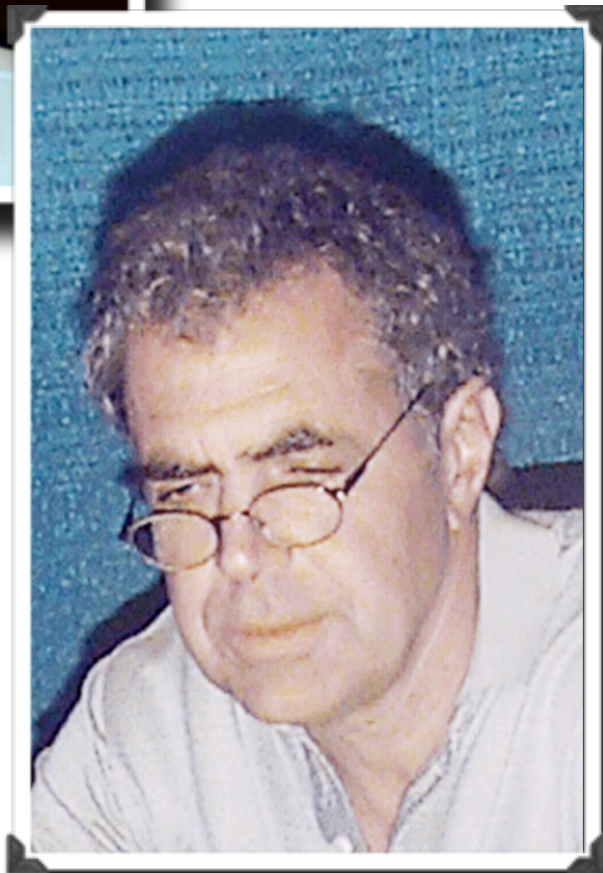




*The  
Caroline  
Club*

*(Based on  
the  
Sukoneck-  
Ekeblad*



*Club)*

**Originally developed by Scott Benson and Doug Bone**  
12/9/07 Revision

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## Opening Bids

Caroline Club is based on 4 card majors, 10-12 NT, a strong club, and two-suited 2-level openings. All 10-counts are opened in first or second seat. In third and fourth seat opening bids are two points stronger, 12 or more points (and the notrump opener is 12-14). Also, red-on-white notrump openings are three points stronger. This section explains what to open with a given hand; the meanings of the individual openings and follow-up sequences are covered in later sections.

- 16+ points: **Open 1♣**. (18+ in 3rd/4th chair. Add 2 points to all opening bid ranges in this table.)
  - 10-12 balanced: **Open 1NT**. This may have a 5 card major. 5422 hands can be opened 1NT if they don't feel suit-oriented.
    - ◉ Exception: 1NT shows 13-15 points when vulnerable against not.
  - 13-15 4432, 4333, or 5332 with a 5-card minor: **Open 1♦ and rebid NT**.
    - ◉ Exception: This shows 10-12 when vulnerable against not.
  - 10-15 4441: **Open 1♦**. After this, you can pass, raise, or occasionally bid 2♣ (see the One Diamond Opening)
  - 13-15 5332 with a 5-card major: **open suit and rebid NT**.
  - 10-15 major one-suiter: **open and rebid suit**.
  - 10-15 minor one-suiter: **open 1♦ or 2♣** as appropriate.
  - 10-15 with 4+ of a major and longer minor: **open major, rebid minor**.
  - 10-15 with 5+ of a minor and longer major: see Two-Level Openings.
  - 10-15 with minor two-suiter: **open 1♦, rebid clubs**.
  - 10-15 with a major two-suiter: **open 1♠, rebid hearts**.
- 10-15 with 5+ hearts and 4 spades: **open 1♠, rebid hearts**.
- 10-15 with 4 hearts and 5+ spades: **open 1♥**. See the One Heart Opening for follow-ups.

## The One Diamond Opening

The one diamond opening shows four types of hands, and can be summarized as follows:

- A 6+ card diamond one-suiter with 10-15. These hands make the cheapest diamond rebid or occasionally bids 3♦.
- A minor two-suiter with 10-15, either way. These hands make the cheapest club rebid, or occasionally bids 3♣.
- Balanced 13-15 (10-12 vul vs. not) with no 5 card major. All other rebids show either this hand or the 4441s below.
- Any 4441 with 10-15. These hands can pass 1NT, raise, or bid 1♠ over 1♥. There are a few special rebids hands over a suit response; see below.

## Responses to One Diamond

Note that with 10+ points and no 4 card major, we simply bid the better minor, ignoring the fact that diamonds was opened.

