



**Relay system by:**

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# OPENING BIDS

1/2 Seat	3/4 Seat
1♣ 12-15 unbalanced / 15-17 balanced	12-15 balanced / 13-16 55+ <b>Mm/mm</b>
1♦ 16+ unbalanced / 18+ balanced	17+ unbalanced / 19+ balanced
1♥ 8-11 4+♥ unbalanced, possibly longer <b>minor</b> (Canapé)	← but 11-16
1♠ 8-11 4+♠ unbalanced, possibly longer <b>minor</b> (Canapé)	← but 11-16
1NT (11)12-14 balanced	← but 16-18
2♣ 8-11 6+♣ / 5+♣ 4+♦ unbalanced	← but 11-16
2♦ 8-11 6+♦ / 5+♦ 4+♣ unbalanced	← but 11-16
2♥ 6(8)-11 5+♥ 5+ <b>minor</b>	← but (8)9-12
2♠ 6(8)-11 5+♠ 5+ <b>minor</b>	← but (8)9-12
2NT 8-11 55+ <b>minors</b>	← but 12-16
3♣ Preempt, might be weak favorable	←
3♦ Preempt, might be weak favorable	←
3♥ Preempt, might be weak (favorable)	←
3♠ Preempt, might be weak (favorable)	←
3NT Preempt with ♣ or ♦, broken suit	Gambling, solid <b>minor</b>
4♣ Good 4♥ (Namyats), solid suit or one outside A if missing ♥ A or K	Preempt, might be weak favorable
4♦ Good 4♠ (Namyats), solid suit or one outside A if missing ♠ A or K	Preempt, might be weak favorable
4♥ Preempt	← but might be stronger (solid ♥)
4♠ Preempt	← but might be stronger (solid ♠)
4NT Asking for specific Ace(s)	←
5♣ Preempt	←
5♦ Preempt	←
5♥ 11 tricks, missing 2 Top Honors in ♥	←
5♠ 11 tricks, missing 2 Top Honors in ♠	←

## OPTIONAL OPENING BIDS

1♦ 8-11 6+♦ / 5+♦ 4+♣ unbalanced or 16+ unbalanced / 18+ balanced	11-16 6+♦ / 5+♦ 4+♣ unbalanced or 17+ unbalanced / 19+ balanced
2♦ Multi, 4-8 6+ <b>Major</b> or 21-23 balanced without 5-card ♦♥♠	←
2NT Preempt with a broken <b>minor</b> , might be weak favorable (3 <b>m</b> opening is showing semi-solid suit)	←

# RESPONSES TO 1♣ OPENING

12-15 HCP unbalanced or 15-17 balanced      3/4 seat 12-15 HCP balanced or 13-16 HCP 55+Mm/mm

- 1♦ = 0-7(8) HCP, no interest in playing 1♣ or 12+HCP and gameforcing  
 1M = **as direct opening. Same continuation** → see "Responses to 1 Major opening"  
 1NT = 9-11 HCP, balanced → **NT-module**  
 2m = as direct opening, not forcing.  
     The relay (2m+1) is not applicable and is showing 12-13 HCP, 6(5)+suit.  
 2M/NT = as direct opening, usually forcing  
 3X = preempt, continuation as after 1/2 seat opening (3m shows 2 Top Honors)  
 3NT = 16-17 HCP, denies 4M, typical 33(34)/(32)44

## CONTINUATION AFTER 1♣ – 1♦ = 0-7 HCP OR 12+HCP

Openers rebid (1♥ to 2♠) is equal to opening bids, but shows 12-15 HCP.

With **Major** and **minor** and unequal length, always bid **1M** first. With both **Majors**, bid longest suit first and with equal length bid ♥ first if 44, else ♠ first.

With a balanced shape (15 HCP) and 5-card **Major** consider a **1M** or **1NT** rebid depending on the **Major** quality and whether the hand contains 3-card **OM**.

2**minor** shows either **minor** 1-Suiter or **minors**. With **minors** 55+, the hand has more than 5 losers.  
 2NT shows 55+ in minors and max 5 losers.

### Responses with 0-4 HCP

- After **1M** – Pass  
 After **1NT** – **NT-module**  
 After **2m/M** – Pass  
 After **2NT** – lowest preference  
 After **3X** – Pass (game?)

### Responses with 5-8 HCP

- After **1M** – 1♠ = 4+card  
           – 2M = 3+card  
           – 2X = 5+card X, max 2-card M

Accept invitation by jumping to game

- After **1NT** – **NT-module**  
 After **2m/M** – raise with fit  
 After **NT** – 3-5 **minor**  
 After **3X** – Pass or game

## Responses with 12+HCP

**Symmetric relays** is applicable. *The next bid available is a relay, but after 1♥, 1NT is a relay.*

**Balanced, 1-Suiter, 2-Suiter and 3-Suiter Scheme** (see “Responses to 1♦ opening”)

is applicable with minor modifications.

After the opening sequence 1♣ – 1♦; nX – relay, same methods prevail as after 1♦ opening.

(**Control Asking Bids (CAB)** and **Denial Q-bids (DQ)** etc.), see separate paragraphs.

1♣	–	1♦, 12+HCP. Opener's rebid 1M and 2m is equal to opening bids but 12-15 HCP	
1M	=	4+M, as opening bid 1M, but 12-15 HCP	
1NT	=	15-17 NT	→ continuation as after 1NT opening
2m	=	5+m, as opening bid 2m, but 12-15 HCP	→ continuation as after 2m opening
2M	=	6+M, 12-15 HCP	→ <b>1-Suiter Scheme</b> ( <u>one</u> step up with ♠)
2NT	=	55+ minors, max 5 losers	→ continuation as after 2NT opening
3m	=	solid minor with <u>one</u> outside stopper	→ Pass/3NT, other bids are forcing, 12+HCP
3♥	=	solid minor with ♥ and “om” stopper	→ continuation as after 3NT opening
3♠	=	solid minor with ♠ and “om” stopper	→ continuation as after 3NT opening
3NT	=	solid minor with ♥ and ♠ stopper	→ continuation as after 3NT opening
1♣	–	1♦	
1M	–	1NT	= 12+HCP, gameforcing
2♣			= 4+♣, always 2-Suiter → <b>2-Suiter Scheme</b> ( <u>one</u> step down)
2♦			= 4+♦, always 2-Suiter → <b>2-Suiter Scheme</b>
2♥(M=♥)			= 3-Suiter, stiff/void m → <b>3-Suiter Scheme</b> (modified)
2♥(M=♠)			= 4+♥, ♠ at least as long as ♥ → <b>2-Suiter Scheme</b> (2♠ not necessary)
2♠(M=♥)			= 4+♠, always longer ♥ → <b>2-Suiter Scheme</b> (2NT not necessary)
2♠(M=♠)			= 54(40) 3-Suiter, void m → <b>3-Suiter Scheme</b> (modified)
2NT			= 3-Suiter, stiff/void OM → <b>3-Suiter Scheme</b> (modified)
3♣			= (52)33, 5-card M and 2-card OM, relay order
3♦			= (53)32, 5-card M and 2-card ♣, relay order
3♥			= (53)23, 5-card M and 2-card ♦, relay order

### 1-Suiter Scheme - Major 1-Suiter

1♣	–	1♦	
2M(=♥)	–	2♠	= relay
2NT			= 6♥(322)
3♣			= high shortage or 2722
3♦			= mid shortage
3♥			= 3613, low shortage
etc.			

**1-Suiter Scheme** one step up if M = ♠ (6-card ♠)

2-Suiter Scheme - **Major + minor**

1♣	–	1♦			
1M	–	1NT	=	relay	
2m(=♣)	–	2♦/♥	=	relay	
2♥			=	second suit shown longer	→ 2-Suiter Scheme ( <u>one</u> step down)
2♠			=	equal length shown suits (55/66)	→ 2-Suiter Scheme ( <u>one</u> step down)
2NT			=	high shortage	→ 2-Suiter Scheme ( <u>one</u> step down)
3♣			=	<i>equal residue</i> (11/22)	→ 2-Suiter Scheme ( <u>one</u> step down)
3♦			=	low shortage, 5431	→ 2-Suiter Scheme ( <u>one</u> step down)
etc.					

Ordinary 2-Suiter Scheme if **m** = ♦

2-Suiter Scheme - Both **Major**

1♣	–	1♦			
1♥	–	1NT			
2♠			=	4+♠, longer ♥ than ♠	
	–	2NT	–	3♣	= high shortage (♣), first suit longer
			–	3♦	= <i>equal residue</i> (11/22)
			–	3♥	= 4513, low shortage (♦)
				etc.	
1♣	–	1♦			
1♠	–	1NT			
2♥			=	4+♥, <b>Majors</b> might be equal in length	
	–	2♠	–	2NT	= equal length suits shown (55/66)
			–	3♣	= high shortage (♣), first suit shown longer
			–	3♦	= <i>equal residue</i> (11/22)
			–	3♥	= 5413, low shortage (♦)
				etc.	

3-Suiter Scheme - short in a **minor**, denies 5-card ♠

1♣	–	1♦			
1♥	–	1NT	=	relay	
2♥	–	2♠	=	relay	
2NT			=	4♣	
	–	3♣	–	3♦	= 4414
			–	3♥	= 4504
3♣			=	5-card <b>minor</b>	
	–	3♦	–	3♥	= 4405
			–	3♠	= 4450
3♦			=	4441	
3♥			=	4540	



3-Suiter Scheme - short in a **minor**, 5-card ♠

1♣	-	1♦	
1♠	-	1NT	= relay
2♠	-	2NT	= relay
3♣			= 5404
3♦			= 5440

3-Suiter Scheme - short in a **Major**

1♣	-	1♦	
1 <b>M</b>	-	1NT	= relay
2NT	-	3♣	= relay
3♦			= 5-card <b>Major</b> , (05)44
3♥			= (14)44
3♠			= (04)45
3NT			= (04)54

**minor** - both or 1-Suiter

1♣	-	1♦	
2♣			= 6+♣ or 5+♣ 4+♦ (with 55+, > 5 losers)
2♦			= 6+♦ or 5+♦ 4+♣ (with 55+, > 5 losers)
2NT			= 55+ <b>minors</b> and max 5 losers

Continuation as after 2♣/2♦/NT opening.

## 15-17 NT (or 12-15 NT in 3/4 seat)

1♣	-	1♦	
1NT	-	?	= <b>NT-module</b>

In 3/4 seat 1**M** is rebid with a good 4-card/poor 5-card **M**, even if the hand is balanced, as responder is known to be weak

**OTHER RESPONSES**

1♣	-	1 <b>M</b>	
2 <b>M</b>			= dull 12-13 HCP, 3/4-card <b>M</b> , keeping auction open
2 <b>M</b> -1			= 13+HCP, 3-card <b>M</b> with game prospects
Xfer then 2 <b>M</b> +1			= natural and positive, no 3-card support
Xfer then jump to 3 <b>M</b>			= max, 5-card in Xfer suit and 3-card <b>M</b> , probably balanced
2NT			= <b>Stenberg</b> - invitational+
3 <b>M</b>			= invitational, 4+support but weaker than <b>Stenberg</b>
1♣	-	1 <b>M</b>	
3X			= 14-15 HCP and solid suit

### 3/4 SEAT OPENING

Pass	-	1♣	=	12-15 NT or 13-16 HCP with 55+ <b>Mm/mm</b> , good playing strength
1♦	-		=	0-8(9) HCP
	-	1 <b>M</b>	=	good 4-card/poor 5-card <b>M</b> , balanced
	-	1NT	=	12-15 NT
	-	2 <b>m</b> /3 <b>m</b> /3 <b>M</b>	=	natural with 55+ with emphasis on suit bid
	-	2 <b>M</b>	=	“normal” 5 <b>M</b> and 5 <b>m</b> shape, continuation as after 2 <b>M</b> opening
	-	2NT	=	55+ <b>minors</b> , max 5 losers
1 <b>M</b>	-		=	0-7 HCP, 5+card
	-	2-3 <b>OM</b>	=	natural with 55+
	-	2-3 <b>m</b>	=	natural with 55+
1NT	-		=	9-11 NT
	-	2 <b>m</b>	=	<b>NT-module</b>
				After 2♣ - 2♥ → 2♠ = 4-card ♠ and min-min
				2NT = 4-card ♠ and min-max
	-	2 <b>M</b>	=	55+ and invitational+ ( <b>M</b> ajor as good as <b>m</b> inor)
	-	3 <b>m</b>	=	55+ and gameforcing (better <b>m</b> inor than <b>M</b> ajor)
	-	3 <b>M</b>	=	6+ <b>M</b> and 5+ <b>m</b> with slam interest
2 <b>m</b>	-		=	9-11 HCP natural 5-card, 5332 or 22(54), new suit on the 3-level is 55+ and natural
2 <b>M</b>	-		=	6+card and invitational, 6-7 HCP

## INTERFERENCE AFTER 1♣ OPENING

When a relay-sequence is established and opponents interfere with a bid that does not take away more than 2 steps, the **system is ON**.

Responder	→	Pass = 1 <sup>st</sup> step, (Re)Double = play/penalty	
		If Pass = relay by relayer	→ (Re)Double = play/penalty
		(Re)Double applies only if responder might have 5(4)+suit. If not	→ 1 <sup>st</sup> /2 <sup>nd</sup> step
Relayer	→	Pass = relay, (Re)Double = play/penalty.	
		If Pass = 1 <sup>st</sup> step by responder	→ (Re)Double = play/penalty
			next bid available = relay
		If responder's (Re)Double = play/penalty	→ next bid available = relay

### After direct double

1♣	-	(X)	-	Pass	=	weak
			-	XX	=	12+HCP, <b>system is ON</b>
			-	1♦	=	5-8 HCP, natural continuation
			-	1♥	=	8-11 HCP, <b>system is ON</b>

### After direct overcall

1♣	-	(1-3X)	-	Pass	=	weak, might be penalty to 3♦. If penalty - consider 3NT
			-	X	=	balanced, 7-11 HCP on 1-level/9-11 HCP on 2-level
						Hi/Low on 3-level to 3♦, else penalty
						X on 3-level followed by 3NT is natural with <b>OM</b>
			-	Overcall	=	6-11 HCP, 5+card, not forcing
			-	Q-bid	=	balanced, gameforcing without stopper
			-	1-2NT	=	12+HCP unbalanced, gameforcing.
						Opener relays 2-3♣ if not biased 1-Suiter.
						2NT might be balanced with <b>(O)M</b> interest.
						A rebid of 3NT shows a balanced shape and <b>(O)M</b> interest
			-	3NT	=	balanced, play with stopper
			-	Jump-shift	=	preemptive, good 6+card (2 top honors)
			-	Jump to 2NT	=	balanced, gameforcing with stopper and <b>(O)M</b> interest
						<b>3♣ = Puppet Stayman</b>
			-	Jump to 3NT	=	balanced, to play with stopper and no <b>(O)M</b> interest

1♣	-	(1-3X)	-	X	=	balanced, 7-11 HCP (1X)/9-11 HCP (2X)/
						Hi/Low (←3♦)/penalty (3♥→)

Overcall	=	natural
Jump to 2-level	=	5+card suit, 14-15 HCP
Jump to 3-level	=	forcing, 6+card if double-jump
Jump to 4-level	=	gambling
1NT	=	15-16 NT with stopper
2NT	=	16-17 NT with stopper
Q-bid	=	15-17 NT without stopper

1♣	-	(1X)	-	Pass		
X	-	(Pass)	-	1NT	=	5-6 HCP, balanced (does not promise stopper)
			-	Other	=	0-5 HCP, natural

1♣	-	(1NT)	-	X	=	penalty if natural (card showing) → <b>Amundsen ON</b>
						If Unusual 1NT, Unusual Vs. Unusual is <b>ON</b>

## After 1♦ response

1♣ – (Pass) – 1♦ – (X)	=	15-16 NT
Pass	=	5+♦ + 4♣
XX	=	natural (2♦ = 6+)
Other	=	16-17 NT
1NT	=	
1♣ – (Pass) – 1♦ – (1-3X)	=	<b>Ordinary defense ON.</b> Interference by overcall at 1-level → Power X, NTTO etc. See “Defense Vs natural 1-Suit openings”. On 2-level Double is TOX If opener passes or other opponent bids on, a Double by responder shows 12+HCP, usually for takeout. If opener Doubles a Q-bid shows 12+HCP → natural continuation
1♣ – (Pass) – 1♦ – (Pass)	=	weak
1-2X – (1-3Y) – Pass	=	penalty oriented (good Y or balanced 12+)
– X	=	4-7 HCP, to play
– Simple/Jump support	=	5-7 HCP, 5+suit, play
– Suit-bid	=	preemptive, good 6+card (2 top honors)
– Jump-shift	=	balanced, gameforcing without stopper.
– Q-bid	=	TOX, 12+HCP on 4-level
– 1/2NT	=	12+HCP unbalanced, gameforcing.
– Jump to 3NT	=	Opener bids next available bid if not biased 1-Suiter balanced, to play with stopper

## After 1 Major response

1♣ – (Pass) – 1♥ – (1♠)	=	general rule → <b>system is ON</b>
Pass	=	forcing Pass, 1-Suiter and min or 15-16 NT or penalty. Subsequent bid → 1NT = 15-16 NT.
X	=	2♥ = 15-16 NT/3-card ♥. Q-bid = stopper?
1NT → 2♦	=	<b>minors</b> (negative Double)
2-3♥	=	Xfer, max (2♦ = 16-17 NT with 3-card ♥)
Q-bid	=	4/5-card ♥, min/preemptive
2NT	=	4+♥-support, invitational
Jump-shift	=	<b>Stenberg - system is ON</b> , gameforcing
3NT	=	<b>Splinter</b>
1♣ – (Pass) – 1M – (2-3X)	=	natural, 16-17 NT
Pass	=	forcing Pass, 1-Suiter and min or 15-16 NT or penalty. Subsequent bid → Q-bid = stopper?
X	=	2M = 15-16 NT/3-card M
2-3M	=	negative Double
Overcall	=	4(3)/5-card M, min/preemptive
2-3NT	=	natural, max
Q-bid	=	natural, 15-16 NT/16-17 NT
Jump-shift	=	4(3)+support, invitational+
	=	<b>Splinter</b>

# RESPONSES TO 1 ♦ OPENING

16+HCP unbalanced or 18+HCP balanced

3/4 seat 17+HCP unbalanced or 19+HCP balanced

1 ♥ = 0-8 HCP or 0-1 controls → see "Continuation after 1 ♦ – 1 ♥ = 0-8 HCP"

Other responses promise 9(8)+HCP and 2+controls.

