

Blue

Modified in 30 years of usage in european/austrian partnerships.

Included conventions and their sequences are a personal view of the author, knowing that zillions possibilities will be ignored.

Logic of the system:

4 ideas have to be known to get the sense of the system:

1. 4card majors: Think of it what you like, it HAS advantages if you hit on a 4-4 fit in opening bid. Many drawbacks or further advantages might be discussed for decades (and so it has been), but if you found a 4-4 or better fit you are in no-bottom position for sure.
2. Strong club opening: Again, think what you like, but getting more room for big hands is an advantage. Again all other facts (more preemptive room, cheap lead-directing bids etc.) can be discussed, and have their rights, but nothing brings more exact contracts than an uncontested strong club auction, especially with a positive hand opposite.
3. Canapé style: Although it might be seen as a side effect of rigorous 4cM openings done ever since, this style, played with discipline and knowledge of the system it is a powerful weapon, not only for the dreaded "hidden side suit".
4. Strictly defined openings: All 3 "approaches" mentioned above make sure that EVERY opening in Blue Club is defined very clearly. 5 Point range (11-16), 4! Card major possible or not. Trust me, that helps.

A WARNING:

This document contains much of the base system, much standard conventions used with it and some treatments, which are coming generally with the system.... BUT....

The author denies ANY thought of delivering a full system. Much too much is missing, far too many sequences not discussed. Filling those holes would take months and years, and a better brain.

So if you have questions, please contact the author, e-mail-address is included in the document.

Openings:

1♣:

18+ balanced
17+ standard hands
15+ freak hands

1st round of response= controls
Later bids: relay-responses (see below) or natural/transfers

negative response(s):

After negative response(s) followed by natural NT-bid by opener:

♣= "Baron"¹

♦/♥= major suit transfers

♠= 5♠ + 4♥ exactly (else Baron or transfers, so suit after transfer is 5-5 or 6-4)

1♣- 1♦= negative hand (0-6/7), in rare cases up to 2 controls²
1♥= relay, either nt-hand 20+ or ANY non-balanced hand with ♥.
1♠= artificial, any hand EXCEPT: 5-5+ two-suiter/6+ one-suiter
1nt= 20-21hcp, nt
2♣= „Baron“
2♦= transfer to ♥; 2♥= ♠
2nt= invitational (rare)
3♣/♦= invitational or forcing (up to discussion)
2suit= nat., includes ♥ (see 1♥ relay on 1♣-1♦)
2nt= 24-25hcp, balanced
3♣= „Baron“
3♦= ♥; 3♥= ♠; 3♠= 5♠ + 4♥
3suit= forcing, (includes ♥, see 1♥ relay on 1♣-1♦)
1nt= 4-6hcp, 5-5 two-suiter
2♣= asks for the cheaper suit of the two-suiter
all other= nat. and not interested in two-suiter (raise with doubleton)
2suit= 4-6hcp, 6+ suit
any bid below game= game-forcing and natural/cue bid, we will see later
1♠= nat. 5cards, MAY be only 4cards, bidding proceeds nat., raises 4cards if poss.
1nt= 18-19hcp, NT
2♣= Baron;
2♦= ♥; 2♥= ♠;
2nt= invitational;
3♣/♦= invitational or forcing (up to discussion)
2suit= nat., bidding proceeds natural
2nt= 22-23hcp, NT
3♣= Baron; 3♦= ♥; 3♥= ♠; 3♠= 5♠ + 4♥
3suit= forcing, nat.
3nt= to play, „drop dead partner“

¹ Baron relay: asks for 4 card suits ascending (including diamonds), normally denies 5card suits and a 4-3-3-3 hand; may be a 4card major with a 5card minor suit

² Controls: Ace= 2, King= 1

positive responses:

(EVERY positive response forces partnership to game.

In some weird sequences OPENER has the right to pass out 4 of a minor IF responder didn't show life)

1♣- 1♥= positive (7+(6)hcp), no 3 controls
1♠= nat., bidding proceeds natural
1nt= less than 25hcp, NT-hand
2♣= Baron
2♦/♥/♠= natural
2nt= balanced, shows some „extras“
2suit= nat., bidding proceeds natural
2nt= 25+hcp NT, slam investigation is on!

1♠= positive, 3 controls
1nt= less than 25hcp, NT
2♣= Baron
2♦/♥/♠= natural
2nt= balanced, shows some extras
2suit= nat., bidding proceeds natural
2nt= 25+hcp NT, slam investigation is on!

1nt= 4 controls
2♣= any balanced hand
2♦= also any balanced hand
2♦/♥/♠= natural
2nt= transfer to ♣, has single/void (side suit or 7carder)
3♣= natural, no side suit

2♣= 5 controls
2♦= any balanced hand
2nt= also any balanced hand
2nt= transfer to ♣, has single/void
3♣= natural, no shortness
3♦= natural, no 4card major

2♦= 6 controls
bidding proceeds natural

2♥= „Mini-2“: neg. hand, 6card suit (minimum quality: q109xxx, maximum quality: pos. Response)
no side-suit, no side value > J

2nt= forcing, asks for singleton (no void allowed since no side-suit possible)

3♥= no singleton standard bid, 3nt= maximum bid w/o shortness

2♠/3♣/3♦= game try, asks for support (xxx or Jx in that suit or maximum bid)

2♠= „Mini-2“: neg. hand, 6card suit (minimum quality: q109xxx, maximum quality: pos. Response)
no side-suit, no side value > J

2nt= forcing, asks for singleton (no void allowed since no side-suit possible)

3♠= no singleton standard bid, 3nt= maximum bid w/o shortness

3♣/♦/♥= game try, asks for support (xxx or Jx in that suit or maximum bid)

2nt=7+ controls
bidding proceeds natural

3suit= semi-solid 7carder, no side suit, no side value > J

3nt= any solid 7carder (opener should see which), no side suit, no side value > J

4suit= semi-solid 8carder with exactly 1 outside ace, no side suit, no void, no other side value > J

1♣ with interference:

Interference in 2nd seat:

1♣-(x)- pass= 0-3 hcp, no 5♣

xx= 0-3 with 5♣

1♦= 4-6, still negative

1♥ and up= just like without intervention

All sequences, relays etc. stay the same as without intervention

1♣-(1♦)-pass= 0-3 hcp

x= 4-6 hcp (still negative)

1♥ and up= just like without intervention

All sequences, relays etc. stay the same as without intervention

1♣-(1♥)-pass= negative hand

x= „would have said 1♥“

1♠ and up= just like without intervention

1♣-(1♠)-pass= negative

x= „would have said 1♥“

1nt= 3 controls, including ♠ (valid ♠-Stopper)

2♣= 3 controls, none in ♠ (may have invalid ♠-stopper)