- [1♥] 6+ points, 4+ card suit.
  - [1♠] Any 4441 hand. See 4441 Rebids After One Diamond - One Major.
  - [1NT] 13-15 balanced, without 4 hearts. (10-12 vul vs. not)
    - [2♣] is an invitational or worse relay, forcing 2♦, after which:
      - [2 major] is natural, invitational
      - [2NT] invites in clubs
      - [3♣] is a signoff
      - [3♦] invites in diamonds
    - [2♦] is game-forcing checkback; showing heart support is first priority.
  - [2♣] 10-15, 9 cards in minors either way
  - [2♦] 10-15, diamond one-suiter
  - [2♥] 13-15 balanced with 4 hearts (10-12 if vul vs. not)
  - [2♠] Mini-splinter with specifically 1444 shape.
  - [2NT] Good diamonds or good hand with long diamonds, but not both.
  - [3♣] Blue-club-ish 10-card minor 2-suiter with better clubs.
  - [3♦] Good hand, good diamonds.
  - [3♥] 13-15 with 4 hearts and 4414 or 4441 shape
    - 3N asks for the singleton
- [1♠] 6+ points, 4+ card suit.
  - [1NT] 13-15 balanced, without 4 card support. (10-12 vul vs. not)
    - [2♣] is an invitational or worse relay, as above.
    - [2♦] is game-forcing checkback, as above.
  - [2♣] 10-15, 9 cards in minors either way or 1444 shape.
  - [2♦] 10-15, diamond one-suiter
  - [2♠] 13-15 balanced with 4 spades (10-12 vul vs. not)
  - [2♥] 10-12 with 4 spades and 4441 shape (any non-spade singleton)
  - [2NT/3♣/3♦] See rebids over 1♥
  - [3♥] 13-15 with 4 spades and 4144 shape
  - [3♠] 13-15 with 4 spades and 4414 or 4441 shape
    - 3N asks for the singleton
- [1NT] 6-9 balanced, no 4 card major
  - [2♣] 10-15, 9 cards in minors either way
  - [2♦] 10-15, diamond one-suiter
  - [2NT/3♣/3♦] See rebids over 1♥
- [2♣] 10+ points with clubs (note that it could be 10-12 balanced; 6-9 with real clubs by a passed hand)
  - [2♦] 10-15, diamond one-suiter

- [2♥] 10-15 with specifically 4441. 3♣ or 3♦ by responder is a signoff.
- [2♠] 10-15 with specifically 4414. 3♣ or 3♦ by responder is a signoff.
- [2NT] Reverse Lebensohl 2N, showing a balanced hand or a forcing club raise -- no need to show any other suit.  
 Responder relays with 3♣; 3♦ shows the forcing club raise (further bidding at the 3 level is stoppers for notrump); 3N is to play.  
 (Note that a red/white responder should bid 3♣ with a minimum, 3♦ with a diamond limit raise, 3♥ with a GF hand -- 3♣ would then show the club raise.)
- [3♣] Minimum with good clubs, not balanced (therefore both minors). Not forcing. A return to 3♦ is non-forcing.
- [3♦] Good hand with a good diamond suit
- [3♥/3♠] splinter
- [3NT] Max with AKQxxx of diamonds.
- [2♦] 10+ points with diamonds (note that it could be 10-12 balanced, or 6-9 with real diamonds by a passed hand.)
  - [2♥/2♠] 4441 and 4414 as in the 1♦ = 2♣ case. 3♣ or 3♦ by responder is a signoff.
  - [2NT] Reverse Lebensohl 2N, showing a balanced hand, a forcing club raise, or a max with real diamonds. Over the 3♣ relay:
    - 3♦ is max with diamonds
    - 3♥ is max with diamonds and clubs
    - 3N is balanced hand of the appropriate range
  - [3♣] 10-15, minor 2-suiter, could be 1444 or 4144.
  - [3♦] Diamond one-suiter
  - [3♥/3♠] splinter
  - [3NT] Max with good diamond suit. Note that since responder has promised support it doesn't need to be solid.
- [2♥/2♠] Game forcing hand with good suit?
- [2NT] 13-15 balanced
- [3♣/3♦] These are preempts.

## 4441 Rebids After One Diamond - One Major

Originally the Caroline Club had 10-12 notrumps at all vulnerabilities. When the 1♦ opener had a four card major, the hand was 13-15 balanced or 10-15 with 4441 shape. This was a range of 13-18 support points; the stronger hands jump raised so the single raise always showed 13-15. In the interest of safety, we have changed the Caroline Club so that a red-white 1♦ opener can have 10-12 balanced. This would put the range of a single raise at 10-15. We avoid this problem by making the single raise a balanced hand, and using specialized rebids to show the minimum 4441's. (It is only necessary to play this system when red on white, but we choose to play it at all vulnerabilities for ease of memorization.)

- After 1♦ - 1♠, the 2♥ rebid shows a 10-12 4441 hand with four-card spade support.
  - 2♠ is to play.
  - 2N asks for opener's singleton. Opener rebids the suit of his singleton. 3♠ by responder is a signoff.
  - 3♣, 3♦, 3♥ are game tries (or slam tries) with a second suit, looking for honors in that suit -- even a singleton honor is acceptable.  
 Opener goes back to 3 of the major if he has a small singleton or four small. Otherwise he bids his third four-card suit, or bids 3N with a singleton honor:
    - 1♦ - 1♠
    - 2♥ - 3♣ (10-12 4441, game try in clubs)
      - 3♦: 4144
      - 3♥: 4414

- 3♠: Any 4441, either small singleton or four small in the game try suit.
    - 3N: 4441 but with a club honor
  - After 1♦ - 1♥, 1♠ shows *any* 4441.
    - 1N is to play opposite specifically 4144. Obviously opener will rebid 2♥ when he has four hearts.
    - 2♣ asks opener for his hand type.
      - 2♦ shows the 4144 hand, over which:
        - 2♥ is a signoff; 2♠ is invitational with spades, and 3♠ is a forcing spade raise.
      - 2♥ shows any other 4441. Responder can rebid as after 1♦ - 1♥ - 1♠ above, with 2N asking for the singleton and a new suit being a natural game try. (But over 2N, 3♥ shows a spade singleton).
    - 2♥ shows a minimum hand with four spades and four or more hearts. Opener passes with four hearts, or bids 2♠ with 4144. (Responder, with 6 or more hearts, must not bid 2♥ over 1♠; he must relay with 2♣.)

