

# Our ULTRA CLUB Relay – July 2007

*Dwayne Hoffman & Larry Lowell*

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*Memory depends very much on the perspicuity, regularity, and order of our thoughts.*  
– Thomas Fuller

## GENERAL PRINCIPLES

Greetings! We hope that you enjoy our company at the table. Even though we play **highly unusual methods**, we firmly believe in the **fullest of disclosure**. Listed below are our general tendencies. Please feel free to ask any questions you may have about any bid or play. Most importantly, smile – you’re playing bridge! ☺

1. Due to the fact we play a limited bid system, we tend to **open a little lighter** than most “standard” bidders. Matter of fact, we will open certain hands that are potentially below 10 hcp if the proper controls and suit requirements are met, along the lines of ZAR Points.
2. We play a method called **canapé**. This means we bid our four card suits first, BEFORE our five card suits. This requires a **PRE-ALERT**, and we normally use a laminated strip to warn you before play begins.
3. Our competitive bidding structure is probably the most **unusual** that you have ever seen.
4. We do not bid mechanically. We give each other a sizable amount of latitude. We take into account vulnerability, playing strength, and level. We actively practice frequent upgrading, aggressiveness, & occasional downgrading.
5. We both suffer from a case of “**TRANSFERITIS**.” We use numerous extensions of transfers in & out of competition.
6. Our **STRONG CLUB** structure uses **TRANSFER POSITIVES** to 4-card Majors. Follow-ups are almost always some sort of **ASKING BID**. This means that there will be many “**ALERTS**” given at the table. You may request that we **NOT** alert.
7. Our 2-level openers, with the exception of 2NT, are intermediate in strength, and quite natural. Thus, if we double your overcall, it’s often for **PENALTY** – this normally requires an **ALERT**, but it is a grey area in some cases.
8. Remarkably enough, our defensive carding strategies are not as exotic as the rest of our agreements. However, we do use **Obvious Shift** at trick one; i.e. suit preference carding when applicable.
9. Larry is more studious at declaring & defense than Dwayne is – Dwayne tends to play quickly once his mind is made up.
10. We consciously bid & play at a medium tempo, except at trick one. 1♣ & high level auctions may **NOT** maintain the same uniform tempo as **lower levels**..
11. We keep at least one copy of our system notes at the table at all times. Please feel free to ask for them if you have a question. We routinely offer to explain the bidding after the last pass and before the opening lead.
12. 99% of our system is GCC. The following is Mid Chart: Kaplan Inversion.

# Our Ultra ♣ – 2007 – Canapé Transfer Positives

## OPENING BIDS:

*Dwayne Hoffman & Larry Lowell*

|           |               |                 |     |  |
|-----------|---------------|-----------------|-----|--|
| 1 ♣ !     | 24%           | 16 <sup>+</sup> | HCP | <b>ARTIFICIAL &amp; FORCING</b> with <b>TRANSFER RESPONSES</b> : 17 <sup>+</sup> Balanced          |
| 1 ♦       | 16%           | 10-15           | HCP | 4 <sup>+</sup> ♦ <b>CANAPÉ</b> IF 5 <sup>+</sup> - 4 DISTRIBUTION; MAYBE 3♦ (NT), RARELY 2♦ (3325) |
| 1 ♥/♠     | 30%           | 10-15           | HCP | 4 <sup>+</sup> M <b>CANAPÉ</b> IF NEW SUIT BID AT THE 2, 3-LEVEL! <b>PRE-ALERT</b>                 |
| 1 NT      | 11-13 / 14-16 |                 | HCP | <b>BALANCED</b> : NO GOOD 5-CARD MAJOR OR 6-CARD MINOR <b>KERI SYSTEM</b>                          |
| 2 ♣ !     | 4%            | 10-15           | HCP | 6♣ (NO 4-CARD MAJOR): 2NT: G.I. & 10+ HCP, OPENER BIDS 3♣ IF MINIMUM                               |
| 2 ♦ !     | 1%            | 10-15           | HCP | 6♦ (NO 3-CARD MAJOR): 2NT: G.I. & 10+ HCP, OPENER BIDS 3♦ IF MINIMUM                               |
| 2 ♥/♠ !   | 4%            | 11-15           | HCP | 5-cards: 5M332 / 5M224♣      2NT ! = <b>A &amp; F (Lebensohl)</b>                                  |
| 2 NT !    |               | 6-10            | HCP | <b>UNUSUAL</b> : 5/5 IN THE MINORS OR BETTER & UNBALANCED  |
| 3 ♣/♦/♥/♠ |               | < 10            | HCP | <b>NATURAL</b> : PRE-EMPT USUALLY 7-CARDS TO 2 HONORS: QJTxxxx                                     |
| 3 NT !    |               | < 10            | HCP | <b>MINOR SUIT PRE-EMPT</b> USUALLY 8-CARDS TO 2 HONORS: QJTxxxx                                    |