**NB!** *Always positive with 3 controls (A+K) or void, 8+HCP and 1+control (CAB is modified to 1<sup>st</sup> step = 1 control etc.)*

**Positive responses (Usual Scheme) is usually followed by a relay-sequence (Schemes)**

Relay order → ♥ ♠ ♣ ♦

## Interruption of relay-sequence with a no-game bid

Responder has shown a balanced hand:

- Support of known suit is natural and shows a minimum opening
  - New suit = *denial Q-bid*
  - 3NT = to play (typical 4333)
- Asking for stopper. Might be *denial Q-bid* and slam interest
  - 1 step = no stopper
  - n step = each step thereafter shows a ½ stopper (3 steps = 1 stopper)
- Initial 2 ♦ bid (relay) to continue with 3M (not relay) shows 5-card M and denies slam interest

Responder has shown an unbalanced hand:

- Support of known suit is natural and shows a minimum opening
  - New suit = *denial Q-bid*
  - 3NT = good hand, limit slam interest
- Bid of a suit not shown by responder is natural and shows a minimum opening and misfit, not forcing

## Interruption of relay-sequence with a game bid

When relayer interrupts the relay-sequence with a game bid, it is implied that responder has 2-3 controls and 8-11 HCP.

If responder continues the auction after an interrupted sequence where game is reached, this shows 3+controls and 12+HCP. 1<sup>st</sup> step = 3 controls, 2<sup>nd</sup> step = 4 controls etc.

## Jump to a suit below game - Support Asking Bid (SAB)

Jump-bid (6+steps) from opener (relayer) establishes trump and is asking responder about the trump. This situation might occur when relayer has a void (stiff).

- |                      |   |  |
|----------------------|---|--|
| 1 <sup>st</sup> step | = | no additional length/support                 |
| 2 <sup>nd</sup> step | = | additional length/support, no honor          |
| 3 <sup>rd</sup> step | = | additional length/support, low-honor(s) (QJ) |
| 4 <sup>th</sup> step | = | additional length/support, 1 honor (AK)      |
| 5 <sup>th</sup> step | = | additional length/support, 2 honors (AKQ)    |
| 6 <sup>th</sup> step | = | additional length/support, 3 honors (AKQ)    |

If responder has shown the suit, additional length is 6+card. If responder has not shown the suit, additional length is 3+card.

Continuation is asking for controls in the next suit bid. Bid short suit control if the trump suit or support is shown. 1<sup>st</sup> step = no control, 2<sup>nd</sup> step = King/stiff, 3<sup>rd</sup> step = Ace/void and 4<sup>th</sup> step = 2 honors (AKQ).

These jump-bids are also valid after 1 ♣ – 1 ♦ – 1M/2m – ?

## USUAL SCHEME

1♠	=	4+♥, no 3-Suiter with short ♠	
1NT	=	4+♠, 0-3♥, no 3-Suiter with short♥	
2♣	=	balanced (4432, 5332, 4333)	→ <b>Balanced Scheme</b>
2♦	=	2-Suiter minors	→ <b>2-Suiter Scheme</b> (2♠ shows longer♦ than♣)
2♥	=	1-Suiter, 6+♣	→ <b>1-Suiter Scheme</b>
2♠	=	3-Suiter minors	→ <b>3-Suiter Scheme</b>
2NT	=	1-Suiter, 6♦, any 6(322)	→ <b>1-Suiter Scheme</b>
3♣	=	1-Suiter, 6/7♦, 3163 (high shortage) or 2272	↓
3♦	=	1-Suiter, 6♦, 1363 (mid shortage)	
3♥	=	1-Suiter, 6♦, 3361 (low shortage)	
3♠	=	1-Suiter, 7♦, (32)71 (low shortage)	
3NT	=	1-Suiter, 7♦, 3370 (low shortage)	
4♣	=	1-Suiter, 8♦, 2281 (low shortage)	

Continuation 1-Suiter with♦ → **1-Suiter Scheme**.

1♦	-	1♠	=	4+♥	
1NT	-	2♣	=	4+♠, might be 3-Suiter and a short minor	
	-	2♦	=	4+♣	→ <b>2-Suiter Scheme</b>
1♦	-	1♠			
1NT	-	2♣			
2♦	-	2♥	=	3-Suiter with Majors	→ <b>3-Suiter Scheme</b>
	-	2♠	=	second suit show longer	→ <b>2-Suiter Scheme</b>
1♦	-	1NT	=	4+♠	
2♣	-	2♦	=	4+♣	
	-	2♥	=	1-Suiter	→ <b>1-Suiter Scheme</b>
	-	2♠	=	longer♦ than♠	→ <b>2-Suiter Scheme</b>
	-	2NT	=	equal length♠ and♦	→ <b>2-Suiter Scheme</b>
	-	3♣	=	high shortage, longer♠ → 3♦ new relay	→ 3♥ = 5143
	-	3♦	=	<i>equal residue</i> (5242/7141/6151)	3♠ = 6142 etc.
	-	3♥	=	low shortage, 5341	↙
	-	3♠	=	low shortage, 6241	
	-	3NT	=	low shortage, 6340	
	-	4♣	=	low shortage, 7240	
	-	4♦	=	low shortage, 6250	

If 2-Suiter with a Major and♦, continuation after Major is shown → **2-Suiter Scheme** directly.

**BALANCED SCHEME**

2♣	-	2♦ (relay)	=	any 5332
2♥			=	4432, 4♥
2♠			=	4432, 4♠ (denies 4♥)
2NT			=	4432, 44 minors
3♣			=	3433, relay order
3♦			=	4333, relay order
3♥			=	3334, relay order
3♠			=	3343, 2-4 controls and max 11 HCP, relay order
3NT			=	3343, 3 controls and 12+HCP
4♣			=	
etc.				
2♣	-	2♦ (relay)		
2♥	-	2♠ (relay)		
2NT			=	5♥ or 3235 → 3♣ - 3♦ = 3235
	-	3♣	-	3♦ = 3235
			-	3♥ = 2533
			-	3♠ = 3532
			-	3NT = 3523, 2-4 controls and max 11 HCP
			-	4♣ = 3523, 3 controls and 12+HCP
				etc.
3♣			=	5♠
	-	3♦	-	3♥ = 5233
			-	3♠ = 5332
			-	3NT = 5323, 2-4 controls and max 11 HCP
			-	4♣ = 5323, 3 controls and 12+HCP
				etc.
3♦			=	5♣, not 3235
	-	3♥	-	3♠ = 2335
			-	3NT = 3325, 2-4 controls and max 11 HCP
			-	4♣ = 3325, 3 controls and 12+HCP
				etc.
3♥			=	3253
3♠			=	2353
3NT			=	3352, 2-4 controls and max 11 HCP
4♣			=	3352, 3 controls and 12+HCP
etc.				
2♣	-	2♦ (relay)		
2♠	-	2NT (relay)		
3♣			=	4♠
	-	3♦	-	3♥ = 4432
			-	3♠ = 4423
3♦			=	4♣
	-	3♥	-	3♠ = 2434
			-	3NT = 3424, 2-4 controls and max 11 HCP
			-	4♣ = 3424, 3 controls and 12+HCP
				etc.
3♥			=	2443
3♠			=	3442

2♣	-	2♦ (relay)		
2NT	-	3♣ (relay)		
3♦			=	4♣
	-	3♥	-	3♠ = 4234
			-	3NT = 4324, 2-4 controls and max 11 HCP
			-	4♣ = 4324, 3 controls and 12+HCP
				etc.
3♥			=	4243
3♠			=	4342
2♣	-	2♦ (relay)		
3♣	-	3♦ (relay)		
3♥			=	3244
3♠			=	2344

When any (4432) shape is show → Subsequent relay → the doubleton is shown according to “relay order”

### 1-SUITER SCHEME

1♦	-	1♠		1♦	-	1NT		
1NT	-	2♥	=	♥ 1-Suiter	&	2♣	-	2♥ = ♠ 1-Suiter

&

1♦	-	2♥	=	♣ 1-Suiter
----	---	----	---	------------

2NT			=	any 6322 (3-card suit is shown according to “relay order”)
	-	3♣	-	3♦ = high 3-card
			-	3♥ = mid 3-card
			-	3♠ = low 3-card

3♣			=	high shortage or 7222
	-	3♦	-	3♥ = 7222
			-	3♠ = 6331, high shortage
			-	3NT = 7(32)1, high shortage
			-	4♣ = 7330, high shortage
			-	4♦ = 8221, high shortage

3♦			=	mid shortage
	-	3♥	-	3♠ = 6331, mid shortage
			-	3NT = 7(32)1, mid shortage
			-	4♣ = 7330, mid shortage
			-	4♦ = 8221, mid shortage

3♥			=	6331, low shortage
3♠			=	7(32)1, low shortage
3NT			=	7330, low shortage
4♣			=	8221, low shortage



## 2-SUITER SCHEME

2♠	=	reverse, second suit shown longer
2NT	=	equal length shown suits (55/66)
3♣	=	high shortage, first suit shown longer
3♦	=	<i>equal residue</i> (11/22)
3♥	=	low shortage, 5431
3♠	=	low shortage, 6421
3NT	=	low shortage, 6430
4♣	=	low shortage, 7420
4♦	=	low shortage, 6520

### Reverse, second suit shown longer

2♠	-	2NT (relay)
3♣	=	high shortage, second suit shown longer
3♦	=	<i>equal residue</i> (11/22)
3♥	=	low shortage, 5431
3♠	=	low shortage, 6421
3NT	=	low shortage, 6430
4♣	=	low shortage, 7420
4♦	=	low shortage, 6520

### Equal length shown suits

2NT	-	3♣ (relay)
3♦	=	5521, high shortage
3♥	=	5521, low shortage
3♠	=	5530, high shortage
3NT	=	5530, low shortage
4♣	=	6610, high shortage
4♦	=	6610, low shortage

### High shortage

3♣	-	3♦ (relay)
3♥	=	5431, high shortage
3♠	=	6421, high shortage
3NT	=	6430, high shortage
4♣	=	7420, high shortage
4♦	=	6520, high shortage

### Equal residue (equal length short suits)

3♦	-	3♥ (relay)
3♠	=	5422
3NT	=	7411
4♣	=	6511

### 3-SUITER SCHEME

Short in a **minor**

1♦	-	1♠			
1NT	-	2♣			
2♦	-	2♥	=	3-Suiter	
2♠	-	2NT	=	4♣	
		- 3♣	-	3♦	= 4414
			-	3♥	= 4504
			-	3♠	= 5404
		- 3♣			= 5-card <b>minor</b>
		- 3♦	-	3♥	= 4405
			-	3♠	= 4450
		- 3♦			= 4441
		- 3♥			= 4540
		- 3♠			= 5440

Short in a **Major**

1♦	-	2♠			
2NT	-	3♣	=	4♥	
		- 3♦	-	3♥	= 1444
			-	3♠	= 0445
			-	3NT	= 0454, 2-4 controls and max 11 HCP
			-	4♣	= 0454, 3 controls and 12+HCP
			-	4♦	= 0454, 4 controls and 12+HCP
					etc.
		- 3♦			= 5-card <b>Major</b>
		- 3♥	-	3♠	= 0544
			-	3NT	= 5044, 2-4 controls and max 11 HCP
			-	4♣	= 5044, 3 controls and 12+HCP
			-	4♦	= 5044, 4 controls and 12+HCP
					etc.
		- 3♥			= 4144
		- 3♠			= 4045
		- 3NT			= 4054, 2-4 controls and max 11 HCP
		- 4♣			= 4054, 3 controls and 12+HCP
		- 4♦			= 4054, 4 controls and 12+HCP
					etc.

## CONTINUATION AFTER 1♦ - 1♥ = 0-8 HCP

1♦	-	1♥			
1♠	=		20+HCP, unbalanced		
1NT	=		18-20 HCP, balanced	(19-20 HCP in 3/4 seat)	→ NT-module
2♣	=		16-19 HCP, 5+♣	(17-19 HCP in 3/4 seat)	
2♦	=		16-19 HCP, 5+♦	(17-19 HCP in 3/4 seat)	
2♥	=		16-19 HCP, 5+♥	(17-19 HCP in 3/4 seat)	
2♠	=		16-19 HCP, 5+♠	(17-19 HCP in 3/4 seat)	
2NT	=		21-23 HCP, balanced		→ Puppet Stayman
3NT	=		24-27 HCP, balanced		→ Baron
4NT	=		28-32 HCP, balanced		→ Baron
1♦	-	1♥			
1♠	-	1NT	=	0-4 HCP	
	-	2♣	=	5-7(8) HCP, Usual Scheme - two steps up. Responder have to relay one more time to force to game - other bids are natural and invitational	
1♦	-	1♥			
1♠	-	1NT			
2♣			=	relay, <i>gameforcing</i> → natural continuation, except specified sequences shown below. With 1-Suiter → bid game	
	-	2♦		= (semi)balanced	
			-	2M/3m	= 5+suit, 2-Suiter
			-	2NT	= unspecified 55+. Relay to 3♣ →
					3♦ = Major
					3♥ = ♥ + minor
					3♠ = ♠ + minor
					3NT = minor
			-	3M/3NT/4♣	= 3-Suiter and stiff/void in suit bid (3NT = ♦)
	-	2M		= 5+M, unbalanced. After 2-3OM/3m rebid by opener, 3M (6+M) or new suit is natural and stiff/void OM/m	
	-	2NT		= unspecified 55+ → responses, see 2NT response above	
	-	3m		= 5+m, unbalanced. After 3M/3om rebid by opener, new suit or 4m (6+m) is natural and stiff/void M/om	
	-	3M/3NT/4♣		= 3-Suiter with stiff/void in suit bid (3NT = ♦)	
1♦	-	1♥			
2X			=	16(17)-19 HCP, 5+card X	
	-	2Y	=	5-7(8) HCP, 5+card Y	
	-	2NT	=	6-8 HCP, balanced	
	-	3X	=	6-8 HCP, 4(3)+card X, NT interest (semi-balanced/no 5-card Y)	
	-	3Y	=	8+HCP (max 1 control), unbalanced, 5+card Y	
	-	3NT	=	9+HCP (max 1 control), balanced	
1♦	-	1♥			
3X			=	invitational with biased 1-Suiter, 4 - 4½ losers. Accepted by game or Q-bid	
1♦	-	1♥			
1♠	-	1NT			
3X			=	slam try with biased 1-Suiter, asking for Q-bid (not <i>denial Q-bid</i> )	
	-	3NT	=	max, no Q-bid	
	-	3/4Y	=	Q-bid	
	-	4X	=	min, does not promise X-support	

## 3/4 SEAT OPENING

1♦	–	1♥	=	0-7 HCP balanced or 0-4 HCP unbalanced
	–	1♠	=	5-7 HCP → <b>Usual Scheme</b>
	–	1NT	=	5-7 HCP → <b>Usual Scheme</b>
	–	2♣	=	8-11 HCP → <b>Usual Scheme</b>
	–	2♦	=	5-7 HCP → <b>Usual Scheme</b>
		etc.		

Continuation → see “Continuation after 1♦ – 1♥ = 0-8 HCP”

## INTERFERENCE AFTER 1♦ OPENING

When a relay-sequence is established and opponents interfere with a bid that does not take away more than 2 steps, the **system is ON**.

Responder	→	Pass = 1 <sup>st</sup> step, (Re)Double = play/penalty
		If Pass = relay by relayer → (Re)Double = play/penalty
		(Re)Double applies only if responder might have 5(4)+suit. If not → 1 <sup>st</sup> /2 <sup>nd</sup> step
Relayer	→	Pass = relay, (Re)Double = play/penalty.
		If Pass = 1 <sup>st</sup> step by responder → (Re)Double = play/penalty
		next bid available = relay
		If responder's (Re)Double = play/penalty → next bid available = relay

### After direct double

1♦	–	(X)	–	Pass	=	0-5 HCP
			–	XX	=	6-7 HCP, balanced
			–	1♥	=	5-7 HCP, unbalanced
			–	1♠	=	<b>Usual Scheme</b>
1♦	–	(X)	–	Pass	=	TOX or 21+HCP, balanced
XX					=	16-20 HCP, natural
Simple-bid					=	invitational
Jump-shift					=	55+minors, approx. 4-losers
2NT					=	

### After direct overcall

1♦	–	(1♥)	–	Pass	=	0-4 HCP
			–	X	=	5-7 HCP
			–	1♠	=	<b>Usual Scheme</b> etc.
1♦	–	(1♠)	–	Pass	=	0-4 HCP
			–	X	=	5-7 HCP
			–	1NT	=	<b>Usual Scheme</b> <u>one</u> step up etc.
1♦	–	(1NT)	–	Pass	=	0-4 HCP
			–	X	=	5-7 HCP
			–	2♣	=	<b>Usual Scheme</b> <u>two</u> steps up etc.

