

# Forcing Pass Systems

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## 1.1 Antidelta

Mean opening: 2.78 (hcp)

Antidelta is one of the systems presented by Lukasz Slawinski and Stanislaw Ruminski in their book *Introduction to Weak Opening Systems*. The Delta system uses shortness openings, which gives the bidding very good precision. However, Slawinski and Ruminski felt that Delta's mean opening of 1.60 was too low, and thus devised Antidelta for the openings in first hand. Whenever there is a shortness, (singleton or void), the opening bid is 1♣; after a relay opener uses the Delta openings to describe his hand. Information from Henk Uijterwaal, Hamburg, Germany and Erich Friedman, De Land, Florida.

<i>Antidelta Opening Bids</i>		
pass	13+	any shape
1♣	8–12	any singleton or void
1♦	0–7	any shape
1♥	8–12	4–5 hearts
1♠	8–12	4–5 spades
1N	8–12	balanced without major
2♣	8–12	5+ clubs
2♦	8–12	5+ diamonds
2♥	8–12	6+ hearts
2♠	8–12	6+ spades

After pass, the “responder” reopens with bids according to the Delta system, his limits being 6–10 points. After 1♦ the only forcing bid is 1N. After other opening bids, the nearest suit is a forcing relay bid while other bids are natural and non-forcing.

## 1.2 Aron-Rosa

Mean opening: 2.96

Aron-Rosa was developed in 1979, on the night between the name days of Aron and Rosa, with Håkan Fransson as the chief architect. It has been played by several pairs in Sweden and won at least two pairs competitions, in spite of its somewhat wild two level opening bids. It also served as a main inspiration for the Awkward system.

pass	13–19	any shape
1♣	8–12	5+ hearts
1♦	8–12	5+ spades
1♥	8–12	balanced
1♠	8–12	minors
1N	8–12	44+ in majors
2♣	0–7 or 20+	5+ hearts
2♦	0–7 or 20+	5+ spades
2♥	0–7 or 20+	balanced
2♠	0–7 or 20+	minors
2N	0–7 or 20+	44+ in majors

After pass, the “responder” opens in a similar way, his limits being 6–12 for the one-level bids and 0–5 or 13+ for the two-level bids. After 1♥/♠, the relay is strong and the next relay, (preference of shown suit), is weak and signoff.

### 1.3 Awkward

Mean opening: 2.85

Awkward was invented by Mats Berggren, Håkan Fransson, Anders Freij, Sören Romare, and Ulf Nilsson and played successfully in pairs and team competitions in Sweden in the early eighties. One of its ancestors was the Aron-Rosa system.

<i>Awkward Opening Bids</i>		
pass	13+	any shape
1♣	8–12	5+ hearts
1♦	8–12	5+ spades
1♥	0–7	any shape
	12–14	balanced
1♠	8–11	balanced
1N	8–12	one 5 card minor
2♣	7–11	6 diamonds
	12–15	4441/5440
	20+	5+ clubs
2♦	4–8	6 hearts
	16–19	4441/5440
	20+	5+ diamonds
2♥	4–8	6 spades
	20+	5+ hearts
	20–21	balanced
2♠	7–11	6 clubs
	20+	5+ spades
	22–23	balanced
2N	0–10	weak preempt
	24+	balanced

The subsequent bidding is fairly natural, but often uses a single relay bid to show an invitation or a game-forcing hand. The system also uses overcalls in the *shortest suit* to show two-suited hands in the defense.

## 1.4 Beta

Mean opening: 2.30 (hcp)

Beta is one of the systems presented by Lukasz Slawinski and Stanislaw Ruminski in their book *Introduction to Weak Opening Systems*. It was invented by Slawinski in 1964. Information from Erich Friedman, De Land, Florida.

<i>Beta Opening Bids</i>		
pass	0-7	any shape
	17+	any shape
1♣	8-12	balanced
	13-16	a 4 card major
1♦	13-16	no 4 card major
1♥	8-12	4+ hearts, unbalanced
1♠	8-12	4+ spades, unbalanced
1N	8-12	44+ in majors
2♣	8-12	5+ clubs
2♦	8-12	5+ diamonds
2♥	8-12	5+ hearts in onesuiter
2♠	8-12	5+ spades in onesuiter

## 1.5 Big Beat

Mean opening: 1.83 (hcp)

Big Beat is one of the systems presented by Lukasz Slawinski and Stanislaw Ruminski in their book *Introduction to Weak Opening Systems*. It includes their idea of showing shortnesses, (singletons and voids). Information from Erich Friedman, De Land, Florida.