2♦= 4 controls

2♥= „Mini-2“

2♠= 5 controls

2nt= 6+ controls

1♣-(1nt)-

pass= negative

x= positive, up to 3 controls

2suit= natural, 3+ controls (if only 3 controls, hand has extras of any kind)

2nt= balanced, 4+ controls including stopper if known suit(s)

cue bid= non-balanced, no appropriate suit bid, rather denies stopper if 1(2) suit(s) known

3suit and up= just like without intervention

1♣-(2suit)-

pass= negative

x= positive, up to 3 controls

suit (no jump)= natural, 4+ controls

suit (jump)= semi-solid 7carder, no side suit, no side value > J

cue bid= 4+ controls, non-balanced or no stopper but no appropriate suit bid available

2nt= 4+ controls (including ♠), balanced

1♣-(2nt)-

pass= negative or trap pass (if 2nt shows 1 suit)

x= positive, up to 3 controls

3suit= natural, 4+ controls

cue bid= 4+ controls, no appropriate suit bid (balanced?), no stopper if known suit

3nt= 4+ controls, balanced, stopper if known suit

1♣-(3suit)

pass= negative or trap pass!!

x= positive, up to 3 controls

suit= natural, 4+ controls

cue bid= 4+ controls, not interested in nt

3nt= 4+controls, short (control?) stopper opponents suit

Interference after control showing response:

After negative response, takeout/negative doubles are used. (trap passes)

After positive response, penalty doubles are used. (no trap passes)

Later:

99% natural and common sense, based on approach previously mentioned

1NT:

Our (classic) 1nt opening shows:

15-17hcp, balanced (5card major, 6card minor and singleton honor possible)

OR 12-14hcp, with exactly 3-3 in majors and longer ♣'s than ♦'s. (3-3-3-4 or 3-3-2-5, maybe 3-3-1-6)

The idea of the „weak“ part is to relieve the 1♦-opening a bit, but don't underestimate the preemptive effect of a „weak“ nt.

1nt 2♣= relay, stayman-like, asks for distribution and strength, should be at least invitational!

2♦= 12-14hcp

2♥/2♠= to play, opener showed his hand

2nt= invitational

2♥= 15-17hcp, 4+ ♥

2♠= another relay to ask for further distribution

2nt= 3-4-3-3

3♣= 4♥ + 4♣

3♦= 4♥ + 4♦

3♥= bad 5card ♥ suit

3♠= 4♥ + 4♠

3nt= good 5card ♥ suit

2nt= invitational

3♥= invitational

3♠= gives choice of games, 3♠ or 3nt

2♠= 15-17, 4+ ♠, no 4♥

2nt= invitational

3♣= another relay to ask for further distribution

3♦= „I have a 4card minor“

3♥= „which“

3♠= ♣

3nt= ♦

3♥= bad 5card ♠ suit

3♠= good 5card ♠ suit

3nt= 4-3-3-3

3♦= invitational, 6 (or good 5) ♦'s

3♥= invitational with 5(6) ♠'s

3♠= invitational

2nt= 15-17, no major

3♣= another relay to ask for further distribution

3♦= „I have a 5card minor“

3h= „Which?“

3♠= ♣

3nt= ♦

3♥= 2-3-4-4

3♠= 3-2-4-4

3nt= 3-3-4-3 or 3-3-3-4

3♣= 15-17, good 5 or 6 ♣'s

3k= 15-17 good 5 or 6 ♦'s

1nt 2♦= game-forcing relay, asking for strength and distribution
 2♥= 15-17, 4+ ♥
 2♠= forcing with 4+ ♠
 2nt= forcing w/o ♠
 3♣= forcing with ♣
 3♦= forcing with ♦
 3♥= forcing, starts slam-investigation
 3♠= splinter, sets ♥ as suit
 3nt= to play, but still did game-forcing bid at start, so SOME hands might try more
 4♣= splinter
 4♦= splinter
 4♥= to play, but still did game-forcing bid at start, so SOME hands might try more

2♠= 15-17, 4♠
 2nt= forcing
 3♣= forcing with ♣'s
 3♦= forcing with ♦'s
 3♥= forcing with ♥'s
 3♠= forcing, starts slam investigation
 3nt= to play, but still did game-forcing bid at start, so SOME hands might try more
 4♣/♦/♥= splinter
 4♠= to play, but still did game-forcing bid at start, so SOME hands might try more

2nt= 15-17, no major
 3♣= another relay, asking for further distribution
 3♦= „I have a 5card minor“
 3♥= „Which?“
 3♠= ♣
 3nt= ♦
 3♥= 2-3-4-4
 3♠= 3-2-4-4
 3nt= 3-3-3-4 or 3-3-4-3
 3♦= forcing with ♦'s
 3♥= forcing with ♥'s
 3♠= forcing with ♠'s
 3nt= to play, but still did game-forcing bid at start, so SOME hands might try more
 3♣= 15-17, good 5 or 6 ♣'s
 3♦= 15-17, good 5 or 6 ♦
 3♥= 15-17, good 5 ♥'s
 3♠= 15-17, good 5 ♠'s
 3nt= 12-14 (FAST ARRIVAL)

1nt- 2♥= to play, but opener might do game-try with exceptional nice fitting hands
 2♠= trial bid
 2nt= quantitative trial bid
 3♣/♦= trial bid
 3♥= preemptive
 2♠= to play
 2nt= quantitative trial bid
 3♣/♦/♥= trial bid
 3♠= preemptive

1nt- 2nt/3♣= transfer to ♣/♦, „signoff“ or slam-interested
3♦/♥= „forcing“ transfer to ♥/♠
3♠= quantitative
3nt= to play
4♣= SAT to ♥, showing a bit more than a direct 4♥ bid
4♦= SAT to ♠, showing a bit more than a direct 4♥ bid
4♥/♠= to play, drop dead partner

1nt with intervention and other stuff

After intervention over our 1nt opening we play negative doubles from both ends.
Opener is asked to reopen bidding with small doubleton in opponents suit whenever possible.
Suit bids in 2-level are non-forcing, and only slightly invitational
2nt is discuss worthy:
Some play it as replacement for the 2♦-relay, some like lebensohl.

If opponents double our nt-bid we use *Moscow Escape Sequences*, see there!

A whole paragraph is dedicated to the *'forcing' major suit transfers* and *the strong versions of our minor suit transfers*, please see there!

Our 1nt overcall (15-18, natural) more natural:

Standard stayman (but with our extended relays see above) and „normal“ transfers (2 AND 3 level) are ON.
Only addition is: 1nt-2♠= both minors, „signoff“ or slam-interested (cause we have no use for the 2♠ bid now)

1nt overcall in 4th seat (1any-p-p-1nt) is 10-14 with all natural responses (except cue bid, which is „strong“)

2♣:

This opening covers parts of the hands that cannot be opened „naturally“ because we play „strong ♣“.