1♦	-	(2-3X)	-	Pass	=	forcing Pass, 0-5 HCP or penalty
				X	=	<b>Lebensohl ON</b> (0-3/4-5)
				2NT	=	6+HCP, balanced, opener might Pass on the 3-level with 18-20 NT
				Overcall	=	natural and gameforcing.
				Jump to 3-level	=	Openers direct bid in opponent's suit is natural
				Q-bid (3-level)	=	5+suit and 6+HCP, forcing for 1 round
					=	good 6-card, 3-5 HCP
					=	typical 4441 shape

### After negative 1♥ response

1♦	-	1♥	-	(X)		
Pass					=	no convenient bid (balanced)
XX					=	TOX if X = ♥, else it shows ♥, might be strong with any shape
Simple-bid					=	natural, including 2♥, except if X is showing ♥, if X = ♥, <b>Michaels</b> , approx. 4-losers
Jump-shift (suit)					=	invitational, including ♥, except if X is showing ♥, if X = ♥, 3♥ = asking for stopper, solid minor
2NT					=	55+minors, approx. 4-losers
1♦	-	1♥	-	(X)		
Pass	-	XX			=	5-7 HCP, balanced
	-	1NT			=	<b>Lebensohl</b> , 0-4 HCP, biased hand, asking for a 2♣ bid
	-	1♠			=	5+♠, not forcing
	-	Simple-bid			=	5+suit, 5-7 HCP, not forcing
1♦	-	1♥	-	(1-3X)		
Pass					=	no convenient bid (balanced)
X					=	TOX, might be strong with any shape
Simple-bid					=	5+suit, not forcing
Q-bid					=	<b>Michaels</b> , approx. 4-losers
1♦	-	1♥	-	(1-3X)		
Pass	-	X			=	5-7 HCP, balanced
	-	Simple-bid			=	5+suit, 5-7 HCP, not forcing
	-	1/2NT			=	<b>Lebensohl</b> , 0-4 HCP, biased hand, asking for a 2♣ bid

### After positive response (relay-sequence established)

1♦	-	(Pass)	-	1♠+	-	(X)	
Pass							= relay, <b>system is ON</b>
XX							= penalty oriented (no support)
Other							= <b>system is ON</b>
1♦	-	(Pass)	-	1♠	-	(2X)	
X							= penalty
Pass							= relay, natural continuation ( <b>system is ON</b> if 2X = 2♣)
2-3Y							= natural

# RESPONSES TO 1 MAJOR OPENING

8-11 HCP, 4+Major possibly longer minor (Canapé)

3/4 seat = 11-16 HCP

Only balanced when 5332 (never 4432/4333)

Unbalanced 6+M

With 5-4 Majors, open with the longest M

Responses: based upon transfers from responder

1M – Xfer = long suit and unlimited (weak) hand  
or

constructive+, usually 5+suit, 4 if 2M344, 3 if 3433

Opener shows:

1. Support
2. Max with longer minor
3. Max with 4-card other Major
4. Rebids M with 6+card

## TRUMP SUPPORT 2M (TS2M)

1. 1M – 2M
2. 1M – 2M-1
3. 1♣ – 1M  
2M
4. 1♣ – 1♦  
1M – 2M

In these situations the 1M bidder has 4+card and responder has 3 (4 poor with minimum for the response)

## Continuation

3M = confirms 8 trumps and is invitational except in contested auction  
 3NT/4M = sign-off  
 Jump-shift = stiff/void

Opener's continuation after 1M – 2M and 1M – 2M-1

OM = 5+M and invitational, shows second suit/honors OMajor  
 3M = 5+M and invitational  
 Jump-shift = void

2♠ (after 1♥-2♦/♥) = typical 4♠4♥(41), invitational  
 2NT = 1444 and short OMajor, invitational  
 3m = 4-card M / 5+m (also 4M 7m), invitational

1♥ – 1♠  
 2♠ – 2NT = 4-card ♠, invitational  
 – 3m = 4+♠ / 4+m, forcing  
 – 3♥ = 4-card ♠ / 3-card ♥, gameforcing  
 – 3♠ = 5-card ♠, invitational

## Trump support

2 <b>M</b> -1	=	balanced biased, 12+HCP with 3(4)-card support
2 <b>M</b>	=	0+HCP, 3+ <b>M</b>
2NT	=	invitational+, 4+ <b>M</b> → <b>Stenberg</b>
3 <b>M</b>	=	preempt, 4+ <b>M</b>
4 <b>M</b>	=	sign-off
3♠ ( <b>M</b> =♥)	=	void, slam try
4 <b>m</b>	=	void, slam try
1 <b>M</b>	-	2 <b>M</b> -1
2 <b>M</b>	=	negative, any shape
	-	2♠ = invitational with 4♠ 3♥
	-	3X = invitational with 5-card X
	-	2NT = balanced with 3-card support
	-	3 <b>M</b> = 4-card support and a "dull" hand (not sufficient for <b>Stenberg</b> )
	-	3NT = 3-card support, choose final contract

## CONTINUATION AFTER TRANSFERS

1NT, 2♣ and 2♦ is a transfer and showing

1. An unlimited (weak) hand (5+card)
2. Constructive+ (4(3)+card)

The transferee might typical have HHxxxx in the suit, but this is no demand

Special situation: 1♠ – 1NT might show a strong hand with 4♥333

A simple raise of the transferred suit by the transferee after any response by the responder is invitational

A new suit by the transferee is invitational+ and forcing for a round (auction can not stop before 2NT).  
Xfer and a rebid of a new suit or **M** support at the 3-level (simple or jump) is gameforcing (invitational if opener has shown 6+**M**).

New **minor** (3<sup>rd</sup>/4<sup>th</sup> suit) at the 3-level is forcing.

A transfer to **Major** followed by 3**m** shows values in **m** and is an attempt to play 3NT.

A transfer to a **minor** followed by **om** is asking for **om** stopper and is an attempt to play 3NT.

## Opener accepts the transfer

Opener accepts the transfer if he would have passed a natural non-forcing bid based on a long suit.

Responder's rebid in opener's **M** shows exactly 2-card support and 5-card in shown suit.

Responder is basically trying to find the best spot with a constructive hand.

## Continuation after accepted transfer

A new suit by responder is natural and forcing (auction can not stop before 2NT).

Opener can rebid **2M** to show 5+card **M** and any strength. 2NT is showing a minimum hand with a 5+card **minor**. 3 in a **minor** is showing 6(5)-card **minor** and a maximum hand.

Example:	<b>1M</b>	–	<b>2m-1</b>	
	<b>2m</b>	–	<b>2OM</b>	
	<b>2M</b>			= 5+card <b>M</b> , any strength
	<b>2NT</b>			= min, 5+ <b>om</b> , prefers <b>m</b> opposite <b>OM</b>
	<b>3om</b>			= max, natural 5+ <b>om</b> , prefers <b>m</b> opposite <b>OM</b>

## Continuation after transfer was not accepted

A rebid of the opening suit is showing 6+card and no support for the transferred suit.

Other situations:

	<b>1M</b>	–	<b>1NT</b>	
	<b>2♦</b>			= good 5+card
	<b>1♠</b>	–	<b>2m-1</b>	
	<b>2♥</b>			= natural and max, 55, 64 or 54
	<b>1♥</b>	–	<b>2m-1</b>	
	<b>2♠</b>			= natural and a maximum hand
	<b>1M</b>	–	Xfer	
	<b>3om</b>			= natural and max, <b>4M/6+om</b> , responder's raise to <b>4om</b> is asking for <i>denial Q-bid</i>

## Support after **1M – 2m-1**

<b>2NT</b>	=	max with 3+card support
<b>3m</b>	=	constructive hand with 4+card support
<b>3M</b>	=	<b>7M/3m</b> , max ( <b>6M4m</b> ) → responder might Pass with a minimum hand. New suit is forcing with <b>M</b> as trump. <b>4m</b> is a slam try with <b>m</b> as trump
<b>4m</b>	=	5+card support and probably 10+card in the shown suits
Jump-shift	=	short suit and normally 5+card support. A <b>4m</b> response is <u>not</u> forcing

If **4m** is forcing, then it is asking to start a *denial Q-bid* sequence.

If **4m** is not forcing, then a new bid is a *denial Q-bid*.

## Support after **1♠ – 2♦ (transfer to ♥)**

<b>2NT</b>	=	3-card support, max ((semi)balanced)
<b>3♥</b>	=	3-card support, min
<b>3♠</b>	=	<b>7♠ 3♥</b>
<b>3NT</b>	=	4+card support and a stiff <b>minor</b> → <b>4♣ – 4♦ = ♦</b> , <b>4♥ = ♣</b>
<b>4m</b>	=	support and void in <b>m</b>
<b>4♥</b>	=	opener prefers to play <b>4♥</b> as partner is supposed to have HHxxxx. Only 3-card support needed



## SPECIAL SITUATIONS

1M	–	3m	=	good 6+m, gameforcing+
New suit			=	values in suit bid or maybe a good 5+om
3M			=	good 5+M suit
3NT			=	weak, no support, scattered values
Jump-shift			=	SPL

1♥ – 2♠ = 6+card, preemptive (WJS)

### After 1♥ opening

1♥	–	1♠	=	natural and forcing, usually 10+HCP, weaker with short ♥
1NT			=	natural, denies 3-card ♠, good 5-card minor and 6-card ♥
	–	2♣	=	4+♦, to play with ♦ as trump or invitational+
	–	2♦	=	3-card ♥, invitational+
	–	2♥	=	6+♠, invitational+ → 2♠ = min (no support) 2NT = max and stiff ♠ 3♠ = invitational and 2(3)-card ♠
	–	2♠	=	4+♣, to play with ♣ as trump or gameforcing → 2NT = no ♣ support/min 3♣ = max and 4+♣
	–	2NT	=	natural invitational
	–	3m	=	4+♠ 5+minor, invitational
	–	3♥	=	3-card ♥ and gameforcing. Bid 3NT with 4-card ♥, else 4♥
	–	3♠	=	gameforcing+, good suit. Asking for <i>denial Q-bid</i> or 4♠
2m			=	5+minor
2NT			=	<i>max, two folded. Very good hand with 2-3 card ♠ or good 6+ ♥ suit and short ♠</i>
	–	3♣	=	gameforcing
	–	3♦/4♣	=	natural and 55+, forcing
	–	3♥	=	to play, weak
	–	3♠	=	very long ♠-suit, invitational
	–	4♥	=	to play (4♥ or 4♠)
3m			=	good 6+minor, max. Continuation is natural and forcing
3♥			=	max, 6+suit, 2-3 ♠
3♠			=	natural, denies max
	–	3NT	=	asking for short suit
	–	4X	=	SPL
1♥	–	1♠		
1NT	–	2♦		
2-3X	–	3♥	=	slam try
	–	3♠	=	6+♠ and 3♥, gameforcing
	–	3NT	=	choose game (typical 4333)
1♥	–	1♠		
1NT	–	2♥		
2-3X	–	3♥	=	6+♠ and 3♥, slam try

1♥	-	1♠	=				
2♠	-	2NT	=	invitational			
	-	3m	=	natural and forcing, presume exact 4♠	→	3M	= sign-off
	-	3♥	=	gameforcing with 4♠3♥	→	3♠	= 5+♣
						3NT	= 5+♦
						4m	= 5+♥, stiff/void m
						4♠	= 4♠
	-	3♠	=	5+♠, invitational			
	-	4X	=	short suit			

1♥	-	1♠		
2NT	-	3♣	=	gameforcing
	-	3♦	=	stiff ♦ with ♠-support, slam try
	-	3♥	=	good 6+♥
	-	3♠	=	no slam interest (might have short <b>minor</b> ). 3NT is asking for short suit
	-	3NT	=	stiff ♣ with ♠-support, slam try
	-	4m	=	void m, very good hand

### After 1♠ opening

1♠	-	3♥	=	good 6+♥, forcing to 4♥++
3♠			=	good 5+♠
3NT			=	♥-raise with scattered support and slam interested
4m			=	max, good 6(5)+m
4♥			=	weak, does not promise ♥-support
Jump-shift			=	SPL

## STENBERG

4-card support and invitational+ (gameforcing in contested auction)

Applies in the following sequences:

1M – 2NT

1♣ – 1M  
2NT

1♣ – 1♦  
1M – 2NT

Continuation:

3♣			=	min, denies interest for slam
	– 3♦		=	relay
		– 3♥	=	balanced, 5+M (no SPL/5+m) or 4441
			– 3♠	= asking for short suit
			– 3NT	= no stiff/void
			– 4X	= SPL, 4♥ = SPL OM
			– 4♠	= 55+ Major and a weak hand
	– 3♠/NT		=	5+m → as direct - see 3♠/NT response below
	– 3M		=	to play
	– 3OM		=	stiff/void, seeking super fit
	– 4m		=	stiff/void, seeking super fit
	– 3NT		=	to play
3♦			=	balanced (poor 6322/5422) or 4441
	– 3♥		=	relay, asking for short suit
		– 3NT	=	no stiff/void
		– 3♠	=	SPL OM
		– 4m	=	SPL m
3♥			=	5+M and unbalanced
	– 3♠		=	relay, asking for short suit
		– 3NT	=	no stiff/void, good hand
		– 4X	=	stiff/void, good hand (4♥ = stiff/void OM)
3♠			=	5+♣
	– 3NT		=	general slam try, max → denial Q-bid
	– 4♣		=	slam interest if opener has good ♣. Shows TH ♣
	– 4♦		=	stiff/void ♣
3NT			=	5+♦
	– 4♣		=	general slam try, max → denial Q-bid
	– 4♦		=	slam interest if opener has good ♦. Shows TH ♦
	– 4♥		=	stiff/void ♦
Jump-shift			=	void (4♥ = void OM)
4♠			=	55+ Majors and max

After Stenberg and response, a jump-shift rebid = **Exclusion Blackwood**

## 3/4 SEAT OPENING

Pass	-	1M	=	
1♠			=	4+card → continuation as 1/2 seat opening
1NT			=	6-9 HCP, no 3-card support
2♣			=	9-11 NT, no 3-card support
	-	2♦/2M	=	natural, not forcing
	-	2OM	=	gameforcing, asking about responder's hand - natural continuation
	-	2NT	=	invitational 5332 (5422), maybe (4441) or (5431)
	-	3♦	=	5+suit, invitational
	-	3♥(M=♠)	=	54+
	-	3M	=	invitational
2♦			=	9-11 NT, 3-4 support
	-	2M	=	natural, not forcing
	-	2OM	=	gameforcing, asking about responder's hand - natural continuation
	-	2NT	=	invitational 5332 (5422), maybe (4441) or (5431)
	-	3♣	=	5+suit, invitational
	-	3♥(M=♠)	=	54+
2♥(M=♠)			=	5-7 HCP, decent 6+suit
2M			=	4-8 HCP, 3-4 support
2NT			=	<b>Stenberg</b> , 10-11
3M			=	3-7 HCP, 5 support
Jump-shift			=	SPL, invitational (also after 1♥ - 2♠)
Pass	-	1M		
1X	-	2m	=	natural, normally 5+m, might have 5M, preference to M with 3-card M
Pass	-	1M		
1X	-	Jump-shift	=	5+m, might have 5M, preference to 3 or 4M?

## INTERFERENCE AFTER 1 MAJOR OPENING

### General after interference

2NT	=	<b>Stenberg</b> - system is <b>ON</b> , gameforcing
Overcall	=	not forcing, to find a sacrifice or start a constructive sequence. Natural continuation. Opener's rebid of <b>minor</b> is Canapé (5+card)
Q-bid below 3 <b>M</b>	=	4+card support, invitational
Q-bid above 3 <b>M</b>	=	4+card support, gameforcing+
Jump Q-bid or 4 <b>m</b>	=	SPL, void in suit bid

### After direct double

1 <b>M</b> - (X) - ?	=	<b>system is ON</b>
- Jump-shift	=	preemptive
- XX	=	approx. 13+HCP, penalty oriented (forcing to 2 <b>M</b> )

1 <b>M</b> - (X) - XX - (Pass)	=	extra values
Pass	=	min with 5332, 5431 or 4441
1NT	=	min, 5+ <b>m</b>
2 <b>m</b>	=	min, natural
2 <b>M</b> /♥ ( <b>OM</b> )	=	max, 6(5)+ <b>m</b> (distributional)
3 <b>m</b>	=	max, 6+ <b>M</b> (good playing strength)
3 <b>M</b>	=	

1 <b>M</b> - (X) - XX - (1-2X)	=	penalty
X	=	in principle as Pass, see above
Other bids	=	

1 <b>M</b> - (X) - XX - (Jump)	=	TOX
X	=	

### After direct overcall

1♥ - (1♠) - ?	=	<b>system is ON</b>
- Q-bid	=	invitational, 4(3)-card support
- 2NT	=	<b>Stenberg</b> , gameforcing
1 <b>M</b> - (2-3X) - Pass	=	weak, might be interest for penalty to 3♣. If penalty - consider 3NT
- X	=	Hi/Low to 3♣, else penalty. X followed by suit-bid = gameforcing X of 3♣ followed by 3NT is natural with <b>OM</b> If opening = Pass → 8-11, balanced (penalty ?)
		Responder is expected to show <b>OM</b> or longest suit. Rebid of NT might contain 4441/5332 with poor <b>M</b> , and denies 5+ <b>m</b> /4 <b>OM</b> .
- Suit-bid	=	5+card, not forcing
- Q-bid	=	invitational, 4(3)-card support
- 2NT	=	<b>Stenberg</b> , gameforcing

1♥	-	(2m)	-	X	-	(Pass)	
2♠							= does not promise 5♥
Jump-bid							= natural and 6(5)+suit, max
1M	-	(Q-bid)	-	2NT			= <b>Stenberg</b> , gameforcing
				- OM			= invitational with support
				- 3m			= natural, not forcing
				- X			= penalty oriented, 13+HCP, not forcing

### After 1♠ response

1♥	-	(Pass)	-	1♠	-	(2m)	
X							= 3-card support with either extra values or short in opponent's suit
Simple support							= does not promise 4-card support (weaker than X)

### After transfer response or raise

1M	-	(Pass)	-	2X	-	(X)	
XX							= 3-card support, max
Pass							= 4M, 5+m and 0-2 card in the Xfer suit
2X+1							= 2-3 card in the Xfer suit
2♦(X=1NT)							= 5+♦ and 4M
2♥(M=♠)							= 5+M and 5(4)-card♥
2M							= 6+M
2NT							= 4M and 6+om, max
3m							= 4+card support
3om							= 4M and 7+om, 2-card in the Xfer suit
3M							= 7M and 2-3 card in the Xfer suit
4m							= 5-card support
1M	-	(Pass)	-	2X	-	(2-3X)	
X							= good hand with no clear alternative
Q-bid (to 3-level)							= SPL with 3-card support, (5)6+M good M and max
1M	-	(Pass)	-	2M(-1)	-	(2X)	
X							= penalty oriented
2NT							= weak, wants to play 3M (Good&Bad)
3X							= invitational, asking for support in X
3M							= good playing strength, general invitation
1M	-	(Pass)	-	2M(-1)	-	(3X)	
X							= good playing strength, general invitation
3X							= invitational, asking for support in X
3M							= to play (weaker than X)

# RESPONSES TO 1NT OPENING

1/2 seat = (11)12-14 HCP balanced (1♣ - 1♦; 1NT = 15-17 HCP)      3/4 seat = 16-18 HCP balanced

Balanced - any 4333 / 4432 / 5332 shape. With a balanced shape and 5-card **M** consider a 1♣, 1♦ or 1NT opening depending on the **M** quality and whether the hand contains 3-card **OM**.

