

Assist System
By: Romolo Napoletano, 1999
Notes by: Daniel J. Neill

Opening Summary
Generally Rule of 19 is used
No weak Preempts exist

- 1♣: (9)10-14(15), 4+♣ (occ. 3), if balanced not NT shape, usually not long 1-suiter (all 5m[43]1M open 1♣!!)
- 1♦: (9)10-14(15), 4+♦, 2+ 2+ Majors (rarely 1) if balanced not NT shape, usually not long 1-suiter ([32]44 opens 1♦).
- 1♥: (9)10-14(15), 5+♥, usually not long 1-suiter.
- 1♠: (9)10-14(15), 5+♠, usually not long 1-suiter.
- 1NT: 11-15 (4333) or 10-14 (443)-2m (promises at least 3-3 Majors).
- 2♣: (14)15+, balanced or ♣, no 5M, F1.
- 2♦: (14)15+, 5+♦ or 444-1♣, no 5M, F1.
- 2♥: (14)15+, 5+♥, F1.
- 2♠: (14)15+, 5+♠, F1.
- 2NT: 16-18 (4333) or 15-18 (443)-2m (promises at least 3-3 Majors).
- 3♣: 9-13 6-7 ♣ (14 ok if 6322), denies 7-4 or side ♥xxx.
- 3♦: 9-13 6-7 ♦ (14 ok if 6322), denies 7-4 or side ♥xxx.
- 3♥: 9-13 6-7 ♥ (14 ok if 6322), denies 7-4 or side ♥xxx.
- 3♠: (9)(10)11-14, 5+♥ 5+♠.
- 3NT: (9)10-14, 55(30), 6-5+ ♠-♣.
- 4♣: (9)10-14, 55(30), 6-5+ ♣-♥.
- 4♦: (9)10-14, 55(30), 6-5+ ♦-♠.
- 4♥: (9)10-14, 55(30), 6-5+ ♥-♦.
- 4♠: Preempt / to play.

Warren Blackwood'ish convention: After relays and finding honor concentration, we can ask for Aces and Kings.

Ace: 3 points
King: 1 point

4♣: is the normal ask.
4NT: is the 2nd choice if 4♣ has been exceeded.
4♦: is Warren after Club openings.

Warren points (Wa) are shown in steps. The base number depends on what responder has shown:

Response to a 2-level suit opening	2 Wa
1NT opener	3 Wa
1 of a suit	3 Wa
3 of a suit	3 Wa
2 or a suit	6 Wa
2NT opener	6 Wa

- optional: agree not to respond 4M in any Major already bid by responder to avoid being declarer.
- optional: if 4♣ was the last bid, 4♦ is Warren.
- optional: 4♣ is normal Blackwood, with 4NT after that asking for Kings.

Concentration-asking:

After shape is shown, honor concentration is revealed.

- Directly in longest suit (bid longest suit with 5+ HCP in the suit)
- Indirectly in fragments (bid fragment that have at most a Jack in the suit)

This will be called strong suit or weak fragment.

The longest suit is obviously known, so often:

- 1st step = strong suit
- 2+ steps = naming the weak fragment (with substitution for the relay suit)

Responses: 1♣ Opening

1♦ = 4-4 Majors

1♥ = relay

- 1♠: 2434 10-15 (relay asks weak suit).
- 1NT: (34)15 9-14 (relay asks strong suit [1-step] or weak suit).
- 2♣: (32)35 9-15 (relay asks lo-hi double)
- 2♦: short Spades (1435/1453/1444/1345/1354/0445) 9-13 (relay asks strong suit or weak frag)
- 2♥: 4234 10-15 (relay asks weak suit).
- 2♠: 2425 9-14 (relay asks strong suit [1-step] or weak frag).
- 2NT: short Diamonds (4414/4405 10-14/9-14) (relay asks weak suit).
- 3♣: 3325 9-15 (relay asks strong suit [1-step] or weak frag).
- 3♦: short Hearts (4135/4153/4144/3145/3154/4045) 9-14 (relay asks strong suit or weak frag).
- 3♥: 4225 11-14 (relay asks strong suit [1-step] or weak suit).
- 3♠: 6♣-4♥ 9-13, Hearts at least K or QJ (4♦ = RKC [for what?])
- 3NT: 6♣-4♠ 9-13, Spades at least K or QJ (4♦ = RKC).

1♠ = 4+♠

1NT = 4+♥

2♣ = no Major

2♦ = 4-4 Majors; natural?