<i>Big Beat Opening Bids</i>		
pass	8–12	major shortness
	13–17	any shape
1♣	8–12	balanced
	18+	any shape
1♦	0–7	any shape
1♥	8–12	minor shortness
1♠	8–12	no shortness, 4–5 spades
1N	8–12	no shortness, 4–5 hearts
2♣	8–12	no shortness, 5+ cards
2♦	8–12	no shortness, 5+ cards
2♥	8–12	no shortness, 6+ cards
2♠	8–12	no shortness, 6+ cards

## 1.6 Carrotti

Mean opening: 2.34 (hcp)

Carrotti is a strong pass system based on the Carrot Club. It is currently played by Lars Andersson and Hans Göthe, who have introduced a weak (0–7)  $1\heartsuit$  for use when non-vulnerable. Information from Sven-Olof Flodqvist, Stockholm, Sweden, and Lars Andersson, Stockholm, Sweden.

<i>Carrotti Opening Bids</i>		
pass	12–16	unbalanced
	15–17	balanced
$1\clubsuit$	9–11	balanced
	17+	any shape
$1\diamondsuit$	0–8	balanced
	0–7	unbalanced
$1\heartsuit$	8–11	4+ hearts
$1\spadesuit$	8–11	4+ spades
1N	12–14	balanced
$2\clubsuit$	8–11	6+ clubs or 54 in minors
$2\diamondsuit$	8–11	6 diamonds or 55+ in minors
$2\heartsuit$	6–11	55+ in rounded or pointed
$2\spadesuit$	6–11	55+ in blacks or reds
2N	6–11	55+ in majors or minors

When  $1\heartsuit$  shows 0–7, (non-vulnerable), the system is called Carrotti with a Twist. It has a mean opening of 2.56 when non-vulnerable and 2.45 in average.

## 1.7 Delta

Mean opening: 1.66 (hcp)

Delta is one of the systems presented by Lukasz Slawinski and Stanislaw Ruminski in their book *Introduction to Weak Opening Systems*. It includes their idea of showing shortness instead of length in suits. Information from Erich Friedman, De Land, Florida.

<i>Delta Opening Bids</i>		
pass	13+	any shape
1♣	8–12	no shortness
1♦	0–7	any shape
1♥	8–12	short spades
1♠	8–12	short hearts
1N	8–12	short diamonds, 5+ major
2♣	8–12	short diamonds
2♦	8–12	short clubs
2♥	8–12	short clubs, 5+ hearts
2♠	8–12	short clubs, 5+ spades
2N	8–12	short clubs, 55+ in majors

After pass, the “responder” reopens with similar bids, his limits being 6–10 points. After 1♦ the only forcing bid is 1N. After other opening bids, the nearest suit is a forcing relay bid while other bids are natural and non-forcing.

The following version of Delta is described by Pekka Viitalsalo, Espoo, Finland. Its mean opening is 1.60.

<i>Finnish Delta Opening Bids</i>		
pass	13+	any shape
1♣	8–12	no shortness
1♦	0–7	any shape
1♥	8–12	short hearts
	8–12	short clubs, 5+ major
1♠	8–12	short spades
1N	8–12	short diamonds, 5+ major
2♣	8–12	short diamonds
2♦	8–12	short clubs
2♥	8–12	short clubs, 4441/5440
2♠	8–12	short clubs, 5+ spades

Since it has a low mean opening, Delta has almost exclusively been used for responses after pass in other systems, most notably Regres.



