

Responses to 1♠

- 3m/♥ mini-splinter
- 3NT about 8-11 w/ a splinter
- 4m/♥ void, 9-12 or 16+

Stenbergs 2NT (4+support, inv +)

- 3♣ min, 11-13
- 3♦ Max w/o shortness
- 3♥ 14+, short ♣ (shortness 1-2-3)
- 3♠ 14+, short ♦
Responders new suit is shortness
- 3NT 14+, short other M
- 4x void, 11-13 or 17+
- 4♥ ♠-void 11-13
- 4♠ ♠-void, 17+

1M-2NT-3♣

- 3♦ single ask for 1-2-3
4-level, cue-bid, no shortness
- 3M NF
- 3♠ short ♣
- 3NT short ♦
- 4♣ short oM

1M-2NT-3♦

- 3♥ short ♣
- 3♠ short ♦
- 3N short oM
- 4x Cue

[11]

NT system

- 2 ♣ Stayman
a) weak 3-suited w/ short clubs planning to pass response
b) inv + with clubs
c) inv+ with at least one major
(never (43)-(51) GF or any 4441 GF however)
(we always have a 5-cardsuit if inv, and un-bal if 5+minor inv)
- 2 ♦ puppet to 2 ♥
a) 5+ ♥ (3 ♣ +)
b) 6+M SI or gamechoice (2♠ then over 2N: 3♣/3♦)
c) 5-1 m GF w/ 4*M (2NT)
d) 55m GF (2♠ then over 2N: 3M splinter)
- 2 ♥ puppet to 2 ♥
a) 5+ ♠ (3 ♣ +)
b) bal SI (2NT)
- 2 ♠ a) NT inv (may have a 4-card major but we can't find out)
b) both minors weak or inv
c) Both minors GF (not 55)
- 2 NT puppet to 3 ♣
a) weak w/ clubs
b) inv w/ 6+ ♦
c) GF w/ 6+ ♣ + shortness
- 3 ♣ puppet to 3 ♦
6+ ♦ signoff or GF w/ shortness
- 3 ♦ 4441 short minor
3 ♥ asks for singleton 1-2
- 3 ♥ 1444
3 ♠ 4144
4 ♣ Transfer to ♥
4 ♦ Transfer to ♠

Cont after 2♣, Stayman

- 2♣ - 2x - 2M weak, 5+ suit
2♣ - 2x - 2N (3♣ by NT rejects gametry, 3♦ accepts)
a) 5+ clubs inv usually 6+ suit or 5-card +4M
b) 5 diamonds, 4M inv
the inv hands pass or bids 3♦ over 3♣ and bids 3NT over 3♦
c) 5+ ♣ 41, Majors GF, bid the 4-cardsuit over 3m
(may bid this way even if partner showed the Major)
- 2♣ - 2x - 3♣ puppet to 3♦ (weak -♦ canape poss)
usually GF 5+♦, 41 Majors, bid the 4-cardsuit over 3♦
- 2♣ - 2x - 3♦ 5+ ♥ (or ♥-support inv+ over 2♥)
2♣ - 2x - 3♥ 5+ ♠ (or ♠-support inv+ over 2♠)

2♣ -2x -3♠ 55 Majors GF over 2♦
 2♣ -2x -4m Transfer to 6card-major over 2♦

Detailed example sequences

2♣-2♦-3♦ 5+ ♥ GF
 3♥ support ask for minorsuit short (♠short not poss)
 4m shortness
 3♠ No support good hand
 3NT No support, not so good
 then 4m Natural, 5422 distr, slamtry

2♣-2♦-3♥ 5+ ♠ GF
 3♠ support ask for minorsuit short (♥short not poss)
 3NT No support
 then 4m Natural, 5422 distr, slamtry

2♣-2♥-3♦ 4+ ♥ inv+
 3♠ ask for minorsuit short

2♣-2♥-4m void

2♣-2♠-3♦ 5+ ♥ inv+
 3♥ reject
 3♠ accept w/ support
 3NT accept w/o support

2♣-2♠-3♥ support, slamtry
 2♣-2♠-3♠ Nat inv.
 2♣-2M-spl Void

Cont after 2♦ transfer, GF auctions when 5-card ♥

3♣ natural GF, w/ shortness usually x5x4
 3♦ asks for shortness 1-2
 3♥ support for Major asks for shortness 1-2
 step 3 response here shows void oM 544

3♦ 5♥-5m good suits
 3♥ relay, often 2-card ♥
 3♠ 55 ♥+♣
 3N 55 ♥+♦
 4♣ 55 ♥+♦ short ♣, too good for 3NT
 4♦ 55 ♥+♦ short ♠, too good for 3NT

3♠ relay setting ♥'s
 3NT ♣'s (low 5)
 4♣ ♦'s short ♣ (high5/low short)
 4♦ ♦'s short ♠ (high5/high short)
 4♥ no interest (rare)

3♥ 5♥-4♦ short ♣ (low shortness)
 3♠ 5♥-4♦ short ♠ (high shortness)
 3NT 5♥, choice of games
 4m void, 6+♥
 4♥ void in ♠, 6+♥
 4♠ void in ♠, 6+♥, strong

When superaccept with 2♠

Always retransfer with 5+ hearts

2N 5-1 minors

3♣ 6-card Major (spades!)

