

# Crimson Death

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This is a red system (and if you don't know what the system restrictions are I don't want to destroy your utopian state) which is based around a Marston style forcing pass system and uses the Green-Appleton-Coles-Kalnins version of symmetric relays.

Our relay order is always ♠, ♥, ♦, ♣ and the general rule is that for relays low length (high shortage) is assumed unless a reverser is bid. Note ♥ is often first in balanced sequences in an effort to have the relayer play the hand.

This system contains **transfer one level suit openings** all of which are **forcing**. The concept of *opening points (OP)* is adhered to in some situations: they are the sum of high card points and the two longest suit lengths.

## 1 Basic opening structure.

|      |  |
|------|--|
| PASS | 0-17 opening points (OP).  |
| 1C   | 4 <sup>+</sup> ♥, 18 <sup>+</sup> OP.                                |
| 1D   | 4 <sup>+</sup> ♠, 18 <sup>+</sup> OP, not 4 <sup>+</sup> ♥.          |
| 1H   | 4 <sup>+</sup> ♦, 15 <sup>+</sup> HCP, no 4 <sup>+</sup> major.      |
| 1S   | 4 <sup>+</sup> ♣, 15 <sup>+</sup> HCP, no other 4 <sup>+</sup> suit. |
| 1NT  | 11-14 HCP, no 4 card major, balanced or (54) minors.                 |
| 2C/D | 10-14 HCP, natural 6 <sup>+</sup> suit, may have 4 of other minor.   |
| 2H/S | Weak twos, sometimes 5 card suits when NV.                           |
| 2NT  | (5 <sup>+</sup> /5 <sup>+</sup> ) minors, 10-14 HCP.                 |
| 3C+  | natural pre-emptive.   |

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## 2 The 1C opening.

Responses:

### 1C :

|     |   |
|-----|---|
| 1D  | 10 <sup>+</sup> HCP, game try or better relay.                  |
| 1H  | 0-7 HCP, similar to a pass of a natural 1H opening.             |
| 1S  | 6-9 HCP, 4 <sup>+</sup> ♠, may be canape.                       |
| 1NT | 6-9 HCP, balanced no major.                                     |
| 2C  | 6-9 HCP, 5 <sup>+</sup> ♣, no major.                            |
| 2D  | 6-9 HCP, 5 <sup>+</sup> ♦, no major.                            |
| 2H  | 6-9 HCP, ♥Hxx or ♥xxxx (prefer 1S to a three card raise).       |
| 2S  | 8-10 HCP, 4 <sup>+</sup> ♥, singleton somewhere (2NT enquires). |
| 2NT | 7-9 HCP, 3♥, 6+♠.   |
| 3C  | 7-9 HCP, 3♥, 6+♣.   |
| 3D  | 7-9 HCP, 3♥, 6+♦.   |
| 3H+ | preemptive, 0-6 HCP.  |

### 2.1 The relay structure.

#### 1C : 1D

|     |  |
|-----|--|
| 1H  | 18 OP - 13 HCP, then 1S is relay, up one step, others natural. |
| 1S  | balanced or 3-suited short ♠.                                  |
| 1NT | majors, 2- or 3-suited.  |
| 2C  | ♦ + ♥ 2-suited.  |
| 2D  | single suited.   |
| 2H+ | ♣ + ♥ 2-suiter scheme.   |

Note that 1S+ is 14<sup>+</sup> HCP.

Notes:

**1C : 1D : 1S : 1NT**

|     |                  |
|-----|------------------|
| 2C  | 3-suiter short ♠ |
| 2D  | 5♥(332)          |
| 2H  | 4♠4♥(32)         |
| 2S  | 4♦4♥(32)         |
| 2NT | 3424             |
| 3C  | 2434             |
| 3D+ | 3433             |

**1C : 1D : 1NT : 2C :**

|     |                       |
|-----|-----------------------|
| 2D  | 3-suiter short minor. |
| 2H+ | Two suiter scheme.    |

**2.2 Non-relay continuations.**

Opener's new suit canape. Responder's new suit canape after 1♠ response.  
Opener rarely passes a 1♠ response.