Also 5-losers & 14 HCP  
 NT REBID: OPPOSITE RANGE  
 NT REBID: OPPOSITE RANGE  
 Lionel ESCAPES - DIRECT  
**TRANSFER RESPONSES 2♦♥♠**  
 2M = N.F. GOOD 5+ CARDS  
 3 of LOWER SUIT IS **G.I.!**  
 MAX IF VULNERABLE  
 NEW SUITS FORCING 1 RD.  
 NAMYATS Adjunct

## Responses to ONE CLUB: **POSITIVE RESPONSE**: 8<sup>+</sup> HCP INCLUDING 1<sup>+</sup> CONTROL, 2 Aces or 3 Kings or A, K, Q or KQ-K, KQ + QJ

|          |      |       |     |  |
|----------|------|-------|-----|--|
| 1 ♦ !    | 47%  | 0-7   | HCP | <b>NEGATIVE</b> : 8 HCP MUST INCLUDE A OR K, 7 HCP POSITIVE = AX + KXXXX; NEGATIVE = QJ + QJ + QJ                            |
| 1 ♥ !    | 19%  | 8+    | HCP | <b>POSITIVE TRANSFER</b> : 4 <sup>+</sup> ♠: 1♠® <b>Relay</b> : 1NT: 5-4M, 2♣: 4♠ & 5m <b>Canapé</b> , 2♦: 5♠ & 4♣/♦, 2♥: 6♠ |
| 1 ♠ !    | 14%  | 8+    | HCP | <b>POSITIVE TRANSFER</b> : 4 <sup>+</sup> ♥: 1NT® <b>Relay</b> : 2♣ = 4♥ & 5m <b>Canapé</b> , 2♦ = 6♥ + 4?, 2♥ = 5♥ & 4♣/♦   |
| 1NT !    | 11   | 11-14 | HCP | <b>POSITIVE</b> : Balanced & 11-14 HCP or 15 <sup>+</sup> HCP      2NT Asks if 15+: 3NT = No                                 |
| 2 ♣ !    | 14%  | 8+    | HCP | <b>POSITIVE</b> : ONE OR BOTH MINORS (NO 4M), NOT 5332.      2♦® = <b>RELAY</b>  |
| 2 ♦ !    | 28%  | 8-10  | HCP | <b>POSITIVE</b> : <b>BALANCED 8-10</b> 2M = <b>BETA</b> , 2NT INTERESTED IN DISTRIBUTION: 1-UNDER <b>TRANSFERS</b>           |
| 2 ♥ !    | 4%   | 8+    | HCP | <b>POSITIVE</b> : <b>EXACTLY 5♥332</b> :      3♥ = <b>BETA</b> , 2NT ASKS FOR DOUBLETEN BY BIDDING IT.                       |
| 2 ♠ !    | 4%   | 8+    | HCP | <b>POSITIVE</b> : <b>EXACTLY 5♠332</b> :      3♠ = <b>BETA</b> , 2NT ASKS FOR DOUBLETEN BY BIDDING IT.                       |
| 2 NT !   | 0.5% | 15+   | HCP | <b>POSITIVE</b> : <b>BALANCED</b> , MAYBE 5-CARD MINOR   |
| 3 ♣      | 1%   | 8+    | HCP | <b>UNUSUAL POSITIVE</b> : 4441 / 4414      3♦ ASKS: 3♥ = ♣, 3♠ = ♦; 3♥/3♠ = <b>BETA</b> ; 4♣/♦ = <b>SAB-4</b>                |
| 3 ♦      | 1%   | 8+    | HCP | <b>UNUSUAL POSITIVE</b> : 4144   |
| 3 ♥      | 1%   | 8+    | HCP | <b>UNUSUAL POSITIVE</b> : 1444   |
| 3 ♠      |      | 9     | HCP | <b>POSITIVE</b> : AKQXXX IN ♣ OR ♦      6-CARD SOLID SUIT      NO OUTSIDE CONTROLS      3NT TO PLAY                          |
| 3 NT     |      | 9+    | HCP | <b>POSITIVE</b> : AKQXXXX IN ANY SUIT      7-CARD SOLID SUIT      MAY HAVE OUTSIDE CONTROLS      4♣ = <b>BETA</b>            |
| 4♣/♦/♥/♠ |      | 3-6   | HCP | <b>SEMI-POSITIVE</b> : <b>8-CARD SUIT</b> : AXXXXXX / KXXXXXX / QJXXXXXX & NO OUTSIDE A/K                                    |

# INTERFERENCE OVER OUR 1 CLUB OPENING - DIRECT

INTERFERENCE over OUR 1♣ ! Opening by 2<sup>nd</sup> Hand Opponent:

PAIRS OR TEAMS

**OPPONENT'S DOUBLE:**

**SYSTEMS ON:** REGARDLESS OF MEANING OF X

|                     |     |           |           |                                     |
|---------------------|-----|-----------|-----------|-------------------------------------|
| Pass                | 0-4 | HCP       | NEGATIVE: |                                     |
| XX !                | 5-7 | HCP       |           | 1 or more 4-card M PENALTY ORIENTED |
| 1♦ !                | 5-7 | HCP       |           | No 4-CARD MAJOR                     |
| -----               |     |           |           |                                     |
| 1♥ > 8 <sup>+</sup> | HCP | POSITIVE: |           | SYSTEMS ON:                         |