Hands to qualify for a 2♣ opening have to meet the following requirements:

1. Solid opening
2♣ as 3rd seat-light has to be discussed
2♣ for rather weak, but distributional openings should be used carefully
2. NOT strong enough for 1♣
Partner won't every get the right picture of your hand if you already lied to him with the opening. Rather trust his your judgment and discipline not to get too high on a „weak“ 1♣ opening then bidding 2♣ too strong.
3. Last but not least the distribution/strength that is necessary
6+ ♣'s 11-14 hcp (4card side suit not allowed)
5+ ♣'s + 4card side suit 15-16 hcp

2♣- 2♦= relay, asks for strength and distribution/stoppers

2♥= 5+ ♣, 4♥, 15-16hcp

2♠= natural and forcing

2nt= natural and forcing

3♣= natural and asks for values in the other suits

3♦= ♦-value

3♥= no outside value

3♠= ♠-value

3nt= ♦+♠ values

3♦= natural and forcing

3♥= forcing, probably starting slam investigation (rkc?)

3♠= control showing cue bid

3nt= to play

4♣= forcing, probably starting slam investigating (rkc?)

4♦= splinter? exclusion key card ask? Anything reasonable, up to partnership

4♥= to play

4♠= splinter? exclusion key card ask? Anything reasonable, up to partnership

4nt= Blackwood/quantitative/special hands???? No idea tell me

5♣= to play

2♠= 5+ ♣, 4♠ and 15-16hcp

2nt= natural and forcing

3♣= natural and asks for values in other suits

3♦= ♦-value

3♥= ♥-value

3♠= no outside value

3nt= ♦+♥ values

3♦= natural and forcing

3♥= natural and forcing

3♠= forcing, probably starting slam investigation (rkc?)

3nt= to play

4♣= forcing, probably starting slam investigating (rkc?)

4♦= splinter? exclusion key card ask? Anything reasonable, up to partnership

4♥= splinter? exclusion key card ask? Anything reasonable, up to partnership

4♠= to play

4nt= Blackwood/quantitative/special hands???? No idea tell me

5♣= to play

2nt= 6+ ♣, stopper in 2 outside suits ♣ (11-14)

3♣= to play, invitational if 15-16

3♦= „which?“

3♥= ♦+♥

3♠= ♦+♠

3nt= ♥+♠

3♥/♠= cue bid

3nt= to play

4♣= forcing, probably starting slam investigating (rkc?)

4♦/♥/♠= cue bid? Splinter? Exclusion key card ask?

4nt= quantitative? Blackwood? Special hands??? No idea , tell me

5♣= to play

3♣= 6+ ♣, stopper in 1 outside suit (11-14)

3♦= which?

3♥= ♥

3♠= ♠

3nt= ♦

3♥/♠= cue bid

3nt= to play

4♣= forcing, probably starting slam investigating (rkc?)

4♦/♥/♠= cue bid? Splinter? Exclusion key card ask?

4nt= quantitative? Blackwood? Special hands??? No idea , tell me

5♣= to play

3♦= 5+ ♣, 4+ ♦ 15-16 hcp

3♥/♠= Cue bid

3nt= to play

4♣/♦= forcing, probably starting slam investigating (rkc?)

4♥= cue bid? Splinter? Exclusion key card ask? To play?

4♠= cue bid? Splinter? Exclusion key card ask? To play?

4nt= quantitative? Blackwood? Special hands??? No idea , tell me

5♣/♦= to play

3♥= 5+ ♣, 5♥ 15-16hcp

3♠= Cue bid

3nt= to play

4♣= forcing, probably starting slam investigating (rkc?)

4♦= cue bid? Splinter? Exclusion key card ask? To play?

4♥=to play

4♠= cue bid? Splinter? Exclusion key card ask? To play?

4nt= quantitative? Blackwood? Special hands??? No idea , tell me

5♣= to play

3♠= 5+ ♣, 5♠ 15-16hcp

3nt= to play

4♣= forcing, probably starting slam investigating (rkc?)

4♦/♥= cue bid? Splinter? Exclusion key card ask? To play?

4♠= to play

4nt= quantitative? Blackwood? Special hands??? No idea , tell me

5♣= to play

3nt= solid ♣'s, 11-14 hcp

4♣= slam-try

4♦/♥/♠/= cue bid

4nt= hitting the brakes, "Partner, I have bare minimum"

4♦/♥/♠= cue bid? Exclusion keycard ask? Splinters? No idea, please tell me

4nt= rkc

5♣= to play

2♥= invitational with 5♥ (maybe 6 if real minimum invitation)
all natural afterwards

2♠= invitational with 5♠ (maybe 6 if real minimum invitation)
all natural afterwards

2nt= invitational (alternatively, some play a relay for club quality here, but since ♣'s should be of good quality anyway, I prefer a more simple approach

3♣= to play

3nt= to play

no need to show anything else, because if partner would have any slam-interest opposite a 15-16 hand or a partner would have interest in a major, he would ask

3♣= NOT invitational (preemptive or luring)

3♦= natural and forcing

3♥/♠= descriptive, implies SOME ♦ support (as few as Jx probably)

3nt= to play (denies any special hand and 4♦)

4♣= long ♣, implies SOME ♦ support (as few as Jx probably), min. hand, implies shortness

4♦= 4♦, 15-16, no shortness (2-2-4-5)

4♥/♠= 4(5)♦, 15-16, splinter

5♦= 4(5)♦, no shortness, 11-13 hcp (bare minimum)

3♥= invitational! with 6+♥

3♠= cue bid, 4♥ 15-16

3nt= to play

4♣= long! ♣, minimum, sees no chance in 3nt and ♥

4♦= 4(5)♥, 15-16, splinter/cue bid

4♥= to play

3♠= invitational with 6+♠

3nt= to play

4♣= long ♣'s, minimum, sees no chance in 3nt and ♠

4♦/♥= cue bid, 4(5)♠, 15-16

4♠= to play

3nt= to play

4♣= slam-try

4♦= ? void? Any void? Kickback? No idea

4♥/♠= to play

4nt= no idea

5♣= to play, NOT invitational

5♦= to play

Of course there are ideas for all those bids where I didn't fill in something clear, but those bids don't touch the system itself, so I left them out to show that. If you happen to find a partner with whom you would like to play some extensive blue club sessions, be happy and discuss those sequences.

