

# Introduction to 1C

## Requirements:

a) 18+ HCP balanced hands or 17+ HCP unbalanced, and 5+ controls

### OR ONE OF:

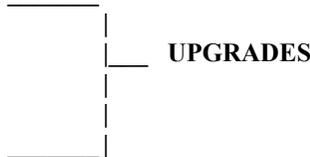
b) 17 balanced, no Jacks

c) any 8+ controls

d) 16 HCP with a good 6-card suit

e) 7 controls and a 7+ card suit

f) bad day at work



## Summary:

From 1D to about 2S or so, the opener may determine responder's holdings of A's, K's, and Q's through the control-showing matrix. The Blue Team club also centered on controls before shape, with simple responses (1S = 3, 1N = 4...). Few people have managed to remember the Ultimate Club's version, but it is what distinguishes the system from all others, and what gives it great accuracy.

Starting at about 2S, the responder's suits finally come to light. The responses tend to be natural at the 3 level, but *exact shape is commonly not known*. This is because opener signs off much of the time before exact shape is known, as a minimum opener will not really care to risk going beyond a playable contract. It takes good knowledge of the relays to know when you *must* sign off... one relay more could be the overbid as responder shows you which is his doubleton and which is his singleton: if you don't need it, don't ask for it.

Once shape is known, **denial cue-bidding** begins. Opener, at this point, does know approximately how many of each honor responder has, but does not know exactly where they lie. Bypassing a suit *shows* a specific honor in that suit. Bidding a suit shows all the bypassed suits, and denies the specific honor in the bid suit. So responding to a relay of 4C with 4S shows the indicated cards in diamonds and hearts, denying it in spades. The first glance at a suit is for A's or K's, and the second is for the Q, the third for the J, and the last for the Ten. Denying a suit the first time shows either no A/K or both A and K. The correct holding should be obvious.

Finally, there are some sequences that come from a different edition of the system, which I put in [brackets] and label 'book'. These are simply differences, and are to be fully agreed-upon before using.

If you think this text is hard to follow, join the club.

## 1. NATURAL BIDDING

This section comes last in the notes, but I've promoted it to the beginning because it is the most common development after a 1C opening.

Let's face it, we can't always have a 20+ hand after 1C-1D! To relay 1H after a 1D negative requires 20+ HCP. However, Ultimate Club can have some strong negatives, as 1D can be bid on quite "quacky" hands.

### 1C-1D

(4<sup>th</sup> hand interference) See end of 1C Notes

1H Normal relay, 20+ HCP

1S Natural, 17-19, may be canape to any suit, NF

1NT = forcing (2m = 5+s 3+m, 2H = 4-5/5-4, 2S = 6+, 2N = good 6+ bal, 3m = *canape*, 3H = canape conc. strength), then

3NSS = invit weaker than 2/1  
 2 lev = NF  
 3NSJ = fit for minor with stopper  
 3NT = spade splinter, fit 2<sup>nd</sup> suit  
 2NS = GF unless rebid (F1, book)  
 2N = GF (nat, book), 3NS = invit splinter 4+ s, 4NS = void splinter 2K

**1NT** 18-20  
 Stayman, Jacoby (see 1NT section)

**2m/H** Natural, 17-19, *tends to deny a 4-card spade suit*  
 NSS = F to 2N  
 3NSJ = invit minisplinter

**2S/3C/3D/3H** = 17-19, 5-5 lower of touching, invit

**2N** = 17-19, 5-5 nontouching invit (3C = asks [3D/H nat], 3other = one-suited bad hand)

**What to do with Roman (4441) hands? - Dan**

**[book:** 2S = S+D, 2NT = C + M (3D asks), 3C/D/H = lower of touching]  
 3S = 6S-5C

## 2. The Control-Showing Matrix

On to the control-showing matrix. Responder has a heavy first negative, and opener can relay for further and further weaker negatives, until he gives up and describes his sub-GF hand, or gets a non-negative which creates a GF.

### **Considerations:**

**JACKS ARE IGNORED!**, but 3 J's may be converted into 1 Q in balanced hands.

An isolated (no ctrls) QQQ is equal to A.

An isolated QQ is equal to a King.

Treat 4 Queens with at least one control as AQ.

Treat 4 Queens in isolation as AA.

**In a distributional freak (11+ cards in two suits), don't count singleton honors less than an Ace.**

**A note on notation:** a dot before a bid (.3H) indicates a response to the normal relay.

**The really strong responding hands (5+C unbal, 6+C bal - see chart at end of matrix):** Say each possible honor combination for responder is sequenced: abcdefghABCD with a the weakest and D the strongest. In your lifetime you will see a through h 99% of the time, and maybe once a year A, B, if you are lucky. D is unheard of. All the bidding sequences are made to describe a through h. In each unbalanced distribution sequence, though, is a possible breakoff place: 2NT. If this 2NT is bid, and then followed by a *rare confirmation of extra strength* (3H+) then a capital-letter holding has been revealed (the jackpot). The distribution-showing for these extra strength holdings is exactly the same as those for the normal holdings, but one level higher in every respect (3H=2H, 3S=2S, etc.). So in the chart below, the capital-letter holdings are **not initially demarcated**. There is a special chart at the end of the matrix for extra controls (5+C unbal, 6+C bal). One way to remember is that the slower (and lower) 2NT is reached, the better the hand with extra strength.

**1C** 17+ unbalanced, 18+ balanced, 5+ controls

**1D** 0-2 controls (if 2 controls then 4-6 HCP)

**Opener must break off relays at this point with less than 20 HCP.**

**NON-RELAYS: see above for 1C-1D continuations**

**.1S** *second negative*. if balanced: 0-5, 0-2 ctrls; if unbal: 0-5 HCP, 0-1 controls  
**Opener must have a near-GF hand or 21+ balanced to relay at this point.**

**NON-RELAYS: 2C/D/H/S natural, 1NT is the relay!**

**[CHAIN BREAK AVAILABLE: (book)]**

[2N] C + major 5-5 (3D asks)

[3C/D/H] lower of touching 5-5

[3S] S + D 5-5

**.2C** *third negative*. 0-4 HCP, 0-1 controls

**Opener must break off relays at this point with less than a GF hand.**

**NON-RELAYS**

[2H/S/3C/D] natural, invitational

[2N] 21-22 balanced

[3H] H+ minor 5-5 GF (3S asks lo/hi)

[3S] S + lower 5-5 GF (3N asks suit)