Over a 2S response, 2NT asks for the singleton, low shortage first.

**2.3 Interference over 1C.**

**1C (X)**

|      |   |
|------|---|
| Pass | 4+ ♣  |
| XX   | Koch-Werner, 0-3 ♣ (Opener bids 1D with 3+♦, 1H otherwise). |
| 1D+  | as before   |

|           |   |
|-----------|---|
| <b>1C</b> |   |
| (1D)      | X game try or better relay<br>1H+ as before                                     |
| (1H)      | X game try or better relay (MOSCITO style, relay twice = GF)<br>1S+ as before.  |
| (1S+)     | X = takeout or strong<br>NFBs at 2-level<br>cue = game try or better + support. |

### 3 The 1D opening.

1C :

|     |   |
|-----|---|
| 1H  | 10+ HCP, game try or better relay.                  |
| 1S  | 0-7 HCP, similar to a pass of a natural 1H opening. |
| 1NT | 6-9 HCP, balanced, no major.                        |
| 2C  | 6-9 HCP, 5+ ♣.                                      |
| 2D  | 6-9 HCP, 5+ ♦.                                      |
| 2H  | 6-9 HCP, 5+ ♥.                                      |
| 2S  | 6-9 HCP, ♠Hxx or ♠xxxx.                             |
| 2NT | 8-10 HCP, 4+ ♠, singleton somewhere (3C enquires).  |
| 3C  | 7-9 HCP, 3 ♠, 6+ ♣.                                 |
| 3D  | 7-9 HCP, 3 ♠, 6+ ♦.                                 |
| 3H  | 7-9 HCP, 3 ♠, 6+ ♥.                                 |
| 3S+ | preemptive, 0-6 HCP.                                |

#### 3.1 The relay structure.

1D : 1H

|      |   |
|------|---|
| (1S) | 18 OP - 13 HCP, then 2C is GFR, others natural. |
| 1NT  | balanced or 3-suited short ♥.                   |
| 2C   | ♦ + ♠ 2-suited.                                 |
| 2D   | single suiter.                                  |
| 2H+  | ♣ + ♠ 2-suiter scheme.                          |

#### 3.2 Non-relay continuations .

Obvious given those over 1C. 1D : 2NT : 3C asks for singleton - low shortage first.

#### 3.3 Interference over 1D.

Exactly similar treatment to that over the 1C opening.

## 4 The 1H opening.

### 1H :

|      |                                   |
|------|-----------------------------------|
| 1S   | 0-8 HCP, enquiry.                 |
| 1NT  | GFR, 9+ HCP.                      |
| 2C   | 5-8 HCP, natural, non-forcing.    |
| 2D   | 0-5 HCP, to play.                 |
| 2H/S | 5-8 HCP, natural not forcing.     |
| 2NT  | 7-8 HCP, balanced game try.       |
| 3D   | 0-5 HCP, 5+ support, pre-emptive. |

### 4.1 The 1S response.

After the 1S response opener describes their hand as follows.

### 1H : 1S :

|     |   |
|-----|---|
| 1NT | 15-18 HCP, balanced or near balanced.                 |
| 2C  | 15-18 HCP, 4 $\diamond$ 6+ $\clubsuit$ .              |
| 2D  | 15-18 HCP, 6+ $\diamond$ , may have 4 $\clubsuit$ .   |
| 2H  | 19+ HCP, balanced or near balanced.                   |
| 2S  | (5+/5+) minors, 15-18 HCP.                            |
| 2NT | (5+/5+) minors, 19+ HCP.                              |
| 3C  | 19 – 22 HCP, 4 $\diamond$ 6+ $\clubsuit$ .            |
| 3D  | 19 – 22 HCP, 6+ $\diamond$ , may have 4 $\clubsuit$ . |
| 3H  | 22+ HCP, 4 $\diamond$ 6+ $\clubsuit$ .                |
| 3S  | 22+ HCP, 6+ $\diamond$ , may have 4 $\clubsuit$ .     |
| 3NT | gambling style.                                       |

In general continuations are natural except over the 2H balanced response when 2S is a further negative and 3 level bids are stayman and transfers.

