

## “Convention card agreements”

2/1 GF

14-16 NT with 4-suit transfers (2♦ not always ♥'s)

Negative D and 3-level transfers over interference

5-card M w/ Jacoby 2NT and Bergen-type raises

Transfers over 1♣

Inverted minors

### Special 2-bids

2♣ either strong, or a weak 2♦-bid

2♦ multi weak with a major or 20-21 bal

2♥ 4-9 HCP, 4-4+ majors

2♠ 7-10 HCP 4-card ♠+ a longer minor

2N 5-10 HCP 5-5 hearts + minor

2-way check-back (2♣ = transfer initially)

4<sup>th</sup> suit GF

Negative D through 4♥

Resp D, Max D

Support D, and RD except after a transfer (then accept xfer w/normal hands)

15-18 NT overcall, systems on

New Capelletti

Weak jump overcalls

Regular Lebensohl over weak 2's

Michaels unspecified

Regular RKC

Redwood when minor is agreed (Then 4NT cue in redwood suit)

DOPI, DEPO

Reverse one-way Drury

Minisplinters in comp when we open or overcall a major

2♣ is used as mitchell stayman over 1N after we have opened 1m

attitude against NT

3d/5<sup>th</sup> against suits (sometimes high from four small)

routinely high from 3 small after showing support

### Structure of notes

Opening bids

Continuations structured by opening bid

(mixed with) When opp's interfere over our openings

When we interfere

Slam-bidding

“The Mad Scientist”; New ideas that are by no means implemented”

**RED=New, BLUE=Old but a little special**

## Opening bids

1♣	2+♣
1♦	4+♦
	with 17-19 bal we always open 1♣
	with 11-13 bal we normally open with 1♣ in 1 <sup>st</sup> and 2 <sup>nd</sup>
	in 3d seat we are more apt to show lead with min
1M	5+M (good 4-card possible in 3 <sup>rd</sup> pos.)
1NT	14-16, could be semi-balanced, often 5-card M
2♣	either strong, or a weak 2♦-bid
2♦	multi weak with a major or 20-21 bal
2♥	4-9 HCP, 4-4+ majors
2♠	7-10 HCP 4-card ♠+ a longer minor
2N	5-10 HCP 5-5 hearts + minor
3x	PRE, disciplined except in 1 <sup>st</sup> / 3 <sup>rd</sup> hand NV
3NT	solid minor, no outside a/K
4m	PRE, normally 7-4 OR 8*m, except favorable
4M	PRE, normally 7-4 OR 8*M, except favorable
4NT	ace-asking, for specific Aces (5N=club-ace, 6-L=2 Aces)

## General about the opening bids

### **Pass OR open**

We normally open most hands w/ 11 hcp, but not necessarily w/ an honor singleton AND/OR 4441 or heavy short-suits including KQJ, or 4333. Jacks are usually suspect while Aces good. Some really good 10-counts may also be opened.

### **Choice of opening bid**

With 5\*m AND 5422-distribution, 14-16, we sometimes choose to open w/ 1NT especially w/ a 4-card red suit.

With 6-5-distribution we almost always open w/ our 6-card suit.

W/ 5-5 blacks we open 1♠

### **The NT-opening**

Could be semi-balanced.

Will usually be our opening bid with 5\*M332,14-16.

### **Preempts**

Normally we play reasonable preempts when it comes to length, suit quality AND defensive tricks. If the hand is perfect for a PRE the VUL is of less importance. In 1st AND 3rd hand NONVUL our style is less rigid.

### Responses to 1♣

- 1♦ 4+♥, 4+HCP (less rigid since no 17-19 2NT rebid)
- 1♥ 4+♠, 4+HCP (less rigid since no 17-19 2NT rebid)
- 1♠ "Transfer to 1NT"
  - a) 6+HCP wo/ major, bal/semibal
  - b) 6-9, club raises, not suitable for 3♣
  - c) 6-9, 6+♦, (10-11 poss w/ scattered values)
  - d) GF w/ 5+♦ and a 4-card M
- 1NT 11-13 bal, inv to 3NT opp. 11-13 bal
- 2♣ inverted, partners only non-GF bids are 2N or 3♣
- 2♦ GF, 5+suit, like 2/1 but w/o 4-card major  
It is usually 6+suit but xx54 or concentrated 5332 poss.
- 2♥/2♠ Jump-shift, starts at 14+HCP, may have side 4\*suit
- 2NT Forcing bal, no major, wants to declare.
- 3♣ Preemptive, partner may pass with 18-19 bal
- 3♦ 6+suit, about 10-11 HCP, w/ bad suit 1♠ poss.
- 3M/4♦ splinter, GF
- Other Natural