## Interference

We play negative doubles through 4♦, new suits strong. We play support doubles and redoubles.

## The One Heart Opening

This is treated considerably differently than the 1♠ opening due to the possibility of the hand with 4 hearts and 5 spades. The one heart opener is essentially divided into four types of hands:

- A 6+ card heart one-suiter with 10-15. These hands (almost always) make the cheapest heart rebid.
- 5332 with 13-15 (10-12 vul vs. not) and 5 hearts. These hands (almost always) make the cheapest NT rebid.
- 4 hearts, 5 spades with 10-15. If partner bids 1♠, raise; pass 1N; rebid 2♣ over 2 of a minor.
- 4 hearts, 5 or more clubs or diamonds, 10-15 points. Rebid the minor (or possibly a Reverse Lebensohl 2N over partner's 2-over-1).

## Responses to One Heart

- 1♠ Shows 3+ spades
  - [1NT] 13-15 with 5332 (or 10-12 when vul vs. not). 2♣ is invitational or worse checkback, 2♦ is game-forcing checkback. Both look for 3-card spade support.
  - [2♣/2♦] 4 card major with 5+ minor.
  - [2♥] 10-15 with 6+ card heart suit
  - [2♠] 10-15 with 5 spades and 4 hearts.
  - [2NT] Medium hand with 6+ good hearts, or maximum hand with 6+ hearts.
  - [3♣/3♦] Max canape with good 6-card or longer minor.
  - [3♥] Max hand with a good suit [3♠] Max spade canape
- [1NT] Shows 6-9 (6-12 red/white!) and denies 3 spades
  - [2♣/2♦] 4 card major with 5+ minor.

- [2♥] 10-15 with 6+ card heart suit
- [2♠] To play, at least 6 spades.
- [2NT] Medium hand with 6+ good hearts, or maximum hand with 6+ hearts.
- [3♣/3♦] Max canape with good 6-card or longer minor
- [3♥] Max hand with a good suit
- [2♣/2♦] Shows 10+ [6-9 by passed hand]; denies 3 spades if invitational strength. (Most 5332 hands with 3 spades should go through 1♠.)
  - [2♦] 4 hearts and 5+ diamonds.
  - [2♥] 10-15 with 6+ card heart suit
  - [2♠] 5+ spades, usually minimum, forcing.
    - 3♣ by responder is game-forcing.
    - 2N, a rebid of responder's 2/1 suit, and 3♥ can all be passed.
  - [2NT] Reverse Lebensohl; see below.
  - [raise to 3 of minor] Promises a minimum canape, though could occasionally be 5404 or 5440.
  - [3♣ over 2♦] Minimum club canape.
  - [3♦ over 2♣] Canape with diamonds, max hand and good diamonds.
  - [3♥] Max hand with a good suit.
  - [3♠] Max spade canape with good suit.
- [2♥] Natural raise, usually denies 3 spades.
  - Next step is Reverse Kokish, asking partner to bid (up the line) which short-suit game try he would accept. (After 1♥ - 2♥ - 2♠, 2N accepts a short suit game try in spades.) A further rebid by opener below 3 of the trump suit shows shortness.
  - 3 of a suit is a long suit game try, showing a canape opener and four trumps. (After 1♥ - 2♥, 2N shows a spade canape.)
  - Reraise looks for 2 of top 3 trump honors.
- [2♠] Strong jump shift; game forcing with good suit
- [2NT] 13-15 or 18+
- [3♣] Game forcing raise.
  - [3♦] Shapely minimum; responder's 3♥ shows extras and asks for further description.
  - [3♥] One-suiter with extras
    - [3♠] asks opener to bid his singleton (3N = spades) if he has one
    - [3N] is a substitute slam try in spades
  - [3♠/4♣/4♦] Canape with extras
  - [3NT] 13-15 with 5332 (or 10-12 vul vs. not)
  - [4♥] One-suiter minimum

General principles for game-raise auctions: New suits are trick source slam tries. 3N shows strong trumps.

- [3♦] Limit raise
- [3♥] Preemptive raise
- [3NT] 16-17 or a bad 18
- [3♠/4♣/4♦] Splinter raise, must have 4 trump
- [4♥] To play, could have moderate values

## 2/1 Bidding

Responder can make a 2/1 with 10 or more points in Caroline Club. A 2/1 can be one of the following hand types:

- All game forcing hands that don't fit other precise categories (like a forcing raise, strong jump shift, 2N, 3N).
- Invitational limit raise: 4 card support for partner's suit, values in 2/1 suit
- Invitational single suiter
- 10-12 balanced, but not when vul vs. not

## Reverse Lebenshol after 2 of a Minor Responses

After the following three auctions, opener has a rebid problem if he holds a minimum canape that cannot be bid out at the 2-level:

- 1♥-2♦
- 1♠-2♦
- 1♠-2♥

Even when responder bids 2♣, a club canape can be awkward as the partnership is in a forcing auction with potentially 21 HCP. So really any minimum canape is in trouble after a 2-over-1. Therefore after any 2-over-1, a 2NT rebid by opener is Reverse Lebensohl and is game forcing. The immediate canape is non-forcing, showing a minimum. This solves one of the main holes in the system, that opener can be forced to rebid at the 3-level with no fit and as few as 10 opposite 11.