## GARBAGE STAYMAN

1NT	-	2♣	=	<b>Garbage Stayman</b>
2♦	-	2♥	=	4+♥ and 4♠, to play - opener might bid 2♠ with 2-card♥
	-	2♠	=	5+♠ and 4♥, to play
	-	2NT	=	invitational, (at least 1) 4-card <b>M</b>
	-	3♣	=	5+♣ and (at least 1) 4-card <b>M</b> , not forcing
	-	3♦	=	5+♦ and (at least 1) 4-card <b>M</b> , invitational
	-	3 <b>M</b>	=	5+ <b>M</b> , invitational
	-	4 <b>m</b>	=	good suit, slam try with a void. Next bid available by opener is asking for location of the void

1NT	-	2♣	=	
2♥	-	2♠	=	4♠ and 5+ <b>m</b> , to play if opener has 3+♠
	-	2NT	=	4♠, invitational
	-	3 <b>m</b>	=	5+ <b>m</b> and 4♠, not forcing
	-	Other	=	as after 2♦ response

1NT	-	2♣	=	
2♠	-	2NT	=	4-card♥, invitational
	-	3 <b>m</b>	=	5+ <b>m</b> and 4♥, not forcing
	-	Other	=	as after 2♦ response

## RELAY (FORCING STAYMAN)

Responses = **Balanced Scheme** (modified)

2♣	-	2♦ (relay)	=	any 5332
2♥			=	4432, 4♥
2♠			=	4432, 4♠ (denies 4♥)
2NT			=	4432, 44 <b>minors</b>
3♣			=	3433, relay order
3♦			=	4333, relay order
3♥			=	3334, relay order
3♠			=	3343, relay order
3NT			=	
2♣	-	2♦ (relay)	=	
2♥	-	2♠ (relay)	=	
2NT			=	5♥ or 3235 → 3♣ - 3♦ = 3235
	-	3♣	-	3♦ = 3235
			-	3♥ = 2533
			-	3♠ = 3532
			-	3NT = 3523

3♣			=	5♠
	-	3♦	-	3♥ = 5233
			-	3♠ = 5332
			-	3NT = 5323
3♦			=	5♣, not 3235
	-	3♥	-	3♠ = 2335
			-	3NT = 3325
3♥			=	3253
3♠			=	2353
3NT			=	3352
2♣	-	2♦ (relay)		
2♠	-	2NT (relay)		
3♣			=	4♠
	-	3♦	-	3♥ = 4432
			-	3♠ = 4423
3♦			=	4♣
	-	3♥	-	3♠ = 2434
			-	3NT = 3424
3♥			=	2443
3♠			=	3442
2♣	-	2♦ (relay)		
2NT	-	3♣ (relay)		
3♦			=	4♣
	-	3♥	-	3♠ = 4234
			-	3NT = 4324
3♥			=	4243
3♠			=	4342
2♣	-	2♦ (relay)		
3♣	-	3♦ (relay)		
3♥			=	3244
3♠			=	2344

When any (4432) shape is show → Subsequent relay → the doubleton is shown according to “relay order”

## Interruption of relay-sequence with a no-game bid

- Support of known suit is natural and shows a minimum opening
  - New suit = *denial Q-bid*
  - 3NT = to play (typical 4333)
- Asking for stopper. Might be *denial Q-bid* and slam interest
  - 1<sup>st</sup> step = no stopper
  - n steps = each step thereafter shows a 1/2 stopper (3 steps = 1 stopper)
- Initial 2♦ bid (relay) to continue with 3M (not relay) shows 5-card M and denies slam interest



## OTHER RESPONSES

1NT	-	2M	=	to play
	-	2NT	=	invitational
	-	3m	=	to play
	-	3M	=	4M, (semi)balanced, no slam interest/4OM → choose between 3NT/4M
	-	3NT	=	to play
	-	4♣	=	transfer to ♥
	-	4♦	=	transfer to ♠
	-	4♥	=	to play
	-	4♠	=	to play
	-	4NT	=	quantitative

## NILSLAND'S RUN-OUTS (SWINE DEFENSE)

Defense against opponents Double of our weak NT-opening. Applicable also if Double is not penalty

1NT	-	(X)	-	2♣	=	♣ + ♦, not forcing
			-	2♦	=	♦ + ♥, not forcing
			-	2♥	=	5+♥, showing interest fighting to 3♥
			-	2♠	=	5+♠, showing interest fighting to 3♠
			-	2NT	=	forcing, unbalanced 2-Suiter, not interested playing 1NT XX. Asking opener to bid 3♣ →
						3♦ = Majors
						3♥ = ♥ + minor
						3♠ = ♠ + minor
						3NT = minors
			-	3X	=	preemptive
1NT	-	(X)	-	XX	=	1-Suiter, asking opener to bid 2♣ (relay)
2♣			-	Pass/2♦/2♥/2♠	→	to play. 2♥♠ is showing a poorer hand than a direct bid
1NT	-	(X)	-	Pass	=	asking opener to XX
XX			-	Pass	=	to play 1NT XX
			-	2♣	=	♣ + M, not forcing
			-	2♦	=	♦ + ♠, not forcing
			-	2♥	=	♥ + ♠, not forcing
			-	2♠	=	5+♣ 4-card ♦, constructive
			-	2NT	=	5+♦ 4-card ♣, constructive
			-	3X	=	invitational, semi-solid X if X = minor

After X in balancing/4<sup>th</sup> seat, this approach is applicable:

1NT	-	(Pass)	-	Pass	-	(X)	
Pass	-	(Pass)	-	2♣	=	D.O.N.T	etc.
			-	XX	=	1-Suiter	

## INTERFERENCE AFTER 1NT OPENING

If opponents interfere with 2♣ (natural) the **system is ON**, Double = **Garbage Stayman** etc.

Negative Double :

of 2♦ → shows (43)+ **Majors** and playing strength for at least 2NT

of 2♥♠ → shows **OMajor** and playing strength for at least 2NT

After artificial bid (overcalled suit not natural) a Double shows 4+card in the suit and competitive values.

A Q-bid is natural (5+) and forcing. Lebensohl followed by Q-bid is for play and weak.

After artificial bid showing 2-Suiter (overcalled suit is natural or 2NT showing **minors**) Double is Negative Q-bid (see below) and Unusual Vs. Unusual is on

Pass followed by Double is for penalty and does not promise much defense against other contracts

If opener Double right hand opponent, this is penalty oriented and promise 5½ tricks and good trump.

If opener Double left hand opponent, this is for take out and shows a poor 2-carder in overcalled suit.

When a relay-sequence is established and opponents interfere with a bid that does not take away more than 2 steps, the **system is ON**.

Responder	→	Pass = 1 <sup>st</sup> step, (Re)Double = play/penalty If Pass = relay by relayer → (Re)Double = play/penalty (Re)Double applies only if responder might have 5(4)+suit. If not → 1 <sup>st</sup> /2 <sup>nd</sup> step
Relayer	→	Pass = relay, (Re)Double = play/penalty. If Pass = 1 <sup>st</sup> step by responder → (Re)Double = play/penalty next bid available = relay If responder's (Re)Double = play/penalty → next bid available = relay

Suit-bid on 2-level = 5+card, not forcing

Suit-bid on 3-level = 5+card, forcing

2NT = **Lebensohl**, asking opener to bid 3♣

- weak hand with a suit that wants to play on the 3-level
- invitational hand with a suit that could have been bid on the 3-level
- same meaning as a direct Q-bid/3NT, but in addition showing stopper in opponents suit (slow show)

Q-bid of **Major** = show 4-card in **OMajor**, no stopper in opponents suit - forcing

Q-bid of **minor** = **Stayman**, no stopper in opponents suit - forcing

Jump to 3♥/♠ = 5+card ♥/♠, gameforcing

Jump to 3NT = to play - no stopper in opponents suit (**minor oriented**)

Jump to 4♣ = **Gerber**, off if overcall is 3♦ or higher, then 4♣ becomes natural

Jump to 4♦ = transfer to ♥, if overcall = 3♦ → choose **Major**, else natural

Jump to 4♥ = transfer to ♠, if overcall = 3♥ → **Gerber**, else natural

Jump to 4♠ = natural, if overcall = 3♠ → **Gerber**

4NT = quantitative

# RESPONSES TO 2 MINOR OPENING

8-11 HCP, 6+minor or 5+m/4+om. No 4-card Major.

3/4 seat = 11-16 HCP

The 2minor opening should only be used when the majority of honors are placed in the minor(s).

Opening 2m with 22(45) shape and min HCP should normally not occur.

11 HCP with 2 Aces and a King (minor(s)) should be opened with 1♣.

## 2♣ OPENING

2♣	-	2♦	=	relay, usually 16+HCP.
				Gameforcing+ (with minor interest) or seeking 3NT
	-	2M	=	6(5)+M, ≤13 HCP, not forcing
	-	2NT	=	natural, invitational (might have 5-card M)
	-	3♣	=	constructive, max 1 M stopper.
				Opener might show own stoppers
	-	3♦	=	natural, invitational to 3NT → 3M = stopper
	-	3M	=	6+M, 14-15 HCP, invitational
	-	4♣	=	preemptive
2♣	-	2♦	=	relay
2♥			=	1-Suiter with 6+♣ → 1-Suiter Scheme
2♠			=	55/66 minors, equal length → 2-Suiter Scheme ( <u>one</u> step down)
2NT			=	5+♣ 4+♦, high shortage ↓
3♣			=	5+♣ 4+♦, equal residue
3♦			=	1345, low shortage
3♥			=	1246, low shortage
3♠			=	0346, low shortage
3NT			=	0247, low shortage
4♣			=	0256, low shortage
2♣	-	2♦		
2-3X	-	3Y (not relay)	=	asking about Y stopper, 3NT interest
2♣	-	2M	=	6(5)-card M, ≤13 HCP, not forcing
2♠			=	stiff/void, max and 3-card support
2NT			=	55+minors, max 1 M
3♣			=	7(6)+♣, max 1 M
3♦/3♥(M=♠)			=	stiff/void, max and 3-card support
3M			=	3-card support and good ♣
2♣	-	2NT	=	14-15 HCP, invitational (might have 5-card M)
3♣			=	6+♣, min/not suitable for NT
3♦			=	55+minors, min/not suitable for NT
3♥			=	3-card ♠ (might have 3-card ♥), max
	-	3♠	=	5-card ♥, asking opener to choose between 3NT/4♥
3♠			=	3-card ♥, max

**2♦ OPENING**

2♦	-	2♥	=	relay, usually 16+HCP. Gameforcing+ (with <b>minor</b> interest) or seeking 3NT
	-	2♠	=	6(5)+ <b>M</b> , ≤13 HCP, not forcing
	-	2NT	=	natural, invitational (might have 5-card <b>M</b> )
	-	3♣	=	natural, invitational to 3NT → 3 <b>M</b> = stopper
	-	3♦	=	constructive, max 1 <b>M</b> stopper. Opener <u>might</u> show own stoppers
	-	3♥	=	6+♥, ≤15 HCP, max and support to continue bidding
	-	3♠	=	6+♠, 14-15 HCP, invitational
	-	4♦	=	preemptive
2♦	-	2♥	=	relay
2♠			=	1-Suiter with 6+♦ → <b>1-Suiter Scheme</b> ( <u>one</u> step up)
2NT			=	55/66 <b>minors</b> , equal length → <b>2-Suiter Scheme</b>
3♣			=	5+♦ 4+♣, high shortage ↓
3♦			=	5+♦ 4+♣, <i>equal residue</i>
3♥			=	1354, low shortage
3♠			=	1264, low shortage
3NT			=	0364, low shortage
4♣			=	0274, low shortage
4♦			=	0265, low shortage
2♦	-	2♥		
2-3X	-	3Y (not relay)	=	asking about Y stopper, 3NT interest
2♦	-	2♠	=	6(5)-card ♠, ≤13 HCP, not forcing
2NT			=	55+ <b>minors</b> , max 1 ♠
3♣			=	stiff/void, max and 3-card support
3♦			=	7(6)+♦, max 1 ♠
3♥			=	stiff/void, max and 3-card support
3♠			=	3-card support and good ♦
2♦	-	2NT	=	14-15 HCP, invitational (might have 5-card <b>M</b> )
3♣			=	55+ <b>minors</b> , min/not suitable for NT
3♦			=	6+♦, min/not suitable for NT
3♥			=	3-card ♠ (might have 3-card ♥), max
	-	3♠	=	5-card ♥, asking opener to choose between 3NT/4♥
3♠			=	3-card ♥, max

**3/4 SEAT OPENING**

Pass	-	2m		
2X			=	0-7 HCP, 6(5)-card
2NT			=	9-11 NT, stopper(s) in <b>Major</b> (s)
3m			=	6-8 HCP, assume 4-card
3♣ over 2♦			=	9-11 HCP, 3325, good suit
Jump-shift			=	SPL

## INTERFERENCE AFTER 2 MINOR OPENING

When a relay-sequence is established and opponents interfere with a bid that does not take away more than 2 steps, the **system is ON**.

Responder	→	Pass = 1 <sup>st</sup> step, (Re)Double = play/penalty If Pass = relay by relayer → (Re)Double = play/penalty (Re)Double applies only if responder might have 5(4)+suit. If not → 1 <sup>st</sup> /2 <sup>nd</sup> step
Relayer	→	Pass = relay, (Re)Double = play/penalty. If Pass = 1 <sup>st</sup> step by responder → (Re)Double = play/penalty next bid available = relay If responder's (Re)Double = play/penalty → next bid available = relay

### After direct double

XX	=	12+HCP, usually balanced. Subsequent bid of new suit is gameforcing
Suit-bid	=	natural, constructive but not forcing. Might be an escape from 2m Responds from opener = <b>system ON</b> (if suitable)
2NT	=	invitational+ and m-support
– 3Y	=	SPL

### After direct overcall

X	=	TOX, forcing to 3m. Subsequent bid of new suit is gameforcing
– 2NT	=	5431 and stiff <b>OM</b> ( <b>M</b> overcall assumed)
– 2-3M	=	3-card <b>M</b> ( <b>m</b> overcall assumed)

*Responder's subsequent bid of a new suit is forcing*

2NT	=	forcing, natural or gameforcing with support
– 3m	=	min
– 3om/M	=	SPL
Q-bid	=	primary - asking for stopper secondary - invitational to 5m
Suit-bid	=	2M/3♣(om) is invitational, constructive (3NT?) 3♦(om)/3M is forcing
4m	=	preemptive

# RESPONSES TO 2 MAJOR OPENING

(6)8-11 HCP (max 6½ losers), 5+**M**ajor and 5+**m**inor

3/4 seat = (8)9-12 HCP

With poor 5+card ♥/♠ and 5+card **m**inor (more than 6½ losers), 1**M** opening is preferred

- 2♥/♠ = (6)8-11 HCP (max 6½ losers), 5+card ♥/♠ and 5+card **m**inor (all seats)
- 2♠ = 5+♠, forcing for one round
  - 2NT = invitational+
  - 3-7**m** = Pass or correct to **om**. Opener may raise with extreme hand.
  - 3**OM** = 6+**OM** and invitational
  - 3**M** = not forcing
  - 3NT = (semi)solid 1-Suiter, gameforcing+
  - 4**M** = to play
  - 5**M** = slam try, asking for **M** K/Q

- 2♥ - 2♠ = 5+♠, forcing for one round
- 2NT = 5+♣, min (max 1 ♠)
  - 3♣ = 5+♦, min (max 1 ♠)
  - 3♦ = 5+♣, max (max 1 ♠)
  - 3♥ = 5+♦, max (max 1 ♠)
  - 3♠ = 2-3 card support

For higher responses and continuation - see responses to 2**M** - 2NT below.

