



Terrorist's Moscito, or
MAJOR-ORIENTED STRONG CLUB,
WITH INTREPID TWO OPENERS
A Primer on Advanced System Construction

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Notation	Meaning
→	the real suit of a transfer, or the next bid by our side.
⇒	The bid after the next by our side.
n^+, n^-	“good”- n and “bad”- n .
↑, ↓	“or more”, “or less”
~	roughly
♠, ♥, ♦, ♣	The four suits.
AD	Advancer, AG’s partner
AG	Aggressor (the player entering the auction against the opening side).
ART	Artificial
BAL	Balanced
<i>Canapè</i>	second bid (shown) suit is at least as long as the other suit.
CC	Romex Cover Cards
cM/cm	COR (responding) major/minor (the non-touching pairs ♠+♦, ♥+♣)
COMP	Competitive
CONC	Concentration (of strength).
CONSTR	Constructive (full value, game interest)
CoG (S)	Choice of Games (Slams).
CTRL	Control
ENTRY	Entry Point (to a set of relays)
F1	Forcing (1 round).
FG	Forcing to game (sometimes only meaning 3N or higher)
FP	Forcing Pass situation
FRAG	Fragment
G/T	Game Invitational.
HCP	High Card Points
LOSERS	Adjusted Losing Trick Count
LEB	lebensohl variant: 2N used to grade (distinguish between good and bad hands).
LHO	Left Hand Opponent
M, m	<i>The previously mentioned major (minor) suit</i> , or if that doesn’t exist, either major (minor) suit.
NAT	Natural
NEG	Negative
NF	Non-forcing.
oM, om	Other Major, Other Minor
OP	Opener
oP	Woolsey’s Offensive Power
OPT	Optional (double)
P	pass
P/C	Pass or Correct
POS	Positive
PRE	Preemptive
PUP	Puppet
Qbid	cue-bid– a bid either showing a control, or in the opponents’ suit
[r]	Relay, either meaning a cheap asking bid, or sometimes just the cheapest bid.
RE	Responder
RHO	Right Hand Opponent

Notation	Meaning
RP	Reese (3-2-1) Points
S/T	Slam Invitational.
S/O	Signoff
SOL	Solid (a suit of at most 1 loser, as in KQJTxx or KQJxxxx; a suit with no losers is referred to as a <i>Running</i> suit).
SPL	Splinter (singleton or void)
STR	Strong (good suit quality)
SUPP	Support (fit)
tM/tm	Touching major/minor (color-matched pairs ♠+♣, ♥+♦)
T/O	Takeout
TRF	Transfer
UNBAL	Unbalanced
U/U	Unusual Over Unusual
VALUE	Value (playing strength)
WK	Weak
x	Any suit.
X	Double.
xx	Redouble.
y	A different suit than x .
ZOOM	Go to the next stage of a relay auction, whether distribution or high-card showing.

Chapter 1

Introduction

This book describe an unusual system of rather high complexity, with many illustrative examples and exercises. It is complete, meaning that you do not need any extra agreements to make it playable, in and of itself, against any conceivable opponents and interference. But it is also intended to function as a primer on the advanced theory of bidding, both in the field of theory and system design, and a more at-the-table aspect.

1.1 General Philosophy

There are many approaches to the game. Aggression vs. conservativeness in constructive bidding; sound vs. active (in opening bids, competition and preemption); completeness and discipline vs. flexibility and judgment; complexity vs. K.I.S.S. Each question an aspiring partnership needs to answer for itself.

Speaking for myself only, I have very strong views about most parts of bidding theory, but my take on philosophy is surprisingly neutral: as long as you make the entirety of your system hang together coherently, within the confines of propriety and official restrictions, you would likely do just fine. That said, I will attempt to give some reasons for the choices made for the system that I describe in this book.

1.1.1 Action and Adventure

I have always admired the people who have the discipline and table-feel necessary for playing a Roth-Stonish style, or very sound opening bids. While I have attempted to play that style myself and coached others to do the same, with some success, I cannot say in good conscience that it is the right way to play for most people. In general it is much nicer to get in the first blow, as long as it is within the limits imposed by your system.

More than a decade ago and freshly arrived at MIT for my graduate degree, Mark Ospeck and Jacques Duranceau introduced me to a system which they called Churchill (not Sir Winston but S. Garton, one of the great names of yesteryear). As I would learn later, it is more of a playable version of *Every Hand An Adventure*¹ mixed liberally with Roman/Polish and Kaplan-Sheinwold elements than what S. Garton could possibly have envisioned. Nevertheless, it got me hooked on the weak no-trump and the K-S approach to bidding strong minor hands. I fell in love with the system and in the years since played it in several partnerships and as many variations.

One of the reasons that anyone could fall in love with Mark and Jack's rendition of Churchill (and by inference most EHAA-style structure) was that it was *so much fun* to play.

¹usually just "E.H.A.A." or "EHAA" – for a definitive reference see the eponymously named book by Eric Landau and Randy Baron.

In those days I wasn't very good (Oh heck, I admit it, I am still not very good!) but bidding on hand after hand *on my own terms* was just *exhilarating*. Results aside² it simply beats soundness, at least in terms of enjoyment.

Now older and hopefully wiser, I attribute some of the attachment I feel toward the system to a youthful yearning for 'coolness points'. But for this old fogey at 30, I would still say that it is usually more pleasant to be active because for most people, it's home ground to be the opening side. It is exactly because I wish to fit the entire system in an active framework that a strong club with limited openers model had been chosen.

In my not so humble opinion, fashion has little to do with merit— one might even say that there is a negative correlation. A light initial action two-over-one-game-force system without limited one-bids is internally inconsistent and hence inferior, chosen because its practitioners are either incapable of learning or legally using a better structure, or expecting bad defense to make up for sloppy bidding. Worse, it leads to overly wide ranges and Black Magic.

There are possible alternative frameworks, and in my own systems I had merely picked the ones that appealed most to my sense of beauty and elegance at the time.

1.1.2 Bondage vs. Discipline

Discipline is of paramount importance in forming a regular partnership. As an enthusiastic youth of fifteen, I was wild, deviating from my agreed system at a whim. Painful experience over the years taught me that this leads to distrust or the use of unauthorized information, often both. A decade later I became a stickler for discipline, almost never wilfully going against agreement in any non-casual partnership.

This is not emphatically not the same as being constrained by system when taking every call. I contend that:

A good partnership should maintain flexibility by providing for choice between palatable actions, not by deviating when the system only supplies unsavory options. Opportunities for using judgment should be present whenever necessary, with requisite information having been exchanged to make informed choice (or at least a good educated guess) possible.

It is up to you to decide how close I came to my objectives.

²and they were usually better results than I could have gotten by sitting there, facing the same decisions as the field and making more mistakes!

1.1.3 Canapé: Fours, Fives, and MAFIA

A basic dilemma bidding systems design is: **If the opponents will usually stay silent, one would want each opening bid to transmit between 1.6 times and twice the information as the bid one step lower. If we could anticipate that LHO is about to take some given action — say 1♠— regardless of our opening bid, opening hands should be divided roughly equally among the calls under that level.** Unluckily, we are not blessed with an oracle.

Clearly, constructive bidding is not our only concern— the possibility of preempting the opponents (out of the auction or just room for informed judgment) or being preempted by them will affect our design decision and force a compromise. The truth likely lies somewhere in between the extremes, but an outright anomaly such as a 1♠ opener more frequent than 1♥ (as in most five-card major structures, especially with Flanery) kind of got stuck in my 13-year-old craw, and I looked for ways to amend that even then.

I fell in love with the Blue Team Club after reading a poorly-translated Chinese version of “Blue Team Club” by Pietro Forquet and Benito Garozzo. The Blue Team Club of the 1960’s was not as polished as many current high-tech systems now fielded, but it is an accurate slam-bidding weapon, ably wielded by some of the top pairs in the world. Later I read several books on their respective author’s pet systems— among them Sundby’s *Breakthrough Club* and Lindsay’s MAFIA. I started my affliction with serious bridge by learning C.-H. Kuo’s “Chinese Precision”, so I am not unfamiliar with big clubs. But I always had doubts about the amorphous diamond, almost a necessity in a forcing club, five-card majors setup. I experimented a lot — weaker no-trumps with a stronger no-trump rebid; four card hearts and five card spades; a little club. When I switched back to a strong club, I adopted a MAFIA-style 4-card majors approach, stuck to it as my principal system for a decade (despite tinkering and experimenting with many other approaches along the way), and do not regret my decision.

There is no denying that five-card majors are an unnecessary by-product of 2/1 forcing to game, since it is possible to use that basic structure and still open 4-card majors. But if you open 4-card majors with abandon, there is a good chance that your 1M openers will happen more often than 1m, which “*must*” be wrong in a “standard” framework. Eventually, it became obvious that one need to adopt a K-S like structure or a strong club with 4-card majors. I did both, and still recommend the same to anyone who are interested in serious bridge.

A limited four-card major opening has a big edge in preemption, getting nearly as much preemption as a weak or mini-no-trump without the exposure. There is, however, a huge gap between a four-card major system that is based on Eastern Scientific principles³ and a MAFIA style of opening bids which almost forces the use of relays. Anyway, I freely admit that my admiration for the Blue Team may have influenced my decision to stick to MAFIA, and that’s that. There are other factors that might influence your choice of bidding systems, one of which is described in the next section. All that I can say is that I can make the system hang together reasonably well and it worked for me for as long as I had a partner to play it with.

³The K-S approach is ‘almost five-card majors’, most others fit the description of ‘majors first when minimum balanced’; occasionally there is an oddity like the Hamman-Soloway partnership, which is majors first except that 1♦ is opened with diamonds and secondary spades!

1.1.4 Distinct Design: Pride and Price

It takes some guts, I might even say moral courage, to play something violently divergent from the mainstream. I had already been acclimatized to the stigma attached by the U.S. tournament-playing public to an ‘sucker-killing device’ — the Kaplan-Sheinwold 12-14 no-trump (this was just before the proliferation of the mini-no-trump as ‘cool’ among the younger crowd). If you adopt the methods similar to what I advocate, you will face much the same prejudicial treatment⁴ as I did.

In general, bridge officialdom view heterodoxy with suspicion and innovation is subtly and not-so-subtly discouraged, frowned upon, not to mention outright persecuted for daring to be different. Ironically, the ACBL’s moral stance seems to be that it is always all right to try to bend the rules to one’s own advantage. The Polish 2♦, a fearsome preemptive weapon, is an endangered species; forcing pass systems are extinct in all but name, and it is mostly due to persecution by those less gifted at bidding. Yes, I meant to be deliberately provocative.

I embarked upon the project of designing the best system I can fashion within the scope of *The Laws of Duplicate Bridge*, without regard to restrictions or rules. I was lucky to have been in an environment where I could at least practice what I preach. I assume that most of my readers do not enjoy such a luxury. If you find portions of this system unplayable due to restrictions⁵ imposed by the ACBL or a similar official body, I apologize, and would be happy work with you to create a workaround, if that’s at all possible. If anyone has any improvements or constructive criticism, I would like to hear about it.

That said, aside from the appeal to vanity, it has often been insinuated that strange systems were employed to gain through unfamiliarity. I am sure that it happens, but just creating something semi-coherent by my standards is long and arduous, not to be undertaken unless I truly believe that the structures I craft show a significant improvement on what others play.

Inexorably, advantage accrues to our side, not because the opponents do not understand our bids, but because they were unfortunately not using those bids. Alvin Roth(1953)

One would not be blamed for being shocked at the rashness and supreme self-confidence exhibited by the above-named author. But one can only design a good, coherent system in that frame of mind. Al Roth lost a lot of battles along the way but he won the war, in the sense that the majority of intermediate to advanced players now play according to his basic design.

The best tools to design a system is a dealing program and a good set of subroutines that filters according to your needs. My work on bidding theory suffered a great deal when I lost my data due to a hard disk crash, and most of my BOREL⁶ collection with it, because there is no way to get enough practical experience on what happens on what auctions, except generating 100 hands to see for yourself. But when you do the hard work, you are now ahead in the game, because most people are limited in their vision — even the most frequently playing professionals would not gather from actual play a sample large enough to decide many design issues even in a ‘natural’ system.

If you are not afraid to be yourself, I urge you to try and see. Be warned that it would be extremely time-consuming.

⁴Most of which I don’t really mind except some directors’ conveniently overlooking my opponents’ ethical transgressions, some quite blatant.

⁵Let’s not mince words — it is definitely not *regulations*.

⁶By John Lowenthal— the earliest and still one of the best simulators.

1.1.5 Extremism or Moderation?

Some of my designs for bidding have been criticized as being extreme positions. In particular, my stress on taking penalty positions and preference for Moysian (4-3) fits at low levels, and wildness in preemption have all been labeled as such.

I please no contest to such charges— often, my ideas about bidding *are extreme*. There is nothing inherently wrong with being extreme— take two random variables on a Gaussian (normal) distribution (or any other unimodal symmetric distribution) and restrict the range under discussion to the interval therein, and we find the maximum likelihood estimate — the peak of the distribution — to be at one endpoint half the time. When the problem at hand can be approximated by linear programming, the solution *can be guaranteed extremal*.

1.1.6 Fixation on Fibonacci: on Relays

For several years, R.-L. Lin and I formed the only partnership in Taiwan using relay methods in serious team events. We became fairly good and even commanded respect. Nevertheless, I painfully realized the sub-optimality of relays for constructive bidding, a measure adopted only for extra competitive leverage (by retaining more calls for weaker hands). Early on we found out that when we actually relayed our way to a high contract, we tend to do pretty well, but part of the learning experience necessary to make us competitive with our country's best was learning to compensate for the weaknesses of the relay approach, both in judgment and in systemic improvements.

We refer you to the chapter on relays for a full explanation of why relays are theoretically inferior for constructive auctions. But briefly: Relays transmit information one way at around the rate of $\tau = (1 + \sqrt{5})/2 \approx 1.618$ times more information per step of usable bidding space. In theory one could exchange useful information at the rate of twice the information per step. My theory is that relays excel in practice because very few partnerships actually took the time to tune their system to approach that theoretical bound. Since relay auctions for the most part grants the master hand absolute captaincy, it is hard to have misunderstandings, which in actual play are significant.

In the final analysis, *I chose relays because in a big club system with light openers, it makes much more sense for responder's forcing responses to be channeled through a few responses*. Unless you want to use a very-wide-ranging negative response (the forcing no-trump) and open yourself to the ethical quagmire, your only alternative is to emulate Meckwell, force to game with inadequate values and get to many unsound games, hoping for misdefense. Many top pairs actually bid this way and get away with murder on a regular basis, but I resolved long ago that I am more interested in being right than winning, and swashbuckling is simply not my way.

To summarize, relays are a fascinating subject from a mathematical viewpoint, and I expect derivatives of the *Symmetric Relay* to be around for a long time, so it's something worth learning. I certainly expect myself to stay interested.

1.2 History of Moscito

Moscito and many of its practitioners span a long and colorful history, including personal and philosophical conflicts. The following only aim at a sketch, not a complete description.

1.2.1 The Symmetric Relay

Relay system goes all the way back to Ghestem and Bacherich and their *Monaco* system. Other structures were experimented with in standard-type constructs, and the Polish forcing pass players also used relays. However, the next group to achieve general prominence was Ron Rubin *et al* and their *Ultimate Club*. Most of these were hampered by the accompanying memory strain or inefficiencies. One notable exception was the Poles' approach, which was reasonably good, but hard to field in a restrictive atmosphere. Prof. Roy Kerr of New Zealand was first to introduce a relay structure which is adequate in both memory and space usage. It is a combination that is hard to beat, and quickly became a reference design.

The idea of symmetry is not new; it is almost forced on any relay structure construction out of self-defense. But what Kerr did was to take away the principal source of memory strain. Essentially, he supplied a chart of distribution-to-bidding-sequence mapping that, in the basic form, shows almost all congruent distributions with the same terminal bid in the distribution-showing scheme! No wonder it was regarded as a boon to relay players. The only structure with a comparable ease of memory was a later Scandinavian design, on which was based Ice Relay and similar systems, and it really isn't as efficient in bidding space usage.

1.2.2 From Forcing Pass to Moscito

Many pairs adopted the Symmetric Relay in a variety of big-club methods. Among them were Kris Wooles and John Wignall who, using Symmetric Relay in a Precision framework, anchored New Zealand's gallant but losing effort in the Bermuda Bowl of 1983. One version of such a structure can be seen in Barry Rigal's "*Precision in the '90s*", which detailed a relatively simple adaptation. However, Symmetric Relay really isn't for five-card majors, as Paul Marston and Stephen Burgess demonstrated. They combined the Symmetric Relay with a forcing pass structure to form a coherent, powerful and dominant system, with adherents today in New Zealand and Australia.

Unfortunately, the flamboyant Marston-Burgess incurred many personal conflicts, and conflict can be fatal for your bidding system, especially with bridge politicians in power. Political pressure forced Burgess-Marston off their forcing pass⁷. They switched to a different design to which they attached the acronym (retronym?) Moscito (*Major Oriented Strong Club, In Trouble Often*). From this was spawned today's myriad of Moscito variations. It does seem that they went overboard obstruction-wise in adopting a random 6-9 HCP 2♣ opener in the World Championships of 1989, on the other hand they did succeed in carrying a relatively weak Australian team to the semi-finals of the Bermuda Bowl.

1.2.3 A Unified Approach in Competition

⁷One can see a better scoop on what the current leaders of the WBF are like by reading Cathy Chua's book on this subject.

Chapter 2

General Constructive Structures

2.1 No-trump Structures: Overview

In general the advancer/responder uses a **puppet** bid to show weakness, or use transfers. Usually the former applies if there is a bidding opponent to the no-trump bidder's left (balancing situations). There are several cases:

2.1.1 Development over 1N

Normally, the responder will use a form of *5-card Stayman* combined with **Flint** (a variation on Gladiator) to look for major suit fits, and to probe for best contracts. There are variations depending on how many major suits has been bid by the opponents' and what kind of hands responder can have. However, in front of a bidder, the usual *modus operandi* is to use transfers, now combined with *Puppet Stayman*.

2.1.2 Normal bidding over limited 1N

This structure is primarily used in the following situations:

- 1♣-1♦; (1♥-1♠;) 1N, showing ~15-17 (or 18-21) VALUE.
- (1m)X-[r]; 1N, showing ~14-16 VALUE.
- any other non-balancing 1N rebid with the opponents not having shown any major suits, and partner not being able to force to game.

2♣ A modified 5 card Stayman, including

- Invitational to 3N, with or without 4M.
- UNBAL, weak with 4M, trying to find best partial.
- Weak s/o in a minor.

2♦ **Flint**: s/o in 2M, or G/T with 1 or both minors, or some special invitational hand-types.

2M NAT (5+M), CONSTR. At least mildly invitational.

2N Weak, s/o, with m's.

3m 1-suited mild G/T, slightly better than 2♣, then P/3♣.

3M Special G/T hand-types.

4m/M South African transfer and direct s/o to 4M. Rare!

4N Big m's freak, rare.

5-card Stayman

After [1N-2♣], the no-trump bidder relays (and denies an exceptional hand) with 2♦, then:

P To play with long ♦.

2♥ Usually 4♥, G/T or UNBAL and scrambling out of 1N.

2♠ Same, but with 4♠, and not 4♣.

2N G/T, no 4M. → 3m= 5↑m, usually broken, → 3M looking for Moysian with weakness in oM.

3♣ To play with long ♣.

3♦+ Specialized invitations.

The no-trump bidder can rebid something other than 2♦:

P MIN, STR 5 or 6↑♣. If next hand doubles, then xx= gotcha; 2♦=NAT, WK; 2M=NAT, G/T. (SPL ♣).

2♥ 5♥. Partner now bids

2♠ Trying for game in ♥ with 2♠, which must be ART as we use Flint. Without the use of Flint, this would be NAT (5♠) and G/T.

2N NAT, G/T. → 3m=NAT, 3M=MAX, with xx in ♣/♦.

3m NAT, s/o.

3♥ NAT, G/T, BAL and usually only 3♥. → 3♠= CoG, with tricks; → 3N= CoG, with MAX, but soft hand.

3♠ 4♥, long side suit, mild s/T.

3N/4m 4+♥, Void in side suit, mild s/T.

2♠ 5♠. Partner now bids

2N NAT, G/T. → 3m=NAT, 3M=MAX, with xx in ♣/♦.

3m NAT, s/o.

3♥ BAL raise to 3♠. Without Flint, this would be NAT.

3N 4♠, long side suit, mild s/T.

4x 4♠, void in side suit, mild s/T.

2N 6 good ♦, no interest in M's. → 3♣= ART, G/T; 3M= NF.

3♣ 6 good ♣, MAX. → 3♦ ask M stopper(s); 3M= NF.

2.2 Choice of Contracts

2.3 Slam Bidding: asking bids

2.4 Slam Bidding: cue-bids

Chapter 3

Defensive Bidding

One of the distinguishing features of this system is that the defensive bidding structure is an integral part, in the sense that in many competitive sequences we use the same basic meanings for calls, adjusting only for strength variations. This minimize the need for memory work, which is an important practical consideration.

3.1 In 2nd chair over 1-level opening

Note that $[1\clubsuit-1\heartsuit(1M)]$ is treated as if the original opener is in second seat to an opening bid! Almost the only difference is that the “*advancer*” should make a move for game with 4 RPs or 8 VALUE, and opener should typically have about 18 VALUE for “extra value” actions, such as 1N and X.

3.1.1 By hand-type: 2nd seat, 1-level

- Weak Actions:

- * All simple overcalls, including the natural $(1\clubsuit)2\clubsuit$: weak and primarily disruptive, competitive and lead-directing action. See below.
- * $(1m)2\spadesuit$: a weak (and random) jump overcall in all seats; respond to as $2\spadesuit$ opening if unpassed.
- * $(1m)2\heartsuit$, $(1M)3m$, and $1\heartsuit(3\clubsuit)$: weak (and random) jump overcalls facing a passed partner only.
- * All double jump overcalls are weak and random.

- Strong-intermediate Actions:

- * Generic takeout actions:

$(1x)X$ Generic defensive takeout (usually not SPL in x), 8+ RP & 14 VALUE \uparrow . Should have $2\frac{1}{2}QT$.

$(1x)1N$ Generic offensive takeout (usually SPL in x), 14 VALUE \uparrow , not suitable for one of the other specific actions.

- * 2-suited actions:

$(1M)3m$ 5oM+5m, intermediate (12-16 VALUE, 5-6 LOSERS) only when facing unpassed partner.

$(1m)2\heartsuit$ 5 \spadesuit +4 \heartsuit , intermediate (10-14 VALUE, 5 $\frac{1}{2}$ -6 $\frac{1}{2}$ LOSERS) only when facing unpassed partner.

$(1x)2N$ 5-5 in any 2 unbid suits, $\leq 4\frac{1}{2}$ LOSERS.

- * 1-suited actions:

$(1m)2\heartsuit$ a good 6+M, 14 VALUE or $\leq 6\frac{1}{2}$ LOSERS.

$(1M)2M$ a strong 6+m, 15 VALUE or $\geq 6\frac{1}{2}$ tricks.

$(1\heartsuit)3\clubsuit$ strong 6+ \clubsuit , 15-18 VALUE or $\geq 6\frac{1}{2}$ -7 tricks, only when facing unpassed partner.

$(1m)3m$ NAT, strong (as above).

$(1\heartsuit)2\spadesuit$ good 6+ \spadesuit , 14-18 VALUE or 6-6 $\frac{1}{2}$ LOSERS.

$(1\spadesuit)3\heartsuit$ As above, but slightly stronger.

$(1M)3M$ Asking for a stopper (western Qbid). A running suit, no A or K outside if non-vulnerable.

$(1x)3N$ Acol 3N type, with a stopper in the opponents' suit, 8 \uparrow tricks.

$(1m)4m$ A strong preempt of 4M, 8 \uparrow tricks.

$(1\heartsuit)4\heartsuit$ A strong preempt of 4 \spadesuit , 8 \uparrow tricks.

- * Note: a nebulous $1\clubsuit$ does *not* change the defensive bidding as given above, but a Roman 1M does— See next section.

3.1.2 By-call: 2nd seat, 1-level

First we assume an unpassed partner:

X 14 VALUE, usually 8 RP and 2+ x , can't do anything else. A minimum hand for $(1\clubsuit)X$ is $\spadesuit AT74 \heartsuit KQ8 \diamond AJ7 \clubsuit 876$, $\spadesuit 5 \heartsuit AJT5 \diamond QT954 \clubsuit AQ3$, or $\spadesuit AQ76 \heartsuit 4 \diamond A654 \clubsuit K76$. For $(1\spadesuit)X$, a slightly more robust hand is needed. UNBAL hands that want to force to game unilaterally (such as $\spadesuit xxx \heartsuit AKJT \diamond AKQJ \clubsuit A$) overcall 1N instead.

1y NAT, nominally 4+y, strictly limited, top of the range $\sim 6\frac{1}{2}$ LOSERS and 8RP. Often canapè and occasionally even a 3-card suit (usually for lead directing purposes); *suit must contain one of the top three honors, but otherwise no nominal lower limit*; With a decent hand try to canape with goodish suits, with sub-MIN s overcall 1M if at all possible. The top range of an overcall and the bottom range for 1N and X do overlap somewhat. It is quite true that we have an enormous range on the overcall: all the following hands will overcall $1\spadesuit$ over $(1\heartsuit)$ at some vulnerability:

1. $\spadesuit KKT93 \heartsuit 74 \diamond 5 \clubsuit 875432$, a nice way to get the good lead and perturb the auction. Might even do it without the $\spadesuit 9$ or with $\spadesuit Q$ instead of $\spadesuit K$ if non-vulnerable. Paradoxically, one might be disinclined to overcall with the $\heartsuit Q$ instead of $\heartsuit 7$ if vulnerable¹.
2. $\spadesuit AQ3 \heartsuit 874 \diamond 3 \clubsuit J87532$, you won't dream of bidding clubs with this hand would you?
3. $\spadesuit AJ743 \heartsuit 76 \diamond T86 \clubsuit 764$, “classically Italian”.
4. $\spadesuit KKT74 \heartsuit 86 \diamond 9 \clubsuit AT8632$, this hand is good enough to want to compete to the 3 level if partner has 10 HCP and a fit, so bid \spadesuit first.
5. $\spadesuit KKT87 \heartsuit A5 \diamond A84 \clubsuit 9532$, for lack of anything else.
6. $\spadesuit AQ787 \heartsuit 3 \diamond 754 \clubsuit K954$, an all-American bid. However prefer *two* spades without the $\clubsuit K$!
7. $\spadesuit Q763 \heartsuit AKJ96 \diamond T74 \clubsuit 2$, this hand is good enough to take another bid²— with the $\heartsuit Q$ instead of the ace, bid $1\heartsuit$ and give up on \spadesuit .
8. $\spadesuit QJ7643 \heartsuit 42 \diamond 8 \clubsuit AQJ2$, just enough³ to think about game if partner raises, so bid spades.
9. $\spadesuit AKJ96 \heartsuit A76 \diamond 942 \clubsuit 75$, a top-of-the-range hand⁴, anything more and a double is preferred due to the concentrated strength and quick tricks, which guards against bounces.
10. $\spadesuit K98742 \heartsuit AK5 \diamond 4 \clubsuit 873$, only at unfavorable! *Otherwise overcall $1\heartsuit$ for a prepared canapè!*

We stress that the conditions given are only hands *eligible* for overcalling, not that you *must* overcall with the hand shown. It is customary to pull in somewhat in an IMP match, particularly when playing a team that we expect to beat on power.

1N 14 VALUE, usually 8 RP and SPL x , not suited for other calls. Partner assume ≤ 7 LOSERS, usually fewer. Can have 2+ x only if near-FG. Examples of $(1\heartsuit)1N$:

¹Because a heart lead would be less likely to blow a trick against 3N!

²Intended follow-up is $2\heartsuit$, canapè, of course!

³There is a lot to be said for overcalling $2\clubsuit$ without the $\spadesuit Q$.

⁴Facing a passed hand, a *preemptive jump overcall* is preferable except at unfavorable as game is no longer in view!

1. ♠Axxx ♥x ♦Axxx ♣Axxx, a real dog, one that might opt for 1♠ when vulnerable!
2. ♠Kx ♥x ♦Axxx ♣AKQxxx, just strong enough (with a weaker hand and this shape, bid 2♥ instead).
3. ♠KJxx ♥x ♦Kx ♣AQ9xxx, this is a MIN, and if partner insist on ♦, *c'est la vie!*
4. ♠KQ9xx ♥x ♦Axx ♣KJxx, a typical hand.

(1♦)2♣ As 1-level overcall, far less likely to (but still can) be canapé, and usually a decent suit including a respectable portion of the hand's high card strength, *e.g.*:

1. ♠83 ♥762 ♦873 ♣KJT94 for (1♦)2♣, a MIN.
2. ♠KT4 ♥87 ♦AKJ932 ♣53 for (1♥)2♦, super-MAX.
3. ♠7 ♥JT8543 ♦K6 ♣AQT3 for (1♦)2♣, tactical.

(1M)2m

(1♠)2♥ As hearts makes game much easier than a minor, and it is stipulated that this particular overcall promises (*but does not necessarily deliver*) a fair hand and normally a decent suit. Thus, the last hand shown above can also overcall 2♥. Partner will make a move toward game with a fair 13 count. The nominal range is 9-13 VALUE.

qbid The meaning depend very much on the opening bid.

(1♣)2♣ *Normal* NAT overcall, somewhat better suit (say KJT9x↑) recommended than for other overcalls.

(1♦)2♦ Intermediate-strong (14↑VALUE or ≤6½LOSERS) jump overcall with good 6+M. ♠AKT973 ♥65 ♦4 ♣KJT9 and ♠A6 ♥KQT932 ♦KJ7 ♣87 are MIN's.

(1M)2M Intermediate-strong (15↑VALUE or ≥6½ tricks) jump overcall with a strong 6+m, such as ♠87 ♥AJ6 ♦KQJT64 ♣K3, or ♠AJ5 ♥4 ♦96 ♣AKT9874.

(1♣)2♦ Intermediate-strong 2M as (1♦)-2♦.

(1m)2♥ Decent hand with 4+♥, 5+♠, ♥≤♠, such as ♠AJ874 ♥QT75 ♦2 ♣K74, or ♠KT765 ♥A9854 ♦75 ♣2.

2♠ Over 1m, weak jump overcall, wild and woolly (ranging from ♠KT9xx ♥xx ♦xxx ♣xxx at favorable, to ♠JT9xxx ♥x ♦Kxx ♣Axx); over 1♥, intermediate (good 6+♠, 14-18VALUE or 6-6½LOSERS).

2N Intermediate-strong 5-5 in any 2 unbid suits, ≤4½LOSERS (♠AKJxx ♥x ♦KQJxx ♣xx is enough to bid 2N over 1♥ or 1♣), may be 5 LOSERS in a pinch.

3qbid Intermediate and NAT over a minor, ask for stopper to bid 3N with a major (Western qbid, but have nearly nothing outside when non-vulnerable). Exception: for 1♦ that usually shows a 5-card suit (*i.e.*, Polish-type systems), the jump-Qbid is the same as over 1M.

3♣ Over 1♦, intermediate and NAT (strong 6+♣, 15-18 VALUE or ≥6½-7 tricks); over 1M, decent hand (12-16 VALUE, 5-6 LOSERS) with 5oM+5↑♣ (see below).

(1M)3♦ Decent hand with 5oM+5↑♦, say ♠6 ♥AQ983 ♦KJT32 ♣74, about a trick short of 2N.

(1♠)3♥ Intermediate, slightly better than (1♥)2♠, say like ♠8 ♥AKT8753 ♦A97 ♣J8 or ♠A6 ♥KQT984 ♦A832 ♣7.

3y(**double jump**) weak, wild and woolly.

3N Gambling, running suit plus a stopper, say ♠A4 ♥A4 ♦AKQJ872 ♣93 for (1♠)3N.

4qbid This shows a strong preempt:

- Over (1m): usually a strong preempt in ♥, with expectations to make (♠xx ♥KQJTxxxx ♦AQ ♣) but no forcing passes if the opponents bid 4♠. Alternatively, a slammish 4♠ (♠AKJTxxxx ♥x ♦Ax ♣Ax).
- Over 1♥: a strong ♠ preempt, say ♠AKJTxxx ♥x ♦Ax ♣xx— *but still no forcing passes!*

3.1.3 Adjustments for special circumstances

- Facing a passed hand: (1m)2♥, (1M)3m are wild PRE.
- Against a nebulous diamond opening: unchanged, *but for opening 1♦ which are completely symmetric between the minors, we will use 2♣ as the cue-bid!*
- Against Roman-style canapé openings or frequently 3-card 1M openings, a qbid is no longer used as stopper-seeking:

qbid NAT, fair (11-15 VALUE) hand, say (1♠)2♠ with ♠AQJxxx ♥Kx ♦xxx ♣xx. With a stronger hand, double first intending to rebid ♠ over a negative.

3m NAT, intermediate jump overcall.

else as above.

- By a passed hand *and primarily of use at matchpoints*:
 - ★ Double shows a MAX pass with a decent 5-card suit.
 - ★ 2m is ART, following balancing overcalls (see Sec 3.4.1).
 - ★ 1N is a takeout for the minors.

3.2 Developing a 1-level Overcall

A simple overcall is one of the two classes⁵ of competitive situations in the system, where a bid does not constitute a presumption of values. Thus, many of our usual Transfer techniques techniques are modified. In particular, **double is used as the first transfer when the opponent either raises or bid an 2-level new suit (non-jump) above the opening bid**, and a jump is needed to force in a new suit.

3.2.1 Advancing a 1-level overcall

This approach given here is a slightly modified form of Rubens Advances (See : 4.4.3):

- Advancer's bids have these meanings over (1x)1y:
 - ★ 1N shows a misfit in a decent hand (~10⁺-17⁻HCP), game possibilities facing a MAX overcall (~13 VALUE).
 - ★ All raises are primarily competitive. Note, this is distinct from *preemptive* in that raises are expected to show some offense such that overcaller can further compete with a 5-card suit and some shape.

⁵The other is after we preempt!

- ★ A new suit under $2x$ (the Qbid), while NF, show a decent hand similar in value to 1N, and may conceal 3SUPP, so overcaller will strive to keep the bidding open with something near a *normal* overcall, and even jump or reverse when MAX.
 - ★ Bids from $2x$ to $2y-2$, if applicable, are transfers to the next suit. These bids have a wide range, but should at least have the same as for the “low” new suits and overcaller is expected to do something other than meekly accept the transfer with a near-MAX. Also possible is a lead-director with 3SUPP.
 - ★ All jumps under game are F1, mostly showing fit:
 - ▷ A jumpshift to the 2 level is NAT, F1, and shows a big hand ($\sim 18\uparrow$ VALUE), or one that is strong and shapely, or (the most likely case) 4+SUPP with ~ 12 VALUE upwards.
 - ▷ 2N shows $15\uparrow$ VALUE, $4\uparrow$ SUPP, not too UNBAL; forcing passes are on should opener now preempt.
 - ▷ Jumpshift to 3 of a new suit under $3x$, is similar to the above, showing either a very strong hand or a fit-showing jump.
 - ▷ jump-Qbid shows either a force in the opponents’ suit, or a *mixed raise* of about 9-11 VALUE, with quite a bit of shape.
 - ▷ Jumpshifts above $3x$ are strictly fit-showing, with $4\clubsuit/\diamond$ being special raise sequences ($4\diamond$ is mostly a mixed raise).
 - ★ 3N, and any other game bid is to play.
- As an example, we give $(1\clubsuit)-1\heartsuit$:
 - 1♠ NAT, usually $5+\spadesuit$, NF (say $\spadesuit AJ9xx \heartsuit xx \diamond KJxx \clubsuit xxx$) but 4STR ♠’s possible ($\spadesuit KQTx \heartsuit x \diamond Axxx \clubsuit QJxx$, exchange the pointed suits and advancer would opt for 1N!). Overcaller will (should) rebid with about any $9+\text{VALUE}$ as advancer could have $\uparrow 16$ VALUE.
 - 1N Misfit, not necessarily a stopper and 10^+-16 HCP (say $\spadesuit QTxx \heartsuit Kx \diamond AJxx \clubsuit Kxx$, $\spadesuit Kxx \heartsuit x \diamond KJxxx \clubsuit AQxx$) or as good as $\spadesuit Axx \heartsuit Qx \diamond AQJx \clubsuit Kxxx$. Overcaller strives to rebid with $9+\text{VALUE}$.
 - 2♣ TRF $\rightarrow \diamond$. A correction with $6+$ or 5 good \diamond ($\spadesuit Kxx \heartsuit x \diamond ATxxxx \clubsuit xxx$), or decent 3SUPP with lead value ($\spadesuit xx \heartsuit Qxx \diamond AQxx \clubsuit xxx$), or stronger ($\spadesuit Kx \heartsuit xx \diamond AKJxxx \clubsuit Ax$, $\spadesuit AJxx \heartsuit x \diamond KQJxxx \clubsuit Ax$, or ...).
 - 2♦ ~ 12 VALUE \uparrow , $3\uparrow$ SUPP ($\spadesuit AQxx \heartsuit KJxx \diamond x \clubsuit xxx$, $\spadesuit xxx \heartsuit AQx \diamond AKxx \clubsuit xx$), exactly 3 SUPP if stronger ($16\uparrow$ VALUE, say $\spadesuit AJx \heartsuit Kxx \diamond KJx \clubsuit AQx$, which will next bid 2N.) due to availability of 2N for stronger hands. May have a long side suit ($\spadesuit Kxx \heartsuit Kxx \diamond AQxxxx \clubsuit x$, intending to rebid $3\diamond$).
 - 2♥ 8-11 VALUE, normally $4+\text{SUPP}$ ($\spadesuit xxx \heartsuit KTxx \diamond Ax \clubsuit xxx$, $\spadesuit xxx \heartsuit QJxx \diamond AQxx \clubsuit x$), could be 3 with a ruffing value ($\spadesuit Kxxx \heartsuit AQx \diamond xxx \clubsuit xx$).
 - 2♠ NAT, with $17+\text{VALUE}$ ($\spadesuit AKJxxx \heartsuit x \diamond Axx \clubsuit Axx$) or a very shapely hand ($\spadesuit AQJxx \heartsuit xx \diamond KQTxx \clubsuit x$) or with $12+\text{VALUE}$ and $4+\text{SUPP}$ ($\spadesuit AKxxx \heartsuit KJxx \diamond xxx \clubsuit x$). Overcaller often relays with 2N to find out just exactly which hand is held.
 - 2N $4+\text{SUPP}$, $15+\text{VALUE}$ ($\spadesuit AKx \heartsuit KQJx \diamond Kxxx \clubsuit xx$, $\spadesuit AJxx \heartsuit Axxx \diamond AJxx \clubsuit x$) including defence.

- 3♣ 9-11 VALUE, usually $5+\text{SUPP}$ ($\spadesuit x \heartsuit Kxxxx \diamond KQxx \clubsuit xxx$, a *mixed raise*), or NAT $17+\text{VALUE}$ ($\spadesuit Ax \heartsuit xx \diamond Axx \clubsuit AKT9xx$). Overcaller can relay with $3\diamond$ if interested in game facing the mixed raise ($\rightarrow 3/4\heartsuit$ with the mixed raise, otherwise something else), but will usually try to signoff in $3\heartsuit$.
 - 3♦ Fit-showing: $12+\text{VALUE}$, $4+\text{SUPP}$ with \diamond suit ($\spadesuit x \heartsuit Axxx \heartsuit AQxxx \clubsuit xxx$).
 - 3♥ 7-9 VALUE, usually $5+\heartsuit$ ($\spadesuit Kx \heartsuit Kxxxx \diamond Qxxx \clubsuit xx$).
 - 3♠ NAT, fit-showing, rare.
 - 3N/4♠ To play, very very rare. The former implies a running suit when opener compete.
 - 4♣/♦ Very strong shape raises, the former denies control in ♣, while the latter promises a control in ♣.
 - 4♥ Pure PRE raise, lots of play value ($\spadesuit xx \heartsuit Kxxxx \diamond Axxx \clubsuit x$, too good for $3\heartsuit$ and misdirected for $3\clubsuit$).
- Should opener pass, overcaller’s continuations are reasonably straightforward, but should note the following points:
 - ★ Advancer will strive to raise with any hand including 3SUPP and any shape worth mentioning. Thus, there is no need to rebid a 5-card suit again. A new suit (including Qbid s in short ♣s or nebulous ♦s), tend to be *canapè*, showing (usually) $5+$.
 - ★ Cue-bidding (if the opponents were using short minors, replace with bidding 2N) shows a MAX, at least $11+\text{VALUE}$, and no good side suit to bid. Frequently this includes a long major.
 - ★ Jumpshifts, including Qbid s, are NAT, *canapè*, MAX.
 - ★ No-trump bids, except in the cases of 2N over short minors, are NAT and quantitative.

3.2.2 Advancing over a “negative” double

Since the negative double is the single most common instrument used over an overcall by the responder, this is an important element in our competitive bidding. Please refer to : 4.2.1 for more information. In short:

- New suits on the 1 level show fair hands, with either a good suit or some support (overcaller strains to rebid);
- transfers are used from 1N up to just under the single raise, and can be either lead-directing with a very limited hand and $3\uparrow$ SUPP, or NAT in a fair hand;
- a possibly short minor is regarded as a non-suit;
- transfer into a “real” suit (showing 5 cards in the suit or a strong 4) is regarded as a good raise, without the support of 2M-1 (the transfer raise, normally delivers exactly 4SUPP) but a rather better hand in high cards;
- 2 level jumps are unchanged, while 3 level jumps are strictly fit-showing as before.
- pass may conceal a very, very strong ($16\uparrow$ VALUE) hand (usually shown with a double or a no-trump bid on the next round) or an good (11-15 VALUE) hand with 3 SUPP, which will bid a suit next;

- the redouble is “parking lot”, usually an escape into any other suit, but can also be a good (12⁺-15 VALUE) BAL hand without 3 SUPP, and overcaller should normally relay with the cheapest step.

3.2.3 Advancing over raises

This is a very special case. A variation of the *cue-bid* double, first introduced by Jeff Rubens, is used where **double is a transfer**. We do a case-by-case analysis:

- Over [(1♣)1M(2♣)], we bid as if in the Rubensohl prototype 1N scheme (with 2♣ replaced by X):
 - X/2♦ Fair hand (about 10 VALUE) with ♠/♥ respectively, showing 3↑SUPP in M, and 4↑ in oM.
 - 2M NAT, COMP, nominally 4SUPP, 8-11 VALUE.
 - 2oM NAT, COMP (~8-11 VALUE), 6-card suit or STR 5.
 - 2N TRF → ♦. Wide-ranging.
 - 3♣ Mixed Raise, usually 10-12 VALUE, 5 SUPP.
 - 3M COMP raise, ~7-9 VALUE, good shape.
 - Other Jumps** Fit-showing, about 12↑VALUE.
- Over [(1♦)1M(2♦)], we have the Rubensohl 2♣ scheme:
 - X TRF → ♥ (replacing 2♦): a decent hand if M=♠; a good raise (11↑VALUE) if M=♥.
 - 2♥ If M=♥: COMP raise, nominally 8-11 VALUE, usually 4SUPP; if M=♠: a good raise (11↑VALUE).
 - 2♠ If M=♥: COMP (8-11 VALUE), NAT (STR 5 or 6+♥); if M=♠: COMP (~8-11 VALUE) raise, usually 4SUPP.
 - 2N TRF → ♣, wide-ranging.
 - 3♣ STR T/O with ♠: 3SUPP if M=♠; good 4+♠ if M=♥. Very strong hand (about 15+VALUE).
 - 3♦ Value raise to 3M: about 12↑VALUE, 4+SUPP.
 - 3M COMP raise: ~9-11 VALUE, good shape.
 - 3oM NAT, F1 can be fit-showing with a fair hand or 1-suited, very strong.
- Over [(1♥)1♠(2♥)] we use regular Rubensohl, except X=good raise (~11+VALUE); 2♠=COMP (8-10 VALUE) raise.
- Over [(1x)1M(3x)] We use the corresponding Rubensohl structure over (3x-1), with X for the first transfer.
- Over artificial raises: we start transfers as soon as possible, and double to show good (13↑VALUE) BAL, i.e. over (1♥)1♠(2♦) showing a good raise, bidding is the same as (1♥)1♠(2♥) except that 2♥ instead of X is now the good raise, and X is general power.