## Opener's Direct 3-Level Rebids

If opener bids a suit lower ranking than responder's 2/1 suit (or passes 3♣), he shows a minimum canape. The bid is to play. Responder can return to his own suit, or bid opener's suit; neither bid is forcing.

### Opener's Rebids After Reverse Lebensohl

If opener bids three of responder's 2/1 suit, he shows a maximum with a canape in responder's 2/1 suit.

The cheapest 3 level bid that is not needed naturally shows a maximum club canape. (Usually this is the suit above the 2/1 suit, since that suit can be bid at the 2 level or 3 level directly.)

Putting it all together:

1♥ - 2♦  
2N - 3♣:

- [3♦] Maximum diamond canape.
- [3♥] Maximum club canape.
- [3N] 13-15 balanced (or 10-12 balanced vul vs. not)

## Heavy 1N Responses When Vulnerable Against Not

Normally when a 1♥ or 1♠ opener is 5332, he has a maximum balanced hand (13-15 or 15-17) and can drive to game after a 2/1 (usually via 2N, then 3N). But when red on white, a balanced 1 major opening is a *minimum*.

Therefore when vulnerable against not, responder should bid 1N with balanced 11, 12, or even some 13 point hands. Opener will bid again with shape, but will pass with 10-12. Responder can then bid 2N with extras.

If responder makes a 2/1 when vul vs. not, he has a game force or one of these hands:

- Single suiter: Responder rebids his suit after 2N
- Limit raise in opener's major: Responder returns to opener's suit after 2N

Therefore it is never necessary for opener to bid 3N after 2N with 10-12 unless responder shows a good hand by bidding 3♣.

After a 2/1, if opener bids 2N, responder should allow for 10-12 balanced. Rebidding responder's suit shows an invitational single-suiter; rebidding opener's suit shows a limit raise. Note that if responder's suit is clubs, he must bid the cheapest unbid suit to force -- 3♣ should be taken as offering a place to play:

Red/white

1♥ - 2♣

2N - ?

- [3♣] To play opposite 10-12 notrump
- [3♦] Artificial force; 3♥ (the next step) shows the club canape
- [3♥] To play opposite 10-12 notrump

## Interference

We play positive doubles through 4♦, preemptive raises, cue bids as LR+, negative free bids in some situations (the other major when major is overcalled by a minor, or the minors after major suit overcall), fit showing jumps, Jordan 2NT, Manfield redoubles (shows ability to penalize in 2 suits). Therefore, with 10-12 balanced and no 4 card support, pass and plan to take some action later. A later double by responder if the bidding is at the 2♣ level or higher shows this 10-12 balanced hand.

## Insinuating Doubles

Problem: the 1♥ opening tends to lead to problems when LHO overcalls 2 of a minor and opener has spades, as opener can rarely reopen with 2♠, and having the balancing double show spades only is wasteful. Therefore, we play "insinuating doubles" over 1♥-(2♣) and 1♥-(2♦). Like a negative double, they show spades, but only 3 or more. They should be combined with Negative Free Bids in spades only; 1♥-(2♣)-2♦ is still forcing 1 round since responder can have a good hand w/o 3 spades or support. Negative Free Bids in spades are still a good idea since with a forcing spade hand responder can double and then bid spades. Thus:

- 1♥-(1♠):
  - double = positive double
  - 2♣/2♦ = Negative Free Bid
- 1♥-(2♣):
  - double = insinuating, 3+ spades, 7+ HCP
  - 2 = 1 round force w. diamonds and not 3 spades



- 2♠ =Negative Free Bid
- 1♥-(2♦):
  - double = insinuating, 3+ spades, 7+ HCP
  - 2 =Negative Free Bid
  - 3 =1 round force w. clubs and not 3 spades (right now this is the same except for the 0-2 spades)

We play insinuating doubles through 3♦.

## The One Spade Opening

This is considerably simpler than One Heart.

## Responses to One Spade

- [1NT] Shows 6-9 (6-12 red/white!).
  - [2♣/2♦/2♥] 4 card major with 5+ of other suit
  - [2♠] 10-15 with 6+ card spade suit
  - [2NT] Good hand with 6+ very good spades, or max hand with 6+ good spades.
  - [3♠] Max with a very good suit.
- [2♣/2♦] Shows 10+ [6-9 by passed hand]
  - [2♦] 4 spades and 5+ diamonds.
  - [2♥] 4+ spades and 5+ hearts.
  - [2♠] 10-15 with 6+ card spade suit
  - [2NT] Reverse Lebensohl; see above.
  - [raise to 3 of minor] Minimum canape. Shouldn't be 4504 or 4540 as we should bid 2♥ with that.
  - [3♣ over 2♦] Min canape
  - [3♦ over 2♣] Max canape with six good diamonds
  - [3♥] Max spade-heart two-suiter with better hearts
  - [3♠] Max with a very good suit
- [2♥] 10+, 5 card suit. These rebids are special so pay attention!
  - 2NT rebid is Reverse Lebensohl, with the following rerebids after 3♣:
    - [3♦] Max diamond canape
    - [3♥] Max hand with 3-card support. Not balanced; can be 53(41) or 6-3 in the majors
    - [3♠] Max club canape
    - [3N] Balanced hand in range, but only 2 hearts
    - [4♣/4♦] Max canape with shortness in the bid suit
    - [4♥] Max 4522
  - [3♣/3♦] Minimum canape, fewer than 3 hearts
  - [3♥] Minimum 3-card raise, can be 5332 if red/white.
  - [3♠] Max hand, good suit
  - [3N] Balanced hand with 3-card heart support (not if red/white)
  - [4♣/4♦] Minimum splinter with 5+ hearts
  - [4♦] Minimum 4522
- [2♠] Natural raise. 3-way game tries, as for 1♥ =2♥
- [2NT] 13-15 or 18+. Rebids are obvious; 3NT shows 13-15 balanced.
- [3♣] Game forcing raise (same general style as 3♣ over 1♥)
  - [3♦] Shapely minimum
  - [3♠] One-suiter with extras