## 1.8 Diamond Heart

Mean opening: 3.12

This system is a strong pass version of the Tangerine Club, where the bids pass, 1♦, and 1♥ have been changed around. The Tangerine Club was developed by Jan Eric Larsson and Sören Romare, Lund, Sweden, and used in Sweden in the late seventies and early eighties.

pass	10–14	4+ diamonds
	10–11	exactly 3334 distribution
1♣	8–9	balanced
	15+	any shape
1♦	10–14	4+ hearts
1♥	0–7	any shape
	0–9	5+ clubs
1♠	10–14	4+ spades
1N	12–14	balanced, no 5 card major
2♣	10–14	5+ clubs
2♦	5–9	5+ diamonds
2♥	5–9	5+ hearts
2♠	5–9	5+ spades
2N	0–9	7+ suit

The responses to 1♣ are natural and Precision-like, with 2N as game force against the weak variant and (almost) slam force against the strong variant. The subsequent bidding can use Italian-style asking bids or a relay system. After 1N, 2♣ is invitational and 2♦ game-forcing Stayman. Tangerine uses reverse limits in diamonds. The opening frequency of the weak 1♣ is 8.09% and of the strong 22.86%, i.e., it is weak in 26% and strong in 74% of the cases.

## 1.9 Dutch Spade

Mean opening: 3.42 (hcp)

This system was invented by Max Rebattu in 1982, while sitting at the beach one sunny day. The idea is simply to shift the openings from pass to  $1\spadesuit$  around to make  $1\spadesuit$  the weak bid, while pass replaces  $1\clubsuit$ ,  $1\clubsuit$  replaces  $1\diamondsuit$ , and so on. This can be done with any system as a base. The first version used Dutch Acol, and was played by Maas and Rebattu. Information from Henk Uijterwaal, Hamburg, Germany.

**So...** You can start with any system you like (probably ACOL) and then make the necessary Dutch Spade modifications to it. I.e. shift the openings round to make  $1\spadesuit$  into the weak bid, let pass replace  $1$ , and so on as detailed above.

## 1.10 Lai Forcing Pass

Mean opening: 1.66 (hcp)

A system developed by Ruey-Gang Lai. Information from the RGB archive.

<i>Lai Forcing Pass Opening Bids</i>		
pass	0–8	any shape
	15+	any shape
1♣	9–14	1+ clubs
1♦	9–14	5 diamonds
1♥	9–14	5 hearts
1♠	9–14	5 spades
1N	13–15	balanced
2♣	6–9	55 in majors
	8–11	54 in majors
2♦	5–8	6 hearts or spades
	5–8	55+ in minors
	21–22	balanced
2♥	12–14	5 hearts and 4 in a minor
2♠	12–14	5 spades and 4 in a minor
2N		any solid 7+ suit

After pass, 1♣ is an artificial relay, while 1♦ is 0–7. The subsequent bidding uses relays and asking bids.

## 1.11 Lambda

Mean opening: 2.31 (hcp)

Lambda is one of the systems presented by Lukasz Slawinski and Stanislaw Ruminski in their book *Introduction to Weak Opening Systems*. It includes guessing of partner's distribution in free tempo and has been played by Håkan Fransson and Jan Eric Larsson, Sweden. They later switched to Major, mainly because it seemed more efficient to concentrate the bidding towards showing major holdings.

<i>Lambda Opening Bids</i>		
pass	13+	any shape
1♣	8–12	balanced or 4441
1♦	0–7	any shape
1♥	8–12	54+ in ♣+♥ or ♦+♠
1♠	8–12	54+ in ♣+♠ or ♦+♥
1N	8–12	54+ in ♣+♦ or ♥+♠
2♣	8–12	5+ ♣
2♦	8–12	5+ ♦
2♥	8–12	5+ ♥
2♠	8–12	5+ ♠

After pass, the “responder” reopens with similar bids, his limits being 6–10 points. After 1♦ the only forcing bid is 1N. After other opening bids, the nearest suit is a forcing relay bid while other bids are natural and non-forcing. In free tempo, the responder guesses the opener's distribution and bids based on this.