### 1♣-1♦ ; 4+ hearts , 4+HCP

- 1♥ a) 11-13 NT  
if 4-card hearts, then bad hand like QJx/Kxxx/KJx/QJx  
75% rule applies=3/4 we bid 2♥ with 11-13 bal and 4\*♥  
b) we also may bid 1♥ with i.e. x/Kxx/AQxx/Kxxxx or with reversed majors because nothing else makes sense  
  
continuation: bids higher than 1NT is 2-way checkback structure (project: there are better methods)
- 1♠ unbal, 4♠ and 5+♣ or 4144
- 1N 17-19 balanced (2-way checkback)
- 2♣ normal
- 2♦ normal reverse, 2M or oM(4<sup>th</sup> suit) creates non-GF
- 2♥ 4-card decent bal w/ 4\*♥ or really bad unbal w/ 4\*♥
- 2♠ jump reverse,GF
- 2NT special, 15+ w/ 4\*support or 6+♣ with 3-cardsupport  
if responder is weak he can try to sign off in 3♣ or 3M  
if responder has more he can gameforce by bidding  
3♦ with 4\*M or 3 oM with 5\*M  
Opener, over the GF bids, stays at the 3-level  
if only 3-card support (bidding fragments if possible)  
With 4-card support he bids shortness at 4-level  
4M shows a limited hand with 5422 while short spades or extras with 5422 has to bid 4♣
- 3♣ Normal, good hand Non-Forcing, not 3-card ♥
- 3♦ 4-card M support and 17-19 bal
- 3♥ min, support and unbal, not bad min
- 4♣ 6+♣ with 4\*♥, aggressive but good honours  
splinters shows a very good hand, 17+HCP

### 1♣-1♥; 4+ spades , 4+HCP

same principles apply as over 1♣-1♦

### **1♣-1♠; like a 1NT response mostly**

Opener reacts like over a 1NT response

He bids 1NT with 11-13 bal, but 2♦ with 17-19 bal, and 2N with

♦-reverse

He can repeat clubs or reverse.

If responder introduces a major he has a gameforce with longer diamonds

Minor suit bids are NF over 1NT and 2♣

We switch the 2♦ and 2NT bids as follows

2NT = diamond reverse, Forcing to 4m

(will rarely happen with opps having both majors)

2♦ = 17-19 NT

pass and 3♣ are signoffs

2♥ = gametry, asks partner to choose between 2NT/3NT

2♠ = transfer to 2NT

creates a gameforce when R doesn't pass 2NT

3M then shows the good hand with longer diamonds

2NT = Forcing, wants to grab the NT

### **1♣-1N; 11-13 inviting 3NT**

### **1♣-2♣; inverted, see agreements after 1♦**

## Responses to 1♦

1♦	1N	5-10(11) Opener may re-bid a 5-card minor with 14-15 To give responder a second chance
1 m	2 m	inverted, 10+, could be 4-cardsupport
1♦	2M	jump-shift, 14+ with 6+suit, may have 4*side-suit
1♦	2N	11-13, inv
1♦	3♣	(9)10-11, inv
1m	3N	13-15
1m	4m	preemptive
other		splinter-bids

### Inverted minor agreements

Opener can bid 2NT or 3m as non-forcing

Anything else creates a GF

3NT shows 17-19 bal

New suits by opener are semi-natural, could be done with 14 bal and wideopen somewhere or w/ 17-19 bal

### Bidding after 1♦ - 1M

Since we can't have a natural 2NT rebid we use the same stuff as after the 1♣ opening

2N is a good raise with 6-3 or 5-4

3M is a distributional raise

splinters show a very good hand

## Responses to 1♥ and 1♠

- 1N semi-forcing, see separate writeup (Brad/Fred stuff)  
 opener only passes w/ 11-13 bal
- 2M constructive, about 7-9 or real bad 10
- 2NT Jacoby, but good
- 3♣ a) normal limit  
 b) limit with 3 trumps and shortness (1NT resp dangerous)  
 c) bad Jacoby hand  
 3♦ by O reinvites game  
 Note: O has to bid in tempo when attempting to sign off
- 3♦ Mixed raise, about 6-8 w/ 4+support
- 3M bad preempt
- 3NT 4+support, "good 1-4" about 7-10 HCP w/ shape
- 4M preemptive
- void splinters

## Special responses to 1♠

- 2♦ 5+♥, (8)9+Hcp, 6+suit or 10+Hcp, 5card-suit
- 2♥, NF, but partner will always bid with 10+Hcp
- 2♠ art. GF, no 5+ minor, no 3-card ♠
- 2NT Natural inv, about 10-11(12 bad)
- 3m 55 or concentrated 54/64
- 3♥ about 10-11, 6suit (3♥ directly 7suit)
- 3♠ natural slamtry
- 2♠ Natural NF
- 2NT+ GF (2NT doesn't promise bal)
- 2♥ 5+♦ GF
- 3♥ 5-5 in majors, only "conv" response

