

1NT OPENING

Req's:

- 15-17 HCP

Shapes may include:

-6 clubs [book: open this one 2NT]

-5 clubs or diamonds or hearts

-5m-4-2-2 with stuff in doubletons

-special "Blue Team" 14-17 3h-3s-2d-5c.

1. RESPONSES

By unpassed hand

2C = GF relay (see below)

2D = Invitational stayman (if X'd then P shows a stopper, over which a 3M jump is a splinter)

2H = 4+ H

2S = 4S denies hearts

2N = no M, min

3C = no M, max

no splinter bids after a 2D response, so jumps are nat

2M = NF (SSGT)

2N = invit

3m = NF

3M = splinter with the minors and less than 4 in other major

3N = NF

4C = acewood (03,14,2)

4D/H = Texas

4S/5m = NF

4NT = quant 4333

By a passed hand, or after 1C-1D-1N

2C = Stayman

2X-NSS = invit, NSJ = splinter (void if m)

2D-2H = 4S-5+H invit

2H-3C-3D = QGF, 3S = 4S QGF

2S-3H = c.o.g.

4-suit transfers (Opener accepts or 2N = max 4333 2/3 honors, Jump accept = extras, NS = SSGT).

Responder rebids raise or 2N = invit, NSS = F to Q game or 2NT, NSJ = void.

2H-2S-3H = 5+s-4h

2D-2H-2S-any-3S = 5s-5+h

2D-2H-3C-Q = denies 3H, dirty values or Q with c support

If a transfer is doubled, pass = doub or min with 3, XX shows xtras with support, complete = 3crd avg+. Responder over a pass can XX retransfer if weak, complete the transfer or bidd 2NT with invit, or NS to GF

2N = invit (3X = nf)

3D = minors with better diamonds, 3H asks (3S = 5-5, 3N = 6-4, 4C = 6-5, 4D = 7-4)

3M = invit good suit

3N = to play

4C = acewood

4D/H = texas
4S/5m = NF

2. GAME-FORCING 2C RESPONSE

Please note some treatments from another edition, labeled 'book'. They are not part of this edition.

2C any GF hand

2D no major

CHAIN BREAK AVAILABLE: "3-suiters and 2-suiters and slammish minors"

2S/N/3C/D = C/D/H/S splinters, 3H = 5-5 h-m(relay for c/d),

3S = 5-5 sp + another (rel for suit), 4C = minors 14+ hcp, bal, F to 4N

.2S 5+ clubs [book: shows 5c-332 or 4c-333]

.3C 6 clubs [book: 5 clubs, then lo/mid/hi]

.3H hi short .3S mid short .3N lo short

.3D 5 clubs, low short (14-17) .3H mid short .3S/N hi short min/max

[book: .3D/H 3334 min/max]

.2N 5 diamonds

.3D/H/S/N lo/mid/hi(min/max) short

.3C 44 minors hi short .3D lo short .3H 4d-5c .3S/N 5d-4c min/max

2H 4+ hearts, not spades

CHAIN BREAK AVAILABLE:

2N/3C/D/H = lo to hi splinters, 3S = s void with h support

.2N hi short

.3D 4-4c .3H 4-4d .3S/N 5h min/max

.3C 4-4 c .3D 4-4 d .3H 5h 2d .3S/N 5h 2c min/max

2S 4 spades - 4 minor

CHAIN BREAK AVAILABLE:

3C/D/H/S = natural splinters

.3C 4-4c hi short .3D 4-4d hi short .3H 4-4c lo short .3S/N 4-4d hi short

2N 4333 not spades (*oh really? then how to show it? assume an error. -Dan*) with ALROY not c

CHAIN BREAK AVAILABLE:

3D = minor spl (rel for lo/hi), 3H/S = h/s splinters

.3D 4c .3H 4d .3S 4h (.3N spades? -Dan)

3C 4-4 majors hi short

3D 4-4 majors lo short

3H 5c-4h

3S/NT 5c-4s min/max

Strength Showing

After showing shape, the next relay asks strength.

Max defined as 15+ not counting jacks, and 5+ controls.