**OPPONENT'S OVERCALL OF 1NT:** MATHE / UNUSUAL FOR THE MINORS - **SYSTEMS OFF**

|      |                |     |               |                           |
|------|----------------|-----|---------------|---------------------------|
| PASS | 0-5            | HCP | NEGATIVE      |                           |
| X    | 6-8            | HCP | SEMI-POSITIVE | CAN BE PASSED FOR PENALTY |
| 2♣   | 8 <sup>+</sup> | HCP | POSITIVE      | G.F. & 5 <sup>+</sup> ♥   |
| 2♦   | 8 <sup>+</sup> | HCP | POSITIVE      | G.F. & 5 <sup>+</sup> ♠   |
| 2♥   | 5-7            | HCP | SEMI-POSITIVE | NATURAL: 5 <sup>+</sup> ♥ |
| 2♠   | 5-7            | HCP | SEMI-POSITIVE | NATURAL: 5 <sup>+</sup> ♠ |
| 2NT  | 9 <sup>+</sup> | HCP | POSITIVE      | BALANCED                  |

**OPPONENT'S OVERCALL OF 1NT:** NATURAL - **SYSTEMS OFF**

|                 |                |     |               |                           |
|-----------------|----------------|-----|---------------|---------------------------|
| PASS            | 0-5            | HCP | NEGATIVE      |                           |
| X               | 6-8            | HCP | SEMI-POSITIVE | CAN BE PASSED FOR PENALTY |
| 2X <sup>+</sup> | 8 <sup>+</sup> | HCP | POSITIVE      |                           |

---

1♣ (p) 1♥/1♠ (2X) p (= tell me more) (p) ? **Bidding by Responder 2<sup>nd</sup> time around:**

---

|                                     |   |    |
|-------------------------------------|---|----|
| 1 <sup>st</sup> Step (by Responder) | = | 4M |
| 2 <sup>nd</sup> Step                | = | 5M |
| 3 <sup>rd</sup> Step                | = | 6M |

# INTERFERENCE OVER OUR 1 CLUB OPENING - DIRECT

## OPPONENT'S OVERCALL THROUGH 2♥:

## TRANSFER LEBENSOHL APPLIES

1♥ Overcall

(Probably most frequent):

|               |                              |
|---------------|------------------------------|
| <b>Pass !</b> | <b>0-5 HCP NEGATIVE:</b>     |
| <b>X !</b>    | <b>5-7 HCP SEMI-POSITIVE</b> |
| <b>X !</b>    | <b>8+ HCP POSITIVE</b>       |
| 1♠            |                              |
| 1NT           |                              |
| 2♣ !          |                              |
| 2♦ !          |                              |
| 2♥ !          |                              |
| 2♠ !          |                              |
| 2NT !         | <b>11+ HCP POSITIVE</b>      |

ALSO TRAP PASS WITH 5-7 HCP & HXXX<sup>+</sup> IN OPPONENT'S SUIT  
 (a) CARD SHOWING  
 (b) **CUE LATER** = 5-CARD SUIT (THEIRS), (c) NT BALANCED WO STOP  
**TRANSFER > 1NT**  
 TRANSFER > 2♣  
 TRANSFER > 2♦  
 TRANSFER > 2♥ STAYMAN W STOP, OR **3NT = No STOP**  
 TRANSFER > 2♠  
 A & G.F.: BOTH MINORS  
 NATURAL WITH STOPPER(S) & POOR SUPPORT FOR THE MAJORS [FASS?]

1♠ Overcall

(Probably most frequent):

|               |                              |
|---------------|------------------------------|
| <b>Pass !</b> | <b>0-5 HCP NEGATIVE:</b>     |
| <b>X !</b>    | <b>5-7 HCP SEMI-POSITIVE</b> |
| <b>X !</b>    | <b>8+ HCP POSITIVE</b>       |
| 1NT           |                              |
| 2♣ !          |                              |
| 2♦ !          |                              |
| 2♥ !          |                              |
| 2♠ !          |                              |
| 2NT !         | <b>11+ HCP POSITIVE</b>      |

ALSO TRAP PASS WITH 5-7 HCP & HXXX<sup>+</sup> IN OPPONENT'S SUIT  
 (a) CARD SHOWING  
 (b) **CUE LATER** = 5-CARD SUIT (THEIRS), (c) NT BALANCED WO STOP  
 TRANSFER > 2♣  
 TRANSFER > 2♦  
 TRANSFER > 2♥  
 TRANSFER > 2♠ STAYMAN W STOP, OR **3NT = No STOP**  
 A & G.F.: BOTH MINORS  
 NATURAL WITH STOPPER(S) & POOR SUPPORT FOR THE MAJORS [FASS?]

