

Yellow Island

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Yellow Island was developed one fateful day in the Island coffee shop. It is intended to contain both the highly constructive nature of the Crimson Death and Blood Red transfer openings with the moderately destructive fert while allowing some width to avoid some of the more negative aspects of the fert style. I wish to acknowledge Dean Scully for introducing me to the idea of a multi-way pass. It should be noted that unlike the common way these are played our pass is non-forcing.

| | |
|------|---|
| PASS | a) 9-13, no 4 card major b) 14-16, unbalanced, no 4 card major c) 0-8, any if unfav., poor hand o/w <i>Note that an opening pass is not forcing.</i> |
| 1C | 4 ⁺ ♥, 9-16, not 14-16 bal, not 9-12 (5 ⁺ /5 ⁺) majors. |
| 1D | 4 ⁺ ♠, 9-16, not 14-16 bal, not 9-12 (5 ⁺ /5 ⁺) majors. |
| 1H | 17 ⁺ , any. |
| 1S | o/w : 0-8, any, some redeeming feature unfav : 9-12, (54) minors. |
| 1NT | 14-16, balanced. |
| 2C | 9-12, 6 ⁺ either minor, no 4 card major. |
| 2D | 9-16, any 4441 type. |
| 2H | natural weak two. |
| 2S | (5 ⁺ /5 ⁺) majors, 9-12. |
| 2NT | (5 ⁺ /4 ⁺) minors, 9-12, at unfav. (5 ⁺ /5 ⁺). |
| 3C+ | natural. |

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1 Opening bid structure.

The choice of opening bids is vulnerability dependent. For example there is no 1NT at unfavourable vulnerability. It is replaced by 9-12 hands with 54 in the minors.

PASS : Three way:

- a) 0-8 not suitable for a 1S bid. (0-8 any at red vs green.)
- b) 9-12, balanced, no 4 card major.
- c) 13-16, unbalanced, no 4 card major.

1C : $4^+\heartsuit$, 9-16, may have a longer suit, not 14-16 balanced nor 9-12 with $(5^+/5^+)$ in the majors.

1D : $4^+\spadesuit$, 9-16, may have a longer suit, not 14-16 balanced nor 9-12 with $(5^+/5^+)$ in the majors.

1H : 17^+ , any.

1S : Vulnerability dependent:

not unfavourable : 0-8, some redeeming feature. Not applicable at red vs green.

unfavourable : 9-12, (54) in minors.

1NT : 14-16, balanced.

2C : Multi : $6^+\clubsuit$ or \diamond , 9-12, not 4 of a major, may have 4 of other minor.

2D : 9-16, any (4441) type.

2H : $6^+\heartsuit$, weak, 5-9.

2S : $(5^+/5^+)$ in the majors, 9-12.

2NT : Vulnerability dependent:

not unfavourable : 9-12, $(5^+/4^+)$ in the minors.

unfavourable : 9-12, $(5^+/5^+)$ in minors.

3X : Natural, preemptive.

2 The opening PASS.

PASS = Three way:

- a) 0-8 not suitable for a 1S fert. (0-8 any at red vs green.)
- b) 9-12, balanced, no 4 card major.
- c) 13-16, unbalanced, no 4 card major.

2.1 Continuations.

After a pass, responder may now open as in light precision. (It is incumbent on responder to open hands with 10^+ hcp as opener may still have a 16 count.) The schedule is:

PASS :

1C : 16^+ , any. For responses, see below.

1D : (9)10-15, no 5 card major.

1H : 9-15, $5^+\heartsuit$.

1S : 9-15, $5^+\spadesuit$.

1NT : 13-15, balanced.

2C : 9-15, $6^+\clubsuit$.

2D : 9-15, $6^+\diamondsuit$.

2H : 6-9, $6^+\heartsuit$.

2S : 6-9, $6^+\spadesuit$.

2NT : 9-13, ($5^+/5^+$) minors.

3X : Natural, preemptive.

2.1.1 Continuations after Pass:1C.

There are special responses to the “precision” club bid.

PASS : 1C :

1D : 0-8, (not suitable for a 1S opening).

1H : 9-13, balanced, no major.

1S : 13-16, 5+♣, 4♦.

1NT : 13-16, 5+♦, 4♣.

2C : 13-16, 6+♣, < 4♦.

2D : 13-16, 6+♦, < 4♣.

2H : 13-16, 0355 precisely.