3.2.4 Advancing over a new suit or a transfer

In general, this section is much like the previous one, except that the level of the responder’s actions makes for a great deal of difference. Again, we stress the importance of having a cheap “good raise” under the level of the (competitive) single raise.

- When responder’s bid is on the 1 level, double shows a good (13+VALUE) semi-BAL hand without another good bid, replacing 1N as a NAT call (and making thus it a “cuebid”). When responder bid naturally on the 2 level, double is the first artificial call of a transfer scheme.

- Examples of what bids mean over 1-level free responses:

★ (1♦)1♥(1♠), 1♦ showing 4 (4+ or 5 in Polish style systems, and 4 in other styles).

X General power; rebid 2♠ later to show a strong hand with ♠⁶.

1N TRF → ♣, many kind of hands.

2♣ Fair hand with 3 SUPP, or better.

2♦ Decent hand with 4 SUPP.

2♥ COMP raise.

2♠ NAT, COMP, fair hand.

2N Strong raise.

above fit-showing.

★ (1♣)1♦(1M) is rather awkward and asymmetric (We realize that this is a strain on memory!):

Over (1♣)1♦(1♥)

Over the problematic (1♣)1♦(1♠):

X General power.

X 4+♥.

1♠ NAT, NF.

1N TRF → ♣.

1N TRF → ♣.

2♣/♦ Raises.

2♣/♦ Good and COMP raise of ♦.

2♥ COMP, long suit.

2♥/♠ Strong hand with 4/5+ ♠.

2♠ NAT.

★ For (1♣)1♥(1♠) we use the same structure as for (1♦)1♥(1♠), except that 1N really shows ♣ and is not a raise.

- In the case of an ambiguous, often short minor opening and a major-suit overcall, we simply use our transfer schemes. [Except possibly in the special case of (1♣)1♦(1M).]
- If the opponents’ bidding present two genuine suits, we use our Unusual over Unusual methods as in : 4.3.3 *only* if transfers are not available from 1N.
- If there are several cheap “cue-bids” available when we use them as needed to show degrees of support, so long as this does not increase the level at which we show the 4th suit (see example below).
- 13-15 VALUE BAL hands are usually shown via a trap, except in the case of a 1N bid used as a transfer, where X shows strength.
- Examples of what bids mean over 2-level free responses:

★ Over (1♣)1♥(2♦):

X A good raise (with defence) to 2♥or more.

2♥ A competitive raise, at most 10 VALUE.

2♠ NAT, NF, COMP.

2N TRF → ♣, since we don’t treat this as a real suit.

3♣ A very strong call with ♠.

3♦ A value raise to 3♥(13↑VALUE).

3♥ A preemptive raise to 3♥(9-12 VALUE).

⁶General rule: Double followed by rebid of “enemy suit” in 2-suited situations is natural!

3♠ FG, either 1-suited or fit-showing.

With real \diamond , we would have to pass and pray for a reopening double.

- * Over $(1\clubsuit)1\spadesuit(2\heartsuit)$, or $(1\diamond^*)1\spadesuit(2\heartsuit)$ in Precision:
 - X** A good raise to $2\spadesuit$, or more.
 - 2♠** COMP raise, at most 10 VALUE.
 - 2N/3♣** TRF $\rightarrow \clubsuit/\diamond$.
 - 3♦** Mixed raise to $3\spadesuit$ (11-13 VALUE)
 - 3♥** Power raise ($15\uparrow$ VALUE) to $3\spadesuit\uparrow$.
 - 3♠** Preemptive raise (≤ 10 VALUE)
- * Over $(1\diamond)1\spadesuit(2\heartsuit)$:
 - X** A good raise to $2\spadesuit$ (cheapest Qbid).
 - 2♠/3♠** COMP raises.
 - 2N** Showing \clubsuit (second Qbid), a strong hand or fit-showing.
 - 3♣** COMP, NAT, a fair hand.
 - 3♦** A mixed raise to $3\spadesuit$.
 - 3♥** A very strong raise to $3\spadesuit$.
- * Over $(1\diamond)1\spadesuit(2\clubsuit)$, with $1\diamond$ being precision: the same as $(1\clubsuit)1\spadesuit(2\clubsuit)$, in the previous section.
- * Over $(1\diamond)1\heartsuit(2\clubsuit)$ in “standard”:
 - X** A fair hand with \spadesuit , usually 5+ cards.
 - 2♦** A good raise of \heartsuit .
 - 2♥/3♥** Competitive raise.
 - 2♠** Long \spadesuit , not necessarily a good hand.
 - 2N** A strong \heartsuit raise.
 - 3♣** A mixed raise.
 - 3♦** NAT, F1.
- * Over $(1\heartsuit)1\spadesuit(2\clubsuit)$:
 - X** A good 3-card raise.
 - 2♦** NAT, NF, COMP.
 - 2♥** A good “mixed” raise (4 SUPP, okay hand).
 - 2♠/3♠** COMP, NAT.
 - 2N** TRF $\rightarrow \diamond$. Note, not $2\heartsuit$ as a substitute for \diamond . The reason for this is that $2\heartsuit$ is over the level of $2\diamond$ anyway and under $2\spadesuit$, so the best use is as a spade raise.
 - 3♣** Strongest raise, taking the place of the usual 2N.
 - 3♦** Fit-showing jump.
 - 3♥** Mixed raise to $3\spadesuit$.

All overcaller’s bids are CONSTR after a raise, if opener passes and responder’s bid is NF; otherwise a re-raise is PRE and suit bids are lead directors. To try for game, bid 2N.

3.2.5 Other Actions by Responder

3.2.6 Handling of further competition

The overcaller’s further bidding follow these rules: (see overcaller’s bidding in Sec. 3.2.1)

- A free rebid in a new suit is usually canapè, except when running from a double.
- A double on tend to show a good overcall (about 9-13 VALUE) and usually 5 cards in the overcalled suit.
- Lebensohl is used when RHO passed, and reverse lebensohl otherwise.

3.2.7 Advancing an overcall as a passed hand

In general, double of a 1-bid or 1N, whichever is cheaper, shows a MAX pass. Any other free call is used to show fit plus support. [Unfinished]

3.3 Other intervention over $1x$

3.3.1 Simple Overcall, 2-level

The advances are almost the same except that 2N is used as NAT, F1, with about $13\uparrow$ VALUE (thus, a mild invite), since the 2-level overcall is comparatively speaking much sounder.

3.3.2 The Off-Shape Double

The off-shape double is an Italian invention which harkens back to the days of the first Blue Team. We use the Herbert Negative *a la* the Neapolitan and Roman systems:

[\uparrow] A hand at most 7 VALUE, 4 RP.

1N NAT, without any other call, except over $(1\spadesuit)$ Xof course.

suits NAT ($4\uparrow$) and semi-positive. $(1\spadesuit)$ X- $2\clubsuit$ is a catchall bid. We shall see that doubler continues **just like over an overcall**.

Jumpshift A semi-positive: at 2 level, a decent 5-card suit; at 3 level, a decent 6-card suit.

qbid FG, almost any shape.

They bid over double

If the opponents intervene, use Transfer methods. [incomplete] It is worthwhile to mention that over $[(1m)X(\infty)]$ pass suggests 4 cards in mand suggest playing there, while over $[(1M)X(\infty)]$ pass promises 3 cards in Mand let partner decide on how to run.

Further bidding after semi-positive

Rubens Advances (unfinished).

Herbert Negative Response to double

Aside from a cue-bid being “natural” the bidding is fairly normal. AG will pass with a good 4-card suit in the herbert negative suit to put pressure on the opponents. (unfinished).

3.3.3 The Take-Out No-Trump

The takeout no-trump overcall complements the off-shape double, and shows roughly the same type of hand, with the sole exception that it will almost always have a singleton or void in the enemy suit. Advances over $[(1x)1N]$ are:

2♣ *Either* a weak hand, < 7 VALUE, *or* a “normal” response in \clubsuit . That is, AD may have a semi-positive with \clubsuit if that is not x , or may have an FG hand if $\clubsuit = x$.

2y Unless $y = \clubsuit$, this shows 7-11 VALUE and 4+ cards in suit. Overcaller rebids using transfers, with either Qbid or 2N starting the scheme.

qbid FG.

2N NAT, solid stoppers in enemy suit, about 12-13 HCP.

3y semi-positive with a long suit.

Negative Response to 1N

2N shows an off-shape T/O that is near FG. Qbid shows a strong T/O with Lebensohl. [Over (1♣) the above is reversed, so 3♣ is the offshape T/O, and

3.3.4 2-suited Overcalls

There are several 2-suited overcalls used by Moscito:

- (1M)-3m, showing 5-5↑ in oM-m. See the section against weak two bids and how to advance the similar 2-suited overcall there.

- (1m)-2♥, showing 5-4↑ in ♠-♥. 2N is ART [r], showing strength.

- (1x)-2N, showing any strong (~14HCP ↑ or ≤5 LOSERS) 5-5. →

3m If unbid, P/C.

3M If unbid, CONSTR: 3↑M, AG should advance with extra shape or strength.

qbid [r]. AG shows shape and strength by steps.

4x P/C, shape, good SUPP for at least two unbid suits.

3.3.5 1-suited (Jump) Overcalls

The 1-suited overcalls are many and varied. (Unfinished).

(1m)2◇ We rebid like the Multi 2◇. Over a P/C M bid, the cheapest no-trump shows a stronger hand with M, any other bid shows oM. 2N[r] gets 3♣= MIN, 3◇/♥= medium hand, 3♠/N= very good hand.

weak jumps are treated like opening bids.

(1♥)2♠ Is treated like 1♣-2♠.

3level Is again treated like opening bids, with Rubens Advances if necessary.

(1M)2M 2N[r] promises a partial stopper and G/T ↑; any m bid would be P/C. oM= NAT, F1. In further competition, X of 3oM means bid 3N if you have a stopper. 4N would be an S/T in partner's minor if AG has not clarified which suit (while 5m, being P/C, is COMP).

3.4 The 4th chair over 1-level opening

3.4.1 Balancing

Very, very important reminder: *For the same reason that we don't open one-bids light in third (or fourth) chair, balancing with anything less than a solid Roth-Stonish opening bid would be sheer folly given our light actions in 2nd chair.*

In general, major suit bids are NAT, while 2m are ART, T/O bids for 2-suited hands including majors. 2N is the strongest reopening bid, an unilateral force to game. Double is unchanged from second chair (except maybe even stronger), while 1N shows an intermediate-strong natural overcall.

Balancing over (1m)

Again we stress the importance of passing when it looks right. It is frequently right to let featureless BAL 15-counts go.

X As in second seat.

1x NAT, 4+ suit, about 13-16 VALUE. Advance as usual.

1N NAT, ~16-19 VALUE. With transfers in response.

2♣/◇ ART T/O with ♥/♠ in Aspro style. ~17↑VALUE.

2M NAT, somewhat *broken* suit in a decent shapely hand, roughly the same values as 1M.

2N ART, T/O, almost FG.

3om NAT, strongly invitational.

3m

Balancing over (1M)

Our goal is to get a plus score. Again, don't strain to re-open.

X As in second seat.

1♠(=oM) NAT, usually shows 5+♠. There is no need to bid

1N NAT, about 15-17 VALUE. Transfers in response.

2m m+oM, at least 9 cards, fairly good hand.

2oM Usually a 6-card suit.

2M As in 2nd chair: an intermediate-to-strong jump in a minor, with a strong suit, ~14↑VALUE.

2N A very strong take-out.

3m An intermediate jump overcall, with good playing strength but a long but broken suit.

3.4.2 Sandwiched, Non-Suit Response

The most common situation is over 1N, and we use a similar scheme as in the previous section:

- Over (1M-1N): Note that we *don't preempt* here, especially against forcing no-trumps. The forcing 1N is very, very, wide-ranged, making it very hard or neigh impossible to bid constructively thereafter.

X Power, at least 14 VALUE.

2m m+oM. 1N is usually forcing and opener will usually rebid anyway, so there is scant chance of buying the contract with a minor 1-suiter cheaply.

2oM NAT, usually 6 card suit.

2M As directly over 1M: a strong minor jump overcall.

2N A very strong take-out.

3m Intermediate hand, with a long but not very solid suit.

Very important note: the original 4th chair hand use **Either-Or Doubles** after the opponents bid (1M-1N; 2m-2M) or (1M-1N; 2M-P), showing either long ♠ or shortness in ♠, the one holding you can't have is three cards.

- Over (1m-1N) we use Asptro overcalls (see Section on defence to 1N).
- When the opponents are using a canapé system or 3-card majors, we scratch the Qbid to show a strongish minor overcall and revert to a NAT, goodish hand overcall in the opened suit.

3.4.3 Sandwiched, Suit Response

The situation depends greatly on whether opener has shown a “real” suit or not, but there are some guiding principles:

1. The double and 1N retain the same meanings as over an opening bid (counting the doubled suit as the “enemy suit”). Advances are like over opening bids if the opponents shows two genuine suits, and
2. Jump overcalls are intermediate and shows good suits.
3. Qbid’s are NAT unless the opening side promised five in the suit.
4. Simple overcalls are still NAT, disruptive and lead-directing.
5. 2N still shows a strong 2-suiter.

3.4.4 Sandwiched, Fit Actions

3.5 Defence to no-trump openings

Our general defence to “natural” no-trumps, of whatever range and distributional specifications, is as a variant of Astro⁷:

- X** General values, what is usually referred to as a penalty double. Against a strong (15 \uparrow) no-trump, about 16 VALUE after re-evaluation is needed, against intermediate and weak no-trumps, we need about 14 VALUE.
 - 2♣** 9+ cards in \heartsuit and another suit (or perhaps 1-4-4-4), but always 5+ \spadesuit when holding the majors. Around opening bid strength: should have at most 7 LOSERS, and beware of 5422 shapes. Should prefer 2♣ to double when holding the strength for a MIN-range double and UNBAL.
 - 2♦** As 2♣, except \spadesuit + another (but with the majors, only 4 \spadesuit), usually 9+ cards but can be 4-1-4-4, 4-4-1-4, or 4-4-4-1.
 - 2M** NAT, 6+M. Capped above by the double and a lower limit of around 8 HCP s, if good controls and shape are held.
 - 2N** Two touching suits, a very distributional good hand.
 - 3m** “Intermediate”, a good 6-card suit and about a MIN opening bid in “standard” that is short of a penalty double.
 - 3M** NAT, good shape and suit, but not a lot of HCP s.
- We also use *Lionel*, by a passed hand:
- X** \spadesuit + other suit. \rightarrow 2♣ scrambles out to the other suit.
 - 2m** m+ \heartsuit . These “two-suited” bids are very likely to be 4-4 and is more often employed at matchpoints than at IMPs.
 - 2M** As good a suit as can possibly be under the circumstances.

3.5.1 The penalty double

Our actions will obviously depend on their action:

- suppose they ran, to a natural bid, we use Transfer lebensohl (: 4.4.1) as if the doubler had a strong (16-18) or intermediate no-trump (14-17), depending on what was the opening bid. With more, the doubler need to take positive action.
- suppose they ran out with an artificial call, usually a transfer, then we go back to Rubensohl vs. Transfers (: 4.3.2) or Unusual vs Unusual (: 4.3.3). Double shows power and general defence. Delayed double shows defence only against that contract.
- suppose they pass and responder has a weak UNBAL hand, then we run using the responses to [1♣-1♦; 1N] (see the no-trump model): 2♣ asks for a long (5+) M, on the way to play a minor or to show a 4-card major in an UNBAL hand; 2♦ is *Flint*, to get out in 2M; 2M is mildly CONSTR.

3.5.2 AsPtro overcalls

- Over (1N)2♣ or (1N)2♦, the most important thing is to locate an acceptable suit fit. Thus, advancer will usually bid 2 in partner’s major with 3SUPP, and at most 10+VALUE.
- The next step over an *Asptro* overcall (the “in-between” step) is a relay, asking for clarification and promising enough suitability to play there should that happen to be partner’s long suit. That is, over [(1N)2♣-2♦[r]]:

P long \diamond , secondary \heartsuit in a MIN. Occasionally, may be the unfortunate 1-4-4-4 hand, or a MIN 5 \heartsuit -4 \diamond hand.

2♥ Long (5+) \heartsuit , with a 4+m. 2N[r] asks for the minor.

2♠ 5+ \spadesuit , 4-5 \heartsuit . 3 \heartsuit over this is an ART G/T for 4 \spadesuit with weaker SUPP (say \spadesuit xxx \heartsuit Qx \diamond Axx \clubsuit Axxxx), and 2N asks for a SPL (the 2♣ overcall with this shape has a wider range).

2N Extra values, usually with longer \clubsuit than \heartsuit , say a hand like \spadesuit 7 \heartsuit A965 \diamond K8 \clubsuit AQJ763. Switch the minors and you would bid 3 \diamond instead. Could also be a MAX 5-5 type (\spadesuit A6 \heartsuit KJT97 \diamond AQ874 \clubsuit 3), which rebids 3 \diamond / \heartsuit over partner’s signoff in 3 \clubsuit to show \diamond / \clubsuit .

3♣ To play: longer \clubsuit than \heartsuit , MIN. Ranges from something like \spadesuit 76 \heartsuit KT95 \diamond 2 \clubsuit KJ9754 to a robust \spadesuit A93 \heartsuit KQ54 \diamond 3 \clubsuit AJ653. We *do*⁸ get overboard sometimes.

3♦ G/T, extras with longer \diamond than \heartsuit .

3♥ A distributional freak with \heartsuit + \clubsuit , 11+ cards.

- The scheme over [(1N)2♦-2♥[r]] is quite similar:

P Side suit of \heartsuit , (usually) only 4 \spadesuit .

2♠ long (5+) \spadesuit , with a side minor.

2N MIN, with a minor longer than \spadesuit .

3x A fairly good hand, the bid suit is the longest.

3♠ A distributional freak with \spadesuit + \diamond .

⁷invented by Allinger, Stern and Rosler in the 1960s

⁸Moral: preempts work

- Other new suits than 1-step relay are NAT, CONSTR and NF, showing a good suit usually six long. Overcaller rebids common-sensically, e.g.

* Over (1N)2♣-2♠ (STR 5 or 6♠↑, ~8-13 VALUE):

P No good call.

2N Lebensohlish, usually a long m plus extras. Over 3♣, rebid 3♥/♠ to show a MAX misfit with secondary ♣/♦.

3m Fit-showing, mild G/T.

3♥ The ♣-♥ freak hand.

3♠ NAT, G/T.

4m FRAG raise, long ♠.

* (1N)2♣/♦-3m shows a long suit and about 10-13 VALUE.

* A jump in oM, *i.e.* [(1N)2♣/♦-3♠/♥], is NAT, FG, and shows either a long, strong suit, or is fit-showing.

- The strongest bid from advancer is 2N[r], showing (mostly likely) a strong 3-card raise with at least 4 CC and promises a rebid. Over 2♣/♦-2N[r], overcaller bids:

3♣ NAT, unclear as to suit lengths. → 3♦[r].

3♦ NAT, canapè. → 4♣= G/T + in ♦; → 4♦= S/T in M.

3♥ MIN M's— over 2♣, 5-4 or 5-5; over 2♦, 4-4 or 4-5. To try for slam in ♥/♠, advancer bids 4♣/♦.

3♠ M's with extra values.

3N 5M 4+♦.

4♣+ Shows 10+ cards in the majors.

3.5.3 Other direct chair actions

- Over 2M: we use Rubens Advance techniques, with 2N starting the transfers. (1N)2♥-2♠= F1, NAT, 5+ cards.
- Over 2N, advancer bid pass or correct, and overcaller bids as appropriate, as an example: (1N)2N-3♣;

P/3N Minors (11+ cards).

3♦/4♦ Reds (11+ cards).

3♥/4♥ Majors (11+ cards).

3♠/4♠ Blacks (11+ cards).

3.5.4 Sandwiched seat actions.

Especially in the case of mini-no-trumps, responder frequently takes evasive action, so we need to cope with often light and possibly psychic responses:

- If the opponents are using a strong (15-17, or better) no-trump, then double of any artificial bid is lead directing.
- If the opponents are using a weak no-trump, then a double of any response shows the same hand as over an 2-level opener.
- A delayed double

3.6 Defending at the 2-level

The general idea throughout this section is that double shows general values, with defence including at least a doubleton in the opponents' suit or suits— a sort of *Weiss Double*. Overcalling 2N usually shows a long minor, and cheap minor-suit overcalls are usually used as major-showing ART T/O.

- Over 2M: 3m= m+M; 3M= Strong hand with oM; 4m= FG with 5oM+m; 4M= strong with m's.
- Over 2♦: 3♣= weaker T/O; 3♦= strong T/O, SPL ♦; 4♣= M+♣'s, limited; 4♦= M's limited.
- Over 2♣: 2♦= weaker T/O; 3♣= FG T/O; 4♦= ♦+M, limited; 4♠= M's.

See nex section for details.

3.6.1 Direct Chair bidding vs. Natural 2-bid

Against natural 2-bids, we use the same structure in second as in 4th chair. There is some sacrifice of accuracy but we feel that the gain in increased penalties more than offset this.

- Vs. NAT 2M:

2♠(oM) NAT, 5+♠.

2N 3m overcall (usually 6m, not 4oM) or STR 3oM overcall.

3m oM+m. Over (2♥) this is usually restricted to 4♠, but over (2♠) could have 4 or 5 ♥.

3oM NAT, 1-suited (6+oM), not very strong.

3M Strongest takeout, usually 4oM.

3N Gambling, does not promise a stopper.

4m Leaping Michaels, FG due to 3m.

- Vs. NAT 2♦:

2♦ NF, T/O. Does not promise both M's.

2M NAT, usually 5+M, with Rubens Advances (see : 4.4.3).

2N ♦ overcall or strong 1-suited M.

3♣ Strongest T/O.

3x Strong suit, good hand.

- Vs. NAT 2♣:

2M NAT, usually 5+M, with Rubens Advances (see : 4.4.3).

2N ♣ overcall or strong 1-suited M.

3♣ Weak T/O for majors.

3♦ FG T/O.

3M Strong suit, good hand.

3.6.2 Sandwiched actions vs. natural (2x)

3.6.3 Defence vs. Quasi-Transfer Preempts

Quasi-Transfers are the kind of preempts which has as the predominant hand-type a preempt in another suit; this can include various other strong hand-types as well as other less likely weak types. Examples are:

Bergen's two-unders Opening $2\heartsuit$, $2\spadesuit\dots 3\heartsuit$ or $3N$ shows the suit two steps above ($3\heartsuit$ shows \clubsuit , leaving $3\spadesuit$ available as an inquiry). Similar is the Lazard 4-bid: $3N\dots 4\heartsuit$ showing a preempt in the suit above. See Sec. 3.6.3.

Power $2\heartsuit$ Shows either a weak $2\heartsuit$ or a strong 3-suiter of $16\uparrow HCP$. A similar opening bid is the 'Jerry $2\heartsuit$ ' devised by Patrick Huang, showing a weak $2\heartsuit$ or a strong but non-forcing ($16-21$ VALUE) \spadesuit - \heartsuit hand. See Sec. 3.6.3

Chi-Kuang Two-bids $2\heartsuit$ openings that either shows a weak two in the major above, or a 5M-5m type with the other major. See Sec. 3.6.3.

Please note that some of these bids are not really two-bids. On the other hand, aside from the fact that transfers preempts containing other weak hand-types are rather rare, the treatment is essentially the same.

Bergen's Two Under

The Chi-Kuang $2\heartsuit$ and $2\heartsuit$

Chi-Kuang 2-bids (CK2's) shows the same high-card values as for a standard weak two-bid, and the following shapes:

$2\heartsuit$ Either $6\heartsuit$, or $5\uparrow$ - $5\uparrow$ in \spadesuit -m.

$2\heartsuit$ Either $6\spadesuit$, or $5\uparrow$ - $5\uparrow$ in \heartsuit -m.

$2\spadesuit$ $5\uparrow$ - $5\uparrow$ in either M's or m's.

The $2\spadesuit$ opening is a CRASH 2-bid and is handled elsewhere, but the $2\heartsuit$ and $2\heartsuit$ openings are of the type which has a weak preempt in a specified suit as the main option, but can have some other weak hand-types. Our general approach is to bid as if they bid the major just above, but reserve the "cuebid" to show a takeout, and any delayed entry shows a good hand long in that major.

3.6.4 Defence vs. 2-suited openings

Note that it is possible to have other stronger hand-types built-in, but this is rare. Our defence is dependent on how many suits are shown if the opener is weak. If we know the exact suits, the two-suited opening we are dealing with is termed *Specified* (Sec. 3.6.4); if just one, *Anchored* (Sec. 3.6.4); if none, *Unknown* (Sec. 3.6.4).

Vs. Specified 2-suiters

The chief example is Flannery $2\heartsuit$ or $2\heartsuit$, and other similar openings, *the focus is to try to have two-under transfers where space permits* for easier later bidding:

- Vs. *Flannery* $2\heartsuit$ ($5\heartsuit+4\spadesuit$, MIN opening):
- ✕ Semi-BAL $14\uparrow$ VALUE.

$2\heartsuit$ TRF $\rightarrow \clubsuit$, normally a $6\uparrow$ suit; if only 5 then very strong. Intended as forcing, AD bids as follows:

$2\spadesuit$ ART, at least a fair 8VALUE, F1 to $3\clubsuit$.

$2N$ NAT, NF, G/T, at least a half stopper in both major, misfit usually for \clubsuit .

$3\clubsuit$ NEG, WK. AG will continue with only with about $18+$ VALUE.

$3\heartsuit$ NAT, F1, next bids of 3M are stopper-asking.

$3\heartsuit$ SPL in \spadesuit . Please note that our general idea is that delayed calls of 3M always asks for stopper; direct 3M bids show more committal hands. Note also that against something like **Precision-Flannery** (in which the opening bid could also be 4-4-1-4 or 4-4-0-5), $3\heartsuit$ is against changed to natural.

$3\spadesuit$ NAT, F1, good suit.

$3N$ Extra values, mild slam try with a misfit for \clubsuit .

$4\clubsuit$ Shapely raise of \clubsuit , NF.

$2\spadesuit$ NAT, of course a good suit is expected.

$2N$ TRF $\rightarrow \heartsuit$. $\rightarrow 3\clubsuit$ = game try, normally with some \heartsuit fit. Later major suit bids are considered stopper-showing. $\rightarrow 3\spadesuit$ shows

$3\clubsuit/\heartsuit$ Light and strong (but non-forcing) with both m's. Note that $3\heartsuit$ shows better \heartsuit than \clubsuit due to the asymmetry between the $2\heartsuit$ and $2N$ overcalls.

$3M$ Asks for stopper.

Against a *Reverse Flannery* $2\heartsuit$, the same structure is used except that $2\heartsuit$ =NAT and $2\spadesuit$ =TRF $\rightarrow \clubsuit$.

- Vs. *Flannery* $2\heartsuit$ (same hand as above): same scheme, except $2\spadesuit/N$ = TRF $\rightarrow \clubsuit/\heartsuit$ respectively, and $3\spadesuit$ = NAT.
- Vs. Lyric $2\heartsuit$, showing 0-10 with 4-4 up in M's: same as over Flannery. Note that doubling a possibly 4-card suit then "cue-bidding" that suit *shows the suit!*
- Vs. Roman $2\heartsuit$, showing $\heartsuit+\clubsuit$:
 - $2\spadesuit$ NAT, of course.
 - $2N$ TRF $\rightarrow \heartsuit$.
 - $3\clubsuit$ 2-suited takeout, secondary \spadesuit , long \heartsuit .
 - $3\heartsuit$ Stronger T/O to both unbid suits.

Note that all doubles of bids of this type shows much the same hand: a strong BAL, $14\uparrow$ VALUE facing an unpassed partner, else $\sim 16\uparrow$ VALUE.

- Vs. Roman $2\spadesuit$ (showing $\spadesuit+\clubsuit$):
 - $2N$ TRF $\rightarrow \heartsuit$.
 - $3\clubsuit$ TRF $\rightarrow \heartsuit$.
 - $3\heartsuit$ Red suit T/O.
 - $3\heartsuit$ $6+\heartsuit$, good hand.
 - $3\spadesuit$ Asks for a stopper.

Vs. Anchored 2-suiters

An *anchored* 2-suited bid is one that specifies at least one of the suits. Basically we follow the same strategy as over the corresponding weak two-bid, *except that we don't use 2-suited bids against enemy 5-5's*.

Vs. Unknown 2-suiters

The main types are Polish and CRASH 2-bids. Double shows a strong BAL or near-BAL hand; 2N shows a strong but awkward overcall, and any suit bid shows a good suit but is limited.

3.6.5 Defence to the Multi 2♦

“The Multi” is a such a venerable device after being revived by Terence Reese in the early 70’s that it even escaped the Aya-tollah’s vengeful purge of all good system components. We will model our defences assuming that the opening bid is a *mini-multi*, which is the peskiest variation, and note differences.

Second Seat vs. Multi 2♦

We take a rather unusual stance: all good hands *must* act right away. The idea that a good hand short in one major can wait (and be preempted) is perplexing to say the least even if it is espoused by a great champion no less than Chip Martel.

X Strong BAL. See below.

2♥ Sound hand (13+VALUE), 4♠. Usually short in ♥⁹. →

2♠ NEG, ≤10 HCP, usually not a good fit. Rebids:

P MIN, long ♠.

2N lebensohlish, to signoff with a long m.

3m Extras (16-18 VALUE), NAT.

3♥ T/O, FG. [Going through 2N then 3♥ shows 5♠.]

3♠ NAT, G/T. [going through 2N shows only 5♠.]

2N/3♣/3♦ TRF → ♣/♦/♥.

3♥ Strong raise (may be on 3 SUPP) of ♠.

3♠ Invitational raise on 4 SUPP.

2♠ A STR T/O without 4+♠:

2N Showing 4+♥.

3m WK: P/C facing a minor of up to 17 VALUE. AG will sign off in 3♣, 3♦, or 3♥ as appropriate, or bid 3♠ for a stopper.

3♥ Deny 4♥, FG [r], AG shows/denies stop in ♠ with a lower range hand,

3♠ NAT, FG.

3N NAT, mildly slammish.

4m S/T with 5♥+4♠m. Only weak rebid is 4N.

2N Moderate (13-15 VALUE) minor overcall without 4♠M, or a very strong 1-suiter.

3m Moderate hand, 9 cards in ♥ plus the bid suit, NF.

3M NAT, a good suit but not necessarily a strong hand.

3N Gambling (as are all 3N jumps vs. preempts).

4m 5-5 in ♠+m.

Later Seats vs. Multi 2♦

Over a jump, we use 2-way doubles. Late reopening doubles are for balancing. Otherwise, bid as if the P/C response is the opening bid.

3.6.6 Defence vs. Other 2-bids

Vs. 3-suited openings (Roman)

The best advice that can be given against the Roman 2♦ opening (a strong 3-suiter) is: **stay out (and lead a trump)!** Against the mini-Roman (11-14, perhaps 13-15) 2♦, X shows a BAL 14⁺HCP ↑.

Vs. Terrorist type openings

A typical **Terrorist** 2♠ or 2N opening bid shows as the main hand-type a bad 3-bid in any suit, or perhaps a minor. We handle these bids with a variation on the *Asptro* scheme:

X Strong, usually BAL, as before.

2N Where available, a minor-suit overcall, or a strong major 1-suiter that is unsuitable for double or a direct overcall.

3♣ A 2-suited takeout including ♥, *a la* Asptro.

3♦ A 2-suited takeout including ♠, *a la* Asptro.

3M 1-suited, usually limited by something above.

3.6.7 Later Developments on the 2-level

3.7 Defending to high-level preempts

We stubbornly stick to optional doubles in direct position, but relent and play takeout doubles in the balancing seat.

3.7.1 Vs. natural 3- and 4-bids

(3♣) **X** OPT: 14⁺HCP, 2⁺M, good defence. Advances are with Rubensohl (: 4.2.3).

3♦ T/O, SPL ♣. NF, but seldom passed.

3N NAT, *does not promise a stopper in ♣*. May be either a long ♦ suit, or a hand that is too strong to double (fearing that partner might run to an awkward location), *i.e.* about 19⁺HCP.

4♣ FG, SPL ♣.

4♦ NAT, FG.

4M STR, good 6⁺M.

4oM NAT (6⁺oM), possibly light.

4N Huge 2-suited slam force.

5m NAT, NF.

(3♦) **X** OPT, as before (14⁺HCP, 2⁺M, good defence). Advances are with Rubensohl (: 4.2.3).

3♥ Could be 4-4 M’s, usually SPL ♦.

3♠ 5⁺♠, occasionally light, usually SPL ♦.

3N NAT, *does not promise a stopper in ♦*. May be either a long ♣ suit, or a hand that is too strong to double (fearing that partner might run to an awkward location), *i.e.* about 19⁺HCP.

⁹unless a very good hand

- 4♣ T/O, SPL ♠.
 4♦ T/O, SPL ♠, FG.
 4M STR, good 6↑M.
 4N Big 3-suited slam force.
 5♣ NAT, NF.

(3M) X OPT, as before (14↑HCP, 2↑M, good defence). Advances are with Rubensohl (: 4.2.3).

3♠ Where available, 5↑♠, possibly light.

3N NAT, *does not promise a stopper in M*. May be either a long minor, or a hand that is too strong to double (fearing that partner might run to an awkward location), *i.e.* about 18-20.

4m m+oM, NF, fair hand (about 15↑VALUE).

4M 4↑M, FG, CTRL in M.

4oM NAT (6↑oM), possibly light.

4N m's. STR T/O.

5m NAT, NF.

3.7.2 Vs. Transfer Preempts

To be completed.

3.7.3 Vs. 3↑level Multi's

To be completed.

3.8 Defence to other artificial openings

Some of this comes from Paul Marston's monograph SOAP, or *System over Artificial Openings*.

3.8.1 Vs. Strong Openers

Forcing passes showing 14+HCP are treated like strong club openings, with the 1♣ "overcall" (instead of X) to show ♠.

Vs. Strong Club openings

We use the TRAP defence, an English variation on the ever popular CRASH:

X/1♦ 4+♥/♠ in a good (12↑VALUE), usually UNBAL hand in Asptro style. Advances are:

[r] The 1-step advance usually shows a misfit and usually a MAX of 10 HCP. A variety of awkward hands up to about 12 HCP exist.

1M 3SUPP, maybe 4 if BAL (and really bad hand for suit play). <10 VALUE.

1♥/1♠/1N RANK, ODD, AND COLOR 2-suiters. That is

1♥ Two of the same RANK: ♠+♥ or ♦+♣.

1♠ Two ODD (or *non-touching*: ♠+♦, or ♥+♣).

1N Two suits of the same COLOR (♠+♣, or ♥+♦).

It must be noted that these bids shows less than 12 VALUE, and are extremely random with disruption being the principal intent. In response, all suit calls are treated as *pass or correct*. Overcaller should show excess distribution on the way, for example, after [(1♣*)1♥(X*)2♣] opener will pass with the minors, or sometimes 3-suited short in ♠, and otherwise show distribution thus:

2♦ M's, with FRAG ♠, often SPL ♣.

2♥ M's, the normal rebid.

2♠ M's, good shape, longer ♥ than ♠. In a sense, an exclusionary rebid.

2N m's with extra shape including 6+♦. In general rebidding in no-trump means that partner had guessed the combination correctly (here, overcaller has m's), but there is enough good shape and play value with extra length in the "other" suit of the pair (here, ♠), for an invitational noise.

3♣ m's, good shape with 5+♣. Raises of the presumed preference also shows good shape, obviously, with extra SUPP.

3♦/♥ M's, at least 5-5, FRAG ♠/♣.

Bids in no-trumps are relays that ask partner to show which suits are held. Overcaller answer in a 5-step scheme to facilitate signing off. For example, after [(1♣)1♥-1N]:

2♣ M's, MIN. Could be truly atrocious if favorable.

2♦ M's, a decent hand.

2♥ m's, MIN.

2♠ m's, a decent hand.

2N m's, a good, shapely hand.

× by advancer is a PUP → next step, to signoff.

2x/3x NAT, disruptive and random. All change-level suit under game advances are treated as fit-showing. All equal-level suit advances are NF, but is lead-directing. 2N (×, if opponents double) are used to bail out to various suits.

2N A shapely hand enough playing strength (about 8 tricks) to be concerned with game possibilities and being preempted. The advances is the same as over the 2N opening bid.

Vs. other artificial bids in strong auctions

Basically, against we use a 2-suited approach using X to show two suits including at least one major and the "opened suit".

Vs. (1♦*) X= ♦+M; 1N= 2-suiter, not ♠; 2N= m's. Everything else NAT. Strong hands must wait.

Vs. (1M*) X= M+ another suit; 1N= oM+m; 2N=m's.

Vs. (1N*) X= ♠+ another suit; 2m= m+♥; 2N=m's.

Vs. (2m*) X= m+M; 2N=M's.

When we act over a negative response, it is assumed that we have some chances for game despite the opening bid, so we should be somewhat constructive (about 9-15 VALUE). In advancing, a new suit at the 2 level is fit-showing, while 1N shows values, ~11VALUE ↑. The strongest hands (16↑VALUE) should trap before action.

3.8.2 Vs. 2-way 1♣ Openings

3.8.3 Vs. Weak Artificial Openings

Defending against *Ferts* (short for Fertilizers) is a tricky affair. Thankfully, for relay system they are actually less of a hassle to deal with. The general principle is that *we must be prepared to run some risks in order to extra a penalty from the opponents when they have stepped out of line.*

Chapter 4

Transfers *a la* Rubens

4.1 Overview

Our version of Moscito use a number of transfers, puppets, and substitute bids, with the most common variants being:

Rubensohl The opponents shows (at most) 1 suit. The most basic and has the most details. See Sec. 4.2.

Rubens Advances Partner acted after opponent (Sec. 4.4.3).

Unusual vs. 2 suits Opponents show 2 suits (Sec. 4.3.3).

Transfer Lebensohl Hybrid of Rubensohl and Lebensohl, used as needed to show all 3 ranges (S/O, G/T, FG).

Miscellaneous Including the uses of Leaping Michaels, Lebensohl, various stuff generally classified as transfers.

4.2 Basic Rubensohl

In general, Rubensohl is only used when the partner of the bidder has shown values, and only in the following situations:

- On the 1 level, opponents' showing ≤ 1 real suit.
- On the 2 level, opponents' showing ≤ 1 real suit, and either
 - ★ our side having either shown G/T +, or
 - ★ is responding to a first or second chair opening bid.
- On the 3 level, our side having shown enough values to make slam plausible, and opponents' showing at most one suit that can be Qbid'ed below the 3N level.

First we will assume that the opponent's last bid is NAT. The modifications where the anchor suit is shown via a transfer will come later. **When the opponents have not yet mentioned any major suits, the following construction is quite different from the original Rubensohl idea.** Notice also that no mention, as yet, is made of doubles. Our doubles are penalty with a cooperative element as a rule, but shows general values and defence at high levels or directly over 1♣. Please consult the respective sections for details.

4.2.1 Basic Rubensohl over (1x)

The basic 1-level scheme is easy to state:

- 1M=NAT, and
 - ★ shows 5+M when responding over an overcall; and
 - ★ F1 if and only if G/T + values has been shown, or if we had previously opened 1♣.
- 1N...2x-2 transfers into all suits under x. Obviously, the length promised changes with the auction.
- Jumpshift to 2M= NAT, NF, usually at most CONSTR values. That is, less than a full-fledged invite.
- The other bids on the 2 level are used to show major-oriented T/O s; the details depend on the situation.
- For the most part, we use transfers to all suits if the opponents' have bid one major, and use ♣=♠, ♦=♥ if the opponents have not shown any major suits.

- The meaning of 2N↑ depends on the exact auction.

A pure case of Rubenshl applies when the opponents make an *informative* double of our *natural 1x or 2x*. We just show the bids for [...1x(X)], as the 2-level case follows by analogy.

1y NAT, NF over overcalls, but can be quite strong.

2y-1 TRF → y, for all $y < x$ (i.e., y a suit lower in rank to x). A transfer into an enemy suit that is usually 5+ cards shows a good raise that is less sure of direction. Example: 2♦ over [(1♥)1♠(X)] is a strongish 3-card raise, often with a side suit.

2x-1/2x Raises. The transfer shows the better hand, while the direct raise is COMP (preemptive).

2y If $y > x$, NAT, F1, implies a fit, but can be used for true gigantic FG hands if 1x is not really forcing, such as when we made an overcall.

2N+ All fit-showing. If one of these is a jump-Qbid, that is a *mixed raise*, showing a hand just too weak for 2N, which is a VALUE raise to 3x. 3x itself is of course weak.

Rubensohl over natural 1♦

1M NAT; F1 and shows 5+M over 1♣, and otherwise NF.

1N TRF → ♣. Note that the most common occurrence of this item is [1♣(1♦)1N;] which should be a 6+card suit, with no 4+M unless FG values are also held.

2♣ 4+♠; if X= BAL power then T/O, UNBAL. Shows exactly 4♠ if 1♠ shows 5+♠. **Note:** Regardless of which suits may or may not have shown by the overcall, 2♦ will be regarded as the "Qbid" for Rubens Advances (see Sec. 4.4.3) purposes.

2♦ 4+♥; if X= BAL power then T/O, UNBAL. Shows exactly 4♥ if 1♥ shows 5+♥. Denies the holding for 2♣.

2M WK, COMP, tend to show 6.

Rubensohl scheme over natural 1M

When M=♠:	When M=♥:
1N TRF → ♣.	1♠ NAT (see below).
2♣ TRF → ♦.	1N/2♣ TRF → ♣/♦.
2♦ TRF → ♥.	2♦ T/O, showing ♠.
2♥ WK T/O with ♥.	2♥ T/O, showing ♠.
2♠ FG T/O with ♥.	2♠ NAT, usu. WK, 6+♠.

The exact suit lengths and strengths shown with each call varies greatly according to auction:

1♣(1♠) 2♦= 5+♥, any semiPOS, unless suitable for 2♠; 2♥= exactly 4♥, at most 2♠; 2♠=SPL ♠, 4-5♥.

1♣(1♥) 1♠=5+♠, semiPOS + F1; 2♦= 4♠, any semiPOS; 2♥= 4♠, FG, usu. with SPL ♥.

1♦(1♠) 2♦= 6+♥; 2♥/♠= exactly 5♥, NF/FG.

1 \diamond (1 \heartsuit) 1 \spadesuit /2 \diamond =5 \spadesuit , NF/FG; 2 \heartsuit / \spadesuit =6+ \spadesuit , G/T +/PRE.

1 \heartsuit (1 \spadesuit) 2 \diamond = good 2 \heartsuit ; 2 \heartsuit =COMP; 2 \spadesuit =FG, exactly 3 \heartsuit .

Else Over 1 \heartsuit , 1 \spadesuit is forcing like over 1 \clubsuit (1 \heartsuit) if we have shown half the deck, else 1 \spadesuit =NAT, COMP; all invites with spades bid 2 \diamond , and all forces bid 2 \heartsuit .

This scheme is used in its simple form for almost all cases except the auction [(1 \clubsuit)1 \diamond (1M)] for which a modified form of Transfer lebensohl is used.

Rubensohl in unusual low-level situations

Over an opposing bid of 1N, we have the following prototype, even though it is not a *one suit overcall* situation:

2 \clubsuit 4+ \spadesuit , F1, G/T +.

2 \diamond 4+ \heartsuit , F1, G/T +, deny 4 \uparrow \spadesuit . A consequence of this is that 2 \spadesuit over the expected 2 \heartsuit rebid is now ART, FG, showing long \heartsuit (2N would be MIN with canapè to m).

2M NAT, NF, encouraging. Deny interest in oM.

2N TRF \rightarrow \clubsuit . Usu. a 6-carder; however, a rebid of 3 \diamond over 3 \clubsuit shows a game-force, a minor 2-suiter at least 9 cards, and a major suit splinter.