- 3N asks opener to bid his singleton if he has one
  - [3♥/4♣/4♦] Second suit with extras
  - [3NT] 13-15 with 5332 (or 10-12 vul vs. not)
  - [4♠] One-suiter minimum
- [3♦] Limit raise
- [3♥] Strong jump shift; game forcing with good suit
- [3♠] Preemptive raise
- [3NT] 16-17 or a bad 18
- [4♣/4♦/4♥] Splinter raise, must have 4 trump
- [4♠] To play, could have moderate values

## Interference

We play positive doubles through 4♦, preemptive raises, cue bids as LR+, negative free bids in some situations, fit showing jumps, Jordan 2NT, Manfield redoubles (shows ability to penalize in 2 suits). Therefore, with 10-12 balanced and no 4 card support, pass and plan to take some action later. A later double by responder if the bidding is at the 2♠ level or higher shows this 10-12 balanced hand.

## Insinuating Doubles

This is based on the Insinuating Double defense to 1H interference, described above.

- 1♠-(2♣):
  - double = insinuating, 3+ hearts, 7+ HCP
  - 2♦ = 1 round force w. diamonds and not 3 hearts
  - 2♥ = Negative Free Bid
- 1♠-(2♦):
  - double = insinuating, 3+ hearts, 7+ HCP
  - 3♣ = 1 round force w. clubs and not 3 hearts (right now this is the same except for the 0-2 hearts)
  - 2♥ = Negative Free Bid
- 1♠-(2♥):
  - double = positive double
  - 3♣/3♦ = Negative Free Bid

We play insinuating doubles through 3♦.

## The One NoTrump Opening

One NoTrump openings are 10-12 in 1st and 2nd, 13-15 in 3rd and 4th, and 3 points stronger when vul vs not (so 13-15 and 15-17 respectively). All responses are natural by a passed hand. Responses by an unpassed hand are shown below.

- [2♣] Game-forcing relay.
  - [2♦] Forced unless opener has a 5-card major. Responder's bids are:
    - [2♥/2♠] 5+ card suit; opener bids 2NT without Hxx in support. Suit bids show at least Hxx in support and an outside concentration. 3NT shows 3 key cards and 4 trump.
    - [2NT] is Baron (bid 4-card suits up the line). If one player bids a suit he is known not to have, that is a cue bid agreeing the suit that was just bid.

- [3♣/3♦] 5 card minor
    - [3♥/3♠] Reverse Smolen (5 in that major, 4 in other)
  - [2♥/2♠] Shows 5 of the other major
- [2♦] Invitational major ask
  - [2♥] Min without 4 hearts
  - [2♠] Min with 4 hearts but not 4 spades
  - [2NT] Min with 44 in the majors
  - [3♣] Min with a 5 card major, 3♦ asks responder to bid the one he doesn't have.
  - [3♦] Max with hearts but not spades
  - [3♥] Max with 4 spades but not 4 hearts
  - [3♠] Max with no major
  - [3NT] Max with 44 in the majors
- [2♥/2♠] To play. Opener can raise with 4 card support.
- [2NT/3♣/3♦/♥] Transfer preempt or game forcing; no superaccepts. If responder bids again, it shows a game forcing hand, as follows:
  - higher suit: 2-suited
  - lower suit: cuebid (1st-round control) with semi-solid suit.
  - 3NT: 6322 with a mild slam try.
- [3NT] To play
- [4♣/4♦] South African Texas

## Runouts

Over a double in direct seat:

- [pass] forces redouble to play or a 1-suiter or specifically 4441 (bid 2♣ and redouble if doubled).
- [redouble] diamonds and clubs or diamonds and hearts
- [2♣] clubs and a major
- [2♦] diamonds and spades
- [2♥] both majors
- [2♠] to play

Over a balancing double:

- [redouble] shows a 5 card suit. 2♣ by responder relays for the suit. Responder can instead bid a suit of their own, of course.
- [pass] shows no 5 card suit. Responder redoubles to relay for a 1-suiter, other bids are DONT.

## Two Level Openings

The reader is advised to remember Doug's Rule: "Those two-suiters always play better than you think."

## General Rules For Responses

- After heart openings (2♦, 2♥), 2♠ is a one-round force with spades -- could be a so-so 5-card suit. 3♥ is not needed as a transfer to spades, so it shows clubs.

- After 2♥ (hearts and clubs), 3♣ is a signoff, other suits at the 3 level are transfers -- 3♥ shows clubs, 3♠ shows diamonds.
- After diamond openings (2♦, 2♠), 3 of any suit is a transfer (3♣ shows clubs).
- An immediate 4♦ is keycard in opener's minor.