Exception: 2♥ - 2♠; 2NT/3X - 3♠ = to play

- 2♥/♠ - 2NT = invitational+
- 3♣/♦ = natural, min
    - 3**M** = not forcing
    - 3**OM** = natural, gameforcing
    - 3NT = to play
    - 4**m** = invitational
    - 4**om** = slam try with shown **M** as trump
    - 4**OM** = slam try with shown **m** as trump
  - 3♥/♠ = Lissabon “**m**inor” and max
    - 3**OM** = natural, gameforcing
    - 3NT = to play
    - 4**m** = slam try with shown **m** as trump
    - 4**om** = slam try with shown **M** as trump
    - 4**M** = to play
    - 4**OM** = to play
  - 3NT = max and 66 or 76 (responder is supposed to guess right)
  - 4♣/♦ = max, good 6-card ♣/♦ (all strength in shown suits)
  - 4♥(**M**=♥) = max, good 6-card ♥, 5-card **m** (all strength in shown suits)
  - 4♥(**M**=♠) = max, good 6-card ♠, 5-card ♣ (all strength in shown suits - Lissabon)
  - 4♠(**M**=♠) = max, good 6-card ♠, 5-card ♦ (all strength in shown suits - Lissabon)

All **m**inor suit bids at any level are Pass/Correct. Opener may raise with extreme hand.

- 3NT	=	(semi)solid 1-Suiter, gameforcing+.
		Subsequent bid = to play → except, see below
- 4♣	=	max with 1+Ace
- 4♦	=	relay
- 4♥	=	no additional values
- 4♠	=	1 King in a short suit
- 4NT	=	2 Aces
- 4/5X	=	to play
- Jump to 5OM	=	slam try, asking for <b>OM</b> K/Q
- 4♦	=	max and a good hand without Aces
- Jump to 5OM	=	slam try, asking for <b>OM</b> K/Q
- 4♥	=	min
- Jump to 5OM	=	slam try, asking for <b>OM</b> K/Q

## INTERFERENCE AFTER 2 MAJOR OPENING

### After direct double

XX	=	12+HCP, penalty oriented
2NT	=	<b>system is ON</b>

If responder first made a Pass (1/2 seat) and opponents make a Double, responder will usually Pass.  
If opener make a rebid, this is showing a freak shape.

### After direct overcall

X	=	penalty
3♣	=	Pass or correct to 3♦

If overcall = 2♠ → 2NT = **system is ON**

# RESPONSES TO 2NT OPENING

8-11 HCP, 55+minors and max 6 losers. With poorer playing strength 2m opening is preferred.

2NT	-	3-7m	=	play (preemptive)		
	-	3♥	=	gameforcing+, asking for shape and strength		
		-	3♠	=	minimum	
			-	4m	=	natural, not forcing
			-	4M	=	Lissabon (establishes m as trump, <b>RKCB</b> )
		-	3NT	=	55 and max	
			-	4m	=	establishes m as trump, <b>RKCB</b>
			-	4M	=	Q-bid, no control in <b>OM</b>
		-	4m	=	max and good 6-card m	
		-	4M	=	66 and <b>M</b> void	
	-	3♠	=	asking for <b>M</b>		
		-	3NT	=	2/3-card ♥ (4♥ from responder = play)	
		-	4♣	=	2/3-card ♠ (4♠ from responder = play)	
		-	4♦	=	11 in <b>M</b>	
		-	4M	=	20 in <b>M</b>	
	-	3NT	=	(semi)solid 1-Suiter, gameforcing+.		
				Next bid = to play → except, see below		
		-	4♣	=	max with at least one Ace	
			-	4♦	=	relay
			-	4♥	=	nothing extra to show
			-	4♠	=	one King in a short suit
			-	4NT	=	2 Aces
		-	4/5X	=	to play	
		-	Jump to 5M	=	not forcing, slam interest, asking for K/Q in suit	
	-	4♦	=	max and good values without Aces		
		-	Jump to 5M	=	not forcing, slam interest, asking for K/Q in suit	
	-	4♥	=	min		
		-	Jump to 5M	=	not forcing, slam interest, asking for K/Q in suit	

## INTERFERENCE AFTER 2NT OPENING

### After direct double

Pass		=	neutral							
	-	3m	=	longest/strongest suit						
	-	XX	=	equally good m						
XX		=	strong/penalty, opener might pull with poor 6-5 shape							
Other		=	<b>system is ON</b>							
2NT	-	(Pass)	-	3♣/♦	-	(X)	-	XX	=	good ♣/♦
							-	Pass	=	minimum
							-	Other	=	<b>system is ON</b>

### After direct overcall

X		=	penalty
---	--	---	---------



# HIGHER OPENING BIDS

## RESPONSES TO 3 MINOR OPENING

Preemptive with reasonable good suit, might be weak favourable.

More constructive in 2<sup>nd</sup> seat.

3♦	=	invitational+, asking for 3-card <b>Major</b>
– 3♥	=	3-card ♥, might have 3-card ♠ (33(61/70))
– 3♠	=	to play if opener have 3(2)-card ♠
– 4♣	=	Pass or correct to ♦
– 4♦	=	asking for stiff/void →
	4♥	= no short suit
	4♠	= short ♠
	4NT	= short ♣
	5♣	= short ♦
– 3♠	=	3-card ♠
– 4♣	=	Pass or correct to ♦
– 4♦	=	asking for stiff/void →
	4♥	= short ♥
	4♠	= no short suit
	4NT	= short ♣
	5♣	= short ♦
– 3NT	=	2-2 <b>Majors</b>
3M	=	6(5)+ <b>M</b> , forcing for 1 round. Subsequent new suit from opener shows a good hand, support (2+ <b>M</b> ) and A/K suit bid. 3NT shows 2+ <b>M</b> without outside A/K but with a short suit. 4♣ is asking for short suit → if <b>M</b> =♥, 3♥ = short ♠ 4m denies 2-card support 4 <b>M</b> shows 2+ <b>M</b> without a Q-bid in a side suit (typical 6322/7222)
3NT	=	to play
4M/om	=	Q-bid (not <i>denial Q-bid</i> )

## RESPONSES TO 3 MAJOR OPENING

Preemptive, might be weak (favourable). Encourages responder to sacrifice with support.

More constructive in 2<sup>nd</sup> seat.

3♠	=	6(5)+♠, forcing for 1 round. Subsequent new suit from opener is a Q-bid (not <i>denial Q-bid</i> )
3NT	=	to play
4m	=	Q-bid (not <i>denial Q-bid</i> )
4OM	=	to play

## RESPONSES TO 3NT OPENING

Preemptive with a broken **minor**. Containing at least Ace or King vulnerable.  
Solid **minor** in 3/4 seat (Gambling)

4♣	=	Pass or correct to 4♦
4♦	=	Pass or correct to 5♣
4♥/♠	=	to play
4NT	=	asking for the <b>minor</b>
5♣	=	general slam try with the <b>minor</b> as trump
5♦	=	Pass or correct to 6♣

### Double after 3NT opening

Pass	=	to play
XX	=	to play in opener's <b>minor</b> (SOS)
4-5 ♣/♦	=	Pass or correct to ♦/♣
Other	=	<b>system is ON</b>

## RESPONSES TO 4 MINOR OPENING

Namyats in 1/2 seat - good preempt in ♥/♠ (♣ = ♥; ♦ = ♠).  
Either solid suit or semi-solid with at least one side Ace.  
7½ - 9 playing tricks depending on vulnerability and 2-3 of 5 Aces.

4♦/♥(relay)	=	slam try with at least one Ace
– 4M	=	min, nothing extra. Subsequent relay is asking for side Kings
– 4NT	=	solid suit and one outside Ace
– 5X	=	void X, 8+ playing tricks
– 5M	=	8½ playing tricks with no outside Ace(s)
4♥/♠	=	to play

*Normal Preempt in 3/4 seat*

### Double after 4 Minor opening (1/2 seat)

Pass	=	waiting. Discourages opener to bid higher than 4M (sacrifice)
4M	=	to play. Encourages opener to bid higher (fight/sacrifice)
XX	=	invitational. Encourages opener to bid higher or Double

## RESPONSES TO 4 MAJOR OPENING

Natural, preemptive/gambling. In 1/2 seat not a solid suit. May be irregular shapes like 65.  
About 2 playing tricks better than 3M opening.

4NT	=	RKCB
New suit	=	Q-bid (not <i>denial Q-bid</i> )
5M	=	general slam interest with poor trump support

## RESPONSES TO 4NT OPENING

Specific Ace inquiry:

5♣	=	no Ace
5♦/♥/♠	=	Ace in bid suit
5NT	=	♣ Ace
6X	=	lowest of 2 Aces

# MISCELLANEOUS

## DOUBLES

Take-out Doubles through 4♠

A double of a 2 opening showing two specific suits indicate equal length in the unbid suits, else

- bidding the lowest ranking suit shown shows both unbid suits and longer lower ranking suit
- bidding the highest ranking suit shown shows both unbid suits and longer higher ranking suit

Negative Doubles through 3♠

Responsive Doubles through 4♦

If opponents bid own bid suit (Q-bid) a Double is showing a poor suit/other lead preferred

After opponents voluntary bid game/slam, Lightner Doubles applies (void/unusual lead)

## CARDING

### Vs Suit Contracts

Attitude - low encouraging (1<sup>st</sup> priority)

Standard count - low from odd (2<sup>nd</sup> priority)

Invitational leads later in the defense (low shows)

Opening leads: 3<sup>rd</sup>/5<sup>th</sup> highest (always if leading partner's suit), top from inner sequence, (near) top from junk.

A from AKx(x), K from AK or KQx(x). On honor leads show attitude.

If the Q belongs to dummy - show length.

Trump Echo if roughing is an option. If declarer pulls trump, Lavinthal

### Vs NT Contracts

Attitude - low encouraging (1<sup>st</sup> priority)

Standard count - low from odd (2<sup>nd</sup> priority)

Invitational leads later in the defense (low shows)

Opening leads: 3<sup>rd</sup>/5<sup>th</sup> highest (always if leading partner's suit), top from inner sequence, (near)top from junk.

Lead of K or Q asks partner to drop the Q or J (typical AKJxx/KQTxx), else count.

A asks for attitude.

On honor leads show attitude.

Smith's Echo: When the declarer gain lead in the opening lead suit and continues own suit  
(Oddeball) a high card from either defender shows interest for the initial suit led.

## CONTESTED AUCTION

### Good & Bad 2NT

Applies after natural opening/interference or after 1♣ opening. If the opponents compete to the 2 level supporting each other, 2NT shows a weak hand with interest in playing a suit at the 3 level. 2NT is asking partner to bid 3♣ (**Lebensohl**). Direct 3 bid shows additional strength and is invitational. 3 of a new suit is invitational and is asking for help in the suit bid.

- |      |    |   |                       |
|------|----|---|-----------------------|
| Ex.: | 1. | 1♣ – (1♥) – Pass – (2♥) ; 2NT                     | want to play 3♣ or 3♦ |
|      | 2. | (1♣) – 1♥ – (1♠) – 2♥ ; (2♠) – 2NT                | want to play 3♥       |
|      | 3. | (1♣) – 1♦ – (1♠) – X ; (2♠) – 2NT                 | want to play 3♦ or 3♥ |
|      | 4. | (1♣) – 1♦ – (1♠) – X ; (2♠) – Pass – (Pass) – 2NT | want to play 3♦       |

### Unusual 1/2NT

1NT after both opponents have bid, shows a weak hand with the unbid suits (weaker than a TOX.). With a good NT-hand, opportunities for a re-opening usually appears later. In 4<sup>th</sup> seat (balancing) 1NT is natural.

When the opponents have bid and supported **Major** (1M - 2M or 1m - 1M - 2M), 2NT shows interest for **minors**.

- |      |    |  |                                |
|------|----|--|--------------------------------|
| Ex.: | 1. | (1♣) – Pass – (1♥♠) – 1NT                              | want to play 2minor            |
|      | 2. | (1♥) – Pass – (1♠) – 1NT                               | want to play 2minor            |
|      | 3. | (1♣) – Pass – (1♥♠) – Pass ; (1NT) – Pass – (Pass) – X | good NT-hand, penalty oriented |

### Scrambling 2NT

When the opponents have bid and supported **Major** and partner has TOX'ed, 2NT is not natural but showing the **minors** and asking partner to choose.

- |      |    |  |
|------|----|--|
| Ex.: | 1. | (1♥) – X – (2♥) – Pass ; (Pass) – X – Pass – 2NT               |
|      | 2. | (1♦) – Pass – (1♠) – X ; (2♠) – Pass – (Pass) – X ; Pass – 2NT |
|      | 3. | (1♠) – X – (2♠) – X ; (Pass) – 2NT                             |
|      | 4. | Pass – (1♥) – Pass – (2♥) ; X – (Pass) – 2NT                   |

## OVERCALL STRUCTURE

### Defense Vs Natural 1-Suit openings

Applies **in direct seat only** and should be used with **caution vulnerable** and facing a Passed partner. "Ordinary" defense is used in other positions.

X	=	Power TOX, good 15+HCP, usually balanced.
Simple Overcall	=	5(4)+card, 8-15 HCP
1NT	=	NTTO (weak TOX), 6-15 HCP, 3+card in all unbid suits, at least (443)2 not vulnerable, better shape/strength when vulnerable, also (633)1 hands
Q-bid	=	9+card in <u>none</u> -touching suits (54+). 6+HCP. The lowest ranked suit 5+card
Roman Jump Overcall	=	9+card in touching suits (54+) 6-15 HCP. The lowest ranked suit 5+card
Jump to 2NT	=	strong 2-Suiter (max 4½ losers) with the <u>none</u> -touching suit known
Jump Q-bid	=	solid <b>minor</b> and feature in the two other suits, or (semi)solid <b>OM</b> Max 4½ losers. Asking partner to bid 3NT with a stopper in the opening suit, else 4♣ If partner bids <b>OM</b> → continuation - see responses to 4M opening
Jump to 3NT	=	solid <b>minor</b> and a stopper in opponents suit (gambling)
Jump to 4X	=	preemptive, might be very weak.

### Power TOX (PD)

(1X) - X - (Pass)	-	Pass	=	penalty. If they run → X = penalty
	-	Suit-bid	=	0-7, for play
	-	1NT	=	balanced, good 4 to bad 7 HCP,
	-	2NT	=	balanced, good 7 to bad 9 HCP and stopper in X
	-	3NT	=	balanced, good 9 to bad 14 HCP and stopper in X
	-	Jump-bid	=	invitational
	-	Q-bid	=	gameforcing → natural continuation
	-	4♣/♦	=	transfer to ♥/♠
	-	4♥/♠	=	to play

If 1X = m → 1♦ system is **ON** - continuation as after 1♦ opening (also defense if interference).

After 1♣ opening, then 1♦ = 5-7 HCP and 1♥ = 0-4 HCP → Other = 8+HCP and **Usual Scheme**  
 (1♣) - X - (P) - 1♦ ; (P) - 1♥(relay) - (P) - ? → ? = 5-7 HCP and **Usual Scheme**

### Simple Overcall

After overcall of 1M → same structure as after 1M opening.

(1X) - 1Y - (Pass)	-	1Z	=	for play, seeking alternative suit (max 2-card Y)
	-	1NT-2♦	=	Xfer, long suit, unlimited weak or constructive
	-	2X-1	=	invitational+, max 2-card Y
	-	2Y-1	=	invitational+, 4(3)+card Y
	-	Raise	=	4(3)+card Y, play/preemptive
	-	2NT	=	<b>Stenberg</b> - system is <b>ON</b> , invitational+
(1X) - 1Y - (1-2Z)	-	X/XX	=	support X/XX to 2Y, also if Z = NT
	-	Suit-bid	=	for play (max 2-card Y)
	-	Raise	=	4(3)+Y, play/preemptive
	-	Q-bid	=	invitational+, 4(3)+card Y

**1NT (NTTO)**

(1X) - 1NT - (Pass) -	Suit-bid = to play. If overcaller raise → good shape and max
	Pass = stopper in X, no fit/game interest
	Q-bid = seeking 4 card <b>M</b> (X = <b>m</b> ), new Q-bid from overcaller shows 5 card <b>M</b> and is invitational. New suit from responder is invitational, especially if <b>M/OM</b> . New Q-bid from responder is invitational with support for shown suit
	2NT = both <b>minors</b> or invitational with <b>M+m</b>
(1X) - 1NT - (X) - ?	= <b>Nilslands (Swine) ON</b>
(1X) - 1NT - (2-3?) - X	= responsive, usually shows <b>M/OM</b>
	- Suit-bid = to play, if partner raises → good shape and max
	- Q-bid = good hand (with undefined suit)
	- 2NT = both <b>minors</b> or a weak hand with the 2 unbid suits

NTTO can also be used with a 3-Suiter and 15+HCP and void in the opening suit.  
A subsequent TOX shows this hand.

**Q-bid**

At least 54+ the in none-touching suits, hence 2-Suiters not covered by Roman Jump Overcall (see next page).  
Only difference from RJO → Unlimited strength.  
Applicable if 2NT jump is not valid (see next page)

(1♣) - 2♣	= 5+♦ and 4+♠
(1♦) - 2♦	= 5+♣ and 4+♥
(1♥) - 2♥	= 5+♦ and 4+♠
(1♠) - 2♠	= 5+♣ and 4+♥, usually 55+

Responses in Uncontested Auction:

Q-bid	= forcing with support or 4 <sup>th</sup> suit. Next available suit bid (relay) from overcaller shows a poor hand. A bid in a suit not shown = short suit
2NT	= invitational and interest for the higher ranked suit. Mainly the same response as after <b>Stenberg</b> → 3♣ = min 3♦ = medium and 4 (5 poor) in higher ranked suit; 3♥ = medium 55 (invitational) 3♠ = 6511/55(30) - relay response → 6511/5503/5530 3NT = 6520; 4♣ = 6502; 4♦ = 66(10); 4 <b>M</b> = max 55(21) (to play)
Suit-bid	= to play, also 4 <sup>th</sup> suit
Jump overcall	= to play if it is overcaller's suit, else it shows a short suit. Jump to game in 4 <sup>th</sup> suit is to play

Response in Contested Auction:

Pass	= to play (often good with some points and no fit)
X	= forcing (same as Q-bid in Uncontested Auction) At the 4-level this is card-showing and penalty oriented.
XX	= forcing (same as Q-bid in Uncontested Auction)
Suit-bid	= to play. Suit-bid in overcaller's higher ranked suit ( <b>Major</b> ) should be raised to game with max
2NT	= invitational+ and interest for higher ranked suit. Mainly the same response as after <b>Stenberg</b> → 3♣ = min 3♦ = medium and 4 (5 poor) in higher ranked suit; 3♥ = medium 55 (invitational) 3♠ = 6511/55(30) - relay response → 6511/5503/5530 3NT = 6520; 4♣ = 6502; 4♦ = 66(10); 4 <b>M</b> = max 55(21) (to play)

## Roman Jump Overcalls

At least 9+card (54+) in touching suits and typical 6-15 HCP.  
Always 5+card in the lowest ranking suit.