3 \clubsuit TRF \rightarrow \diamond . Usu. a 6-carder.

3 \diamond + Same as over other (1 x).

Of course, this is used *only* when the conditions for Rubensohl were otherwise met. In the auction 1 \diamond / \heartsuit / \spadesuit -(1N), RE will (and should normally) be doubling with a good hand if 1N is a natural strong no-trump overcall, so a different scheme applies.

Over the rare X= \clubsuit (yes, very rare) we transfer like we do over 2 \clubsuit : 1 \diamond = \heartsuit ; 1 \heartsuit = \spadesuit ; 1 \spadesuit =T/O, with 4+ \spadesuit , NF; 1N= \diamond ; 2 \clubsuit =T/O, 4+ \spadesuit , FG. 2 x =WK, 1-suited.

3-level Jumps in Rubensohl situations

The meaning of jumps to 2N \uparrow depends on the situation:

1 \clubsuit (1 x) 2N...3 \heartsuit are TRF s to show either a weak 7-card suit or MIN POS with a SOL 6+ \heartsuit , while 3 x -1 (TRF \rightarrow 3 x) exposes a psychic. 3 \spadesuit /N= running suit, without/with a stopper.

1 \diamond (1M) Basically same as uncontested auction:

2N Pick a minor.

3m WK, PRE. Note: here 1N/2 \clubsuit = 10 \uparrow VALUE!

3M Ask partner to play 3N from the other side!

3oM NAT. [1 \diamond (1 \heartsuit)3 \spadesuit] is COMP; [1 \diamond (1 \spadesuit)3 \heartsuit] is FG.

1 \heartsuit (1 \spadesuit) Concentrate on showing fit:

2N unchanged (G/T +, 4+ \heartsuit).

3m fit-showing jump (4+m, can compete to 3 \heartsuit).

3 \heartsuit COMP raise.

3 \spadesuit Slam try, asking for a CTRL.

Else 2N is NAT, shows values; 3 x is NAT, shows a limited hand with a strong suit. 3 level Qbid is

4.2.2 Basic Rubensohl at the 2 level

Basic Rubensohl at the 2 level is used either

- over 1st- and 2nd-chair opening bids and an overcall; or
- when we have a power auction (game-invitational values upwards). This include situations such as [1 \clubsuit (2 x)X].

Again, whether the opponents have shown a major matters greatly. If they did, we use the transfer model, if they did not, we use \clubsuit = \spadesuit , \diamond = \heartsuit . Notice that jumps to 3N and the 4 level are covered under a different set of rules, see Sec. 4.4.2.

Again, the purest form of Rubensohl occurs when our 2 x bid is doubled *informatively*¹:

2 x (X)-

2 y Can be *either*

(a) NAT *or* (b) lead-directing and fit-showing.

NF, unless the bidder has shown values, in which case F1.

2N...3 x -2 TRF \rightarrow 3 \clubsuit ...3 x -1.

3 x -1 A CONSTR raise (better in some respect than 3 x).

3 x COMP raise.

3jump F1, either fit-showing or very strong.

3N If we have shown values and a decent suit then NAT, S/O; else a save-suggesting raise.

4jump Fit-showing.

Rubensohl over 2 \clubsuit

Since we have a lot of space available, this one becomes a major deviation from our usual scheme:

2 \diamond TRF \rightarrow \heartsuit . In [1 \heartsuit (2 \clubsuit)2 \diamond] and other situations where "our" only major suit is \heartsuit , this shows a *good* bid of 2 \heartsuit . Note: [...(2 \clubsuit)2 \diamond -2 \heartsuit ; 2 \spadesuit] is an ART relay, showing long \heartsuit .

2 \heartsuit Shows \spadesuit , unless our only previously shown major is \heartsuit as above, in which case it is weakish, NAT.

2 \spadesuit A weakish T/O or SUPP with \spadesuit .

2N TRF \rightarrow \diamond . Usually 6+ suit.

3 \clubsuit FG, T/O with \spadesuit , which means a 3-card raise if over 1 \spadesuit , and shows 5+ \spadesuit over 1 \diamond / \heartsuit openings!

3 \diamond **Note the meaning again changes with the auction:**

- Over [1M(2 \clubsuit)] this shows a COMP raise to 3 \heartsuit .
- Otherwise, this is NAT, and shows a strong suit.
- When showing a suit, it is FG if we showed G/T + or had opened 1 \clubsuit , else a mild invite.

3M NAT, as over 2M: if unbid, shows an *independent suit* (and is FG over 1 \clubsuit or with G/T + shown); if a bid suit then COMP.

However, there are situations where adjustments have to be made due to the ranks of the suits involved. For example, over [1 \clubsuit (1 \spadesuit)1N(2 \spadesuit); P] responder balances like this:

¹showing power, or *negative*, or a specific suit, or for takeout, or ...

2N TRF → ♣. After 3♣(NF), 3♦ is NAT and FG, but 3♥ isn't. That asks for a stopper there, since the 6-4 type hand would have been shown one round earlier.

3♣ TRF → ♦- but, *nonforcing*. *i.e.* a hand with 5+♣, 4♦, and about 7 VALUE. If the minors were switched, [1♣(1♠)2♣(2♠)], 2N would have covered the semi-POS minor 2-suiter quite nicely.

3♦ TRF → ♥. FG² and either a 6-4 type shapely hand, or at least mildly slammish.

3♥ 2-suited FG, at least 5+♥, ♣ not necessarily longer. With the same 5♥-5♣ shape but less power, bid 2♦ first, intending to transfer to ♣ if the bidding went the same way.

3♠ Obviously not a hand with 4♥ and SPL in ♠—that hand would have bid 2♠ the previous round, so a different meaning is needed, and here it means long ♣, SPL in ♠.

Rubensohl over 2♦

This looks like Sec. 4.2.1, pushed up one entire level:

2M NAT, NF, *but may be short*. Thus 2N would not be forcing, just a correction of contract.

2N TRF → ♣, usually a 6-card suit.

3♣ ♠, could also have ♥, FG. Partner can counter-transfer with 3♦ (See Rubens Advances in Sec. 4.4.3) holding 4+♥.

3♦ ♥, without ♠, FG. Again, rebidding 3♠ over 3♦ is ART, waiting, usually looking for a stopper in ♦.

3M NAT, as over 2M: if unbid, shows an *independent suit* (and is FG over 1♣ or with G/T + shown); if a bid suit then COMP.

Rubensohl over 2M

The scheme is straightforward enough:

- 2♠(oM)=NF, NAT, *but may be short*, so → 2N=NF.
- 2N/3♣ are TRF → ♣/♦.
- 3♦ is a TRF → oM, but FG only when M=♥ (that is, 2♠ is available as a non-forcing call).
- 3oM=NAT; if unbid, shows an *independent suit* (and is FG over 1♣ or with G/T + shown); if a bid suit then COMP.
- 3M is FG, T/O with oM.

Rubensohl over 2N

The prototype looks suspiciously like our variation of unusual over unusual when there are two unbid majors:

3♣ ♠, may have ♥ as well.

3♦ ♥, will not have ♠.

3♥ NAT, NF, or ♦ suit, depending on situation.

3♠ NAT, NF, or ♣ suit.

3N Shows an unbid minor, if any.

But the occasion is few and far between.

4.2.3 Rubensohl at higher levels

Listed on a case-by-case basis, these are used when we are jammed to a high level without having found a fit, and with all major suit fits and slam still in the picture. **In general, the cheapest minor suit bid is given up for other uses.** They apply *both over a takeout bid with no obvious direction at the 3 level, or over the overcall itself.*

- Over 3♣, the scheme looks sort of like the scheme over 2♣, pushed up one level (except that 3N=NF, usually to play).

3♦ TRF → ♥; rebid 3♠ is ART, FG.

3♥ TRF → ♠, except when our only bid major is ♥!

3♠ NAT, usu. a weakish bid with ♠.

3N NAT, NF. Usually has ♦.

4♣ TRF → ♦, slammish of course.

4♦ A raise of *our* major, if available, else a slammish 1-suited hand with ♦.

However, we mention that over a *takeout* double of 3♣, say in balancing chair, we use 3♦ artificially, as over [1N(3♣)] and not as here. This differs from our norm of using the same scheme in direct chair as over a double.

- 3♦ is the most awkward situation of all.³
- 3♥ Showing either ♠, or a T/O with SPL ♦, unless ♥ is a *bid suit* of ours, or if we just used a takeout bid such as X or 1N over their opening bid. Partner bids 3♠ if prepared to play there, else something stronger.
- 3♠ FG with ♥. Again, unless ♥ is a bid suit.
- 3N Semi-NAT, NF, usually with ♣.
- 4♣ ♠, shortness in ♦.
- 4♦ ♥, denying ♠ and shows shortness in ♦.
- 4M NAT. If unbid, shows a strong suit and control in ♦.
- 4N Slammish force with long ♣.
- Over 3M, the scheme looks more familiar but still somewhat unusual as a two-way bid is involved.
- 3♠ If available, NAT (but may be short), NF.
- 4♣ This usually shows ♦, but when rebidding 4oM, that message is cancelled and instead shows an independently playable suit if oM is unbid (as in [1♣(3♠)4♣; 4♦-4♥]), else CoG with minimal SUPP for partner's suit (as in [1♠(3♥)4♣; 4♦-4♠]).
- 4♦ TRF → oM, with strength and sets up all forcing passes even if just supporting partner.
- 4M TRF → ♣.
- 4oM NAT, NF. CoG if an unbid suit.
- Over 4♣, 4♦/♥ are again transfers if possible but in the situation where no suits were bid by us 4♠=TRF → ♦.

With some exceptions, these are also used over takeout and optional doubles of opposing 3-level bidding. The schemes as presented here applies over the 1♣ opening, but each of our other openings present its own minor variations, and their respective sections *must* be consulted for further details.

²Again a weaker hand would have bid 2♥ the previous round.

³In our style intervention in diamonds has always been troublesome.

4.3 Rubensohl Handling Complexities

Artificial overcalls range from highly specific gadgets such as Truscott (specied two suiters) and simple transfers, two under transfers or multi-way but still well-defined structures as *Suction*, to nearly random destructive overcalls like a random 1♠ overcall, or sometimes a combination of the two such as most versions of the CRASH defence. We structure our countermeasures by counting the suits specified:

- The opponents have specified 2 suits. We use the *Unusual vs. 2-suiters* countermeasure (Sec. 4.3.3), regardless of which opponent actually bid those suits.
- The opponents have specified 1 suit, which may not be the bid suit. We use *Rubensohl vs. Transfers* (Sec. 4.3.2).
- The opponents have not specified any suit. These kind of trash overcalls are handled in Sec. 4.3.1, unless they are actually modified or multi-way variations on transfers, in which case we are back to Sec. 4.3.2.

4.3.1 Rubensohl vs. No-suiters a.k.a. Trash

Normally, this happens only over 1♣. Thus, it is pertinent and possible to assign the following meanings when the overcall is “high” (at the level of 1♠ or more):

- Double always shows a BAL or semi-BAL (no SPL) hand with at least semi-POS values.
- Pass will either be a negative, or a 3-suited or semi-3-suited hand that is judged well-suited for defence.

Obviously, the action we take will depend on the actual bid used and to a lesser extent the exact hand-types shown. Also, Please consult the 1♣ section for more information.

Rubensohl vs. low-level trash

If X, 1♦, and 1♥ are used as trash overcalls, we counter thusly:

- Over 1♣(X): P= second negative (0-3 RP, by an unpassed hand); X= semi-POS (4-5 RP), (semi-)BAL; 1♦= semi-POS + (3-5 RP, with some SPL); 1♥+= unchanged.
- Over 1♣(1♦): P= second negative (0-3 RP, by an unpassed hand); X= semi-positive (4-5 RP); 1♥+= unchanged.
- Over 1♣(1♥): P= negative (0-4 RP, by an unpassed hand; all 5 RP hands now must give a positive); X= POS, 4+♥; 1♠= POS, 4+♠, not 4+♥. Everything else unchanged.

When RE shows a second negative and the opponents then passes throughout, opener has the option of relaying with 2♣ to show the super-power. Else, proceed as if responder is a first or second chair passer and opener is the aggressor in the opponents’ auction.

Rubensohl vs. higher trash

True non-sense overcalls, which literally shows nothing except 13 cards (and the inability to preempt) most often appeared as 1♠ over a strong 1♣, but in high-level play blocking bids all the way up to 2♦ has been used. Curiously, not too much work is needed to derive a countermeasure:

- Over 1♠, use the 1N prototype scheme, with the extra bid of 1N to show a long minor. OP now bids exclusionarily in the minors. RE bidding an unbid major at any point after 1N shows a broken minor suit, FG values, and a feature (A or K) in the bid suit. Note: the same scheme applies to a no-suiter 2♠, one level up.
- Over 1N (and 2N), just use the 1N(2N) prototype scheme.
- Over 2♣, use the same scheme as in Sec 4.2.2, except that 2N shows either 6+♣, or a rather weak hand with 6+♦. Opener’s next call, if 3m, is pass or correct. 3♦ just shows any FG with 6+♦.
- Over 2♦, use the same scheme as over 2♦ normally, except that 2N could be ♣ or ♦. Now OP bids exclusionarily.
- 2♥ causes some minor problems. We handle as follows:
 - X Either BAL, semi-POS ↑ as usual, or can be UNBAL, semi-POS with 4+♥.
 - 2♠ Semi-POS, 4+♠.
 - 2N A long minor.
 - 3♣ FG, 4+♠.
 - 3♦ FG, 4+♥.
 - 3M FG, 6+M.
 - 3N Shows both minors.

4.3.2 Basic Rubensohl vs. Transfers

Here, we mainly mean by “transfers” *substitute bids*, but there are other types. In general, an overcall which shows either some suit or some variety of 2-suiter is treated as a *transfer*. We separate the situations we might encounter like this:

- If opponents transfer into a major, then we start with the lowest available bid as showing the other major, and proceed from there, using a cheap bid at the same level as a weaker takeout. Furthermore, we include a transfer into *the opponents’ suit* just in case the call was psychic or a simple mistake.
 - ★ Over [1♣(1♦=♠)] as in TRAP defense, then
 - 1♥/♠ 4+♥, NF/FG.
 - 1N/2♣ TRF → ♣/♦.
 - 2♦ FG, TRF → ♠!
 - 2M NAT, WK.
 - ★ Over [1♣(X=♥)] also as in TRAP defense, then
 - 1♦ 5+♠, any strength.
 - 1♥ 4♠, semi-POS.
 - 1♠ 4♠, FG.
 - 1N TRF → ♣, 6+suit or m’s.
 - 2♣ TRF → ♦, usu. 6+♦.
 - 2♦ FG, TRF → ♥!
 - 2M NAT, WK.
 - ★ Over [1♣(2♦=♥)]:
 - 2♥/♠ 4+♠, semi-POS/FG.
 - 2N/3♣ TRF → ♣/♦, as before.
 - 3♦ TRF → ♥!

3♥ FG, T/O with SPL ♥.

3♠ FG, 1-suited ♠.

★ Over [1♣(2♥=♠)]:

2♠ 4+♥, semi-POS.

2N/3♣ TRF → ♣/♦, as before.

3♦ 5+♥, FG.

3♥ TRF → ♠!

3♠ 4♥, T/O, FG.

- If opponents did not show a major, then we bid more or less as if they just bid a no-suiter. *i.e.*:

★ After the bidding goes [1♣(1N)] showing either clubs or diamonds and hearts, we treat it using the prototype 1N scheme.

★ After [1♣(2♣)] showing ♦ or ♥+♠, we treat it with the prototype 2♣ scheme, so 2♦=4+♥; 2♥=4+♠; 2♠=4♠, NF, etc.

- If the “transfer” is a multi-way bid with the most likely meaning a transfer, then pass, then strong action (bidding no-trump, Qbid) shows the potential transfer suit. This is usually our only way of showing that suit if the overcall came at the 3 level (say, with the SUCTION defence).
- Note we no longer has a need to use Transfer lebensohl in the above situation, since 3-level competitive hands are shown via a delayed bid, so direct action to the 3 level can be G/T +.

4.3.3 Unusual vs 2-suiters

In general, it is just cheaper Qbid points to higher suit⁴, dearer Qbid points to lower suit, with only “real” suits being counted, so opening 1♣ never counts (well, perhaps maybe in British Acol ...) and a precision 1♦ never does either. 2N is used as a Qbid bid, but never 1N. *Exception: in the auctions (1m)1♥(1♠), we don't use these pointing cue-bids but instead use transfers starting from 1N instead, due to the availability of X to show general power.* The situation is again differentiated by whether the actual bid used is one of the suits in question:

Vs. 2-suiters, one of the suits bid

See the example in Table: 4A Here, a double through force of necessity must promise some length in the bid suit. As a result, partner should leave the double in with a near balanced hand and 3 in the suit. Should double be penalty? We think that optional is more valuable, at least on the 2 level or more.

Vs. 2-suiters, neither suit bid

Double does not show a balanced hand as per our usual rule. The reason is that if we trap, LHO will likely take a preference and partner might get into the act with a shapely hand, spoiling our plan for doubling. Therefore, double here follows the usual Manfield plan, showing a desire to penalize one of the opposing suits. Pass may be a Manfield-type trap, with a

⁴Only if there are at least two “cue-bids” available under our lowest possible contract. In the case of Roman-style 2-suited jump overcalls, such as [1♥(3♣)] showing ♣+♠, we use our usual transfer scheme, with 3♦ being a raise and 3♠ being ♦; over [1♠(3♦=♦+♥)], 3♥/4♣/4♦ are raises and 4♣=NAT.

<p>After [(1♦)X(1♠)] Qbid s are 2♦ and 2♠. Double should be penalty to avoid psychics, and 1N has to be NAT, so:</p> <p>X Penalty^a, but cooperative, and later re-bidding ♠ is NAT.</p> <p>1N NAT, 6-9 VALUE.</p> <p>2♣/♥ COMP, NAT, NF.</p> <p>2♦ G/T +, 4+♥.</p> <p>2♠ G/T +, 5+♣.</p> <p>2N FG, return T/O with 4♥, 5+♣.</p> <p>3♣/♥ G/T, NF, strong suit.</p> <p>3♦ NAT, more to guard against a short 1♦ than against psychics.</p> <p>3♠ Demand that partner bid 3N with a stopper.</p> <p>^aNote that after [1♣(1♠)] showing the pointed suits, X would be optional.</p>	<p>After [1♣(2♦)], showing the red suits, the cheapest Qbid is of course 2♥, the next “Qbid” is 2N, and the one after that 3♦, so:</p> <p>X Optional double (hard to make penalty doubles without partner having bid a suit). A later re-bid of 3♦ is NAT FG ^a.</p> <p>2♥ 4+♠, FG, ~9↑VALUE.</p> <p>2♠ 4+♠, NF, ~5-8 VALUE.</p> <p>2N 5+♣, FG, ~9↑VALUE.</p> <p>3♣ 5+♣, NF, ~5-8 VALUE.</p> <p>3♦ 4+♠, 5+♣, FG.</p> <p>3♥ NAT— again, less for psychic exposure than to guard against a 4 s-small suit.</p> <p>3♠ NAT, G/T, long, strong suit.</p> <p>3N To play, should have significant extras.</p> <p>^aPassing and then bidding 3♦ over the expected run-out of 2♥ would be NF</p>
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Table 4A: U/U with a bid suit

After [1♠(2N)], unusual for the minors:	After [1♣(1N)], showing $\diamond + \spadesuit$ (Truscott):
X Intending to double at least one minor. Forcing passes on.	X Semi-POS + intending to double at least one suit. Forcing passes.
P Either a weak hand, or at least 12↑VALUE and near-BAL, shown next bid with X, Qbid, or jump.	P Weak, or near-BAL and semi-POS ↑, which will be shown by X, Qbid, or a jump next round.
3♣ 3+♠, G/T ↑. May have long ♥.	2♣ NAT, NF, UNBAL.
3♦ 6+♥, G/T, or 5+♥, FG. Usu. not 3+♠.	2♦ 4+♥, FG. Note: → 3♠=NAT.
3♥ 6+♥, COMP.	2♥ NAT (5↑♥), NF. With 4♥+5♣, bid 2♣ first.
3♠ NAT, COMP, usually 4+♠, 3 possible.	2♠ 5+♣, FG.
3N NAT, mild s/T.	2N 4♥, 5+♣, FG.
4m SUPP for ♠, control asking bid.	3♣/♥ STR 1-suiter, FG.
4♥/♠ NAT, to play.	3♦/♠ NAT, FG.
	3N Mildly slammish, NAT.

Table 4B: More U/U examples, with neither suit bid

balanced positive. See examples in Table: 4B! Please note that [1♠(2N)3N] is only bid with a hand that makes game almost a sure thing, which is by definition already a mild slam try. With weaker misfits, it would be more lucrative to try for a penalty.

4.4 Transfers over Our Doubles

What other transfers are used? In general, after a power-showing double, we do use Rubensohl as detailed above, but not directly over [1♣(1x)X] and [(1x)X], and over [(2x)X] and similar situations, we use Transfer lebensohl (see Sec. 4.4.1) at the 2 level. The one specific exception is used after [1♣(1x)X] and [(1x)X]:

- After [1♣(1♥)X]:
 - 1♠** 4-5♠, NF, MIN.
 - 1N** NF, MIN, denying 4+♠. If RE next bid 2♣, that's *Gladiator*; everything else= F1, usually to game.
 - 2♣** ART, UNBAL, not 4+♠, usually not a stopper in M. RE can relay with 2♦[r] if MIN, then →
 - 2♥** MIN, UNBAL. Opener can bid 2♠[r] to find long suit(s).
 - 2♠** FG, m's, no stop in ♥.
 - 2N** FG, a fragile stop in ♥, one or both minors.
 - 3m** FG, 6+ (not strong) m.
 - 3♥** mild s/T, SPL in ♥, long m.
 - 3♠** FG, m's, good stopper for ♥, SPL ♠!
 - 3N** Mild s/T, one or both minors, semi-BAL.

Anything other than 2♠(=5♠, NF) or 2♦[r] is FG.

- 2♦** 5+♠, FG.
- 2♥** Exactly 4♠, FG.
- 2♠** 6+♠, NF.
- 2N** NAT, FG. Can have 4♠.
- 3x** NAT, FG, strong 1-suiter.
- 3♥** SPL in ♥, long strong m.
- After [1♣(1♠)X]: Very similar to the above, except that
 - ★ Over 2♣, denying a major, 2♥/2♦(=[r]) are the only non-FG calls.
 - ★ 2♦= any hand with 5+♥. RE should strive to bid something other than 2♥ with anything extra.
 - ★ 2♥/♠= NF/FG, exactly 4♥.
 - ★ 1N does not deny 4♥.
- After (1M)X, the scheme is similar to the above, except that since we use the Herbert Negative, some bids are not available. (1M)X-2♣ still denies 4♠M, and shows a better hand than 1N; over this AG should Qbid or bid a NAT 3x to force.
- After [1♣(1♦)X]:
 - 1M** NF, 4-5M, MIN.
 - 1N** NF, MIN, no 4+M.
 - 2♣** FG, 4+♠.
 - 2♦** FG, 4+♥.
 - 2M** NF, 6+M, MIN.
 - 2N** FG, not necessarily BAL, with a stopper but no 4+M.
 - 3♣** NF, MIN, 6+♣.
 - 3♦** FG, MIN, 6+♣, no stopper.
 - 3M** FG, long ♣, stopper for ♦, but SPL M.
- After (1♦)X, the situation is ticklish since the Herbert negative is 1♥! We use
 - 1♥** Negative.
 - 1♠** Semi-POS, NAT, further bidding on Rubens Advances (See Sec. 4.4.3)— that is, as if it went (1♦)1♠, to partner.
 - 1N** Not 4♠, not biddable 4♥, semi-POS. Not necessarily a stopper; Rubens used from 2♦.
 - 2♣** 4↑♥, Semi-POS, not 4↑♠. → Rubens Advances (See Sec. 4.4.3).
 - 2♦** 4↑♠, FG.
 - 2♥** 4↑♥, not 4↑♠, FG.
 - 2♠** Catchall force, usually showing ♣.
 - 2N** NAT, FG.
- After (1♣)X, the situation is closer to 1♣(1♦)X:
 - 1♦** NEG, 0-8 VALUE (0-6 if a passed hand).
 - 1M** Semi-POS (7-11 VALUE).
 - 1N** Semi-POS (8-11) with no other call; does not promise a stopper or BAL.

- 2m** FG with 4 \uparrow cM.
- 2M** NF, long M.
- 2N** FG, with no 4 \uparrow M, and a half stopper.
- 3♣** FG, with no stopper, and long \diamond .
- 3 \diamond** CONSTR, NF, 6 \uparrow \diamond .

4.4.1 Transfer lebensohl

Transfer lebensohl, basically a variation of Rubensohl, is used whenever one hand has shown values, game is possible in especially if in no-trump, but not suitable for Basic Rubensohl as detailed in previous section. It's identical to Rubensohl unless the last enemy call is 2 \diamond , 2 \heartsuit , or 2 \spadesuit , and we should not have yet shown a major.

The idea behind Transfer lebensohl

- 2N is used as lebensohl, but also caters for all strong hands with \clubsuit , and CoG hands with a higher suit plus a stopper.
- Bids from 3 \clubsuit upwards are transfers, invitational+.
- A *transfer into the opponents' suit* shows a forcing takeout with the unbid major(s), that is, Stayman. Partner Qbid s back for help with neither stopper nor unbid major.
- 3 \spadesuit (*transfer into 3N*) shows a hand that wants to bid 3N, but lacks a stopper.
- 4 \clubsuit + are as in the jumps section (Sec. 4.4.2).

We illustrate with some examples:

- After [(2 \heartsuit)X]:
 - 2 \spadesuit** Weak (0-8 VALUE), NAT.
 - 2N** Any of the following hands:
 - ★ Long \clubsuit . A weak hand will pass 3 \clubsuit [r], a strong hand will rebid 3 \heartsuit or 3N+.
 - ★ FG, with long \spadesuit and a \heartsuit stopper (rebid 3 \spadesuit).
 - ★ A weak hand with long \diamond , rebid 3 \diamond .
 - 3 \clubsuit** TRF: 4+ \diamond , 8 \uparrow VALUE.
 - 3 \diamond** Exactly 4 \spadesuit (Staymanic).
 - 3 \heartsuit** TRF: 5+ \spadesuit , 8 \uparrow VALUE.
 - 3 \spadesuit** A hand that want to bid 3N, but need a stopper.
 - 3N** ~11-14 VALUE, may be bid on a half-stopper.
 - 4m** 5 \spadesuit +5m, but NF, and not very strong.
 - 4 \heartsuit** m's, promise CTRL in \heartsuit , S/T.
 - 4 \spadesuit** Strong suit, promise CTRL in \heartsuit .
 - 4N** m's, lots of shape, not very strong.
- After [(1 \spadesuit)X(2 \spadesuit)]:
 - X** General values (about 9+VALUE), usually BAL, at least 2 \spadesuit ; may be left in with 3 good or 4 \spadesuit .
 - 2N** PUP \rightarrow 3 \clubsuit , to show a weak (~6-8 VALUE) hand with a long (5+) red suit, or most hands with long \clubsuit , of which the strong hands would Qbid or bid 3N+.
 - 3 \clubsuit** TRF \rightarrow \diamond , G/T + (~9 \uparrow VALUE).
 - 3 \diamond** TRF \rightarrow \heartsuit , G/T + (~9 \uparrow VALUE).
 - 3 \heartsuit** FG, 4 \heartsuit , usually UNBAL.
 - 3 \spadesuit +** More or less as above.

Adjustments to Transfer lebensohl

In some situations adjustments are needed, viz.:

- When (one of) “our suit” is \clubsuit , we can't give up on the invitational raise. So, what we do is that 3 \clubsuit is changed to be NAT G/T, and change 3 \spadesuit to show \diamond and asks for a stopper. Say, after [1 \diamond (1 \spadesuit)1N(2 \spadesuit); P]:

X Penalty, but cooperative in nature.

2N PUP \rightarrow 3 \clubsuit , to play or rebid

3 \diamond NF Doesn't make sense, so is FG, and shows shortness in \spadesuit — something like 1-4-3-5.

3 \heartsuit NAT, NF: the trouble G/T hand with 5 \heartsuit +3 \uparrow \clubsuit , without enough stuff in \spadesuit to try an optional X.

3 \spadesuit FG, ask for a stopper in \spadesuit , but not shortness.

3 \clubsuit NAT (5+ \clubsuit), NF, G/T.

3 \diamond TRF \rightarrow \heartsuit ⁵ G/T \uparrow . \clubsuit is real (4+) as should be short in \spadesuit .

3 \heartsuit Exactly 5 \heartsuit , FG— thus, \clubsuit is real.

- When the opponents' suit is \diamond , the rebid over 3 \clubsuit (Stayman) is 3 \diamond with no stopper and at most 1 major. With both 4 card majors, the rebid should be above 3N.

- The weaker our side is, the more important to raise partner and make natural bids. As a result, in such situations some bids are changed around so as to allow raises to be natural. Say, after [2 \diamond (2 \spadesuit)] or [(1 \spadesuit)2 \diamond (2 \spadesuit)]:

2N PUP \rightarrow 3 \clubsuit , can be

★ A weak hand with \clubsuit , intending to pass 3 \clubsuit .

★ A (very) strong hand with long \clubsuit , rebidding 3 \spadesuit +.

★ G/T + with \heartsuit . A rebid of 3 \heartsuit would be only 4 \heartsuit and F1, while 3 \diamond would be G/T or (rarely) better with a long \heartsuit suit.

3 \clubsuit Good raise to 3 \diamond .

3 \diamond PRE raise (2N then 3 \diamond in the original scheme).

3 \heartsuit NAT, COMP. Should be 2N then 3 \heartsuit in the original scheme, but the COMP hand is surely more important.

3 \spadesuit Asks for a stopper (a powerful \diamond raise).

3N To play.

- If the partner of the 2N bidder had a lot more than MIN, then some other action than 3 \clubsuit is called for.

4.4.2 Jumping to the 4 level: Leaping Michaels

Leaping Michaels is a way of showing 2 suits in a hand with only competitive strength. For Leaping Michaels to be applicable we *must not* have shown any suits. Last but not least, notice that all these Leaping Michaels bids detailed here are *non-forcing*. With a stronger hand, develop slowly.

⁵Responder will bid 1N before showing \heartsuit , with G/T \uparrow , 4 \uparrow \clubsuit +5 \uparrow \heartsuit .

Over (2M):

4m 5⁺m+oM; NF unless a lower-level takeout is available.

4oM NAT, with a strong suit and control in M.

4M m's, s/T, including a control in M.

4N m's, COMP.

Over (2m):

4m 5⁺-5⁺M's; not a very strong hand.

4om om+ one of the M's. → 4M= pass/correct.

4M NAT, with a strong suit and control in m.

4N NAT, s/T.

Secondly, assuming that we have bid m, and the opponents intervene, then we still have two suits in which to look for a fit, at least one of which is a major, so,

4m A fit-showing jump with the⁶ unbid M, only COMP values. However, this require G/T values to have been shown.

4om Unbid suits, COMP, if G/T values have been shown, else a fit-showing jump. Specifically, [(1M)2◇(any)4♣] is a raise that encourages overcaller to save.

4M NAT, mild s/T with control in enemy suit, but if this is the enemy suit, a raise to 5m with a control.

4N Extra-value raise to 5m, no control in the enemy suit.

When we have not yet shown a major and the opponents' have, competitive considerations are far too important to be given up for slam aspirations, but when we have M as our only shown suit, has not yet agreed on it, and the opponents only bid one suit then jumps mean:

4♣ Power raise to 4M, *without* control in the opponents' suit.

4◇ Goodish raise to 4M, with a control in the opponents' suit.

4M Shows a "shape raise" to the 4 level.

4.4.3 Rubens Advances

The basic idea behind Rubens Advances is simple: *Transfers are used from Qbid to Raise*, but never using transfers both above and below 3N. Bids are NAT below the Qbid. Jumps must be considered within context, and differ from situation to situation. We try to demonstrate with some examples:

- Over [1♣(1◇)1♠]:

1N NAT, NF, misfit. After this 1N rebid, we use the *Glad-iator* structure, with 2♣ being an artificial catchall NEG, all other suit bids NAT and F1, all jumps FG.

2♣ NAT, F1. RE need to jump or Qbid to force to game.

2◇ TRF → ♡. Of RE's next actions, the weakest are 2♡ (usually misfit, MIN, NF) and 2♠ (misfit, a long suit). Everything else is F1, and most 3-level bids FG.

2♡/♠ SUPP, FG/NF. More or less natural continuations.

2N NAT, FG, misfit, natural continuations.

3♣/♡ NAT, FG, strong suit.

3◇ NAT, psychic exposure (more necessary over a major, of course, but included just in case).

3♠ NAT, FG, good SUPP, but not much else.

3N Rare, NAT, a mild s/T.

4♣/◇ As in Sec. 4.4.2

- Over (1◇)1♠, the idea is the same but overcaller did not guarantee much values, so there are some changes:

1N NAT, NF, about 12-16 VALUE. All rebids NAT, NF, but jumps are very encouraging and tend to show *canapé*.

2♣ NAT, NF, but about 11-17 VALUE, and overcaller will keep the bidding open with anything resembling a normal overcall (about 9 VALUE ↑).

2◇ TRF → ♡. Almost everything the opener can do now is NAT, NF; over 2♡, advancer can only force with 2N and 3◇.

2♡ About 12↑VALUE, 3↑SUPP.

2♠ 8-11 VALUE, usually 4SUPP.

2N 15↑VALUE, 4↑SUPP; forcing passes for our side.

3♣ Either a fit-showing jump with 12↑VALUE or so, or a gigantic (about 18+VALUE) hand with ♣. Overcaller rebids assuming the weaker hand under 3N, including relaying with the cheapest bid (here 3◇), demanding that the advancer *must* return to ♠ with the fit-showing jump.

3◇ Either a *mixed raise* with 10-12 VALUE and a lot of shape, or a gigantic hand with ◇⁷.

3♡ A fit-showing jump, as 3♣.

3♠ COMP. About 7-9 VALUE, usually 5+♠.

3N To play. Very rare but possible.

4x Fit-showing jumps.

This is not a thorough description of the options available and one need to consult the section on overcalls.

- After [1♣(1♠)2♣], which is a transfer to ◇, the scheme is much like one over [(1◇)1♠].

2◇ NF, MIN. RE must reverse, jump, or Qbid to force.

2♡ NAT, F1. RE must reverse, jump, or Qbid to force.

2♠ TRF → ♣. RE can get out in 3♣ or 3◇.

2N F1, NAT, FG unless RE rebid 3◇ right away.

3♣ Good fit for ◇, may be based on shape so now 3◇ can still be dropped!! 3♠ will ask for a stopper.

3◇ MIN SUPP, NF.

3♡ NAT, SOL suit, FG.

3♠ NAT, psychic exposure.

3N NAT, better hand than 2N— around 21-22 VALUE.

4♣ Extremely unusual.

- After [1♣(2♡)3♣], again a transfer to ◇. we have:

3◇ NF, nothing special to say.

3♡ TRF → ♠. → 3♠=NF (misfit, MIN).

3♠ Ask for a stopper. Acts like a "Qbid".

3N NAT, extras.

⁶or *an*, if the opponents' suit is the other minor

⁷We have a natural force in all enemy 'suits' not promising 5+cards.

4♣ NAT, obviously slammish.

4♦ Mildly slammish shape raise.

4♥ Both side should inquire into the style of 2♥. If psychics happen with any frequency, then NAT and psychic exposure, else *Lackwood*.

4♠ NAT, promises strong suit and ♥ control.

4N NAT, S/T, (about 22-24 VALUE).

- After [1♣(1N)2♣] (=4+♠, UNBAL, 1N is a non-sense bid):

2♦ 4+♥. →

2♥ 3+♥, F1. Opener bid 2♠ artificially to show weakness, everything else is NAT, FG.

2♠ 5♠, not 3+♥, NF. Only 2N is NF now.

2N 4♠, not 3+♥, NF. Opener can bid 3♣ to pass or correct, or 3♠ now is FG.

3♣+ NAT, FG.

2♥ 3+♠, FG.

2♠ 3+♠, NF, if 4+♠ then very MIN.

2N NAT, NF, not 3♠, not 4♥.

3x NAT, FG.

3♠ good 4↑SUPP, FG.

4.5 Passes, Doubles and Redoubles

All the following is intended to apply only when one hand has shown some strength. *Simple overcalls usually does not count*. Refer to defensive bidding structures for initial doubles, and doubling/passing after overcalls. Also notice that vulnerability is completely irrelevant to the meanings of calls. There are no tricks awarded for being vulnerable!

4.5.1 Forcing Passes

When do we use forcing passes, and for how high?

Game forcing values All levels, unless cancelled.

Serious penalty pass *Unlimited hand only*, through next level. Note in general later penalty passes by a side passing throughout the earlier competitive auction are not *serious*.

Penalty X of a 2+ level call *Unlimited hand only*, through next level.

Value-showing X/xx, facing values through next level level, but [1♣(any)X] establishes a force until cancelled.

Strong, unlimited raise All levels until both sides get limited, or cancelled.

Balance of HCP Through the next level.

Others There are bids which specifically establish a forcing pass and solicits partner's cooperation in the system.

The following situations can *cancel* a force:

- We take an early (shape) action in a forcing pass.
- Opp use a pass-and-push sequence (a sandbag).

- One of us take a "shutout" action (that hand is now in complete charge of the situation).

There are very specific exceptions for doubles and passes that exist when the opponents are using an ambiguous-suits defense. Please refer to later sections.

4.5.2 Forcing pass generalities

The following are our general rules in a forcing pass situation.

- In "low" forcing pass situations, we simply bid naturally if we have established FG values and all suits can be shown under game. If not, we use Rubensohl.
- In "high" forcing pass situations without a fit:
 - ★ Double is discouraging, implies a misfit with partner's last shown suit. It is not final.
 - ★ A suit-bid is shape-showing.
 - ★ A bid of 4N can be
 - ▷ to play, if we had earlier made attempts to play no-trump and that possibility still exist; or
 - ▷ scrambling, showing a shape that is hard to express. For example, over [1♣(1♠)2♣(4♠)] 4N could be either 5♥ or 6♣, along with 3♦; or
 - ▷ A S/T bid of 5m, if neither of the above is possible.
 - ★ A pass implies at least a partial fit. After such a forcing pass a suit-bid is a Qbid, and a . The same considerations as above apply to 4N bids now.
- In "high" forcing pass situations with an established or implied fit for our side:
 - ★ Double, by a *short* hand, defined as a hand that has preempted or shown two other suits, at least 2 cards in the opponents' suit; by a *long* hand, shows wasted values in the suit.
 - ★ A pass is the converse: SPL by the short hand, wastage by the long hand. Delayed suit bids, following a pass, are Qbid s.
 - ★ Suit bids are lead-directing, if feasible, else shape-showing.
 - ★ Direct 4N is key-card asking, unless the agreed suit is a minor and we might play 4N; delayed 4N is general slam try, *a la* D-I.
- In a non-forcing high-level competitive situation, where we have by an unlimited hand facing someone who had made a non-preemptive bid, say when the opponents bounce to game over an overcall:
 - ★ Double shows the equivalent of a forcing pass:
 - ▷ general values and interest to compete.
 - ▷ no wasted values, if partner is the *short hand* (has implies shortage in their suit by bidding two suits or has preempted).
 - ▷ a splinter, with implied shortage in their suit.
 - ★ Pass only denies ability to compete directly.
 - ★ Suit bids are just shape-showing or for lead-direction (over our preempts), and 4N is scrambling.

4.5.3 Barring partner

The Manfield-Miles principle of Limited Hands states that.

When a sufficient fit is found, a limited⁸ hand cannot compete further, unless invited by partner.

By this rule, preemptors are *not* allowed "extra-values" doubles— all such doubles are Lightner, but exactly what actions are considered invitations?

- Bidding a new suit (under game) after partner's preempt.
- Qbid is the generic way to create a force.
- A (non-jump) no-trump bid is either an invitation to save or an invitation to game, depending on circumstances.
- Raising a preempt to *just under game*, at matchpoints.

4.5.4 The meaning of our doubles?

When we have shown values, and the opponents are in a forcing situation, we will adhere to the Manfield treatment throughout:

Delayed action is less committal. **Direct action** makes a stronger statement as to direction.

That said, we list the situations separately:

- Assuming that the last bid, made by RHO, is neither "pass or correct" nor forcing, then a double in the direct seat is for penalty if
 - ★ we have a force on, and doubler can have the suit; or
 - ★ partner has shown at least a FRAG in the suit bid; or
 - ★ doubler could have shown extras earlier, but didn't.
- An extremely important case is when the opponents use an ambiguous-suits convention, such as CRASH and then compound the preempt, indicating a good fit in either of two suits, in this case, a double on the 3 level or higher is used as *Either-or*:

A double of a multi-bid followed by a pass-or-correct *raise* to the 3 level either shows that suit, or a takeout against that suit.

- In the above cases, a pass is non-committal; usually a balanced hand is implied and partner will act on that information. Suppose we do *not* have a forcing pass on, then:
 - ★ Doubles are usually **optional** *i.e.*, (near-)BAL, and some cards in the **bid** suit and in the real enemy suit as well. May have decent other suit if <FG, especially on the 2 level.
 - ★ Pass is either weak, or a **trap pass** with the opponent's real suit (See Sec. 4.3.2).
 - ★ Double is T/O, if we are doubling a raise or balancing against a 3-level or higher preempt. Please see the sections on defensive bidding for more details.

4.5.5 Lead Directing Doubles

These might as well go here:

- If we had preempted in a suit, or if we had bid a suit and raised, and RHO just Qbid this suit, then a X discourages partner from leading this suit against what the doubler consider to be the likely contract; P then implies at least tolerance for that lead.
- Doubling a splinter raise of a major implies a desire to see the lead of the highest unbid side suit.
- Doubling a transfer response to their strong no-trump shows the suit and invites a lead.

Most of our lead directing doubles follow conventional models, but with one proviso: when both partners has each bid a suit, doubling 3N is a demand for a lead in the suit that the doubler can see will set the contract— thus, usually the doubler's suit.

4.5.6 Passes and SOS Redoubles

When the opponents made a low-level value-showing double when we have not yet shown solid values (that is, a simple overcall does not count), or a penalty double, then \times is not natural and means that:

- If the redoubler can have a long and independent suit, and partner has not implied support for all unbid suits (such as with the 1N overcall), then \times =PUP \rightarrow the next available call, and is a way to run out to an independent suit. Partner's bids are pass or correct in those suits that the redoubler can have.
- If the conditions above do not hold, then \times =scramble. In general, this implies length in the suit that is most dangerous to run out to. For example: $[(1\heartsuit)1N(X)\times]$ shows exactly 4 \spadesuit , and partner runs as appropriate.
- \times can still carry scramble hands aside from the independent suits. Example: $[2\heartsuit(X)\times]$ can either be a run-out to \spadesuit , or a scramble with a 5-5 2-suiter. Notice that long minors are shown with transfers.

A different kettle of fish is when we are doubled in a notrump contract, usually 3N. In this instance, our biggest concern is to stick out in that contract only when it is making, so

- Redouble shows doubt about the contract. In general, one might have second thoughts about the solidity of a stopper, or the lack of trick sources. That is, redouble shows tentativeness.
- Pass shows willingness to play. It confirms the existence of a stopper in the opponents' suit, if any might be missing, if not, it shows an all-around suitable hand for our contract. The exact type of hands required is depend on the auction.
- After partner passes, the hand in the close-out chair can still redouble to indicate doubt.
- With a hand so bad for playing no-trump that partner cannot possibly to envisage, one has to run straightaway.

⁸A weak two is so wide-ranged as not to be considered a barred hand.

Chapter 5

Relay Structures

5.1 Theoretical Overview

The *Symmetric Relay* was designed by Professor Roy Kerr of New Zealand, and is one of the most well-known and easy to learn set of relay structures. We have changed the details extensively, but basic procedures of operation remains.