[4C] minors 5-5 GF

**.2H** *fourth negative*. 0-2 HCP (wasteland)

**[CHAIN BREAK AVAILABLE: (book)]**

[2N] 23-24 balanced

[3 suit] GF natural

**.2NT** unbalanced, or 4m333

**.3D** 4m333 (**.3S** 4c **.3N** 4d)

**.3H** normal distribution matrix

**.3C/D/H** normal bal structure

**.3S/N** 5-6 clubs/diamonds [**4C relay**]

**.4D** 5-card suit (**.4S/N/5C Z** lo/mid/hi doub)

**.4H/S/N Z** 6-card suit, lo/mid/hi tripleton

**.2S** unbalanced: 3-4 HCP (now **.3C**, **.3D** normal, **.3H+** like **.2H+**)

**.2NT+** balanced: 3-4 HCP

**.4M** KJTxxx suit

**.2D** balanced: 5 HCP or A

**CHAIN BREAK AVAILABLE FOR 2/3 SUITERS (see end)**

**.2S** A

**.4M** AJTxxx suit

**.2N** any, 4m333/5m332 (checkback?)

**.3C+** 5 HCP

**.4M** KQJxxx suit

**.2H+** unbalanced: 5 HCP

**.1NT** 7-9 HCP, 1 control

**.2D** balanced

**CHAIN BREAK AVAILABLE FOR 2/3 SUITERS (see end)**

**.2S** 7 HCP

**.2N** 4m333/5m332 any (checkback?)

**.3C+** 9 HCP

**.2H+** unbalanced, 7-9 HCP

**.2C** then **.2H+** unbalanced: A

**.2D** balanced: 2 controls, 6 HCP

**CHAIN BREAK AVAILABLE FOR 2/3 SUITERS (see end)**

**.2S** KK

**.2N** 5m332/4m333, any (checkback?)

**.3C+** AQ

**.2H+** unbalanced: 2 controls, 6 HCP

**1H Strongest Response: 4 controls - (at least 10 HCP if balanced), or 5 controls balanced**

**[CHAIN BREAK AVAILABLE: (book)]**

[1N] 18-19 balanced, wanting to declare (sys on)

[2C/D/H/S] natural

[2N+] 5-5 2-suiters as in 1C-1D-1H-1S-2N+ (above), Reverse Relay available

.1NT if balanced: 5 controls; if unbalanced: 4 controls 12+ HCP

.2D balanced: 5 controls

**CHAIN BREAK AVAILABLE FOR 2/3 SUITERS (see end)**

.2S bare 5 controls

.2N 5m332/4m333, any (checkback)

.3C+ 5 controls plus queens(s)

.2H+ unbalanced: 4 controls, 12+ HCP

.2NT then 3H+ unbalanced: 7 controls, or 5 controls with 4Q

.2C unbalanced: 4 controls, 10 HCP, or 6 controls plus 2+ queens

.2H+ 4 controls, 10 HCP

.2NT then 3H+ 6 controls plus 2+ Queens

.2D balanced: 4 controls

**CHAIN BREAK AVAILABLE FOR 2/3 SUITERS (see end)**

.2S 4 controls, 10 HCP

.2N 5m332/4m333, any (checkback)

.3C+ 4 controls, 12+ HCP

.2H+ unbalanced: AA

.2NT then 3H+ unbalanced 6 controls + one Queen

**1S Mild positive: AK, AQQ, or KKQ**

**[CHAIN BREAK AVAILABLE: (book) break often with unbalanced hands]**

[2C/D/H/S] natural

[2N+] 5-5 2-suiters, NOT GF (as over 1C-1D-1H-1S, above) Rev. Relay avail.

.2C unbalanced: 8 HCP, or bare 6 controls (no queens)

.2H+ 8 HCP

.2NT then 3H+ 6 controls no Queens

.2D balanced: 7-8 HCP

**CHAIN BREAK AVAILABLE FOR 2/3 SUITERS (see end)**

.2S 7 HCP

.2N 5m332/4m333, any (checkback)

.3C+ 8 HCP

.2H+ unbalanced: 7 HCP

.2NT 3-suiter 7 HCP, or all balanced 6+ controls

.3D 3-suiter (see later)

.3H then 3NT+ 7 controls

.3S 6ctrls, no Q's [3N relay]

.3N 6ctrls, 1/2/3 Q,s (as 2NT bal structure)

**after completion of dist, checkback (.1) 6ctrl no Q, (.2) Z 6ctrl 1+Q)**

.4C+ 6 controls plus queens (16+ HCP) (as 3C+ bal structure)

**1NT 3 controls (better than AK) - 9+ HCP balanced or 11+ unbalanced**

.2D balanced: 3 ctrls, 9+ HCP

**CHAIN BREAK AVAILABLE FOR 2/3 SUITERS (see end)**

.2S 9 HCP

.2N 4m333/5m332, any (checkback)

.3C+ 11+ HCP

.2H+ unbalanced: 3 controls, 11+ HCP

.2NT then 3H+ unbalanced: 5 controls 2+ Queens

**2C 3 controls - 9 HCP unbalanced**

.2H+ 3 ctrls 9 HCP

.2NT then 3H+ 5 ctrls 1 Queen

**2D Balanced: either a) 2 controls 10+ HCP, or b) 4 controls 8 HCP**

**CHAIN BREAK AVAILABLE FOR 2/3 SUITERS (see BALANCED section)**

.2S AA

.4M AJTxxx suit

.2N 4m333/5m332, any (checkback)

.3C+ 2 controls, 10-12 HCP

**2H+ Unbalanced: 2 controls, 10+ HCP (except 2N, which may be unbal. 5 ctrls, no Queens)**

### **EXTRA CONTROLS - A QUICK N' DIRTY CHART**

Unbalanced:

5C, 0Q	2N
5C, 1Q	2C.2N
5C, 2+Q	1N.2N
6C, 0Q	1S.2C.2N
6C, 1Q	1H.2N
6C, 2+Q	1H.2C.2N
7C	1H.1N.2N

Over these, responder bids 3H+ over the 3C relay, which all mean the same as 2H+, one level higher.

Balanced:

6C, 0Q	or	
6C, 1+Q		1S.2N.3S+ balanced structure <u>one level higher</u> (3S = min, i.e. 0Q, 3N = 4m333 5m322)
7C		1S.2N.3H.3N+ balanced structure <u>one level higher</u> , no min/max

### **REVERSE RELAY (Responder asks Opener) FOR 5-5 BREAKS (book):**

Over opener's 5-5 breaks after a 1H or 1S response to 1C, responder may RELAY.

- The relay is the cheapest bid in one of opener's known short suits.
- First: distribution (hi sing, lo sing, hi void, lo void Z)
- Second: Controls (5, 6, 7, 8 Z)
- Last: DCB

## **3. The Shape-Showing Relays**

After emerging accurately from the control-showing matrix, it's time to show our shape. These are much easier to learn than the control-showing matrix (big cheer!).

Note that a 'Z' after a bid indicates a 'zoom' or 'run-on' to the DCB stage. That shape is assumed whatever is cue-bid.

### **Balanced Hands**

Balanced hands go through 2D usually. They include all 4333/4432/5332 and 6332 shapes.