3♥/3♠ 5-5 minors

Cont after 2♥ transfer, GF auctions when 5-card ♠

Same principles as after transfer to ♥'s

When superaccept with 2N

3♣ Balanced slamtry

other 5+ spades (3♥' retransfer)

Other seq. after 2♦ transfer or 2♥ transfer, when transfer art.

6-card Major (SI or choice of games)

2♦-2♥-2♠ -2NT- 3♣ /3♦

3♣ 6+♥

3♦ xx♥'s

New suit splinter

3NT Natural

3♥ at least Jx support

New suit splinter, 3NT Forcing

3♦ 6+♠

3♥ xx♠'s

New suit splinter

3NT Natural

3♠ at least Jx support

New suit splinter, 3NT Forcing

5-5 minors

2♦-2♥-2♠ -2NT- 3♥ /3♠

3♥ /3♠ shows shortness. Natural cont.

5-1 minors w/ 4-card major (5431/6421/6430)

2♦-2♥-2NT- 3♣-3x

3♦ Natural

Natural cont.

3M Natural, 4-cardsuit w/ ♣'

Natural cont.

Balanced slamtry

2♥-2♠-2NT

3♣ min, the rest suits up the line

1NT - 2♠ (Balanced Gametry, or both minors any strength)

2NT minimum

3♣ both minors, you choose
3♦ GF 5+♦, 4♣ and a short major
3♥ Ask for singleton, 1-2

3♥ shortness 5+♣, 4♦

3♠ shortness 5+♣, 4♦

3N two small in both majors, 4m NF over this

3♣ maximum, prefers ♣' (or equal length)
same cont. as over 2NT except 3NT is just Natural

3♦ maximum, prefers ♦'
3♥/3♠ shortness

1NT – 2NT (6+♦ inv, or 6+♣ weak/GF)

Opener always bids 3♣, then:

Pass weak 6+♣

3♦ 6+♦', inv

3♥/3♠/3NT 6+♣, singleton 1-2-3

4♣ 6+♣ no shortness

4♦ short♠, too strong for 3NT

1NT – 3♣ (6+♦ weak/GF)

Opener always bids 3♦, then:

Pass weak 6+♦

3♥/3♠/3NT 6+♦, singleton 1-2-3

4♣ short♠, too strong for 3NT

4♦ 6+♦ no shortness

1NT – 3♦ (4441/4414)

3♥ ask for shortness 1-2

3♠ Natural, asking for shortness 1-2

[12]

Responses to 2♦ (weak two in a major)

2♥, 2♠, 3♥ are all pass/correct

2NT asks

3m Natural, Forcing

3♠ an own 6-card major

3NT To play

4♣ Transfer to your suit

4♦ bid your suit

4M To play with own suit

2♦-2NT

3♣ ♥'s, minimum

3♦ asks

3♥ min/min

Suit min/max, shortness

3NT min/max, no shortness

3♦ ♠'s, minimum

3♥ asks as above

3♥ ♠'s, maximum

3♠ asks

Suit shortness

3NT no shortness

4♠ 3 honors

3♠ ♥'s, maximum

3N Natural

4♣ cue

2♦-2♠

2NT maximum with ♥'s

3m maximum with ♥'s, and 6-4

3♥ minimum

2♦-3♠ (6-cards in own major)

3NT No support

4m splinter

4M your major, support

2♦-2M

Followed by 3M is a natural inv, 6+ suit

Followed by 3m is 5-5 inv

When they interfere

With Double

Pass Diamonds

RD Bid you suit

2M Natural

2NT+ ignoring the double

With an overcall

D Penalty

2♠ Hope you have this suit !