5.1.1 General Theory

To quote John Lowenthal, a pioneer in relay bidding:

In *Relay Bidding*, the *Master Hand* makes one meaningless bid (“relay”, usually the cheapest call) after another while getting information from the *Slave Hand*. The biggest **theoretical** problem with relay bidding is that *it is a suboptimal way to gather information*; The biggest **practical** problem is **memory**.

Slam bidding under most relay frameworks involve one player (the *relayer*, the *master* hand, or MH) receiving information from partner (the *slave* hand, or SH) in the following stages:

- SH’s shape (pattern) is determined. The *Symmetric Relay* is distinguished from other schemes during this stage:
 - Usually, SH first indicate the long (4+) suits held (then their relative lengths, if more than one).
 - Then SH identify the short suit(s) and/or FRAG’s (in effect ordering the 4 suits by length); SH’s pattern is by now completely specified.
 - Occasionally, we deviate from the above procedure when forced by tactical considerations. The most frequent such change is identifying the major-suit lengths in SH’s pattern first.
- SH gives a general quantitative measure of the hand strength. We do this in RP’s (*Reese¹ or Relay Points*): A=3, K=2, Q=1, but *deduct 1 for stiff honors*.
- Finally, SH’s high-cards is located one by one. There are two schools of thought for this stage of operations. One hinges on MH’s identifying a trump suit (the Polish school), and another which does not (the New Zealand school). We belong to the latter but give a variation with the former.

Some relay systems exchange the first two stages. There are two rationales for this switch – if MH considers slam unlikely, natural bidding can be better; also, it is “more symmetric” – all hands with the same shape tend to end their hand-and-shape definitions at the same location². Still, by then space might be lacking for natural bidding, and showing shortness often becomes impossible. So we still stick with the order above.

5.1.2 The Fibonacci Principle

It is common to all relay styles that a bid x can carry roughly as much information as the bids $x+2$ (= 2 step above x), $x+3$, ..., (up to the level of safety) – exactly what happens when MH relays with $x+1$. An almost equally basic principle is that

¹We must apologize for this inaccuracy, because further research has revealed that while the late Terence did vocalize a little in support of this point count over the Milton Work count, it really should be Schenken or Four-Aces Points (SP or 4AP), but since we had used this name for several years locally for all of our explanations, we find it hard to change now.

²But is that really an advantage? See Sec. 5.5 for our answer.

Bid x is approximately equal to the two bids $x+1$ and $x+2$ (when transferring information only one-way).

otherwise put: *One extra step of bidding space let us transfer roughly $\tau = (1 + \sqrt{5})/2 \approx 1.618$ times as much information.*

Example: Assume that SH bid $2\heartsuit$ in a FG relay sequence, and:

... $2\heartsuit$ [A] MH usually relays with $2\heartsuit[r]$, and then

$2\spadesuit$	Set of Hands #1
$2N$	Set of Hands #2
$3\clubsuit$	Set of Hands #3
$3\heartsuit$	Set of Hands #4
$3\spadesuit$	Set of Hands #5
$3\heartsuit$	Set of Hands #6
$3N$	Set of Hands #7

Now assume that we change the system and instead of bidding $2\heartsuit$ with all the hands above, SH bid $2\heartsuit$ with Set of Hands #2-7 ($[A_1]$), and $2\spadesuit$ with Set of Hands #1 ($[A_2]$):

... $2\heartsuit$ [A_1] MH usually relays with $2\spadesuit[r]$, and then

$2N$	Set of Hands #2
$3\clubsuit$	Set of Hands #3
$3\heartsuit$	Set of Hands #4
$3\spadesuit$	Set of Hands #5
$3\spadesuit$	Set of Hands #6
$3N$	Set of Hands #7

... $2\spadesuit$ [A_2] Set of Hands #1

Clearly, relay-wise the two are the same. A typical case of this equivalence can be seen in the game-forcing sequence $1\heartsuit-1N[r]$:

$2\heartsuit$ [A'] 1-suited $5\heartsuit\clubsuit$, $\rightarrow 2\heartsuit[r]$
$2\spadesuit$ (hand [1]) short in \spadesuit .
$2N$ (hand [2]) short in (only) \heartsuit .
$3\clubsuit$ (hand [3]) special patterns (not short in \spadesuit).
$3\heartsuit$ (hand [4]) short in (only) \heartsuit .
$2\heartsuit$ [A_1] 1-suited $5\heartsuit\heartsuit$, not short in \spadesuit , $\rightarrow 2\spadesuit[r]$
$2N$ (hand [2']) short in (only) \heartsuit .
$3\clubsuit$ (hand [3']) special patterns (not short in \spadesuit)
$3\heartsuit$ (hand [4']) short in (only) \clubsuit .
$2\spadesuit$ [A_2] (hand [1']) 1-suited $5\heartsuit\heartsuit$, short in \spadesuit .

The Golden Ratio (1.618...) comes from the result that if τ is the ratio between the information content carried by successive calls x and $x+1$, then we have $\tau = 1 + \frac{1}{\tau}$; solve for τ in the quadratic equation and we get $\tau = (1 + \sqrt{5})/2$ as above.

5.1.3 Symmetry and Branching-back

In the example given above, the bid $2\heartsuit$ and the bids $2\heartsuit+2\spadesuit$, which are informationally equivalent relay-wise, are used to denote two classes of hands which are identical except for position of the long suit. This illustrate another feature common to all relay systems: all relay systems are *somewhat symmetric* because fine-tuning symmetric structures of relays for maximum efficiency leads inexorably to memory problems. What we mean by “symmetry” above is:

Two calls in different but analogous sequences often has similar meanings—sometimes identical except for strength range or order of suits.

A more common form of symmetry denoted $[A][B][A']$ is seen when continuing from the above example: after $[1\heartsuit-1N[r]; 2\heartsuit-2\spadesuit[r];]$ with SH showing 1-suited \heartsuit , not shortness in \spadesuit :

2N Hands $[A]$: Short in (only) \heartsuit . After $3\clubsuit[r]$, SH bids:

3 \heartsuit [1]: 3-2-5-3 shape.

3 \heartsuit [2]: 3-1-6-3 shape.

3 \spadesuit /N [3]: 3-1-7-2 or 2-1-7-3 shape³.

4 \clubsuit [4]: SOL 3-1-6-3, 2-1-7-3, and 3-1-7-2.

4 \heartsuit [5]: 8+ \heartsuit , SPL \heartsuit - 2-1-2-8, 2-0-3-8, 3-0-2-8, 2-0-2-9.

4 \heartsuit ↑ 3-0-3-7.

3 \clubsuit Hands $[B]$: special shapes.

3 \heartsuit ↑ Hands $[A']$, short in (only) \heartsuit :

3 \heartsuit [1']: 3-3-5-2 shape.

3 \heartsuit [2']: 3-3-6-1 shape.

3 \spadesuit /N [3']: 3-2-7-1 or 2-3-7-1 shape³.

4 \clubsuit [4']: SOL 6+ \heartsuit , SPL \clubsuit .

4 \heartsuit [5']: 8+ \heartsuit , SPL \clubsuit .

4 \heartsuit ↑ 3-3-7-0.

This phenomenon is called *branching back*. The association of features to calls, either on an absolute scale (“3 \heartsuit is usually 5431 or 5332, 3 \heartsuit 6331 or 6421”) or a relative one (“first step shows the lower suit as primary, second step shows two suits equally long”) is usually called a *scheme*. In other words, *schemes are the common, often recurring structures that forms the basic blocks of the symmetry and branching-back as described above*.

A less obvious form of branching-back occurs when a certain bid is used to show a class $[A]$, and the bid immediately before it is used to show a symmetric class of hands $[A']$ **plus another (smaller) class** $[B]$. Let's add to the above illustration:

1 \heartsuit -1N; ?

2 \heartsuit 1-suited \heartsuit , not short in \spadesuit . → 2 \spadesuit [r]-

2N $[A]$: hands short in \heartsuit only.

3 \clubsuit $[B_1]$: some special shapes.

3 \heartsuit ↑ $[A']$ hands short in \clubsuit only.

2 \spadesuit 1-suited \heartsuit , short in \spadesuit . These comprise hand types $[A'']$ (short in (only) \spadesuit), and $[B_2]$ (short in \spadesuit and another). After 2N[r]:

3 \clubsuit $[B_2]$: other special shapes.

3 \heartsuit ↑ $[A'']$: hands short in \spadesuit only, to be precise:

3 \heartsuit [1'']: 2-3-5-3 shape.

3 \heartsuit [2'']: 1-3-6-3 shape.

3 \spadesuit /N [3'']: 1-2-7-3 or 1-3-7-2 shape³.

4 \clubsuit [4'']: SOL 6+ \heartsuit , SPL \spadesuit .

4 \heartsuit [5'']: 8+ \heartsuit , SPL \spadesuit .

4 \heartsuit ↑ 0-3-3-7.

A different example happens in the *Balanced Scheme*:

1 \clubsuit -2 \clubsuit ; 2 \heartsuit [r]- ?

2 \heartsuit Hands with more \spadesuit than \heartsuit : this includes both $[A]$: shapes with 4 \spadesuit and not 4 \heartsuit , and $[B]$: shapes with 3 \spadesuit and 2 \heartsuit . After 2 \spadesuit [r] →

2N $[B]$: 3 \spadesuit and 2 \heartsuit .

3 \clubsuit [1]: 4 \spadesuit , 2 \heartsuit .

3 \heartsuit ↑ [2]: 4 \spadesuit , 3 \heartsuit .

2 \spadesuit $[A']$: shapes with 4 \heartsuit , not 4 \spadesuit . → 2N[r]

3 \clubsuit [1'] 2 \spadesuit , 4 \heartsuit .

3 \heartsuit ↑ [2'] 3 \spadesuit , 4 \heartsuit . To be exact:

3 \heartsuit 3-4-3-3

3 \heartsuit 3-4-2-4

3 \spadesuit /N 3-4-4-2

Each scheme in a relay system usually has a *trigger* bid (henceforth called ENTRY). Basic relay schemes are:

- Hands with only one long (4+) suit usually go to *Single Suiter Scheme* (Sec. 5.2), at ENTRY=2 \heartsuit ↑⁴;
- hands with 2 or 3 long suits go to *Two- and Three-Suiter Scheme* (Sec. 5.3), starting at 2 \clubsuit (usually) or directly ZOOM ing into it from 2 \heartsuit ↑. 2-suited Semi-POS's after [1 \clubsuit -1 \heartsuit ; 1 \heartsuit [r]] have their own variation (see Sec. 5.7.5), however;
- after 1 \clubsuit , (some) MIN BAL types (4333, 4432, 5m332) enter the *Balanced Scheme* (Sec. 5.4) from the ENTRY of 2 \clubsuit .

The three schemes as well as special schemes created for specific situations will be detailed one by one in the following pages.

5.1.4 ZOOM'ing and Anti-(cipatory-)Relays

We had mentioned that the *Relay Concept* is sub-optimal in transmitting useful information partly because relays are simply meaningless calls that MH needs to make to satisfy the rules of the game. Clearly, it is a good idea to minimize the number of relays made. Equally clear is that SH should always use all available bidding space. Hence, since MH almost always ask the same questions in a generally fixed order, it is important for the efficiency of the method that SH *anticipates the next question* and answer it when possible. In a sense, the symmetry in the symmetric relay is only possible because of ZOOM'ing.

What exactly is ZOOM'ing? It is an ‘answer-ahead’-SH anticipates MH's next question and answer appropriately. However, it is also an effort to overcome in part one inherent limitation of relays (the *safety level*) so as to get more mileage out of a bid.

What's the *safety level* and how does it affect us? Basically, it is what the combined hands should be able to warrant contracting for. Normally, this is 3N in a FG auction. Since neither hand gives strength information during the shape resolution phase, the safety level does not go up at all until MH voluntarily go beyond 3N. Result: unless SH has extreme shape, bidding space

³A peculiarity of our approach is that 3 \spadesuit = non-MIN, 3N=MIN, not the other way around; see Sec. 5.1.4 below for an explanation.

⁴Our entire 1-suited relay structure comprise a complex $[A/B_1][A'][B_2][A'']$ type of composite symmetry and branching-back of-see Sec. 5.2 for further details.

above 3N is often wasted; when SH does have shape, poor fit with an unbalanced MH may lead to a poor contract anyway.

Note that in a cooperative auction, a major suit fit will usually raise the bar to 4M and free up more steps of precious bidding space. Furthermore, there are chances to distinguish between frivolous slam tries and serious ones (denoting sufficient values for and hence raising the safety level to the 5 level).

It is often infeasible or at least stressful to tinker extensively with any scheme covering widely divergent shapes and strengths; a corollary of the Fibonacci Principle is that case-by-case optimizing stands has the most to gain over $3\clubsuit/\diamond/\heartsuit$ calls.

How so? Because the space gained by raising the safety level (steps above 3N, previously unuseable) are relatively more valuable when SH's last call is already close to 3N. By making the $4\clubsuit\uparrow$ steps available over $3\heartsuit$, we increase the information-carrying capacity of the $3\heartsuit$ call by $\approx 81\%^5$! As we go down the ladder, we suffer diminishing returns.

The other reason to limit this kind of tinkering to calls close to the 3N level is that it is often easier to decide in advance which shapes are more slam-positive. When the obvious guess might be wrong, we might be able to cater for the situation (see Sec. 5.1.4) with a carefully tuned alternative asking bid. Further down the ladder, the number of shapes increase; if you have to select one out of five shapes that want to go past 3N, it can sometimes be awkward to cater to each of the other four cases with Anti-Relays (see below). In fact, there can be problems with SH's ZOOM'ing past 3N on a badly fitting shapely hand.

ZOOM'ing over the safety level unnecessarily should be avoided as much as possible. *Ron Rubin.*

Illustration: when a rather narrow range is given, one would expect that $3\heartsuit/\spadesuit/N$ would all each stand for one shape. However, it is often possible to insert a second shape into $3\heartsuit$, if you partition your hand-types carefully, sometimes tweaking the relay scheme in an unhealthy (memory-taxing) way. One such tweak is found in $[1\spadesuit-1N[r]; 2\clubsuit-2N[r]; 3\heartsuit]$. Opener showed his hand as either 4-1-4-4 or 4-0-4-5. It is assumed, usually correctly, that responder would be inclined to bid above 3N when facing 4-0-4-5, so after the next relay ($3\spadesuit$), opener rebids 3N with 4-1-4-4 and proceed to show strength by steps with 4-0-4-5. So ZOOM'ing allows us to handle an extra shape.

Anti(cipatory-)Relays is an alternate asking bid used to facilitate ZOOM'ing past 3N. In short, it is an attempt to guess at the problem that MH might be facing. One very common example case is $3\heartsuit$ showing a narrowly ranged $6\clubsuit 322$, say. One would expect this call to handle 2 shapes (shown via $3\spadesuit$ and 3N over $3\heartsuit[r]$), to cram another one into the same bid requires ZOOM'ing with one of the shapes to past 3N. The problem is that it is equally possible for MH to hold five cards in one major as the other. So if SH is to ZOOM past 3N with 2-3-2-6, say, MH would be stuck when holding five spades. The solution is to bid $3\spadesuit$ instead of $3\heartsuit[r]$ to ask specifically for 3-2-2-6, so:

$3\heartsuit$ 3-2-2-6, 2-3-2-6, or 2-2-3-6 shapes, \Rightarrow

$3\heartsuit [r] \rightarrow 3\spadesuit=3-2-2-6, 3N=2-2-3-6, 4\clubsuit\diamond\heartsuit=2-3-2-6.$

⁵Note: Information content of $3\spadesuit$ or 3N is equivalent to $4\heartsuit\uparrow$ calls; same for $4\clubsuit\uparrow$ calls is τ times as much as either $3\spadesuit$ or 3N, hence increase in efficiency is equal to $\tau/2 = 0.809\dots$ of the original.

$3\spadesuit$ Anti-Relay: 3-2-2-6 $\rightarrow 4\clubsuit\uparrow$; other shapes $\rightarrow 3N$.

$4\clubsuit/\diamond$ A mild s/T and RKC for \clubsuit .

Is this an ideal resolution for these shapes? Alas, no; there are hands worth a slam try only facing 2-2-3-6. They would pose a problem despite our best efforts. Bidding is an *inexact* science.

5.1.5 Summary of Changes from the Original

Included for those familiar with original (honeymoon) Moscito:

- Non-*Main Sequence* hands in the 1-suited Scheme has been changed so that each 6322 shape can be resolved with strength definition under 3N. This causes some strain in the 2/3-suited scheme (Sec. 5.3) in handling 3-suiters.
- We have changed the 2-suited *Even Suits* Structure significantly so that the first resolution is of main suit length and not of side suit comparisons.
- We have worked 3-suiters into two formerly empty slots in the structure, trying to stream-line the bidding structure in accord with *the Useful Space Principle*.
- We use specialized bids to handle most 6+-card SOL suits.
- One strength of the original *Symmetric Relay* is that

During the hand pattern resolution phase, the same terminal bid ($3\heartsuit$, $3\spadesuit$, $3\clubsuit$, or 3N) usually denotes the same kind of pattern.

This harmony is somewhat disturbed in the tinkering.

- Lastly, many chainbreaks to alleviate the most glaring faults of relays in general and Symmetric in particular.

5.2 1-suited Relay Scheme

The slave hand has only one suit with 4+ cards. **The basic principle is to identify the shortest suit(s), then length of the main suit length** and (hence) pattern. The 1-suiter is usually identified by $2\heartsuit(=ENTRY)$, and MH relays with $2\heartsuit$:

- If there is one unique short suit, the pattern is in the *Main Sequence* of this scheme, and comprise the patterns: 5332 ($ENTRY+5$, usually $3\heartsuit$), 6331 ($ENTRY+6$), 7321 ($ENTRY+7$), 7330, 8221, 8320.
- Patterns with at least two equally short side suits, namely 4333 (where possible), 6322, 7222, 8311, fall outside the *Main Sequence* and are called *Special*. All *Special* shapes bid $ENTRY+4$ (**usually $3\clubsuit-1$ step and 1 step, or 3 steps directly**), then resolved as ordered in Table 5A.
- The converse is true. A shape that does not bid $ENTRY+4$ at some point is not a *Special*. A special short in the highest unbid suit (632hi2, 831hi1) is shown via two consecutive 1-step responses ($ENTRY+2$, then $ENTRY+4$), else a 3-step ($ENTRY+4$) reply is made to the first relay.
- Patterns in the *Main Sequence* are bid according to the location of the short suit ($[A/B_1][A'][B_2][A'']$ symmetry):

High Bid 1 step ($ENTRY+2$, usually $2\spadesuit$) in response to the first relay, then show the pattern with 2+ steps ($ENTRY+5$, usually $3\heartsuit$ upwards) to the next relay.

<p>$2\heartsuit \rightarrow 2\heartsuit[r] \Rightarrow [A/B_1][A'][B_2][A'']$ symmetry!</p> <p>2♠ High Shortage, then after $2N[r]$:</p> <p>3♣ <i>Special #a</i>: 63low22 (3♥), 63mid22 (3♠/N), 7222 (4♣↑), wild shapes (4♠).</p> <p>3♠↑ <i>Main Sequence</i> shapes, high shortage.</p> <p>2N Middle Shortage, <i>Main Sequence</i> shapes.</p> <p>3♣ <i>Special #b</i>: 4333^a (3♥), 63hi22 (3♠/N), all sol 6322 and 7222 (4♣↑), wild shapes (4♥).</p> <p>3♠↑ Low Shortage, <i>Main Sequence</i> shapes:</p> <p>3♠ 5332 (shows extras over 1♣).</p> <p>3♥ 6331.</p> <p>3♠/N 7321, non-MIN/MIN. Note: 4♣ over 3♠N asks for shape, responses tailored to playing in SH's 3M; 4♠[r] asks for strength and 4N= RKC in the long suit.</p> <p>4♣ 6331/7321 sol, Usually extras.</p> <p>4♠ 8+ cards in the suit (8221, 8320, 9220).</p> <p>4♥↑ 7330.</p> <hr/> <p>^aDeleted after [1♠-1N], Resulting changes: 7m222's moved to <i>Special #b</i>, after the 6m3♠22; sol 6m322♠'s to <i>Special #a</i>.</p>
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Table 5A: 1-suited Relay Chart, Normal Position [=2♠]

Middle Bid 2nd step (ENTRY+3, usually 2N) to the first relay, and show the pattern with the next response (ENTRY+5, usually 3♠ upwards).

Low Show the shape directly, starting with the 4th step (ENTRY+5, usually 3♠) upwards (ZOOM'ing).

- Patterns are usually separated in order of increasing shape and then in numerical order; however, 3N is regarded as the step below 3♠, and 4♣/♠/♥ often denotes (when feasible) sol long suits, usually with extras.

After shape resolution, we proceed to the strength-asking (See Sec. 5.5) and high-cards location stage. However, there are still things to watch out for— see next section.

5.2.1 More Theory for 1-suited Relays

There are several problems to treat in the design in this section.

- Often it is convenient or necessary to exclude certain hands before the relay scheme is entered. This slightly skews the structure when tinkering for maximal efficacy (see below).
- *Special* are spaced-constrained, necessitating anti-relays.
- sol suits often merit special treatment when we are already tight in space, making range resolution a problem.

Despite our improvements, there are still intractable problems in this scheme. In particular, 6322's outnumber 6331's by almost 60%, and have more possible features to show or deny. A *Balanced Hand Problem* is endemic in most relay systems.

Solid Suits

We follow Italian terminology here:

A suit that plays for one loser most of the time facing a stiff (and sometimes void) is sol (=solid); a suit that runs off the top is, more aptly, a *running* suit.

Clearly, a 6-card or longer sol suit is an important asset, good for many tricks without support. However, the solidity of the suit is not constant in value. That a suit is sol matters a lot less as partner's support increases, say when partner has active support as opposed to merely tolerance. For example, if partner has a stiff, then KQJTxx plays for 1 loser, but KQxxxx has 2 or 3 losers; facing a small doubleton, the latter plays for 1 loser only one time in three; but when the support is Axx, the two suits are equivalent minus some overruffing possibilities.

We arrange for MIN sol suits, especially minor, to be removed before entering relay schemes to make ZOOM'ing past 3N relatively safe. This is infeasible after 1M-[r], but we presume safety in 4M with a sol-6↑M. Inevitable minor issues such as incomplete shape resolution will still exist.

Special shapes

Special shapes comprise five main shapes: 4333, three 6322's, and 7222, plus an assortment of unusual hands (6322's and 7222's with sol suits, and 8+card suits). But we only have two of 3♣ slots to work with. Since a 3♣-slot usually handles two shapes with MIN/MAX resolution, we have to make do with⁶ ZOOM'ing one shape above 3N. The prime candidate for this of course is the 7-2-2-2, *except that it is not what we always want*, so anti-relays are necessary. When starting with 1♣, 4333's have a different RP-range than the 6322's and 7222's. Since it would be very awkward to ZOOM past 3N by a weaker hand, we arrange for 4333's to be in the smaller *Special #b* group, with 4333 (3♥), 63hi22 (3♠/N), and sol's (4♣+). The other group, (*Special #a*, all with high shortage) comprises 63low22 (3♥), 63mid22 (3♠/N), and 7222 (4♣+). Each shape is shown with the following parenthesized bid in a normal relay auction.

Can we handle all this ZOOM'ing with anti-relays? Normally SH ZOOM's past 3N with 7m222 which is usually the most slam-going hand. When MH has 5♥, there is space for 3♥ (anti-relay, to probe for a 5-3 fit), and SH can still mark time with 3♠ with slammish values. How does this measure up in the other situations? For major suits 7M222 is definitely the slammish hand so everything fits fine except over [1♠-1N[r]] (treated separately), so here is how we resolve the *Special*'s:

Special #a (2♠.2♠.3♣) 63low22 (.3♥), 63mid22 (.3♠/N), 7222 (.4♣, .4♥↑, ZOOM), 8311hi (or 9211, .4♠).

- If long m: anti-relay (=3♥) is ♥; 3♠ (if available)= stopper ask (♠); 4m= NAT S/T; 4om= mild S/T in ♠.
- If long M: Anti-relay (3♥)= CoG or S/T in M; next suit (3♠/4♣)= CoG or S/T in oM; 4m= NAT S/T.

Special #b (2♠.3♣) 4333 (.3♥), all sol's (.4♣/♠, 4♠↑, ZOOM), 63hi22 (.3♠/N), 83hi11 (or 9211, .4♥⁷).

- If long m: 3M= stopper ask, 4m= mild S/T in cM!!
- If long M: 3oM= stopper ask, 3M= SPL, 4m=NAT.

One can see that trying to handle 8m311's consistently well is hard. The reason is that the *Symmetric* structure, like many others, tries to maintain symmetry with 3N as the standard

⁶Clearly, the original 1-suited relay structure really were overloaded.

⁷Except when suit is ♥, in which case 4♠!

safety level, but with these freak shapes, the safety level is usually 5x. Since there is a minor difference between 5♠ and 5♣, and there is also avoiding 5M, things can get complicated. What we hope to do here is to take a reasonably middle road.

5.2.2 Examples and Individual Peculiarities

There are four basic instances of 1-suited relays in this system:

1. After [1♣-2♦] and [1♣-1N; 2♣-2♦]: Extras for 4m333s (and 5m332's) and sol (6-card or longer) suits (Sec. 5.2.2).
2. After [1♣-1M; [r]-2♦]: Extras for 4M333/sol (Sec. 5.2.2).
3. After [1♦-1N]: has a narrower range, 4m333's deleted (*Special's* treated separately), extras for sol (Sec. 5.2.2).
4. After [1M-[r]]: narrow range (see Sec. 5.5); 1-step compression after 1♠ opening (Sec. 5.2.2).

Minor 1-suiters after strong 1♣

After [1♣-2♦] (♣) and [1♣-1N; 2♣-2♦] (♦), not having made a 2♣ (BAL, all 5-7 RP's except 3-3-2-5 and 3-3-5-2) response, all 5m332M's and 4333's will be 8+RP's, and 5m332om and sol-1-suiters will be 7+RP's (see Sec. 5.4 and the chapter dealing with constructive bidding over 1♣). However, RE is *unlimited*.

1♣-2♦; 2♥[r] 8-?

2♠ short in ♠, then 2N[r]-

3♣ 2-[23]-6 (rarely, 1-[13]-8), 2-2-2-7. ⇒

3♦ [r]-?

3♥ 2-2-3-6.

3♠/N 2-3-2-6, MAX (7+RP)/MIN (5/6 RP).

4♣ 2-2-2-7, 5-6RP.

4♦ 1-3-1-8(4N↑)/1-1-3-8 (4♠).

⇒ 4♥[r], 4N= RKC.

4♥ 2-2-2-7, 7 RP (note unusual arrangement).

4♠/N 2-2-2-7, 8/9 RP (note 5♣ ≠ 4N).

5♣/♦... 2-2-2-7, 10/11... RP

3♥ Anti-relay showing ♥, →

3♠ MAX, 2-2-2-7 or 2-2-3-6.

3N MIN, 2-2-2-7 or 2-2-3-6.

4♣/♦/♥ 2-3-2-6, 7+/6/5 RP.

4♠↑ 8-carder.

3♠ Stopper ask (♠).

4♣ NAT s/T; cue-bids etc.

4♦ s/T in ♠. → 4♥= good for ♠, 4♠= bad for ♠, 4N+= insist on ♣.

3♦+ *Main Sequence* shapes: 2-3-3-5 (3♦, 8+RP), 1-3-3-6 (3♥), etc. as below.

2N *Main Sequence* shapes short in ♥.

⇒ 3♣[r] → 3♦= 3-2-3-5 (8+RP), 3♥= 3-1-3-6, etc.

3♣ 3-3-3-4, 3-2-2-6, sol semi-BAL, or 3-1-1-8, ⇒ 3♦[r] →

3♥ 3-3-3-4, 8+ RP.

3♠/N 3-2-2-6, 7+/5-6 RP.

4♣ 6♣322, 1-loser ♣, 8+ RP.

4♦ 6♣322, no-loser ♣, 8+ RP.

4♥ 3-1-1-8 (or 2-1-1-9) → 4N=RKC.

4♠↑ sol 2-2-2-7, RP's by steps.

3♦+ *Main Sequence* shapes short in ♦.

3♦ 3-3-2-5, 7+ (not 8+!) RP due to a quirk in Sec. 5.4.

3♥ 3-3-1-6. After 3♠[r], 3N= 5-6 RP, 4♣= 7 RP, etc.

3♠ 2-3-1-7/3-2-1-7, MAX (7 RP).

3N 2-3-1-7/3-2-1-7, MIN (5-6 RP). After 3♠/N (showing 7321), we use the following unusual continuations⁹:

4♣ [r], ask for full shape; reply to enable game in SH's 3M-FRAG when holding at most 7 RP, and continue with or ZOOM into strength resolution.

4♦ [r] for strength, ZOOM to high-card location.

4N RKCB for the long suit (here=♥).

else NAT, intended as s/o.

4♣ sol 6+♣ (hence also extras). ⇒ 4♦[r]

4♥

4♠

4N+

4♦ freak, 8+♣. → 4♥[r], 4N= RKC (♣).

4♥↑ 3-3-0-7.

Major 1-suiters after strong 1♣

After [1♣-1♥; 1♠[r]-2♦] (♠) and [1♣-1♠; 1N[r]-2♦] (♥), RE promises extras (8 RP ↑) with 4333 shape or a sol-6+-carder.

1♣-1♥[r]; 1♠-2♦; 2♥[r]:

2♠ short in ♥, then 2N[r]-

3♣ 6-2-[32], 7-2-2-2, 8-1-[13] ⇒

3♦ [r]-?

3♥ 6-2-2-3.

3♠/N 6-2-3-2, MAX (7+RP)/MIN (5-6RP).

4♣ 7-2-2-2, 5/6 RP.

4♦ 8-1-3-1 or 8-1-1-3.

4♥/♠/N 7-2-2-2, 8/7/9 RP.

5♣... 7-2-2-2, 10... RP.

3♥ Initially CoG between 4♥ and 3N.

3♠ Trying for 3N with quick tricks.

3N Trying for 3N with scattered values.

4♣↑ Good ♥, Qbid-s/T may follow.

3♠ Showing ♠. → 4♣/♦= s/T in ♥/♠.

4m NAT, s/T, long suit → Qbid's.

3♦+ *Main Sequence*, 5-2-3-3 (3♦), 6-1-3-3 (3♥), etc.

2N *Main Sequence* shapes, short in ♦.

⇒ 3♣[r] → 3♦= 5-3-2-3, 3♥= 6-3-1-3, etc.

⁹We wavered quite a bit between the continuations shown in the text and the obvious alternative: 4♣= [r] (for RP's); 4♦= ask for 3-FRAG. With a potential length fit, or fast pitch possibilities, or ruffing value facing a 3-FRAG, MH would prefer to know the full shape; conversely, with BAL and only high-card tricks, the immediate ask for RP's is better. Empirical data in 1994-1996 had favored the text approach by about 3:2.

⁸RE is ♣-1-suiter, bidding is nearly identical for ♦.

3♣ 4-3-3-3, 6-3-2-2, SOL semi-BAL, or 8-3-1-1, $\Rightarrow 3\Diamond[r] \rightarrow$

3♥ 4-3-3-3, 8+ RP.

3♠/N 6-3-2-2, 7+/5-6 RP.

4♣ 1-loser 6♠322

4♦ Running 6♠322.

4♥ 8-3-1-1 (9-2-1-1); note this step is 4♠ when suit is ♥.

4♠ SOL 7-2-2-2, ZOOM.

3♦+ *Main Sequence* shapes short in ♣.

3♦ 5-3-3-2.

3♥ 6-3-3-1.

3♠/N 7-3-2-1/7-2-3-1, MAX (7 RP)/MIN (5-6 RP). Continuations copy in the last section:

4♣ [r], for full shape; answer in such a way so as to enable playing 4M in an 3-card FRAG.

4♦ [r], for strength and high-card location.

4N RKCB for the long suit (here=♥).

else NAT, S/O.

4♣ SOL 6-3-3-1, 7-3-2-1, 7-2-3-1.

4♦ 8+♠: 8-2-2-1, 8-3-2-0, 8-2-3-0, 9-2-2-0.

4♥↑ 7-3-3-0, ZOOM.

Major 1-suiters after opening 1M

The first big difference is the much-narrowed ranges and lack of extra values for balanced hands and SOL suits, so, after both $[1\heartsuit-1\spadesuit[r]; 2\heartsuit-2\heartsuit[r]; (7^+-9\text{ RP})]$ and $[1\heartsuit-1\spadesuit[r]; 1N-2\clubsuit[r]; 2\heartsuit-2\heartsuit[r]; (5^+-7\text{ RP})]$, opener uses pretty much the same bids as the above. However, when the suit is spades, things are slightly different. The sequences are $[1\spadesuit-1N[r]; (2\clubsuit-2\heartsuit[r];) 2\heartsuit-2\spadesuit[r];]$ and there is one fewer step than normal. This is called *compression* and we follow the scheme as much as possible and compress toward the end of the table.

1♠-1N[r]; 2♥(8-9 RP, 1-suited)-2♠[r]:

2N short ♥, $\rightarrow 3\clubsuit[r]$

3♦ *Special's* $\rightarrow 3\heartsuit[r] \Rightarrow$

3♠ 6-2-2-3

3N 6-2-3-2

4♣ 7-2-2-2, 5 RP.

4♦ freak hands with 8-1-1-3, 8-1-3-1, etc.

4♥ 7-2-2-2, 7 RP.

4♠ 7-2-2-2, 6 RP.

3♥↑ *Main Sequence* shapes, see below.

3♣ short ♦, $\rightarrow 3\heartsuit[r] \Rightarrow$ follow *Main Sequence* sequences below.

3♦ Also *Special's* $\rightarrow 3\heartsuit[r] \Rightarrow$

3♠ 6-3-2-2.

3N 4-3-3-3.

4♣ 1-loser 6♠322.

4♦ no-loser 6♠322.

4♥ 8-3-1-1 (and other freaks).

4♠↑ SOL 7-2-2-2, ZOOM.

3♥ 5-3-3-2.

3♠ 7-3-2-1 or 7-2-3-1.

3N 6-3-3-1.

4♣ SOL 6-3-3-1, 7-3-2-1, or 7-2-3-1.

4♦ Freak with 8+♠.

4♥↑ 7-3-3-0.

Minor 1-suiters after 1♦-1N

On the sequences starting from 1♦-1N, 4333's don't appear, period, so they are simply removed from the table. After 1♦-1N[r]; 2♦(=♣)-2♥[r]; 3♣-3♦; OP rebids:

3♥ 3-2-2-6.

3♠/N 2-2-2-7, MAX (8-9 RP)/MIN (5-7 RP).

4♣ 3-2-2-6, MAX (8-9 RP), SOL.

4♦ 2-2-2-7, MAX (8-9 RP), SOL.

4♥+ 3-1-1-8, show RP's (ZOOM) $\rightarrow 5\heartsuit$.

5.3 2- and 3-suited Relay Scheme

SH has at least two 4+ card suits. The scheme starts by identifying the relative lengths of the long suits, then the relative lengths (the longer of the two side suits is called the FRAG) of the remaining two suits (the "residues"), and lastly the full pattern. Usually, a 2-suited relay auction starts with the SH bidding 2♣ (ENTRY) identifies a 2-suited hand and MH relaying with 2♦, or with SH starting to show pattern with 2♥↑.

- If all 4 suits are of different length, including the patterns 5431, 6421, 6430, 7420, 6520, 7420, 7510, 8410, then the pattern belong to the *Main Sequence* in of this scheme, and are usually expressed with $3\heartsuit = 5431$, $3\heartsuit = 6421$, $3\spadesuit/N = 6430$, $4\clubsuit = \text{SOL } 6421$, $4\heartsuit = 6520$, etc.
- If the lower suit is longer, answer the first step (ENTRY+2, usually 2♥), then **branch back** to show residues with the same bid as for the pattern with the long suits switched.
- If the higher suit is longer, answer the third step (ENTRY+4, usually 2N) upwards:
 - ★ If the higher side suit is longer ('high FRAG') then ZOOM into the *Main Sequence* of this scheme from ENTRY+6¹⁰.
 - ★ If the lower side suit is longer ('low FRAG') then bid ENTRY+4, then go into *Main Sequence*.
 - ★ If, however, the residues are equal or if the slave hand has a 3-suiter, then bid ENTRY+5 (usually 3♣), and proceed to the special *Even Residues Sequence*, which is 5422 (ENTRY+7, usually 3♥), **3-suiter**, 6511, 7411.
 - ★ 4♣ in the *Main Sequence* usually stands for a 6421 type with a SOL.

¹⁰That would be the 5th step if you ZOOM'd into it right off the bat.

$2\clubsuit \rightarrow 2\heartsuit[r] \Rightarrow ?$

$2\heartsuit$ Lower Suit Longer. After $2\spadesuit[r]$, copy^a $2N\uparrow$.

$2\spadesuit$ Even Suits then after $2N[r]$:

$3\clubsuit$ 5-5 in the two suits, enter **10-card scheme** in Sec. 5.7.4. After $3\diamond[r]$:

$3\heartsuit$ 5521 (lower).

$3\spadesuit N$ 5530 (lower).

$4\clubsuit$ 5521 (higher).

$4\diamond\uparrow$ 5530 (higher).

Very Important: When starting from $1M[r]$, or when showing both majors, there is a step inserted specifically to show 3-suiters.

$3\diamond$ Usually lower 4432 (may be 3-suiters).

$3\heartsuit$ Usually part of the range for higher 4432, may be lower 4432 if $3\diamond$ is used for 3-suiters.

$3\spadesuit/N$ Ranges for higher 4432.

$4\clubsuit$ Lower 6610.

$4\diamond\uparrow$ higher 6610, ZOOM to 4M.

$2N$ Higher Suit Longer, Lower FRAG, *Main Sequence* shapes (see below).

$3\clubsuit$ Higher Suit Longer, Equal Residues or 3-suiter. After $3\diamond[r] \rightarrow$

$3\heartsuit$ 5422.

$3\spadesuit/N$ 3-suiter, non-MIN/MIN.

$4\clubsuit$ 6511.

$4\diamond..4M$ 7411.

$4M+1\uparrow$ 13 cards in 2 suits.

With both minors, there are two exceptions. First is that the wild hands start at $4\spadesuit$; second, more importantly, is that there are *no three-suiters*, and $3\heartsuit/\spadesuit/N$ are all used for 5422.

$3\diamond\uparrow$ Higher Suit Longer, High FRAG, *Main Sequence* shapes:

$3\diamond$ 5431

$3\heartsuit$ 6421

$3\spadesuit/N$ 6430, non-MIN/MIN.

$4\clubsuit$ 6421 SOL. Usually extras if in a minor.

$4\diamond$ 6520.

$4\heartsuit$ 7420.

$4\spadesuit$ 7510.

$4N\uparrow$ 8410.

^aWith one exception see below.

Table 5B: 2-suited Relay Chart, Normal Position [=2 \clubsuit]

- If the two main suits are equal, then start by answering **step two** (ENTRY+3, usually $2\spadesuit$), and then instead of distinguishing between the length of the residues¹¹, we do

this after $2N[r]$:

5-5 Bid $3\clubsuit$ (if available; $3\diamond$ otherwise,) then see **10-card Scheme** (Sec. 5.7.4) below.

4-4 Use the remaining steps up to and including $3N$:

* In the sequences [$1\heartsuit-1\spadesuit[r]$; $1N-2\clubsuit[r]$]; $2\spadesuit-2N[r]$], [$1\spadesuit-1N[r]$; $2\clubsuit-2\diamond[r]$]; $2N-3\clubsuit[r]$] the first step shows 3-suiters.

* After [$1\clubsuit-1\heartsuit-1\spadesuit$] $1N-2\clubsuit[r]$; $2\heartsuit-2\spadesuit[r]$] $2N$ covers all 4432's, while $3\diamond\uparrow$ cover 3-suited shapes (see below).

* Otherwise, 4432's are put at "the top" of the table under $3N$, with the first available step for the lower 4432, and the rest of the steps being the higher 4432

6-6 Bid above $3N$: lower singleton bid $4\clubsuit$, else bid $4\diamond$, and ZOOM up to the long major.

This sound confusing, so we illustrate with some examples.

1. After [$1\clubsuit-1\heartsuit$; $1\spadesuit[r]-1N$; $2\clubsuit[r]-2\heartsuit$; $2\spadesuit[r]-$]

$2N$ BAL, then after $3\clubsuit[r]-$

$3\diamond$ 4-4-2-3, 7 \uparrow RP.

$3\heartsuit$ 4-4-3-2, 9 \uparrow RP.

$3\spadesuit$ 4-3-3-2, 8 RP.

$3N$ 4-3-3-2, 7 RP.

$3\clubsuit$ 5-5 in $\spadesuit+\heartsuit$: see Sec. 5.7.4 below.

$3\diamond..3N$ 3-suiters with 4-4 M's,

$3\diamond$ SPL \diamond . After $3\heartsuit[r]$, $3\spadesuit N$ show 4-4-1-4, and $4\clubsuit\uparrow$ show 4-4-0-5.

$3\heartsuit$ 4-4-4-1.

$3\spadesuit N$ 4-4-5-0.

$4\clubsuit$ 0-6-1-6.

$4\diamond$ 1-6-0-6, 7 \uparrow RP.

$4\heartsuit$ 1-6-0-6, 5-6 RP.

2. After [$1\clubsuit-1\diamond$; $1\heartsuit[r]-1N$; $2\clubsuit[r]-2\diamond$; $2\heartsuit[r]-2N$; $3\clubsuit[r]-$]

$3\diamond$ 5-5 in M's.

$3\heartsuit$ 4-4-1-4 (3N) or 4-4-0-5 ($4\clubsuit\uparrow$).

$3\spadesuit$ 4-4-5-0.

$3N$ 4-4-4-1.

$4\clubsuit$ 6-6-0-1.

$4\diamond/\heartsuit$ 6-6-1-0, 4/3 RP (next [r] = 4N).

3. After [$1\spadesuit-1N[r]$; $2\clubsuit-2\diamond[r]$; $2N-3\clubsuit[r]$;

$3\diamond$ 5-5 in $\spadesuit+\diamond$: see Sec. 5.7.4 below.

$3\heartsuit$ 4-1-4-4 (3N over $3\spadesuit[r]$) or 4-0-4-5 ($4\clubsuit\uparrow$ over $3\spadesuit[r]$).

$3\spadesuit$ 4-3-4-2¹².

$3N$ 4-2-4-3.

$4\clubsuit$ 6-0-6-1.

$4\diamond$ 6-1-6-0, 5 RP.

$4\heartsuit$ 6-1-6-0, 7 RP.

$4\spadesuit$ 6-1-6-0, 6 RP.

4. After [$1\spadesuit-1N[r]$; $2\diamond-2\heartsuit[r]$; $2N-3\clubsuit[r]$;

$3\diamond$ 5-5 in $\spadesuit+\clubsuit$.

¹¹We have modified this part from the original.

¹²The $3\spadesuit$ step is above $3N$ in the table.

3♥ 4-2-3-4 (6-9 RP, next 3N= 6-7, 4♣=8, 4♦↑=9).
 3♠/N 4-3-2-4, 8-9/6-7 RP.
 4♣ 6-0-1-6.
 4♦ 6-1-0-6, 5-7 RP.
 4♥ 6-1-0-6, 9 RP.
 4♠ 6-1-0-6, 8 RP.

5. After [1♦-1N[r]; 2♠-2N[r];]

3♣ 5-5 in ♦+♣.
 3♦ 2-3-4-4.
 3♥ 3-2-4-4, 6-7 RP.
 3♠ 3-2-4-4, 9 RP.
 3N 3-2-4-4, 8 RP.

6. After [1♣-1♠; 1N[r]-2♠; 2N[r]] and similar sequences: see below.

• Three-suiters merit special treatment, please see Sec. 5.3.1 for complete explanation. For the moment:

- * Always start with showing both majors if we have them, otherwise, if we are short in M. . .
- * If from 1♣, always show oM, then use 3-suited slot in *Even Residue Sequence*
 4441M Show ♦, then show “longer oM”.
 5oM440M Show ♣, then longer oM.
 5m440M Show m, then longer m.
- * If starting from opening 1oM, next show cor m, then use the first slot (except the 5-5’s step) after showing equal length in “main” suits.