If 2S is a control-showing bid, then what do the shapes indicated by 2NT do with such controls? The answer is that all are lumped into the 2NT bid, and a checkback is available.

#### **---CHAIN BREAK AVAILABLE WITH TWO/THREE SUITERS:**

After .2D

**2H** = normal relay

**2S/NT/3C/3D** = club/diamond/heart/spades splinter

**3H** = 2-suiter with hearts and a minor (after relay, 3NT = C, 4C = D)

**3S** = 2-suiter spades and another (relay 4C for other suit)

**4m** = 2-suited minors

**3NT** to play!

**(Book version 2S/3C/3D = splinter, 2NT = bal no slam, 3H = spl 3-4 spades, 3S = h spl 5 spades)**

#### **AFTER .2D:**

..2NT 5332/4333 with a minor; the 2S control showing bids with these shapes are lumped in

**CHAIN BREAK AVAILABLE (3D "weak relay", 3M "stopper ask oM")**

**[3D]**

- .3H** non 2S bid, 5 clubs or 4333 in minor
- .3NT** 4333 with a minor
- .4D** 3334
- .4H Z** 3343
- .4C, .4D, .4H Z** 5 clubs, doubleton diamond, heart, spade
- .3S** non 2S bid, 5 diamonds; 3NT now by opener is to play
- .4D, .4H, .4S Z** doubleton club, hearts, spades
- .3NT** 2S type bid (weak)

**[3M]**

- .3S** half-stop in s **.3N** stop oM or 4333 **.4m** nat no stop
- .3D (after strong 3C ask)** 5332 with clubs
- .3S, .3NT, .4C** doubleton spade, heart, diamond
- .3H** 5332 with diamonds, not doubleton spade
- .3NT, .4C** doubleton heart, club
- .3S** 5332 with diamonds, doubleton spade
- .3NT** 4333 with a minor
- .4D** 4c 333
- .4H Z** 4d 333

**.3C** any 4432

- .3H** 4 hearts, not 4 spades
- .3NT** doubleton spade
- .4D** 4 clubs **.4H Z** 4 diamonds
- .4C** 3442
- .4D Z** 3424
- .3S** 4 spades, not 4 hearts
- ..4D** 4234 **..4H** 4243 **..4S** 4324 **..4NT Z** 4342
- .3NT** 4-4 minors
- .4D** 2344 **.4H Z** 3244
- .4C** 4-4 majors
- .4H** 4423 **.4S Z** 4432

**.3D** any 5-6 hearts, or 4333 with a major

- .3S** 5 hearts
- ..4D** 3532 **..4H** 3523 **..4S Z** 2533
- .3NT** 4333 with a major
- .4D** 4333 **.4H** 3433
- .4C** 6 hearts, 2623
- .4D** 6 hearts, 2632
- .4H** 6 hearts, 3622

**.3H** 5-6 spades

- .3NT** 5233
- .4C** 5332/5323
- .4H** 5323 **.4S Z** 5332
- .4D** 6 spades, 6223
- .4H** 6 spades, 6232
- .4S** 6 spades, 6322

**.3S** 6 clubs

- ..4D** 2236 **..4H** 2326 **..4S Z** 3226

**.3NT** 6 diamonds

- .4D** 2263 **.4H** 2362 **.4S Z** 3262

SEMISOLID 6 CARD SUITS (3 of top 4 honors) BALANCED

**.4C** 6 clubs

- .4H** 2236 **.4S** 2326 **.4NT Z** 3226

**.4D** 6 diamonds

.4S 2263 .4NT 2326 .5C Z 3262  
 .4H 6 hearts  
 .4NT 2623 .5C 2632 .5D Z 3622  
 .4S 6 spades  
 .5C 6223 .5D 6232 .5H Z 6223

## UNBALANCED HAND RELAYS

### **.2H long spades, long clubs, or 5-4 minors**

.2NT clubs longest, or 5-4 minors

.3D minors

.3S 5431, with minors and short spades

..4D 1345 longer clubs ..4H Z 1354 longer diamonds

.3NT 5431, with minors and short hearts

.4D 3145 longer clubs .4H Z 3154 longer diamonds

.4C 6-4 with diamonds

.4H 1246 .4S 2146 .4NT 0346 .5C Z 3046

.4D 6-5

.4S 1156 .4NT 0256 .5C Z 2056

.4NT 8-4

..5H 0148 ..5S Z-6C 1048

.5C 7-4

.5H 1147 .5S 0247 .5NT Z-6C 2047

.5D 7-5

.5S 0157 .5NT Z-6C 1057

.5H 7-6

.3H 5+ clubs, 4+ hearts, longer clubs

.3NT 2425

.4C 6-4

.4H 1426 .4S 2416 .4NT 0436 .5C Z 3406

.4D 1435 short spades

.4H 6-5

.4NT 1516 .5C 0526 .5D Z 2506

.4S 3415 short diamonds

.4NT 8-4

..5H 0418 ..5S Z-6C 1408

.5C 7-4

.5H 1417 .5S 0427 .5NT Z-6C 2407

.5H 7-5

.5NT 0517 .6C 1507

.5S 7-6

.3S 5+ clubs, 4+ spades, longer clubs

..4D 4135 short hearts

..4H 4315 short diamonds

..4S 6-5

.5C 5116 .5D 5026 .5H Z 5206

..4NT 8-4

..5H 4018 ..5S Z-6C 4108

..5C 7-4

.5H 4117 .5S 4027 .5NT Z-6C 4207

..5S 7-5

.6C 5017 .6D Z-6S 5107

..5NT 7-6

.3NT 4225 (spades, clubs)

**.4C** 6-4 clubs-spades  
**.4H** 4126 **.4S** 4216 **.4NT** 4036 **.5C Z** 4306  
**.4D** 7-8 club singlesuiter, short diamonds  
**.4H** 7-8 club single-suiter, short hearts  
**.4S** 7-8 club single-suiter, short spades  
**.4NT** 7-8 club single-suiter, diamond void, extras  
**.5C** 7-8 clubs single-suiter, heart void, extras\*  
**.5D Z-6C** 7-8 clubs single-suiter, spade void, extras  
**\*contradictory to above:**  
**.5C** 8311/9211  
**.5H** 1-1 s-h **.5S** 1-1 s-d **.5NT Z-6C** 1-1 h-d

**.3C** 5+ spades, 4+ clubs, longer spades unless 5-5  
**.3H** 5314, diamond shortage  
**.3S** 6 spades, 4 clubs  
**.4C** 6124 **.4D** 6214 **.4H** 6034 **.4S Z** 6304 (hi s, low s, hi v, low v)  
**.3NT** 5224  
**.4C** 5-5 s-c  
**.4H** 5125 **.4S** 5215 **.4NT** 5035 **.5C Z** 5305 (same scheme as above)  
**.4D** 5134, heart shortage  
**.4H** 5404, diamond void  
**.4S** 7-4 s-c  
**.5C** 7114 **.5D** 7024 **.5H Z** 7204  
**.4NT** 8-4 s-c  
**.5D** 8014 **.5H Z** 8104  
**.5C** 7-5 s-c  
**.5H** 7015 **.5S Z-6S** 7105  
**.5D** 7006