## Jacoby 2NT system

- 3♣ any minimum, about 11-14  
 responder may relay with 3♦ or show shortness 1-2-3  
 over relay opener bids shortness 1-2-3 or cue-bids  
 with a decent hand and no shortness
- 3♦ "relay" (14)15+, no shortness  
 responder can show shortness, or cue-bid at 4-level
- 3♥ short clubs
- 3♠ short diamonds
- 3N short other Major
- 4new 5-5 with two top honors in the new suit
- 4M garbage with no shortness, max 1 key-card

### Cont. after a semiforcing 1NT (Brad and Fred stuff)

1♥ -1N

- 2♣ natural (most of the time)
- 2♦ transfer, weak preference or good hands  
(rebidding 2NT shows 4 clubs with max)  
(rebidding 2♠ shows a 2NT rebid with primary diamonds and spade-weakness/worry)
- 2♥ preference with 8-10
- 3♦ natural and weak (6-9)

1♠ -1N

- 2♣ natural (most of the time)
- 2♦ at least 5 hearts  
nat cont. 2♠ over 2♥ shows 8-10 w/ two ♠
- 2♥ transfer, weak preference or good hands  
(rebidding 2NT shows 4 clubs with max)
- 2♠ preference with 8-10
- 3♦ natural and weak (6-9)

1♠ -1N

- 2♦ natural (most of the time)
- 2♥ transfer, weak preference or good hands  
(rebidding 2NT shows 4 clubs with max)
- 2♠ preference with 8-10
- 3♦ natural and weak (6-9)
- 3♥ natural and weak (6-7/8)

## Interference over 1 of our suit

### When they D I suggest different treatment if we open 1m:

2NT is crappy distributional raise, no game even opp. 17-19 bal  
3m is more normal preempt, call it a mixed raise.

with limit plus we have to start with 1♠ (transfer to 1NT) and hope for the best

Jump shifts are preemptive

Double jump shifts are fitshowing

3NT is natural, not wanting to get opp a chance to show lead

All one-level responses remain the same after 1♣ (D) and 1♣ (1♦) and 1♣ (1♥) . Double therefore says they took my bid.

If next hand passes O bids as without interference.

After 1♣ (D) , RD shows diamonds.

After 1♦ (D) and 1♦ (1♥) all one-level responses are as if the opening bid had been 1♣. If next hand passes O again uses the structure we have after 1♣. 2NT for example becomes the 15+ 3 or 4card raise.

### Differences when we open 1M and they D

Transfers starts with 1NT to show a minor suit/lead

Because of this we may RD also with hands 8-9 HCP that wanted to bid a natural 1NT

2-under is a better raise than 1M-2M (mostly to guide partner if to compete to 3-level or not)

2NT is limit plus using our jacoby system. Only difference is that

3M over 3♣ is non-forcing.

3-under is mixed raise

3M is a crappy preempt

### When they overcall

Cuebid	limit+
Jump cue	splinter
2/1	forcing to 2NT, already named suits and NT is NF
jump raise	"preemptive", but decent



## 1NT system

2 ♣	stayman may have no major
2 ♦	a) 5+ ♥ b) both minors (opener's only superaccept is 2 ♠)
2 ♥	5+ ♠
2 ♠	6+ ♣
2 NT	6+ ♦ (bid it if you like it, at least 3 to a top-honor)
3 ♣	4441's w/ 4-card ♠
3 ♦	3 ♦ asks for singleton 1-2-3 5431 GF, 54 minors
3 ♥	3 ♥ asks for singleton 1-2 5-5 majors GI
3 ♠	1444
4 ♣	Gerber
Texas	
Also texas after interference up to 3 ♣	

### Cont after 2 ♣, stayman

2 ♣ - 2x - 2M	inv, 5-cardsuit, could be aggressive if both M
2 ♣ - 2 ♠ - 2N	inv, may have 5-card ♥
2 ♣ - 2x - 2N	inv
2 ♣ - 2x - 3m	5+suit, forcing
2 ♣ - 2 ♦ - 3M	smolen, 5-4 or 6-4
2 ♣ - 2 ♥ - 3 ♠	a) way of asking for 5-card ♥ b) support and a splinter somewhere partner bids 4 ♣ with 5-card ♥, 3NT w/o over the response, responder can show a splinter
2 ♣ - 2 ♠ - 3 ♥	a) way of asking for 5-card ♠ b) support and a splinter somewhere partner bids 3 ♠ with 5-card ♠, 3NT w/o over the response, responder can show a splinter
2 ♣ - 2M - 4 ♣	key-card Gerber
2 ♣ - 2M - 4 ♦	balanced slamtry w/ support
2 ♣ - 2N	4-4 in M and min, retransfers (4suit)