### 4.2 The 1NT response.

### 1H : 1NT

|     |                                |
|-----|--------------------------------|
| 2C  | balanced.                      |
| 2D  | 6+ $\diamond$ , single suiter. |
| 2H+ | minors, two suiter scheme.     |

The balanced scheme is

**1H : 1NT : 2C : 2D : ??**

|     |          |
|-----|----------|
| 2H  | 5♦(332). |
| 2S  | 3244.    |
| 2NT | 2344.    |
| 3C+ | 3343.    |

## 5 The 1S opening.

**1S : ??**

|      |                                |
|------|--------------------------------|
| 1NT  | 0-8 HCP, offer to play.        |
| 2C   | 0-8 HCP, offer to play.        |
| 2D   | GFR.                           |
| 2H/S | 5-8 HCP, natural, non-forcing. |
| 2NT  | 7-8 HCP, balanced invite.      |
| 3C   | 0-5 HCP, pre-emptive.          |

### 5.1 The 1NT response.

**1S : 1NT :**

|      |                             |
|------|-----------------------------|
| PASS | 15-18 HCP, balancedish.     |
| 2C   | 6+♣, 15-18 HCP.             |
| 2D   | 19 – 21 HCP, balanced.      |
| 2H   | 22+ HCP, balanced.          |
| 2S   | game forcing single suiter. |
| 2NT  | semi-solid suit for NT.     |
| 3C   | 19-21 HCP, 6+♣.             |
| 3NT  | gambling style.             |

After 2D, bids at the 2 level are to play and at the three level are stayman and transfers. After 2H, 2S is a further negative requiring 2NT, others are at least mildly slammish and stayman and transfers apply.

### 5.2 The 2D response.

**1S : 2D :**



|     |                       |
|-----|-----------------------|
| 2H  | balanced.             |
| 2S+ | single suiter scheme. |

The balanced scheme is

**1S : 2D : 2H : 2S :**

|     |       |
|-----|-------|
| 2NT | 3325. |
| 3C  | 3235. |
| 3D  | 3325. |
| 3H+ | 3334. |

## 6 The 1NT opening

1NT :

|      |   |
|------|---|
| 2C   | Game try, three card extended stayman.                          |
| 2D   | game force relay.   |
| 2H/S | to play.  |
| 2NT  | (4 <sup>+</sup> /4 <sup>+</sup> ) minors, less than a game try. |
| 3C/D | to play.  |
| 3H/S | preemptive.   |

### 6.1 Some subsequent actions.

1NT : 2C

|       |                                |
|-------|--------------------------------|
| 2D    | min, 0 or 2 three card majors. |
| 2H    | min, 3♥, 0-2 ♠.                |
| 2S    | min, 3♠, 0-2 ♥.                |
| 2NT   | max, not both minors.          |
| 3C    | max, 5♦ + 4♣.                  |
| 3D    | max, 3145.                     |
| 3H    | max, 2245.                     |
| 3S/NT | max, 1345.                     |

After 1NT : 2C : 2NT transfers and three card stayman apply.

1NT : 2D : ??

|     |                               |
|-----|-------------------------------|
| 2H  | 5♦.                           |
| 2S  | balanced, no five card minor. |
| 2NT | (332)5.                       |
| 3C  | 3145.                         |
| 3D  | 2245.                         |
| 3H  | 1345.                         |

After the 2S bid, shapes are shown absolutely (ie. 2344,3244,3343,3334).