1 of a major:

EVERY 4card major id opened, even a suit like 5432. Some players dislike to open that, but you will lose much of the system if you don't. Holding a longer minor will be ignored, if not a ♣ suit which meets the requirements of a 2♣ opening. Holding a „revers-strength“ hand we open:

- a) 5-3-3-2: 1nt (regardless which long suit)
- b) 6-3-3-1/6-3-2-2: 1♦/♥/♠ (natural), 2♣ only if suit good enough, else 1nt or 1♦)
- c) 5-4-2-2/5-4-3-1/6-4-2-1: shorter suit³.

1♥

- 1♠= to be treated as natural, may be 3carder though⁴
- 1nt= natural, 6-11 hcp
- 2♣/♦= forcing through 2nt, maybe not longest suit (canapé), at least doubleton honor
- 2♥= natural raise
- 2♠= SJS w/o intervention, WKS with intervention
although playing limited openings (max. 16hcp) ALWAYS WJS has its merits
- 2nt= limit raise or better in ♥
 - 3♣/♦/♠= non minimum opening, ♣/♦/♠-value (denies lower value), sets game-force
 - 3♥= minimum opening, does not deny ♣/♦-values
 - 3nt= balanced maximum opening
- 3♣/♦= SJS w/o intervention, WJS with intervention
although playing limited openings (max. 16hcp) ALWAYS WJS has its merits
- 3♥= preemptive raise
- 3nt= to play, 2/3 ♥'s or singleton honor
- 3♠/4♣/♦= splinter
- 4♥/♠/5♣/♦= to play
- 4nt= rkc/Blackwood

1♠

- 1nt= natural, 6-11 hcp
- 2♣/♦= forcing through 2nt, maybe not longest suit (canapé), at least doubleton honor
- 2♥= natural, forcing through 2nt
- 2♠= natural raise
- 2nt= limit raise or better in ♠
 - 3♣/♦/♥= non minimum opening, ♣/♦/♥-value (denies lower value), sets game-force
 - 3♠= minimum opening, does not deny ♣/♦/♥-values
 - 3nt= balanced maximum opening
- 3♣/♦= SJS w/o intervention, WJS with intervention
although playing limited openings (max. 16hcp) ALWAYS WJS has its merits
- 3♠= preemptive raise
- 3nt= to play, 2/3 ♠'s or singleton honor
- 3♥/4♣/♦= splinter
- 4♥/♠= to play
- 4nt= rkc/Blackwood
- 5♣/♦= to play

other stuff:

On intervention responder does NOT bid in canapé style. Freebids are therefore natural and forcing. Negative doubles are to be used often and with much hands and should be discussed well therefore. Responsive doubles dito.

³ Exception: 6♥/♠-4♣: open 1♥/♠ and rebid 3♣ (special sequence)

⁴ If a) not suitable for 1nt or b) „revers of responder“ in a minor suit and the other minor very short/bad

1♦ The „Everything else“ opening

We discussed all „other“ openings so far. They all have been defined very clear and nice. Now we get to the not so clear part of the system, the 1♦ opening.

One could be lazy and say: „Whenever a hand isn't ok for another opening, I open 1♦“ But that's not completely true, and if you alert it that way to opponents you do a violation of the laws and ethics.

A 1♦ opening IS defined:

- 1) It denies 100% a 4!! card major, although it might have a longer one (Canapé-revers)
- 2) It denies a good 6card ♣ suit
- 3) It shows 3 or more ♦'s and 11-16 hcp (if 15-16 and starting a „canapé revers“ you have 4 or more ♦'s)

- 1♦
- 1♥= generally ♥'s, BUT: may be only a 3card stopper OR a 3carder starting a canape-revers
 - 1♠= generally ♠'s, BUT: may be only a 3card stopper OR a 3carder starting a canape-revers
 - 1nt= natural 6-11, may contain 1 or 2 4card major suits of course (opener denied 4)
 - 2♣= forcing through 2nt, has not to be longest suit (canape-revers), maybe short as honor doubleton
 - 2♦= „inverted ♦'s“, asks for strength and stoppers
 - 2♥= ♥-Stopper, non-minimum opening, game-force established
 - 2♠= ♠-Stopper, denies ♥ stopper, non-minimum opening, game-force established
 - 2nt= minimum balanced
 - 3♣= minimum ♣-hand (opened with longer ♣'s then ♦'s, because 2♣ was not possible)
 - 3♦= minimum ♦-hand
 - 3♥= ♥-revers (4+♦'s, 5+♥'s, 15-16 hcp)
 - 3♠= ♠-revers (4+♦'s, 5+♠'s, 15-16 hcp)
 - 3nt= maximum balanced
 - 4♣= ♣-revers (special sequence: 6+♦'s, 4♣'s 15-16hcp)
 - 4nt= hitting the brakes
 - 4♦= ♦-revers
 - 4nt= hitting the brakes
 - 4♥= ♥ void, 5-5 or better in minors, 15-16 hcp
 - 4♠= ♠ void, 5-5 or better in minors, 15-16 hcp
 - 5♣= ♣ void, extreme ♦ revers
 - 2♥/♠/3♣= SJS w/o competition, WJS with competition
 - although playing limited openings (max. 16hcp) ALWAYS WJS has its merits
 - 2nt= EITHER 16-18, 4-3-3-3 or both! minors 3-6hcp or preemptive ♦-raise 0-3hcp
 - Opener shows his longer/better minor, responder then shows his type
 - 3♦= preemptive raise (4-7)
 - 3♥/♠= splinter
 - 3nt= to play, but wants to hear any major suit revers
 - 4♣= Splinter
 - 4♦= preemptive raise
 - 4♥/♠/5♣/♦= to play
 - 4nt= rkc/Blackwood

other stuff:

On intervention responder does NOT bid in canapé style. Freebids are therefore natural and forcing. Negative doubles are to be used often and with much hands and should be discussed well therefore. Responsive doubles ditto

Rebids, "Style"-Style & "The „♣-problem“

Openers Rebid:

Basics::

A new suit (non-revers) after 1/1 shows 9 cards or more in the 2 suits. A new suit (non-revers) after 2/1 shows canapé. Repetition of suit after 1/1 always shows 6 cards. Repetition of suit after 2/1 shows 5 cards with possible 4-card side suits. 2nt after 1/1 shows semi-solid⁵ or solid 6-card revers in opened suit. 2nt after 2/1 denies 5-card support (if minor), denies revers strength and denies 5 cards in opened suit (if possible to show in 2 level. it does not deny any 4 card suit unable to show clearly in 2 level.

After 1♦:

1♦-1♥- 1♠= shows a rather balanced hand with NO ♠ stopper, 12-14(15)

1♦-1♥- 1nt= shows a rather balanced hand WITH ♠ stopper, 12-14(15)

1♦-1♥- 2♣= 9 cards in the suits, 12-14(15), often 5-4-3-1 or 5-4-2-2 with bad doubletons

1♦-1♥- 2♦= 6+♦, 12-14(15)

1♦-1♥- 2♥= unbalanced hand, 3 (good) ♥'s, denies ♠-trick

explanation: 1♥ will be normally 5card ♥ suit or revers starting 3-4 carder, so good hand description is safe. And even 4-3 fit might be least evil if opponents could cash 5♠tricks in nt.