**Cont after 2♦ transfer, and 2♥ by partner**

2♠	2N	<ul style="list-style-type: none"> <li>relays</li> <li>3m natural 6-4</li> <li>3♥ asks for shortness 1-2</li> <li>3M shortness with 5-5</li> <li>3N 4432, quant</li> <li>4m natural, 5422, quant+</li> <li>4M void w/ 5-5</li> </ul>
2NT		5+♥, 4+♣, inv+
3♣		5+♥, 4+♦, inv+
3♦		6+♥, slamtry
		relay asks for singleton
splinter		void
4N		quant (general principle when texas was available)
5N		5332, pick a slam

**Cont after 2♥ transfer, and 2♠ by partner**

Same principles as after transfer to ♥'s

Except:

3♦ transfer, GF w/ 5-5 majors

3♥ GF w/ 6+♠

**Cont after 2♦ transfer, and 2♠ by partner**

2N all hands w/ hearts

3-level bids all show both minors as over 2♦-2♥-2♠-2N

Cont after 2♥ transfer, and super-accept

Partner, may super-accept with 2NT or by showing a “working”

Doubleton (Ax/ Kx / xx) or by a jump to 3♠ if bad max for slam

Over all super-accepts there is always a retransfer when needed

When 3-level transfer is available this is the way to go with a singleton

When not available, then show shortness directly if possible

As a general rule we can't play 3NT with a 5-4 major-fit. 3NT becomes a way

to show no shortness, or a non-serious slam-try, depending on need

Cont after 1N-2♠ and 1N-2N

Bid it if you like it

Reponder advances with shortness or 4m key-card or 4N quant 5332

**When they interfere**

Over natural bids we play take-out D at 2-3 level. We are aggressive so we don't pass the D without "the nuts" at the 2-level

Over conv D or 2♣ that don't name any suits we play system on  
 Over all other actions, whatever meaning, 2NT+ are transfers and the two level is natural. However bidding a suit that they have named at the two-level i.e. over landy indicates a stopper and the other suits.

Transfers show only comp+ values.

A transfer to their suit is a GF with shortness, any 4441/5431.

T/O D followed by suitbid is NF

Getout-structure when they D 1NT for business

When they D directly

RD shows one-suiter

Bid shows that suit plus hearts

Pass forces RD, then bid shows 4-cardsuit w/o hearts

When they D for business in 4<sup>th</sup> seat

RD by resp is a one-suiter

Bid by resp is lowest of two suits

**When they D stayman**

First priority is to find out if we have a stopper

Opener responds normally to stayman with a stopper

Without a stopper he passes and responder may RD to get back into the system

If responder doesn't want to get back into the system he may bid a 4-card major non-forcing. He probably has 8-10 points but also no clubstopper.

**When they double a transferbid**

Pass= 2-cardsupport, no stopper

We accept the transfer with 2-cardsupport and a stopper

RD=any hand with 3+support, system on

## Responses to 2♣

(strong or a weak 2♦-bid)

2♦ is waiting. On the second round 3m when available is a second negative or natural (we'll try to sort it out later).

2M=oneround force. 2 of 3 top honors with a 5-cardsuit or 2 of 4 with 6-cards suit

3♦ and raise by opener shows the weak two, everything else natural and strong

2N=Forcing assuming the weak-twobid and asks for shortness if extras. If opener is strong we are in a slamforce and he responds naturally at the 4-level

3m one-round-force shows 2/3 tops and a 6-cardsuit.

The only weak response is 3♦ (and 5♦ over 3♦)

### When they interfere

Over interference at 2-level all bids are natural including D

Responders D assumes the weak 2-bid

Over interference at 3-level D by Opener is T/O in last hand.

Pass is forcing by Responder (too bad if he was going to pass 2N)

## Responses to 2♦

(weak two in a major or 20-21 balanced)

2♥, 2♠, 3♥, 3♠, 4♥ are all pass/correct

it also means you are prepared to handle the 20-21 NT

if partner bids NT the 2N system is on even if we are in 3NT or 4NT

2N asks

- 3♣ bad hand
- 3♦ asks for major criss/cross, GF
- 3M pass/correct
- 3♦ weak 2♥ bid with medium or max
- 3♥ NF but inv
- 3♥ weak 2♠ bid with medium or max
- 3♠ NF but inv

4♣ asks partner to transfer to his suit

### When they interfere

When they overcall D is penalty and 2NT like without interference. Major suit bids are pass/correct

## 2NT-system (may occur after 2♣ and 2♦ openings)

- 3♣ a) stayman  
b) SI+ w/ 5-card minor
- 3♦ transfer
- 3♥ transfer
- 3♠ a) both minors  
b) 6+minor

Gerber and Texas

After stayman, responder can show slaminterest with a fit only by bidding the other M.