**.3D** 5+ spades, 4+ diamonds, longer spades unless 5-5  
**.3S** 6s-4d  
**.4C** 6124 **.4D** 6214 **.4H** 6034 **.4S Z** 6304  
**.3NT** 5242  
**.4C** 5143, short hearts  
**.4D** 5-5 s-d  
**.4S** 5152 **.4NT** 5251 **.5C** 5053 **.5D Z** 5350  
**.4H** 5341, short clubs  
**.4S** 7-4 s-d  
**.5C** 7141 **.5D** 7042 **.5H Z** 7240  
**.4NT** 8s-4d  
**.5D** 8041 **.5H Z** 8140  
**.5D** 7s-5d  
**.5S** 7051 **.5NT Z-6S** 7150  
**.5H** 7060

**.3H** 5+ spades, 4+ hearts, longer spades  
**.3NT** 5422  
**.4C** 5413 short diamonds  
**.4D** 5431 short clubs  
**.4H** 6-4  
**..5C** 6412 **..5D** 6421 **..5H** 6403 **..5S Z** 6430  
**.4NT** 8-4  
**.5D** 8401 **.5H Z** 8410  
**.5D** 5440 short clubs  
**.5H** 7-5  
**..6C** 7501 **..6D** 7510  
**.5S** 7-4  
**.6C** 7411 **.6D** 7402 **.6H** 7420

**.3S** 6+ spades, single-suiter

**.4C** 7-8 spades  
     **.4H** 7222 **.4S** short clubs **.4NT** short diamonds **.5C** short hearts  
     **.5D** void clubs, extras **.5H** void diamonds, extras **.5S Z** void hrts, xtras  
**.4D** 6331 short clubs  
**.4H** 6313 short diamonds  
**.4S** 6133 short hearts  
**.3NT** 5-5 spades-hearts  
     **.4D** 5512 **.4H** 5521 **.4S** 5503 **.4NT Z** 5530  
**.4C** 6-5 spades-clubs  
     **.4H** 6115 **.4S** 6025 **.4NT Z** 6205  
**.4D** 6-5 spades-diamonds  
     **.4S** 6151 **.4NT** 6052 **.5C Z** 6250  
**.4H** 6-5 spades-hearts  
     **..5C** 6511 **..5D** 6502 **..5H Z** 6520  
**.4S** 8113, 9112  
     **.5C** 1-1 h-d **.5D** 1-1 h-c **.5H Z** 1-1 d-c  
**.4NT** not used  
**.5C** 6-6 spades-clubs  
     **.5H** 6016 **.5S Z** 6106  
**.5D** 6-6 spades-diamonds  
     **.5S** 6061 **5NT Z-6S** 6160  
**.5H** 6-6 spades-hearts  
     **..6C** 6601 **..6D Z-6H** 6610  
**.6H** 7-6 spades-hearts

**.2S 5+ hearts**

**.3C** hearts and clubs, hearts longer or 5-5  
     **.3H** 6-4  
         **.3NT** 1624 **.4C** 2614 **.4D** 0634 **.4H Z** 3604  
     **.3S** 3514, short diamonds  
     **.3NT** 2524  
     **.4C** 5-5  
         **.4H** 1525 **.4S** 2515 **.4NT** 0535 **.5C Z** 3505  
     **.4D** 1534, short spades  
     **.4H** 7-4  
         **.4NT** 1714 **.5C** 0724 **.5D Z** 2704  
     **.4S** 4504, short diamonds  
     **.4NT** 8-4  
         **.5D** 0814 **.5H Z** 1804  
     **.5C** 7-5  
         **.5H** 0715 **.5S Z-6H** 1705  
     **.5D** 7-6  
**.3D** hearts and diamonds, hearts longer or 5-5  
     **.3S** 3541 short clubs  
     **.3NT** 2542  
     **.4C** 1543 short spades  
     **.4D** 5-5  
         **.4S** 1552 **.4NT** 2551 **.5C** 0553 **.5D Z** 3550  
     **.4H** 6-4  
         **.4NT** 1642 **.5C** 2641 **.5D** 0643 **.5H Z** 3640  
     **.4S** 4540, short clubs  
     **.4NT** 8-4  
         **.5D** 0841 **.5H Z** 1840  
     **.5C** 0544, short spades  
     **.5D** 7-5  
         **..5NT** 0751 **..6C Z-6H** 1750

**.5H** 7-6  
**.3H** 6+ hearts, single-suiter  
     **.3NT** 7-8 hearts  
         **.4D** 7222 **.4H** short clubs **.4S** short diam. **.4NT** short spades  
         **.5C** void c, extras **.5D** void d, extras **.5H Z** void s, extras  
     **.4C** 3631, short clubs  
     **.4D** 3613, short diamonds  
     **.4H** 1633, short spades  
**.3S** 5+ hearts, 4+ spades, longer hearts  
     **.4C** 4513 short diamonds  
     **.4D** 4531 short clubs  
     **.4H** 6-4  
         **.4NT** 4612 **.5C** 4621 **.5D** 4603 **.5H Z** 4630  
     **.4S** 6-5  
         **.5C** 5611 **.5D** 5602 **.5H Z** 5620  
     **.4NT** 8-4  
         **.5D** 4801 **.5H Z** 4810  
     **.5H** 7-4  
         **.5NT** 4711 **.6C** 4702 **.6D Z-6H** 4720  
     **.5NT** 7-6  
**.3NT** 4522  
**.4C** 6-5 with clubs  
     **.4H** 1615 **.4S** 0625 **.4NT Z** 2605  
**.4D** 6-5 with diamonds  
     **.4NT** 1651 **.5C** 0652 **.5D Z** 2650  
**.4H** 8+ hearts, 1-1 somewhere  
     **.4NT** 1-1 s-d **.5C** 1-1 s-c **.5D Z** 1-1 d-c  
**.4S** 7-5 with spades  
     **.5C** 5701 **.5D Z** 5710  
**.5C** 6-6 with clubs  
     **.5H** 0616 **.5S Z-6H** 1606  
**.5D** 6-6 with diamonds  
     **.5NT** 0661 **.6C Z-6D** 1660  
  