1♦-1♥- 2♠= revers (4+♦, 5+♠, 15-16)

1♦-1♥- 2nt= revers (6+♦, (semi)-solid, 15-16)

1♦-1♥- 3♣= revers (5+♦, 4+♣ 15-16)

1♦-1♥- 3♦= revers (6+♦, less then (semi)-solid ♦, 15-16)

1♦-1♥- 3♥= revers (4+♦ 5+♥, 15-16)

1♦-1♥- 3♠= ♥-Revers, ♠-singleton

1♦-1♠- 1nt= natural, rather balanced hand, denies good 3 card ♠-suit if missing ♥-trick, 12-14(15)

1♦-1♠- 2♣= 9 cards in the suits, 12-14(15), often 5-4-3-1 or 5-4-2-2 with bad doubletons

1♦-1♠- 2♦= 6+♦, 12-14(15)

1♦-1♠- 2♥= revers (4+♦, 5+♥, 15-16)

1♦-1♠- 2♠= natural, (good) 3 card ♠-suit, rather unbalanced hand or missing any ♥-holding

1♦-1♠- 2nt= revers (6+♦, (semi)-solid, 15-16)

1♦-1♠- 3♣= revers (5+♦, 4+♣, 15-16)

1♦-1♠- 3♦= revers (6+♦, less then (semi)-solid ♦, 15-16)

1♦-1♠- 3♥= ♠-revers ♥-singleton

1♦-1♠- 3♠= revers, (4+♦, 5+♠, 15-16)

1♦-1nt-2♣= 9 cards in the suits, 12-14(15), often 5-4-3-1 or 5-4-2-2 with bad doubletons

1♦-1nt-2♦= 6+♦, 12-14(15)

1♦-1nt-2♥/♠= revers (4+♦, 5+♥/♠, 15-16)

1♦-1nt-2nt= revers (6+♦, (semi)-solid, 15-16)

1♦-1nt 3♣= revers (5+♦, 4+♣ 15-16)

1♦-1nt-3♦= revers (6+♦, less then (semi)-solid ♦, 15-16)

1♦-2♣- 2♦= 5+♦, up to bad revers, since 2♣ forcing through 2nt

1♦-2♣- 2♥= revers (4+♦, 5+♥, 15-16)

1♦-2♣ 2♠= revers (4+♦,5+♠, 15-16)

1♦-2♣- 2nt= natural, 12-14(15), 4♣ possible

1♦-2♣ 3♣= 12-14(15), 5+♣

1♦-2♣- 3♦= revers (6+♦, 15-16)

1♦-2♣- 3♥/♠/nt= ♣-revers ♥/♠/♦-singleton

1♦-2♦ = inverted minors, got its own chapter

All higher responses are jump shifts or splinters etc. and got their own chapters.

⁵ singleton honor should be enough for 6 tricks of suit behaves (better then 50% chance)

After 1♥:

1♥-1♠- 1nt= 12-14(15), balanced
1♥-1♠- 2♣/♦= 9 cards in the suits, 12-14(15), often 5-4-3-1 or 5-4-2-2 with bad doubletons
1♥-1♠- 2♥= 6+♥, 12-14(15), maybe sometimes only 5 good cards with bad 4card minor
1♥-1♠- 2♠= natural, can be sometimes 3 good cards if unbalanced hand
1♥-1♠- 2nt= revers (6+♥ (semi)-solid, 15-16)
1♥-1♠- 3♣= revers (4+♣, 6+♥, 15-16) ♣-problem
1♥-1♠- 3♦= revers (4+♥, 5+♦, 15-16)
1♥-1♠- 3♥= revers (6+♥ less then (semi)-solid ♥, 15-16)
1♥-1♠- 3♠= revers (4+♥, 5+♠, 15-16)

1♥-1nt- 2♣/♦= 9 cards in the suits, 12-14(15), often 5-4-3-1 or 5-4-2-2 with bad doubletons
1♥-1nt- 2♥= 6+♥, 12-14(15), maybe sometimes only 5 good cards with bad 4card minor
1♥-1nt- 2♠= revers, 4+♥, 5♠, 15-16
1♥-1nt- 2nt= revers (6+♥ (semi)-solid, 15-16)
1♥-1nt- 3♣= revers (4+♣, 6+♥, 15-16) ♣-problem
1♥-1nt- 3♦= revers (4+♥, 5+♦, 15-16)
1♥-1nt- 3♥= revers (6+♥ less then (semi)-solid, 15-16)

1♥-2♣- 2♦= 9 cards in the suits, 12-14(15), often 5-4-3-1 or 5-4-2-2 with bad doubletons
1♥-2♣- 2♥= 6+♥, 12-14(15), up to bad revers, because 2♣ forcing through 2nt
1♥-2♣- 2♠= revers, 4+♥, 5+♠, 15-16
1♥-2♣- 2nt= natural, 4♣ possible
1♥-2♣- 3♣= 12-14(15), 5+♣
1♥-2♣- 3♦= revers (4+♥, 5+♦, 15-16)
1♥-2♣- 3♥= revers (6+♥, 15-16)
1♥-2♣- 3♠= revers (4♥, 5+♣, ♠-singleton, 15-16)
1♥-2♣- 3nt= revers (4♥, 5+♣, 15-16)

1♥-2♦- 2♥= 6+♥, 12-14(15), up to bad revers, because 2♣ forcing through 2nt
1♥-2♦- 2♠= revers, 4+♥, 5+♠, 15-16
1♥-2♦- 2nt= natural, 12-14, 4♣ possible
1♥-2♦- 3♣= revers (4+♣, 6+♥, 15-16) ♣-problem
1♥-2♦- 3♦= 12-14(15), 5+♦
1♥-2♦- 3♥= revers (6+♥, 15-16)
1♥-2♦- 3♠= revers (4♥, 5+♦, ♠-singleton, 15-16)
1♥-2♦- 3nt= revers (4♥, 5+♦, 15-16)

1♥-2♥- normal raise, further bidding via *trial bids*, see there!
All higher responses are jump shifts or splinters etc. and got their own chapter

After 1♠:

1♠-1nt-2♣/♦= 9 cards in the suits, 12-14(15), often 5-4-3-1 or 5-4-2-2 with bad doubletons

1♠-1nt-2♥= 4♠, 5+♥, 12-14(15)

1♠-1nt-2♠= 6+♠, 12-14(15)

1♠-1nt-2nt=revers (6+♠ (semi)-solid, 15-16)