Smolen is on after a 3♦ response.

Over 3♠ opener can show a 4-card minor w/ interest or bid 3NT

If opener shows a 4-card minor, the first step shows 6+ cards in the other minor.

If opener bids 3NT over 3♠, responder can bid 4m naturally with both m,  
or he can bid 4M to show a 6+suit in corresponding minor.

## 2♥ opening

(4-9 HCP with 44+ majors)

All responses are nonforcing except 2NT and 4m

4m are slamtries in corresponding major

2N asks

- 3♣ exactly 4-4M
- 3♦ 5+♥
- 3♥ 5+♠
- 3♠ 4441 max
- 3N 4414 max

Over 3♣ responder can ask minor shortness (1/2) with 3♦ (3N denies, any 4432)

Over interference 2N is the same, bids are nonforcing and D penalties

## 2♠ opening

(7-10 HCP with 4 spades + a longer minor)

2N generally an invitation to 3NT or a good inv to 4♠

3m natural minimum

3♥ max with clubs

3♠ encourages partner to go beyond 3N w/ 6+♣

## 2N opening

(about 5-10 with 5-5, ♥ + minor)

3/4♣ pass/correct

3♦ gametry

3♥ minimum

3♠ max w/ ♣

3N max w/ ♦

over interference doubles are penalties

## When we interfere

### With double

A non-jump response may be up to 10 HCP.

A cuebid does not promise a second bid.

Jumps are always a 5+ suit.

If opener continues with a cue-bid over a major-suit response, it generally shows a good hand with 3-card support.

### With an overcall

We use Rubens advances starting with the cuebid if next hand passes.

i.e (1♦) - 1♠ - (P)

1N about 8-13 HCP

2♣ constructive non-forcing

2♦ 5+♥, constructive+

2♥ (10)11+HCP and a fit

Jump cue-bid is a mixed raise (like a good preempt). New suits are forcing except for 2-over-1 which are limited to about 9-14. In these situations a jump in a non-forcing suit is forcing.

If next hand makes a negative D, then transfers start with 1NT while RD shows the values of a 1NT bid.

If next hand does something else we revert to natural bidding.

### In the sandwich position

1NT is natural. D is takeout, promising the un-bid suits if they bid 2 suits. Cue-bid of the opening bid shows the un-bid suits, or the majors after 1m-1NT. Cue-bid of responders suit is always natural.

2NT shows 55+ if they bid to suits, usually 6-5.

After 1M-2M and D, we use 2NT to ask for best minor, but it's otherwise like lebensohl, so a direct 3♦ or 3♥ (if over spades) shows some interest.

### In the pass-out seat

Rule of Roy; HCP minus number of cards in their suit has to be 9+

- 1) a jump shows a 6-card suit and about opening values, good opening values if it's 3 of a minor (strongly inviting 3NT).
- 2) 2NT shows 20-21 bal
- 3) a cuebid shows an unspecified twosuit 5-5 and at least a good opening
- 4) 1NT shows 11-14 if they opened a minor, and we use system on
- 5) 1NT shows 11-16 if they opened a major and we use "almost system on". The only difference is that 2♣ is stayman but at the same time asking for strength. With 15-16 the response becomes 2NT, and we now continue with our 2NT system.

### **With Michaels (unspecified minor)**

When we cuebid their minor(which can be quite wide-range), 2NT shows a good opening bid without a 3-card major, re-cue-bid shows at least a good 10+ with a fit for one of the suits, and 3M shows about a good singleraise of an opening bid, but often with 4 trumps (or maybe 3-cards but more solid).

When we cue-bid their major, 2NT shows values while 3♣ is pass/correct

### **Over their Notrump**

New Capalletti in all seats. Double by a passed hand clubs

### **Over weak two-bids**

Cue-bid asks for stopper  
Jump to 4m shows 5-5 with that suit + an un-bid major.

### **When they transfer**

Double is lead-directing  
Cue-bid shows 5-5 with a major.

### **Over 4-level preemts.**

D is t/O while 4NT shows any two-suiter

## **Other competitive situations**

### **Looking for 3 NT**

If opponents have bid 2 suits, we cuebid the better suit.  
If they have bid one suit, a cuebid shows something in the suit if there is another forcing bid available that also sounds like we are looking for 3NT. If on the other hand it is the only bid available, then it asks for a stopper.  
If they double a bid, when it seems like we are heading for 3NT, RD shows at least ½ stopper and encourages partner to bid 3NT.

### **They D an artificial bid**

Pass is neutral. It does not promise a desire to maybe play the contract.  
If we are in a game-try situation, pass over the D shows weakness.

### **They D a cuebid.**

RD by both players shows a first-round control. Pass just means you are interested in finding out if partner has a first-round control.