## 1.12 Major

Mean opening: 2.48 (hcp)

Major is one of the early systems presented by Lukasz Slawinski and Stanislaw Ruminski in their book *Introduction to Weak Opening Systems*. Major was played by Håkan Fransson and Jan Eric Larsson in Sweden in the eighties.

pass	13+	any shape		
1♣	8–12	3–4	♥	3–4 ♠
1♦	0–7	any shape		
1♥	8–12	3–4	♥	0–2 ♠
1♠	8–12	0–2	♥	3–4 ♠
1N	8–12	0–2	♥	0–2 ♠
2♣	8–12	5+	♥	3–4 ♠
2♦	8–12	3–4	♥	5+ ♠
2♥	8–12	5+	♥	0–2 ♠
2♠	8–12	0–2	♥	5+ ♠
2N	8–12	5+	♥	5+ ♠

After pass, the “responder” reopens with similar bids, his limits being 6–10 points. After 1♦ the only forcing bid is 1N. After other opening bids, the nearest suit is a forcing relay bid while other bids are natural and non-forcing.

### 1.13 Mandarin Club

Mean opening: 3.13

This system is a strong pass version of the Tangerine Club, where the bids pass and 1♦ have been switched, (see the description of Tangerine). The Tangerine Club was developed by Jan Eric Larsson and Sören Romare, Lund, Sweden, and used in Sweden in the late seventies and early eighties.

<i>Mandarin Club Opening Bids</i>		
pass	10–14	4+ diamonds
	10–11	exactly 3334 distribution
1♣	8–9	balanced
	15+	any shape
1♦	0–7	any shape
	0–9	5+ clubs
1♥	10–14	4+ hearts
1♠	10–14	4+ spades
1N	12–14	balanced, no 5 card major
2♣	10–14	5+ clubs
2♦	5–9	5+ diamonds
2♥	5–9	5+ hearts
2♠	5–9	5+ spades
2N	0–9	7+ suit

The responses to 1♣ are natural and Precision-like, with 2N as game force against the weak variant and (almost) slam force against the strong variant. The subsequent bidding can use Italian-style asking bids or a relay system. After 1N, 2♣ is invitational and 2♦ game-forcing Stayman. Tangerine uses reverse limits in diamonds. The opening frequency of the weak 1♣ is 8.09% and of the strong 22.86%, i.e., it is weak in 26% and strong in 74% of the cases.

## 1.14 No Name System

Mean opening: 2.12 (hcp)

No Name is one of the systems presented by Lukasz Slawinski and Stanislaw Ruminski in their book *Introduction to Weak Opening Systems*. It is an ancestor to the Suspensor system. Information from Henk Uijterwaal, Hamburg, Germany.

<i>No Name Opening Bids</i>		
pass	13+	any shape
1♣	8–12	3–5 cards in both majors
1♦	0–7	any shape
1♥	8–12	0–2 or 6+ hearts
1♠	8–12	0–2 or 6+ spades
1N	8–12	54 in ♠♦ or ♥♣
2♣	8–12	54 in ♥♦ or ♠♣
2♦	8–12	45 in ♠♦ or ♥♣
2♥	8–12	45 in ♥♦ or ♠♣
2♠	8–12	55+ in majors or minors
2N		weak preempt in any suit

After 8–12 opening bids, the nearest suit is a forcing relay bid while other bids are natural and non-forcing. In free tempo, the responder guesses the opener's distribution and bids based on this.

## 1.15 Regres

Mean opening: 2.21 (hcp)

Regres is the most successful of the systems presented by Lukasz Slawinski and Stanislaw Ruminski in their book *Introduction to Weak Opening Systems*. Additional information from Pekka Viitasalo, Espoo, Finland.

<i>Regres Opening Bids</i>		
pass	13+	any shape
1♣	8–12	any singleton or void
1♦	0–7	any shape
1♥	8–12	3–4 hearts
1♠	8–12	3–4 spades
1N	8–12	5–7 card major
2♣	8–12	5–7 clubs
2♦	8–12	5–7 diamonds
2♥	8–12	55+ in rounded or pointed
2♠	8–12	55+ in blacks or reds
2N	8–12	55+ in majors or minors

After pass, the “responder” reopens with bids according to the Delta system, his limits being 6–10 points. After 1♦ the only forcing bid is 1N. After other opening bids, the nearest suit is a forcing relay bid while other bids are natural and non-forcing.



## 1.16 Sandgroper

Mean opening: 2.25 (hcp)

Sandgroper was developed by Ian Casselton and played by Ian Casselton and Geoff Pocock, both “lads in their mid twenties, who have played for Australia, (youth), a couple of times.” Sandgroper is a colloquial expression for a West Australian. Information from Dennis Yovich, Perth, Australia.