2S : 13-16, 3055 precisely.

2NT : 13-16, (12)55.

2.2 Interference.

Any bid by the opposition is treated as an opening bid. Of course the passer will not have a major if they have values.

3 The 1C or 1D opening.

1C = $4^+\heartsuit$, 9-16, may have a longer suit, not 14-16 balanced nor 9-12 with $(5^+/5^+)$ in the majors.

1D = $4^+\spadesuit$, 9-16, may have a longer suit, not 14-16 balanced nor 9-12 with $(5^+/5^+)$ in the majors.

Note that opener is required to open their shorter (4 card) major if they are $(4/5^+)$ in the majors.

3.1 Continuations.

The responding style is similar to that of relay methods. One step will show a hand interested in game and all other bids will be natural nonforcing (NNF). Jumps are always based on a fit.

1C :

PASS : 0-7, some reason to think 1C will play better than 1H.

1D : artificial: 13^+ , invitational or better hand.

1H : to play, 0-7(8).

1S : 8-12, $4^+\spadesuit$, NNF, may have a longer suit.

1NT : 8-12, NNF.

2C : 8-12, $(5)6^+\clubsuit$, NNF.

2D : 8-12, $(5)6^+\diamond$, NNF.

2H : 8-11, $(3)4^+\heartsuit$.

2S : 8-11, $4^+\heartsuit$ support, splinter in unspecified suit (2NT enq).

2NT : 12-13, $4^+\heartsuit$ support, balanced.

3C/D : Culbertson asks, agreeing hearts.

3H : Preemptive, $5^+\heartsuit$.

3S : Culbertson ask, agrees hearts.

3NT : Trump ask.

The scheme is similar for the 1D opening with everything up 1 step. Note that 1D:2NT is the splinter raise and 1D:3C is the 12-13 balanced raise.

3.2 Continuations after the one step relay.

1C : 1D

1H : 9-12, any. For further auctions see below.

All higher bids promise 13-16 hcp.

1S : Two way:

- a) Natural, 5+♠, canape.
- b) Any (5440) type (with 4+♥).

Subsequent auctions are discussed below.

1NT : Two way:

- a) Natural, balanced.
- b) Not canape with only 5♥.

New suits by responder then ask to be raised with 4 card support or opener should bid 2NT to indicate a balanced hand and their second suit if not balanced.

2C : Natural, canape.

2D : Natural, canape.

2H : Natural, 6 + ♥.

2S : (5+/5+) majors.

2NT : 6 + ♥, 1 loser suit.

3C : (5⁺/5⁺) round suits.

2H : (5⁺/5⁺) reds.

3H : Natural, 6 + ♡, no loser suit.

3.2.1 Continuations after the negative.

The auction **1C : 1D : 1H** is 100% forcing. After this start 1S sets a game force and others are natural but not forcing. All jumps promise 4 card support and have the same meaning as if made over the 1C opener but with correspondingly stronger hands for the limited options.

3.2.2 Continuations after the two way 1S response.

After the auction **1C : 1D : 1S** 1NT is an enquiry with partner responding 2C/D/H with ♣/◇/♠ voids and (5440) types, 2S promising 6⁺♠, 2NT/3C/D bidding out the shape with canape assumed, and 3H/S shows 6412 and 6421 respectively. Once partner shows a (5440) type, the next step asks for the long suit with responses being natural except that 2NT is used as an economy measure to show the most expensive suit.

If responder chooses not to enquire then opener should bid 2NT with the total misfit otherwise bidding out their shape.

3.3 Interference.

New suits at the 1-level are forcing and at any other level are not (excluding 4C and 4D). With an invitational or better hand with four card support responder should cue. A negative double is made on all good hands without a fit.

Over a double of a transfer opening, the schedule remains the same with the exception that redouble now shows a good hand and bidding the intervening suit is an offer to play.

4 The 17⁺ strong 1H opening.

4.1 Continuations.

1H :

1S : 0-6/7, any. For subsequent auctions see below.

1NT : 8-13, balanced.

2C : 8+, 5⁺♥, then

a) **1st step** : 3 card support then 2NT sets trumps, new suits are 4⁺ cards.

b) **2nd step** : 4⁺ card support.

c) **others** : natural, denying a fit.

2D : 8+, 5⁺♠, then as for 2C, above.

2H : 8+, 5⁺♣, then as for 2C, above, except 3C is treated as the 2nd step and 2NT is natural.