### **We overcall 1NT and "responder" doubles**

Same as if we opened 1NT



## Slambidding

### Splinter-philosophy

When we make a splinter that gives partner no room to cooperate below game-level, he should assume a very minimum hand for the splinter. We do use "last-train" principles when needed.

### Non-serious 3NT

When we have an established majorsuit fit, 3NT is a non-serious slam-try, while a cue-bid is a serious slamtry.  
(In certain established situations 3NT instead denies a singleton)

### Development of key-card auctions

When asked about the trumpqueen, responder returns to the trumpsuit without it.  
We play specific Kings over 5NT.

### 5NT

5NT is pick a slam if we haven't 100% located a good fit

## Passed hand bidding

Reverse one-way Drury

Minisplinters with 2N as good w/ clubs

2♦ is not a transfer to 2♥ by a passed hand

## The Mad scientist section

This is a section for throwing around some new ideas for discussion-purposes. Nothing gets implemented until we verbally decide on a final version of the idea. If one of US don't like it we just throw it out.

### 1. Transfers after 1♥ - 1♠

The disadvantage is that you can't play 1NT after this start (much like the disadvantage of playing forcing NT)

The advantages however are plenty.

Also we should discuss playing 1♠ as a possible controlled psyche with these responses

1NT	3+ clubs (4+clubs unless 2533 or 17-18 bal)
2♣	4+ diamonds (or 3532 17-18)
2♦	6+ hearts
2♥	35(23) 11-13
2♠	4-card support bad or unbal 3-cardraise, bad
2N	15-18, 4-card support
3m	5-5 GF
3♥	normal inv
3♠	12-14, good looking hand
3N	35(23) 19 HCP
4m	19+ spl

Developing the auction after the transfer-bids

Partner takes a preference with 5-10 HCP and takes the same action he would have taken opp. a natural bid if he has more

Assuming partner leaves us alone by just preferencing this is the idea listing the various hand types

17-19 balanced;  
 with 17-18 transfer to a minor and bid 2NT (could be semi-balanced also)  
 with 19 and 3 spades jump to 3NT  
 with 19 and 2 spades transfer and bid 3NT

with 5431 ;  
 with 3 spades transfer to the minor and invite w/ 2♠ or GF w/ 3♠  
 with 1 spade transfer to the minor and then bid your 3-card minor if strong enough. 3♣ is GI+ while 3♦ is GF.  
 Un-appropriate 5431's will be shown as notrump invitations  
 With 6-4 gametry's transfer to the hearts and bid 3m  
 With 6-4 GF, transfer to minor and bid 3 hearts  
 Long hearts GF+, transfer to hearts and bid 3 hearts  
 With 5-5 Gametry , transfer to minor and bid 3m

This is just a first draft, improvements are possible

## Two-way checkback revised

1♣-1♦ - 1♥ /or 1N

- 2♣ transfer, signoff in diamonds or inv w/ 5+hearts
- 2♦ weak or GF w/ 5+hearts
- 2♥ balanced GF , 4-card hearts
- 2♠ club canapé, GI+
- 2N Nat inv
- 3♣ diamond canapé, GI+
- 3♦ 5-5, GF
- 3♥ dist inv, often 7+suit, need controls
- 3♠ transfer to 3NT when needed

1♣-1♥ - 1♠ /or 1N

- 2♣ transfer, signoff in diamonds or inv w/ 5+spades
- 2♦ weak or GF w/ 5+spades , 4+ hearts (asks for pref)
- 2♥ weak or GF 5+spades, denies hearts
- 2♠ club canapé, GI+
- 2N Nat inv
- 3♣ diamond canapé, GI+
- 3♦ 5-5, GF
- 3♥ transfer to 3NT when needed
- 3♠ dist inv, often 7+suit, need controls

## Relays

First a small theoretical background or regression about relays  
The idea about relays is for one hand to take captaincy and find out everything he can about the other hand (the other hand always being the opener and having basically no decisions in the bidding).

To start a relay sequence you have to have the strength to commit to game (3NT or higher).

One of the first good relay systems was Becker-Rubin-Granovetter etc ultimate club system, which I and Magnus unceremoniously adopted and played in the 80's. It was based on the "fibonacci series". Fibonacci was a mathematician and applied to a bridge-system it would tell you how many hand-shapes you could show, not going past 3 NT.

The fibonacci-series is: 1-1-1-2-3-5-8-13-21-34 .....the first number representing 3NT and the last number in theory representing 1 club.

The mathematical beauty of the series is that (forgetting the first couple of 1's) is that the next number is always the sum of the two previous ones.

Also every number is always the sum of all previous numbers except the very previous one. I.e.  $5=2+1+1+1$ ,  $8=3+2+1+1+1$  etc

1-1-1

The bids  $3\heartsuit$ ,  $3\spadesuit$ , 3NT have to be one specific shape. If it was more you can't ask for a clarification with all responses allowing a 3NT contract.