2M = 5+suit, 7-10

3♦ = natural?

3M = 6+ suit invite (preempt BPH)

4M = to play

Over interference

X (if below 2♥) = relay

Responses: 1♦ Opening

1♥ = relay

- 1♠: 2443 10-15 (relay asks weak suit).
- 1NT: (34)51 9-14 (relay asks 4♥/4♠)
- 2♣: (32)44 11-15.
- 2♦: (32)53 9-14 (relay asks lo-hi double)
- 2♥: 4243 9-15 (relay asks weak suit).
- 2♠: 2452 10-14 (relay asks strong suit [1-step] or weak frag).
- 2NT: short Clubs (4441/4450 9-14/8-13) (relay asks weak suit).
- 3♣: 22(54) 11-14 (relay asks strong suit [1-step] or weak frag).
- 3♦: 3352 10-14 (relay asks strong suit [1-step] or weak frag).
- 3♥: 4252 10-14 (relay asks strong suit [1-step] or weak suit).
- 3♠: 6♣-4♠ 9-13, Spades at least K or QJ (4♦ = RKC [for what?]).
- 3NT: 6♣-4♥ 9-13, Hearts at least K or QJ (4♦ = RKC)

1♠ = 4+♠

1NT = 4+♥

2♣ = 4-4 Majors

2♦ = no Major

2M = 5+suit, 7-10

3M = 6+ suit invite (pree BPH)

4M = to play

Over interference

X (if below 2♥) = relay

Responses: 1♥ Opening

1♠ = strong relay

- 1NT: 4♠ 9-13 (relay asks lo/hi sing.).
- 2♣: 5♥-4♣, 2-3♠, 9-14 (relay asks 2♠/3♠).
- 2♦: 5♥-4♦, 2-3♠, 9-14 (relay asks 2♠/3♠).
- 2♥: 5♥-2♠-3-3 10-14 (relay asks strong suit [1-step] or weak frag)
- 2♠: short Spades 5431/5440 (relay asks for weak suit)
- 2NT: 4♠ 9-13 (relay asks 22/31)
- 3♣: 5+♥ 5+♣ 8/9-13 (3♦ asks controls 3, 4,...

Controls: A long suit = 2, A short suit = 1.
K long suit = 1, K short suit = 0, void = 1)

- 3♦: 5+♥ 5+♦ 8/9-13 (3♠ asks 3+ controls as above).
- 3♥: 5♥-3♠-(2-3) 10-14.
- 3♠: 5♥-6♠ 8-13 (4♣ asks 3+ controls as above).
- 3NT: 6♥-4♠ 9-13 (4♣ asks 3+ controls as above).

3♥ = invite

Over interference below 2♥, X = the relay.

Responses: 1♠ Opening

1NT = strong relay

- 2♣: 5♠-4♣, 2-3♥, 9-14 (relay asks 2♥/3♥).
- 2♦: 5♠-4♦, 2-3♥, 9-14 (relay asks 2♥/3♥).
- 2♥: short Hearts 9-14 (relay asks strong suit [1-step] or weak frag).
- 2♠: 5♠-2♥-3-3 9-14 (relay asks strong suit [1-step] or weak frag)
- 2NT: 5♠-4♥ 9-14 (relay asks 22/31)
- 3♣: 5+♠ 5+♣ 8-9-13 (3♦ asks controls [see above])
- 3♦: 5+♠ 5+♦ 8-9-13 (3♥ asks controls)
- 3♥: 5♠-5♥ 8-9-13 (4♣ asks controls)
- 3♠: 5♠-3♥-(2-3) 10-14
- 3NT: 6♠-4♥ 9-13 (4♣ asks 3+ controls)
- 4♥: 6♥-5♠ (4♥ asks 3+ controls)

2♥ = to play

3♠ = invite

Over interference below 2♥, X = the relay.

Responses: 1NT Opening

2♣ = invit+ relay

- 2♦: 11-13 4333
2♥ = relay (2♠ = 3♠-4♥, 2NT = 4♠-3♥, 3y = at most a Jack in y 3♠-3♥)
- 2♥: 10-12 4♠-3♥
- 2♠: 10-12 3♠-4♥
- 2NT: 14-15 4333
3♣ = relay (3y = at most a Jack in y [NT = ♣])
- 3♣: 13-14 2♣ (3♦ asks: 3♥ = 4♠-3♥, 3♠ = 3♠-4♥, 3NT = 4♠-4♥)
- 3♥: 13-14 4♠-3♥-2♦
- 3♠: 13-14 3♠-4♥-2♦
- 3NT: 13-14 4♠-4♥-2♦

2♦ = asks longest (or best) Major
 2M = to play, mb 4 cards
 3m = to play
 2NT = invite
 3M = invite
 4♣ = Warren (3, 4, 5...)