2S : 8+, 5⁺♦, then as for 2C, above, except 3C is treated as the 1st step, 3D as the 2nd and 2NT is again natural. Since 2NT isn't available over the first step response to agree the suit this has to be done by jumping to the 4-level.

2NT : 14-16 or 19-20 balanced, then 3C is Baron, others are natural.

3X : 4-6, 6⁺ in X, must have fair suit quality.

3NT : 17-18 balanced, then 3C is Baron, others are natural.

4.2 Interference.

In general, pass shows a bad hand or penalties, double is 8⁺ with shortage and bids are natural and 5-7.

4.2.1 After the negative.

The auction 1H:1S has continuations as follows: (Note that these continuations are identical in hand type to the responses to a 1S fert.)

1H : 1S :

1NT : 17-20 balanced.

2C : Forcing for 1-round, either

- a) $(5^+/4^+)$ in \heartsuit + another.
- b) 21-23 balanced.

2D : Forcing for 1-round, either

- a) $(5^+/4^+)$ in \spadesuit another.
- b) 24^+ balanced.

2H : 17-20, $(5)6^+\heartsuit$.

2S : 17-20, $(5)6^+\spadesuit$.

2NT : $5^+/5^+$ minors.

3C : 17-20, $6^+\clubsuit$.

3D : 17-20, $6^+\diamond$.

3H : 21^+ , $6^+\heartsuit$.

3S : 21^+ , $6^+\spadesuit$.

3NT : 21^+ with a minor (unbalanced).

4C : 5^+ major + $5^+\clubsuit$, game force or better.

4D : 5^+ major + $5^+\diamond$, game force or better.

4H : $(5^+/5^+)$ majors, game values only.

4S : $(5^+/5^+)$ majors, forcing, at least 11 tricks, demands cue of first round controls.

4NT : Blackwood.

5 The 1S opening.

1S = Vulnerability dependent:

not unfavourable : 0-8, some redeeming feature. Not applicable at red vs green.

unfavourable : 9-12, (54) in minors.

Note that 1S has a different meaning when the vulnerability is unfavourable. First the responses to the not unfavourable “fert” are described:

5.1 The not unfavourable 1S opening.

Opener promises 0-8 hcp with some redeeming feature. This is loosely defined as minimums of a five card suit, two four card suits, or 4 hcp when not vulnerable and at least a six card suit or 54 in two suits or more than 4 hcp with a five card suit or two four card suits when vulnerable.

5.1.1 Continuations.

1S :

1NT : 15-19 balanced.

2C : Forcing for 1-round, either

- a) (5⁺/4⁺) in ♥+ another.
- b) 20-22 balanced.

2D : Forcing for 1-round, either

- a) (5⁺/4⁺) in ♠ another.
- b) 23⁺ balanced.

2H : < 17, (5)6⁺♥.

2S : < 17, 6⁺♠.

2NT : 5⁺/5⁺ minors, 7-17.

3C : 6⁺♣, 7-17.

3D : 6⁺♦, 7-17.

3H : 6⁺♥, preemptive.

3S : 6⁺♠, preemptive.

3NT : To play.

4C : 5⁺ major +5⁺♣, game force or better.

4D : 5⁺ major +5⁺♦, game force or better.

4H : (5⁺/5⁺) majors, game values only.

4S : (5⁺/5⁺) majors, forcing, at least 11 tricks, demands cue of first round controls.

4NT : Blackwood.

5.1.2 Interference.

If the opponents do anything other than double we treat it as if that was their natural opening bid. After a double, pass shows 4⁺♠, redouble is rescue or big, 1NT is a single suiter, and other responses are as if there were no double.

5.2 The unfavourable 1S opening.

When red vs green the 1S opening shows 9-12, (54) in the minors with no four card major.

5.2.1 Continuations.

1S :

1NT : 8-12, to play, often off shape, may have a five card major.

2C : To play.

2D : To play.

2H : Natural, usually 6⁺, partner is expected to bid with a maximum.

2S : Natural, usually 6⁺, partner is expected to bid with a maximum.

2NT : Invitational, 13-14.

3C : Preemptive.

3D : Preemptive.

3M : Natural and forcing.

5.2.2 Interference.

Since the 1S opening is fairly defining, all responder's doubles are penalties. New majors at the two level are NF and at the three level ask to be raised with doubleton or better support. 2NT in competition always asks for partner's long suit and is of unclear strength.