1♠-1nt-3♣= revers (4+♣, 6+♠, 15-16) ♣-problem

1♠-1nt-3♦= revers (4+♠, 5+♦, 15-16)

1♠-1nt-3♥= revers (4+♠, 5+♥, 15-16)

1♠-1nt-3♠= revers (6+♠ less then semi-solid, 15-16)

1♠-2♣-2♦= 4♠, 5+♦, 12-14(15)

1♠-2♣-2♥= 4♠, 5+♥, 12-14(15)

1♠-2♣-2♠= 6+♠, 12-14(15)

1♠-2♣-2nt= natural, 12-14(15), 4♣ possible

1♠-2♣-3♣= 4♠, 5+♣, 12-14(15)

1♠-2♣-3♦= revers (4+♠, 5+♦, 15-16)

1♠-2♣-3♥= revers (4+♠, 5+♥, 15-16)

1♠-2♣-3♠= revers (6+♠, 15-16)

1♠-2♣-3nt= revers (4♠, 5+♣, 15-16)

1♠-2♦-2♥= 6+♥, 12-14(15), up to bad revers

1♠-2♦-2♠= 6+♠, 12-14(15)

1♠-2♦-2nt= natural, 12-14(15), 4♣ possible

1♠-2♦-3♣= 12-14(15), 5+♣

1♠-2♦-3♦= 4♠(+), 5+♦, 12-14(15))

1♠-2♦-3♥= revers (4+♠, 5+♥, 15-16)

1♠-2♦-3♠= revers (6+♠, ♠-singleton, 15-16)

1♠-2♦-3nt= revers (4♠, 5+♦, 15-16)

1♠-2♥-2♠= 5+♠, 12-14(15), up to bad revers

1♠-2♥-2nt= natural, 12-14(15), 4♣/♦ possible, no ♥ fit

1♠-2♥-3♣= revers (4+♣, 6+♠, 15-16) ♣-problem

1♠-2♥-3♦= revers, (4+♠, 5+♦, 15-16)

1♠-2♥-3♥= natural raise with (normally) 3♥ (5♠/4♥= anti-flannery, 4♠/4♥= 1♥ opening etc...)

1♠-2♥-3♠= revers, 6+♠, 15-16)

1♠-2♥-3nt= revers, 4♠, 5+♥, 15-16, no singleton)

1♠-2♥-4♣/♦= revers (4♠, 5+♥, 15-16, ♣/♦-singleton)

1♠-2♥-4♥= natural game-raise, indicating 12-14(15) with 5+♥ and 4♠ and no shortness

1♠-2♠- continuation via *trial bids*, see there

All higher responses are jump shifts, splinters etc., see there...

Responders rebid:

There are way too many possible and probably sequences at this state of bidding, therefore I do not write down sequences here but „rules“ and „schemes“. 95% of uncontested bidding follows that, if not taking the route of a special convention or treatment mentioned in other chapter of this hopelessly complicated text.

And 100% of contested bidding follows natural, common sense bidding lines, as should be done in any system.

- *A natural „new suit“ rebid of responder is always canapé.*
- *Any 2nt-rebid of responder is FORCING.*
- *Any rebid in 3level is FORCING.*
- *Raising ones own suit is not forcing (if no game-force is established by partners rebid)*
- *Single raise of partners second suit is not forcing (if no game-force is established by partners rebid)*
- *A bid of odd nt (1/3) is not forcing*
- *Fourth suit by passed hand is not forcing, but rather long weak canapé*

Some things should be kept in mind or discussed in the partnership:

1. Is there something like 4th suit forcing after 1♠-2♣-2♦?
 2. If so, how to show the canapé revers in ♥'s?
 3. With what hands responder bids 2nt instead of 3nt or raising partner or himself?
 4. What is a jump 4sf?
- And something like those....

My answers are:

1. Yes, there is something like 4th suit forcing. Opener describes his hand as if it would be one, BELOW 3 of the 4th suit forcing suit, and if responder bids 3 of this suit its the revers.
But if this 4th suit is in 3 level it is NO 4th suit forcing but always the revers.
2. See answer 1.
3. All hands interested in slams/distributional slams should ask cheaply with 2nt
All strong hands with long suits should look if opener raises them „delayed“ (4 cards, 3 cards or even in some sequences with honor doubleton or 2 honors stiff.
With strong balanced 3 card support for openers so far 5-card major, looking if nt or 4major better spot.
Etc....

Must! be some exceptional hand. I would use it for strong++ hands with 3-card support for partner, values in the „revers starting“ suit and a good and long suit in the jump-suit AND some kind of (shortness?)control in the „short“ suit.

Example: 1♠-2♣-2♦-3♥!!

K10x AKJxxx Q AQx

This will be a killer opposite many of openers possible and probable hands, and opener can judge the situation very nicely now. If responder bids slowly he COULD get a picture of openers hand but since this would be less accurate then responders 3♥ bid I would prefer the jump route.

System specific „conventions“ and treatments

Superfits

A very unique way to raise partner is the „superfit“. It describes very strong hands with specific control situations that could raise problems if bid via splinter, jac2nt (or similar) etc. .

S. are also „on“ with intervention as long as the „jump“ to clear situation is still possible.

1♥/♠-2♣-any-4♣	4+♥/♠, strong hand, both ♣-controls (A+K), best possible ♦ holding QJn or xx
1♥/♠-2♣-any-4♦	4+♥/♠, strong hand, alike controls in both minors (♣A+♦A OR ♣K+♦K)
1♥/♠-2♦-any-4♣	4+♥/♠, strong hand, dislike controls in both minors (♣A+♦K OR ♣K+♦A)
1♥/♠-2♦-any-4♦	4+♥/♠, strong hand, both ♦-controls (A+K), best possible ♦ holding QJn or xx

Its possible to agree on secondary superfits, in case partner raises his own suit and you have 3-card support and started bidding by chance with the appropriate minor suit bid:

1♥/♠-2♣-2♥/♠-4♣	3(4)+♥/♠, strong hand, both ♣-controls (A+K), best possible ♦ holding QJn or xx
1♥/♠-2♣-2♥/♠-4♦	3(4)+♥/♠, strong hand, alike controls in both minors (♣A+♦A OR ♣K+♦K)
1♥/♠-2♦-2♥/♠-4♣	3(4)+♥/♠, strong hand, dislike controls in both minors (♣A+♦K OR ♣K+♦A)
1♥/♠-2♦-2♥/♠-4♦	3(4)+♥/♠, strong hand, both ♦-controls (A+K), best possible ♦ holding QJn or xx

Problem: sometimes it is needed to know how many trumps partner has and that's next to impossible to find out after 4 minor.

In all cases partnership has to agree on some points in this „convention“:

Is it allowed to bid shortness controls via superfit?