Responses: 2♣ Opening

2♦: 0-6, unless later bids 4♦ Warren.
 2M = 3-4 cards (unless rebid, which is 5-cards).
 2♥: 6-10, 4+ Hearts (later rebid shows 5, or rarely 4 with 3+ HCP in suit).
 2♠: 6-10, 4+ Spades (later rebid shows 5, or rarely 4 with 3+ HCP in suit).
 2NT: 6-10, both Majors (or KQx+) (later rebid shows 5, or rarely 4 with 3+ HCP in suit).
 3♣: 6-10, no Major.
 3♦: 8-12, Stayman (3♥ = none, 3♠ = 4♥, 3NT = 4♠)
 3♥: 8-12, 5+Hearts (or AQTx/AKxx)
 3♠: 8-12, 5+Spades (or AQTx/AKxx)
 3NT: 9-13, 4-4 Majors (or KQx+)
 4♣: 6-10, AJxxx, KQxxxx, Axxxxx, Kxxxxx (4♦ = Warren)
 4♦: Warren, ♣ fit.
 4♥: 8-12, 6+Hearts, A/KQ/QJT or better.
 4♠: 8-12, 6+Spades, A/KQ/QJT or better.

Responses: 2♦ Opening

2♥: 0-6, unless later bids 4♣ Warren.
 2♠ = 3-4 ♠ (unless rebid, which is 5-cards), forcing.
 2NT = 3-4 ♥.
 3♣/4♣ = 5-5/6-5 ♦-♣.
 2♠: 6-10, 4+♥ (later rebid shows 5, or rarely 4 with 3+ HCP in suit).
 2NT: 6-10, both Majors (or KQx+)(later rebid shows 5, or rarely 4 with 3+ HCP in suit).
 3♣: 6-10, no Major.
 3♦: 6-12, 4+♥.
 3♥: 8-12, 5+Hearts (or AQTx/AKxx).
 3♠: 8-12, 5+Spades (or AQTx/AKxx).
 3NT: 9-13, 4-4 Majors (or KQx+).
 4♣: Warren, ♦ fit.
 4♦: 6-10, AJxxx, KQxxxx, Axxxxx, Kxxxxx (4NT = Warren).
 4♥: 8-12, 6+Hearts, A/KQ/QJT or better.
 4♠: 8-12, 6+Spades, A/KQ/QJT or better.

Responses: 2♥ Opening

2♠ = negative, or waiting, or specific good hands (later 4♣ = Warren)

- 2NT: 3-4♠
3♦/♣ = weak, misfit
3♣: 3-4♣ denies 3♠
3♦: 3-4♦
3♥: 6+ 14-16
3♠: 4 great ♠ or 5 good
3NT: (16)17-20, 5332 or 5♥-4m-2-2 (4♣ = Warren)
4♣: 14+, 5+♥-5+♣
4♦: 14+, 5+♥-5+♦
4♥: 7♥ (6 good)

2NT/3♣/3♦ = cue-bid, up the line (2NT = ♠), support from stiff A/K to xx to more bids = natural (relay = waiting)

new suit = cue, 10+, 3+♥, use cue rules

relay = (even 3NT) asks for next cue
in cue-bidding

- bid 1st or 2nd rd up the line

- cue of opponent's suit may be a Queen

- 3NT or 4NT shows a cue in the relay suit

- repeating a cue shows AQ or void and strong raise

3♥ = 6+♥, any strength

3NT = 5332 16-19

4♣ = asks for (worst) doubleton (later 4NT is Warren)

4NS = 5-5+, 14-18

4NT = Warren (or 5♣ over an eventual 4NT by responder)

4♥ = minimal support (xx/xxx/A/K), suit was 5+ cards

3♥ = 4-8, 3-cards support NF (Pass/4♥ = to play, 4m = v. strong 4+ cards)

3JS = 8-12, 6+ cards to KQ or QJT at least, short or xx Hearts

4♥ = 4-8, 4-card support or Qxx or better (relay asks for singleton)

Over interference, X = penalty.