Example: 1♣-1♥(=♠); 1♠[r]-2♣(=♦); 2♦[r]-

2♥ Longer ♦, after 2♠[r], Copy structure for 2N+ below. *But note that 3♣-3♦[r]-3♠/N=4-0-5-4.*

2♠ Equal length in ♠ and ♦. After 2N[r]-

3♣ 5-5 in ♠+♦.
 3♦ 4-2-4-3, 7↑RP (since 5-6 RP hands start with 2♣).
 3♥ 4-3-4-2, 9↑RP (since the hand is unlimited, 3♥ must be unlimited as well).
 3♠ 4-3-4-2, 8 RP.
 3N 4-3-4-2, 7 RP.
 4♣ 6-0-6-1.
 4♦ 6-1-6-0, 7↑RP.
 4♥ 6-1-6-0, 6 RP.
 4♠ 6-1-6-0, 5 RP.

2N Suits are ordered ♥<♣<♦<♠ by length. After 3♣[r], go to *Main Sequence* (5-1-4-3=3♦, 6-1-2-4=3♥, etc.).

3♣ ♠ longer than ♦ with ♥ the same length as ♣, or exactly 4-1-4-4! → 3♦[r] ⇒ *Even Residues Sequence*

3♥ 5-2-4-2
 3♠/N 4-1-4-4, MAX (7+RP)/MIN.
 4♣ 6-1-5-1
 4♦/♥/♠/N+ 7-1-4-1, 5/7/6/8+RP.

3♦+ *Main Sequence* with suit lengths ♣<♥<♦<♠:

3♦ 5-3-4-1.

3♥ 6-2-4-1.

3♠/N 6-3-4-0, MAX (7+RP)/MIN (5-6RP).

4♣ 6-2-4-1, SOL.

4♦ 6-2-5-0.

4♥ 7-2-4-0.

4♠ 7-1-5-0.

4N+ 8-1-4-0.

As in Sec. 5.2, almost all relay sequences somehow deviates from our rules above. In particular, 3-suiters often forces irregularities into the table above.

5.3.1 The 3-suiters Problem

3-suiters are extremely bothersome in the **Symmetric Relay** structure since they are individually uncommon and happen to interact very badly with the intrinsic weakness of the approach. See Table: 5C for a look-up.

1. Sequences [1♣-1♥; 1♠[r]-1N; 2♣[r]], [1N-2♣[r];] and [1♣-1♦; 1♥[r]-1N; 2♣[r]-2♦], all showing *both majors*, cause an inordinate number of irregularities in the relay table.

(a) There are *two 3-suiters with 5M4oM*. Obviously, we show the 5-carder as primary, then make room for them in the *Even Residue Sequence*. Over 1N-2♣[r]; 2N-3♣[r], OP who has shown ♠>♥ now bids

3♦ 5-4-2-2.

3♥ 5-4-0-4.

3♠/N 5-4-4-0 MAX (8-9RP)/MIN (5-7RP).

4♣ 6-5-1-1.

4♦+ 7-4-1-1, ZOOM.

(b) There are *4 3-suiters with 4♥4♠*. They are inserted in the *Even Suits* sequence, and make an anomaly in itself:

(c) When starting from [1♣-1♦; 1♥-1N; 2♣-2♦;] there are no longer enough space to show 5440’s in the *Even Residue Sequence*, and hence 5440’s are inserted in the *Main Sequence*, i.e. 1♣-1♦; 1♥-1N; 2♣-2♦; 2♥-

2♠ Primary ♥.

2N Equal length (5-5’s and 3-suiters only, as BAL s already bid 2♣ over 1♥). → 3♣[r] ⇒

3♦ All 5-5’s. This is called *the 10-cards Scheme* (see Sec. 5.7.4) and has a special chain break.

3♥ [r], usually CONC in ♣ → 3♠= 5-5-3-0, 3N= 5-5-2-1, 4♣= 5-5-1-2, 4♦♥= 5-5-0-3.

3♠ CONC in ♦, → 3N=SPL ♦, 4♣= 5-5-2-1, 4♦♥=5-5-3-0.

4♣♦ s/T, with fit in cor M.

3♥ 4-4-1-4 (3N over 3♠[r]), 4-4-0-5 (4♣+).

3♠/N 4-4-5-0/4-4-4-1.

4♣/4♦♥ 6-6-0-1/6-6-1-0.

3♣ Primary ♠, lower (♣) FRAG.

3♦ Primary ♠, even ms- i.e. 5-4-2-2 (→ 3♥[r] ⇒ 3♠/N), and (much rarer) 6-5-1-1, 7-4-1-1.

3♥ 5-4-3-1.

3♠ 6-4-2-1.

3N 5-4-4-0.

4♣+ 6-4-3-0, 6-5-2-0, 7-4-2-0, 7-5-1-0, 8-4-1-0.

2. When starting 1M-[r], there is asymmetry.

- (a) Sequences which show ♠+♦ and ♥+♣ carry all the 3-suiters. Those with nine cards in the bid suits fit normally, but the others are inserted into the *Even Suits Sequence*. After 1♥-1♠[r]; 2♠-2N[r];

3♣ 5-5's (see above).

3♦ 1-4-4-4 (→ 3♥[r] ⇒ 3♠/N) or 0-4-5-4 (4♣+ next).

3♥ 3-4-2-4.

3♠N 2-4-3-4.

4♣+ 1-6-0-6.

- (b) The sequences 1♠-1N[r]; 2♦(=♣) and 1♥-1♠[r]; 2♣(=♦) now no longer carry any 3-suiters, so all the steps in the *Even Residues Sequence* under 3N are now used for the most common 5422 hand, *i.e.*, after 1♥-1♠[r]; 2♣-2♦[r]; 3♣-3♦[r];

3♥ 2-5-4-2, 5-7 RP.

3♠ 2-5-4-2, 9 RP.

3N 2-5-4-2, 8 RP.

4♣ 1-6-5-1.

4♦/♥ 1-7-4-1.

- (c) Those patterns with ♠+♣, is a particular pain because of the compression when relaying from 1♠-1N. Therefore, after [1♠-1N; 2♦-2♥; 2N-3♣;]

3♦ = all 5-5's

3♥ = 4-2-3-4

3♠N = 4-3-2-4.

3. The 2-suited relay sequences with *both minors* never carry any of the 3-suited hands, so the 3-suiter step in the *Even Residues Sequence* is also simply removed from the chart. After [1♣-1N; 2♣[r]-3♣; 3♦[r]-] we have 3♥/♠/N=8+/7/5-6 RP, and 2-2-5-4 (4♣=1-1-6-5, 4♦+=1-1-7-4).

5.4 2♣-Balanced Scheme

This scheme is used only after [1♣-2♣;] or [1♣-1♦; 1♥-2♣;] The relays are not *that* special but the breaks are. Note how we first identify the major suit lengths in the distribution chart.

2♦ FG [r], now:

2♥ More ♠s than ♥s. Now 2♠[r]-

2N 3♠-2♥. → 3♣[r] ⇒

3♦=3-2-4-4, 3♥= 3-2-3-5, 3♠N= 3-2-5-3.

3♣ 4♠-2♥. → 3♦[r] ⇒ 3♥=4-2-4-3, 3♠N=4-2-3-4.

3♦+ 4♠-3♥. [3♦/♥/♠N=4-3-3-3/4-3-2-4/4-3-4-2.]

If not 2♠, then we use our usual SPL breaks, but now they are mild s/T s (4mSPL =♥, 1-suited 6+m).

2♠ 4♥, not 4♠. Now 2N[r]- (3x instead of 2N shows SPL, mild s/T. 4m=1-suited m, s/T, SPL =♠.)

3♣ 2♠-4♥. [→ 3♦[r] ⇒ 3♥=2-4-3-4, 3♠N=2-4-4-3.]

3♦/♥/♠N 3♠-4♥: 3-4-3-3/3-4-2-4/3-4-4-2.

2N 3♠-3♥, now 3♣[r] →

3♦ Long ♣. Over 3♥[r], 3♠N= 3-3-3-4, 4♣↑= 3-3-2-5.

3♥ 3-3-4-3.

3♠/N 3-3-5-2, MAX/MIN.

3♣ 4♠-4♥. → 3♦[r] ⇒ 3♥= 4-4-3-2, 3♠N= 4-4-2-3.

3♦/♥/♠N 2♠-3♥: 2-3-4-4/2-3-3-5/2-3-5-3

2♥ 4+♥, (a) either MIN, or (b) CoG with some SPL. →

2♠ [r] [usually <4♥, either not 4♠ or MIN] →

2N MIN, BAL

⇒ 3♠=NAT, 3m=CONC +4♠, 3♥=4♥, CONC ♠.

3mSPL, CoG.

3♥ 5♥, NF.

3♠N SPL =♠, 4/5 ♥, CoG.

4m <4♥, SPL =♠, mild s/T.

4♥ SPL =♠, mild s/T.

2N MIN, 4♠, not 4♥.

P MIN, 4♥.

3♣ PUP 3♦, then

3♥ 4-5♥, SPL =♠.

3♠N 4/5♥, SPL =♣.

3♦ SPL,CoG.

3♥ 5♥, BAL, NF.

3♠ 4♠, MIN.

3N 4♠, CoG.

4m NAT, mild s/T and SPL =♠.

4♥ s/o.

3x 4♥, (3m=CONC, 3♥=NF, 3♠=BAL, CoG).

2♠ No 4+M.

2N MIN → 3x=weakness (3♠=SPL, 3N=xx in ♠).

3x MAX, weak suit. Over 3m, 4m=SPL.

2N..3♠ Breaks with 4+♠

2N 4♠, not 4♥, NF (usually BAL)!

3m 4-5♠, 3-4♥, SPL =m.

3♥ 4-5♠, SPL =♥.

3♠ 5♠, NF (usually BAL).

3N To play.

4m SPL, with a long major.

4M To play.

5.4.1 Generic Balanced Relays

This Scheme is used in various places where the slave hand has shown a balanced or near-balanced hand. Usually, this involves interference except in the case of the second negative relays. Furthermore, this scheme can start at many points. **Currently unimplemented.**

5.5 Locating High-cards

5.5.1 Range-showing stage

After the pattern is shown we show how much strength there is before actually locating the high-cards in the slave hand. First, we list the ranges for various parts of the system:

- Over 1♣:
 - ★ MIN-POS's: SOL ♣/♥ hands are 5-6 RP; SOL ♠/♦ are 5-7 RP. 2♣ covers BAL s (4333/4432/5m332, 5-7 RP's).
 - ★ POS's: BAL = picks up where 2♣ leaves off; UNBAL = 5+RP, (except single-suited SOL s), but 1-suited SOL s picks up where the MIN-POS's leaves off.
 - ★ Semi-POS responses to 1♣: 3-4 RP, except 4333/4432/5332 s, are 3-5 RP. [1♣-1♦; 1♥-2♦+] requires 3⁺.
 - ★ POS to third relay (1♣-1♦; 1♥-1♠; 2♣): 2-3 RP. Third NEG is 0-1 RP.
 - ★ Passed hand over 1♣: removes all SOL suits.
- Over 1♦-1N[r]: 6-9 RP's for BAL s (5422, 5332, 4432, 4333), else 5-9.
- Over 1♥-1♠[r]: 5-9 RP's; lower range= 5-7⁻RP's, upper range= 7⁺-9 RP's. An upper range 7 RP hand cannot have a queen in a doubleton.
- Over 1♠-1N[r]: 6-9 RP's for the following BAL s (4333, 4432, 5422, 5332). else 5-9 RP's. MIN/MAX =5-7/8-9 RP's.
- Over 1N-2♣[r]: 5-9 RP's.
- Over preempts: the MAX's that are opened with preempts are 3-5 RP's with 10 cards in two suits, or 4-5 RP's otherwise.

Now we detail how to show the exact RP range:

- 3♠/N frequently stands for the same shape in the relay structure; (all exceptions occur after [1♣-1♦; 1♥-] or [1♠-1N;] sequences). Whenever this happens, 3N is weaker or more balanced hand. In other words, 3♠ is really the step **after** 3N in the relay chart.
- How to show exact RP count depends on the amount of room available and the number of RP # possibilities.
 - ★ If shape shown with 3♦, then after 3♥[r], 3N= the 2 lowest possible RP #s, and the rest of the bids each carry 1 RP #, arranged upwards (except for 3♠). **On a 4-RP range or less, however, each bid carries only 1 RP #.**
 - ★ If shape shown at 3♥, then after 3♠[r], 3N= the 2 lowest RP #s, and 4♣+ each carry 1 RP #, unless it is on a 3-RP range (then each bid only 1 RP #).
 - ★ If shape shown with 3♥♠N: The range is limited, so 3N/♠ shows the two *highest* RP #'s, and 3♥ the rest.
 - ★ If shape shown with 3♠N: 3N shows the lowest 2 RP #'s or half of the possible RP #'s, whichever is less.
 - ★ If shape is shown 3♠+ or 3N+: as when relaying over 3♦ and 3♥ respectively.

★ When the maximal RP # is reached above immediately go to high-card showing stage.

- Sometimes we have a “safety level” when we show
 - ★ a 7+ suit (usually a major), or
 - ★ a solid suit (usually a major), or
 - ★ 11+ cards 2-suiter (with a major), or
 - ★ in a cramped relay scheme (over a preempt or two NEG s), both majors as playable for game purposes.

In any of these cases, the step at the safety level is really “before” the step one below it. The bid of the *safety level* itself cannot be the relay. **Example:** 1♣-1♥; 1♠-2♦; 2♥-4♣= 6-3-3-1, SOL ♠, extra values (8+ RP), so after 4♦[r], we have 4♥=9 RP, 4♠=8 RP, 4N=10 RP, etc.

Ranges

There are several problems that may take place near the top end of the relay table in each scheme, particularly with shapes leading that has resolution completion difficulties, and shapes that ZOOM past 3N on the go, examples are 7321, SOL 6-carders. Here is in part how we treat these (more in Sec. 5.5):

1. If shape resolution is incomplete for a 1-suiter, and an extra low-level call is available, then the relay completes shape resolution and the next higher bid asks for strength.
2. If no other low-level call is available or we have to ZOOM, then we opt for strength resolution over shape completion.
3. If we ZOOM into strength-showing phase with only two steps available, then the step at the safety-level (often 3N) step carry only two RP #s.
4. If we ZOOM into strength-showing phase with at least three steps available, then all steps except possibly the lowest each carry only *one* RP #.
5. If SH is limited, then the high RP-steps are stronger; if SH is unlimited, the higher RP-steps are weaker.

5.5.2 High-card Showing (Scanning) Stage

The process of locating the high-cards in the slave hand is named picturesquely the *spiral scan* by Dr. George Rosenkranz.

- The suits are ordered first by **decreasing length**, and then by **decreasing rank**. E.g. if the shape of the hand is 2-4-2-5, then the order of the suits are ♣-♥-♠-♦. However, for shapes which are not fully resolved, such as the 7321 step in the 1-suited scheme (see Sec. 5.2), assume the residue to be equal in length, so after 1♣-2♦; 2♥-3♠, showing 2-3-1-7 or 3-2-1-7, if OP relays with 4♣, then the order of scans is ♣-♠-♥-♦; but not if OP asks for the 3-card FRAG with 4♦ and continue relaying after RE showed 2-3-1-7.
- Then the steps above the relay will correspond one-to-one with the suits, e.g., after [1♥-1♠; 3♦-3♥; 3♠-4♣;] OP is 3-5-1-4 (with 8 RP) hence 4♦=♥, 4♠=♣, 4N=♠, 5♣=♦.
- Now the slave finds the cheapest call corresponding to the lack of a feature in a suit. A Feature is defined as

- ★ Usually, a high honor (A, K, or Q) in the suit, but *not total control* (the AKQ or AK tight) in the suit.
 - ★ But a singleton suit is defined to be a feature, for the sake of convenience, if it is not a stiff honor.
 - ★ However, whenever the slave hand has 8+RP's, a feature in a 4+ suit is defined to be the ace or king only.
- If the slave has finished showing or denying features in all suits, or when features were held in all suits to begin with, then the same scheme of *spiral scans* (sometimes called *denial cue-bids*) apply for a **second pass** of the scan. These tail-end of relays follows the rules below:
 - ★ A singleton is removed after one pass from the orders of the suits.
 - ★ A second feature a the suit is a second high honor (A, K, or Q), but of course, not a third one, in the suit.
 - ★ Anytime all RP's in the slave hand has been shown *after the first pass is finished*, we switch to showing jacks, *starting from the longest suit again*.
 - When is the next bid not the relay? In general, when a shape including a 6⁺M is shown with 4M-1 **and not before** then the next relay is 4M+1, not 4M. Note, if the shape has been completely shown before 3N has been exceeded, then 4M *would* be the relay.
 - Continuing relays after a sign-off bid.
 - ★ When RE holds either 10+RP's or a SOL 6+suit that is yet undisclosed (usually a major, must be MAX if minor), another bid should be taken after the 1♣ opener signs off in 3N.
 - ★ With the 10+RP, to show RP # starting from 4♦. otherwise 4♣, whereupon OP can relay for RP's with 4♦, signoff in 4N or RE's suit, or ask for key-cards with the cheapest non-relay suit.
 - ★ A limited slave hand is allowed to show a SOL suit with 4♣ with no losers in suit, or 4♦+ showing RP's up to the maximum ending at the safety level with a 1-loser suit.

5.6 Alternatives to Relaying

The *Master* should not continue to relay with an unsuitable hand. This is called *Breaking the (relay) Chain* and hence referred to as *chain breaks*. Obviously, for auctions which are not yet forcing to game, there are various special considerations. They are therefore listed at the appropriated places in the section with the opening bid, and we enumerate the common types of breaks in a game-forcing auction here.

5.6.1 Early Breaks

Early Breaks refers to deviation from the relay chain, before the slave has completed the description of pattern. Our *generic SPL breaks*, as below, is the most common Early Break since an UNBAL hand is the most important reason for breaking: the usual *modus operandi* is that bid of a suit shows SPL in that suit, but 2N takes the place of the relay bid.

Last Bid	Next [r]	Splinter in			
		♠	♥	♦	♣
1N	2♣	2♠	2♥	2♦	2N+
2♣	2♦	2♠	2♥	2N	3x
2♦	2♥	2♠	2N	3♦♥♠	3♣
2♥	2♠	2N	3♥/♠	3♦	3♣
2♠	2N	3♠+	3♥	3♦	3♣

A word of explanation is in order here. Note that there is a sort of ZOOM ing in which the master hand starts to describe major-suit holdings. In the special case over 2♥, 3♥ meant that the master hand is *relatively long* in ♠, and 3♥ is *relatively short* in ♠. That is, usually 3♥=4-5♠, 3♠=3-♥.

5.6.2 Later Breaks

The slave hand has given at least some pattern description. The master hand has a choice of continuing to relay, signing off, issuing a choice-of-games opinion or showing a mild slam try of some sort. What choice the master hand have depend on the slave's last bid. Needless to say, 3N is always to play.

2N 3♦/♥/♠ are for CoG. If there are no known splinters:

3♦ Asks for values in the m's.

3♥ Asks in ♥. May be a hand with shortness in ♥ or a hand with 5♥ and excess high-cards that want to choose between 3N and 4♥. Opener bids 3♠ with 3 small ♥, 3N with at least KJx in ♥, 4m with ♥Kxx or Queen-high and 4 in om, and 4♥ with Axx.

3♠ Stopper asking in ♠.

4m Mild s/T, NAT.

However, if one suit is known to be a splinter, then 3♦♥♠ are weakness-showing, short in the bid suit (or clubs, if that is the known shortness).

3♣ 3♥ and 3♠ are game-choice bids, and 4♣♦ are as over 3♥. Normally, 3M asks for help or shows shortness in M, but if M is a SPL, then it shows a fit for oM and is CoG.

3♦ 3♥=[r], and 3♠ is a special CoG bid. If slave has exactly *one* 4+m, then 3♠ is a choice of contracts between 3N and a minor suit game or slam. Otherwise, it implies fit for a major and is a choice-of-contract bid between 3N and 4M.

3♥ 3♠=[r] and continues to relay; to break, we identify a trump suit if possible with 4♣ and 4♦. or otherwise make a natural call.

4♣ s/T in any suit but ♥. Slave usually relays with 4♦, now

4♥ Agrees ♠. Slave now bid 4♠ with less than strong slam interest.

4♠/N Agrees ♣/♦. Slave can bid the in-between step as a final counter try, or show key-cards above 5m.

5m Very mild s/T in m, NF.

Slave can also make the following bids:

4♥ MAX, values mostly in aces and kings.

4♠ MIN, not interested in any slam facing ♠.

4N MAX, very good hand for ♠.

5m MIN, extraordinary good hand for ♠, but not good for m (exclusionary rebid).

4♦ s/T in ♥. Slave can deny with 4♥ if would have rejected a mild slam try (afterwards the master hand bid a suit to show interest there). Otherwise slave bid CONC, or 4N= general values.

4M/5m s/o Do not move without a lot of extras.

3♠/3N Now 4♣=[r], continues the relay procedure. else

4♦ The centerpiece of this scheme: PUP 4♥, then,

P a hand that want to play 4♥.

4♠/5m Mild s/T, NF.

4N s/T in a minor.

5M Demand that partner go to six with good M.

5N pick-a-slam

4♥ A mild s/T.

4♠/5m s/o

5.6.3 Slammish Breaks

Usually, in a relay auction at the 4 level or higher, any call that is not the next relay is an absolute signoff. However, we also have some special chainbreakers,

- the **Exclusionary GSF**: 5N from the 4 level asks partner to show the lowest strain without a strong holding (usually 2/3 tops).
- Generally, a 5M natural call asks partner to go to six with something extra, usually in trumps.

5.7 Bits and Pieces

There are many situations in which we have generic schemes designed to work with a certain situation.

5.7.1 6M Scheme

This is used principally over 1♣-2M, but can be used for a few other purposes, sometimes without relay continuations.

1♣-2♥; 2♠[r]-?

2N MIN, not SPL ♠.

3♣ SPL ♠. → 3♦[r] ⇒

3♥ MIN.

3♠ SOL. → 4♣[r] ⇒

4♦ MAX singleton ♠.

4♥ MIN singleton ♠.

4♠ MIN void ♠.

4N↑ MAX void ♠.

3N MAX, 1-6-3-3.

4♣ MAX, 1-6-2-4/0-6-3-4.

4♦ MAX, 0-6-4-3.

4♥ MAX, 1-6-4-2.

3♦ MAX, SPL ♣.

3♥ MAX, SPL ♦.

3♠N MAX, BAL. 3♠= not SOL, 3N= SOL. → 4♣[r], ⇒ 4♦/♥/♠= FRAG in ♣/♦/♠. [Note, can play 4♠ this way.]

4♣ MAX, SPL ♦, SOL ♥.

4♦/♥ MAX, void/singleton ♣, SOL ♥.

1♣-2♠; 2N[r]-?

3♣ MIN (3 RP), not SPL ♥.

3♦ SPL ♥. → 3♥[r] ⇒

3♠N MIN/MAX (3/4 RP), singleton ♥, not SOL ♠; over 4♣[r] show shape as below.

4♣ SOL ♠. → 4♦[r] ⇒

4♥/♠ MAX/MIN, singleton ♥. 4N would ask for shape next, and 5♣ for high card location.

4N MIN, void ♥.

5♣ MAX, 6-0-3-4.

5♦↑ MAX, 6-0-4-3.

4♦ 6-0-3-4.

4♥/♠ MAX/MIN 6-0-4-3.

3♥ MAX (4 RP), SPL ♦. → 4♣[r] (3♠N would be s/o) ⇒

4♦ 6-3-1-3, → 4♥[r].

4♥ 6-2-1-4, → 4N[r].

4♠ 6-3-0-4, → 4N[r].

3♠ MAX, SPL ♣. You can guess the responses to 4♣[r].

3N MAX, BAL. → 4♣= [r] for shape; → 4♦= [r] directly for high-card location.

4♣ MAX, SOL ♠, BAL. → 4♦= [r] for shape; 4♥= [r] for high card location.

4♦ MAX, SOL ♠, SPL ♣.

4♥/♠ MAX, SOL ♠, void/singleton ♦. 4N would ask for shape next, and 5♣ for high card location.

5.7.2 “Weak Two Schemes” over 2M-2N[r]

Since 3♣ shows MIN s, the shapes are shown with 3♦+:

3♦ 6M, 3⁻oM → 3oM[r] ⇒ 3M=0/1oM, 3N=2oM, 4♣↑=3oM.

3♥ 5M, 2/3oM → 3M[r] ⇒ 3N= 2oM; 4♣=3oM, longer ♦; 4♦= 5332♦; 4♥= 5431 or 5530, with SPL =♦.

3♠ 5M, 0/1oM → 4♣[r]. Now,

M=♠ 4♦= 0♥; 4♥+= 1♥, show m's: 3-4, 4-3, 5-2, 2-5. Note the inversion so that we could play 5m with a 5-5.

M=♥ 4♦= 1♠, long ♣; 4♥= 1♠, long ♦ (4-3, 5-2, ZOOM after 4♠[r]); 4♠+= 0♠ (minors 4-4, 5-3, 3-5ZOOM).

3N 5M, 4oM → 4♣[r], for minor suit residues, *i.e.* 4♦=2-2, 4♥= 1-3, 4♠= 3-1, etc. Both 4♥ and 4♠ are regarded as possible contracts and are not relays.

4♣ 10 cards in M, SPL in ♣. → 4♦= [r], for M lengths. Note that 4♣=SPL ♣, counter to our usual practice. This is because there no way to signoff in 3♣ over a weak two.

4♦/♥ 10 cards in M, SPL =♦. 4♦/4♥ as well as the response to the 4♦ relay over 4♣ are arranged in such a way that RE can play in oM when OP has 5.

5.7.3 Second Negative Relays

- 1♣-1♦; 1♥-1♠; 2♣-
 - 2♦ BAL or semi-BAL. Now see previous section.
 - 2♥ Third NEG, 0-1RP. All other calls have 2↑RP.
 - 2♠ 3↑♥, longer than ♠. → 3♣[r] ⇒ 3♣= 3-4♥, 3♦↑= 5↑♥.
 - 2N 5↑♠, longer than ♥. After 3♣, continue as if relaying over a weak two-bid. *Exception:* 4♣ here shows a bad 7↑ suit, as cannot have 5-5 hand.
 - 3♣ 3-4♠, longer than ♥. → 3♦[r] ⇒
 - 3♥ SPL ♥. → 3♠[r] for ♠ length. After ♠ length is clarified, next 1-step response show void.
 - 3♠ SPL ♦.
 - 3N SPL ♣.
 - 3♦ At most 2 cards in each major. → 3♥[r] ⇒
 - 3♠ 2♠-SPL ♥, m's.
 - 3N SPL ♠-2♥, m's.
 - 4m 7↑m.
 - 4♥↑ At most 1 card in each major.
 - 3♥ 4-4 M's.
 - 3♠ 5-5 M's.
 - 3N 3-3 M's.
 - 4m Good¹³ 7↑cM.
 - 4♥ 6-6 M's.
 - 4♠/N 8↑♣/♦.
- After 1♣-1♦; 1♥-1♠; 2♣-2♥:
 - 2♠ [r], FG.
 - 2N NAT, NF, about 21↑-23.
 - 3m FG, 4↑cM in *Aspro* style.
 - 3M FG, SPL, with long minor(s).
 - 4m SPL om, F1.
 - Games s/o.
- After 1♣-1♦; 1♥-1♠; 2♣-2♥; 2♠-
 - 2N 3↑♥, Longer ♥ than ♠.
 - 3♣ 4-5♠, longer than ♥ → 3♦[r] ⇒
 - 3♥ 4♠. Clarify ♥ length next.
 - 3♠ 5♠, SPL ♥.
 - 3N 5♠, 2♥.
 - 4♣ 5♠, 3♥.
 - 4♦↑ 5♠, 4♥.
 - 3♦ 3♠, longer than ♥ (rebid 3♠, 3N), or 6↑♠ (rebid 4♣↑).
 - 3♥ At most 2 cards in each M.
 - 3♠ 4-4 M's.
 - 3N 3-3 M's.
 - 4♣ 4-6 or 5-5 M's.
 - 4♦ 11↑ cards in M's.
 - 4♥ 6-4 M's.

5.7.4 10-cards Scheme

A bid of 3♣ or 3♦ frequently identifies 6-4 or 5-5 in 2 specified suits with a specialised set of relays and breaks.

- After 3♣-
 - 3♦ [r]- would prefer partner to have lower SPL; →
 - 3♥ Higher singleton.
 - 3♠ Higher void.
 - 3N Lower singleton, non-MAX (5-7 RP over 1♣).
 - 4♣ Lower singleton, MAX.
 - 4♦↑ Void in lower suit, ZOOM into strength-showing.
 - 3♥ Also [r], would prefer partner to have higher SPL; →
 - 3♠ Lower void.
 - 3N Lower singleton.
 - 4♣ Higher singleton.
 - 4♦↑ higher void.
 - 3♠ Ask about strength:
 - 3N non-MAX (8↑ for 1♣ openings).
 - 4♣↑ MAX, show RP's, and relays continue (treating the short suits as equal in length).
 - 4♣/♦ Set lower/higher suit as trumps.
 - Else NAT, NF.
- After 3♦-
 - 3♥ [r]: willing to go above 3N with *lower* SPL, *i.e.*, master hand has CONC in higher suit. →
 - 3♠ void higher side suit.
 - 3N singleton higher side suit.
 - 4♣ singleton lower side suit.
 - 4♦/♥ void in lower side suit, MAX/MIN. Next [r] =4N.
 - 3♠ [r], but only willing to go above 3N with *higher* SPL. →
 - 3N short in lower side suit.
 - 4♣ singleton higher side suit.
 - 4♦/♥ void in higher side suit, MAX/MIN. Next [r] =4N.
 - 4♣/♦ s/T, in the lower/higher¹⁴ of slave's suits, respectively.
 - else NAT.

5.7.5 Modified 2-suited Scheme

- These sequences are only used in the following sequences:
 1. 1♣-1♦; 1♥-1N; 2♣-2♦; 2♥-2N+ (♣+♦).
 2. 1♣-1♦; 1♥-1N; 2♣-2♥(♠+♦).
 3. 1♣-1♦; 1♥-1N; 2♣-2N+ (♠+♣).
 4. 1♣-1♦; 1♥-2♥(♥+♦).
 5. 1♣-1♦; 1♥-2N+ (♥+♣).
- We *reverse* the usual order of pattern scans in 2-suited relays (see Sec. 5.3) and clarify the *residues* before the length of the suits, *i.e.* (either directly or after 2♥-2♠[r]):

¹³Something like KT9xxxx, QJTxxxx

¹⁴This is called *tech* s/T's in the Swedish *Scanian Club*.

2N lower FRAG $\rightarrow 3\clubsuit[r] \Rightarrow$ the *Main Sequence*:

3♦ 4-5 or 4-6 in the two suits; $\rightarrow 3\heartsuit[r] \Rightarrow$

3♠N 4-5 in the suits, MAX/MIN.

4♣ 6421.

4♦+ 6430.

If opener relays with **3♠** instead of **3♥**, then

3♥ 5431 (higher suit).

3♠ 5530

3N 5521

4♣+ 5620, 6520, 4720, 7420, etc.

3♣ Equal residues; now after **3♦[r]**,

3♥ 4-5 (2-2) in the two suits.

3♠N 5-4 (2-2) in the two suits, MAX/MIN.

4♣+ 5-6, 6-5, 4-7, 7-4, etc.

3♦+ higher FRAG, the *Main Sequence*.

ectionTables and Summaries We give a list of 3-suited shapes and how to show them.

5.7.6 Basic Suit-showing Schemes over **1♣**

1♣-1♥; $=\spadesuit \rightarrow 1\spadesuit[r] \Rightarrow$

1N $\spadesuit+\heartsuit$, relays follow Sec. 5.3, saving a step.

2♣ $\spadesuit+\diamond$, relays follow Sec. 5.3.

2♦ \spadesuit , 1-suited, relays follow Sec. 5.2.

2♥↑ $\spadesuit+\clubsuit$, relays follow Sec. 5.3.

1♣-1♠; $=\heartsuit \rightarrow 1N[r] \Rightarrow$

2♣ $\heartsuit+\diamond$, relays follow Sec. 5.3.

2♦ \heartsuit , 1-suited, relays follow Sec. 5.2.

2♥↑ $\heartsuit+\clubsuit$, relays follow Sec. 5.3.

1♣-1N; $=\diamond \rightarrow 2\clubsuit[r] \Rightarrow$

2♦ \diamond , 1-suited, relays follow Sec. 5.2.

2♥↑ $\diamond+\clubsuit$, relays follow Sec. 5.3.

1♣-2♦; \clubsuit , 1-suited, relays follow Sec. 5.2.

1♣-2♣; BAL, MIN-POS, relays as in Sec. 5.4.

5.7.7 Suit-Showing Schemes for **1♣-Semi-POS**'s

1♣-1♦; **1♥-** ?

1N UNBAL, $\spadesuit \rightarrow 2\clubsuit[r]$

2♦ $\spadesuit+\heartsuit$, relays follow Sec. 5.3.

2♥ $\spadesuit+\diamond$, relays follow Sec. 5.7.5.

2♠ $5\spadesuit332$ or 3-suited short in \heartsuit .

2N↑ $\spadesuit+\clubsuit$, relays follow Sec. 5.7.5.

2♦ UNBAL, \heartsuit , not 2-suited with \spadesuit or \diamond . $\rightarrow 2\heartsuit[r]$

2♠ $5\heartsuit332$ or 3-suited short in \spadesuit .

2N↑ $\heartsuit+\clubsuit$, relays follow Sec. 5.7.5.

2♥ $\heartsuit+\diamond$, relays follow Sec. 5.7.5.

2♠ 6+ in a minor, including $6\diamond+4\clubsuit$, UNBAL.

2N↑ $\diamond+\clubsuit$, relays follow Sec. 5.7.5.

2♣ BAL, relays as in Sec. 5.4.

Shape	1♣- POS	1M- [r]	1♣- Semi-positive
1-4-4-4	1♣-1♠; 1N-2♣; 2♦-3♣; 3♦-3♠N	1♥-1♠; [1N-2♣]; 2♠-2N; 3♦-3♥; 3♠/N	1♣-1♦; 1♥-2♦; 2♥-2♠; 3♣-3♥; 3♠-3N
0-4-4-5	1♣-1♠; 1N-2♥; 2♠-3♣; 3♦-3♠N	1♥-1♠; [1N-2♣]; 2♥-2♠; 3♣-3♦; 3♠N	1♣-1♦; 1♥-2♦; 2♥-2♠; 3♣-3♥; 3♠-4♣↑
0-4-5-4	1♣-1♠; 1N-2♣; 2♦-2♥; 2♠-3♣; 3♦-3♠N	1♥-1♠; [1N-2♣]; 2♠-2N; 3♦-3♥; 4♣↑	1♣-1♦; 1♥-2♦; 2♥-2♠; 3♣-3♠
0-5-4-4	1♣-1♠; 1N-3♣; 3♦-3♠N	1♥-1♠; [1N-2♣]; 3♣-3♦; 3♠N	1♣-1♦; 1♥-2♦; 2♥-2♠; 3♣-3N
4-1-4-4	1♣-1♥; 1♠-2♣; 2♦-3♣; 3♦-3♠N	1♠-1N; [2♣-2♦]; 2N-3♣; 3♥-3♠; 3N	1♣-1♦; 1♥-1N; 2♣-2♠; 3♣-3♥; 3♠-3N
4-0-4-5	1♣-1♥; 1♠-2♥; 2♠-3♣; 3♦-3♠N	1♠-1N; [2♣-2♦]; 2N-3♣; 3♥-3♠; 4♣↑	1♣-1♦; 1♥-1N; 2♣-2♠; 3♣-3♥; 3♠-4♣↑
4-0-5-4	1♣-1♥; 1♠-2♣; 2♦-2♥; 2♠-3♣; 3♦-3♠N	1♠-1N; [2♣-2♦]; 2♠-2N; 3♦-3♥; 3♠	1♣-1♦; 1♥-1N; 2♣-2♠; 3♣-3♠
5-0-4-4	1♣-1♥; 1♠-3♣; 3♦-3♠N	1♠-1N; [2♣-2♦]; 3♦-3♥; 3♠	1♣-1♦; 1♥-1N; 2♣-2♠; 3♣-3N
4-4-1-4	1♣-1♥; 1♠-1N; 2♣-2♥; 2♠-2N; 3♦-3♠N	1N-2♣; 2♥-2♠; 2N-3♦; 3♥-3♠N	1♣-1♦; 1♥-1N; 2♣-2♦; 2♥-2N; 3♣-3♥; 3♠-3N
4-4-0-5	1♣-1♥; 1♠-1N; 2♣-2♥; 2♠-3♦; 3♥-4♣↑	1N-2♣; 2♥-2♠; 3♦-3♥; 4♣↑	1♣-1♦; 1♥-1N; 2♣-2♦; 2♥-2N; 3♣-3♥; 3♠-4♣↑
4-5-0-4	1♣-1♥; 1♠-1N; 2♣-2♦; 2♥-2N; 3♣-3♥	1N-2♣; 2♦-2♥; 2N-3♣; 3♥	1♣-1♦; 1♥-1N; 2♣-2♦; 2♥-2♠; 2N-3♣; 3♦-3♠

Shape	1♣- POS	1M- [r]	1♣- Semi-positive
5-4-0-4	1♣-1♥; 1♠-1N; 2♣-2♥; 3♣-3♥	1N-2♣; 2N-3♣; 3♥	1♣-1♦; 1♥-1N; 2♣-2♦; 2♥-3♣; 3♦-3♠
4-4-4-1	1♣-1♥; 1♠-1N; 2♣-2♥; 2♠-3♥	1N-2♣; 2♥-2♠; 3♥	1♣-1♦; 1♥-1N; 2♣-2♦; 2♥-2N; 2♠-3N
4-4-5-0	1♣-1♥; 1♠-1N; 2♣-2♥; 2♠-3♠N	1N-2♣; 2♥-2♠; 3♠N	1♣-1♦; 1♥-1N; 2♣-2♦; 2♥-2N; 3♣-3♠N
4-5-4-0	1♣-1♥; 1♠-1N; 2♣-2♦; 2♥-2N; 3♣-3♠N	1N-2♣; 2♦-2♥; 2N-3♣; 3♠N	1♣-1♦; 1♥-1N; 2♣-2♦; 2♥-2♠; 2N-3♠
5-4-4-0	1♣-1♥; 1♠-1N; 2♣-2N; 3♣-3♠N	1N-2♣; 2N-3♣; 3♠N	1♣-1♦; 1♥-1N; 2♣-2♦; 2♥-3♠

Table 5C: 3-suited Relay Chart

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Chapter 6

The Strong 1♣ opening

6.1 Overview

Our general approach to the 1♣ opening is unusual in two ways:

- **The 1♣ opening shows 10↑RP's instead of a set number of high card points.** This unusual method of hand evaluation is selected to facilitate the use of relays. The main drawback takes place when we fail to locate a suit fit, as it is very easy to overbid. RP's are an excellent measure of playing strength for suit play¹ and defensive value, but mediocre for no-trump play.
- Positive responses are *not* forcing to game. This arises from a combination of light opening bids and need to have tight ranges on certain hands.

We also pay great attention to dealing with interference over 1♣. Strong 1♣ openings attract a lot of competition— one might say it is like a lightning rod, so it is important to get our competitive structures down pat. **Only when the competitive structure is good can the 1♣ opening be a winner.**

6.1.1 Initial Responses: General

1♦ is NEG, 1♥ through 2♦ are POS, scrambled² 2♥↑ cover semi-POS'es with long suits and some MIN positives with a solid (1-loser) suit. All 5↑RP hands³ are worth a positive response.

1♣-	1♦	NEG, 0-4 RP, maybe BAL, 5 RP.
	1♥	POS, 5↑RP (but 7↑RP if 4333 or 4432 shape), 4↑♠; may have another suit longer than ♠.
	1♠	POS, 5↑RP (but 7↑RP if 4333 or 4432 shape), 4↑♥; may have a longer minor but never 4↑♠.
	1N	POS, 5↑RP (but 7↑RP for most BAL shapes), 4↑♦; may be longer in ♣ than ♦, but never 4↑M.
	2♣	MIN POS: 5-7 RP with 4333, 4432, or 5m332 shapes. Developments as in : 5.4
	2♦	POS, 5↑RP, only 4↑ suit is ♣.
	2M	Semi-POS: 3-4 RP, 6M, not 4oM or 5m.
	2N	<i>Either</i> (a) a semi-POS with 3-4 RP, 7M not 4oM; <i>or</i> (b) a 1-suited SOL 6↑M hand with 5-6 RP.
	3m	Semi-POS: 3-4 RP, 6m322.
	3♥	1-suited SOL 6↑♣, 5-8 RP.
	3♠/N	1-/0-LOSERS 1-suited ♦, with 5-8 RP.
	4m	8↑ in cM, 3-4 RP.
	4M	8↑M, 0-2 RP.

Table 6A: Initial Response to 1♣

6.1.2 Adjustments facing a Passed Partner

Facing a passed partner, one need ~18↑VALUE (as opposed to the roughly 15 VALUE in the first two chairs) to open 1♣. In response, All 4↑RP hands respond with a positive. We add a

few unusual semi-positive responses to cater for shapes that we might not feel like opening earlier:

2♥=	0-3 RP, 4♥+ 6x.	2♠=	0-3 RP, 4♠+ 6m.
2N=	0-3 RP, 5♥+ 5♦.	3♣=	2-3 RP, 5♥+ 5♣.
3♦=	2-3 RP, 5♠+ 5♦.	3♥=	2-3 RP, 6♥+ 4♠.

6.2 Developing after 1♣-1♦

	Hand Type	Rebid
BAL	6m322, 5m422, 5M332 OK	1N (Constr: 1N)
UNBAL	4↑♠ (not <i>secondary</i> ♥) 5↑♠, secondary ♥ <i>or</i> 4♥, not 4↑♠ 3 in M, SPL oM SPL m, no SPL M no 3↑M	1♠(Sec. 6.2.2) 2♣(Overcalls: 3.5.2)
freaks	11+ cards in M's 11+ cards in Reds solid M	2♦ 3om 2N, if long ♦ 2♠, otherwise 3♥ 3♠ 4♣=♥, 4♦=♠

Table 6B: Minimum Rebids over 1♣-1♦ (~15-18⁻VALUE)

All strong (about 18↑VALUE) hands continues with 1♥, the Second Relay, and on the rest of the hands we concentrate on showing the major-suit distributions. Since bids denoting the majors are lower, there are more maneuvering room, and we advise that **a second relay be conservative with a long major.** On the other hand, there is little room for inviting or investigating alternative strains with the minor-showing calls, so **one might stretch to relay when minor(s)-oriented.**

1♣-1♦:

1♥ [r], Anything else tend to show 14⁺-17 VALUE.

1♠ 4↑♠, usually UNBAL, but with 4-5♥ and 5♠ choose 2♣.

1N (semi-)BAL, the shape may be somewhat outlandish like 6m322, 5m422. 5M332 and even some 5M422's are also okay. We use our Natural No-trump module, with 5-card Stayman and Flint 2♦. With an off-shape hand, tend to strain to relay.

2♣ Two- (or three-) suiter including ♥. *If the M's, must have 5↑♠, ♠≥♥.* May be a ♥-♣ freak. The bid looks like the (1N)2♣* Asptro overcall, and rebids are the same too:

P WK, long ♣.

2♦ [r]: looking for OP's long suit— a later 3♦ shows a weak ♦ suit, and 3♣ a weak m's 2-suiter.

2♥ 3 SUPP, may be 4 when WK.

2♠ NAT, WK, usually 6↑♠, may be 5 STR.

2N [r], a MAX for 1♦, usually a fit.

3m NAT (normally 6↑m), CONSTR, misfit for ♥.

3♥ CONSTR raise, good SUPP.

3♠/4m Fit-showing jump.

3N Gambling.⁴ Long, SOL m, SPL ♥.

⁴Over (1N)2♣, this would be NAT.