If so, is a singleton treated as a king and a void like an ace?

Is a more or less balanced hand (without any shortness, without any possible 6-carder) allowed?

If so, how strong has the hand to be?

Even if not, how strong, how many tricks should the hand have?

Positive gladiator:

(Checkback stayman in other systems, slightly modified here though)

A cheap relay to ask for openers distribution/strength. Easy to apply in Blue Club because we don't open 1♣ naturally. Has to be invitational strength.

1♦-1♥-1nt-2♣= gladiator
2♦= no 3♥'s, minimum
2♥= 3♥'s, minimum
2♠= 3♥'s, maximum
2nt= no 3♥'s, maximum

1♦-1♠-1nt-2♣= gladiator
2♦= no 3♠'s, minimum
2♥= 3♠'s, minimum
2♠= 3♠'s, maximum
2nt= no 3♠'s, maximum

1♥-1♠-1nt-2♣= gladiator
2♦= no 3♠'s, no 5♥'s, minimum
2♥= 5♥'s, !no 3♠'s!
2♠= 3♠'s, (5♥'s possible using extended responses: if minimum)
2nt= no 3♠'s, no 5♥'s, maximum
3♣= 3-5-2-3, maximum
3♦= 3-5-3-2, maximum
3♥= 3-5-4-1, maximum, with singleton honor in ♣

The 3♣/3♦/3♥ responses to positive gladiator can do good hand description for you, but many people leave them out for the sake of simplicity.

„Forcing“ transfers in 3level:

This bids are used for specific hands that are hard to describe through our „normal“ 1nt-system. Hands to qualify are distributional (6-4, 5-5 or better) hands, 11-14hcp with at best all! points in the suits.
Not using „normal“ transfers we have big problem. Opposite the wrong 17 hcp's we could be down in 5 and opposite the „right“ 12-14 we could win easily 6. We won't find out with our inquiry-system.

Solution: We turn the bidding around. SHOWING our hands very exactly partner can estimate potential of the 2 hands.

1nt-2nt= transfer to ♣, very weak OR slam-interested

- 3♣-3♦= 6♣, 4♦, slam-interested
- 3♣-3♥= 6♣, 4♥, slam-interested
- 3♣-3♠= 6♣, 4♠, slam-interested
- 3♣-3nt= 7-2-2-2, strong slam-interest
- 3♣-4♣= 7-3-2-1 OR 8-2-2-1, slam-interested
- 3♣-4♦= 4♣, 6♦, slam-interested
- 3♣-4♥= 4♣, 6♥, slam-interested
- 3♣-4♠= 4♣-6♠, slam-interested

1nt-3♣= transfer to ♦, very weak OR slam-interested

- 3♦-3♥= 6♦, 4♥, slam-interested
- 3♦-3♠= 6♦, 4♠, slam-interested
- 3♦-3nt= 7♦-2-2-2, strong slam-interest
- 3♦-4♣= 5♦, 5♣, slam-interested
- 3♦-4♦= 7-3-2-1 OR 8-2-2-1, slam-interested
- 3♦-4♥= 4♦, 6♥, slam-interested
- 3♦-4♠= 4♦-6♠, slam-interested

1nt-3♦= transfer to ♥

- 3♥-3♠= 6♥, 4♠, slam-interested
- 3♥-3nt= 7-2-2-2, strong slam-interest
- 3♥-4♣= 5♥, 5♣, slam-interested
- 3♥-4♦= 5♥, 5♦, slam-interested
- 3♥-4♥= 7-3-2-1 OR 8h-2-2-1, slam-interested
- 3♥-4♠= 4♥-6♠, slam-interested

1nt-3h= transfer to ♠

- 3♠-3nt= 7-2-2-2, strong slam-interest
- 3♠-4♣= 5♠, 5♣, slam-interested
- 3♠-4♦= 5♠, 5♦, slam-interested
- 3♠-4♥= 5♠, 5♥, slam-interested
- 3♠-4♠= 7-3-2-1 OR 8h-2-2-1, slam-interested

A little guide to remember the distribution shown by those transfers and their rebid:

2 suits shown in cheapest possible way: 6-4 (maybe 6-5)

2 suits shown in NOT cheapest possible way= 5-5 exactly

2nd suit shown in jump = 4-6 exactly

repetition of first suit= 7 or 8-carder, no side suit, no void

3nt-rebid= 7-2-2-2, only bid to show some little extras in addition to our definition at start.

Optional conventions

(all recommended by the author)

„Bamberger“ 2level openings:

....and overcalls over opponent's minor suit openings

This has been invented for use in a strong club surrounding, but can be adapted to natural usage.

openings:

2♦ = EITHER a ♥-wk2 OR ♠ + 1 minor, less then opening strength

2♥ = pass or correct

2♠ = ♥-preference, pass with ♠+minor, invites to game (to win or sacrifice)

2nt = forcing

3♣/♦ = ♠+♣

3♥ = ♥-wk2

3♠ = AKQxxx in ♥ no outside value of any kind

3nt = AKQxxx in ♥, up to outside Q

3♣/♦ = natural and forcing

3♥ = pass or correct, preemptive

3♠ = natural and forcing (raise with doubleton)

3nt = to play

4♣ = your major, me playing (re-transfer)

4♦ = your major, you playing (transfer)

4♥/♠ = to play

2♥ = EITHER a ♠-wk2 OR ♠ + 1 minor

2♠ = pass or correct to your minor

2nt = forcing

3♣/♦ = ♥+♣/♦

3♥ = AKQxxx in ♥ no outside value of any kind

3♠ = ♠-wk2

3nt = AKQxxx in ♥, up to outside Q

3♣/♦ = natural and forcing

3♥ = pass or correct, preemptive

3♠ = natural and forcing (raise with doubleton)

3nt = to play

4♣ = your major, me playing (re-transfer)

4♦ = your major, you playing (transfer)

4♥/♠ = to play

2♠ = anti-flannery (5+♠, 4+♥, 8-14hcp: 11-14 maybe 5-4 only, 8-10 has to be 5-5+)

2nt = forcing

3♣ = 5-4 minimum (11-12)

3♠ = 5-4 maximum (13-14)

3♥ = 5-5 (any strength)

3♠ = 6-4 (any strength)

3nt = 6-5-1-1 (any strength)

3♣/♦/♥/♠/nt = to play

4♣ and up = natural and forcing, does not really ask for anything but 2/3card support and controls

2nt = and higher has nothing to do with those "bamberger" openings

play anything that you like, keeping in mind you don't need any strong bids

i.e.: 2nt = both minors weak, 3♣ through 3♠ = preempt, 3nt = gambling

or: 2nt = preempt in any minor, 3♣ = both minors weak, 3♦ = gambling w/o side value, 3♥/♠ = preempt, 3nt = gambling with some side value

or: 2nt = preempt in any minor, 3♣ = both minors weak, 3♦/♥ = transfer preempt in ♥/♠, 3♠ = gambling w/o any value
3nt = gambling with some side value

or anything you like better

overcalls

(optional)

(1♣-2♣= both majors constructive! or ♦-wk-2) not necessary, any other meaning is ok too

1♣-2♦= same as 2♦ opening

1♣-2♥= same as 2♥ opening

1♣-2♠= same as 2♠ (if using 2♣ as both majors too, this bid is purely preemptive)

1♣-2nt= both minors!!!