**.2NT 4441's, or 0445 (with long minor), or extra controls**  
**.3D** 3-suiter (*exception*: see further down in certain cases)  
     **CHAIN BREAK AVAILABLE (long minor)**  
         **[3S] shows diamonds [book: clubs]**  
             **.3N** short diamonds (no conts)  
             **.4C** club splinter  
                 **.4H** 4441 **.4S Z** 4450, long diamonds  
             **.4D** heart splinter  
                 **.4S** 4144 **.4NT** 4045 long clubs **.5C Z** 4054 long diamonds  
             **.4H** spade splinter, 4441  
             **.4S** spade splinter, 0445 long clubs  
             **.4NT Z** spade splinter, 0454, long diamonds  
         **[3N] shows clubs [book: diamonds]**  
             **.pass** short clubs  
             **.4C** diamond splinter  
                 **.4H** 4414 **.4S Z** 4405, long clubs  
             **.4D** heart splinter  
                 **.4S** 4144 **.4NT** 4045 long clubs **.5C Z** 4054 long diamonds  
             **.4H** spade splinter, 1444  
             **.4S** spade splinter, 0445 long clubs  
             **.4NT Z** spade splinter, 0454 long diamonds  
     **.3S** heart splinter

**..4D** 4144 **..4H** 4045 long clubs **..4S Z** 4054 long diamonds  
**.3NT** spade splinter  
**.4D** 1444 **..4H** 0445 long clubs **.4S Z** 0454 long diamonds  
**.4C** club splinter, long diamonds  
**.4H** 4441 **.4S Z** 4450  
**.4D** diamond splinter, 4441  
**.4H Z** diamond splinter, long clubs, 4405  
**.3H+** extra controls unbalanced, respond like 1 level below

\*\*\*\*\*

*EXCEPTION: When 1) auction begins 1C-1D, or 2) responder is PH (except 1C-2N as PH), or 3) responder shows extra values(1C-1H-1S-2NT-3C-3NT-4C-), or 4) in competition (1C-[1S]-2NT-3C-3NT-4C-), 3D immediately shows shapes as extra controls are impossible. Therefore:*

**.3D** club splinter  
**.3S** 4441 **.3NT Z** 4450 long diamonds  
**.3H** diamond splinter  
**.3NT** 4414 **.4C Z** 4405  
**.3S** heart splinter  
**..4D** 4144 **..4H** 4045 **..4S Z** 4054  
**.3NT** spade splinter  
**.4D** 4144 **.4H** 0445 **.4S Z** 0454

**.3C 5+ diamonds**

**.3H** 5+ diamonds, 4+ hearts, longer diamonds  
**.3NT** 2452  
**.4C** 1453, short spades  
**.4D** 6-4  
**.4S** 1462 **.4NT** 2461 **.5C** 0463 **.5D Z** 3460  
**.4H** 6-5  
**.4NT** 1561 **.5C** 0562 **.5D Z** 2560  
**.4S** 3451 short clubs  
**.4NT** 8-4  
**.5D** 0481 **.5H Z** 1480  
**.5D** 7-4  
**.5S** 1471 **.5NT** 0472 **.6C Z-6D** 2470  
**.5H** 7-5  
**.5NT** 0571 **.6C Z-6D** 1570  
**.5S** 7-6  
**.3S** 5+ diamonds, 4+ spades, longer diamonds, not 6-4 or 5-5  
**..4D** 4153 short hearts  
**..4H** 4351 short clubs  
**..4S** 6-5  
**.5C** 5161 **.5D** 5062 **.5H Z** 5260  
**..4NT** 8-4  
**.5D** 4081 **.5H Z** 4180  
**..5D** 7-4  
**.5H** 4171 **.5S** 4072 **.6C Z-6D** 4270  
**..5S** 7-5  
**.6C** 5071 **.6D** 5170  
**..5NT** 7-6  
**.3NT** 4252, with spades  
**.4C** and clubs, not 5-5 or 6-4 or 5-4  
**.4H** 6-5  
**.4NT** 1165 **.5C** 0265 **.5D Z** 2065

**.4S** 7-4  
     **.5C** 1174 **.5D** 0274 **.5H Z-6D** 2074  
**.4NT** 7-5  
     **.5D** 0175 **.5H Z-6D** 1075  
**.5C** 8-4  
     **..5S** 0184 **..5NT Z-6D** 1084  
**.4D** 6-4 with spades  
     **.4S** 4162 **.4NT** 4261 **.5C** 4063 **.5D Z** 4360  
**.4H** 7-8 diamonds, short clubs  
**.4S** 7-8 diamonds, short hearts  
**.4NT** 7-8 diamonds, short spades  
**.5C** 7-8 diamonds, club void, extras  
**.5D** 7-8 diamonds, heart void, extras\*  
**.5H Z-6D** 7-8 diamonds, spade void, extras  
**\*contradictory to above**  
**.5D** 8-9 diamonds, 1-1 somewhere  
     **.5S** 1-1 s-h **.5NT** 1-1 s-c **.6C Z-6D** 1-1 h-c

**.3D 6331/7222 with a minor**

[book: **CHAIN BREAK AVAILABLE: look for super minor fit**

**3S/NT** shows clubs/diamonds

**.P/3N** no fit **.4C** 6c M spl(hi/lo) **.4D** fit, spl om **.4H/S** 6d hi/lo M spl]

**.3S** 6331 short spades

**..4D** 1336 long clubs **..4H Z** 1363 long diam.

**.3NT** 6331 short hearts

**.4D** 3136 long clubs **..4H Z** 3163 long diam.

**.4C** 3316, long clubs, short diamonds

**.4D** 3361, long diamonds, short clubs

**.4H** 2227 long clubs

**.4S Z** 2272 long diamonds

**.3H 5-5 in minors**

**.3NT** 1255 **.4C** 2155 **.4D** 0355 **.4H Z** 3055

**.3S 6 diamonds, 4 clubs**

**..4D** 1264 **..4H** 2164 **..4S** 0364 **..4NT Z** 3064

**.3NT 5422 with minors**

**.4D** 2245 **.4H Z** 2254

**.4C 7+ card semi-solid (3 of top 4) minor suit with shortness**

**CHAIN BREAK AVAILABLE(5C/D = p/c)**

**.4H** minor splinter **.4S** heart splinter **.4NT** spade splinter **.5C** minor void with extras

**.5D** heart void with extras **.5H Z-long suit** spade void with extras

**.4D 7+ card semi-solid major suit, with shortness (4OM is the relay)**

**Step 1:** club splinter **2:** diam. splinter **3:** major splinter **4:** club void with extras

**5:** diamond void with extras **6: Z-long suit** major void with extras

**.4H solid suit (AKQxxxx) with singleton (4S relay unless spades the suit, then 4NT is)**

**.4NT** low singleton **.5C** middle singleton **.5D Z-long suit** high singleton

**.4S solid suit, with void**

**.5C** low void **.5D** middle void **.5H Z-long suit** high void

\*\* Any NT bid by opener, immediate or delayed (but not the 4NT relays above), asks partner to bid his suit. Must play in solid suit or NT.

\*\* Where responder CANNOT have a solid suit, **.4X** = natural semi-solid with shortness, relay for hi-mid-low shortness

## Sign-Offs by Opener

Opener eventually knows where to play.