Responses: 2♠ Opening

2NT = negative, or waiting, or specific good hands

- 2NT: 3-4♠
3♣: 3-4♣, denies 3♠
3♦: 3-4♦
3♥: 6+♥ 14-16
3♠: 4 great ♠ or 5 good
3NT: (16)17-20, 5332 or 5♥-4m-2-2 (4♣ = Warren)
4♣: 14+, 5+♥-5+♣
4♦: 14+, 5+♥-5+♦
4♥: 7♥ (6 good)

3♣/3♦/3♥ = natural or advance splinter

bids = natural

rebid same suit = 7-10, 5 cards, xx/xxx ♠

new suit = cue, 10+, 3+♠

relay = (even 3NT) asks for next cue
in cue-bidding

- bid 1st or 2nd rd up the line

- cue of opponent's suit may be a Queen

- 3NT or 4NT shows a cue in the relay suit

- repeating a cue shows AQ or void and strong raise

3♠ = 6+♠, any strength

3NT = 5332 16-19

4♣ = asks for (worst) doubleton (later 4NT is Warren)

4NS = 5-5+, 14-18

4NT = Warren (or 5♣ over an eventual 4NT by responder)

4♥ = 7-10, suit was splinter, 3-4 ♠

3♠ = 4-8, 3-card support, NF (Pass/4♠ = to play, 4y = v. strong 4+ cards)

JS = 8-12, 6+ cards to KQ or QJT at least, short or xx spades

4♠ = 4-8, 4-card support or Qxx or better (relay asks for singleton)

Over interference, X = penalty.

Responses: 2NT Opening

3♣ = GF relay

3♦: 2♦ 15-18 (3♥ asks: 3♠ = 3♠, 3NT = 3♥, 4♣ = 4♠-4♥)

3♥: 4♠-3♥-2♣ 15-18

3♠: 3♠-4♥-2♣ 15-18

3NT: 4333 16-19

4♣: 4♠-4♥-2♣ 15-18

3♦/M = to play

4♣ = Warren (6, 7, 8...)

Responses: 3♣ Opening

3♦ = relay, asks shortness

3NT = no singleton

4♣ = asks bad fragment (at best a J)(4M = M bad,

4NT = ♦ bad, 4♦ = 5+ HCP in ♣)

suit = singleton, 4♣ = ♦ singleton

3♥/♠ = 5+ cards (raise with 3 or Kx, don't go beyond 3NT)

3NT = to play

4♦ = asks for W-controls (3, 4, 5...)

Raises = preempt

Responses: 3♦ Opening

3♥ = relay, asks shortness

3NT = no singleton

4♣ = asks bad fragment (at best a J)(4M = M bad,

4NT = ♣ bad, 4♦ = 5+ HCP in ♦)

suit = singleton, 4♦ = ♥ singleton

3♠ = 5+ cards (raise with 3 or Kx, else bid 3NT)

3NT = to play

4♣ = asks for W-controls (3, 4, 5...)

Raises = preempt

Responses: 3♥ Opening

3♠ = relay, asks shortness

3NT = no singleton

4♣ = asks bad fragment (at best a J)(4♥ = ♦ bad,

4NT = ♣ bad, 4♦ = 5+ HCP in ♥)

suit = singleton, 4♥ = ♠ singleton

3NT = to play

4♣ = asks for W-controls (3, 4, 5...)

Raises = preempt

Responses: 3♠ Opening

Pass = whoops

3NT = to play (rare)

4♥/♠ = to play

4♣ = artificial relay for shortness

4♦ = ♦ short, 4♥ = ♣ short, 4♠ = 6-5

Responses: 3NT Opening

Pass = rare

y♣ = to play

y♠ = to play

4♦ = asks shortness

4♥ = ♥ short, 4♠ = ♦ short 0-3 controls, 4NT = ♦ short 4-5 controls

Responses: 4♣ Opening

y♣ = to play

y♥ = to play

4♦ = asks shortness

4♥ = ♠ short, 4♠ = ♦ short 0-3 controls, 4NT = ♦ short 4-5 controls

Responses: 4♦ Opening

y♦ = to play

y♠ = to play

4♥ = asks shortness

4♠ = ♥ short, 4NT = ♣ short 0-3 controls, 5♣ = ♣ short 4-5 controls

Responses: 4♥ Opening

y♥ = to play

y♦ = to play

4♠ = asks shortness

4NT = ♠ short, 5♣ = ♣ short 0-3 controls, 5♦ = ♣ short 4-5 controls