

Strong Club Relay Avoiding Passing Ever - **SCRAPE**

Preliminaries

General Approach

The system uses a strong Club with symmetric relays, and transfer-style one-level openings. These are opened up-the-line and may be balanced or based on a longer side suit. Thus any hand that is too weak for 1 \heartsuit and too strong for a weak action that has four or more Hearts must open 1 \spadesuit . Any hand of similar strength that lacks four Hearts but has four Spades must open 1 \spadesuit . Any similarly strong unbalanced hand with at least four Diamonds and no Major suit of four cards will open 1 \clubsuit (this includes long-Diamond hands and unbalanced hands with both Minors). A balanced hand without a four-card Major opens 1NT (weak) and the remaining hands are those with at least six clubs and no side suit which open 2 \clubsuit . The two-level openings may be modified at will. The unrelenting opening style means that a hand that passed in first or second position is significantly weaker than a hand that passes in these positions using standard methods, and so our requirements for the strong Club opening in third and fourth seat are stronger than for first and second seat. The ranges of the other openings in third and fourth positions are also wider, but more judgment may be utilised by the opener in these positions.

All openings above 1 \heartsuit and below 2NT have one response that is unlimited and which expresses some degree of game interest. This response begins a relay sequence that establishes opener's shape and strength, and is always the strongest action available. Other actions are typically natural, limited, and non-forcing, however some range probes, transfer sequences, mini-splinters and fit-showing jumps are used.

Hand Valuation

The hand valuation method used in constructive auctions when our side opens is that of **Opening Points**. Opening Points are the sum of the High Card Points and the lengths of the two longest suits. Thus a range in Opening Points is typically some 8-9 higher than the equivalent range in HCP. Opening Points is abbreviated **OP**. This expands upon the traditional Precision approach of making a positive response on 8+HCP for unbalanced hands but requiring 9+HCP for balanced hands.

Opening Bids

In First and Second Position:

- 1 \heartsuit 23+OP
- 1 \spadesuit 18-22 OP 4+Hearts, may be balanced, three-suited or have a longer second suit.
- 1 \clubsuit 18-22 OP 4+Spades, 0-3Hearts, may be balanced, three-suited or have a longer Minor suit.
- 1 \diamondsuit 18-22 OP 4+Clubs, 0-3Hearts, 0-3Spades, unbalanced, may have a longer Diamond suit.
- 1NT 19-22 OP 2-3H, 2-3 Spades, balanced
- 2 \clubsuit 18-22 OP 6+Clubs, 0-3Hearts, 0-3Spades, 0-3Diamonds.
- 2 \heartsuit 5+Hearts, weak, close to a normal weak two. (Usually 15-17 OP if required by regulations).
- 2 \spadesuit 4+Hearts 4+Spades, weak, undisciplined. (weak opening 12 if required by regulations).
- 2 \clubsuit 5+Spades, weak, undisciplined. (Usually 15-17 OP if required by regulations).
- 2NT 5+5+ Minors, weak. undisciplined (15-17 OP if required by regulations).
- 3x Normal three-level actions subject to vulnerability and positional concerns.

- 3NT A four-level Minor preempt.
- 4m An Ace stronger than the corresponding 4M opening.
- 4M To play.

In Third Position:

- 1□ 25+OP
- 1 20-24 OP 4+Hearts, may be balanced, three-suited or have a longer second suit.
- 1 20-24 OP 4+Spades, 0-3Hearts, may be balanced, three-suited or have a longer Minor suit.
- 1 20-24 OP 4+Clubs, 0-3Hearts, 0-3Spades, unbalanced, may have a longer Diamond suit.
- 1NT 20-24 OP 2-3Hearts, 2-3Spades, balanced.
- 2□ Usually 15-19 OP 4+Hearts 4+Spades.
- 2 20-24 OP 6+Diamonds, 0-3Hearts, 0-3Spades, 0-3Clubs.
- 2 Usually 15-19 OP 5+Hearts.
- 2 Usually 15-19 OP 5+Spades.
- 2NT Usually 15-19 OP 5+5+Minors.
- 3x Normal three-level actions subject to vulnerability and positional concerns.
- 3NT A four-level Minor preempt.
- 4m An Ace stronger than the corresponding 4M opening.
- 4M To play.

In Fourth Position:

- 1□ 25+OP
- 1 20-24 OP 4+Hearts, may be balanced, three-suited or have a longer second suit.
- 1 20-24 OP 4+Spades, 0-3Hearts, may be balanced, three-suited or have a longer Minor suit.
- 1 0-24 OP 4+Clubs, 0-3Hearts, 0-3Spades, unbalanced, may have a longer Diamond suit.
- 1NT 20-24 OP 2-3Hearts, 2-3Spades, balanced.
- 2□ 10-14 HCP 4+Hearts 4+Spades.
- 2 20-24 OP 6+Diamonds, 0-3Hearts, 0-3Spades, 0-3Clubs.
- 2 10-14 HCP 6 Hearts.
- 2 10-14 HCP 6 Spades.
- 2NT 10-14 HCP 5+5+Minors.
- 3x 10-14 HCP 7+suit.
- 3NT To play.
- 4m 10-14 HCP 9+suit.
- 4M To play.

Note that in 3rd and 4th positions, some judgment is allowed to be used. Many balanced hands in the 18-19 OP range might be passed, as are unbalanced hands with Major-suit shortages.