(1♣) – 2♦	=	5+♦ and 4+♥
(1♣) – 2♥	=	5+♥ and 4+♠
(1♦) – 2♥	=	5+♥ and 4+♠
(1♦) – 2♠	=	5+♣ and 4+♠, 55+ vulnerable
(1♥) – 2♠	=	5+♣ and 4+♠, 55+ vulnerable
(1♥) – 3♣	=	5+♣ and 4+♦, usually 55+
(1♠) – 3♣	=	5+♣ and 4+♦, usually 55+
(1♠) – 3♦	=	5+♦ and 4+♥, usually 55+

Hence 2♠ after 1♣ opening is natural and preemptive.

### Response in Uncontested Auction:

Q-bid	=	forcing with support or 4 <sup>th</sup> suit. Next available suit bid (relay) from overcaller shows a poor hand. A bid in a suit not shown = short suit
2NT	=	invitational+ and interest for the higher ranked suit. Responses as after Q-bid
Suit-bid	=	to play, also in 4 <sup>th</sup> suit
Jump bid	=	to play if this is one of overcaller's suits, else short suit. Jump to game in 4 <sup>th</sup> suit is to play

### Responses in Contested Auction:

Pass	=	to play
X	=	forcing (same as Q-bid in Uncontested Auction). At the 4-level this is card-showing and penalty oriented.
XX	=	forcing (same as Q-bid in Uncontested Auction)
Suit-bid	=	to play. Suit-bid in overcaller's higher ranked suit ( <b>Major</b> ) below game should be raised to game with max.
2NT	=	invitational+ and interested for the higher ranked suit. Responses as after Q-bid

## Jump to 2NT

Strong 2-Suiter (max 4½ losers) where the none-touching suit is known (♣-♥, ♦-♠, ♥-♣, ♠-♦)

### Response in Uncontested Auction:

- Lowest bid available in a known suit is to play with a weak hand
- Lowest bid available not being a Q-bid is to play in overcaller's unknown suit with a weak hand.
- Lowest bid available not mentioned above or being a Q-bid is invitational with partner's known or unknown suit as trump, but still weak
- Q-bid = forcing, want partner to describe hand. Does not promise more than 1 trick
- Jump in overcaller's known suit is to play if **Major**, invitational if **minor**
- Jump in a suit which is not overcaller's known suit or jump Q-bid is **Splinter** with overcaller's known suit as trump

### Response in Uncontested Auction:

- Opponents bid a suit:
  - A bid in overcaller's known suit is to play - weak
  - Double is forcing if the known suit could have been bid at the 3-level. Else it shows some values and interest for unknown suit
- Opponents doubles:
  - A bid in overcaller's known suit is to play - weak
  - Pass forces overcaller to ReDouble or to bid the unknown suit if it is a lower ranked suit than the known suit



## Defense Vs 1NT

### **D.O.N.T**

Applies Vs strong NT, 14+HCP

If responder after a 2-Suiter overcall is looking for better fit than the suit shown, responder should bid the next available suit. Other suit-bids shows own suit

X	=	undefined 1-Suiter. Asking partner to bid 2♣	
2♣	=	2-Suiter with ♣ + higher ranked suit	
2♦	=	2-Suiter with ♦ + Major	
2♥	=	2-Suiter with Majors	
2♠	=	1-Suiter ♠. Weaker than X and then 2♠	
2NT	=	strong 2-Suiter. Asking partner to bid 3♣	→
			3♦ = Major
			3♥ = ♥ + minor
			3♠ = ♠ + minor
			3NT = minors

After a **DONT** overcall 2NT is forcing:

(1NT)	-	2♣	-	2NT	-	3♣	=	min with unknown side suit
						-	3♦	= Pass or correct
						-	3X	= natural, gameforcing
						-	3♦	= max and ♦ side suit
						-	3♥	= max and ♥ side suit
						-	3♠	= max and ♠ side suit
		-	2♦	-	2NT	-	3♣	= min and ♥ side suit
						-	3♦	= min and ♠ side suit
						-	3♥	= max and ♥ side suit
						-	3♠	= max and ♠ side suit
		-	2♥	-	2NT	-	3♣	= min and better/longer ♥
						-	3♦	= min and better/longer ♠
						-	3♥	= max and better/longer ♥
						-	3♠	= max and better/longer ♠

If the **DONT** overcall is Doubled.:

Pass	=	tolerance for the suit
XX	=	tolerance for the other suit
New suit	=	own suit

**Amundsen**

Applies after weak NT, 10-15 HCP

If responder do not bid the next available suit after 2♣/♦ overcall, this is showing own suit and no interest for ♦/♥

X	=	penalty, 15+HCP and at least as strong as the opening hand, usually balanced
2♣	=	♦ or ♥+♠
2♦	=	♥ or ♠+ minor
2♥	=	♥+ minor
2♠	=	♠
2NT	=	strong 2-Suiter. Asking partner to bid 3♣ →
		3♦ = Major
		3♥ = ♥ + minor
		3♠ = ♠ + minor
		3NT = minors

After a **Amundsen** overcall 2NT is forcing:

(1NT)	-	2♣	-	2NT	-	3♣	=	min and unknown hand
						3♦	=	pass or correct to ♥
						3X	=	natural and gameforcing
						3♦	=	max and ♦
						3♥	=	max and better/longer ♥
						3♠	=	max and better/longer ♠
		2♦	-	2NT	-	3♣	=	min and unknown hand
						3♦	=	relay
						3♥	=	Pass or correct to ♠
						3♦	=	max and ♥
						3♥	=	max, ♠ and ♣
						3♠	=	max, ♠ and ♦
		2♥	-	2NT	-	3♣	=	min, ♥ and ♣
						3♦	=	min, ♥ and ♦
						3♥	=	max, ♥ and ♣
						3♠	=	max, ♥ and ♦
		2♠	-	2NT	-	3♣	=	min suit and min values
						3♦	=	max suit and min values
						3♥	=	min suit and max values
						3♠	=	max suit and max values
						3NT	=	solid suit

If a **Amundsen** overcall is Doubled.:

Pass	=	tolerance for the suit / own suit after ♣/♦
2♦	=	Pass or correct to 2♥
2♥	=	Pass or correct to 2♠ (2♦ overcall implied)
XX	=	tolerance for the other suit
New suit	=	own suit

## Defense Vs Strong ♣

Mod. CRASH (ColorRAnkSHape)

### Direct Seat

X	=	2-Suiter, min 9-cards (54+) ♣♠ or ♦♥
1♦	=	transfer to ♥ (5+♥)
1♥	=	transfer to ♠ (5+♠)
1♠	=	2-Suiter, min 9-cards (54+) ♥♠ or ♣♦
1NT	=	2-Suiter, min 9-cards (54+) ♦♠ or ♣♥

### After (1♣) – P – (1♦) – ?

X	=	transfer to ♥ (5+♥)
1♥	=	transfer to ♠ (5+♠)
1♠	=	2-Suiter, min 9-cards (54+) ♣♠ or ♦♥
1NT	=	2-Suiter, min 9-cards (54+) ♥♠ or ♣♦
2♣	=	2-Suiter, min 9-cards (54+) ♦♠ or ♣♥

Responder anticipates 5-card suits and should bid at the highest possible level according to “The Law”.

CRASH also applies Vs strong 2♣ - 1 level higher. To be used with caution as opener is stronger and level is higher.

## Defense Vs Flannery - 2♦

X	=	strong, good 16+ unbalanced or 19-21 HCP (semi)balanced
2♥	=	TOX, 3-Suiter (♠♦♣)
2♠	=	natural, 5+card
2NT	=	15-18 HCP, (semi)balanced
3♣/♦	=	natural
3♥/♠	=	asking for stopper

## Defense Vs Multi - 2♦

### Direct Seat

X	=	13-15 HCP, (semi)balanced OR strong
Overcall	=	natural
2NT	=	16-18 HCP, (semi)balanced
Jump to 3-level	=	natural (6+card). Strong and slam interest. Asking for Q-bid
Pass then X	=	TOX
Pass then overcall	=	weaker than a direct overcall
Pass then 2NT	=	TOX with minors

### After (2♦) – P – (2♥) – ?

X	=	TOX with ♠
Overcall	=	natural
2NT	=	15-18 HCP, (semi)balanced
3♥	=	Michaels
Jump to 3-level	=	natural (6+card). Strong and slam interest. Asking for Q-bid
Pass then X	=	TOX with ♥

### After (2♦) – P – (2♠) – ?

X	=	TOX with ♥
Overcall	=	natural
2NT	=	15-18 HCP, (semi)balanced
3♠	=	Michaels
Jump to 3-level	=	natural (6+card)
Pass then X	=	TOX with ♠

### After (2♦) – P – (2NT) – ?

X	=	card-showing
Overcall	=	natural
3NT	=	19-21 HCP, (semi)balanced
Pass then X	=	TOX (with <b>OM</b> major)
Pass then 3NT	=	17-18 HCP, (semi)balanced

### After (2♦) – P – (P) – ?

X	=	13-15 HCP, (semi)balanced OR strong
Overcall	=	natural
Jump to 3-level	=	natural (6+card). Strong and slam interest. Asking for Q-bid

**Lebensohl is ON** after Double See “Defense Vs Weak 2 or 1X – 2X”

## Defense Vs Ekrens - 2♦

### Direct Seat

X	=	13-15 HCP, (semi)balanced, at least 33 in <b>Major</b> (penalty oriented) OR strong
2♥	=	TOX with <b>minor</b> , ♣ better/longer than ♦, or strong (slam interest) with ♣ Subsequent new suit = shortness and strong (3NT short ♦ if partner bid 3♦)
2♠	=	TOX with <b>minor</b> , ♦ better/longer than ♣, or strong (slam interest) with ♦ Subsequent new suit = shortness and strong (3NT short ♣ if partner bid 3♦)
3♣/♦	=	natural, but weaker than 2♥/♠
2NT	=	16-18 HCP, (semi)balanced
3♥	=	short suit, strong with <b>minors</b> (3NT?)
3♠	=	short suit, strong with <b>minors</b> (3NT?)
3NT	=	19-21 HCP, (semi)balanced
Pass then X	=	TOX with <b>OMajor</b> (2Major implied)
Pass then bid	=	natural (if ♣/♦ - weaker than a direct bid)
Pass then Q-bid	=	Michaels (2Major implied)
Pass then 2NT	=	Scrambling, TOX with <b>minors</b>
Pass then 3NT	=	17-18 HCP, (semi)balanced

After (2♦) – 2♥/♠ – (Pass) – 2NT asking for **Major** stopper. 3Major shows shortness and **OMajor** stopper.

After (2♦) – 2NT – (Pass) → 3 <b>minor</b>	=	to play
3♥	=	5+♥ or slam interest with ♣ 3NT(sign-off) – 4♣ = <b>RKC Gerber</b>
		4♣ = <b>RKC Gerber</b> (♥ tolerance) → 4♦ = ♥
3♠	=	5+♠ or slam interest with ♦ 3NT(sign-off) – 4♣ = <b>RKC Gerber</b>
		4♣ = <b>RKC Gerber</b> (♥ tolerance) → 4♦ = ♠

### After (2♦) – P – (2M) – ?

X	=	13-15 HCP, (semi)balanced, at least 3-card <b>Majors</b> (penalty oriented) OR strong
Overall	=	natural
2NT	=	16-18 HCP, (semi)balanced
Jump-shift	=	natural (6+card). Strong and slam interest. Asking for Q-bid

### After (2♦) – P – (3M) – ?

X	=	13-15 HCP, (semi)balanced, at least 3-card <b>Majors</b> (penalty oriented) OR strong
Overall	=	natural
3NT	=	16-18 HCP, (semi)balanced

**Lebensohl** is **ON** after Double. See “Defense Vs weak 2 or 1X – 2X”

## Defense Vs Weak 2 or 1X – 2X

X	=	TOX
2NT	=	15-18 HCP → <b>Puppet Stayman</b>
Q-bid (3X)	=	asking for stopper
Jump to 3Major	=	natural (6+card). Strong (slam interest). Asking for Q-bid. 4Major = to play. 3NT = card-showing, but no Q-bid
3NT	=	to play
4♣♦	=	5+card ♣♦, 4+card in <b>OMajor</b> - good playing strength
Jump Q-bid (4X)	=	5-5+ in ♣♦ - good playing strength
4NT	=	5+card <b>OMajor</b> , 5+card <b>minor</b> - good playing strength
(2♥) – X – (Pass) – 2♠	=	to play
	–	2NT = <b>Lebensohl</b>
	–	3♣♦ = 5+card, (8)9-11 HCP - invitational
	–	3♥ = 4-card ♠, invitational+ (weak 2♠ → 4+card ♥, invitational)
	–	3♠ = 5-card ♠, invitational
	–	3NT = to play, no stopper in ♥ ( <b>minors</b> )
	–	4♣♦ = slam try, good suit
(2♥) – X – (3♥) – X	=	penalty
(2♠) – X – (3♠) – X	=	penalty
(1♥) – X – (2♥) – X	=	responsive - <b>minors</b>
	–	2♠ = to play
	–	2NT = <b>Lebensohl</b> , constructive/ invitational
	–	3♣♦ = 5+card, forcing
	–	3♥ = 4-card ♠, invitational
	–	3♠ = 5-card ♠, invitational
	–	3NT = to play, no stopper in ♥ ( <b>minors</b> )
	–	4♣/♦ = slam try, good suit
(1♥) – Pass – (2♥) – X		
Pass – ??	=	see sequence after 2♥ opening above

## Defense Vs 2NT - both minor

X	=	TOX
3♣	=	TOX, <b>Majors</b> with better/longer ♥
3♦	=	TOX, <b>Majors</b> with better/longer ♠
3♥/♠	=	natural
4♣	=	slam interest with ♥
4♦	=	slam interest with ♠

## Defense Vs 3NT - solid minor

X	=	penalty oriented
4♣	=	TOX, <b>Majors</b> → 4♦ = choose <b>Major</b>
		4NT = <b>RKCB</b> (6 Keycards - <b>Major</b> K's)
Overall	=	natural

## Defense Vs 4 Major

X	=	TOX, penalty oriented
4NT (M=♥)	=	minors
4NT (M=♠)	=	minors or ♥+♦

## DEFENSE VS MICHAELS Q-BID / UNUSUAL 2NT

### Michaels Q-bid

Pass	=	weak or penalty
2♠	=	♥-support, invitational+
2NT	=	<b>Lebensohl</b>
3♣	=	natural, constructive
3♦	=	natural, constructive
3♥	=	to play. Invitational+ after 1♠ opening

### Unusual 2NT

3♣	=	<b>OM</b> , invitational+
3♦	=	<b>M</b> support, invitational+
3♥	=	natural after 1♠ opening (non forcing), else ♥-support, but weaker than invitational+
3♠	=	♠-support, but weaker than invitational+

## DEFENSE VS TRANSFER BIDS

Usually applied after 1NT opening, but also applicable in other situations.

An overcall shows a reasonable constructive hand (10-15 HCP)

2Xfer suit	=	TOX, 2-Suiter with <b>OM</b> , 45+, always 5+ lower ranked suit
2♠	=	5+♠ ( <b>OM</b> ), might have 4+card <b>minor</b> . 2♠ followed by 3♠ shows a strong 1-Suiter (4½ losers)
2NT	=	strong 2-Suiter, max 4½ losers (♠+♣ after Xfer to ♥, both <b>minor</b> after Xfer to ♠)
3Xfer	=	preemptive
X	=	good 4+ suit (lead directing/sacrifice?)
X then X	=	typical 1444 / 1543 (3-card <b>OM</b> )
X then 2NT	=	strong 2-Suiter with the Xfer suit and ♣ (4½ losers)
X then 3Xfer	=	shows strong 1-Suiter (4½ losers)
X then 3 <b>m</b>	=	55+ in the Xfer suit and <b>m</b> (but weaker than X-2NT / 2NT directly)
Pass then X	=	TOX <b>OM</b> (if Xfer is used in other sequences than 1NT; X = penalty)
Pass then 2NT	=	<b>minors</b> (44+)

## Responses to Overcall of the Xfer suit

### Transfer to ♥

2♠	=	to play
2NT	=	choose a <b>minor</b>
3♣	=	Pass or correct to 3♦
3♦	=	Pass or correct to 4♣
3♥	=	invitational+ with ♠
3♠	=	preemptive
4 <b>m</b>	=	Q-bid with ♠

### Transfer to ♠

2NT	=	choose a <b>minor</b> or invitational with ♥
3♣	=	Pass or correct to 3♦
3♦	=	Pass or correct to 4♣
3♥	=	to play
3♠/4 <b>m</b>	=	Q-bid with ♥

## OVERCALL 1NT (NOT DIRECT)

In balancing (4<sup>th</sup>) seat → 11-14 HCP, balanced (not after both opponents have bid).  
 In direct (2<sup>nd</sup>/3<sup>rd</sup>) seat → NTTO in 2<sup>nd</sup> and 3<sup>rd</sup> seat - see "Defense Vs Natural 1-Suit openings".