OPPONENT'S OVERCALL 2♣

|        |     |     |               |
|--------|-----|-----|---------------|
| Pass ! | 0-5 | HCP | NEGATIVE:     |
| X !    | 5-7 | HCP | SEMI-POSITIVE |
| X !    | 8+  | HCP | POSITIVE      |
| 2♦ !   |     |     |               |
| 2♥ !   |     |     |               |
| 2♠ !   |     |     |               |
| 2NT !  | 11+ | HCP | POSITIVE      |
| 3♣ !   |     |     |               |

OPPONENT'S OVERCALL 2♦

|        |     |     |               |
|--------|-----|-----|---------------|
| Pass ! | 0-5 | HCP | NEGATIVE:     |
| X !    | 5-7 | HCP | SEMI-POSITIVE |
| X !    | 8+  | HCP | POSITIVE      |
| 2♥ !   |     |     |               |
| 2♠ !   |     |     |               |
| 2NT !  |     |     |               |
| 3♣ !   |     |     |               |
| 3♦ !   |     |     |               |

OPPONENT'S OVERCALL 2♥

|      |                |     |               |
|------|----------------|-----|---------------|
| Pass | 0-5            | HCP | NEGATIVE      |
| X !  | 5-7            | HCP | SEMI-POSITIVE |
| X !  | 8 <sup>+</sup> | HCP | POSITIVE      |
| 2♠   | 8 <sup>+</sup> | HCP |               |
| 2NT  | 8 <sup>+</sup> | HCP |               |
| 3♣   | 8 <sup>+</sup> | HCP |               |
| 3♦   | 8 <sup>+</sup> | HCP |               |
| 3♥   | 8 <sup>+</sup> | HCP |               |
| 3♠   | 8 <sup>+</sup> | HCP |               |
| 3NT  | 8 <sup>+</sup> | HCP |               |

**Transfer Lebensohl**

ALSO TRAP PASS WITH 5-7 HCP & HXXX<sup>+</sup> IN OPPONENT'S SUIT  
 (a) CARD SHOWING  
 (b) **CUE LATER** = 5-CARD SUIT (THEIRS), (c) NT BALANCED WO STOP  
 TRANSFER > 2♥  
 TRANSFER > 2♠  
 TRANSFER > 2NT  
 TRANSFER > 3♣ STAYMAN WITH STOPPER, OR 3NT WO STOPPER  
 TRANSFER > 3♦

**Transfer Lebensohl**

ALSO TRAP PASS WITH 5-7 HCP & HXXX<sup>+</sup> IN OPPONENT'S SUIT  
 (a) CARD SHOWING  
 (b) **CUE LATER** = 5-CARD SUIT (THEIRS), (c) NT BALANCED WO STOP  
 TRANSFER > 2♠  
 TRANSFER > 2NT  
 TRANSFER > 3♣  
 TRANSFER > 3♦ STAYMAN WITH STOPPER, OR 3NT WO STOPPER  
 TRANSFER > 3♥

**Transfer Lebensohl**

(a) CARD SHOWING, DOES **NOT** PROMISE 4OM  
 (b) NO CONVENIENT BID, (c) **CUE LATER** = ASKING FOR STOPPER?  
 TRANSFER TO 2NT  
 TRANSFER TO 3♣  
 TRANSFER TO 3♦  
 TRANSFER TO 3♥ STAYMAN WITH STOPPER, OR 3NT WO STOPPER  
 TRANSFER TO 3♠  
 BOTH MINORS, G.F.  
 To Play



OPPONENT'S OVERCALL 2♠**Transfer Lebensohl**

|             |            |            |                      |  |
|-------------|------------|------------|----------------------|--|
| <b>Pass</b> | <b>0-5</b> | <b>HCP</b> | <b>NEGATIVE</b>      |  |
| <b>X !</b>  | <b>5-7</b> | <b>HCP</b> | <b>SEMI-POSITIVE</b> | (a) CARD SHOWING, DOES <b>NOT</b> PROMISE 4OM              |
| <b>X !</b>  | <b>8+</b>  | <b>HCP</b> | <b>POSITIVE</b>      | (b) NO CONVENIENT BID, (c) CUE LATER = ASKING FOR STOPPER? |
| 2NT         | <b>8+</b>  | <b>HCP</b> |                      | TRANSFER TO 3♣   |
| 3♣          | <b>8+</b>  | <b>HCP</b> |                      | TRANSFER TO 3♦   |
| 3♦          | <b>8+</b>  | <b>HCP</b> |                      | TRANSFER TO 3♥   |
| 3♥          | <b>8+</b>  | <b>HCP</b> |                      | TRANSFER TO 3♠ STAYMAN WITH STOPPER, OR 3NT WO STOPPER     |
| 3♠          | <b>8+</b>  | <b>HCP</b> |                      | BOTH MINORS, G.F.  |
| 3NT         | <b>8+</b>  | <b>HCP</b> |                      | To Play  |