## Openings and Responses

- [2♣] either 6+ clubs with no 4 card suit or 4+ clubs and 5+ spades
  - [2♦] is a relay. This is not game forcing or even invitational!
    - [2♥] minimum club one-suiter
    - [2♠] 4+ clubs and 5+ spades. Transfer responses are on over this bid (but not any other response to 2♣).
    - [2NT] maximum club one-suiter with no singleton
    - [3♣] maximum club one-suiter with a singleton. 3♦ asks; 3♥ =hearts, 3♠ =spades, 3NT=diamonds.
  - [2♥/2♠] natural, 5+ cards, non-forcing
  - [2NT] invitational without 3 spades. See After a 2N Response.
  - [3♣] Moderately preemptive, denies 3 spades
  - [3♦/3♥/3♠] Strong jump shift, game-forcing good suit
  - [3NT] To play, usually denies 3 spades
  - [4♣] Preemptive, denies 3 spades
  - [4♦] Keycard in clubs.
- [2♦] 5+ hearts and 4+ diamonds.
  - [2♥] To play
  - [2♠] Shows spades, one round force, does not promise a rebid.
  - [2NT] Invitational without 3 hearts. See After a 2N Response.
  - [3♣] Agrees diamonds, invitational+.
  - [3♦] Agrees hearts, invitational+.
  - [3♥] Shows clubs, game forcing.
  - [3♠] Shows diamonds, game forcing.
  - [3NT] To play
  - [4♦] Keycard in diamonds.
- [2♥] 5+ hearts and 4+ clubs. Responses are similar to 2♦:
  - [2♠] Shows spades, one round force, does not promise a rebid.
  - [2NT] Invitational without 3 hearts. See After a 2N Response.
  - [3♣] To play.
  - [3♦] Agrees hearts, invitational+.
  - [3♥] Shows clubs, game forcing.
  - [3♠] Shows diamonds, game forcing.
  - [3NT] To play
  - [4♦] Keycard in clubs.
- [2♠] 5+ spades and 4+ diamonds. Responses by analogy with 2♦:
  - [2NT] Invitational without 3 spades. See After a 2N Response.
  - [3♣] Shows diamonds; to play, or game forcing if responder bids again.
  - [3♦] Shows hearts, game forcing.
  - [3♥] Agrees spades, invitational+.
  - [3♠] Shows clubs, game forcing.
  - [3NT] To play
  - [4♦] Keycard in diamonds.
- [2NT] 55 minors, preemptive (6-9, 6-11 in 3rd or 4th)
  - 3 of a major is forcing
  - 3NT and all minor suit bids are to play

- 4NT is 6-ace keycard:
  - 5♣ = 0
  - 5♦ = 1
    - 5♥ over 5♦ asks for number of queens; 5♠ = 0, 5NT=1, 6♣ =2.
  - 5♥ = 2 + no queens
  - 5♠ = 2 + one queen

## Three Level Transfers

When opener makes a two-suited two bid, most suit bids at the three level are transfers, showing the next higher suit. After 2♥, transfers start at 3♦; after other two-suited opening bids, they start at 3♣. 3♣ is the highest transfer bid.

Note that after 2♣-2♦-2♠, 3♣ shows diamonds, *not* a club signoff.

## Transfer Raises

When responder transfers to one of opener's suits, he is showing at least invitational values. Opener accepts the transfer to reject the invite, or makes a bid to further describe his hand with extras. The meaning of the bid depends on whether 3N is playable and biddable:

### Transfer Raises of a Major

Opener accepts by bidding above 3 of the major, to show his shape:

- 2♦ - 3♦ (showing hearts):
- [3♥] Minimum
  - [3♠] Spade fragment
  - [3N] 2542
  - [4♣] Club fragment
  - [4♦] 5 diamonds
  - [4♥] 6 hearts

If opener rejects the invite by accepting the transfer, responder can bid the next step to ask opener to bid out his shape. There are one fewer steps (four) than hand types (five); four of the major shows either 5422 or a sixth card in the major. (Opener would strain to accept the invite with a sixth trump, so it's likely that opener will have 5422, or a really bad hand with a six card major.) 3N shows a spade fragment if the suit raised was hearts. Thus:

- 2♦ - 3♦ (showing hearts): 3♥ (minimum) - 3♠ (relay asking shape):
- [3N] Spade fragment
  - [4♣] Club fragment
  - [4♦] 5 diamonds
  - [4♥] 6 hearts or 5422

### Transfer Raises of Diamonds

Responder bids 3♣ to invite in diamonds, so probes for 3N are possible:

- Suits below 3N are stopper-showing and aiming for 3N
- 3N is to play
- Suits above 3N are trick source slam tries
- 4♦ is a shape re-ask as above. Five steps are available so bids have their normal meanings.

Note that 2♠ - 3♣ is a puppet to 3♦, and opener has no opportunity to accept an invitation. The above schedule is always used if responder has enough strength to bid again -- there are no invitational bids in this sequence.

## Transfer Raises of Clubs

Responder raises clubs by bidding at the high 3 level. This bid is game forcing, and there is no room to probe for 3N. Opener rejects by bidding 3N. Responder can bid 4♣ to request opener to show shape.