In step bidding we use AKQ pts, where A = 3, K = 2, Q = 1, J ignored, e.g. (12,14AKQ) = 12 or 14 AKQ
[ask]

(1 step) 4 controls, or 5 ctrls-(11,13)AKQ, or 6 ctrls-(12,14AKQ)

.(1) 4 controls

.(1) 12 AKQ .(2) 14 AKQ .(3)Z 16 AKQ

.(2) 5 controls

.(1) 11 AKQ .(2)Z 13 AKQ

.(3) 6 ctrls-12AKQ .(4)Z 14AKQ

- (2) 15 AKQ
 - .(1) 5 ctrls .(2)Z 7 ctrls
- (3) (6, 8) ctrls-16AKQ
 - .(1) 6 ctrls .(2)Z 8 ctrls (DCB for J's)
- (4)Z 5 ctrls-17 AKQ

Exceptions

- A. With 6 clubs, after dist show controls (4,5,6,7zoom) then DCB. Never AKQ.
- B. With 3325 hands, range may be wide, so 1N-2C-2D-2H-2S-2N-3D-3H then
 - 3S = 14 HCP, 3-6 ctrls..... then two relays available (3NT to play)
 - (4C relay for in depth knowledge)
 - .4D 3 ctrls
 - .4S 11 AKQ .4N Z 13 AKQ
 - .4H 4 ctrls
 - .4N 10 .5C 12 .5D Z 14
 - .4S 5 ctrls
 - .5C 11 .5D Z 13
 - .4N 6 ctrls-12AKQ .5C Z 6 ctrls-14 AKQ

(or 4D relay for basic DCB)

3N = 15-17, min Z. Use normal strength showing steps.

Stopper-Asking Bids (SAB's).

Relayer may break relays at the 3-level. These relay-breaks ask for stopper in fragments according to rule: In general, the cheapest SAB asks about the cheapest and shortest fragment (2-3 card suit). So, if only 3S available, asks about lowest(only) doubleton or lowest of 4333 trip's. If 3H and 3S available, asks for lowest and middle of shortest suits up the line. If 3D/H/S available, just run the frags from bottom to top (over 3H, 3S shows a partial stop). EXCEPTION: If opps have doubled a suit, that becomes the first frag in the queue automatically regardless of place or length.

3. COMPETITIVE BIDDING

1. PH Stayman

- a. when overcalled, cue-bid below 3N asks for stopper if not conventional
- b. when X'd, pass = stopper, XX = desire to play (2D nf, 2H f, 2S 5+s invit, 2N invit w 4S, 3N 4s),
2D+ = no stopper same as if no X

2. Opponents Interference (*if explicitly agreed beforehand!*)

- a. pen X - Moscow 2C = C/H, 2D = D/H, 2N = minors or any GF 2-suiter, 3X = pree,
XX = S + another ... pass forces XX then pass = to play, 2m = to play,
2M = invit, 2N = minors invite, 3m = invite, 3M = forcing
- b. 2C Landy - X = negative invites penX or pass F to 2NT, 2D = nf, 2H = NF MSS, 2S = F MSS,
2N = leb, 3C = invit, 3D = GF, 3M = GF splinter 5-5 m, 3N = to play
- c. 2m ASTRO - anchor seit = NF stayman (Q by opener shows max with oM), X = neg invites pen
F to 2NT, NSJ = GF, 2NSS = nf, 3 anchor = spl w/out oM, 2N leb
- d. 2C for minors - X = neg, 2D = stayman F1, 2M = nf, 2N = leb, 3m = spl w majors, 3M = gf
- e. 2D for majors - same as over landy but 3D = invit
- f. vs conv X, PH sys on
- g. Transfer o/c - X = neg F to 2N, Q = nfstayman, 2N = leb, 2NSS = nf, NSJ = gf (anch = spl)
- h. 2m natural - X neg(then 2M invit, 3X GF, Q GF spl), 2NSS = nf, 2N leb, Q slam spl, NSJ GF
3NSJ = invit

- i. 2M natural - X = neg(if then NS GF), leb (slow denies), 3 lower = invit, 3 higher = GF
- j. 3-level o/c - X = neg, NS = f, Q = 2-suit, Texas over 3C
- k. reopening by opener - X over the bidder is pen, under is T/O, 2N = minors 4d-5c, 2H = 5h
- l. understandings - XX of 3NT in passout seat by either shows uncertainty