**INTERFERENCE OVER OUR 1 CLUB OPENING - DIRECT**2NT UNUSUAL OVERCALL BY 2<sup>ND</sup> HAND OPPONENT (AFTER 1♣ OPENING):**UNUSUAL OVER UNUSUAL:**

|             |            |            |                                |   |
|-------------|------------|------------|--------------------------------|---|
| <b>Pass</b> | <b>0-5</b> | <b>HCP</b> | <b>NEGATIVE</b>                |   |
| <b>X</b>    | <b>6+</b>  | <b>HCP</b> | <b>SEMI-POSITIVE OR BETTER</b> |   |
| X           | 8+         | <b>HCP</b> | <b>POSITIVE</b>                | (a) NO CONVENIENT BID                                     |
| 3♣          | 8+         | <b>HCP</b> | <b>POSITIVE</b>                | FOR TAKEOUT WITH BETTER ♥ THAN ♠ - INVITATIONAL OR BETTER |
| 3♦          | 8+         | <b>HCP</b> | <b>POSITIVE</b>                | FOR TAKEOUT WITH BETTER ♠ THAN ♥ - INVITATIONAL OR BETTER |
| 3♥          | 8+         | <b>HCP</b> | <b>POSITIVE</b>                | NATURAL: 5+♥  |
| 3♠          | 8+         | <b>HCP</b> | <b>POSITIVE</b>                | NATURAL: 5+♠  |
| 3NT         | 8+         | <b>HCP</b> | <b>POSITIVE</b>                | NATURAL: TO PLAY  |

3♣ OVERCALL BY 2<sup>ND</sup> HAND OPPONENT (AFTER OUR 1♣ OPENING)

|      |                |     |               |  |
|------|----------------|-----|---------------|--|
| Pass | 0-5            | HCP | NEGATIVE      |  |
| X    | 6 <sup>+</sup> | HCP | SEMI-POSITIVE | No 5 <sup>+</sup> CARD SUIT [USUALLY]          |
| 3♦   | 8 <sup>+</sup> | HCP | POSITIVE      | NATURAL: GOOD ♦ SUIT                           |
| 3♥   | 8 <sup>+</sup> | HCP | POSITIVE      | NATURAL: GOOD ♥ SUIT                           |
| 3♠   | 8 <sup>+</sup> | HCP | POSITIVE      | NATURAL: GOOD ♠ SUIT & DENIES 3-CARD ♥ SUPPORT |
| 3NT  | 9 <sup>+</sup> | HCP | POSITIVE      | NATURAL: RESPONDER HAS AT LEAST 1 STOPPER      |
| 4♣   | 9 <sup>+</sup> | HCP | POSITIVE      | CUE BID = 3-SUITED HAND: 4-4-4-1 / 4-4-5-0     |

3♦ OVERCALL BY 2<sup>ND</sup> HAND OPPONENT (AFTER OUR 1♣ OPENING)

|      |                |     |               |  |
|------|----------------|-----|---------------|--|
| Pass | 0-5            | HCP | NEGATIVE      |  |
| X    | 6 <sup>+</sup> | HCP | SEMI-POSITIVE | No 5 <sup>+</sup> CARD SUIT                    |
| 3♥   | 8 <sup>+</sup> | HCP | POSITIVE      | NATURAL: GOOD ♥ SUIT                           |
| 3♠   | 8 <sup>+</sup> | HCP | POSITIVE      | NATURAL: GOOD ♠ SUIT & DENIES 3-CARD ♥ SUPPORT |
| 3NT  | 9 <sup>+</sup> | HCP | POSITIVE      | NATURAL: RESPONDER HAS AT LEAST 1 STOPPER      |
| 4♦   | 8 <sup>+</sup> | HCP | POSITIVE      | CUE BID = 3-SUITED HAND: 4-4-1-4 / 4-4-0-5     |

## INTERFERENCE OVER OUR 1 CLUB OPENING - DIRECT

### 3♥ OVERCALL BY 2<sup>ND</sup> HAND OPPONENT (AFTER OUR 1♣ OPENING)

| <b>Pass</b> | <b>0-7</b>     | <b>HCP NEGATIVE</b> |  |
|-------------|----------------|---------------------|--|
| X           | 8 <sup>+</sup> | HCP <b>POSITIVE</b> | No 5 <sup>+</sup> CARD SUIT  |
| 3♠          | 8 <sup>+</sup> | <b>HCP POSITIVE</b> | NATURAL: GOOD ♠ SUIT   |
| 3NT         | 9 <sup>+</sup> | HCP <b>POSITIVE</b> | NATURAL: RESPONDER HAS AT LEAST 1 STOPPER                                |
| 4♥          | 8 <sup>+</sup> | HCP <b>POSITIVE</b> | <b>CUE BID</b> = 3-SUITED HAND: 4144 / 4045 / 4054 & 12 <sup>+</sup> HCP |