1♣-3♣= any solid suit, asking for stopper for 3nt

1♣-3♦/♥/♠= preempt

1♣-3nt= solid suit with stopper

1♦-2♣= natural

1♦-2♦= like 2♦ opening

1♦-2♥= like 2h opening

1♦-2♠= like 2s opening, without 20-22 part

1♦-2nt= both minors!!

1♦-3♣/♥/♠= preempt

1♦-3♦= any solid suit, asking for stopper

1♦-3nt= solid suit with stopper

Relay and „special bids“ after „Bamberger“

After the forcing Relay (2nt) following askings are possible:

- The bid of the LOWER „impossible“ suit asks for openers shortage (1st step= lower shortage, 2nd step= higher shortage).
- The higher „impossible“ suit asks for the number openers „Control Cards“⁶
The relay's 1st step shows 2 control cards, so suit quality is needed

after the possible 2-suiter bids we play negative doubles if opponents interfere
(partner passes of course if that is his (one of his) suits)

freebids after intervention are non-forcing, looking for best part score
xx is showing everything but the (probable) wk-suit, but hcp's

2-way game tries (Romex):

after 1♥-2♥:

2♠= forces 2nt, opener bids a short suit game try (most likely a singleton)

3♣/♦/♥= short suit game try in ♣/♦/♥'s

2nt/3♣/3♦= long suit game try in ♠/♣/♦'s

3♥= 1-2-3 STOP, preemptive (most probably a shapely 5♥ hand)

3nt= strange bid, probably choice of games, most likely very weak ♥ suit with a long good outside suit and 15-16 hcp

after 1♠-2♠

2nt= forces 3♣, opener bids a short suit game try

3♦/♥/♠= short suit game try in ♦/♥/♠'s

3♣/♦/♥= long suit game try in ♣/♦/♥'s

3♠= 1-2-3 STOP, preemptive (most probably a shapely 5♠ hand)

3nt= strange bid, probably choice of games, most likely very weak ♠ suit with a long good outside suit and 15-16 hcp

⁶ As a valid control card counts: all aces, and the kings in openers suits

Micheals Cue bid:

1♥-2♥

♠ and 1 minor, 9-14

2♠= to play

2nt= forcing

3♣/♦= second suit is ♣/♦, 12-14

3♥/♠= second suit is ♣/♦, 9-11

3nt= 6-5-1-1, 12-14

4♣/♦= 6-6 with ♣/♦

4♥= 5-5-3-0, 12-14 with ♥ void

3♣= pass or correct

3♠= preemptive in style, cannot be complete yarborough cause partner is generally unlimited

3nt= to play

4♣/♦/♥= splinter

4♠= to play

1♠-2♠

♠ and 1 minor, 9-14

2nt= forcing

3♣/♦= second suit is ♣/♦, 12-14

3♥/♠= second suit is ♣/♦, 9-11

3nt= 6-5-1-1, 12-14

4♣/♦= 6-6 with ♣/♦

4♥= 5-5-3-0, 12-14 with ♠ void

3♣= pass or correct

3♥/nt/4♥= to play

3♠/4♣/♦= splinter

ADV. Moscow Escape Sequences:

As the name says, this are escape sequences if opponents double our NT-bid. Generally we use the standard idea of the convention as it is written in good books, but if we are doubled using our 12-17 nt we can/have to adapt it a bit:

- 1nt-x- pass demands xx, wants to play there OR a weak mono-suiter will be used as run-out
- xx demands pass with any 15-17 BUT 2♣ with any 12-14 since knowing openers distribution on a 2♣“runout“ responder can easily set best contract
- immediate suit bids show the bid suit and a higher (DONT-like)
!exception!: 2♠= ♠ mon-osuiter intermediate, some points but too much holes in other 3 suits

„Moscow“ is used after our nt-overcalls also, but then its going to be used in the standard way, that means xx demands pass and pass demands xx.

Authors remarks:

Revers:

A blue ♣ revers has some important features:

- At all costs a good long suit (the second suit most of the times, but not always)
- Less than 17 working hcp (open 1♣ with everything else, use the system if you play it)
- 1.5-2 defensive tricks at all times
- If opener's revers short suit is 4+ cards!!
If responder's revers the short suit bid should at least describe your hand, not fake out the world
- It is NOT forcing!
If you think you have a forcing hand, open 1♣, time will tell if you are right

Impossible hands:

In this nice system we always talk about necessary suit lengths and quality, about disciplined bidding and all that nice stuff. But sometimes we come across hands that look like as if they cannot be bid:

AJ K10xxx Axxx KJ

Yuck!

This is no 1♣ opener

This is no weak hand to bid 1♥-anything-2♥

This is no 1♦ opener and then ♥-revers....(both suits too bad)

We cannot pass it and pray ☺

I would open 1nt. That stinks too but has several advantages:

- If partner is weak we get out cheap.
- If partner is strong, I got it right, we WILL end in some good contract after all.
- If partner is in between it still depends on your partnership's reason, style and discipline to give each other the chance to end in some decent contract, but it's still possible.

But imagine if you started it strong opposite some black suit 6-7hcp weak hands....., **triple yuck**.

There will be lots of those „unbiddable“ hands and often will the answer be 1nt.

Sometimes you will like it, sometimes you will like only the result. Sometimes you will hate it AND the result, but that's one price to pay. But you have to decide if this price is too high or not.

2♣:

Whatever you do with this opening, open it on GOOD suit only.

KJ9xxx is BAD!

KJ10xxx is minimum quality in my opinion (and the opinion of any reasonable player I ever saw bidding it)

You could always open 1♦ on 1-3-3-6 or 1nt 12-14/15-17 on 3-3-1honor-6) or 1nt 15-17 on 2-3-2-6.

1nt:

As you might have noticed so far, the 1nt openings are going to be stretched to the limit in this system surrounding. Get used to it.

That's why we have this „asking“ sequence.

That's why many people don't even blink with flat 8 hcp's opposite 1nt.

That's why my stomach is not feeling well when I have to invite with a flat hand opposite 1nt.

Get used to it.

And now get to play ☺