2

The bid  $3\diamondsuit$  may contain 2 shapes since after a  $3\heartsuit$  relay opener can clarify with  $3\spadesuit$  and 3NT.

3

The bid  $3\clubsuit$  obviously allows three shapes since over the  $3\diamondsuit$  relay we are back to  $3\heartsuit$ ,  $3\spadesuit$ , 3NT

5

2NT allows for 5 shapes. Add up everything past  $3\clubsuit$  since  $3\clubsuit$  is used as a relay etc.

### Why we want to shy away from Fibonacci

Ultimate club was designed to be able to show all hands. The bid 3NT might in one instance show 5332 and in another instance show 8320.

1) Instead of having a "perfect" system, what you want is to have common distributions clarified earlier than 3NT and unusual distributions clarified maybe past 3NT.

2) A 2NT bid will sometimes be used as a response to the first or second relay. You would like this bid to contain distributions that either a) make a 3NT contract unlikely or b) a 3NT contract more desirable to be played by opener.

3) Unfortunately we are not computers. We have to, at least for starters, compromise efficiency and prioritize what is less hard to remember

In this first attempt, ease of memory will be a priority

Some more principles before we get started.

We will use 1 Major- 2♣ as a GF relay. Since opener has already defined a 5+ suit there is enough room to show most distributions. With GF hand, responder has often a choice of relaying or not. He may show ♥'s by bidding 2♦ or show ♦'s by bidding 2♥. He may show support via 2NT.

With ♣'s however responder has no choice but to start with 2♣ so therefore we want any direct highlevel response to the relay to be good for clubs (clubs as a sidesuit). Over a low-level response to the relay, responder may bid a natural bid instead of continuing the relays, thereby showing an unbalanced hand with primary clubs.

Over the opening bid 1♦, 1NT has to be the GF relay. We will use the same structure as over 1 Major-2♣ when we have 5+ ♦'s, while a 2♣ response to 1NT will show unbalanced hands with only 4-card ♦'s.

With non GF hands and no major we will have the choice of bidding a nonforcing 2♣ or 2♦. 2♦ will show 3+ support. Over the opening bid 1♣, we won't use relays yet. Eventually we may however decide to use 1NT as a GF relay, although the structure will have to be different.

Another basic principle is that once opener has clarified his shape completely we go into artificial bidding. We will call this SLAB&ES. If opener hasn't completed his shape all bids are natural except the relay.

SLAB = Slam-asking bids

ES = End-signal

The End-signals are:

3NT (natural)

4♦ = I want to play game in a suit or make a quantitative 4NT bid. In essence a transfer to 4♥.

Opener will only break an end-signal with 17+HCP.

If you cannot stand opener to break up an end-signal with 17+, then try not to relay out his shape (sometimes you have no choice).

The SLAB's are all other bids according to a strict principle of "LONGEST-LOWEST"

Ex 1. Opener has shown 3514 by bidding 3♥.

3♠ = sets hearts, the longest suit

4♣ = sets clubs, the second longest suit

4♥ = sets spades, the third longest suit

4♠ = sets diamonds, the shortest suit

ex 2. Opener has shown 2515 by bidding 3♥.

3♠ = sets clubs, the lowest of two 5-card-suits suits.

We'll get to a more detailed discussion of SLAB's later but the basic principle is that you respond with the cheapest step if you have 11-13 and respond to Roman keycard with more. Sometimes we will bid a slam off the AK of a suit, but bear in mind that it is very hard to lead against a slam when one hand is totally unknown

### The Relay structure

We have three separate tiers in the relay structure

The most common is "2NT+"

This structure always show a 2-suiter

Then we have the 2♠ structure, reserved mostly for onesuited hands

Thirdly we have the 2♣ structure which will only occur after 1♦ - 1NT and is reserved for hands with only 4-card ♦'s

An example before we get into specifics:

1♦ - 1NT ;GF relay

2♣ all unbalanced hands with only 4-card ♦'s

2♦ - 2♥ (relay) - 2NT+  
most hands with side spades (the highest sidesuit)

2♥ - 2♠ (relay) - 2NT+  
most hands with side hearts (the middle sidesuit)

2NT+ directly over 1NT  
most hands with side clubs (the lowest side-suit)

2♦ - 2♥ (relay) - 2♠  
mostly one-suiters

2♠ directly, more of mostly one-suiters

2♣2♦-2♥2♠

### 2NT+ structure

2NT+ defines a side-suit (see previous page) and shows the rest of the distribution

-----  
2NT=

- a) a void somewhere
- b) honors in the short suits 5431(short King) or 5422, about 11-14 HCP

then over the 3♣ relay:

- 3♦ = 5530, relay for shortness 1/2
  - 3♥ = 6430, relay for shortness 1/2
  - 3♠ = 5440 with the void below shown sidesuit (with 4540, begin by showing diamond sidesuit, with 4504, begin by showing spades, w/ 0544 begin by showing clubs; in other words it's circular, spadevoid being below clubs)
  - 3N = b) 5431(short King) or 5422 w/ short honors for relay purposes 5422 is assumed higher 6520/7420 (we'll deal with these later)
- 

- 3♣ 5521 relay for singleton 1,2
- 3♦ 5431 low singleton
- 3♥ 5431 high singleton
- 3♠ 6421 low singleton
- 3N 6421 high singleton
- 4♣ 6421 high singleton to strong for 3NT, about 16+ higher 6511/7411 (again we'll worry about these later)

You will notice that regular 5422's are not shown here. Instead we'll fit them into the "one-suited" 2♠ structure

### Introducing "zooms"

Sometimes, when higher responses are redundant, they are instead used to show the distribution of the highest possible response, but a good hand.

### Example

1♥-2♣-3♣-3♦- ?

- 3♣ shows 5-5-2-1 with hearts/clubs
- 3♦ relays for singleton
  - over 3♦, 3♥ shows a singleton diamond (lowest short)
  - over 3♦, 3♠ shows a singleton spade(highest short)
  - since there are no more distributions possible higher bids show a 3♠ bid with extras.
  - 3NT would show the same 1525 w/ about 14-17
  - higher are key-card responses with a super hand assuming lowest SLAB (clubs are assumed to be trumps)

2♠ scheme (onesuited or 5422)

The direct 2♠ shows a 6+ suit while the indirect route to 2♠ shows a fairly balanced hand with a 5-card primary suit.

Examples

-----  
 1♥ - 2♣ - 2♠

= 6+♥  
 -----

1♥ - 2♣ - 2♦ - 2♥ - 2♠

This shows 5332/5422  
 -----

Continuations after showing a 6+ suit

2NT relay

3♣	7+ suit
3♦	(relay
3♥	low singleton, 7321
3♠	middle singleton, 7321
3NT	high singleton, 7321 forcing.
	Higher 7330's (again discuss later)
3♦	6331 low shortness
3♥	6331 middle shortness
3♠	6331 high shortness
3N	6322 11-15
4♣	6322, too good for 3NT
4+♦	powerhouse, 6322, RKC resp. assuming 6-card suit

Cont. showing 5-card suit

3♣	5332
3♦	ask for doubleton 1-2-3
3♥+	SLAB not caring about doubleton
3♦	5422 low sidesuit
3♥	5422 middle sidesuit
3♠+	5422 high sidesuit



## SLAB's

Again if you wan't to try to stop in game after the distribution is shown you bid 3NT, or 4♦ (end-signal).

Opener is supposed to disregard the end-signal with 17+ and instead bid something intelligent that shows something more about his hand (his distribution is already known) .

If responder, relayer instead wants to make a slamtry he let's opener know what suit is trumps by LONGEST/LOWEST.

This is the only time opener can use his judgement. With most 11-13 hands he will decline by bidding the cheapest step. With most 14+ he will respond to RKC starting with the 2<sup>nd</sup> step.

When opener shows a minimum the relayer can re-keycard by bidding the cheapest step that isn't the agreed trumpsuit.

### What happens after a key-card response

Now we go into negative cue-bidding which is a continuation of the Slam-asking bids (SLABS)

The only sign-off for the relayer is the trump-suit. All other bids are asking for a SLAB-sequence or if you will a sequence of disclosing Kings and Queens not yet shown. There is a strict order for this:

Level 1: Trump Queen if not yet known

Trump queen comes first and then come Kings (however not a singleton King) The order is always LONGEST-LOWEST

Level 2: Queens, Singleton King trail the Queens, and after that so does the Jack of trumps.

Level 3: Any bid at the 6-level is the final contract even if you set a different suit as trumps.

Lower bids are still asking even if 9's or 10's are in the picture.

### Example

You open 1♥ holding x/AQxxx/AKxx/Qxx

Partner bids 2♣ , gameforcing relay

You bid 2♥ showing the middle suit

After the next relay you bid 3♥ showing the exact distr.

Over 3♠ (setting hearts) you respond to key-card since you have extra values and since you have the highest response you zoom into Level 1

4NT shows two key-cards, the King of diamonds and denies the King of clubs.

That concludes level 1. Relayer's next bids:

(order of level two; ♦Q, ♣Q, ♠K, ♥J)

5♣ asks for diamond queen

5♦ not interested in diamond queen, asks for club queen

5♥ signoff

5♠ not interested in minor-suit queens asks for spade K

5NT asks for trump Jack

6-level final contract