## Transfers to New Suits

When responder transfers to his own suit, opener primarily shows shape rather than strength. He can bid 3N to reject the transfer, accept the transfer to show doubleton support, bid one of his own suits, or bid the fourth suit to show that responder hit his fragment. So:

2♥ - 3♥ (showing spades):

- [3♠] 2515, 2524 without good diamonds, 3514 (if minimum with bad spades)
- [3N] 1534, or 2524 with something like ♦ AQ
- [4♣] 1525
- [4♦] 3514, 3604, 3505; not a minimum
- [4♥] 1624
- [4♠] Exactly 2524 with Ax or better in spades, no A or K of diamonds.

## After a 2N Response

Opener can pass with 5-4 and a minimum, sign off in one of his suits with a shapely minimum, or accept the game try with a maximum. Opener bids *shortness* to accept the game try. (This is not the normal Caroline Club style but opener is not guaranteed to have a fragment.) Opener can also bid past 3N with extreme hands. So:

2♦ - 2N

- [P] Minimum, no extra shape
- [3♣] club shortness, game forcing
- [3♦] 5 diamonds, to play
- [3♥] 6 hearts, to play
- [3♠] spade shortness, game forcing
- [3N] 5422 with extras. (5431 is acceptable with singleton king or ace.)
- [higher] Some freakish hand.

## Interference

All doubles are penalty, all new suits are forcing, all raises are competitive.

## Miscellaneous

### Other Openings

- NAMYATS; intermediate step asks for 2 quick losers. Opener bids a suit with 2 quick losers in that suit, 4 of the major with quick losers in more than one suit, 4NT with no 2-loser suit.
- 3NT is a minor preempt.

### Competitive Bidding

- DONT vs strong NT, Landy vs weak NT. After DONT, bids other than the next step are natural suits, not really invitational. If they double our DONT bid, redouble is rescue and all other bids are natural.
- 1NT overcalls are 15-18 with the response structure as if overcaller had opened a strong club and rebid 1N.
- Against opponents weak 2s, leaping Michaels, cue-bid at 3-level asks for stoppers, Lebensohl after doubles, Transfers, Stayman, and South African Texas over our 2NT overcall.
- Against a strong 1♣, wonder bids at 1-level (double and 1NT are both club wonder bids), DONT at 2-level. After 1♣=1♦, double is a diamond wonder bid, 1NT is a club wonder bid, all else the same. Against strong 2♣, everything one level higher.
- Unusual vs. Unusual and Flannery defense
- Redoubles are for rescue unless they can't possibly be anything else.

### Carding

- Upside down count and attitude
- Odd-even discards
- Attitude leads vs NT
- 3rd and 5th leads vs suits, low from 3 small

### The One Club Opening

The one club opener is used for all 16+ hands (18+ in third and fourth seat). Positive responses show 9+, 6+ if the opener is 3rd or 4th seat.

### Responses

- [1♦] 0-8, 0-5 by passed hand.
- [1♥/1♠] 9+, 5+ cds in other major
- [1NT] 9+, 5+ diamonds, not 5332
- [2♣] 9-11 or 16+, balanced, 5332 possible only with long minor

- [2♦] 9+, 5+ clubs, not 5332
- [2♥] 9+, 4441
- [2♠] 12-13 balanced. 2NT is Baron (bid 4-card suits up the line.)
- [2NT] 14-15 balanced. 3♣ is Stayman.

All followup bidding is natural except after the 1♦ negative sequence, the 2♣ balanced sequence, and the 2♥ 4441 sequence. They are covered in the following sections.

## The 1♣ = 1♦ Sequence

- 1♥ Kokish, hearts or 19-20 bal or 23-24 bal or 27+ balanced
  - 1♠ Forced.
    - [1NT] 19-20 balanced. See the 1NT rebid below for system.
    - [2♣/2♦] hearts + that minor
    - [2♥] Minimum with 6+ hearts
    - [2♠] hearts + spades with some extras
    - [2NT] 23-24 balanced. See the 2NT rebid below for system.
    - [3♣/3♦/3♠] game forcing with hearts + that suit
    - [3♥] Strong 2 in hearts
      - [3♠] Bad hand no fit
      - [3NT] Good hand no fit
      - [4♣/4♦/4♠] Good hand with fit, 1st or 2nd round control
      - [4♥] Bad hand with fit
    - [3NT] 27-28 balanced
    - [4NT] 29+ balanced
- [1♠/2♣/2♦] Natural, non-forcing. Jump shifts are splinters, other responses natural.
- [1NT] 16-18 balanced. Strong 1NT system: we play Stayman with Smolen, 4-suit transfers, South African Texas, 2♣ = 2♦ = 2♥ is garbage Stayman, 3♣ is 55 minors signoff, 3♦ is 55 minors game forcing. 3♥ is 55 majors invitational, 3♠ is 55 majors game forcing.
- [2♥] 19+ hcp with 54 or better in minors:
  - [2♠] inquiry:
    - [2NT] 5422 either way with 19-22
    - [3♣/3♦] shortness in corresponding major
    - [3♥/3♠] 3-card fragment
    - [3NT] 5422 either way with 23-25
    - [4♣/4♦] 65 or better, very good hand, bid better minor
    - [4NT] 5422 either way with 26+
  - [2N] asks opener to pick a minor, usually for signoff.
  - [3♣] Signoff.
  - [3♦] Signoff.
- [2♠/3♣/3♦] Strong 2. Next non-NT step is negative no fit, cheapest NT is max with no fit, jump shifts are splinters, 4♠ over 2♠ is min with a fit. Other suit bids are cue bids with fit.
- [2NT] 21-22 balanced. Strong 2NT system: we play Romex Stayman, Jacoby transfers, South African Texas, and 3♠ as a transfer to 3NT showing minors. Romex Stayman is:
  - [3♦] Denies 4 hearts, may have 4 spades. 3♠ shows a 5 card spade suit, 3♥ asks for 4 card spade suit.
  - [3♥] 4 or 5 hearts, not 4 spades. 3♠ asks opener to rebid 3NT with 4 hearts and 4♥ with 5.
  - [3♠] 5 spades
  - [3NT] 44 in majors. Responder now can transfer into the correct major.
- The 3NT relay is:
  - [4♣/4♦] to play