<i>Sandgroper Opening Bids</i>		
pass	0–6	any shape
	7–12	4333/4432/4441
	17+	balanced or 4441
1♣	13–16	unbalanced
1♦	7–12	5+ hearts
	17+	5+ hearts
1♥	7–12	5+ spades
	17+	5+ spades
1♠	7–12	5+ clubs
	17+	5+ clubs
1N	13–16	balanced
2♣	7–12	5+ diamonds
	17+	5+ diamonds
2♦	7–12	54+ in diamonds and another
2♥	7–12	55+ without spades
2♠	7–12	55+ with spades
2N		weak preempt in clubs
		sound preempt in diamonds

The same type of multi preempts are used on the rest of the three level.

## 1.17 Schizo Club

Mean opening: 3.72 (hcp)

The Schizo Club was developed by Steve Starkey, Pecs, Hungary.

<i>Schizo Club Opening Bids</i>		
pass	0–7	balanced
	16–20	any shape
1♣	8–11	unbalanced
	21+	any shape
1♦	0–7	unbalanced
	12–14	balanced
	12–15	4+ diamonds
1♥	0–7	unbalanced, 4+ hearts
	12–15	5+ hearts
1♠	0–7	unbalanced, 4+ spades
	12–15	5+ spades
1N	8–11	balanced
	15–17	balanced
2♣	12–15	5+ clubs
2♦	8–11	5+ major
	21–22	balanced
2♥	8–11	44+ in majors
2♠	8–11	any 6+ suit
2N	8–11	54+ in minors

Most responses are natural, but pass–1♣, 1♣–1♦, and 1N–2♣ are invitational relays.

## 1.18 Sigma

Mean opening: 2.80 (hcp)

Sigma is Ruminski's and Slawinski's "natural" system.

pass	13+	any shape
1♣	8–12	4411 or 5440
1♦	0–7	any shape
1♥	8–12	4–5 hearts
1♠	8–12	4–5 spades
1N	8–12	balanced
2♣	8–12	5+ clubs
2♦	8–12	5+ diamonds
2♥	8–12	6+ spades
2♠	8–12	6+ spades
2N	8–12	55+ in majors

After pass, the "responder" reopens with similar bids, his limits being 6–10 points. After 1♦ the only forcing bid is 1N. After other opening bids, the nearest suit is a forcing relay bid while other bids are natural and non-forcing.

## 1.19 Suspensor

Mean opening: 2.12 (hcp)

This system is similar to the No Name system, and was invented and played by Balicki and Zmudzinski. This is the version from 1990. Information from Henk Uijterwaal, Hamburg, Germany.

pass	13+	any shape
1♣	8–12	3–5 cards in both majors
1♦	0–7	any shape
1♥	8–12	0–2 or 6+ hearts
1♠	8–12	0–2 or 6+ spades
1N	8–12	54 in ♠♦ or ♥♣
2♣	8–12	54 in ♥♦ or ♠♣
2♦	8–12	45 in ♠♦ or ♥♣
2♥	8–12	45 in ♥♦ or ♠♣
2♠	8–12	55+ in majors or minors
2N		weak preempt in any suit

After 8–12 opening bids, the nearest suit is a forcing relay bid while other bids are natural and non-forcing. In free tempo, the responder guesses the opener's distribution and bids based on this.

## 1.20 Swan

Mean opening: 3.39 (hcp)

The Swan system was invented by Jan Eric Larsson. The name means “System With A Name” and was inspired by the Polish No Name system.

pass	13+	any shape
1♣	8–12	4441 or 5440
1♦	0–7	any shape
1♥	8–12	3–4 hearts
1♠	8–12	3–4 spades
1N	8–12	3–4 hearts and 3–4 spades
2♣	8–12	5+ clubs
2♦	8–12	5+ diamonds
2♥	8–12	5+ spades
2♠	8–12	5+ spades
2N	8–12	55+ in majors

After pass, the “responder” reopens with similar bids, his limits being 6–10 points. After 1♦ the only forcing bid is 1N. After other opening bids, the nearest suit is a forcing relay bid while other bids are natural and non-forcing.