2NT+ ignoring the overcall

[13]

Responses to 2♥/2♠ 10-13, 6+ suit

2NT Stenberg, inv+, Guarantees 2+ support
3x Natural, F
3M PRE
3NT Nat
Void splinters

2M-2NT

3♣ min
3♦ Max w/o shortness
3♥ short ♣ (shortness 1-2-3)
3♠ short ♦
3NT short other M
4x void
(but 4♥=6♥ and 4-card ♠)

2M-2NT-3♣

3♦ single ask
No, 1-2-3
(3NT still in the picture)
3M NF
3NT Natural
New splinter

2M-2NT-3♦

3NT Natural
New shortness

When they interfere

D Penalties
Other bids as w/o interference

[14] 2 NT-system

(may occur after 2♣ and 2NT openings, and 2NT overcall)

3♣ stayman, always a 4-card M
Respond ♥ with 44M

3red transfer

3♠ both minors (Not 6-4 unless weakish)

4m Natural SI, (4NT reject)

4♥ 6♣-4♦, (4NT reject)

4♠ 6♦-4♣, (4NT reject)

2NT-3♣-3♦

Smolen

4♥ 4*♣ maybe 4*♦ (4NT reject)

4♠ 4*♦ (4NT reject)

4NT Quant

2NT-3♣-3M

Other major is support and slamtry

4m Nat, 5+ suit and 4* other M

2NT-3♣-3♥-4♣

4♦ cue

4♥ cue

4♠ Nat, min

4NT reject

5Level answer of RKC for ♠'s

2NT-3♦

3♥ support

Show a splinter or bid 3NT

3♠ 5*♠ no support

3NT No support

4♦ retransfer

4♥ Slamtry, 6+♥'s

4♠ SPECIAL, 5♥, 4+♦'s

2NT-3♥

3NT No support

4♥ re-transfer

4♠ slamtry, 6+♠'s

2NT-3♠

3N, 4m "Nat" (4♣ 3+♣, 4♥ = 3♦ and 2♣)

4N 33 minors good hand for slam

over 3N: 4M = 55-spl

over 4♣ : 4♦ = 5+ w/ only 4*♣, then corr M sets trumps

[15]

Relays

1♣-1♠ GI+ relay

1♦-1NT GF relay

(when inv after 1♣-1♠, 11-12 with Notrump or ♣'s(2♠ over 1NT))

There are three schemes :

Two-suiter scheme

With two-suiters we end up directly or indirectly in a series of bids starting at 2♠

One-suiter scheme

These are all the 6+suits w/o sidesuit and responds 2♥ to the 1NT relay.

5332/threesuiter scheme

after 1♣ 5332 11-13 or 4441's , or 5440

after 1♦ 4441 w/ singleton♣ , or 5440

This group is shown by bidding 2♣ and then 2♥.

Two suiter scheme

1♣-1♠

with ♦'s, bid 2♣, then 2♠ or higher

with ♥'s, bid 2♦, then 2♠ or higher

with spades, bid 2♠ or higher immediately

1♦-1NT

with ♥'s bid 2♣

with ♣'s bid 2♦, (don't want to grab the ♣-suit by bidding 2♣)

with spades, bid 2♠ or higher immediately

2♠ low shortness

2NT equal "shortness" (5422/6511/7411)

3♣ 5431 , high shortness, SLAB&ES (Slam-asking bids & End-signal)

3♦ 5521 , high shortness, SLAB & ES

3♥ 6421 , high shortness, SLAB & ES

3♠ 5530 , high shortness, SLAB & ES

3NT 6430, high shortness, 11-15, SLAB & ES

4♣ 6430, high shortness, (15)16+,SLAB & ES

4♦ 6520, high shortness, SPECIAL

4♥ 7420, high shortness, SPECIAL

SLAB & ES is slam-asking bids and end-signals, like before

SPECIAL , means there is no room for ES

When 5-5 is not possible these two steps disappear from the structure and only one 6430

With low shortness, we show distr. as with high shortness over the 2NT relay

Over 2NT equal "shortness" and 3♣ relay

3♦ 5422, 11-13, SLAB & ES(No min step, straight RKC)

3♥ 5422, 13-15, SLAB & ES No min step, straight RKC)

3♠ 5422, 16+, SLAB & ES No min step, straight RKC)

(These three sequences are the only ones where
the first step doesn't show a minimum to SLAB)

3NT 6511, Forcing, SLAB & ES

4♣ 7411, SLAB & ES

One-suiter scheme

1m – relay – 2♥
then over relay

2NT 6322/7222
3♣ relay for 3-cardsuit (1-2-3/bad 7222/good 722)
3♦ + SLAB not caring about 3-card-suit
3♣ 7321
3♦ relay for short 1-2-3, (can't find out 3-cardsuit)
3♦ 6331 , low shortness, SLAB & ES
3♥ 6331 , middle shortness, SLAB & ES
3♠ 6331 , high shortness, SLAB & ES
3NT 7330 , low shortness, SLAB & ES
4♣ 7330, middle shortness, Forcing, SLAB & ES
4♦ 7330, high shortness, SPECIAL