¹suitably adjusted by suit-quality and and distribution!

²in order not to play the hand!

³Except for the very MIN BAL types!

See Overcalls: 3.5.2 [Asptro overcalls over (1N)] for details.

- 2♦ Long minor(s) with 3M+SPL oM. →
- 2♥ 4↑♥, may just be scrambling ⇒
- P Non-MAX, 3♥.
 - 2♠ Non-MAX, 3♠. → 2N= ask better m.
 - 2N MAX, 3♥. → 3m= P/C.
 - 3m MAX, 3♠, longer m.
 - 3♥/♠ MAX, 3♠, usually void ♥, 7↑♣/♦.
- 2♠ 4↑♠, may just be scrambling ⇒
- P Non-MAX, 3♠.
 - 2N non-MAX, 3♥. → 3m= P/C.
 - 3m MAX, 3♥, better m.
 - 3♥/♠ MAX, 3♠, long ♣/♦.
- 2N CONSTR, asks for better m. → 3M= FRAG, MAX.
- 3m CONSTR, NF, normally 5↑m. → 3M= FRAG, MAX.
- 3M Rare, 6↑M (hence 4↑oM), G/T,NF.
- 2♥ 6↑♥. →
- 2♠ NAT, CONSTR, exactly 5 cards.
 - 2N PUP → 3♣: s/o in 3m, or a raise to 3♥ with CONC ♠.
 - 3m Feature-showing fit bid.
 - 3♥ Shape raise, semi-PRE.
- 2♠ At most 3 cards in the M's, ♣≥♦, likely 4-6 or 5-5 m's. → 2N shows a ♣ fit; → 3♣ says RE wants to play in ♦ if OP has a true 2-suiter. OP's 3M rebid show FRAG (SPL oM).
- 2N At most 3 cards in the M's, ♣<♦, likely 6-4 m's. 3♣= a stronger 3♦, or MAX long ♣.
- 3m 6↑m, SPL om, no 4 card M. → 3M= CONSTR; → 3♦= a weak hand with a long M over 3♣.
- 3♥ Freak M's 2-suiter, 5-6/6-5 ↑, afraid of RE's passing 2♣.
- 3♠ Freak red (♦+♥) 2-suiter, ≥11 cards.
- 3N/4M To play.

Most systems that continues to relay over 1♣-1♦ has a similar problem which is that the loss of the 1♥ rebid creates hell for hands short of the second relay (particularly those hands with 4♥). Comprehensive major-showing rebids coupled with a lightish for minor-oriented hands, as detailed above, represents our best partial solution. *An opening forcing pass would obviously be ideal from a relayer's point of view, yet that entails changes which we are not willing to make just for the sake of accuracy in relay bidding.*

6.2.1 Interference over 1♣-1♦

We treat an opposing action here exactly like an opening bid in first position, and OP now becomes the AG in an overcall situation with partner an "unpassed hand". Refer to our notes on Defensive Bidding.

6.2.2 1♣-1♦; 1♠

This section is patterned after the responses to a 1♠ opening bid. Of course, OP is stronger and RE is weaker, with an expected MIN of 6½LOSERS instead of 8 LOSERS, so a bad raise has up to about 1 CC, and a good raise 1½-2 CC, etc.

1♣- 1♦; 1♠-?

1N Catchall. RE may be a fair hand with 2♠, so OP strains to rebid with good no-trump cards. →

2m Not necessarily *Canapè*.

2♥ 4♠, 4-5♥.

2♠ Non-MAX, 6↑♠.

2N MAX, some long suit with P/C rebids.

3x MAX, with 5↑♠.

2♣ PUP → 2♦, then

P To play, now showing 6↑♦.

2♥ Semi-positive with exactly 5♥.

2♠ MAX, SPL ♠, not long ♦.

2N MAX, SPL ♠, long ♦.

3m CONSTR.

OP will of course rebid something other than 2♦ when holding a ♥ suit, or long ♠, or otherwise a MAX (→ 2N with *Canapè*, 3m with 5↑♠).

2♦ Good raise to 2♠. Follow the model of 1♠-2♦, except that the arrangements of SPL's are different, and that to show 4♠+ 4-5♥, OP relays with 2♥ then bid 3♥.

2♥ 6↑♥, very⁵ WK → 4m= FRAG; 2N= F1.

2♠ WK raise, ≤1 CC →

2N General G/T, 5↑♠. ⇒ 3x with an in-between hand, 3♠ with a bad hand, 3N (3 SUPP) or 4♣↑(4↑SUPP) with a good hand.

3x *Canapè*, NF, G/T. A problem occurs with 3-suited hands 4-4 in the M's; the suggested solution is to bid 2N.

3♠ 6↑♠, Suggest 3N as a contract.

Any G/T action here requires a shapely MAX non-relay, ♠AQxx ♥x ♦Ax ♣AQxxxx or ♠AKxxx ♥x ♦AQTx ♣Axx is close to the MIN.

2N Strongest raise, 2½↑CC's. See 1M opening's section on [1♠-2N]. Almost forced to have either 5 SUPP or some SPL.

3♣ s/o, WK, 6↑♣ and misfit. → 3♦/♥= F1!!

3♦/3♠ Better versions of 2♦/2♠. just like over 1♠.

3♥ Freak hand with 6↑♥ and at least 11 cards in 2 suits.

3N Gambling. RE takes all responsibility.

⁵Else would have responded 2♥ initially.

6.3 The Second Relay

1♣-1♦; 1♥-?

1♠ Second Negative, 0-2 RP (3-5⁻RP would be semi-POS).

1N Semi-POS, 4↑♠, UNBAL. Continuations are:

2♣ FG [r] ⇒

2♦ M's, see : 5.3, pushed up 1 step and with BAL hands deleted.

2♥ ♠+♦, see : 5.7.5.

2♠ 5♠332 or 3-suiter SPL ♥. → 2N[r] ⇒

3♣ 5-3-3-2 or 5-3-2-3

3♦ 5-2-3-3

3♥ 4-1-4-4 or 4-0-4-5

3♠ 4-0-5-4

3N 5-0-4-4

2N↑ ♠+♣, see : 5.7.5.

2♦ MIN misfit, waiting.

2♥ 3↑SUPP (MIN, or UNBAL FG 4↑SUPP), →

2♠/N MIN, 4/5 ♠.

3♣/♦ MAX, 4/5 ♠.

3♥/♠/N *Canapè* to SOL 6↑♣/♦/♥.

4♣/4♦↑ MAX, 6↑♠+4♥, SPL ♣/♦.

Continued much as in Sec. 6.4.2.

2♠ 5↑♥. See Sec. 6.4.3.

2N/3♣ 6↑♣/♦. See Sec. 6.4.3.

3♦/♥/♠ 5-5 in ♣+♦/♣+♥/♦+♥.

4x Void-showing raises.

2♣ Semi-POS, BAL (4333, 4432, 5m332), see : 5.4

2♦ Semi-POS, UNBAL ♥+♣, or 5♥332, or 3-suiter SPL ♠. →

2♥ FG [r] →

2♠ 5♥332, or 3-suiter SPL ♠; see analogous sequence [1♣-1♦; 1♥-1N; 2♠] above.

2N↑ ♥+♣, see : 5.7.5.

2♠ A MIN not suitable for relays.

2N NF BAL (18-19 VALUE).

3♣♦♠ NAT, NF, 1-suited.

3♥ 3 SUPP, misfit for ♣.

2♥ Semi-POS, ♥+♦. → 2♠= FG [r]; 2N... 3♠= NAT, NF.

2♠ Semi-POS, 6+m with no higher side suit. 2N= FG [r] →

3♣ Long ♣. See below.

3♦ 6↑♦+4♣. ⇒ 3♥[r] →

3♠ 2-1-6-4 or 3-0-6-4.

3N 1-2-6-4 or 0-3-6-4.

4♣/♦/♥♠ 1-1-7-4/0-2-7-4/2-0-7-4

3♥ Long ♦, SPL ♠ or SOL.

3♠/N Long ♦, SPL ♥/♣. Next relay for length of suit.

If OP bids 3m, that's P/C, and 3M= NAT, FG.

2N↑ Semi-POS, m's. See : 5.7.5.

6.3.1 The Second Negative

The second NEG shows 0-2 RP (about 0-5 HCP). OP relays again with 21⁺↑VALUE, and otherwise make a limiting move.

1♣-1♦; 1♥-1♠; ?

1N 18-21 VALUE, semi-BAL. Again see no-trump structure.

2♣ [r]. See : 5.7.3.

2♦ SPL ♥ or 6↑♥. →

2♥ P/C, without both 2↑♥ and >1 CC. ⇒

2♠ 4-5 ♠. RE ask for another suit with 2N.

2N Both m's.

3m 1-suited hand.

3♥ SOL 6↑♥.

Almost anything that RE bids is now NAT, CONSTR.

2♠ Either CONSTR NAT (4↑♠) with fit for ♥, or 6↑♠. ⇒

P MIN, SPL ♥.

2N MAX, any long suit → P/C bids.

3♣♦♥ NAT, NF. [3m shows SPL ♥.]

3/4♠ 4↑SUPP for ♠.

3N Exactly 3♠, MAX with m's.

4♣♦♥ 6♥+ 3↑♠.

2N↑ CONSTR, NAT, <4♠, fit for ♥.

2♥ SPL ♠ or 6↑♠. → 2N= F1, else P/C. Bidding is much as over 2♦, except that over 2♠(=P/C), 2N denies 4↑♥, while 3m= m+♥.

2♠ 4↑♠, 2-suited, UNBAL not SPL ♥; 2N asks for second suit.

2N 6↑m, neither 4↑M nor SPL M. → 3m=P/C.

3m ♥+m, SPL om.

3♥ Long ♥, secondary ♠.

6.4 Developing Suit Positives

First we remind everyone of our standard relay chart for shapes:

1♣-1♥; =♠→ 1♠[r] ⇒

1N ♠+♥, relays follow : 5.3, saving a step.

2♣ ♠+♦, relays follow : 5.3.

2♦ ♠, 1-suited, relays follow : 5.2.

2♥↑ ♠+♣, relays follow : 5.3.

1♣-1♠; =♥→ 1N[r] ⇒

2♣ ♥+♦, relays follow : 5.3.

2♦ ♥, 1-suited, relays follow : 5.2.

2♥↑ ♥+♣, relays follow : 5.3.

1♣-1N; =♦→ 2♣[r] ⇒

2♦ ♦, 1-suited, relays follow : 5.2.

2♥↑ ♦+♣, relays follow : 5.3.

1♣-2♦; ♣, 1-suited, relays follow : 5.2.

To sum up:

- BAL 4333, 4432, 5m332 hands with 5-7 RP ⁶ start with the 2♣ response, they are not included among suit positives.
- 1-suiters show the suit then bid 2♦, going into : 5.2.
- 2-suiters with ♣ show the higher suit then bid 2♥↑, and ZOOM into the relay table of : 5.3
- 2-suiters with ♦+M show M then bid 2♣, go into : 5.3.
- With both majors, bid 1♥ then 1N, go into : 5.3, with an extra step (same applies to an 1N opening).

However, it is not smart to relay on every hand with *Moscito's* relatively low requirements for the 1♣ opening and positives, the most common reasons not to keep relaying are:

1. **The hand may be too weak.** Aside from the fact that game may often be a bad bet due to the hand being a misfit, even if game values are present it may be hard for OP to find out enough about RE's hand in time to place the contract correctly.
2. **The hand has distinguishing distributional features.** With one very long (6↑) suit, or two long (5↑) suits, it is easier for OP to show than to tell unless overwhelming strength is held. One main reason is that with any long suit short of one that is already running, it is likely that partner is short in that suit and hence the crucial fit or lack thereof may not be discovered in time.
3. **The hand has a fit,** and either not enough values to take charge, or would like to make cooperative slam tries.

We cater to exactly these hands with our rebid.

6.4.1 Summary of Rebids over Positives

The general scheme is that OP show special hands by steps over the 1♥, 1♠, or 1N response:

1. [r], FG, usually not too UNBAL.
 2. Showing a MIN misfit, at most 16⁻HCP.
 3. Show SUPP for M, or 6↑♥ if neither is "bid".
 4. Show 6↑♠M, or 6↑♠ if neither is "bid".
 5. Show (6↑)♣.
 6. Show ♦, 6↑suit, or SUPP as the case may be.
- 7-9. unbid 2-suiters, arranged in order of decreasing frequency and by suit order (suits that RE can't have are shown first).
- 3N If RE is a passed hand, then to play and skip this step.
10. Raise of M, showing a void in ♦.
 11. Another raise of M with a void.
 12. (or higher) The last raise of M with a void. The last three steps are not used if the response is 1N, instead 3N is used as a limited mild s/T raise with 5↑SUPP and SPL ♣.

⁶except 3-3-2-5 and 3-3-5-2, 7-RP hands, due to the vagaries of the relay chart.

	[1♣-1♥]	[1♣-1♠]	[1♣-1N]	[1♣-2♦]
Suit	♠	♥	♦	♣
1♠	FG [r]			
1N	MIN misfit	FG [r]		
2♣	SUPP ♠	MIN misfit	FG [r]	
2♦	6↑♥	SUPP ♥	MIN misfit	
2♥	6↑♣	6↑♠	6↑♥	FG [r]
2♠	6↑♦	6↑♣	6↑♠	5↑♥
2N	5♣+5♦, MIN FG	6↑♦	6↑♣	5↑♠
3♣	5♣+5♥, MIN FG	5♣+5♠, MIN FG	SUPP ♦, UNBAL	MIN misfit
3♦	5♦+5♥, MIN FG	5♦+5♠, MIN FG	5♥+5♠, MIN FG	NAT, FG
3♥	SUPP void ♦	5♣+5♦, MIN FG	5♥+5♣, MIN FG	Ask stop
3♠	SUPP void ♥	SUPP void ♦	5♠+5♣, MIN FG	Ask stop
3N	SUPP void ♣	SUPP void ♣	SUPP ♦, SPL ♣	NAT S/T
4♣	SUPP void ♣	SUPP void ♠	as 3N	NAT

Table 6C: Rebids over POS responses.

6.4.2 Opener fits partner's major

- Opener has one of three major hand-types:
 1. A MIN ⁷ 1♣ opener that cannot be sure of game, 3-4 SUPP. This hand will bid a cheap step over whatever RE bid, excluding signing off in 2M if RE has a MIN.
 2. 4↑SUPP, with a strong suit that might play better than the major suit fit for slam purposes. The rebid is the second (available) step over partner's response.
 3. 4↑SUPP, some SPL, intending to show SPL by steps (arranged in decreasing frequency and suit order, modified by the requirements that a bid should not show SPL in the suit named).
- RE shows length of major suit and gives a qualitative evaluation. So, after 1♣-1♠M; 2tm-?
 1. MIN, that is not FG (at most a 10-11⁻HCP). Note that over [1♣-1♥; 2♣-2♦] OP need to bid 2N to show hand type (2) and 3♣↑ to show type (3); to be precise, 3♣= SPL ♥; 3♦= SPL ♠; 3♥↑= SPL ♦.
 2. FG, 4M.
 3. FG, 5M.
 4. MIN (at most 6 RP), 6↑M.
 5. Extras (7↑RP), 6↑M.
 6. *Canapè* to SOL ♣. Opener's rebids are now (by steps):
 - +1 MIN with 3 SUPP and no fit.
 - +2 MIN with 4 SUPP and no fit.

⁷An nice 16 HCP hand and some 15-counts can drive to game

+3 MIN with 3 SUPP, but with a fitting honor and slam ambitions.

+4 Extras, SPL in partner's suit.

+5 Extras, *not* SPL in partner's suit.

+6 Extras, with an honor in partner's suit.

7. *Canapè* to SOL \diamond . See above.

8. (or higher) *Canapè* to SOL \heartsuit , over [1 \clubsuit -1 \heartsuit ; 2 \clubsuit] only; bidding 3N is shows an *intermediate* hand— that is, with a MIN RE will bid 3 \spadesuit ; with an independent slam try RE bids above 3N.

- Bidding is more or less NAT if RE has extras and OP has hand type (1); each side should clarify as fast as possible if we have an adequate fit.

6.4.3 Opener shows a suit

The general idea is simple: RE shows degree of support and give a general qualitative evaluation facing a partner that may have as little as 14-15 VALUE.

1. No fit, at most a 10-11⁻HCP. This is *not* FG, and the bidding can stop in any previously named suit.
2. No fit, extras, FG.
3. Fit (Qx or xxx, but 3 SUPP facing a 5 card suit), 5-7 RP.
4. Fit, 8 \uparrow RP's.
5. Super-fit: if possible, OP has just hit partner's suit. Example: 1 \clubsuit -1 \heartsuit ; 2 \diamond -3 \diamond = RE has 4 \uparrow \heartsuit .
6. *Canapè* to a solid suit, if possible. Example: 3 \heartsuit in the above auction would show a SOL \clubsuit suit, at least 6 \uparrow , not necessarily strong.
7. (or higher) *Canapè* to a higher solid side suit, if possible.

The only artificiality that we employ after these are

- **Frivolous Flag** and **Last Train**, if we agree on a major;
- above-game jumps are Lackwood (asking for control with RKC responses when one is found) by OP;
- unusual jumps are FRAG raises, by a limited RE.

6.4.4 Opener shows a MIN misfit

Opener generally have 14-16HCP.

1 \clubsuit -1 \heartsuit ; 1N RE can force to game with an ART 2 \clubsuit [r], else all calls are NAT, NF. 2N shows 5 \spadesuit ; 3 \clubsuit would be a *Canapè*.

1 \clubsuit -1 \spadesuit ; 2 \clubsuit RE can force to game with an ART 2 \diamond [r], else all calls are NAT (2 \spadesuit shows 3) and NF.

1 \clubsuit -1N; 2 \diamond Slightly different from the above:

2M F1, FRAG.

2N Minors, F1.

3 \clubsuit FG, 6 \uparrow \diamond .

3 \diamond NF, 6 \uparrow \diamond .

3M SPL oM.

1 \clubsuit -2 \diamond ; 3 \clubsuit Partner expects a pass from a MIN 6 \clubsuit 322 or 6 \clubsuit 331. Any rebid asks for a stopper.

6.4.5 Opener's other unusual rebids

We will leave the void-showing major raises to the slam bidding section. Over 2-suited rebids, *which are limited but forcing to 3N*, RE should

- Agree on a trump suit cheaply.
- Rebid a STR suit.
- Bid 3N with a stopper in the 4th suit.
- Bid 4 of an unbid suit to set trumps, if trumps cannot be agreed on easily and cheaply.
- Bid the 4th suit at the 3 level to probe for the best game.
- With nothing else to do, bid no-trump.

Over [1 \clubsuit -1N; 3 \clubsuit] RE bids 3 \diamond with MIN, then OP bid 3M to show SPL oM in a mild s/t. If RE bids 3M, that's asking for a stopper.

6.4.6 Competition over Positives

When the opponents enter with

X, or a 1- or 2- step overcall: We attempt to continue our relays, with pass being the first step (the relay) and double/redouble being the second step (the first-step response to the relay). Unless they jump around or otherwise take up more space, then we disregard or brush aside the intervention.

Higher Overcalls up to (3 \clubsuit): We continue with Rubensohl Transfers in : 4.2.2, and are *not yet forced to game*.

Overcalls (3 \diamond) or above: We are forced to game, but will concentrate on trying to extract a penalty.

FP's are on throughout once RE makes a POS response to 1 \clubsuit .

6.5 Competition over 1 \clubsuit

Please see the : 4.2, where bidding over 1 \clubsuit is the prototype of all Rubensohl bidding. Things to note:

- If RE passes the opponents' bid, that's either a trap or a very weak hand. Later bidding is treated as if OP is in 4th chair after LHO's opening bid (which may be irregular of course). Example: if 1 \spadesuit is passed around to OP, then this reopening bid is like reopening over (1 \spadesuit). So,

X X= extra values, 2 \uparrow \spadesuit .

1N About 17-19.

2m m+ \heartsuit , limited.

2 \heartsuit 6 \uparrow \heartsuit , limited.

2 \spadesuit Strong minor, usually 1-suiter.

2N FG T/O.

3m NAT, 1-suiter.

- To show a trap, RE must take strong action, which includes X, unforced 2N or 3N bid, Qbid, or jump (just with a trap pass of an opening bid).

- If RE makes any semi-positive bid, which shows 3 \uparrow RP's at the least, then we have forcing pass to the sky (until someone cancels it).
- If LHO makes an ambiguous-suits overcall and RHO advances with a jump or a free bid that is P/C to the three level, then we use *Either-Or* doubles.

6.6 Development of Special Responses

In general, opener either place the contract or relays as appropriate. For cases in which a strong suit is named, the first information to be exchanged, if any, will be *length* of the suit.

6.6.1 1 \clubsuit -2M

This is treated much like a weak two-bid⁸, with relays focusing on shape information.

1 \clubsuit -2 \heartsuit ; ?

2 \spadesuit [r], see : 5.7.1.

2N/3 \clubsuit /3 \diamond Showing $\spadesuit/\clubsuit/\diamond$ suits.

3 \heartsuit Generic raise showing MIN, but 3 \uparrow SUPP, RE will often advance to game when holding a 6-4-2-1 or the like.

3 \spadesuit /4m Asking bids.

3N/4M s/o.

1 \clubsuit -2 \spadesuit ; ?

2N [r], see : 5.7.1.

3 \clubsuit / \diamond / \heartsuit Showing $\heartsuit/\clubsuit/\diamond$ suits.

3 \spadesuit As above.

3N/4M s/o.

4m Asking bids.

6.6.2 Higher Jumps

1 \clubsuit -2N; Opener could:

3 \clubsuit FG [r]

3 \diamond / \heartsuit TRF \rightarrow \heartsuit/\spadesuit , the weak hand. OP can relay for a SPL (BAL then SPL by steps) with 3M, s/o in 3N/4M, or bid something else as a cue-bid.

3 \spadesuit /N SOL \heartsuit/\spadesuit . OP can relay for SPL, or bid +2 step, asking for suit length.

4 \clubsuit Running M, BAL or SPL oM. \rightarrow 4 \diamond = asks for the SPL \Rightarrow

4M BAL. [\Rightarrow 4M+1 asks for length, other bids ask for help.]

4N \spadesuit , SPL \heartsuit . \rightarrow 5 \clubsuit relays as below.

5 \clubsuit \heartsuit , singleton \spadesuit . \Rightarrow 5 \diamond asks for length.

5 \diamond / \heartsuit / \spadesuit 7/6/8 \heartsuit , void \spadesuit .

\rightarrow 4M= P/C (4 \spadesuit = [r] for length of suit if long \heartsuit).

4 \diamond Running M, SPL \diamond . \rightarrow 4M= P/C (4 \spadesuit = [r] for length of suit if long \heartsuit).

4M Running M, SPL \clubsuit .

3 \diamond G/T facing the weak hand, with at least one SPL in M. \rightarrow

3M Semi-POS with broken 7M, or otherwise a bad hand.

3N/4 \clubsuit SOL \heartsuit/\spadesuit . 4M-1 asks RE to continue above game *only if suit is running*; 4M-2 is a general s/T looking for extra values; above-game bids are *help suit* s/T.

4 \diamond Semi-POS with 7 STR \heartsuit/\spadesuit .

3M/4M P/C facing the weak hand. With SOL M, RE bids 3N if still harboring hopes of slam (rare).

3N s/o: OP usually has a long, strong minor to run.

4 \clubsuit Please transfer to your suit. Don't bid above game even with the SOL MIN POS.

4 \diamond Rare, please bid your suit. Usually OP intend to follow up with an asking-bid.

4N Blackwood.

1 \clubsuit -3 \clubsuit ; 3 \diamond = FG [r] [3M= asks for stoppers], and

3 \heartsuit 2-2-3-6 (3N) or 2-2-2-7 (4 \clubsuit \uparrow).

3 \spadesuit /N 2-3-2-6/3-2-2-6.

1 \clubsuit -3 \diamond ; 3 \heartsuit = FG [r] [3 \spadesuit = NAT, F1], and

3 \spadesuit 2-2-7-2(4 \diamond) or 2-2-6-3(4 \heartsuit \uparrow).

3N/4 \clubsuit \uparrow 3-2-6-2/2-3-6-2.

1 \clubsuit -3 \heartsuit ; 3 \spadesuit = [r] for quality of suit (3N= 1-LOSERS; 4 \clubsuit = running 6; 4 \diamond \uparrow = running 7, ZOOM to shape); 4 \clubsuit = [r], not caring about shape.

1 \clubsuit -3 \spadesuit /N; 4 \clubsuit = [r] for SPL, 4 \diamond = [r] for suit length.

1 \clubsuit -4 \clubsuit / \diamond ; 4M-1 asks for robust trumps; 4M+1 \uparrow = Kickback and Lackwood.

⁸In fact, this structure should serve well as a prototype for those using disciplined weak two's or Neapolitan "mini-twos"!

Chapter 7

The No-Major 1♦ opening

7.1 Overview and Initial Responses to 1♦ (Unpassed Hand)

Opening 1♦ in 1st/2nd seats shows 6-9 Reese points (may be with only 5RP, but *must have* good 6m or 10 cards in minors) and deny a 4+M. An game-try normally requires about a full valued 8 RP, about 13 VALUE or the equivalent, if no major fit is found. To force to game, the equivalent of a full-power 9 RP (15 VALUE) is necessary.

1♦-?

1♥ Waiting with less than 5♠, and

- 5+♥, <FG, not suitable for 2♥.
- Semi-BAL, intending to rebid 1N (8-12 VALUE, not 5M, not good 4m) or 2N.
- A minor-suit bid, unsuitable for any of the below.

1♠ NAT, NF, 5+♠. [Not suited to 2♠].

1N FG [r], not suitable for 2M.

2m G/T, 11-14 VALUE, 4+m.

2M G/T +, asking bid, strong 6+M.

2N *Either* PRE, ask OP to pick a minor, *or* S/T with a single-suited minor hand, unsuited to 1N.

3m PRE, at most 10 VALUE, 4+m. OP won't sit with extreme disparity between the minors, and will always pull with 6om and only 2m.

3M PRE, at least 7-card suits, opener can raise.

3N To play, may be purely nuisance bid.

4m Like 3m, except that 4♦ is almost never pulled.

7.2 Relays from 1♦-1N

OP's Hand-Types	Over 1♦-1N
3-3-3-4/3-3-4-3	2N, see below.
other 1-suited ♣	2♦, 1-suited relays (: 5.2).
other 1-suited ♦, not short ♠	2♥, 1-suited relays minus the first step.
other 1-suited ♦, short ♠	2♠, first step in 1-suited relays.
minors, ♦>♣	2♣, 2-suited relays (: 5.3).
MIN, 1-suited, with a solid 6+ card suit	3♣+, see below.

The above is modified from the original, **Honeymoon** Moscito so as to make responder the declarer more often.

7.2.1 1♦-1N

2♣ Both minors.

2♦ 5+♣, 1-suited, but 3-3-3-4 hands and MIN's (5-6RP) with solid suits are *not* included, MAX'es with solid suits still shown via the usual steps.

2♥ 5+♦, 1-suited, not short in ♠. Continue as in 1-suited relays minus the first step (2N= short ♥; 3♣= special; 3♦↑= short ♣.) after 2♠[r].

2♠ 5+♦, 1-suited, short in ♠. Continue as in the first step of 1-suited relays.

2N 4m333. Opener **must** have 6RP for this bid.

3♣+ MIN (5-6 RP), Solid 6+m. According to shape

3♣ No spl.

3♦ SPL = ♥.

3♥ SPL = ♠.

3♠ SPL = ♦, hence long ♣.

3N SPL = ♣, hence long ♦.

7.2.2 1♦-1N; 2N

1♦-1N; 2N shows a flat, 4m333 type hand. Further relays is usually indictative of *some slam interest*; otherwise stopper-asking bids are available, thus:

3♣ [r], note strange followups: 3♦=3-3-3-4 (over this, 3♥[r] gets our usual 7-6-8-9 steps, while 3♠[r] (!) asks partner to go continue past 3N only with 9RP s), 3♥=3-3-4-3, with 6-7RP; 3♠=3-3-4-3, 9RP; 3N=3-3-4-3, 8RP.

3♦ Asks for values in the *black* suits. Combines the functions of 3♥ and 3♠, and may have a singleton in either black suit, or a CoG BAL with exactly 5♠. Opener rebids:

3♥ Has ♣ stopped securely, if that's what partner is thinking of. If responder is not thinking of ♣, then 3♠ shows the SPL, and 3N the BAL CoG with ♠.

3♠ Can't securely stop ♣, and 3 small ♠.

3N Can't securely stop ♣, but have ♠KJx upwards.

4♣+ Has exactly one ♠ honour and cannot securely stop ♣; with ♠Kxx or queen-high, bid 4 of the shorter minor, and with ♠Axx bid 4♠.

3♥ Asks in ♥. May be a hand with shortness in ♥ or a hand with 5♥ and excess high-cards that want to choose between 3N and 4♥. Opener bids 3♠ with 3 small ♥, 3N with at least KJx in ♥, 4m with ♥Kxx or Queen-high and 4 in om, and 4♥ with Axx.

3♠ Stopper asking in ♦; usually SPL.

4m Mild s/T, NAT. 4N= s/O, anything else is a cue-bid and shows some interest in slam.

7.2.3 1♦-1N; 3♣, 5-6 RP with solid minors.

3♣ No spl, so next identify long suit over 3♦[r]: 3♥=♣; 3♠=♦, running suit; 3N=♦, no-loser suit.

3♦ SPL = ♠. Over 3♥[r]: 3♠/N= ♣/♦, with 1-loser suit; 4♣/4♦+= ♣/♦, with running suit.

3♥ SPL = ♥. Over 3♠[r]: 3N= 1-loser suit (over 4♣[r], 4♦=♣, 4♥+=♦), 4♣/4♦+= ♣/♦, no-loser suit.

3♠ SPL = ♦, hence long ♣. Next show quality of suit then length of suit then any extra RP's.

3N SPL = ♣, hence long ♦, as above.

7.2.4 Intervention over 1♦-1N-

It is frequently a mistake to intervene over 1♦-1N. For starters, this is one of the situations where the initial relay actually established a game-force. Certainly any minor-suit overcall is likely to be a disaster. This is how we cope with the various overcalls:

X This should be highly unusual. We suggest that you merely push back all steps by two here, a highly space-saving process.

2♣ Since this eats no space, this is what we do:

P A hand that is does not have ♣ as the longest suit, but nevertheless would like to try and penalize. RE can double for penalty, or bid 2♦[r], after which opener shows shape as usual, but with neither solid suit steps nor any shape without 3♣. The 4m333 shapes are ZOOM'ed right away: 3♣=3-3-3-4, 3♦+=4-3-3-3.

X 5+♣, the longest suit in the hand. RE can relay with 2♦ and continue as normal (except that the minors are exchanged).

2♦ 1-suited 5+♦, no interest in penalty.

2♥/♠ Long ♦, secondary (but obviously broken) ♣. Bid 2♠ if ♥>♠, and 2♥ otherwise.

2N 3-3-4-3 or 3-3-3-4, no interest in penalty.

3♣+ SOL 6+ 1-suited ♦, no interest in penalty:

3♣ No SPL. → 3♦[r] = relay for length and quality of suit, 3♥[r] = relay for shape.

3♦/♥ SPL = ♥/♠, first check for quality of suit.

3♠/N SPL = ♣, running/1-loser suit.

2♦ More or less, an unchanged system.

X 5+♦, the longest suit in the hand. After 2♥[r], opener shows hand as usual, pushed up 1 step.

P Secondary or equally long ♦ in a minor 2-suiter.

2♥ 1-suited ♣: not short in ♠.

2♠ 1-suited ♣: short in ♠.

2N 3-3-3-4 or 3-3-4-3.

3♣+ As over (2♣), with minors exchanged.

2♥ Too much space has been taken for relays to continue, and we really have to look out for further raises, so

P Nothing to say (usually, 2 cards in the suit)

X Penalty oriented, 3 cards to an honor.

2♠ 3-card FRAG, no interest in penalty.

2N m's, without 3♠.

3m NAT, good 6-card suit, denies good 3♠.

3♥ MAX, SOL suit, no stopper.

3♠ MAX, Running suit, ♥ stopper.

3N MAX, 1-loser suit, ♥ stopper.

2♠ As for 2♥, except that

- 3m now does not carry any implications for ♥.
- 3♥ now shows a FRAG, with m's and SPL in ♠.
- 3♠/N shows a SOL suit, without and with a stopper.

2N+ In general NAT, major suit usually 3 card FRAG. Double suggest penalty, pass non-committal.

7.3 1♦-1♥, a waiting relay

Responder denies any of these:

- any 5+♠ hand;
- enough values to force to game;
- a good enough ♥ suit along with values for a jump to 2♥;
- a hand suitable for an immediate minor "raise".

Opener rebids:

1♠ ART, all hands exactly 3♥, except the rare 0-3-5-5 MAX, which rebids 3♥.

1N Near-BAL, not 3♥. May be 3-1 in the M's; occasionally may even be 5-5 with two bad suits.

2m Usually 6+m, not 3♥. Somewhat more encouraging than 1N, so should not be bid on a 5-card suit, no matter how good, unless also a HCP MAX, or with no real alternative.

2♥ MAX. 6+ to 3/4 m suit with Kx or Ax in ♥.

2♠ As above, but deny in ♥ and shows in ♠ Ax or Kx (or more, as 2M deny 3♥ but not 3♠).

2N MAX. m s. Should have two good 5-card suits.

3m Like 2M, but deny Ax/Kx in M, usually feature in om.

It is our policy that responder should strive to respond even holding a very weak hand if vulnerable and short in ♦; for this reason, opener should not be too hasty to double the opponents, especially if responder's next call is 2m.

7.3.1 1♦-1♥, further developments

Following opener's normal rebid (1♠, 1N, 2m), responder's bidding has the following meanings:

1N Clearly, responder does not have 5♥. In general this shows a hand of 9⁺-13⁻ VALUE, and a near-BAL hand of some sort.

2m NAT, a hand that is too weak for 2m and too dangerous for 3m the previous round. One typical such hand is a five-card suit and a singleton or void in the other minor; another is

2♥ NAT, intended as to s/o.

2♠ G/T, showing ♥. Over 1♠ this only shows 5, but over 1N/2m this shows 6+, usually with not a particularly good suit.

2N NAT, strong G/T with about 13 VALUE. Should not have a decent 4-card minor suit.

3m NAT, strong G/T, including 5♥.

3♥ NAT, mild G/T, with long and strong ♥, but not

Note, due to the wide range of the opening bid in terms of no-trump playing strength, responder cannot afford to issue full-valued game tries without 13 VALUE (a full-valued 8 RP), so opener should strive to invite game when holding any of these:

- (Semi-)BAL, 14-15 VALUE, with good high-card structure (especially in M's).
- A long (possibly broken) minor suit and 9 RP, or perhaps only 8 RP if the suit itself is strong.
- A fit for ♡, and any 9 RP, including some shape (say a singleton), 2♠ by opener shows such a hand if at all possible.

7.3.2 1♦-1♡, unusual rebids

As 1♦-1♡; 2M shows a solid minor, our first priority is to judge whether 3N is a feasible contract, so:

- 2N** Shows a stopper in oM, still looking for 3N. 2♠ over 2♡ would deny a ♠ stopper but otherwise same meaning.
- 3m** Exclusionary: opener passes or corrects. Normally a very bad hand (without a fit for opener).
- 3♡** NAT, a mild G/T; hopeless hands should signoff in a minor.
- 3♠** SPL, CoG.
- 3N** To play.

7.3.3 1♦-1♡, competitive auctions

Opener rebids as follows over a 4th seat action:

- P** Non-committal action; must have at least 2♡ over a double.
- X/xx** Exactly 3♡ if under the level of 2♡, a mandatory call; over that level, it shows a MAX and a willingness to defend (at least two cards if in a major, and a good 3 or 4 in a minor).
- 1N** Competitive with the m's, usually.
- M's** A MAX; if a cue-bid, shows long solid minor and asks for a stopper; if a new suit, shows a FRAG and inability to double.
- m's** NAT, descriptive, does not show extras if on the 2 level.
- 2N** MAX, G/T with a long minor (usually).

RE should strive to take the same action as when opener made a minimum rebid, but the following changes are made for re-opening actions:

- 1♠ or 2♠ when the opponents' bid is in ♡, say [1♦-1♡(X); P-1♠], shows an antipositional no-trump bid at the same level (else 2♠ issues a G/T in ♡, as before).
- The auction [1♦-1♡(X); P-2♡] shows a half-stopper with MAX values for 2N; opener can transfer the no-trump declaration with 2♠.
- X is for penalty (ditto for [1♦-1♡(X); P-xx]) but cooperative. Thus OP will run without a strong 3-card holding or better in a minor and two cards in a major.
- 2N, over an opposing 2-level bid is COMP (=lebensohl).

Responder's action over LIVE action: Same as above except 2N= G/T 3m=COMP.

7.4 Other responses to 1♦.

All responses other than 1♡ and 1N are mostly natural and limited, and the development natural with a few logical exceptions. Again, we stress the fact that opener should make a move toward game with 14|VALUE, while responder should issue a strong invite with a good 13.

7.4.1 1♦-1♠; ?

P Rare, nominally doubleton ♠ in (an absolute dog of) a MIN; if the opponents bid, all doubles by responder are penalty.

1N Usually some extras, misfit. Can have 6m, if broken. → 3m= F1, except when OP has the exceptional 1-3-4-5 or 1-3-5-4 dog, otherwise NAT rebids.

2m 6+m. RE can invite with 2N or 3m, but the former tend to show a "filler" for partner's minor, while the latter usually requires a strong suit to advance. [1♦-1♠; 2♦-3♣] is not NAT, but stopper-showing with a partial fit.

2♡/♠ 3SUPP; 2♡=MAX, while 2♠ denies one. Gametries are as our usual scheme: 2N= BAL, while other calls show SPL.

2N MAX, m's. → 3♡= 4th suit, else NAT.

3m MAX, NAT, STR 6+m. → 3♡= ask for stop.

3♡ MAX, 3SUPP, void in ♡.

3♠ MAX, 3SUPP, with a long m and suggest 3N.

7.4.2 1♦-2m; ?

This is a sort of *inverted minor raise*, opener is almost forced to rebid with a non-MIN and 4-card fit.

P MIN, 3+♣.

2♦ 5 STR or (normally) 6+♦. Usually MIN.

2M Asks for stopper. *Does not* agree on m, and does not yet confirm extras in high cards, although probable.

2N Stoppers in M's, F1. → 3♣/♦= pass or correct.

3♣(om) To play, 6 cards in a MIN.

3m COMP, shapely, mild G/T to 5♣.
→ 3x= asks for stopper.

3♦(om) Long but broken suit in a MIN.

3M FRAG, SPL in oM, 4+m, FG.

There are some things to note:

- One may be dealt the unfortunate MIN 3-3-2-5 hand and hear the dreaded 1♦-2♦. This is unlucky and the suggested rebid is 2M, if possible.
- All 2M bids are meant to ask for stoppers.
- 3♣/♦ is intended to be pass or correct by responder and NAT and s/O by opener following a stopper showing or denying action.

- If stoppers are lacking in some suit, one should try to signoff in three of a minor. 2N means a stopper is found but the hand lacks enough values to go to game.
- 3M are used to check on the solidity of a stopper (if found), or look for a half stopper (if not stopped). 4M over a stopper-seeking action shows a singleton or void.

7.4.3 1♦-2M; ?

This is an asking bid with step responses, showing a good 6+ suit with G/T + values. The responses are by steps:

1. SPL M, MIN. [1♦-2♥; 2♠-2N] asks for OP's longer minor; and [1♦-2♠; 2N-3♣] is an ART negative, showing willingness to play OP's long minor. [1♦-2♠; 3♣-3♥] is a substitute for ♣.
2. SPL M, MAX; forcing → 3M. [1♦-2♠; 3♣-3♥] shows ♣.
3. Doubleton M, MIN. → 3M-1 = Waiting, usually CoG.
4. Doubleton M, MAX. → 3M = CoG.
5. 3M, MIN. 3M+1 = Frivolous Flag, others are serious slam tries (and Qbid s, of course).
6. (or above) 3M, MAX. 3M+1 itself shows a hand maximum only in controls, without shape.

7.4.4 1♦-2N and above

After 1♦-2N, opener will typically bid the longer minor (usually choosing clubs if both). Responder then

- passes with the weak hand, choice of minors;
- bid 3♦ over 3♣ to show a strong ♦ 1-suiter.
- bid 3M to ask for a stopper. Over [1♦-2N; 3♣] this shows long ♣(!), over [1♦-2N; 3♦] it is not clear.
- bid 3N, this shows long ♣ always, and show also stoppers in both majors. This call is non-forcing.
- bid over 3N, this happens only if opener picked diamonds. If responder happened to have diamonds also (!) bid 4♦+, with clubs but too strong to signoff in 3N, bid 4♣. Obviously, responder has both majors stopped.

Opener may occasionally branch out with 3M, which shows a FRAG and a MAX opening bid, with SPL oM. Over 1♦-3m, any bid is a game try with a minor suit fit. Over 1♦-3♥, 3♠ is CoG, else any new suit over 3M is a cue-bid.

7.4.5 General Rules for competition

General COMP rules for opener:

- X** Optional in M, cooperative penalty in m.
- M** Usually FRAG unless a cue-bid, or if a minor suit fit found, in which case asking for stopper.
- m** NAT, but with lebensohlish overtones.
- Cue** Stopper check.

2N Either straight or reverse lebensohl depending on whether right hand opponent bid.

General COMP rules for responder:

- X** Optional in m, cooperative penalty in M
- M** Stopper-seeking if unbid suit.
- Cue** Stopper-asking, MAX, usu. 1-suited.
- 2N** leb or inverse leb, (according to if RHO took action).
- m** NAT, G/T or COMP (according to if RHO took action).

7.5 Direct Competition over 1♦

7.5.1 Take-out Doubles

This merit special treatment as the 1♦ opening is very different from the 1♥ and 1♠ openings. First, let's assume a "take-out" double as in for the majors, then after 1♦(X):

P Non-committal, ≥2♦. May be strong with no good call.
Following up with a major suit bid is F1.

xx A strong bid in ♣, at least 11 VALUE.

1M NAT, NF (!).

1N A strong bid with 4↑♦, at least 11 VALUE.

2m NAT, NF, COMP; 2♣ may just be running from 1♦; 2♦ is COMP.

2M NAT, F1, FG unless rebid of suit.

2N Either choice of minors, or FG

3X NAT, PRE.

If, instead, that double shows diamonds (not a smart move!) then we use Rubensohl over (1♦): see Transfers 4.2.1

7.5.2 1 level overcalls

When the overcall is frequently "nuisance" (see opp's convention card), then 1♦(1M)-

1N Still FG [r], with at least half a stop.

2N G/T, NAT.

2M FG, semiBAL, no stopper

else NAT, NF, COMP.

Assume instead a constructive (nominal range starts around 8 points) overcall: Rubensohl now used.

- 1♦-(1♠)-

X For business, not absolute.

1N TRF → ♣, (about 9 VALUE, rebid ♥ = G/T +, 2♦ = F1).

2♣ TRF → ♦, should be a fair hand (about 9+, rebid ♥ = G/T +)

2♦ 6+♥, most hands. Rebid 2♠ = ART [r], FG.

2♥ Precisely 5♥, NF.

- 2♠ Precisely 5♥, FG, CoG.
- 2N WK or STR 3m bid.
- 3m COMP NAT (→ 3♥♠= Ask for stop).
- 3♥ 1-suited, FG.
- 3♠ Ask partner to bid 3N.

- 1♦-(1♥)-

- 1♠ Precisely 5♠, NF.
- X Business, not absolute.
- 1N ♣ suit (but rebid ♠=G/T +, 2♦=F1).
- 2♣ ♦ suit (but rebid ♠=G/T +).
- 2♦ Precisely 5♠, FG, CoG.
- 2♥ 6♠, G/T + (rebids a la 1♦-2♠).
- 2♠ 6♠, WK.
- 2N WK or STR 3m.
- 3m COMP, NAT. (→ 3♥♠ASK STOP).
- 3♥ Ask partner to bid 3N.
- 3♠ 1-suited, FG.