Opener may **sign-off** by:

1. bidding a non-relay at game level (exception: 4N-Q asking or quantitative). If responder continues, natural bidding.
2. relaying into a 6+ card suit at the game or higher level. Responder is permitted to bid over any signoff at any level with useful unshown values, *especially* in trumps.

3. relaying into 3NT.

Exceptions:

- responder has shown a 6+ card spade suit
- responder has shown 5+ hearts and 4+ spades
- responder has shown extra controls

Responder can *pull* 3NT if he wants:

- A. If responder has shown only ONE suit:
  1. rebid of suit shows extra length
  2. new suit shows 6+/5
- B. If responder has shown TWO suits:
  1. rebid of first suit shows extra length
  2. rebid of second suit shows 6+/5
- C. IMPOSSIBLE pull shows void with one- or two-suiter whichever shown already.

## Queen Asking (After 1C or 1NT opening)

Rarely, opener may want to be sure which specific queens responder has.

*4NT is Q asking if:*

1. not bid as a relay
2. distribution is complete
3. responder's last bid was 4C, 4D, or 4H
4. responder has implied AT LEAST one queen

*4NT is not Q asking if:*

1. partner *cannot have any queens...* then is SIGNOFF
2. after 1C opening, *distribution is not complete*, then is SIGNOFF
3. it is a *jump to 4NT*, then is QUANTITATIVE

**4NT?** Q ask

- .5C** red Q (or 3 J's, no Q's in balanced strong hand)
- .5H** diamond Q (or 3 J's)
- .5NT** 3 J's **.6C** diamond Q
- .5S** heart Q
- .5D** black Q
- .5S** club Q **.5NT** spade Q
- .5H** 2 Q's, *not* the heart Q
- .5NT** minor Q's **.6C** spade-diamond Q's **.6D** spade-club Q's
- .5S** heart Q and minor Q
- .6C** diamond Q **.6D** club Q
- .5NT** major Q's
- .6C** 3 Q's

When responder *has 3Q's and cannot have just one:*

- .5C** 3Q, missing black Q

.5H missing spade Q .5S missing club Q  
.5D 3Q, missing red Q  
.5S missing diamond Q .5NT missing heart Q

When *extra controls are shown*:

5NT = Q ask, but 6 level non-forcing unless continuation of queen ask (further relay)

## **4. Denial Cue-Bidding (DCB)**

**NB: See end of this section (4) for book's 'Variable' Cue-bidding style**

The final general stage of relay auctions is **Denial Cue-Bidding**. In it, the suits are scanned first for A/K's, and next for Q's, then J's, then T's. Here is where knowledge of responder's honors from the early relays comes back to help. Responder *bypasses* a suit in which she holds the requested card, and stops in the first suit in which she lacks the requested card. Thus if 4C is a relay, 4S shows the requested cards in diamonds and hearts (since they were skipped), but denies the card in spades (since they are not skipped). Opener could relay with 4NT again, to scan starting with clubs... Points of interest are singletons, voids, the NT suit, and fully-scanned suits. What happens to those holdings in the scan?

### **DCB Rules:**

1. NT is the rape suit (RS), which is the suit bid by the relayer (e.g. 4H[relay]- 4S = spades, 4NT = hearts)
2. Once a suit has been denied in, it is a RS for the suit bid by relayer.
3. Singleton suits are RS on 1<sup>st</sup> round, but natural on 2<sup>nd</sup> round. Then once all A's and K's are shown, a singleton is RS for queens, but natural on the next round.
4. Void suits are always RS.
5. If a RS cannot be for the relayer's bid because a) that suit has already been described, or b) it is a singleton on the first round, or c) it is a void, then it is RS for the suit *below* it (unless that second suit is also ineligible for one of the above reasons, upon which it is the suit below that, etc..)
6. **5NT IS THE LAST RELAY (EXCEPT FREAKS).**
7. **AFTER 1C OPENING, RELAY INTO 6+ SUIT IS TO PLAY. AFTER 1D+ OPENING, RELAY INTO 5+ SUIT IS TO PLAY!**
7. Relays are made beyond 5NT when partner has shown a freak hand. If so, then the lowest 6 level bid is a relay if partner has 2 cards or less in that suit. Last relay to partner's freak is a grand slam try.
8. Relay responses may be made up to 7C or as high as judgement dictates.
9. Do not count a singleton king or queen as a control or HCP at any time with a freak.
10. If the relayer skips one step below game, it asks responder to go on to the next series of responses. So DCB is begun before distribution is complete, like if 4C instead of a shape-asking 3S is bid, for example.
11. A DCB in a solid suit denies the J.
12. A DCB in a known SS+ suit denies AKQxxxx (solid suit)

13. An initial denial cue bid either denies the ace or king, or shows *both* the ace and king.
14. Order of DCB when rapped and natural suits are adjacent: a) Never natural then RS, but b) can be RS then NAT.
15. After 1C, with 6+ controls-slam force. Therefore, game bid in 6+ card suit is relay.

### **Exceptional DCB Rules (rare):**

1. When aces are not DCB:  
After 1C, a) with 6 controls, DCB for kings b) with 7 controls, DCB for queens
2. When aces and kings are not DCB:  
With 7 controls after a 1C opening. (12 are held, known)
3. When aces, kings, and queens are not DCB:  
After 1NT, with 8 controls, DCB for jacks
4. When queens are not DCB:  
After 1NT, when both partners know opener cannot have any queens, DCB for jacks  
After 1C, when responder cannot have any queens, DCB for J's
5. With a void that is known, DCB in a logical fashion.

### **Exclusionary Grand Slam Force(EGSF)**

Jump to 5NT by opener is EGSF. Also over 5-level bids where no other meaning makes sense.  
Responder bids:

- 6C** without 2/3 honors in clubs
- 6D** with 2/3 honors in clubs, but not 2/3 honors in diamonds
- 6H** with 2/3 honors in clubs and diamonds, but not in hearts
- 6S** with 2/3 honors in clubs, diamonds, and hearts, but not spades
- 6NT** with 2/3 honors in all suits.

Over any 6-bid, opener bids a suit which is to be passed unless responder has 2/3 honors, in which case she should raise to 7. Where the singleton is known, responder should bypass that suit with a singleton A/K/Q. Also, accept 7 if partner signs off in a suit that you have a singleton honor.

### **Alternative Cue-bidding style - Variable Cue-bidding (VCB)**

From the book, this is a different suit order from DCB above. The efficiency is untested.

Responder **should assume that opener knows his controls**. Thus, if holding an Ace and a King, then after showing (or implied necessarily after 3 suits [4<sup>th</sup> is known by deduction]) these controls, immediately Queens are next examined. Thus, very often less than 4 suits are in the first (A/K) scan. This probably is efficient.

Here is how the responder determines the order.