- [4♥] mild slam try with both minors
- [4♠] mild slam try with one minor. Opener bids 4NT.
- [4NT] pick a minor, non-slamish
- [5♣/5♦] to play
- [3♥] 65 or better in minors
- [3♠] 65 or better in majors
- [3NT] 25-26 balanced

## The 1♣ = 2♣ Sequence

Recall that this shows 9-11 balanced or 16+ balanced, with no 5 card major. 2♦ is Stayman in response, with the following responses. All other bids are natural.

- [2♥] 9-11, spades but not hearts
- [2♠] 9-11, hearts but not spades
- [2NT] 9-11, 44 in majors
- [3♣] 9-11, no 4-cd major
- [3♦] 16+, no 4-cd major
- [3♥] 16+, spades and not hearts
- [3♠] 16+, hearts and not spades
- [3NT] 16+, 44 in majors

We are forced to slam in the 16+ case unless 2 keycards are missing.

## The 1♣ = 2♥ Sequence

Recall that this shows any 4441 with 9+ points. 2♠ asks where singleton is; responder bids 2NT with spade singleton, otherwise bids singleton; now next step by opener asks controls, responses being 0-2, 3, 4, etc. rebidding the singleton then asks for extras; bid next step with no extras, and bid more the more you have. 2NT shows spades, suit bids are natural; responder shows support for opener's suit by bidding:

- 1st step stiff 2-10
- 2nd step stiff J or Q
- 3rd step stiff A or K
- 4th-6th 4-card support, singleton shown in steps up.

Now a bid of the next step (when responder has a singleton in opener's suit) or the singleton suit (otherwise) asks controls, as after 2♠; again, next step or singleton asks for extras

## Interference

- [They double] ignore, redouble shows interest in penalizing (must have clubs)
- [They bid 1♦] pass = 0-4, double = 5-8, otherwise ignore
- [They bid 1♥] pass = 0-8, double = 9+ HCP/5+ spades, otherwise ignore
- [They bid 1♠ or higher]
  - pass: Bad hand. Opener's bid of a suit an opponent bid is NATURAL, revealing possible psyche.
  - double: 5-8 or 14+ (4-6 by a passed hand), balanced
  - 2-level suit bids natural, one round force (2N or single raise by opener is passable)

- NT is 9-13 balanced
- 3-level suit bids game forcing
- JS is good suit, NF, eg KQJxxx and out

## The "Fishbein Defense" (Optional)

Keep the same defense to interference of double, 1♦, or 1♥. Over *natural* interference of 1♠ through 2♠ (including 1NT), the following system may be used:

- Double: balanced or semi-balanced, 5+, significant values in their suit.
- Cheapest suit bid: balanced or semi-balanced, 5+, no stopper in their suit.
- Other suit bids: natural, 5+
- Cheapest NT bid: 5+, shows the "stolen suit" that is used for the balanced or semi-balanced hand without a stopper
- Jump suit bids below game: natural, good suit, almost certainly 6+ cards, game forcing with slam interest.
- All game bids: to play

## Dropped from the Caroline Club

These conventions and treatments used to be part of the Caroline Club, but have been dropped:

- We used to play a conventional 2N bid after opener's two-suited 2-level opener, or canape-showing 2-level rebid. This was called the "Willow Enquiry." This bid has been dropped; all 2N bids in these situations are natural and invitational.
- We used to play Transfer Baron after some notrump openings. We now play normal Baron.
- There are several instances in which one player shows a hand with an unknown singleton, and partner relays to find out what it is. We bid naturally where possible, in suit order when not. (We used to play varying schemes.)
- We don't break the Kokish relay with weak long-suit/balanced hands anymore.

## Revisions

- 12/9/07: Fixed a few typos (especially relating to 2N-then opener's suit, which is *not* intermediate in a 2/1 auction); added Reverse Lebensohl to 1D - 2 minor 2/1 auctions; clarified red/white Reverse Lebensohl auctions.
- 12/5/07: Reworked 2/1 auctions so that new (non-jump) suits at the 3 level are non-forcing, and 2N is Reverse (strong) Lebensohl.
- 2/18/07: 2♠ over 2 of a red suit became forcing. Transfers were redefined to allow all suits to be shown at the 3 level. 3♣ no longer shows clubs after 2♣-2♦-2♠. 4♦ is now keycard.

Redefined new suit game tries after 4441 major raises; they now show broken honor sequences. Also made small clarifications to 2N singleton ask (2N is not GF; 3H shows spade stiff after 2N if hearts is trump).

We no longer play that there are two sets of bids to show major fragments after 1♣ - 1♦ - 2♥.

Insinuating doubles are on through 3♦ (not 2♦).