7.5.3 Other Competition

- 1♦-(1N)-
 - 2♣ 5+♦, or 4+♣ 5M; opener rebids exclusionarily.
 - 2♦ 4+♦ & 5M; opener rebids exclusionarily.
 - 2M COMP, 6+M.
 - X Penalty. Opener should double M's with honor-third freely. Rubensohl (see) are used over run-out.
 - 2N Pick-a-minor, or shapely force with a **major**.
 - 3♣+ PRE, NAT.
- Over 1♦(2♣+):
 - ★ Standard Rubensohl is now used for most of the sequences. One thing to note is that a takeout into a major shows 5↑cards in that suit.
 - ★ Unusual vs Unusual (See : 4.3.3) used vs Michaels-type or Ghestem type cue-bids.
 - ★ X is Penalty against M's (but opener will pull with solid suit or hand ill-suited for defence including shortness in enemy suit), and optional against m's (opener should tend to pull without 3 in suit).
 - ★ P= No good call, but can be up to about 10 value as we seldom trap. If opener doubles a major on the 2 level later, that shows a MAX in both defence and in controls.
 - ★ A pull of any penalty double puts us in an **invitational or better** tempo, and so Rubensohl is used for the pull.

7.5.4 Further Competition

OP's balancing over (1M):

X T/O, as responder *will* trap with a very long suit!

1N Extras, not always BAL.

m NAT, USU. 1-suited.

oM FRAG + extras.

qbid m, MAX.

jumps NAT in principle.

OP's balancing at 2 level:

X optional (extra values) vs M's, penalty vs m's.

M(**unbid**) TAKEOUT w/ 3M. usually MAX.

qbid STR, 1-suited m, GAMB types.

N lebensohlish, usu. a good suit.

m NAT, (except for Qbid's), good suit.

7.6 Passed hand 1N opening

First responses:

2m NAT, NF, 4m. Opener's rebids are like 1♦-2m.

2M G/T, asking for stopper in oM. Later bid of

2N G/T, no other bid. Opener can try to s/o with 3m (showing a broken suit in a MIN) or probe with 3M (weakness in M).

3x 5-card suit, MAX.

Other things to note:

- Opener have the choice of bidding a minor over 2♣ (and 2♦) as well to ask for a stopper.
- Over intervention: NAT bidding, X= penalty, 2N= a good hand w/ 4+m.
- After P-1N(X); xx= runout to a suit, 2x= not-very-solid runout suit (2musually 3-card FRAG).

Chapter 8

1♥ and 1♠ Openings

8.1 Overview

Opening 1M shows 5-9 RP, 4↑M, and <4 in oM. All 7↑RP hands must, and 6 RP hands with no obvious flaw should, be opened; to open with 5 RP good shape should be held, and good intermediates plus sound high-card structure is necessary. *An opening 1M on 5 RP's must not be with shapes 3-4-3-3, 4-3-3-3, 5-2-2-4, 4-2-2-5, 4-2-3-4, or 4-3-2-4.*

8.1.1 Strategy and Tactics

Moscito is a light-initial-action, *Mafia*¹ system. The main strength of such a system is *competitive*—the tempo of the auction is often *accelerated* because the major suit fit is normally found one round earlier than in non-*Canapè* systems. We often strain to raise the opening bid, even if that means frequently playing partials in mediocre major-suit Moysian (4-3) fits so it is especially important to learn to handle such declarer play situations. In response to the opening bid, most² strong responding hands start with a relay. This causes further strains elsewhere in the system, as we shall soon encounter.

8.1.2 The Question of Ranges

One of the bigger problems for any light initial action structure, is that **opener's playing strength has an extremely wide range, even more so for 4-card major, *Canapè* styles such as *Moscito*. It is often too wide to be handled comfortably.** Thus, we need to have tight definitions on range, especially for *responder's* actions.

- For the purpose of relaying, the opening bid range is divided roughly into two halves, the *Lower Range* and *Upper Range*—not to be confused with the terms “MAX” or “MIN” as defined below which are valuations for playing strength in the strain currently being investigated.
- What exactly do the terms **upper range** and **lower range** mean? Well, as the opening bid showed 5⁺-9 RP, naturally we want to divide it into two halves, and:
 - ★ If the opening bid is 1♠, then *upper range* is 8-9 RP's, and 5⁺-7 RP's is *lower range*.
 - ★ If the opening bid is 1♥, *upper range* is 7⁺-9 RP's, wherein the plus sign in the *good 7* implies that the hand cannot contain any queen doubletons, and must contain at least one useful jack or very good shape.
- The term MAX denotes a very good opening hand with about 14↑VALUE, or a hand with 6↓LOSERS if a major suit fit has been found; conversely, “MIN” means a bad hand—at the best 12⁻VALUE, or 7½¹LOSERS. A normal hand is somewhere in between.
- Responder's ranges are organized as follows:
 - ★ It takes about 16 VALUE, or 5↑CC's with a major suit fit found, to *force to game* (=FG). That is, enough values to show mild slam interest in a system with relatively sound openings.

- ★ An *invitational* (=G/T) hand has ~13-15 VALUE, or 4-4½¹CC after a major suit fit is found.
- ★ A *constructive* (=CONSTR) hand is a trick (3-3½¹CC) or 2-3 points (~11-13⁻VALUE) short of a full invite.
- ★ Any response short of CONSTR is *weak*, with 8-11⁻VALUE or 2-3CC's in a major suit fit.

It might be easier to remember our ranges this way: the response on a given hand in *Moscito* is roughly one range weaker than in Standard, so that a MIN-FG hand for most people is only worth an invite for us, a G/T becomes only CONSTR, a mildly slammish hand a MIN FG, etc.

8.1.3 First Responses by Unpassed Hand

We list all the responses to 1M:

- 1♥- 1♠ [r], G/T +. Most hands about 13⁺↑VALUE starts with 1♠. However, unBAL raises usually start 2♣ or 2N. 3 SUPP control-rich or shapely BAL's may go 1♠ then 2♥, but no-trumpy type go 2♣ then 2N.
- 1N NAT, NF. May have as much as 12 VALUE and 5♠, although with 5♠ one should not so shapely as to have <6 LOSERS.
- 2♣ CONSTR 3↑SUPP, usually 3⁺-3½¹CC's (10⁺-12 VALUE in SUPP of ♥), but can be 4-4½¹CC (13-15 VALUE) with
- (a) a miniSPL (4↑SUPP, some singleton or void);
 - (b) 3♠ and a side 6+ suit;
 - (c) a BAL, 3 SUPP type with 14-15 HCP.
- 2♦ ART with an UNBAL CONSTR hand (with 5♠, or with one or both m's), about 11-13⁻VALUE.
- 2♥ COMP 3↑SUPP (~2-3 CC, about 7-10 in SUPP of ♥). Game is remote, unless OP is both MAX in high cards and has good shape (or, equivalently, an above-MIN opening in Standard).
- 2♠ NAT, 6↑♠, NF, rather wide-ranging: anything up to 12⁻HCP is possible.
- 2N G/T +, 4+SUPP (4↑CC), but not a mini-SPL.
- 3♣ *Either*
- (a) CONSTR (3-3½¹CC), usually 5↑SUPP, or
 - (b) at least a mild S/T with 4↑SUPP and some void.
- 3♦ G/T, shapely SUPP (4 CC).
- 3♥ COMP (2-2½¹CC), usually 5↑SUPP.
- 3♠ NAT, CONSTR, 6 good or 7↑♠.
- 3N Defensive shape raise to 4♥.
- 4♣ A form of RKC Gerber.
- 4♦ “Pure” shape raise to 4♥.
- 4♥ Unspecified “shutout” raise.
- 4♠ NAT, S/O.
- 4N Blackwood.
- The response structure over 1♠ are not as parallel to that over 1♥ as in more standard systems, a consequence of the system being relay-based:**
- 1♠- 1N G/T + [r]. Most hands about 13⁺↑VALUE starts with 1N, just like 1♥-1♠.

¹= Majors First Always

²Main exceptions are some strong raises, see schedule of raises in Sec. 8.2 for details.

- 2♣ ART catchall. Most likely hands are:
 - (a) Weak (at most 11 HCP) hand with 5+♦.
 - (b) Exactly 5♥, at most 13⁻HCP.
 - (c) Any other 11-13 VALUE without a fit.
- 2♦ CONSTR (3⁺-3¹/₂CC) 3↑SUPP, or these G/T's:
 - (a) mild invite with 4 CC, no SPL;
 - (b) 3♥ and a side 6+ suit;
 - (c) a BAL, 3 SUPP type with 14-15 HCP.
- 2♥ NAT, 6↑♥, NF, wide-ranging.
- 2♠ COMP (2-3⁻CC) 3↑SUPP.
- 2N G/T +, 4+SUPP (4↑CC).
- 3♣ s/o, may be wild if NV.
- 3♦ *Either*
 - (a) CONSTR (3-3¹/₂CC), usually 5↑SUPP, *or*
 - (b) at least a mild s/T with 4↑SUPP and some void.
- 3♥ NAT, CONSTR with STR 6↑♥.
- 3♠ COMP (2-2¹/₂CC), usually 5↑SUPP.
- 3N Defensive shape raise to 4♠.
- 4♣ 1430 RKC Gerber.
- 4♦ "Pure" shape raise to 4♠.
- 4♥ NAT, s/o.
- 4♠ Unspecified "shutout" raise.
- 4N Blackwood.

8.2 Major Suit Raises

We had mentioned earlier that we strain to raise the major even on bad 3 SUPP. There are several reasons for that:

1. Any pair using a system with a *Mafia* tendency would be forced by competition into many blind 3-card raises anyway, so might as well do it of our own volition.
2. It helps to ameliorate the disadvantage of the *Mafia* style in not locating 5-3 fits.
3. As the lowest response is used as the relay, the bidding space pressure increases on the other responses. Since more than half of the time, RE will have 3↑SUPP to OP's major, raising aggressively eases the problem.
4. It further increases the preemption, making the opponents' job harder, and *LoTT*³ addicts unhappy.

As mentioned above, we will be in raise situations about half of the time after a major suit opening, so we should and do have an elaborate scheme of raises to 1M for all strength ranges and shapes:

- With less than 2 CC, pass or attempt a psychic maneuver.
- With 2-2¹/₂CC, make a single (2M) or jump raise (3M, showing good shape: usually 5 trumps).
- With 3-3¹/₂CC, make a CONSTR raise by bidding 2M-2 or 3M-2, the latter a *mixed raise* with more shape (again, usually 5 trumps).

- With 4-4¹/₂CC:
 - ★ 4 SUPP MIN (just 4CC) BAL hands bid 2♦ over 1♠, intending to raise to 3, but bid 2N over 1♥; MAX (4¹/₂CC) hands of the same shape all bid 2N.
 - ★ Mini-splinters (4↑SUPP and some SPL) bid 2N over 1♠ but 2♣ over 1♥. Exception: very shapely (little defence) hands can be shown with 3♦ over 1♥.
 - ★ With lots of soft values suitable for 3N, bid 2M-2 then 2N with only 3 SUPP; with 4 SUPP, relay and then jump in the major if OP's rebid did not establish a game force.
 - ★ With a side 6+ suit and only 3 SUPP, bid 2M-2 before showing the side suit. All other 3 SUPP hands relay then bid 2M over a non-FG rebid.
- With ≥5CC (a game force), all hands with 3 SUPP take it slow with a relay, but 4 SUPP hands have options:
 - ★ Really shapely hands can be shown via 4♦, which gives partner free tempo over any enemy action.
 - ★ MIN FG raises with some defence may opt for 3N, setting up a forcing pass should the opponents bid.
 - ★ All shapely MIN FG hands can just bid 4M, which is a pure preempt designed just for troublemaking.
 - ★ A game raise with any void and some defence, *i.e.*, not just shape, can start with 3M-2, then proceed with a void-showing bid.
 - ★ Otherwise, most BAL 4 SUPP raises relays, while UNBAL raises start with 2N; this is not absolute and judgment can be used.

There are many SPL-showing bids in this section. One might find the ordering strange and almost random. Here is how we assign the SPL's to the bids:

- Normally we arrange SPL-showing bids from the top down but there are two exceptions as below:
- First and foremost, we seek to avoid bidding the SPL suit itself needlessly. We switch bids around to avoid that happening. E.g., over 1♠-2♦, 3♣/♦/♥ would be SPL-showing, hence 3♣=SPL ♥, but 3♦=SPL ♣ and 3♥=SPL ♦.
- Secondly, opener is almost doubly as likely to hold a SPL in oM than in a minor, and conversely for the responder, since opener cannot hold 4↑oM. So we try to arrange the bids in an order that conforms with the probabilities⁴.

8.2.1 Constructive Bidding over 1M-2M

The COMP single raise is limited to ~10 VALUE (2-3⁻CC) and says that *no game is likely unless facing a shapely MAX*.

8.2.2 1M-2cm, the Constructive Raise

A CONSTR raise usually shows 3-3¹/₂CC's. In a sense, it is a form of Drury conveying this message:

⁴So when OP bids, high SPL (here oM) would usually come first, and ♦ next; when RE bids the sequences would usually be ♦-♣-oM.

³The much in-vogue Law of Total Tricks

Over 1♥-2♥:	Over 1♠-2♠:
2♠ SPL: could be long in any suit. RE can relay with 2N to find out exactly which, or introduce own long suit.	2N General G/T, with 5+♠, not SPL ♥. RE accepts with a MAX, declines with a MIN, and bid 3x with an intermediate hand (1♥-2♥; 2N works in the same manner).
2N General G/T, with 5↑♥ and at least a doubleton ♠.	3m <i>Canapè</i> . NF, G/T.
3m <i>Canapè</i> . NF, G/T, at least a doubleton ♠.	3♥ SPL, usually long ♠, could be <i>Canapè</i> if <i>very</i> shapely.
3♥ Long ♥, inviting conversion to 3N; 3N is similar, but stronger.	3♠/N Long ♠ hands, like [1♥-2♥; 3♥/N].

Table 8A: Bidding over 1M-2M

Partner, if your hand re-evaluate to a MIN opening in standard methods, we might have a game if our values fit well.

OP's rebids are:

2M-1 [r], usually G/T + with 4M. Responses are by steps:

2M non-MAX (3 CC, ~10⁺-12 VALUE), 3 SUPP.

2M+1 MAX (3½CC, ~13-15 VALUE), 3 SUPP, F1. OP can attempt to signoff in 3m.

2M+2 MIN, 4↑SUPP, BAL or SPL ♠. OP can relay with the next step (⇒ 3M-1 = BAL, 3M = SPL oM).

3M-2 MIN, 4↑SUPP, SPL ♠ if M=♥; SPL ♣ if M=♠.

3M-1 MIN, 4↑SUPP, SPL ♣ if M=♥; SPL ♥ if M=♠.

3M MAX, 4↑SUPP, BAL.

3M+1 MAX, 4↑SUPP, some SPL.

3M+2 (or higher) super-MAX. Over [1♥-2♣; 2♦], 3N/4♣/4♦♥/ shows SPL ♠/♠/♣; [1♠-2♦; 2♥-4♣↑] show CONC with BAL 4↑SUPP.

2M s/o, MIN (≥7 LOSERS). RE usually passes, but bids something else with the unusual G/T hands (see Table 8B). Opener can bid 3oM over 2N shows 5M, and is asking part-

1♠-2♦; 2♠-?	1♥-2♣; 2♥-?
2N BAL 3 SUPP, ~13 ⁺ -15 ⁻ HCP.	2N/3m As above.
3x 3 SUPP, a 6-card suit (usually) and about 12 ⁺ -14 HCP.	2♠ Mini-SPL in m (rebid 3om over 2N[r]) or 3 SUPP + long ♠ (3♥/♠).
3♠ BAL, 4 SUPP, 4 CC. → 3N = CoG.	3♥ Mini-SPL in ♠: 4↑SUPP, 4CC.

Table 8B: Invitations over [1M-2cm; 2M]

ner to make the CoG between 3N and 4M. Indeed, [1♠-2♦; 2♠-2N; 3♥] may even be used to ask partner to re-evaluate

again. 3m over other bids would have shown a MIN but shapely *Canapè*.

2M+1 [r], 5+M, usually BAL, at most 7 LOSERS. RE accepts with a MAX, declines with a MIN, and bid a soft value (usually Q or shortness) with an intermediate hand. Accepting with 3M+1 is a choice of contracts with only 3 SUPP, and other jumps tend to be NAT, usually 4↑SUPP.

2M+2/3/4 5+M, SPL in oM/tm/cm⁵ G/T +. RE accepts with at least 3 useful CC's. Suit bids are NAT, MAX if above 3M, and progressive; 3N is special and shows acceptance without much in the way of special features (4M would show good trumps); finally, a Qbid in the short suit shows a superMAX.

3M/N Long M, invite conversion to 3N. Over [1♥-2♥; 3♥] RE can bid 3♠ for a second opinion. Any cue-bidding shows an unexpected limit raise. 3N is the same type of hand but even stronger.

Jumps Control Asking Bid with RKC responses (Lackwood).

8.2.3 Modified Stenberg 2N

Due to tactical considerations, 1♠-2N and 1♥-2N sequences have different space available and hence are necessarily *not quite* parallel. But the first rebid is the same:

First Rebid over 1M-2N

Opener gives a rough quantitative description:

3♣ MIN: >7 LOSERS (see Sec. 8.2.3 below).

3♦ Accept a G/T, about 7-6½LOSERS. Now RE clarifies:

3♥ BAL, some extras or CoG, →

3♠ BAL, ⇒ 3N = CoG, others = CTRL's.

3N/4♣/4♦↑ SPL = oM/♦/♣.

3♠ When the opening bid is 1♠, a mini-SPL. OP relays with 3N to find out the SPL:

4♣ SPL = ♦.

4♦ SPL = ♥.

4♥/♠ SPL = ♣, MAX/MIN.

3M+1 SPL ♦, at least a mild s/T.

3M+2 When M=♠, SPL ♥; when M=♥, SPL ♣.

4M-2/4M-1 When M=♠, SPL ♣; when M=♥, SPL ♠.

4M s/o.

3♥ Long-suit s/T: ≤6 LOSERS, 5↑M. Now, again RE clarifies:

3♠ BAL, then it is OP's turn to clarify:

3N BAL. Qbid's follow.

4♣/4♦/4♥↑ SPL oM/♣/♦.

3N SPL ♦. → VALUE and CTRL clarifying bids: over 1♥, 4♣ would be a Qbid with 4♦ denying a CTRL in ♣ but showing a decent hand; over 1♠, 4♣ would be denying a good hand in general, with 4♦ standing in for a CTRL-showing Qbid in ♣.

⁵Lowest one (2M+2) is SPL oM, the middle one is SPL in the "touching" minor (of the same color), and the high one is SPL the "corresponding" (non-touching) minor.

4♣ SPL oM. The same considerations as above holds, so over 1♥, 4♦ would just show further interest; over 1♠, 4♦ would be a Qbid while 4♥ would deny a ♦ CTRL while showing a nice hand.

4♦↑ SPL ♣, same schedule as above.

3♠ *Canapè* s/T: ≤6 LOSERS, 4M with a (normally) longer minor. RE may relay with 3N to find out which minor (4♣=♣, 4♦+=♦), or show an SPL:

3N/4♣/4♦↑ Void in oM/♦/♣.

Over 1M-2N; 3♣

	Over 1♥-2N	Over 1♠-2N
	RE can be a bad (4CC) BAL G/T but not a mini-SPL (4CC with a SPL).	RE can have a mini-SPL, but not a bad BAL G/T.
3♦	BAL extras, or SPL ♣	BAL extras, or mini-SPL or SPL ♣
3♥	s/o	mini-SPL or SPL ♦
3♠	SPL ♦	mini-SPL ♥
3N	CoG	CoG
4♣	SPL ♠, serious s/T	SPL ♥, mild s/T
4♦	SPL ♠, mild s/T	SPL ♥+ Qbid in ♦, serious s/T
4♥	s/o	SPL ♥, serious s/T, no Qbid in ♦
4♠	RKC	s/o
4N	Voidwood in ♦	RKC
5♣	Voidwood in ♠	Voidwood in ♦
5♦	Voidwood in ♣	Voidwood in ♥
5♥	Need 2/3 trump honors	Voidwood in ♣

Table 8C: Rebids after [1M-2N; 3♣]

The non-parallelism of bidding after 1♥-2N and 1♠-2N manifests itself clearly in Table: 8C. RE need to make a definition on range and size. Most of the sequences are self-explanatory except for [1M-2N; 3♣-3♦] which gets the following rebids:

- 3M shows the worst possible hand, →
 - ★ 3M+1 shows BAL and asks for shape by steps: first step is BAL, second step is SPL oM, etc.
 - ★ 3M+2 shows a mild s/T with SPL ♣.
 - ★ 4M-1 and 4M-2 shows a strong slam try with SPL ♣.
- 1♠-2N; 3♣-3♦; 3♥= a little extras. → 3♠ with mini-SPL ♣, 3N↑= as above.
- 1♥-2N; 3♣-3♦; 3♠= a little extras. → 3N shows BAL, asks for shape by steps: 4♣= BAL or SPL ♠ (4♦ asks for which and 4♥ shows the SPL ♠); 4♦/♥= SPL ♣/♦. If RE bids 4♣/4♦ that is a s/T, SPL ♣.
- 3N shows a *Canapè* into ♣, at least 6 cards long and presumably a broken suit.
- 4♣↑ shows the same hand with ♦.

The only other point needing an explanation is that over [1♠-2N; 3♣-3♥] showing SPL in ♦, OP is expected to bid 3♠ with a misfitting hand, 3N to accept, anything else would show a *very good* hand for the bidding with no wastage.

Other notes about bidding over 2N

The following should be observed after each hand showed or denied a shortage:

- Jumping to 6m (not the SPL) is an attempt to play there.
- Non-jump 5N in a cue-bidding auction shows uncertainty about strain. Partner should introduce a suit with good length; in a quantitative auction it asks for keycards.
- A *Declarative-Interrogative* 4N in the cue-bidding auction, opener must have 1 Keycard plus a decent holding for a MIN, otherwise 2 keycards. However, a direct 4M+1 by the strong hand over a shape-showing call is RKC.
- We used the “*Last Train*” and the *Frivolous Flag* concepts (see the section on slam bidding) throughout, where a bid is set aside to give a quantitative evaluation in a cue-bidding auction.

★ Where if 4M and 4M-1 shows the same shape, or in a cue-bidding auction, a bid of 4M-1 signifies a better hand than a bid of 4M, and is not necessarily a CTRL. Example: [1♥-2N; 3♦-3♥; 4♥] shows a MIN acceptance with SPL ♣, while 4♦ in the same sequence would show a better hand.

★ If 4M-2 and 4M-1 by RE shows the same shape, then they are both Qbid’s. *However, if one of them is the SPL suit, that does not show the ace of the SPL suit—it shows instead a control in the “missing” (awkward) suit.* Example: [1♥-2N; 3♦-4♣] shows a SPL ♠ as well as CTRL in ♣; 4♦ would show a control in ♦ and deny the ♣ CTRL. But, after [1♠-2N; 3♦-3♥; 4♣] showing SPL ♦, 4♦ would be a CTRL in ♣, not showing the ♦A.

★ If for some chance a bid of 3M+1 already showed a SPL, then **the next step up (3M+2) is used as Frivolous Flag**, with anything above that showing a better hand. Example: after [1♠-2N; 3N(=void ♥)] 4♣ just shows a bad hand in view of the ♥ void. 4♦↑ would be Qbid’s, with 4♥ being a CTRL in ♣.

★ A strong hand is deemed **always to hold a CTRL in one of the side suits after shape is shown**. Thus, in the example above, 4♠ would still show a CTRL in ♣ and deny one in ♦, but shows a more limited (but still slam-interested) hand than 4♥.

- If the strong hand just heard 4M-2, showing shape with no prior Qbid’s, then a direct bid above 4M is more of a *Help Suit* s/T, while a s/T needing just **one crucial control** should take a detour through *Last Train*.

The following should be noted if the opponents interfere:

- We are in an *Forcing Pass* situation after 2N. Forcing passes continue until someone signs off in a number of M. FP at the 3 level tend to deny a SPL, and above that is more non-committal.
- If they bid *again* over a signoff (which tend to show a SPL), then a suit bid is indicative of shape and sets up FP again.
- A direct suit bid over under-game intervention is shape-showing or lead-directing, a delayed suit bid is a CTRL.

- An under-game Qbid in the enemy suit functions as an asking bid, showing weak length without a CTRL. A direct above-game Qbid in the enemy suit signifies a void.
- A redouble of a fragment bid is a suggestion to play there.
- 3N directly over an opposing bid shows a SPL in their suit and a good hand; a delayed 3N is CoG.

8.2.4 Other Fit-showing Action

1M-3M The double raise 1M-3M shows the same range of hand as 1M-2M, but is somewhat more shapely. It is used especially freely when RE has a SPL oM. OP seldom does anything over it other than pass or bid 4M. Any S/T must be with a very, very shapely hand. 3M+1 is used as a general try, aside from that bidding is straightforward.

1M-3cm The CONSTR jump raise (1♠-3♦, 1♥-3♣) shows much the same hand as the raise one level lower, but a more shapely hand and one that cannot stand to let the opponents play 3m. Rebids over 3M-2 are:

3M-1 [r]- RE bids 3M with MIN, something else (usually 3N⁶) with extras. If opener rebids a suit over 3N or 3M, that's a Qbid with primary M.

3M/4M s/o, of course.

3M+1 Mild S/T with some SPL (which RE can ask for) and primary M.

3M+2 s/T, *Canapé* into ♣.

4M-2/4M-1 s/T, *Canapé* into ♦.

The other possibility is that RE might have a void-showing raise with at least a mild s/T. This hand will show the void with an *impossible bid*, a jump if partner is trying for slam.

Example: 1♠-3♦; 3♠-3N= void ♦. 4♣ would show void ♥ and 4♦↑ void ♣. However, over [1♥-3♣; 3♠] ♦/♠/♣ voids would be shown with 3♠/4♣/4♦.

1♥-3♦; 3♠ asks for a SPL; 3N/4♣/4♦= SPL ♠/♦/♣. Does not set up a force.

1M-3N; 4x= Qbid's. Forcing passes over any bid.

1♠-4♣; Answered as in RKC 1430.

1♥-4♣ Modified RKC due to space problems:

4♦ 2 keycards, no ♥Q.

4♥ At most 1 keycard. → 4♠ asks further ⇒

4N No keycards.

5♣ 1 keycard, no ♥Q.

5♦↑ 1 keycard with ♥Q, ZOOM into spiral Qbid's.

4♠ 2 keycards and ♥Q.

4N 3 keycards, no ♥Q.

5♣ 3 keycards, with ♥Q (!).

5♦ 1 keycard and a void.

5♥ 2 keycards and a void.

5♠↑ 3 keycards and a void.

1M-4♦; 4oM is a general S/T; no forcing passes.

1M-4M; 4M+1 is a general S/T; 5M is quantitative, partner going to six if 4M was to make; anything else is Lackwood⁷.

8.2.5 Competition After Raises

Since we rate to raise frequently in situations where both sides are close to 20 HCP, this is an important system area.

General Principles

There are different considerations before we establish a 8-card fit (when we still need to probe for *strain*), and afterwards (when all we need to be concerned about is *level*). Some principles of general applicability are:

- We have forcing passes if and only if:
 1. The response was 2N or 3N.
 2. One of us makes a forward-going (G/T ↑) call over a CONSTR raise in a non-pressured situation.
 3. Both hands show MAX'es over a COMP raise.

If we have a 8-card fit besides, then the same rules as over intervention to [1M-2N] applies!!

- If we have established a 8-card fit, then the general rules in : 4.5 apply. A limited hand is forbidden from competing further uninvited, but may double. We mention again our general rules when competing in such a situation without a forcing pass:
 - ★ 3N (or 4N) shows values and establishes FP.
 - ★ A new suit is descriptive; does not establish FP.
 - ★ A double by a yet unlimited hand is equivalent to a FP and shows willingness to bid on.
 - ★ A limited hand is barred by 4M, as above.

- A variation of the **Manfield Treatment**: if the opponents make a T/O when we are about to stop in 3M, then X/∞ indicates a MAX BAL (and solicits partner's help in doubling); with MAX UNBAL, pass first, later X to indicate a FRAG, MAX, and some other SPL.

- OP's X's, unless otherwise defined, are optional (cooperative) *except when sitting over the length in a minor*; RE's X's, unless otherwise defined, are for business *except when sitting under the length in a minor*.

Special considerations before we establish a fit:

- Unforced game-level bids promise an extra card in our major and *go back to our usual competitive rules*.
- New suit bid by responder shows a long suit and 3 SUPP.
- RE should never bid 3M directly over 3m even with 4 SUPP, but can do so in the balancing chair or over oM.
- OP's bids of 3M↓ are usually not *bar bids*, but are instead descriptive— RE will bid game with a 4 SUPP MAX over 3M, unless there is a G/T bid showing an extra card in M so that 3M= bar bid specifically.

⁶No *frivolous flag* 3♠ over ♥'s here to avoid a lead-directing double.

⁷CAB getting RKC responses if a second-round control is held.

Specific Cases

- Over [1♠-2♦/♠(any)] 3♥= MAX 5↑♠.
- Over [1♥-2♣/♥(2♠/X)] 2N= MAX 5↑♥; 3m= *Canapé*.
- Over [1♠-2♠(X)] 2N= MAX 5↑♠.
- Over [1M-2cm(X)]

P 4M, can't do anything else. RE may xx asking partner to leave in with 3 cards in suit.

xx For business, usually a *Canapé* into cm.

2M-1 4M, MAX, unchanged.

2M 5↑M, MIN.

2M+1↑ Various hands with 5↑M, unchanged.
- Over [1M-2M(X)]

xx 5↑M. Later 3M= mildly G/T⁸ with later doubles OPT.

Delayed X MAX in HCP, BAL, only 4M.

2N some long minor and MAX, or a hand that might gamble out 3N with long M.

3m *Canapé*, COMP, but with shape.

3M COMP, long M. Bar bid.

oM Short suit G/T, unchanged.
- Over [1♠-2♦(2♥)] X= optional; 2♠= MIN, 5↑♠; P= non-committal; 2N= MAX, 5↑♠.
- Over [1M-2cm(2M=T/O)] Delayed X= MAX, only 4 trumps; X= 5↑M.
- Over [1M-2M/cm(2N)] X= MAX, only 4 trumps (note difference from above, here we don't have safety in doubling with 5 trumps).
- Over [1M-2cm; 2M(X)]

xx/X Penalty oriented (with a good holding in the suit or suits implied, usually oM).

Suit NAT, only 3 SUPP.

2N An invitational hand when bid after 2cm.

X(delayed) BAL, extras (regular Manfield).

If 2M is doubled for penalties after 2M-2, then either side redoubles to show doubt.
- Over [1M-2cm; 2M-P(X)]

xx 5↑M.

2N COMP, NAT- rare.

Suit Descriptive of shape.

3M COMP, weak.

Delayed X MAX HCP, but flat hand, only 4M.
- The sequences [1♥-2♣/♥(3m)] and [1♠-2♦/♠(3♥)] are awkward in that OP can't distinguish between an invite and a shape hand. We treat them by driving to game with all good G/T's when holding an extra trump. Therefore a **direct 3M shows a decent shapely hand, but is neither a G/T nor a bar bid, and should always be delivered in an even, slow tempo!**

- When OP passes or signs off and opponent re-enter with a suit, then RE's X= optional in m, penalty in oM; OP's X= penalty in m in direct chair, else optional.
- It can be seen that with only 4M, we often can't distinguish between OP's holding a full G/T and a weaker shapely hand, both short in the enemy suit. This is something we have to live with. **When in doubt assume the weaker hand.**

8.3 Relays and Interference Handling

The relay response starts most hands with 13⁺VALUE, and opener's shows with the first rebid by steps:

1. Lower part of the range, either a 1-suiter or with cm—that is ♠+♦ or ♥+♣. If RE relays again then 1 step= 1-suiter, else= 2-suited with COR m.
2. 2-suiter, with the same color (♠+♣, ♥+♦). However, all *three-suited hand* are initially shown as M+cm 2-suited.
3. Upper range, FG, 1-suited. Go to : 5.2. Note that the sequences [1♠-1N[r]; 2♥] and [1♠-1N[r]; 2♣-2♦[r]; 2♥] has one step compressed when compared to the usual 1-suited sequences starting at 2♦.
4. (*or higher*): Upper range, FG, 2-suiter with the COR (non-touching) m, ZOOM into distribution-showing with : 5.3. **However** all 3-suiters go this way, so aside from the 5440 inserted in the *Even Residue Sequence* the other 4441/4405 pair is stuck in the *Even Suits Sequence* (see : 5.3 and : 5.3.1). Note also that [1♠-1N; 2♠↑] has one step compressed compared to the : 5.3 tables.

8.3.1 Interference over relays

We use Rubensohl transfers and U/U when applicable. Specific instruction for low-level interference bids are as follows:

- Over [1♥-1♠(X)] a complex handler is available because **hearts rank lower than spades:**
 - xx** lower range, exactly 5♥ and no 5+m. If the opponents does not bid higher than 2♠, then the next step (usually P)= [r], with OP's rebids by steps:
 1. Any 3♠; after next relay show minor residues: 2-3, 3-2, 1-4, 4-1 (ZOOM to 3N).
 2. Any SPL ♠; after next relay, show minor residues: 3-4, 4-3, 4-4 (ZOOM to 3N), then wilder shapes above 3N.
 3. 2-5-2-4.
 4. 2-5-4-2.
 5. 2-5-3-3 (ZOOM to 3N).
 - 4♣↑ Wild shapes with 2♠.
- P** BAL, exactly 4♥(incl. 3-4-3-3 and most 4♥432's), then
 - * If opponents bid 2♣/♦/♥, responder's cheapest new suit bid force to game, go back to relay sequence on the pattern of [1♣-2♣; 2♦-2♠] Over 2N, P=[r], other actions are Rubensohl or U/U.
 - * If advancer raise to 2♠, RE passes as a relay:

⁸A weak hand intending to compete to 3M would bid 3M right away.

X 3♠(→ 2N= [r], then 3♣/3♦/3♥+=3-4-2-4/3-4-3-3/3-4-4-2)

2N 2♠, with stopper and MIN. (3♣[r] continue relays, and 3♦=♥'s).

3♣/♦ 2-4-3-4/2-4-4-3, MIN, no stopper, 5-7 RP.

3♥ 2-4-3-4, MAX (3♠ asks for stopper), 8-9 RP.

3♠N 2-4-4-3, MAX, deny/show stopper, 8-9 RP.
→ 4♣=[r]; Anything else is Rubensohl.

★ If opponents bid to the 3 level, then Rubensohl.

1N ♣, usually *Canapé*, but may be (a) 4432 upper range, not good for defense (b) 4441♠. →

★ 2♣= [r], relays continue: 2♦= equal length, 2♥↑= longer ♣.

★ 2♦♥N and 3♣/♥= NF.

★ 2♠= generic FG; 3♦= NAT FG.

Over a raise (2♠), P= [r], asks partner to X with a FRAG in ♠, otherwise follow : 5.7.5.

2♣ ♦, usually *Canapé*, maybe 4432 upper range, not good for defense. Continuations are like the above except that 2♦=FG [r].

2♦ 5+♥, 1-suited upper range FG (not 3-4-3-3). Relays continue with 2♥[r].

2♥ 6+♥, lower range, NF, follow 1♣-2♥.

2♠ 5+♥ MAX SPL ♠, with side m. → 2N[r] ⇒ 3♣= long ♦; 3♦= 0-5-4-4 or 65m11, 3♥↑= long ♣ (5431, 6421, etc).

2N 5+♥ upper range, SPL ♦, side ♣.

3♣ 54m22, upper range, → 3♦[r] ⇒ 3♥= 2-5-2-4, 3♠/N= 2-5-4-2.

3♦↑ 5+♥, upper range, SPL ♣, side ♦.

• 1♥-1♠(1N) and 1♠-1N(X): Just push all steps down 2⁹ steps and continue relays if no more than 3 steps were lost in the meantime.

• 1M-[r] (2m); ?

P Either 1-suiter or with side om, lower range. Over (2♣) the next relay is 2♦, while over (2♦) the next relay is X.

X 4↑m, any hand. Responder usually leaves it in with 2+m, or may relay with [r] (=the next step).

2m+1 1-suiter, upper range, FG.

2m+2↑ 2-suiter with side om, upper range, FG, ZOOM into : 5.3. *Does not* include any 3-suiter here.

• Higher Overcalls: Rubensohl is used on both sides as in : 4.2. Forcing passes are on until we freely s/o in an agreed suit. Pulls of doubles are with Rubensohl principles.

8.3.2 Relay Breaking

• After an upper-range rebid, the auction is forcing to 3N and relay breaks as in : 5.6.2 are used.

• After 1- and 2-step rebids, we have a couple of specific breaks:

★ 1♠-1N[r]; 2♣-3♥= SPL ♠, usually with a long side suit.

★ 1♠-1N[r]; 2♦-4♣/♦/♥= SPL ♠, NAT.

★ 1♥-1♠[r]; 1N-3♦= SPL ♥, a long minor.

★ 1♥-1♠[r]; 1N-3♠= long ♠, FG, usually short ♥.

★ 1♥-1♠[r]; 2♣-3♠= SPL ♥, strong 1-suited ♠ or ♣.

★ 1♥-1♠[r]; 2♣-4♣= NAT, SPL ♥.

• Other non-relay continuations after 1- and 2- step rebid are NF and NAT. OP's rebids are also NAT in principle. In particular:

★ The rebid of 2M following a 1- or 2- step rebid shows about 13-14 HCP's and 3 SUPP, with good values for playing in M, but not enough high-cards to force to game.

★ The rebid of 3M shows 4 SUPP, usually BAL, and a no-trumpy hand that does not have enough CC's to force to game, but would not mind playing in 3N if partner has the high-cards to do so.

8.4 Other responses to 1M

Aside from the relay, most responses need a MAX (the equivalent of 13⁺↑VALUE) or a really good fit from opener to have any decent chance at game.

8.4.1 1♥-1N

Responder has up to 13⁻HCP, and could have **up to five** s-pades. Normally no support is held, but some hands with 3 SUPP in a flat 11 or so cries out for no-trump. Rebids are:

P Non-MAX; usually no *Canapé* as well.

2m (Usually) 5+m, *Canapé*, non-MAX. →

• 3♥ is a SPL raise of m.

• 2♥ implies a MAX 1N response, the BAL 11 count.

• 2N implies a fit for m.

2♥ (Usually) 6+♥, non-MAX. → 2N= mild G/T for ♥.

2♠ MAX, 3♠, not a *Canapé*.

2N MAX, less than 3♠.

3♣/♦/♥ MAX, long suit (hence a *Canapé* if in a minor).

If the opponents bid, then

• In general Reverse Lebensohl is used.

• By opener, X= T/O in ♠, penalty in m; by responder, X= optional in all suits at 2 level.

• If 4th chair doubled 1N, then

P Intend to play there. Responder may escape with × to own suit, or scramble.

× MIN *Canapé* to a minor, or MAX with 6+♥.

2♣/♦/♥ NAT, with long ♥, not willing to play 1NX.

Else As normal, use carefully.

• Doubles of an ART T/O shows good values but does *not* set up a forcing pass.

⁹P is the first step, X is the second step.

8.4.2 1♠-2♣

RE has the following possible hands:

- Any weak sign-off in \diamond .
- A wide-ranging (8-12 VALUE) hand with exactly 5♥.
- CONSTR (~11-13 HCP) but does not fit any other call.

First rebid is:

P Long ♣, non-MAX, often SPL \diamond .

2 \diamond Should have 2 $\uparrow\diamond$, deny suitability for any other rebid. →

P The weak diamond hand, can have up to 11 HCP. Opener may double enemy bids for takeout.

2♥ The 5♥ hand. Opener should raise if 3 SUPP and non-MIN, otherwise, bid 2N= scramble, 3m= better than MIN.

2♠ 2♠, ~11-13⁻HCP. Opener should scramble for a playable spot, and 3♥/♠= intending to shoot out game with length in ♣/♦ respectively.

2N Usually SPL ♠ and ~11-13 HCP. Opener usually bids a minor, but can also bid 3♥/♠ to show a weak spot.

3m CONSTR 6+m and ~11-12 HCP.

2♥ UNBAL, exactly 3♥. → 2N asks for a minor (⇒ 3♥= 6-3 M's), and 3m= CONSTR, 6+.

2♠ Non-MAX, 6♠. → 2N is an S/T in ♠, 3x= NAT, G/T.

2N MAX, more or less BAL. May have 6 broken ♠. → 3♣= PUP ⇒ 3 \diamond for weaker sequences. 3♣-3 \diamond -3♠ shows SPL ♠.

3m/♥/♠ MAX with *Canapè*/6 \uparrow ♠3♥/♠/NAT 6 \uparrow ♠.

8.4.3 1♥-2 \diamond

The 2 \diamond response to 1♥ handles all UNBAL hands that are too good to respond 1N, including as possible hand-types (a) 5-6♠, usually another possible strain; (b) long (6+) minor and ~12 VALUE. Rebid 3m over 2♥; (c) both minors. Intend to rebid 2N over 2♥[r]. Opener's possibilities are:

P MIN, long \diamond . Rare. A hand like ♠x ♥Qxxx \diamond AQxxxx ♣xx.

2♥ [r] →

2♠ Long ♠, except that some hands bid 3♥/3♠ as below. Opener can relay again with 2N[r], and

3m A side suit, usually SPL in ♥.

3♥ 5-3-4-1 hand (or similar shape).

3♠ 6♠-4 \diamond hand.

2N Both minors. Could be 6 \diamond -4♣ (intending to rebid 3 \diamond over 3♣) or 5 \diamond -5♣.

3m Long suit. 3 \diamond denies 4♣; 3♣ could still have 4 \diamond .

3♥ 5-3-1-4 hand (or similar shape).

3♠ 6♠-4♣ hand.

2♠ NAT (3-card FRAG), MIN.

2N \uparrow NAT, MAX, F1.

8.4.4 Other responses

These include [1♠-3♣] and [1M-2/3/4oM]

- After [1♠-3♣] (intended as a signoff), 3 \diamond /♥ is a FRAG; 3♠= MAX, very strong suit; 4♣= NAT G/T; 3N= a gamble.

- [1♥-2♠] shows a 6-card suit, and opener bids:

3m MAX, *Canapè*, NF.

3♥ MAX, *Canapè*.

2N F1, normally a MAX with a mild fit for ♠.

3♠ NAT, shapely hand, MIN.

3N Gambling with a partial ♠ fit.

- After [1♠-2♥], which also shows a 6-card suit not good enough for 3♥ or 1N, a rebid of 2♠= mildly progressive but SPL ♥, else as above.

- After [1M-3oM], constructive with a good suit → 3N= NAT, misfit MAX; 3♠ over 3♥ is NAT; 4m is a cue-bid.

8.5 Handling direct-seat interference

We follow Rubensohl Principles in .

8.5.1 Notes for Specific Interference

- 1♥(X)-?

P The **Manfield Treatment**: *either* weak, *or* a BAL or near-BAL hand with 2-3♥, to be shown with some action next round. **Principle: a delayed bid or double shows a fair (11 \uparrow VALUE) hand.** Example: [1♥(X)P(2m); P-2♠] is NF, but shows 5(fair)♠, exactly 2♥, and 11-13 VALUE, and probably 4om, since no second-round X. A double would show about the same hand with three cards in m. Delayed 2♥ would show BAL, 3♥ with about 11-12 VALUE.

xx Misfit, at least 11 \uparrow VALUE.

1♠ F1, either NAT (5 \uparrow ♠) or lead-directing with 3 \uparrow ♥.

1N/2♣ TRF → ♣/♦, either that suit, or lead-directing with a weak hand, 3 \uparrow ♥, and CONC.

2 \diamond A good raise of ♥ with defence, often 3 SUPP (with usually a ruffing value).

2♥ COMP raise, normally 4 \uparrow ♥.

2♠ Fit-showing with at least a FRAG in ♠, OP relays with 2N[r] to find out what long suit RE has.

