

1 No Trump Opening

The opening bid of 1NT promises 19-22OP (20-24OP in third or fourth position) in a balanced hand with no four-card Major or six-card Minor. Clearly the responding structure has no use for Stayman. Instead responder has available transfers **two steps** below the suit shown, and a 2 game forcing relay. This relay asks for further description of opener's hand in the normal manner. After subsequent bids by opener, responder continues to bid Step 1 for relay. The 2 range probe should be used sparingly as opener's hand shape is already very tightly defined and giving a maximum response before playing 3NT gives the defense a huge advantage in information once dummy appears! Contracts by the 1NT opener don't play as well as conventional judgment suggests.

Responding to 1NT in 1st or 2nd Seat

- 2 \square Transfer to Hearts showing 5+Hearts.
- 2 Transfer to Spades showing 5+Spades.
- 2 Game-forcing relay.
- 2 Range-probe.
- 2NT Both Minors, asking opener for preference. Usually responder will play at the three level.
- 3 \square Natural, not constructive showing 5+Clubs.
- 3 Natural, not constructive showing 5+Diamonds.
- 3 Natural, forcing 6+Hearts.
- 3 Natural, forcing 6+Spades.
- 3NT To play.
- 4 \square To play (mildly invitational).
- 4 To play (mildly invitational).
- 4 To play.
- 4 To play.

Responding to 1NT in 3rd or 4th Seat

- 2 \square Transfer to hearts showing 5+Hearts.
- 2 Transfer to Spades showing 5+Spades.
- 2 Range-probe or both Minors; responses 2 =max with no 5m, 2NT=min, 3m=max 5m.
- 2 Transfer to Clubs (not invitational).
- 2NT Transfer to Diamonds (not invitational).
- 3 \square Invitational showing 5+Clubs.
- 3 Invitational showing 5+Diamonds.
- 3 Natural, invitational 6+Hearts.
- 3 Natural, invitational 6+Spades.
- 3NT To play.
- 4 \square To play (mildly invitational).
- 4 To play (mildly invitational).
- 4 To play.
- 4 To play.

Relay Structures

The relay structure is identical to that after 1 \square -2 (See: **Relay Structure**). Both structures use a

2 relay and identical responses.

After Transfers

Opener bids Step 1 with 3-card support and Step 2 with doubleton support. New suits are natural and invitational. 2NT and 3NT are natural. After a 3-card fit is shown, a jump to the four level to the suit below the suit already shown is a re-transfer.

After 3 and 3 Responses

Opener bids 3NT with 2M, cuebids with 3M and a suitable hand, and bids 4M with 3M and an unsuitable hand.

Competitive Bidding

When the opponents double our 1NT opening in the direct seat, we use two level bids by partner to show desire to play the contract named, or in the case of the 2 \heartsuit and 2 \spadesuit bids, desire to redouble that contract for rescue to higher-ranking strains. We use a redouble to begin a scramble sequence in which opener is initially asked to take a Minor-suit preference. We use pass to force redouble which might be intended as the final contract, or to begin a scrambling auction that wasn't suited to hearing opener's Minor-suit preference.

When the opponents double our 1NT opening in the passout seat, opener must pass and responder may pass for penalties, bid a suit to play or redouble to ask for a Minor-suit preference to begin any scrambling auction.

After two-level interference we use penalty doubles. If the suit bid by the opponents is not or may not be a suit they hold then double shows interest in penalising at least one of the suits they might hold. If a specific Minor suit has been shown by either side, 2NT is used in a Lebensohl sense. If no specific Minor suit has been shown, then 2NT asks for Minor-suit preference. After higher interference we use penalty doubles. Almost all undefined 2NT bids in competition show two places to play.

When the opponents compete after the game-forcing relay auction has begun, the agreements used are identical to those used after interference during a 1 \heartsuit relay auction.

New Style

The double-under transfers to the Majors become two-way: either a hand with the Major suit two steps above with any strength or a hand of at least game-forcing strength with 5+ in the bid suit, no second suit of 5 cards and a singleton or void in one of the unbid suits. A 2 \heartsuit response can also be based on a hand with three suits that is short in a Major and lacks a fifth card in the Major suit held. This allows the side to reach 3NT with sound stoppers opposite the shortage and 5m otherwise.

After 1NT-2 \heartsuit and 1NT-2 \spadesuit

In the table below, M refers to Hearts for 1NT-2 \heartsuit and to Spades for 1NT-2 \spadesuit and m refers to Clubs for 1NT-2 \clubsuit and to Diamonds for 1NT-2 \diamonds . OM then refers to the other Major and om to the other Minor. A shorthand like 41(35) refers to 4 \heartsuit , 1 \spadesuit 5m and 3om. Opener rebids Step 1

holding 3-card support for M and rebids Step 2 with only 2-card support. Responder's next bid follows the same scheme regardless:

Opener	Responder	Opener	Responder	Opener	Responder	Meaning
1NT	3□	??	2			Three-suited with either short Major.
				2NT	3□	Relay. Short (then 3 /3 /3NT show 4144/4054/4045 with zoom).
					3	1444
					3	0454
					3	0445 with zoom.
				3NT		To play, both Majors soundly stopped, no Minor-suit interest.
1NT	2m	??	2NT			5+m 0-1om
				3□		Relay
					3	43(15)
					3	34(15)
					3	44(05) with zoom.
			3□			5+m 0-1
				3		Relay
					3	41(35)
					3	31(45)
					3NT	40(45) with zoom.
			3			5+m 0-1
				3		Relay
					3	14(35)
					3NT	13(45)
					4□	04(45)
			3M			Inv normally 6-card suit (might be 5 if fit has been shown)
			3OM			Unspecified splinter for the Minor
				Step		Relay, then bid shortage artificially L/M/H
			4□			Splinter for the Major
			4			Splinter for the Major
			4			Splinter for Spades
			4M			To play

For control-showing purposes, responder is assumed to show 13+HCP and thus has control bases of 8 AKQ controls or 3 AK controls.