### 6.2 Interference over our 1NT.

As always: reverse Lebensohl. Doubles are penalties.

## 7 Weak two openings.

These are usually six card suits (should only be five with any frequency if good and not vulnerable).

### 7.1 Major weak twos.

**All responses from 2NT to raise minus one are transfers.** The idea is to do one of a) sign off, b) make a help suit trial, or c) start a natural game forcing sequence. A direct raise is still pre-emptive. A raise minus one is invitational but stuff in all suits.

## 8 Interference.

- Negative doubles through 4H except when stated otherwise.
- Reverse lebensohl applies in direct seat whenever the opponents have competed to the two level. Specifically
  1. after they compete over our 1NT,
  2. after a double of a weak two,
  3. after a reopening double of a weak jump shift,
  4. after auctions where we have both bid a suit and they compete to the two level,
  5. after they interfere at the two level over a strong club.
- A cue of their overcalled suit is always a limit raise or better with 4<sup>+</sup> card support.
- NFBs at the two level only (I can negotiate this in light of reverse lebensohl).
- When they freely raise below game double is take out. Passing then doubling is penalties. Doubles in competitive auctions are penalty when canape is possible. I find that they are only takeout when no other game try is possible.

- If they overcall cues show a limit raise or better. A direct game bid is an unbalanced bounce and a jump raise is “pre-emptive” (about 6-9 support points and four card support). Jumps in other suits have the same meaning as if no interference had occurred with the exception of a jump cue to the four level which is a slam try with shortage.
- 4NT in auctions with no agreed fit is choice of contract. It should be noted that if we have already shown a single suiter type then it is roman key card blackwood for that suit (eg. after a pre-empt).
- If we are in a sacrifice auction then we play the following: Direct seat doubles with two tricks and passes with less; after the pass, reopener passes with two tricks, doubles with some defence, and saves with no defence.

## 9 Defensive Methods.

### 9.1 Over natural suit bids.

Overcalls are of similar strength to opening hands except they may be slightly shaded if at the one level. An overcall almost always will have 5+ cards in the suit bid. Hands worth 17+ hcp may be started with a take out double. In response a cue of the opposition suit is a nebulous force (12+ hcp) asking for a further description, normally denying 4+ card support. Jump cues are limit or better with 4+ card support. New suits are natural, constructive, but not forcing.

Jump overcalls are natural and weak. We play a 2NT overcall for the two lowest unbid suits.

### 9.2 Vs Multi 2D.

Double is take out of ♠ or strong. 2H is a forcing take out of ♥. 2NT is natural (16-19). Others are natural. Doubles later in the auction are take out of the suit they are currently in.

### 9.3 Vs strong 1C and 2C openings.

X and 1D are ASPRO. Others are natural, NT is minors.

### 9.4 Vs NT openings.

I prefer ASPRO:

(1NT) ??

|     |                           |
|-----|---------------------------|
| 2C  | ♥ + X.                    |
| 2D  | ♠ + X.                    |
| 2H  | natural, 6 <sup>+</sup> . |
| 2S  | natural, 6 <sup>+</sup> . |
| 2NT | GF 2-suiter.              |

Doubles are for penalties after which responder's pass shows values and sets a force to 2NT. If we double stayman then against a strong no trump it is lead directing and against a weak no trump it shows a hand which would have doubled the no trump opener. A double of a transfer shows the suit bid and a cue is for take-out.

### 9.5 Vs transfers and MYXO twos.

Double is take out of the suit they have shown (or in the case of MYXOs most likely shown) all bids are natural with the exception that if they must have a suit then cues take the meaning they would if the suit had been bid naturally one level lower.

## 10 Leads and Signals.

Leads of honours promise one higher honour; leads of aces and queens against NT ask for count or unblock. Thirds and low against suits and fourths against NT. Reverse count throughout with (natural) suit preference included. Some reverse attitude when needed.