6 The 1NT opening.

1NT = 14-16, balanced.

6.1 Double transfers.

Methods after the 1NT opening reflect the theme of double transfers into the majors.

1NT :

2C : Transfer to hearts.

- a) A “normal” transfer.
- b) A transfer with 4♥ and invitational or better values.

The 1NT opener responds to the transfer in the following manner:

1st step : Super-accept: 4♥ or maximum with 3♥.

2nd step : 2♥ or minimum with 3♥.

Further continuations below.

2D : Transfer to spades. Continuations as for 2C above.

2H : Transfer to clubs. (5+♣). Opener replies according to the following schedule:

1st step : Good hand for slam purposes (6+ ace-king controls counting the queen of trumps as a king). Has an outside suit. Should not be bid on small doubleton support. Further continuations below.

2nd step : Good hand for slam purposes. No outside (worthwhile) suit.

3rd step : (Accepting the transfer.) Either small doubleton support or a hand with poor controls.

2S : Transfer to diamonds. (5+♦). Responses as for 2H above.

2NT : Natural, invitational, usually no 4 card major.

3X : Three suited with shortage in X, slam try. Opener bids 3NT to play, forewarned is forearmed or new suit agrees that suit.

3NT : To play.

4C : 6⁺♥, mild slam try (compared with transfer sequences which are stronger). No shortage. Step by opener shows 6⁺ controls and better than small doubleton support.

4D : 6⁺♠. As for 4C.

4M : To play (M = major).

4NT : Quantitative. Opener responds Baron style if maximum.

6.1.1 Continuations after major suit transfers.

After the non-super-accept, continuations are as if a normal transfer had been made with the exceptions that 1NT : 2C : 2S need not have 5♥ and that 1NT:2C:2H:3S is game forcing with 44 in the majors.

After the super-accept, responder may

1st step : Sign off, to play. (eg 1NT : 2C : 2D : 2H).

2nd step : Start of a short suit trial, invitational to game (or slam)

3-5 step : New suits. Long suit trials. (Note 1NT : 2C : 2D : 2NT is a long suit trial in spades.)

6th step : Jump to 3 of agreed suit. Invitational with 4 cardsuit only.

3S step : If the agreed suit is hearts, then 3S again shows 44 game forcing in the majors.

3NT step : Denies four cards in the other major. Requires opener to correct with four cards in the agreed suit.

4-level : New suits are splinters. Four of the agreed suit is categorically to play. (Usually the hand has improved enough with the known fit to justify game.) 4NT is key card.

/subsubsectionContinuations after minor suit transfers.

After a one step super-accept of a minor (eg 1NT : 2H : 2S) then the next step is a “retransfer” to the minor. Responder may either pass this, bid a new suit naturally, or bid 3NT which is a slam try. If responder instead bids the suit directly, it shows an invitation to game with 6⁺ card to two of the top three honours. Directly bidding a suit over the level of the transfered suit initiates a Culbertson sequence.

6.2 Interference.

Lebensohl applies after 2-level interference. Double is penalties.

7 The 2C opening.

2C = Multi :6+ ♣ or ♦, 9-12, not 4 of a major, may have 4 of other minor.

7.1 Continuations.

New minors are correctable. New majors are natural and forcing. With a minimum responder either raises or rebids their own suit. Other bids show values and 3 card support with the exception of 2NT which is maximum with out a fit.

2NT is invitational. With a maximum opener should respond in a shortage and with a minimum responder should bid their suit.

7.2 Interference.

Double is penalties, 2NT is invitational, new suits at the 2-level are not forcing at at the 3-level ask to be raised with doubleton support.

8 The 2D opening.

2D = any (4441) type, 9-16.

8.1 Continuations.

Responses excluding 2NT are correctable but partner should raise with 14-16. 2NT is a forcing enquiry.

2D : 2NT :

3C : 9-12, any shortage, then 3D is enquiry, 3H/S correctable.

3D : 13-16, 4414.

3H : 13-16, 4144.

3S : 13-16, 1414.

3NT : 13-16, 4441.

The responses to the enquiry after having shown a weak hand are:

2D : 2NT : 3C : 3D :

3H : 4144.

3S : 1444.

3NT : 44(41), after which 4C asks when 4D shows 4414 and 4H shows 4441.

8.2 Interference.

Doubles are penalty but should be ripped if minimum and less than two sure defensive tricks. 2NT is invitational. Newsuits ask to be raised with support, passed with a 9-12 and no support, and are forcing opposite 13-16.