### 3♠ OVERCALL BY 2<sup>ND</sup> HAND OPPONENT (AFTER OUR 1♣ OPENING)

| <b>Pass</b> | <b>0-7</b>      | <b>HCP NEGATIVE</b> |  |
|-------------|-----------------|---------------------|--|
| X           | 8 <sup>+</sup>  | HCP <b>POSITIVE</b> | No 5 <sup>+</sup> CARD SUIT  |
| 3NT         | 9 <sup>+</sup>  | HCP <b>POSITIVE</b> | NATURAL: RESPONDER HAS AT LEAST 1 STOPPER                                |
| 4♠          | 12 <sup>+</sup> | HCP <b>POSITIVE</b> | <b>CUE BID</b> = 3-SUITED HAND: 4144 / 4045 / 4054 & 12 <sup>+</sup> HCP |

### 3NT OVERCALL BY 2<sup>ND</sup> HAND OPPONENT (AFTER OUR 1♣ OPENING)

| <b>Pass</b> | <b>0-7</b>     | <b>HCP NEGATIVE</b> |                             |
|-------------|----------------|---------------------|-----------------------------|
| X           | 8 <sup>+</sup> | HCP <b>POSITIVE</b> | No 5 <sup>+</sup> CARD SUIT |
| 4♣          |                |                     |                             |
| 4♦          |                |                     |                             |
| 4♥          |                |                     |                             |
| 4♠          |                |                     |                             |
| 4NT         |                |                     |                             |

## INTERFERENCE OVER OUR 1♣ OPENING: – 4<sup>TH</sup> HAND

|          |                    |  |
|----------|--------------------|--|
| 1♣ - 1♦  | INTERFERENCE > 2♠: | <p><b>PASS</b> IS <b>MINIMUM</b> &amp; USUALLY BALANCED</p> <p><b>X IS FOR TAKEOUT: SHORT IN THEIR SUIT OR 19+ HCP</b></p> <p>NT = BALANCED WITH 2 STOPPER(S): 19-20 HCP</p> <p>NEW SUIT = NATURAL, N.F.</p> <p>JUMP SUIT: NATURAL &amp; INVITATIONAL</p> <p><b>CUE BID</b> = 3 SUITED &amp; SINGLETON: 4441</p> |
| 1♣ - 1♥  | INTERFERENCE > 2♠: | <p><b>PASS</b> = RELAY</p> <p>X OPTIONAL - PENALTY</p> <p>NT</p> <p>♠ = BETA</p> <p>NEW SUIT = SAB</p> <p><b>CUE BID</b> = GF WITH BOTH MINORS</p>   |
| 1♣ - 1♠  | INTERFERENCE > 2♠: | <p><b>PASS</b> = RELAY</p> <p>X OPTIONAL - PENALTY</p> <p>NT</p> <p>♥ = BETA</p> <p>NEW SUIT = SAB</p> <p><b>CUE BID</b> = GF WITH BOTH MINORS</p>   |
| 1♣ - 1NT | INTERFERENCE > 2♠: | <p><b>PASS</b></p> <p><b>X = PENALTY</b></p> <p>NEW SUIT = <b>SAB</b></p> <p>NT SHOWS STOPPER AND MINIMUM HAND</p> <p><b>CUE BID</b> = GF WITH BOTH MINORS</p>   |
| 1♣ - 2♣  | INTERFERENCE > 2♠: | <p><b>PASS</b> ASKS RESPONDER TO BID OUT HIS HAND</p> <p>X OPTIONAL PENALTY</p> <p>NT SHOWS STOPPER</p> <p><b>CUE BID</b> = 3-SUITED &amp; SHORT IN OPPONENT'S SUIT</p> <p>NEW SUIT = <b>SAB</b></p>   |

# INTERFERENCE OVER OUR 1 CLUB OPENING: AFTER POSITIVE RESPONSE

|          |                                  |  |
|----------|----------------------------------|--|
| 1♣ - 2♦  | INTERFERENCE: 2♥ <sup>+</sup> :  | <b>PASS</b> IS FORCING AND = TRANSFER STAYMAN<br><b>X</b> IS FOR <b>PENALTY</b><br>NT IS NATURAL & SHOWS STOPPER<br>NEW SUIT IS <b>SAB-3</b><br><b>CUE BID</b> = GF WITH BOTH MINORS |
| 1♣ - 2♥  | INTERFERENCE: 2♠ <sup>+</sup> :  | <b>PASS</b> = NO STOPPER, BUT INTERESTED IN 3NT<br><b>X</b> IS FOR <b>PENALTY</b><br>NEW SUIT BID IS <b>SAB-3</b><br><b>CUE BID</b> = GF WITH BOTH MINORS                            |
| 1♣ - 2♠  | INTERFERENCE: 2NT <sup>+</sup> : | <b>PASS</b> = NO STOPPER, BUT INTERESTED IN 3NT<br><b>X</b> IS FOR <b>PENALTY</b><br>NEW SUIT BID IS <b>SAB-4</b><br><b>CUE BID</b> = GF WITH BOTH MINORS                            |
| 1♣ - 2NT | INTERFERENCE: 3♣ <sup>+</sup> :  | <b>PASS</b> SHOWS NO STOPPER, INTERESTED IN 3NT<br><b>X</b> IS FOR <b>PENALTY</b><br>NEW SUIT BID IS <b>SAB-4</b><br><b>CUE BID</b> = GF WITH BOTH MINORS                            |
| 1♣ - 3X  | INTERFERENCE: 3,4-LEVEL          | <b>PASS</b> SHOWS NO STOPPER, INTERESTED IN 3NT<br><b>X</b> IS FOR <b>PENALTY</b><br>NEW SUIT BID IS <b>SAB-3</b>  |