Whenever the level (->A/K -> Q -> J...) advances for any reason:

- a) Select those suits in which he might have a card to be shown at the current level (aces are not shown if the partnership is known to have all of them).
- b) Order these suits by the number of cards in the suit, **longest suit first**. If the distributional information is incomplete, all suits are assumed to contain as many cards as is consistent with previous bidding, even if this would result in a 14+ card hand. (Thus, if responder is 4423 or 4432, clubs and diamonds are of equal length) **If two or more suits contain equal length, order them as follows:**
- i) Where it is possible to deny a specific card in a suit by bidding that suit, do so.
  - ii) The remaining bids refer to the remaining suits, up the line. Thus, in the above example, if the relay were 4D, 4H would refer to H and 4S to S. (4N and 5C) would refer to (C and D), with 5C referring to C and 4N therefore referring to D. But if the relay had been 4S, 4N would refer to H, and 5C to S (the majors are shown up the line), with 5D referring to D and 5H to C.
- c) Finally, **if any bid below 5N refers to the suit above it** (e.g. D referring to H), **interchange that step with the one above it**. The highest step is to be exchanged with the first step of the next level (A/K with Q, i.e.) if necessary.

### Examples:

1. Relay : 4NT

Hand Pattern: 5D-(332), treat like 3353 since exact location of doubleton unknown here.

5C refers to D

5H            H

5S            S, leaving

5D            C

but now switch 5C and 5D (5C refers to denomination above it) to get:

5C = clubs

5D = diamonds

5H = hearts

5S = spades

2. Relay: 5C

Hand Pattern: 2-4-3-4 exactly, and the responder has already denies club or heart controls...

5D refers to D (next after C and H, described in previous cue-bidding as the problem says)

5H            S

now up a level to queens

5S            C queen

5N            H queen

but now switch 5H and 5S (5H refers to the denomination above it) to get:

5D = diamonds

5H = club queen

5S = spades

If the responder bids 5H, then over the 5S relay, 5N refers to the spade control (remnant from level 1) and higher bids refer to queens (other than the club queen).

## 5. Handling Interference

The general approach is quite natural. Bids that are stolen are recovered with a Pass or X. Interference of a X or one-step actually *gain* us some room.

*Relays are broken by an interfering bid taking up 3 or more steps.* For example, ...3C[relay]-(3S) is 3 steps (3D, 3H, 3S), and this breaks relays. Revert to natural bidding, and penalty doubles in GF situations.

The theme is that if we can't show our responses at or below the normal level, relays are off (hence the 3-step rule from the P and X/XX to recover the stolen 2 steps).

**Interference by 2nd hand of X, 1-step, or 2-steps is handled thusly:**

over X: P = relay-suit + 4 response, then opener X's as relay

XX = relay-suit + 5 response, then opener relays

bids = normal, except those responses in the P and XX are now pulled down an entire level ("*telescoped*")!

e.g. ...3D[rel]-(X)-? 3H = 3H, 3S = 3S, 3N = 3N, [P = 4C, XX = 4D, 4C = 5C, 4D = 5D], 4H = 4H...

**N.B.** after a telescoped bid, the subsequent relay and responses all come out exactly one level lower.

over **1-step**: P = relay-suit +5 response

X = 1-step response (stolen bid), then opener bids 1-step as relay

bids = normal, except for one pulled-down response

e.g. ....3D[rel]-(3H)-? X = 3H, 3S = 3S, 3N = 3N, 4C = 4C, [P = 4D, 4D = 5D,] 4H = 4H...

over **2-step**: P = cheapest response (and now opener X's as relay)

X = stolen-bid (and now opener relay's as normal)

bids = as normal

e.g. ... 3D[rel]-(3S)-? P = 3H, X = 3S, 3N+ = normal

**Now, over to 4th hand interference:**

Over interference over responder, relayer is not constricted to show any shape, which means the X (or XX) is now penalty/to play. However, relayer *usually* passes as a relay if relays aren't broken.

over X: XX = to play

pass = relay (then XX = 1-step and bid = 2-step)

e.g. 3H[response]-(X)-P[relay]; (P)-? 3N = 3N, 4C = 4C, 4D = 4D, [XX = 4H, 3S = 4S, 4H = 5H, 4S = 5S,] 4N = 4N

over **1-step**: X = penalty

pass = relay (then X = 1-step and bid = 2-step)

e.g. 3C[response]-(3D)-P[relay]; (P)-? 3H = 3H, 3S = 3S, 3N = 3N, 4C = 4C, [X = 4D, 4D = 5D], 4H = 4H

over **2-step**: X = penalty

pass = relay (then X = stolen bid, bid = normal)

e.g. 3D[response]-(3S)-P[relay]; (P)-? X = 3S, 3N = 3N...

**Multiple interference - relays *may still* be on:**

If the golden rule that any relay or response is possible at or below the normal level, relays are still on.

E.g.

1C-(P)-1S-(X);

P[relay]-(2D)-?

now a normal 1C-1S-1N auction would have 2C, 2D as the first steps. Here, P by responder is 2C, and X is 2D, and 2H+ is normal. The double gained us some possible telescoping, but the 2D took it away again.

Yet relays are still on. Had the overcall been 2H instead of 2D, relays would be broken, since there is no way to show the 2C response to the 1N relay. Count steps on your fingers if necessary.

**Summary:**

Over X, 2 bids are telescoped.

Over 1-step, 1 bid is telescoped.

Over 2-step, no bids are telescoped.

Over 3+ step, relays are off.

The suit first selected to be telescoped is always the relay suit, or the "would have relayed in this" suit, as the case may be. Any higher suits are handled with a stolen-bid X or pass. If 2 suits are telescoped (they X), then the relay suit *and* the one beneath that are telescoped.

If we lose the ability to show our responses at or below the normal level, relays are off.

**Some more random examples:**

a. 1C-(1D)-?

*Is the natural one-step available?* No, it's been stolen, so we X as stolen-bid for 1D.

*So how many steps are telescoped?* This is a 1-step overcall so 1 step is telescoped.

*Which bid is that?* We look at the relay suit (clubs). Thus, Pass = 2C, and, if necessary, 2C = 3C, and 3C = 4C. All other bids are untouched.

b. 2H[response]-(X); P[relay]-(P)-?

*Is the natural one-step available?* Yes, it would have been 2NT (over a 2S relay), so 2NT still means 2NT.

*So how many steps are telescoped?* This is a X, so 2 steps are telescoped.

*Which bids are those?* Look at the would-be relay suit: 2S. That is first telescoped, with a 2S bid to keep exactly one-level down (2S = 3S, 3S = 4S...). Next, look at the immediately next-lower suit: 2H. This is telescoped with a XX to allow partner to relay with 2S so everything is down exactly one level (XX = 3H, 3H = 4H...).

c. 1S[relay]-(2C)-?