5332/threesuiter scheme

1♣ – 1♠ – 2♣ – 2♦ – 2♥
then over relay

2NT any 5332
3♣ asks for 1-2-3 xx
3♦+, don't care about xx, SLAB for ♣-♦... (suits 1-2-3-4)
3♣ 5440 any w/ 5-card ♣
relay ask for short 1-2-3 then SLAB&ES
3♦ 4414
3♥ 4144
3♠ 1444 (no min 1st step over SLAB)
3N 1444 about (14)15-17

1♦ – 1NT – 2♣ – 2♦ – 2♥ !!!!

then over relay

2NT exactly 4441, SLAB&ES
3♣ 5440 low void
3♦ 5440 middle void
3♥ 5440 high void

SLAB & ES

After you find out partner's exact distribution you can sign off in game or make a slam-try. When you try to sign off partner is obliged to make another move with 17+HCP.

3NT is a signoff and so is 4♦, which is an end-signal for any suit or a quantitative 4NT bid. This is also true when exactly 5332/potential 6322 or 44(23). Relay asks partner to complete the shape while other bids are SLAB&ES. When this happens the lowest unknown suit is assumed to be the longer one.

Other bids below are slam-tries.

The principle of longest lowest applies. Suppose partner completed his pattern with 3♦ showing 5251

3♥ sets diamonds

3♠ sets spades

3NT Natural

4♣ sets hearts

4♦ Endsignal or quantitative 4NT

4♥ sets clubs

The way to respond to the slam-try is to bid one step w/ 11-13 (not all 11-13, use judgment w/13) and respond to keycard with more.

After a negative response, a game-bid in the agreed suit is sign-off and so is 3NT.

With this as a given, the next available step is re-keycard, gamebids in any suit are to play unless it's re-keycard, and other bids are cue-bids. Once relayer cue-bids, we go into normal slam-auctions with 4NT as key-card by both players.

Ex. 3♥ asks for spades with neg. 3♠ response

Then:

3N re-keycard (only when major set otherwise 4♣)

4m cue-bidding

4♥ TO PLAY !

When there is no step 1

1. 11-13 or 17-19 BAL or 5422

2. When the relay is 4♠ or higher

3. When the relay is 4♥ and ♠'s aren't trumps

SPECIAL

Special means there is no end-signal available. Then the following applies. You may try to sign off in any suit O has shown a 3+ suit. 4NT is never natural. Un-natural bids w/ these rules are SLAB's and so are cont.

WHEN O breaks the end-signal

UNFINISHED

NEGATIVE CUE-BIDS

Part of the SLAB structure is **Negative Cue-bidding**.

This happens after the 5 keycards and the queen of trumps are under control. Once responder shows the queen of trumps he "zooms" straight into negative cue-bidding.

First tier is Kings except stiff K, Second tier Queens except stiff Queen, then comes stiff King, stiff Queen, trump Jack,

No other Jacks, natural

Relayer always has only relay-bid always to ask for more neg. cue-bidding.

All bids except the relay are to play.

Balanced relays

This occurs after 1♣-1♠-1NT

Any 17-19 balanced

Any 11-13 balanced, except 5332 w/ ♣'s

2♣ relay

Other bids according to our 1NT system for now.

Suits are always shown up the line

Doubletons are always shown up the line

3NT always shows 4333 when that is a poss. Distr.

1♣-1♠-1NT-2♣ GF relay

2♦ 11-13, any, except (233)5

2♥ exactly 4-card ♣, 17-19,

Then

2NT 44 m

Relay asks for xx 1-2,, then SLAB&ES

3♣ 44 with ♥'s

Relay asks for xx 1-2, then SLAB&ES

3♦ 44 with ♠'s, 4324, 17-19, then SLAB&ES

3♥ 44 with ♠'s, 4234, 17-19, then SLAB&ES

3NT 4333

2♠ 4+card ♦, 17-19

Then

3♣ 44 with ♥'s

3♦ 44 with ♠'s 4342, SLAB&ES

3♥ 44 with ♠'s 4243, SLAB&ES

3NT 4333, 17-19, SLAB&ES

2N 4+card ♥, 17-19,

Then

3♦ 44 with ♠'s 4432, SLAB&ES

3♥ 44 with ♠'s 4423 SLAB&ES

3NT 4333

3♣ 5♣332, 17-19

relay asks for xx 1,2,3 then SLAB&ES

3♦, ♥, ♠ 5♦'s, 5332, xx 1-2-3, SLAB&ES

3NT 4♠333, 17-19, SLAB&ES

Note: No step 1, min in SLAB after 11-13/17-19