### Contested auction

1NT overcall when both opponents has bid, shows a weak hand with both unbid suits (weaker than a TOX.)

## LEBENSOHL

Applies after an overcall of our 1NT opening, after opponents weak 2 – Double and (1X) – (2X) – Double

2NT = **Lebensohl**. Direct Q-bid = 4-card **OM**, gameforcing without stopper in overcalled suit (Slow Show).  
 Direct jump to **OM** = 5+card, gameforcing.

2NT is asking partner to bid 3♣. Responses:

Pass = ♣-suit, weak (5(0)-7(8) HCP)  
 3♦ = ♦-suit, weak (5(0)-7(8) HCP)

Ex.: 1NT – (2♥) – 2NT = **Lebensohl**  
 (2♥) – X – (Pass) – 2NT = **Lebensohl**  
 (1♠) – Pass – (2♠) – X  
 (Pass) – 2NT = **Lebensohl**

### Opponents have bid 2♥

3♥ = 4-card ♠, ♥ stopper, game forcing  
 3♠ = 4+card ♠, game forcing (1NT – (2♥) → 5+card ♠, invitational)  
 3NT = to play, stopper in ♥. Without stopper bid 3NT directly  
 4♣/♦ = slam interest (not to good long suit)

### Opponents have bid 2♠

3♥ = 4+card ♥, to play (1NT – (2♠) → 5+card ♥)  
 3♠ = 4-card ♥, game forcing (1NT – (2♠) → 4-card ♥, ♠ stopper)  
 3NT = to play, stopper in ♠. Without stopper bid 3NT directly  
 4♣/♦ = slam interest (not to good long suit)

If the "Doubler" has 17+HCP, this is shown by deviating from the forced 3♣ response



## PUPPET STAYMAN

Applies after natural 2NT (1♦ – 1♥ – 2NT or overcall after weak 2)

2NT	–	3♣	=	<b>Puppet Stayman</b>
3♦			=	4-card <b>Major</b> , 1 or both
	–	3♥	=	4-card ♠
	–	3♠	=	4-card ♥
	–	3NT	=	to play (was interested in 5 card <b>Major</b> )
	–	4♣	=	4-card <b>Majors</b> , slam try
	–	4♦	=	<b>RKCB</b> (6 Keycards - <b>Major</b> K's)
	–	4♥	=	4-card <b>Majors</b> , no slam interest
3♥			=	5-card ♥
3♠			=	5-card ♠
3NT			=	no 4-card <b>Major</b>
2NT try)	–	3♦/♥	=	transfer to ♥/♠ (if responder's subsequent bid differ from 3♠/NT → slam
				Other bids from 2NT-bidder than 3 of the Xfer suit show support and max. 3NT = Ax or Kx in a side suit. New suit = xx.
		3♠	=	<b>minorStayman</b> , slam try with 1 or both <b>minors</b> . Tolerance for 4NT
		→ 3NT	=	min
		4♣	=	natural (good 3+card), max
		4♦	=	natural (good 3+card), max
		4 <b>Major</b>	=	<i>denial Q-bid</i> , <b>minors</b> , max
		4NT	=	<b>RKCB</b> (6 Keycards - <b>minor</b> K's)
				Inquirer's 6/7♣ ask for pass or correct to ♦
		3NT – 4 <b>minor</b>	=	establishes trump suit, asking for <i>denial Q-bid</i>
		3NT – 4 <b>Major</b>	=	<i>denial Q-bid</i> , showing <b>minors</b>
		4♣	=	<b>Gerber</b>
		4♦	=	Xfer to ♥ (to play or strong slam interest)
		4♥	=	Xfer to ♠ (to play or strong slam interest)

## BARON

Applies after natural 3/4NT (1♦ – 1♥ – 3/4NT)

3/4NT	–	4/5♣	=	asking for 4-card suits up the line (preferably <b>Major</b> , ♦ might be bypassed)
		4/5♦	=	Xfer to ♥
		4/5♥	=	Xfer to ♠

## SLAM BIDDING

### Control Asking Bid (CAB)

When full distribution is disclosed the next available bid (relay) is a CAB.  
 (Ask for A = 2 controls and K = 1 control. NB! 12 controls in total)

If responder continues after 1♦ opening and opener has signed-off in a game contract, this shows 3+controls and 12+HCP → 1<sup>st</sup> step = 3 controls, 2<sup>nd</sup> step = 4 controls etc.

#### Sign off:

1. 3NT
2. Game bid or higher in a known 5-card suit.  
 If partner has shown i.e. 5-card ♥ and 4♥ is relay → 4♥ = to play ; 4♠ = CAB (next bid available).
3. Slam bid
4. Not the next available bid except alternative 1-3

### After 1♦ opening. Responder has shown 9(8)+ / 5-8

Steps	1	2	3	4	5	6
Controls	2/0	3+min/1	3+max/2	4	5	6+

Min = 8-11 HCP, max = 12+HCP. 4+controls are considered maximum.  
 If the responder (weak hand) becomes the inquirer, 1<sup>st</sup> step shows 5 controls etc.

### After 1♣ / 1NT opening. The opener has shown 12-15 / 15-17

Steps	1	2	3	4
Controls	3/4	4/5	5/6	6/7

If opponents interfere with a bid that does not take away more than 2 steps, the **system is ON**.

Responder	→	Pass = 1 <sup>st</sup> step, (Re)Double = 2 <sup>nd</sup> step		
		If Pass = relay by relayer	→	(Re)Double = 1 <sup>st</sup> step
Relayer	→	Pass = relay, (Re)Double = play/penalty		
		If Pass = 1 <sup>st</sup> step by responder	→	(Re)Double = play/penalty next bid available = relay

## Denial Q-bid (DQ)

Next relay after a CAB is starting a DQ sequence (Spiral scan).

Controls (Ace or King) are denied by stopping at the step that correspond to the suit.

### Sign off:

1. 3NT
2. 6NT or higher
3. If next relay after a CAB is a game bid or higher in a known 5-card suit, this is to play.  
This exception is not valid when the DQ sequence has started.  
If partner has shown i.e. 5-card ♥ and 4♥ is relay → 4♥ = to play ; 4♠ = DQ (next bid available).

### Rules for BQ:

1. Controls are shown in each suit by order of length (longest first etc.).  
With equal length or unresolved shape (7(32)1), use the "relay order".
2. One step shows either no control or very strong suit (AKQ with 5+ suit or AK with 2-4 card suit).  
If a semi-positive hand has been shown, AQJ or KQJ is considered a very strong suit.
3. Two steps shows A or K in the first suit and no control or very strong in the second suit etc.
4. Singletons are not scanned and doubletons are scanned once.
5. The scanning continues until the relay is broken. 6♠ is the last possible relay.
6. Queens are scanned when all control-cards (A or K) are shown or A/K is denied in the suit.  
When the Q in a suit is denied then J can be scanned.

**NB! The number of steps bypassed is the number of control cards shown!**

If they Double the DQ this applies:

- |           |   |   |
|-----------|---|---|
| Responder | → | DQ-sequence continues, Pass = 1 <sup>st</sup> step, ReDouble = 2 <sup>nd</sup> step etc.  |
| Relayer   | → | Pass = control in the suit (1 <sup>st</sup> or 2 <sup>nd</sup> ) and a new relay - see above.<br>ReDouble = to play<br>Other = to play (denies control). Responder might raise with protected control |

## Roman Keycard Blackwood

Applies when trump suit is established (might be implied). If strong jump shifts or jump to 4NT occur, last suit bid is considered trump.

1 <sup>st</sup> step	=	1 or 4 Keycards
2 <sup>nd</sup> step	=	0 or 3 Keycards
3 <sup>rd</sup> step	=	2 Keycards without the Q of trump
4 <sup>th</sup> step	=	2 Keycards with the Q of trump
5 <sup>th</sup> step	=	1 or 3 Keycards and a void
(5NT)		6X ask for the K in the suit if the void is unknown, else a general grand slam invitation If responder can't have a void - this shows 5 keycards.
6X	=	2 Keycards and void in X 6Y (Y lower ranked than trump) asks for the K in the suit
6trump	=	2 Keycards and a void in a higher ranked suit

A relay after 5♣/♦ is asking for the trump Q. 5 in the trump suit denies the Q. If responder has the Q - bid the K's up the line. With no K's and the trump Q, simply bid 6-trump.

5NT is asking for K's up the line. New suit bid by the inquirer below the trump suit asks for the K in the suit. 6 in the trump suit can still be grand slam interest if ♠ is not the trump suit. If responder has the K, responder can bid another K or 7♣, else 6-trump.

If the inquirer bid 5 in a suit above the trump suit, this is a K asking bid.

If inquirer is seeking grand-slam and responder has additional strength, responder should be committed to show this by bidding 7♣ so the right contract can be bid.

If responder has shown 1/4 or 3/0 keycards and actually is in possession of the highest number of KC, responder should continue bidding by showing specific K's or bid 6-trump even if inquirer has signed-off.

## Gerber (RKC or normal) / Blackwood / Quantitative 4/5 NT

- Applies in:
- In competition (**Blackwood**)
  - After a responder has shown a balanced hand
 

Jump to 4♣	=	<b>RKC Gerber</b> in a shown 4/5-card suit as trump else normal <b>Gerber</b>
4♣	=	normal <b>Gerber</b>
4NT	=	slam invitation
5NT	=	grand slam invitation
  - No trump suit agreed (**Blackwood**)
    - Directly after a normal opening bid
    - Directly after a positive response to 1♦
    - Directly after 1♣ - 1♦ - suit bid

The steps in **RKC Gerber** is similar to the responses of **RKCB**

The responses to **Gerber** and **Blackwood** is:

1 <sup>st</sup> step	=	0 or 4 Aces
2 <sup>nd</sup> step	=	1 Ace
3 <sup>rd</sup> step	=	2 Aces
4 <sup>th</sup> step	=	3 Aces

Continuation by K asking bids might follow (5♣/5NT). Same responses as **RKCB**. Other bids are to play.

## Exclusion Blackwood (VoidWood)

Applicable after **Stenberg** or where trump suit is established (might be implied).

Jump in a new suit at the 5-level (4♠ if ♥ is trump) is **Exclusion Blackwood** and shows void in the suit bid.

**Exclusion Blackwood** is asking for number of Keycards in all suits except suit bid.

The responses to **Exclusion Blackwood** is:

1 <sup>st</sup> step	=	0 or 3 Keycards
2 <sup>nd</sup> step	=	1 or 4 Keycards
3 <sup>rd</sup> step	=	2 Keycards without the Q
4 <sup>th</sup> step	=	2 Keycards with the Q

## DOPI / ROPI / DEPO

If opponents interfere in a (RKC/Exclusion) Blackwood sequence below 5-trump, **DOPI / ROPI** applies:

X	=	0 or 3 Keycards
Pass	=	1 or 4 Keycards
1 <sup>st</sup> step	=	2 Keycards without the Q
2 <sup>nd</sup> step	=	2 Keycards with the Q

If opponents interfere in a (RKC/Exclusion) Blackwood sequence higher than 5-trump, **DEPO** applies:

X	=	0 or 2 (4) Keycards
Pass	=	1 or 3 Keycards

## Double of responses to Blackwood

If the reply to (RKC/Exclusion) Blackwood is doubled (Ex. 4NT – 5X – (X) ), this applies:

Pass	=	1 Keycard missing, denies 1 <sup>st</sup> control in X, still interested in slam. XX from responder shows unprotected K/Q in X, other bid is for play.
XX	=	1 Keycard missing, 1 <sup>st</sup> control (Ace) in X, but anxious about the suit, typical Ax(x)
5NT	=	0 Keycards missing, asking for Kings
5 trump	=	sign-off, 2 Keycards (Aces) missing
6 trump	=	1 Keycard missing, control in X. May be A/Kx/KQx

## Q-bids (*denial Q-bids*)

*Denial Q-bid*; bid the first suit with no control.

Ace, King, Singleton or Void are controls. NT means that you do **not** have control in a higher ranked suit than the trump suit. If partner continues, he controls that suit.

If they double a *denial Q-bid*:  
 Pass = 2<sup>nd</sup> control (King or singleton)  
 ReDouble = 1<sup>st</sup> control (Ace or void)

## Jump to 5♥/♠ (Trump)

Depending on the situation - 3 possible meanings:

1. Ask for the trump suit quality
  - Pass = no honor (AKQ)
  - 5NT = AK
  - 6♣ = Q or 1 TH (AK) and extra length → 6♦ ask for grand slam with 1 TH
  - 6♦ = A or K
  - 6M = AQ or KQ
  - 7M = AKQ or AK and extra length (10 trump together)
2. General invitation, usually after a *denial Q-bid* sequence
  - 5NT = super-max
  - 6♥/♠ = extra
3. Ask for control in opponents suit
  - Q-bid = 1<sup>st</sup> control
  - 6♥/♠ = 2<sup>nd</sup> control

## Josephine (Grand slam force)

**Josephine** applies when the trump suit is agreed (might be implied).

♠ is trump:

5NT	-	6♣	=	trump A or K
		6♦	=	trump Q
		6♥	=	no TH, but extra length
		6♠	=	no TH, no extra length
		6NT	=	2 TH
		7♠	=	3 TH or A+K and extra length

After the reply 6♣, 6♦ is asking for extra length → 6♥ = extra length

♥ is trump:

5NT	-	6♣	=	trump A or K
		6♦	=	trump Q
		6♥	=	no TH
		6NT	=	2 TH
		7♥	=	3 TH or A + K and extra length

After the reply 6♣, 6♦ is asking for extra length → 6NT = extra length

♦ is trump:

5NT	-	6♣	=	1 TH (A or K)
		6♦	=	no TH
		6NT	=	2 TH
		7♦	=	3 TH or A+K and extra length

♣ is trump:

5NT	-	6♣	=	1 TH
		6NT	=	2 TH
		7♣	=	3 TH or A+K and extra length

# OPTIONAL 1 ♦ OPENING

1/2 seat = 16+HCP unbalanced, 18+HCP balanced or 8-11 HCP 6+♦/5+♦ 4+♣ and no 4-card Major  
 3/4 seat = 17+HCP unbalanced, 19+HCP balanced or 11-16 HCP 6+♦/5+♦ 4+♣ and no 4-card Major

Use of optional 2♦ in combination with Optional 1♦ opening is mandatory

1♥ = 0-8 HCP or 0-1 controls → see "Continuation after 1♦ - 1♥ = 0-8 HCP"

Other responses promise 9(8)+HCP and 2+controls.

**NB!** Always positive with 3 controls (A+K) or void, 8+HCP and 1+control (CAB is modified to 1<sup>st</sup> step = 1 control etc.)

*Positive responses (Usual Scheme) is followed by a relay-sequence (Schemes) if opener has 16+HCP*

## CONTINUATION AFTER 1♦ - 1♥ = 0-8 HCP

- 1♦ - 1♥
- 2♣ = 8-11 HCP, 6+♦, 5+♦/4+♣ or 16-20 HCP and 5+♠
- 2♠ = 16-20 HCP, 6+♣ or 5+♣/4-card any
- 2NT = 21-23 HCP, balanced with 5-card ♦/♥/♠

Other → see ordinary 1♦ opening, "Continuation after 1♦ - 1♥ = 0-8 HCP"

- 1♦ - 1♥
- 2♣ - 2♦ = to play
- 2♥ = 4-7 HCP, 6+♥
- 2♠ = 4-7 HCP, 6+♠
- 2NT = 3-7 HCP, 3-card ♦ and 5+♣
- 3♣ = 4-7 HCP, 6+♣

- 1♦ - 1♥
- 2♠ - 2NT = seeking undisclosed 4-card suit, secondary 6-card ♣
- 3♣ = sign-off
- Other = natural, 5-7 HCP and 5+suit

- 1♦ - 1♥
- 2NT - 3♣ = relay, seeking 5-card suit
- 3♦ = 5-card ♦
- 3♥ = 5-card ♠, if 3-card support, bid 4♠, if not 3NT
- 3♠ = 5-card ♥, if 3-card support, bid 4♥, if not 3NT
- 3NT = to play
- 3♥ = 5-card ♥
- 3♠ = transfer to 3NT
- 3NT = 5-card ♠ and 3-card ♥, choose Major
- 3♠ = 5-card ♠, 2-card ♥
- 3NT = 5-card ♠, 3-card ♥ → 4♦ = transfer to ♥
- 3♦ = transfer to ♥ → 4♥ = transfer to ♠
- 3♥ = transfer to ♠
- 3♠ = 55+minor, slam try → 3NT = sign-off
- 3NT = to play
- 4♣ = slam try → 4NT = sign-off
- 4♦ = slam try → 4NT = sign-off

## OTHER RESPONSES (8+HCP)

*After positive response (Usual Scheme) next bid available is relay and usually shows 16+HCP, but might be 8-11 HCP and 5+♦ to keep opponents out of auction.*

1♦	–	1♠	=	<b>Usual Scheme</b>
2♣			=	8-11 HCP, 5+♦ 4+♣
2♦			=	8-11 HCP, 6+♦
2♥			=	8-11 HCP, 3-card ♥, 1354

After 2♠ → Continuation as after ordinary 2♦ opening (8-11 HCP, 6+♦ or 5+♦ 4+♣)

After 2♥ → 2NT/3♥ = invitational. 2♠ = CAB (2+controls → DQ etc.). Other = natural/to play.