MECKWELL INTERFERENCE (FORCES 3-LEVEL BID): **Pass = 0-5, DBL = Game Force.**

(FORCES 4-LEVEL BID): **Pass = Forcing, DBL= Take out**

Meckwell Inversion of Pass / X at 4-level: X = 2 places to play, Bid = 1-suited

## Pass-Double Inversion (an absolute must have) (Only one per auction)

### PDI generically defined:

- if opponents bid and raise a suit that is NOT of a preference = double is takeout
- no game force in existence = double is takeout
- will need to clearly define when PDI takes effect
- should use Sabine's scheme which is from Cohen/Berkowitz's notes for consistency

*I Love This Game* by Sabine Auken, pg. 162-3: (from Berkowitz & Cohen) After Interference of 3♠ or higher:

### RESPONDER HAS **NOT** BID A SUIT:

- |      |  |
|------|--|
| X    | Takeout. Partner is suppose to bid his longest suit; he can also scramble with 4NT.  |
| Suit | One-suited hand.   |
| P    | Asks partner to X. Over the X, one can then pass for penalties or bid a suit, which (since we would have bid directly on a one-suited hand) implies another place to play. |

### RESPONDER HAS BID A SUIT:

There is a difference now between one's possible actions depending on whether the opponents have bid to the level **just below game** in the suit responder as shown, or whether they have bid to or past the level of our game.

#### They bid to the level just below our game:

- |          |   |
|----------|---|
| X        | Shows a better raise than raising partner's suit directly   |
| New Suit | Shows a one-suited hand.  |
| 4NT      | Roman Keycard Blackwood for responder's suit  |
| Cuebid   | Exclusion RKCB for responder's suit.  |
| Pass     | Asks partner to X. Over the X, one can bid a new suit or raise partner's suit, thus showing another place to play. A cuebid of the opponents' suit would be a slam try with a void. |

#### They bid to or past the level of our game:

- |          |   |
|----------|---|
| X        | Flexible raise. Partner, I have some support for your suit. If you want to bid on, that's fine. If you want to penalize them, that's fine, too. |
| New Suit | One-suited hand.  |
| Pass     | Asks for X, Continuations are as above except for the delayed raise, which is now a slam try.   |

# 1♣ - 1♦ - 1M: 1 R.F. & 4<sup>+</sup>M

## G. I. Hands (or better):

1♣ - 1♦ - 2♥, 2♠

**G.I.<sup>+</sup>:** 2♥ = **SUPER FLANNERY:** 4♠ & 5♥ / 4♠ & 6♥  
 2♠ to play, 2NT > 3♣, 3♣ >♦ [Now 3M = GI], 3♦ > 3♥ + ♦H, 3♥ WEAK RAISE, NO TRICK, 3♠ = 4♠ + ♥H  
 2♠ = **MINOR SUIT FLANNERY:** xx(55) = 19<sup>+</sup> GI / 8½ tricks  
 3♣/♦ = to play, 3♥ = Suit or stopper, 3♠ = suit or stopper, 3NT = To Play

1♣ - 1♦ - 3♣, 3♦  
 1♣ - 1♦ - 3♥/3♠

**G.I.<sup>+</sup>:** 1 R.F. Showing 6m + 4M: Responder in interested in 4M bids the M he does NOT have (Smolen).  
**G.I.:** 9 tricks exactly. Responder may pass without 1 trick or ruffing value.