*Is the natural one-step available?* No, 1NT is not available. In fact 2C is not available either. Thus, P = 1NT, and X = 2C. Stolen bids. This is the capacity of our ability to stay in relays. Any more would break them.

*So how many bids are telescoped?* This is a 2-step interference, so no bids are telescoped. Our entire structure remains as it is.

d. 1N[relay]-(X)-?

*Is the natural one-step available?* Definitely. 2C = 2C.

*So how many bids are telescoped?* This is a X, so 2 bids are telescoped.

*Which bids are those?* Look at the relay suit: 1N. XX is chosen since it will allow a 2C relay, keeping us exactly one-level lower (XX = 2N, 2N = 3N...). Next, look at the just-lower suit: 1S. This is bid with a Pass, so partner can XX as a relay and we can continue exactly one level lower (P = 2S, 2S = 3S...).

## SECOND HAND INTERFERENCE OVER 1C

### 1C-(X)

**All Club and NT bids are pulled down 1-level.**

**XX = 2C (1D = R), 2C = 3C, etc....**

**P = 1NT (XX = R), 1NT = 2NT, 2NT = 3NT, etc...**

**1D/H/S, 2D/H/S = normal**

### (1D)

**All Club bids are pulled down one level.**

**P = 2C (X = R), 2C = 3C, etc...**

**X = 1D (stolen bid)**

**other non-Club bids = normal**

### (1H)

Responder bids normally, except:

**P = 1D (X = R) stolen bid**

**X = 1H stolen bid**

See below for BOOK TREATMENT vs 1S+

### (1S)

**P = negative, -/Q/QQ/3Q/K/KQ/KK/A/AQ**

**X balanced, 4Q, 2A, or 2+ controls and 9+ HCP**

**.2C AA or 2 controls and 10+ HCP**

**.2H AA, then .2NT+**

**.2S(2NT) 2 controls, 10-11 HCP, then .3C+**

**.3C+(2NT)** 2 controls, 12+ HCP  
**.2D** 3 controls, 9+ HCP  
**.2S(2NT)** 3 controls, 9-10 HCP, then **.3C+**  
**.3C+(2NT)** 3 controls, 11+ HCP  
**.2H, then 2NT+** 4 controls, not AA, Checkback after  
**.2S(2NT) then 3C+** 5 controls, Checkback after  
**.3C+(2NT)** 6-7 controls, Checkback after  
 \*\* Checkback after 2NT continuations\*\*  
**.1NT then .2H+** unbalanced, 4 controls, 10+ HCP, Checkback after (**.2D = 3D**)  
**.2C then .2H+** unbalanced 3 controls, 9+ HCP, Checkback after  
**.2D** balanced, AK/KKQ/AQQ  
**.2S(2NT) then 3C+** AK  
**.3C+(2NT)** KKQ/AQQ  
**.2H+** unbalanced, AA/AK/KKQ+/AQQ+, or 2 controls and 10+ HCP (Checkback after)  
**.2NT then 3H+** balanced, 5-7 controls, 11+ HCP

**(1NT+) NATURAL BIDDING, NO RELAYS**

**X** = negative, GF  
**2NSS** = GF except rebid of 2NT or same suit  
 NSS = nat, NSJ not game = splinter, 3N(J) = 20-21, 2N then 4N = 22-23  
**3NSS** = QGF  
**NSJ** = weak (bids F)  
**2N** = GF balanced, 8-11 or 14+(bid further)  
**Q** = shortness, GF  
**3N(J)** = 12-13  
**4N(over 3X)** = 12-14 (NS F1)  
**4N(over 4M)** = takeout or 2-suited

## Book Treatment of 1S+ competition:

**vs 1S**

**P** = negative, relays off  
**X** = like 1S (relay is 1N)  
**1N** = If balanced, 3 controls min or 4 controls max. If unbalanced, 4 controls  
**2C** = 3 controls, unbalanced  
**2D+** = unchanged  
 Extra controls:  
 Over **X** : 2N = extra controls, balanced (then 3H = 6+ ctrls, 3S = 5 ctrls [0-1Q = min])  
 Unbalanced: 5 ctrls 0-1Q = 2N, 5 ctrls 2+Q = 2C.2N, 6 ctrls = 1N.2N, 7 ctrls = X.2C.2N

**vs 1N**

**Pass** = negative (op. X = GF balanced, or takeout, 2N = 20-22 bal, jump-cue = reveals psyche)  
**X** = at least semi-bal  
**2S/4S** = natural/slammish  
**2N** = minors  
**3C** = 5-5 clubs and a major (3D asks oM)  
**3D/H/S** = 5-5 not clubs, not bid suit  
**3N** = natural

**vs 2C+**

**Pass** = negative (see vs 1N for opener's continuations)  
**X** = 4+ cards in bid suit (later cue = 6+ cards, psyche revealing)  
**suit** = 5+ cards  
**cue** = general positive not covered elsewhere, usually xx(x)  
**2N** = GF take-out

**jump-shift** = 5-5 GF in the unbid suits  
**jump-cue** = 6+ cards natural (difference from X then cue...?)  
**3N** = usually 2 stoppers  
**double jump-shift** = powerful 1-suiter

#### **Fourth-Hand Interference Over 1C-1D (or equivalent) (book)**

**X** = take-out

**P** = May be a relay (X becomes takeout), otherwise shows no available call

**NS** = natural, 5+ cards

**2N** = 20-22

**Cue** = GF

**Jump Cue** = reveals a psyche

## **6. Summary of Checkbacks (not important)**

In certain auctions, after distribution is complete, a relay is a checkback for extra HCP or controls.

### 1. NOT IN COMPETITION

After 1C..2D.2NT, step 1 = 2S type, step 2 = extras, DCB

After 1C and 4 negatives, step 1 = no queens, step 2 = one queen, DCB

### 2. IN COMP- UNBALANCED

1C-(1S)-1NT... step 1 = 10 HCP, step 2 = 12+ HCP, DCB

1C-(1S)-2C... step 1 = 9 HCP, step 2 = 11+ HCP, DCB

1C-(1S)-2H... step 1 = AA, step 2 = AK/AQQ/KQQ, step 3 = 2ctrls + 10+ HCP, DCB

1C-(1S)-2NT... step 1 = 5 controls, step 2 = 6 controls DCB for K's, step 3 = 7 ctrls DCB for Q's

### 3. IN COMP-BALANCED: 1C-(1S)-X-1NT-?

.2H... step 1 = 10 HCP, step 2 = 12+ HCP, DCB

.2S... step 1 = 5 controls, no Q, step 2 = 5 controls, 1+ Q's

.2NT... step 1 = 5 controls, step 2 = 6 controls, step 3 = 7 controls DCB for Q's

.3C... step 1 = 6 controls, step 2 = 7 controls, DCB for Q's

Some checkbacks have 2 steps, and some have 3 steps, but none have any sub-steps, even if there is missing info.