1♦	–	1NT	=	<b>Usual Scheme</b>
2♦			=	8-11 HCP, 6+♦ or 5+♦ 4+♣
2♥			=	8-11 HCP, 3-card ♠, 3154
2NT			=	8-11 HCP, 55+minor

After 2♦ → Continuation as after ordinary 2♦ opening (8-11 HCP, 6+♦ or 5+♦ 4+♣)

After 2♥ → 2NT/3♠ = invitational. 3♥ = CAB (2+controls → DQ etc.). Other = natural/to play.

After 2NT → Continuation as after ordinary 2NT opening

1♦	–	2♣	=	<b>Usual Scheme</b>
2M			=	8-11 HCP, 3-card M, (13)54
2NT			=	8-11 HCP, 55+minor
3♣			=	8-11 HCP, 5+♦ 4♣
3♦			=	8-11 HCP, 6+♦

3-5minor = preemptive/to play.

After 2M → 2NT/3M = invitational. 2/3OM = CAB (2+controls → DQ etc.). Other = natural/to play.

After 2NT → Continuation as after ordinary 2NT opening

1♦	–	2♦	=	<b>Usual Scheme</b>
2NT			=	8-11 HCP, 55+minor
3♣			=	8-11 HCP, 5+♦ 4♣
3♦			=	8-11 HCP, 6+♦
4-5m			=	preemptive/to play
Other			=	max, stiff/void

3-5minor = preemptive/to play. Other = stiff/void and invitational+.

After 2NT → Continuation as after ordinary 2NT opening

1♦	–	2♥	=	<b>Usual Scheme</b>
3-5♣			=	preemptive/to play
3♦			=	8-11 HCP, 6+♦ og 0-2♣
Other			=	max, stiff/void

3-5minor = preemptive/to play. Other = stiff/void and invitational+.

1♦	–	2♠	=	<b>Usual Scheme</b>
3♣			=	max, 4+♣
3♦			=	max, 6+♦ and suitable for NT → 3M = stiff/void M (NT ?)
4-5m			=	preemptive/to play
Other			=	max, stiff/void

4-5minor = preemptive/to play. Other = stiff/void and invitational+.



1♦	-	2NT+	=	<b>Usual Scheme</b>
(3)4-7♦			=	preemptive/to play
Other			=	max, stiff/void

4-5minor = preemptive/to play. Other = stiff/void and invitational+.

## INTERFERENCE AFTER 1♦ OPENING

When a relay-sequence is established and opponents interfere with a bid that does not take away more than 2 steps, the **system is ON**.

Responder	→	Pass = 1 <sup>st</sup> step, (Re)Double = play/penalty
		If Pass = relay by relayer → (Re)Double = play/penalty
		(Re)Double applies only if responder might have 5(4)+suit. If not → 1 <sup>st</sup> /2 <sup>nd</sup> step
Relayer	→	Pass = relay, (Re)Double = play/penalty.
		If Pass = 1 <sup>st</sup> step by responder → (Re)Double = play/penalty
		next bid available = relay
		If responder's (Re)Double = play/penalty → next bid available = relay

### After direct double

1♦	-	(X)	-	Pass	=	0-5 HCP
			-	XX	=	6-7 HCP, balanced
			-	1♥	=	5-7 HCP, unbalanced
			-	Other	=	<b>Usual Scheme</b>

1♦	-	(X)	-	Pass	=	
XX					=	16+HCP, TOX or 21+HCP, balanced
Simple-bid					=	16-20 HCP, natural
Jump-shift					=	invitational
2NT					=	55+minors, approx. 4-losers

### After direct overcall

1♦	-	(1♥)	-	Pass	=	0-4 HCP
			-	X	=	5-7 HCP
			-	1♠	=	<b>Usual Scheme</b> etc.

1♦	-	(1♠)	-	Pass	=	0-4 HCP
			-	X	=	5-7 HCP
			-	1NT	=	<b>Usual Scheme</b> <u>one</u> step up etc.

1♦	-	(1NT)	-	Pass	=	0-4 HCP
			-	X	=	5-7 HCP
			-	2♣	=	<b>Usual Scheme</b> <u>two</u> steps up etc.

1♦	-	(1NT)	-	<b>US+2</b>	=	
Next bid available					=	relay, 16+HCP or 8-11 HCP (opponents out of auction)
2-3NT					=	8-11 HCP, 5+♦ and 5+♣ (if not relay)
3-4♣					=	8-11 HCP, 5+♦ and 4+♣ (if not relay)
3-4♦					=	8-11 HCP, 6+♦ (if not relay)

If responder have shown **minor** → all jump bids in **minor** by opener is showing 8-11 HCP and 5+♦.

1♦	-	(2-3X)	-	Pass	=	0-8 HCP or 9-12 and 4+card X
				X	=	TOX, 9-15 HCP, interest for unbid suits
				Suit-bid	=	9-15 HCP, 5+suit
				Q-bid (3-level)	=	16+HCP, any shape
				2NT	=	13-15 HCP, invitational (8-11 HCP and 5+♦ assumed)
1♦	-	(2-3X)	-	Pass	=	0-8 HCP or 9-12 and 4+card X
Pass					=	8-11 HCP, 5+♦
X					=	TOX, 16+HCP, interest for unbid suits
Simple-bid					=	16-20 HCP, 5+suit
Q-bid					=	<b>Michaels</b> , approx. 4-losers
Jump-shift (suit)					=	invitational
1♦	-	(2-3X)	-	X	=	TOX, 9-15 HCP, interest for unbid suits
Pass					=	penalty
Next bid available (relay)					=	8-11 HCP and 5+♦ (not applicable after 2-3♦ overcall)
Simple-bid (not relay)					=	16+HCP, 5+suit and Support Asking Bid
Q-bid					=	CAB (1 <sup>st</sup> step = 2, 2 <sup>nd</sup> step = 3 etc.)
1♦	-	(2-3X)	-	Suit-bid	=	9-15 HCP, 5+suit (3♣ → Pass is optional if 8-11 HCP)
3-4♦					=	next available ♦-bid shows 8-11 HCP
2NT					=	8-11 HCP, 5+♦ and 4+♣
Simple-bid					=	16+ HCP, 5+suit
Q-bid					=	CAB (1 <sup>st</sup> step = 2, 2 <sup>nd</sup> step = 3 etc.)
Support below game					=	Trump Asking Bid

### After negative 1♥ response

1♦	-	1♥	-	(X)		
Pass					=	16+HCP, no convenient bid (balanced)
XX					=	TOX if X = ♥, else it shows ♥, might be strong with any shape
Simple-bid					=	natural, including 2♥, except if X is showing ♥, if X = ♥, <b>Michaels</b> , approx. 4-losers
Jump-shift (suit)					=	invitational, including ♥, except if X is showing ♥, if X = ♥, 3♥ = asking for stopper, solid minor
2NT					=	55+minors, approx. 4-losers
1♦	-	1♥	-	(X)		
Pass	-	XX			=	5-7 HCP, balanced
	-	1NT			=	<b>Lebensohl</b> , 0-4 HCP, biased hand, asking for a 2♣ bid
	-	1♠			=	5+♠, not forcing
	-	Simple-bid			=	5+suit, 5-7 HCP, not forcing
1♦	-	1♥	-	(1-3X)		
Pass					=	8-11 HCP and 5+♦ or 16+HCP balanced
X					=	TOX, might be strong with any shape
Simple-bid					=	5+suit, not forcing
Q-bid					=	<b>Michaels</b> , approx. 4-losers
1♦	-	1♥	-	(1-3X)		
Pass	-	X			=	5-7 HCP, 4+♦
	-	Simple-bid			=	6+suit, 5-7 HCP, not forcing



# OPTIONAL 2 ♦ OPENING

Multi - preemptive 6-card **M** (4-8 HCP) or 21-23 HCP, balanced without 5-card ♦/♥/♠.

Optional 2 ♦ opening must be used in combination with Optional 1 ♦ opening

2♦	-	2♥			=	Pass/correct
			-	2♠		= 6-card ♠, weak
				2NT		= relay
					-	3X
			-	2NT		= stiff X
					-	3♣
						= 21-23 HCP, balanced
						= <b>Baron</b> → 3♦ - 3M = 4-card <b>OM</b>
						3♦ - 3NT = 44 <b>Major</b>
						3♥ - 3NT = 4-card ♠
					-	3X
						= see continuation after 1♦ - 1♥; 2NT
	-	2♠				= Pass/correct, usually 4+♥, invitational+ if ♥
			-	2NT		= 21-23 HCP, balanced
					-	3♣
					-	3X
						= <b>Baron</b> → see above
			-	3♣		= see continuation after 1♦ - 1♥; 2NT
					-	3♦
						= 6-card ♥, stiff/void <b>m</b>
					-	3♥
						= relay, forcing to game if stiff/void ♦
					-	3♠
						= 6-card ♥, stiff/void ♣
					-	3♠
						= 6-card ♥, stiff/void ♦
					-	3♥
						= 6-card ♥, stiff/void ♠
					-	3♥
						= 6-card ♥, no stiff/void
	-	2NT				= relay, invitational+
			-	3♣		= 6-card <b>M</b> and max or 21-23 HCP, 5-card ♣
					-	3♦
					-	3♥
					-	3♠
						= 6-card ♠ and max
					-	3♠
						= 6-card ♥ and max
					-	3NT
						= 21-23 HCP, 5-card ♣, 3235
					-	4♣
						= 21-23 HCP, 5-card ♣, 2335
					-	4♦
						= 21-23 HCP, 5-card ♣, 3325
					-	3♦
						= 6-card ♥ and min
					-	3♥
						= 6-card ♠ and min
					-	3♠
						= 21-23 HCP, balanced, 4-card ♥
					-	3NT
					-	4♣
						= 4-card ♠, 44(32) → 4♥ = 4432, 4♠ = 4423
					-	4♦
						= 4-card ♣, 44(32) → 4♠ = 2434, 4NT = 3424
			-	3NT		= 21-23 HCP, balanced, 4-card ♠
					-	4♣
					-	4♦
						= 4-card ♣, 44(32) → 4♠ = 4234, 4NT = 4324
					-	4♥
						= 4-card ♦, 4243
					-	4♠
						= 4-card ♦, 4342
					-	4♣
						= 21-23 HCP, balanced, 44 <b>minor</b>
					-	4♦
						= 3244
					-	4♥
						= 2344
					-	4♠
						= 21-23 HCP, balanced, 3433
					-	4♥
						= 21-23 HCP, balanced, 4333
					-	4♠
						= 21-23 HCP, balanced, 3334
					-	4NT
						= 21-23 HCP, balanced, 3343

-	3♣	=	(54) Majors, 5-11 HCP
-	3♦	=	relay
-	3♥	=	5-8 HCP →
			3NT = 5♠ 4♥ → 4♣ → 4♦ = stiff/void ♣
			4♥ = stiff/void ♦
			4♠ = 5422
			4m = stiff/void m and 5♥
			4♥ = 4522
-	3♠	=	9-11 HCP, 5♠ 4♥ →
			4m = stiff/void m and 5♠
			4♥ = 5422
-	3NT	=	9-11 HCP, 4522
-	4m	=	stiff/void m and 5♥
-	3♦	=	44 Majors, 5-7 or 10-12 HCP
-	3-4M	=	to play, weak with 6-card M
-	3NT	=	21-22 HCP, balanced min
-	4♣	=	establishes ♥ as trump
-	4♥	=	5-7, to play
-	Other	=	denial Q-bid
-	4♦	=	establishes ♠ as trump
-	4♠	=	5-7, to play
-	Other	=	denial Q-bid
-	4NT	=	22-23 HCP, balanced max
-	3♥	=	44 Majors, 8-9 HCP
-	3-4M	=	spill, weak with 6-card M
-	3NT	=	21-22 HCP, balanced min
-	4♣	=	establishes ♥ as trump
-	4♥	=	8-9 poor HCP, to play
-	Other	=	Q-bid (not denial Q-bid)
-	4♦	=	establishes ♠ as trump
-	4♠	=	8-9 poor HCP, to play
-	Other	=	Q-bid (not denial Q-bid)
-	4NT	=	22-23 HCP, balanced max
-	3♠	=	4♠ 5♥, 12-14 HCP
-	3NT	=	relay
-	4♣	=	stiff/void ♣ → 4♥ = 4531
-	4♦	=	4522 4♠ = 4540
-	4♥	=	4513
-	4♠	=	4504
-	4♥/♠	=	to play
-	3NT	=	5♠ 4♥, 12-14 HCP
-	4♣	=	relay
-	4♦	=	stiff/void ♣ → 4♠ = 5431
-	4♥	=	5422 4NT = 5440
-	4♠	=	5413
-	4NT	=	5404
-	4♥/♠	=	to play

After a relay sequence where the shape is disclosed → next relay is CAB etc.

2♦	-	2♥		=	transfer to ♦, to play 3♦ or relay
2NT	-	3♣		=	forced relay
			- 3♦	=	4-card ♠
			- 3♥	=	6(5)-card ♦, slam try+ → 3NT = to play
			- 3♠	=	4♦ = RKCB, other = <i>denial Q-bid</i>
			- 3NT	=	55+minors, slam try →
			- 4♣	=	4m = RKCB (m=trump/6-keycards)
			- 4♣	=	44/45 minors, slam try →
				=	4X = <i>denial Q-bid</i> (♣=trump)
				=	4NT = to play
			- 4♦	=	5♣ = RKCB (♦=trump)
			- 4♦	=	5♦ 4♣, slam try
				=	4X/5♣ = <i>denial Q-bid</i> (♦=trump)
				=	4NT = to play
				=	5♦ = RKCB (♣=trump/6-keycards)
	-	3♦		=	3-suiter (4144) and stiff/void ♥ → relay = CAB
	-	3♥		=	transfer to ♠
	-	3♠		=	6(5)-card ♣, slam try+ → 3NT = to play
	-	3NT		=	4♣ = RKCB, other = <i>denial Q-bid</i>
				=	to play
2♦	-	2♠		=	transfer to ♦, to play 3♦ or relay
2NT	-	3♣		=	forced relay
			- 3♦	=	4-card ♥
			- 3♥	=	6(5)-card ♦, slam try+ → 3NT = to play
			- 3♠	=	4♦ = RKCB, other = <i>denial Q-bid</i>
			- 3NT	=	55+minors, slam try →
			- 4♣	=	4m = RKCB (m=trump/6-keycards)
			- 4♣	=	44/45 minors, slam try →
				=	4X = <i>denial Q-bid</i> (♣=trump)
				=	4NT = to play
			- 4♦	=	5♣ = RKCB (♦=trump)
			- 4♦	=	5♦ 4♣, slam try
				=	4X/5♣ = <i>denial Q-bid</i> (♦=trump)
				=	4NT = to play
				=	5♦ = RKCB (♣=trump/6-keycards)
	-	3♦		=	transfer to ♥
	-	3♥		=	3-suiter (1444) and stiff/void ♠ → relay = CAB
	-	3♠		=	6(5)-card ♣, slam try+ → 3NT = to play
	-	3NT		=	4♣ = RKCB, other = <i>denial Q-bid</i>
				=	to play

## INTERFERENCE AFTER 2♦ OPENING

### After direct double

Pass	=	5+♦, usually short in a <b>Major</b> . If X = ♦ → support for both <b>Majors</b>
XX	=	to play in openers <b>Major</b> (SOS)
2NT	=	<b>minors</b> . If X = ♦ → relay, invitational+
Other	=	<b>system is ON</b>

### After direct overcall

X	=	after overcall 2♥/♠ TOX ( <b>OM</b> support), else penalty
3-4 <b>M</b>	=	Pass or correct to <b>OM</b>
Other	=	natural/lead directing, not forcing

# OPTIONAL 2NT OPENING

Preempt with a broken 6/7-card **minor**, might be very poor favorable / non vulnerable. Vulnerable → 2 TH.

A direct preempt with 3**m** shows a semi-solid suit (3 of 4 TopHonors).

Same responses as after ordinary 3**m** opening is used.

Cards suitable for an ordinary 2NT opening now has to be opened 2♦ or 2♣.

If optional 1♦ opening is used, such hands must be opened 1♦ or 2♣.

3♣/4-7 ♣♦	=	Pass or correct to ♦/♣
3♦	=	invitational+, asking for 3-card <b>Major</b>
- 3♥	=	3-card ♥, might have 3-card ♠ (33(61/70))
- 3♠	=	to play if opener have 3(2)-card ♠
- 4♣	=	Pass or correct to ♦
- 4♦	=	asking for stiff/void →
4♥	=	no short suit
4♠	=	short ♠
4NT	=	short ♣
5♣	=	short ♦
- 3♠	=	3-card ♠
- 4♣	=	Pass or correct to ♦
- 4♦	=	asking for stiff/void →
4♥	=	short ♥
4♠	=	no short suit
4NT	=	short ♣
5♣	=	short ♦
- 3NT	=	2-2 <b>Majors</b>
3 <b>M</b>	=	6(5)+ <b>M</b> , forcing 4 <b>m</b> denies 2-card support Subsequent new suit from opener shows a good hand, support (2+ <b>M</b> ) and A/K in suit bid. 3NT shows 2+ <b>M</b> without outside A/K but with a short suit. 4♣ is asking for short suit → if <b>M</b> =♥, 3♥ = short ♠ 4 <b>M</b> shows 2+ <b>M</b> without a Q-bid in a side suit (typical 6322/7222)
3NT	=	to play

## INTERFERENCE AFTER 2NT OPENING

### After direct double

Pass	=	to play
XX	=	to play in opener's <b>minor</b> (SOS)
3-7 ♣/♦	=	Pass or correct to ♦/♣
Other	=	<b>system is ON</b>

### After direct overcall

Pass	=	neutral
X	=	penalty
3-7 ♣/♦	=	Pass or correct to ♦/♣
Other	=	<b>system is ON</b>