9 The weak 2H opening.

2H = 6♥, weak, 5-9.

2S is forcing. 3 of a minor is invitational. 2NT is OGUST. If there is interference, doubles are penalties, new suits are forcing except after they double 2H.

10 The 2S opening.

2S = (5⁺/5⁺) in the majors, 9-12.

10.1 The 2NT enquiry.

2NT is an enquiry then exact shape is shown. New suits are not forcing.

2NT :

3C : 5512

3D : 5521

3H : 5503

3S : 5530

3NT : (65)11, then 4D asks for the six card suit. 4C is blackwood.

4C : 5602

4D : 5620

4H : 6520

4S : 6502

10.2 Interference.

Doubles are for penalties. New suits are not forcing.

11 Modified Culbertson asking bids.

When searching for a slam often asking bids are utilised. They are only used when a suit has been agreed. A bid in a different suit enquires about control in that suit. The answers follow this schedule: (note that 1st and 2nd mean first and second round control respectively).

| 1st | 2nd | # out 1st | action |
|-----|-----|-----------|-----------------------------------|
| no | no | any | return to trump suit (see below) |
| no | yes | 0 | return to trump suit (see below) |
| no | yes | 1 | cue outside 1st (jump if trump A) |
| no | yes | 2 | jump cue lowest outside 1st |
| no | yes | 3 | cheapest not specified bid |
| yes | any | 0 | cue (raise) asked suit |
| yes | any | 1 | bid cheapest NT |
| yes | any | 2 | jump in NT |
| yes | any | 3 | double jump in NT |

After a return to the trump suit an immediate ask asks for the reason for signing off; with no control again return to trumps, with second round control (and hence no outside firsts) then cue an outside second round control or NT with none.

A subsequent ask request control in that suit. Provided first round controls have been shown now second round controls may be.

12 Defensive methods.

12.1 Jump overcalls.

Jump overcalls are weak and show reasonable 6⁺ card suits. Occasional weak jumps into good five card majors may be made at favourable vulnerability.

Jump overcalls in NT show the two lowest unbid suits and the appropriate playing strength.

12.2 Cues.

A simple cue is a Michael's cue bid showing (5⁺/5⁺) in the majors if the cue was of a minor or in the other major and a minor if the cue was of a major.

A jump cue is a Western Cue and requires partner to bid NT with a stopper. A typical holding would be a long running suit and (quasi)stoppers in the other suits.

A double jump cue is a specific ace ask.

A triple jump cue is almost inconceivable.

12.3 Normal overcalls.

Simple overcalls are roughly in the (8)9-17 hcp range. They almost always are 5⁺ card suits.

Subsequently, new suits are not forcing but constructive, 1NT is 8-11, a simple cue denies 4 card support and is about 11⁺ hcp, a simple raise is about 8-11 and usually only three card support, a jump raise is "pre-emptive", and a jump cue shows 11⁺ hcp and 4⁺ card support.

12.4 Doubles.

Doubles are "classical". They either show about 17⁺ hcp and an ability to change suit or they promise shortage in the opponent's suit and support for all the unbid suits. After partner's double, 1NT is approximately 8-11, a jump is usually a 5⁺ card suit and 8-10 hcp, and a cue tends to be 11/12⁺. Without shape responder may bid an overstrong simple response knowing that partner may freely raise with 4⁺ card support.

12.5 1NT overcalls.

A 1NT overcall promises 16-18 hcp and at least one stopper. Subsequently the system after a 1NT opening applies. However, doubles by responder of the opponents' suit are take out.

12.6 Overcalling their NT.

The basic structure is ASPRO. 2C shows hearts and another, 2D shows spades and a minor. In both cases at least (54); exceptionally (4441) types. Two of a major is natural. Double of a weak NT is penalty interest and double of a strong NT shows a long minor.

After an ASPRO bid, PASS is natural and shows length, 1-step is not forcing and initiates a correctional sequence initially to the overcaller's five card suit. Accepting the transfer shows 3⁺ card support. New suits are natural offers to play. 2NT is invitational. A raise of the bid suit is an artificial game force. Jumping in partner's suit is a value bid promising 4⁺ card support.

12.7 Over a multi 2D.

Most are natural with the exception that double is take out of spades or a big hand and 2H is a (forcing) takeout of hearts. Aside from this artificiality doubles are take out of the suit which they are currently in.