2N Value raise to 3♥ \uparrow .

3m Fit-showing, usually short in ♠.

3♥ COMP raise, not progressive.

3♠+ Like 2♠...3♥, one level higher.

- 1♠(X)-?

P The **Manfield Treatment**: *either* weak, *or* a BAL or near-BAL hand with 2-3♠ (see above).

xx Misfit, at least 11 \uparrow VALUE.

1N/2♣/2♦ TRF → ♣/♦/♥, showing either the suit, or lead-directing with a very weak hand and CONC length. Note that a rebid of 2 of a new suit is NF, while a higher new suit is F1.

2♥ A good raise of ♠ with defence, often 3 SUPP.

2♠ COMP raise, normally 4↑♠.

2N Value raise to 3♠↑.

3x Fit-showing with length and CONC strength.

3♠ COMP raise, not progressive.

3N...4♠ Like 2N...3♠, 1 level higher.

- 1♥(1♠)– Almost like 1♥(X), except that
 - * X= optional (4+♠, often SPL ♥ and usually short, leave-ins only with 2+♠ or otherwise run with Rubensohl);
 - * 2♠= FG, 3 SUPP.
 - * With a ♠ suit that is so long that one can't seriously expect partner to leave it in, and not enough points for game, *pass* and hope for a reopening X. With even more in terms of HCP's, don't trap, double anyway and hope that either overcaller or advancer runs, or in the worst case *rebid* the spades.
- 1M(1N, NAT)– We use Astro-type bidding: 2♣=♥, 2♦=♠. The 2cm(=2M-2) raise shows a fair hand with either 4 SUPP or 3 SUPP plus a side suit. The 2-under-transfer to oM usually shows 5 with a side suit. 2N shows either minors or any shapely FG. X= penalty with transfers over all run-outs.
- 1M(2M)– over 2-suited cue-bids, X= misfit; **delayed strong action shows exactly 3 SUPP—the Manfield Treatment**; otherwise Rubensohl is used, but TRF → m are more likely to be a lead-director. However, against any STR, no-suited T/O bid, X shows exactly 3 SUPP and a desire to compete.
- Other overcalls: Transfers are used. A brief sketch follows:

1M(1N, ART)– When dealing with ART 1N overcalls, it is important to distinguish between forcing and non-forcing, suit-showing and non-specific. If AG showed one or two specific suits, then we use Rubensohl vs Transfers (: 4.3.2) or U/U (: 4.3.3). Example: assume that 1♥(1N) showed 4♠+5↑m (a Polish delicacy), then

 - X Penalty, but Manfield if (1N)=F1.
 - 2♣/♦ Good 3/4 SUPP raise.
 - 2♥ COMP raise, usually 4 SUPP.
 - 2/3♠ NAT, NF/FG.
 - 2N/3♣ TRF → ♣/♦.
 - 3♦/♥ CONSTR/COMP raise to 3♥.

Otherwise, we still use : 4.2.1.

1M(2♣)– : 4.2.2 and our special jumps to the 4 level applies. See Table 8D as an example. Bidding is reasonably straightforward, as OP can't force to game over most of the transfer bids. RE can force to game after a transfer is accepted via a Qbid or a jump. [Exceptions: 2N[=TRF → ♦] then 3M= FG, because with weaker hand just bid 2M-1 then 3♦. Similar rules hold.]

	Over 1♠	Over 1♥
2♦	TRF → ♥, G/T ↑, or a 6↑/STR-5 suit.	CONSTR raise.
2♥	CONSTR raise (often 3 SUPP, ~3 ⁺ ↑CC).	COMP raise.
2♠	COMP raise (about 2 ⁺ -3 ⁻ CC, may be 3 SUPP).	NAT, STR 5♠ or 6♠↑, NF.
2N	Long ♦, ~10↑VALUE.	same
3♣	FG, 3 SUPP.	FG, 5↑♠.
3♦	CONSTR ↑ 4↑ (usually 5) SUPP (3 ¹ / ₂ ↑CC).	same
3oM	NAT (STR 6↑♥), FG.	same
3M	Mixed raise (2 ¹ / ₂ -3 CC).	same
4♣	high-card game raise, no ♣ CTRL.	same
4♦	high-card game raise, with a ♣ CTRL.	same
4oM	STR, but not SOL suit with a ♣ CTRL.	same
4M	Semi-PRE, shapely and not <i>too</i> strong.	same

Table 8D: Bidding over 1M(2♣)

- 1M(2♦)– See : 4.2.2. The 2N=♣, 3♣=♠, 3♦=♥ rules hold. Jumps are the same as over (2♣). The ticklish situation arises when RE is holding a BAL 3 SUPP G/T raise. Our recommendation is to underbid, or to show a side suit.
- 1M(2oM)– See : 4.2.2, the 2N=♣, 3♣=♦, 3♦=oM rules hold. Jumps are the same as over (2♣). [1♠(2♥)4♥] is a SPL, only mildly S/T.
- 1M(2N)– Our **Cheap Qbid to High Suit** U/U rules, *i.e.* 3♣=♠, 3♦=♥ hold. Jump to 4m would be high-card raises showing FRAG.
- 1M(3♣) With 3♦ being TRF ♥, things are much simpler.
- 1M(3♣, 2-suited) Again, we use TRF's, starting from the cheapest suit.
- 1♥(3♦)– Very awkward. After RE bids 3♠ or 4♣, OP uses Rubens Advances as in : 4.4.3. Otherwise, mostly NAT.
- 1♠(3♦) 3♥= SUPP, and 3♠= FG with ♥, misfit. Also Rubens Advances (: 4.4.3)– over [1♠(3♦)3♠], 4♦=♥, 4♥= strong rebid in ♠.
- 1M(3oM)– See : 4.2.3.
- 1M(3M)– If 3M= NAT, then see : 4.2.3, if 3M is a “Western Qbid” looking for a stopper, then a direct X shows a misfit, while a delayed X shows 3↑SUPP.
- 1M(3N)– 4m are Astro-bids.
- 1M(4♣)– 4♦ starts a transfer scheme.
- 1M(4♦↑)– 4N is T/O.

Over all these intervention, X is for penalty. It is not absolute— OP is expected to pull with lots of shape, and especially with SPL in the opponents' suit. We assume a fairly good hand with the double (about 10⁺↑VALUE is expected) so run-outs are Transfers.

8.5.2 Later Actions

After someone took action over 1M:

- In general, when OP bid a new minor freely in competition, that shows a *Canapé*. oM, if unbid, is usually a FRAG (and a MAX-showing T/O against the opposing minor, if any). X when partner has not shown substantial values is for T/O, and tend to show 5 in M.
- When the bidding goes 1M-(P)-P-(X), RE still might have quite respectable values, especially when the opening bid is 1♠. So if OP redoubles, that shows a MAX, with only 4M; 1N shows a MAX, with 5↑M.
- When RE took action, OP normally accepts the transfer (or jump raises), except with a MAX, or unusual distribution. The most common instance of the latter is a decent 6-card suit. Rebidding in oM shows a fit for partner.
- When OP doubles once partner has shown some values, that is generally optional except in direct chair against an unraised minor.
- We use lebensohlish techniques all the time, except that it is standard lebensohl (2N weaker, as in *Good-Bad 2N*) if RHO has passed, but otherwise *reverse lebensohl* with 2N showing a good hand (and getting P/C rebids).
- When RE bid (using Rubensohl) and AD bid over it, passed around, then RE uses transfer lebensohl.

- RE can always bid 2N to show the strongest raise.
- A jump tend to show a singleton somewhere, usually the opponents' suit.

8.6 Passed-hand Bidding

The major changes are:

- We open fairly sound in 3rd and 4th chairs. At least $2\frac{1}{2}$ Quick Tricks should be held. **The rule is not to open any hand with less than 13 VALUE.** Anything short and we open 2x.
- 1M-1N= NAT. [P-1M; 1N-] is almost identical to [1♥-1N].
- 1♥-1♠= NAT, 5 usually broken ♠.
- 1M-2♣= MAX, 3 SUPP. → 2♦= ART, G/T with only 4M.
- 1M-2♦= fair hand, 4 SUPP. Invites are as over 1♠-2♦, except that 2♥ relay now asks first for size.
- 1M-2N= MAX raise, 4 SUPP.

8.6.1 Passed-Hand Competition

The following mark the most important changes when bidding in competition as a passed hand RE:

- Double is still for penalties, only this time we have to remember that RE did not open with a preempt so cannot have all that good of a suit. However, it does show a MAX, so OP can use Rubensohl Transfers when not sitting for the double.
- Either side bidding 1N shows a MAX.
- A new suit bid at the 2 level or higher over intervention is shows a fit and a high honor in the suit.

Chapter 9

1N for the Majors

9.1 Overview and Initial Responses to 1st and 2nd chair 1N openings

1N= 5-9 RP, 4+ in both M's. Most hands with both majors and 5 RP s are opened. In response, responder tries to establish an approximate range for the hand.

9.1.1 Initial Responses

1N-?

2♣ [r]: any FG, or G/T + in M with 3+SUPP, and 4 CC.

2♦ PUP → 2♥, can be

- A weak sign-off in 2♥.
- A CONSTR raise to 2♠.
- Any invitational hand not included elsewhere.

2♥ CONSTR (≥3 CC), NAT (3+♥).

2♠ s/o (<3 Cover Cards), NAT (3+♠)

2N PUP → 3♣: may be a ♣ suit, or G/T + SUPP for M, with SPL in oM(rebid 3M).

3♣ TRF → ♦, may be a prelude to a fit-showing move.

3♦ CONSTR, 5+SUPP in ♥ or ♠. ~3 CC. (4♣/♦ shows the same hand except game values.)

3M COMP raise (may have only 4 SUPP!) with about 2½-3CC.

3N/4M To play.

9.1.2 Ranges

Given that we are likely to find a major suit fit, hand evaluation in terms of cover cards (CC s) should be mentioned. In general,

- an G/T is 4-4½ CC s;
- a weak raise is less than 3 CC s;
- a CONSTR raise is around 3-3½ CC s;
- a game-forcing raise should have 5↑CC s.

We give a few examples of what our ranges mean:

1. ♠A93 ♥K4 ♦K732 ♣9743, ~3CC, MIN for the sequence [1N-2♦; 2♥-2♠] showing a CONSTR raise—it is MIN because of the dubious value of the ♦K.
2. ♠AK87 ♥A6 ♦9863 ♣854, ~4CC, MIN but quite worth 2♣ then 2♠ or 3♠, depending on your mood. It would not be outrageous to shoot out 4♠, but it is an iffy proposition since opener is frequently on a BAL MIN.
3. ♠AQ73 ♥4 ♦A8743 ♣843, just right for the 2N then 3♦ sequence, showing a fit for one of the majors and a SPL in the other and 4CC.
4. ♠K75 ♥AT9 ♦Q764 ♣Q32, with only 2½+CC 2♦ is preferred, since the minor suit queens are likely to be worth nothing.

5. ♠KQ3 ♥Q3 ♦A8754 ♣742, with 3+CC this time, prefer 2♦ then 2♠. The doubleton ♥Q is worth rather more than the minor queens put together in the previous hand!

6. ♠QJ4 ♥K87 ♦432 ♣AJ94, 2♥ is a very mild overbid, but preferable since allows more freedom for partner, also makes a double less likely.

7. ♠KT74 ♥3 ♦AT64 ♣9853, 2♦-2♥-2♠ seems right with 3CC.

8. ♠AJ753 ♥83 ♦KQJ3 ♣76, not clear how many CC's as value of the diamond honors are suspect, but 3♣ (a transfer to ♦) followed by 3♠ seems just right.

9. ♠K8754 ♥Q72 ♦A4 ♣763, 3♦ seems about right, also 3CC.

9.2 Partscore and game-try sequences

One of the biggest problems facing designers of relay systems featuring light openings is that it takes the equivalent of 15-16↑VALUE to issue a force to game, so most responding hands *won't* respond with a relay. This sometimes underloads the other responses.

9.2.1 1N-2♦

After [1N-2♦] opener usually rebids 2♥; RE then rebid 2♠..3♦, naturally; over 2N, opener should introduce a 4-card minor. Bidding after that is reasonably straightforward. Of course opener could elect not to bid 2♥, but something else:

2♠ A shapely MAX with 5+♠ and usually only 4♥. Note that we rebid in most cases in a "Pass or Correct" fashion. Here we do not as RE often has 3-3 in the majors.

2N MAX, SPL ♣. To repeat: one **must** have an unBAL hand to bid anything other than 2♥ over 2♦. Normally 5+♥, but could also be 4-4-4-1 or 4-4-5-0.

3♣ MAX, SPL ♦, as above. Note that over 2N and 3♣, 3♣/♦/♥ are all NF, other rebids are F1.

3♦ MAX, 6+♥.

3♥ MAX 4-5-2-2 types, rather rare.

How strong does a hand need to rebid something other than 2♥? Remember that if 2♦ is a heart sign-off, then it shows *at most* 3CC, usually less. One need to be careful when trying for game. The following hands qualify:

1. ♠AQxx ♥AKJxx ♦xx ♣xx, barely (invites over 2♦ has ≤6 LOSERS) fit the bill for 3♥.
2. ♠AJxx ♥AQxxx ♦KJx ♣x is MIN for 2N.
3. ♠AQxxx ♥AQxxx ♦xx ♣x is more normal for 2N. You might wonder why in this particular instance we rebid in this manner. The reason is that partner might hold a long minor and can't shoot out 3N facing your stiff or void.
4. ♠xxxx ♥AKJxxx ♦Ax ♣x is a fair hand for 3♦.
5. ♠AKxx ♥AQxx ♦♣xxxx is the rare awkward hand that bids 2N with only 4-4 M's.

Notice how all these hands share the features of fast tricks in a shapely hand. When partner makes a weak raise, only such a combination justifies an invitation.

9.2.2 2 level Raises

See Table: 9A One thing to take note is the sequence [1N-2◇;

<p>1N-2♥ is a constructive raise in ♥. Opener does not need as good a hand to bid over this as when bidding over 2◇. Rebids are:</p> <p>2N NAT, G/T (MAX, often BAL), rebids NAT, NF.</p> <p>2♠ NAT, (longer ♠) MAX, G/T. Rebids NAT.</p> <p>3m FRAG, primary ♥, MAX.</p> <p>3♥ NAT. primary ♥, usu 5-5/4-6.</p> <p>3♠/3N/4♥ NAT, STR.</p> <p>4m FRAG with long ♥, s/T.</p>	<p>Over 1N-2♠; (COMP):</p> <p>2N MAX, longer ♠.</p> <p>3m MAX, 4♠, FRAG (SPL =om).</p> <p>3♥ MAX, 4♠, 6+♥.</p> <p>3♠ MAX, 6+♠.</p> <p>Over 1N-2◇; 2♥-2♠; which is constructive:</p> <p>2N NAT (MAX, 4♠, often BAL).</p> <p>3m 5+♠, FRAG.</p> <p>3♥ long ♥, MIN in HCP s.</p> <p>3♠ straight G/T, long ♠.</p> <p>jumps s/T in ♠.</p>
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Table 9A: Game-Tries over Weaker sequences

2♥-3M] takes care of the BAL 4-card raise with lots of soft values, a hand that does not mind playing in 3N facing a high-card maximum but will not be very useful facing a shapely hand. We also give example opening hands as to what actions to take over each of the sequences:

1. ♠AJxxx ♥xxxx ◇AQxx ♣x, must pass 2M unwillingly, advance with 3◇ over 2◇-2♥-2♠.
2. ♠AJxx ♥AJxxx ◇Axx X, bid 3◇ over all three sequences. This hand might even make slam but don't have the room to find out.

9.2.3 Others

- Over 1N-2N, usually OP puppets to 3♣ and RE now
- P** To play 3♣. Note that this could be a fair hand with as much as ♠xx ♥xx ◇Kxx ♣AQJxxx.
- 3◇** (Mini-)SPL in one M with 4↑SUPP for oM. 4↑CC. Opener rebids M as P/C, and if RE rebid 3N over 3M, that would indicate a mild s/T in M.
- 3M** Fit-showing with ♣ and the bid major, 4CC.
- 3N** Showing a 1-loser suit in ♣ and a MIN FG.
- 4♣/◇** Mild slam try with ♥/♠ and a good suit.
- 4M** Concentrated values in ♣ and M, no outside control.
- OP may also rebid 3◇ with a ♣ fit and MAX or lots of shape, or 3M with a MAX and a strong 6-carder.

- Over 1N-3♣, showing ◇, OP normally rebids 3◇ with RE's next bid having the same meaning as over [1N-2N; 3♣]. If OP elect to try 3M, that also shows a strong 6-carder, and 3N↑ shows a fit for ◇.
- 1N-3◇; ?
 - ★ any M=P/C.
 - ★ 4♣ as a s/T in partner's suit (RE transfers).
 - ★ 4◇ to play from the other side.
- Over 1N-4♣/◇, opener bids the next step as a mild slam try.

If they come in, then X= **penalty** (MAX, 3+m). 3M= MAX, 6+M, G/T (careful, since partner may well be SPL).

9.2.4 competitive sequences from the 2 level

- After 1N-2◇:
 - (X) **P** Tolerance for playing in ◇ (3↑◇).
 - xx Showing a willingness to compete with only 4♥.
 - 2♥ Can't bid anything else.
 - else Unchanged.
 - (3m) Direct X= T/O, MAX; reopening X= optional; 3♥=looking for 5M.
 - (2N) see Unusual over Unusual (Transfers: 4.3.3)
 - (nM) Double is penalty.
- 1N-2M(X); xx= extras, unBAL, only 4 card suit (delayed X=BAL, with extras).
- 1N-2M(3m); X=T/O; suit= as NAT as possible, G/T. Re-opening X= penalty.

9.3 After the 2♣ Relay

2♣ shows either a game-force, or an invitational hand with at least 3-card support for a major, unsuitable for a different bid.

9.3.1 First Rebid over 2♣

- 2◇ Longer ♥, now
- 2♥ FG [r], see Relays: 5.3, other choices are:
- 2♠/3M** G/T, NF. Accept descriptively.
- 2N** 3♥, NF.
- 3m** FG, NAT. Opener may mark time with cheapest step (3♠=NAT, 6+♠).
- 4m** s/T in cor M, SPL in the other major.
- 2♥ Equal length in M's (4-4 or 5-5). → 2♠=FG [r]. Else above, but 2N tending to show 1 or 2 3cM's.
- 2♠ Longer ♠, SPL ◇. → 2N[r] → 3♣♥♠=NF, 3◇=SPL in either M, 4♣=SPL.
- 2N 5-4-2-2 (3◇) or 5-4-0-4 (3♥) or 5-4-4-0 (3♠N) or 6-5-1-1 (4♣◇♥). → 3♣[r], or 3♥♠=NF, or 3◇ to check for stoppers in minors.

3♣+ See *Main Sequence* in Relays: 5.3 (but 1 step lower than usual), with ♠>♥>♦>♣. One deviation: over a direct 3♣ rebid, showing 5-4-3-1, 3♦[r] continues as usual, but 3M=NF, and 4♣/♦/♥ will be Roman Key Card Ask in ♥/♠/♦ respectively.

9.3.2 Intervention over 2♣

- 1N-2♣(X/2♦);

X or **xx** Would like to play 2♣xx or 2♦X, typically 3↑m to an honor, and MAX if only Hxx. Relays may continue with the next step if necessary, following the *Modified 2-suited Scheme* in Relays: 5.7.5.

P Longer ♠ than ♥, continue with as in Relays: 5.3, except that opener will not have an RP in the relevant minor when holding a MAX, or two honors with a MIN.

else Continue relays as above, using the table of Relays: 5.3, pushing down a step if the intervention is a double.

- 1N-2♣(2M);

X Penalty, any 5M, or 4 strong trumps; transfers follow if RE runs from the double.

P Cannot penalise. RE can relay, and OP would rebid 1 step with 4-4, and anything above to show longer oM as in Relays: 5.3.

else Rare, descriptive. 2N is a non-FG rebid with 6 oM and 4 small M. 2♠ over (2♥) is FG, STR ♠, nothing but small cards in in ♥, and RE may relay with 2N.

- 1N-2♣(2N); X= optional (BAL), MAX; U/U used from both sides; RE may bid 4m with FRAG and a fit for either M.
- 1N-2♣(3♣+); X=optional (BAL), MAX; general Rubensohl used i.e. 1N-2♣(3♣);

3♦ TRF ♥, rebid 3♠=ART.

3♥ TRF ♠.

3♠ 5♠, SPL ♣, NF; usually 5-5-2-1 or similar.

3N MAX, 4-4-4-1/4-4-5-0

4♣ 6+♠, S/T.

9.4 Handling interference

We list the most general situations:

- Over 1N(X, General Power or penalty):

P Suggest playing there! Opener can redouble to suggest a weak but shapely hand and responder can run, or opener can alternatively choose a call in a 4m (with a 3-suited hand) or 6M.

xx To run out to a long (6+)m, or weak with one or both 3-card M's.

2m Tentative runout, partner must pull with SPL, should consider pulling with 2 small and a good 5-card major.

2M/3♣+ Major raises, as

2N Very strongly invitational 1-suited minor.

- 1N(2♣)- We do not change the system at all, with X=[r], and everything else unchanged, that is 2♦=PUP → 2♥, 2♥=CONSTR, etc.

- 1N(2♦)- Transfers: 4.2.2 applies and X= penalty. Reopening double is for takeout.

- 1N(2M)- Transfers: 4.2.2 applies, and X= penalty on both sides of the table.

- 1N(2N=m's)- we use Unusual vs Unusual (Transfers: 4.3.3)

3♣ G/T + with 4+♠, or 33 M's, or FG with 3♠.

3♦ G/T + with 4+♥, or FG with 3♥.

3m COMP, 4+SUPP, ~3CC.

4m Good raise to COR M.

P/X Manfield style is used.

- 1N(3♣)- X= penalty; 3♦=G/T + in one M; 3M=COMP; 4♣=♦; 4♦= good raise to 4M. Note, we are not using the transfer scheme in Transfers: 4.2.3.

- 1N(3♦)- X= penalty; 3M=COMP; 4♣/♦/♥=♠/♥/♣.

Later action by opener: M's=NAT; m's=FRAG; Qbid = T/O; 3N=gambling.

9.5 3rd/4th chair 1♦(=M's) openings

The third and fourth chair 1♦ opening shows about 12-17 VALUE, with at least 4 in both majors. It is the only opening 1-bid in 3rd chair which can be slightly shaded. The first response is:

M's NAT, NF, usually weak ($\leq 2\frac{1}{2}$ CC). 1M= 3-4 SUPP, 2M= 4+SUPP, 3M= 5+SUPP.

1N NAT, will have passed hand MAX if non-vul.

2♣/♦ G/T, with ♠/♥, note our peculiar style.

2N Good raise to 3M, SPL m (usually 4441).

3♣ Good raise to 3M, BAL.

3♦ Good raise to 3M, SPL oM.

After 2N/3♣/3♦, we have that

3♦/3♣ Need extra values!

3m/2N 3m/2N= need SPL in that suit

3M Pass or correct.

4♣ Want to play 4M, my side.

4♦ Want to play 4M, from your side.

3rd/4th hand 1♦ over interferences: treat as over 1Nopening.

9.5.1 Game-try sequences

- P-1♦; 2♣- Means that RE has 3+♠ in a good hand, and
 - 2♦ MIN, not longer ♠. → 2♥=[r].
 - 2♥ Longer ♠, relays continue.
 - 2♠ MAX, equal length in M's.
 - 2N+ MAX, long ♥.
- P-1♦; 2♦- Means that RE has 3+♥ in a good hand, and
 - 2♥ MIN, not long ♥. Responder can relay with 2♠ (must have 4+♥).
 - 2♠ Long ♥. Relays continue with 2N+. 3x= soft value.
 - 2N MAX, Equal length M's. Relays continue.
 - 3♣+ MAX, long ♥, Relays: continue, but bids in ♥=NF.
- P-1♦; 2M: Use 1N-2♥and 1N-2♦; 2♥-2♠sequences.
- P-1♦; 1M: as above except pushed down 1 level.

Chapter 10

Preemptive Openings

10.1 Overview

It is our belief that wild preempting and strict¹ preempting are roughly equal if wielded by top players in top formations against each other. We lean towards the *modern, hyperactive* style because it is more fun (to us) and because it suits us better. Players who find the strict style more profitable should develop their own structures, since what is best is what works.

10.1.1 What's Offensive Potential?

The **Offensive Potential** concept, denoted op , was first coined by Kit Woolsey, a great player and theorist, when discussing disruptive intervention against a strong $1\clubsuit$ opening. The idea is: **estimate the number of tricks you expect to take on average on offence, subtract the number of tricks you expect to take on defence—the result is your safety level, the level up to which you rate to have some protection against a penalty.**

How do we compute the op value of a hand? Not so hard:

- For the 4th card in any suit, add $\frac{1}{2}$ op ; for the fifth card and each card thereafter, count 1 op .
- For the 3rd or 4th card in a sequence such as QJT or KJT , down to the nine, count 1 op ; for each card in a broken sequence such as KQT , count $\frac{1}{2}$ op .
- For each short and unprotected K/Q, subtract $\frac{1}{2}$ op .
- Suitably make “in-and-out” adjustments: a plus for a high card in a long suit and a minus for one in a short suit, or just for too many high cards in general. A minus for a void.

This number is for unfavorable vulnerability; add 1 op if we are not vulnerable, and $\frac{1}{2}$ op if they are.

You might find this level of aggressiveness too insane for your tastes—to each his (or her) own! It works for us.

10.1.2 Summary of Preemptive Openings

Summary of all preempt actions in 1st and 2nd chairs:

- 2x** 5-6 cards; <6 RP (if 5 RP, not good enough to open with 1M). May have a second suit; with 5-5, usually the stronger with a decent hand (at least 3 RP) and okay suits, but usually the major if a very weak hand. With any 6-5 or 3+ op , priority is given to opening 3 level. Is optional opening, if Offensive Potential 1 or less, or V.
- 2N** 7 card (usually) to KQ+ in a minor, to KJT+ in a major, and with 3+ op . Exceptionally, may be shaded to something like AJT+ in a minor when holding an outside K or Q (best if reserved for non-vul).
- 3x** 6-7 cards, should be at least 3 op , usually more.
- 3N** Strong 4M opening with 8+ solid tricks. Some examples:

1. $\spadesuit\text{KQJxxxxx} \heartsuit\text{x} \diamond\text{Axx} \clubsuit\text{x}$, this is a MIN for the call.
2. $\spadesuit\text{xx} \heartsuit\text{AKJxxxxx} \diamond\text{Kx} \clubsuit\text{x}$, also a minimum.

3. $\spadesuit\text{AQJxxxxx} \heartsuit\text{x} \diamond\text{KQx} \clubsuit\text{x}$, ditto.

4. $\spadesuit\text{AKJTxxx} \heartsuit\text{x} \diamond\text{x} \clubsuit\text{KQJx}$, extras and somewhat off-shape. making it an optional 3N opening.

4x 7-8 cards, at least $4\frac{1}{2}$ op ; $4\spadesuit$ especially requires security.

4N Strong 5m opening, 9+ solid tricks, controls in all suits.

10.1.3 General policy regarding our preempts

- We *usually* use these stylistic guides, unless
 - ★ One of the opponents makes a table action which suggests a unusual hand (normally strong), then we preempt more wildly; or
 - ★ We are sitting on a big lead, then we tone down our preempts;
 - ★ We are not playing well, then we are slightly more conservative (contrary to common misconceptions).
- For 3x openings, have either a “pure” hand or a 7-card suit. Try to avoid 3m with a 4-card major and only a 6-card suit.
- We will generally open all hands in the 2-bid range at favourable. At unfavourable we pull in a notch. Normally, a first or second chair pass deny a 6-card suit. The responses to $1\clubsuit$ by a passed hand makes allowances for 5M-5 and 4M-6 2-suiters.
- Some hands are borderline between 1- and 2-bids.
- We open 4-bids sparingly, only with an actual Offensive Potential of $4\frac{1}{2}\uparrow$, and tricks to match as well. Thus:
 1. $\spadesuit\text{x} \heartsuit\text{xx} \diamond\text{xx} \clubsuit\text{Kxxxxxxx}$ is a $4\clubsuit$ opening at any vulnerability, although a minimum.
 2. $\spadesuit\text{KQTxxxxx} \heartsuit\text{x} \diamond\text{xxx} \clubsuit\text{x}$ is also a $4\spadesuit$ opening at any color, still a minimum. With the same high-cards but 7-1-4-1, open 2N instead and not risk the 4 level.

10.1.4 Facing a passed hand

- In 3rd chair:

2x Disruptive. Just about *anything goes*, but 2M is expected (but not guaranteed) to provide lead value:

 1. $\spadesuit\text{Qxxxx} \heartsuit\text{xxx} \diamond\text{x} \clubsuit\text{KQTx}$ open $2\clubsuit$ (not $2\heartsuit$).
 2. $\spadesuit\text{xx} \heartsuit\text{xx} \diamond\text{AKJxx} \heartsuit\text{AQxx}$ open $2\diamond$, yes, even this strong a hand. It is extremely unlikely that game would make. Partner might hold $\spadesuit\text{AKx} \heartsuit\text{xxxx} \diamond\text{Qx} \clubsuit\text{xxxx}$, and you still need a non-lethal lead plus a hook to make.
 3. $\spadesuit\text{xxxxx} \heartsuit\text{AQJx} \diamond\text{xx} \clubsuit\text{xx}$ open $2\heartsuit$ (yes!) intending to run to \spadesuit if doubled from either side.
 4. $\spadesuit\text{xx} \heartsuit\text{xxxxxx} \diamond\text{xx} \clubsuit\text{AQx}$ open $2\heartsuit$. Enough is enough, we don't want partner to raise \clubsuit . Hope for the chance to double $3\heartsuit$ to inhibit that lead.

2N Any preempt with a 7-card suit and game ambitions (with partner providing at most $\sim 2\frac{1}{2}$ tricks).

¹Sometimes erroneously referred to as “sound”.

1. ♠AKxxxx ♥AQx ♦xx ♣x, 8 tricks, looks about right. With an extra spade (so that you intend to insist on game) still open 2N, intending to rebid 4♣. Opening 1♣ and rebidding 4♣ would show more defence, while opening 4♣ would show less.
2. ♠x ♥Ax ♦xxx ♣AKJxxxx, looks right with about 8 tricks, especially as the alternative is to open 1N. Notice that this hand intends to rebid 4♣ over 3♦, due to the *hole* in ♦.

3x/4m Even wilder (but 4x still promises some tricks and shape). Does not promise lead value. Again, the hand ranges very, very wide.

3N To play, with solid (usually running m) suit.

- In 4th chair: same as in 3rd except that

- ★ 2m = good 6m, no 4M, ~7 tricks. In response, any bid shows a stopper, any bid of 2N shows doubt about the solidity of the minor suit,
- ★ 2M = broken 6M, good opening bid. 2N is a G/T on values (to 3N) and anything else is a fit-showing Qbid.
- ★ 4♣/♦ = strong 4M with 1 loser and running suit respectively.

10.2 Bidding after opening 2♣

The 2♣ opening is the wildest of our 2-level openers, used with abandon due to the amount of room available. First response by an unpassed hand is:

2♦ [r], good hand, around 10⁺RP (~17VALUE) upwards.

1. ♠KQxx ♥AJxx ♦AQx ♣Jx, a real MIN, gambling for a major. It is not unreasonable to trap pass and hope for a reopening bid.
2. ♠AJ9x ♥AQx ♦Axx ♣Kxx, a more typical MIN.
3. ♠AQJxx ♥AKQxx ♦Ax ♣x, too strong not to gamble on game, but a stretch nonetheless.
4. ♠Axxx ♥AQxxx ♦AKJ ♣x, intending to signoff in 3♥ over 3♣, but this won't be comfortable.
5. ♠AKxx ♥xx ♦AKJxxx ♣x, a 3♣ rebid would be most annoying, but c'est la vie.
6. ♠AQxx ♥AQxx ♦AKxx ♣x, again a gamble.
7. ♠AQxxx ♥x ♦KJxx ♣AJx, a much safer 2♦ bid than the previous hand due to the club fit. The planned continuations are 2♠ over 2♥, and 3♣ over 2N.

2M NAT, NF, around an standard opening bid (8 RP):

1. ♠AQJxx ♥AQ ♦xxxx ♣xx, a minimum.
2. ♠AQTx xx ♥xxx ♦AJx ♣x, somewhat of a stretch.
3. ♠Kx ♥AKJxx ♦KJxx ♣xx, somewhat more typical hand. Opener is expected to move with a good 8 count, which this hand would rather not see, but again that's life.
4. ♠KJ ♥KJxxxx ♦AQJ ♣KQ, the absolute MAX for this action. Anything more and 2♦ is forced.
5. ♠AKxxx ♥AKJxx ♦xx ♣x, there is a lot to be said for 2♦ instead of 2M here. But between the majors, 2♥ is better as it partner can bid ♠ cheaply.

2N Strong ♣ raise; normally 4+♣. This call promises defence to the tune of 2½↑Quick Tricks should the opponents intervene. Typical MIN hands are ♠AQx ♥xx ♦KJxx ♣Axxx, or ♠AJxxx ♥x ♦AQx ♣Kxxx. Note that we show fit first.

3♣/4♣ COMP: Both allows further action by opener with extra shape. A typical hand for 3♣ is ♠KJxx ♥AJx ♦xx ♣Qxxx.

3♦/♥/♠ TRF → ♥/♠/♦, either strong 1-suited, or fit-showing. Note that this is virtually game-forcing and requires a tremendous hand, such as ♠AKJTxxx ♥Ax ♦AJxx ♣² for 3♥, or ♠Ax ♥KQJxx ♦Ax ♣Axxx for 3♦.

3N May be comic NV, but we advise against it. Normally, a hand like ♠AJx ♥Kx ♦AKQJxxx ♣x.

10.3 Bidding after opening 2♦/♥/♠

The common denominator to these three opening bids is that it is hard to bid the ♣ suit.

10.3.1 Initial Responses to 2♦

2♦-

2M As 2♣-2M.

2N [r], good hand, about 18½↑VALUE. *Important Exception:* Since it is very hard to bid ♣, RE will bid 2N on a lot of hands with long ♣, such as ♠KJxx ♥x ♦Kx ♣AKJxxx, intending to pass a 3♣ rebid.

3♣ Good raise, usu 4+♦.

Raise COMP, opener may re-raise.

3M FG, either 1-suited or fit-showing

3N May be comic if non-vulnerable.

10.3.2 Initial Responses to 2♥

2♠ NF, around opening strength (~12⁺-18 VALUE).

2N STR [r], about 18 VALUE.

3♣ PUP → 3♦:

- To play 3♦ (intend to pass the 3♦[r]).
- Fit-showing with ♣ values.
- A very strong (18+) hand with ♣.

3♦ *Either*

- (a) NAT, very strong (~18↑HCP) *or*
- (b) fit-showing with ♦ values.

Raises COMP, OP allowed to raise, usually 4SUPP.

3♠ 1-suited FG, or fit-showing.

4m Fit-showing, values.

3N/4♠ To play.

²This hand jumped to 4♠, missing a cold slam, at a recent national congress; it is still better to be honest.

10.3.3 Initial Responses to 2♠

2N STR [r]

3♣ PUP → 3♦

- To play 3♦ (intend to pass the 3♦[r]);
- G/T, long ♥ (rebid 3♥);
- NAT, very strong (~18↑HCP).
- Fit-showing with ♣ values.

3♦ PUP → 3♥:

- To play 3♥ (intend to pass the 3♥[r]).
- Fit-showing with ♦ values.
- A very strong (18+) hand with ♦.

3♥ Either NAT, or fit-showing with ♥ values.

Raises PRE (usu. 4+♠)

3N/4♥ To play.

4m Fit-showing, slammish.

10.4 Relay Bidding over 2x

One thing that you will find is that relaying past the first two rounds is very very rare. A MAX requires 7 VALUE, 4-5 RP's (most 5 RP hands with 10 cards will open *one* except the minor 2-suiters). RE has to keep in mind partner's weakness.

10.4.1 Relays after 2♣-2♦

[2♣-2♦:] is a relay for opener's distribution and range:

2M NAT, 4+ suit → 2N= [r].

3♣ MIN → 3♦ is a final relay for shape.

3♦ MAX, 6♣. Next 3♥[r] asks for shape: 3♠= SPL in oM, 3N=SPL in ♦, 4♣+=5-6; 3♠[r] asks partner for good ♣ (for slam purposes).

3♥ MAX, 5422.

3♠/N MAX, 5431 with SPL in oM and ♦, respectively.

4♣+ MAX, 5-5, ZOOM into shape showing.

RE's non-jump continuations other than 2N is NF, very encouraging. A jump to 4♣ sets trumps and demands a cue-bid; 4♦ is an artificial s/T in the major.

2N 6♣, no 4+M. RE can relay with 3♣[r]:

P MIN.

3♦ MAX, 6♣322.

3♥ MAX, 3-3-1-6 (bid above 3N), or (rebid 3N) SOL ♣.

3♠ MAX, 6♣, SPL =♥.

3N MAX, 6♣, SPL =♠.

Or alternately RE can now bid 3♦[r]:

3♥ BAL, or 3-3-1-6.

3♠ SPL =♥.

3N SPL =♠.

After splinter identification, RE can relay with 4♦, asking for RP, or 4♣, asking for shape.

3♣ MIN, 5♣, (no 4cM). → 3♦[r] = ask for SPL.

3♦ MAX, 5♣332.

3♥/♠/N MAX, 5♣+4♦: 3♥=2-2-4-5; 3♠/N= 3-1-4-5/1-3-4-5.

10.4.2 Relays after 2♦-2N

RE shows ~18 VALUE or so with the strong [2♦- 2N[r]:] relay:

3♣ all MIN s, or MAX, SPL =♣. After 3♦[r]:

P MIN

3♥ 4-3-5-1, 4-2-6-1, 5♠

3♠ 3-4-5-1, 2-4-6-1, 5♥

3N 3-3-6-1

4♣ 4-4-5-0

3♦ MAX, BAL (but not 4M). The next relay is 3♥:

3♠ 2-2-5-4/2-2-6-3

3N 3-2-5-3/3-2-6-2

4♣♥ 3-3-5-2/2-3-5-3

4♦ 2-3-6-2 → 4♥=s/o.

3♥ MAX, SPL =♠ or 4♥, (not SPL =♣).

3♠/N	3♠=MAX, SPL ♥, not 4♠. → 4♣[r] ⇒	3N=MAX, 4♠, not SPL =♣. → 4♣[r] ⇒
	4♦ 3-1-5-4	4♦ 4-2-5-2
	4♥ 3-1-6-3	4♥ 4-1-5-3
	4♠ 2-1-5-5	4♠ 4-1-6-2
	4N 2-1-6-4	4N 4-0-6-3
	5♣ 3-0-5-5	5♣ 5-0-6-2

10.4.3 Relays over 2M-2N

The rebids over [2♠-2N:] and [2♥-2N:] are similar. Notice, however, that where there is a choice 4♣ shows splinter in ♣, which is very unusual, because RE is much more likely to have ♣ than any other suit. The development is such that OP shows first the major suit shape then minor suit residues. Notice that the level of the relay is such that the majors are **not** quite symmetrical in space considerations.

3♣ MIN, everything else MAX and FG. → 3♦/♥/♠= TRF to ♥/♠/♣, with the transfer to 3M a doubleton preference (usually). 4♦= TRF → ♦, FG, and 4♦= Gerber variant.

3♦ 6+M, not 4oM. → 3♥[r] ⇒

3♠ 2oM, then 4♣[r],

M=♥: 4♦= 2-6-2-3; 4♥= 2-6-3-2; 4♠= 2-6-1-4; 4N= 2-6-4-1; 5♣= 2-6-0-5; 5♦/♥= 2-6-5-0.

M=♠: 4♦= 6-2-2-3 or 6-2-1-4; 4♥= 6-2-3-2; 4♠= 6-2-4-1; 4N= 6-2-5-0; 5♣= 6-2-0-5.

3N SPL in oM, then 4♣[r]: 4♦= singleton, higher= void.

4♣+ 3♠M, ZOOM into minor suit distribution: 4♣= 2-2 m's 4♦= 1-3 or 0-4 m's, etc.

3♥ 5M, 3 or 4 oM → 3♠[r] ⇒ 3N= 2oM, 4♣+=3oM.

3♠ 5M, SPL oM → 4♣[r].

3N 5M, 2oM → 4♣[r].

4♣ 5-5 or 6-4 in M-oM, SPL =♣. → 4♦[r] asks for M's distribution.

4♦/♥ 5-5/6-4 in M-oM, SPL =♦. Rebid in such a way that RE will play in OP's long oM.

How to show various shapes: **(To be completed)**

10.5 Non-relay bidding over 2x

- 2x-2y;
- 2♠ If available NAT NF
- 2N MAX, no other call.
- 3x A goodish suit
- 3jump NAT if under x, FRAG else.
- 3y NAT
- 4jump 4↑SUPP, FRAG.
- Over [2♣-2N:] and [2♦-3♣:] opener should show SPL with MAX.
- Over [2M-3M:] OP can raise to game and even try for slam when holding a shapely hand. Do not act without shape.

10.6 Direct competition over 2x

- 2x(X)
- P May be Manfield style trap.
- xx Run-out to a suit not showable by transfer, or scramble, i.e. 2♥(X)xx= often a run-out into a 6-card spade suit (along with at most 2♥) or a 2-suiter with 5-5.
- 2y NF, USU lead-direction w/ fit.
- 2N... 3x-2 Rubensohl for lower suits: S/O or fit-showing raise
- 3x-1 Good raise
- Jumps Unchanged.
- 2x-(2y)- Transfer Lebensohl in modified form is used, so that 3X is a NAT, COMP raise, and 2N then 3X is a forcing bid in the suit just above X. X= penalty, may be gambling somewhat, OP may pull with lots of shape and no defence.
- Over higher overcalls, Rubensohl (Transfers: 4.2.3) are used.
- OP may freely reopen with doubles, no-trump takeouts, new suits and even reverses when holding a maximum hand and shape.

10.7 Higher Openings

10.7.1 Opening 3x

- Over 3♣, transfers are used: 3♦/♥= TRF → ♥/♠, 3♠ asks for a decent suit for 3N.
- Over 3♦: 3M= NAT, NF, but highly encouraging; 4♣= Ogust.
- Over 3M: 3♠ over 3♥=NAT, NF, but highly encouraging; 4♣= Ogust; 4♦= strong raise to 4M.
- Over competition, new suits are forcing, usually lead-directing and suggesting a save if that fit OP's hand.

10.7.2 The strong preempts 2N/3N/4N

- 2N-
- 3m Pass or correct. After opener corrects to 3x, handle as above, except that 3M becomes forcing.
- 3M Either long suit and FG, or SPL and an invite facing partner's suit. Opener should go on to 4 if holding an internally solid suit that will not have extra losers facing singleton or even void.
- 4♣ Ask for suit:
 - 4♦/♥ TRF → ♥/♠, RKC kickback and Lackwood used.
 - 4♠/N ♣/♦, with less than a 1-loser suit. Next [r] step is RKC.
 - 5m NAT, with a 1-loser suit and nothing else.
- 4♦ Want to play in own major.
- Over 3N:
 - 4♣ S/T, asking for extra tricks. 4♦/♥ deny extras, while 4♠/4N+ shows them.
 - 4♦ Ask for partner's major.
 - 4♥ To play 4M, or S/T in ♠ with SPL ♥(→ show keycards over 4♠).
 - 4♠ To play 4♠, or S/T with ♥ SUPP and SPL ♠, functioning as RKC if opener accepts.
 - 4N Blackwood.
 - 5m SPL, with both majors (accept → RKC).

10.8 Things to Note

Still to be completed.

- Double of preempted suit shows an interest in having *some other suit* led. This is called the *Lead Redirecting Double*.
- When raised with a competitive raise, a direct-chair double of an enemy game bid under pressure (that is, 3♥(3♠)4♥(4♠); X, or perhaps 2♠(3♥)3♠(4♥); x) is a Kokish Double showing willingness to bid on or to defend.

Chapter 11

Miscellaneous