1♣ - 1♦ -

1♥ **O.R.F.**

1♠ **N.F.**

Reference

|                     |                | <b>DO NOT PASS 1♥</b>              | <b>1♠ May be passed if 0-4 ??/</b>          |                 |
|---------------------|----------------|------------------------------------|---|-----------------|
| Pass                |                |                                    |   | LPL             |
| 1♠                  |                | <b>0-4 HCP</b>                     | <b>Dble Neg. [No Ace]</b> .....             | Radin-Wei       |
| 1 NT <b>Forcing</b> | 5-7 HCP        | <b>ARTIFICIAL / 5<sup>+</sup>♠</b> | 5-7 HCP <b>ARTIFICIAL</b>                   | LPL-DMH         |
| 2♣                  | <b>0-4 HCP</b> | 5 <sup>+</sup> ♣                   | <b>0-4 HCP</b> 5 <sup>+</sup> ♣             | LPL-DMH         |
| 2♦                  | <b>0-4 HCP</b> | 5 <sup>+</sup> ♦                   | <b>0-4 HCP</b> 5 <sup>+</sup> ♦             | LPL-DMH         |
| 2♥                  | <b>3-5 HCP</b> | ♥ <b>Raise: xxxx / Hxx</b>         | <b>0-4 HCP</b> 5 <sup>+</sup> ♥             | Radin-Wei       |
| 2♠                  | <b>3-5 HCP</b> | <b>MINI-SPLINTER: 2NT Asks</b>     | <b>3-5 HCP</b> ♠ <b>Raise: xxxx / Hxx</b>   | LPL             |
| 2 NT                | 5-7 HCP        | Fit Jump: ♥xxxx + ♠QJxxx           | <b>3-5 HCP</b> <b>MINI-SPLINTER: 3♣ Ask</b> | Berkowitz-Cohen |
| 3♣                  | 5-7 HCP        | Fit Jump: ♥XXxx + ♣QJxxx           | 5-7 HCP Fit Jump: ♠xxxx + ♣QJxxx            | DMH-LPL         |
| 3♦                  | 5-7 HCP        | Fit Jump: ♥xxxx + ♦QJxxx           | 5-7 HCP Fit Jump: ♠xxxx + ♦QJxxx            | DMH-LPL         |
| 3♥                  | 5-7 HCP        | ♥: Hxxx & Balanced                 | 5-7 HCP Fit Jump: ♠xxxx + ♥QJxxx            | DMH-LPL         |
| 3♠                  | 6-7 pts        | <b>MAXI-SPLINTER: 3NT Asks</b>     | 5-7 HCP ♠: Hxxx & Balanced                  |                 |
| 3 NT                | 6-7 pts.       | ♠: <b>VOID &amp; 5♥</b>            | 6-7 HCP <b>MAXI-SPLINTER: 4♣ Asks</b>       |                 |
| 4♣                  | 6-7 pts.       | ♣: <b>VOID &amp; 5♥</b>            | 6-7 pts. ♣: <b>VOID &amp; 5♠</b>            |                 |
| 4♦                  | 6-7 pts.       | ♦: <b>VOID &amp; 5♥</b>            | 6-7 pts. ♦: <b>VOID &amp; 5♠</b>            |                 |
| 4♥                  | 0-5 HCP        | 5 <sup>+</sup> ♥ & singleton*      | 6-7 pts ♥: <b>VOID &amp; 5♠</b>             |                 |
| 4♠                  | -----          | * (No A or K)                      | 0-5 HCP 5 <sup>+</sup> ♠ & singleton*       | Reese           |

# 1♣ - 1♦ - 2m

Wei-Radin, 1981 / Modified by LPL

1♣ - 1♦ -

|         |         |
|---------|---------|
| 2♣ N.F. | 2♦ N.F. |
|---------|---------|

Ref 5+ CARDS & DENIES A 4M = Qxxx+

|      |  |             |
|------|--|-------------|
| Pass | <b>0-4 HCP</b> ---- No suit worth showing, no support, no Ace ---- | Reese       |
| 2♦   | 5-7 HCP ♦: QJxxx+ -----  | Reese       |
| 2♥   | 5-7 HCP ♥: QJxxx+  |             |
| 2♠   | 5-7 HCP ♠: QJxxx+  |             |
| 2NT  | 5-7 HCP <b>GOOD RAISE: Hxx(x)</b>                                  | DMH         |
| 3♣   | 0-4 HCP ♣: xxx+ Raise      5-7 HCP ♣: QJxxxx+                      | DMH / Reese |
| 3♦   | 5-7 HCP ♦: AQxxxx / KQxxxx      0-4 HCP ♦: xxx+ Raise              | DMH         |
| 3♥   | 5-7 HCP ♥: AQxxxx or KQxxxx  | Reese       |
| 3♠   | 5-7 HCP ♠: AQxxxx or KQxxxx  | Reese       |
| 3NT  |  |             |
| 4♣   | 6-7 HCP Qxxx ♣ Raise   | LPL         |
| 4♦   | 6-7 HCP ♦: Qxxx Raise  | LPL         |
| 4♥/♠ |  |             |

**NT LADDER:** 1♣ - 1♦ - 1NT = 17-20 HCP, 1♣ - 1♦ - 1♥ - 1♠ - 1NT = 20-21 HCP; 1♣ - 1♦ - 2NT = (21) 22-23 HCP.  
 After a positive response to 1♣, rebid minimum NT with 17+ HCP & balanced to keep bidding low.  
 NOTE: **Keri ON** after 1NT or 2NT Rebid after 1♣ - 1♦ - 1/2NT

## Berkowitz – Johnson Precision Notes:

- 1♣-1♦ = 0-7 HCP, any distribution, but A + K (K not singleton) is enough for a positive and 8 HCP with no controls (i.e., all Q's & J's) is a negative, so 1♦ is \*always\* negative.
- 1♣-1♦-1M: With an unbalanced hand, opener must start the search for a major suit fit right away. Therefore, with AQxx x AKJxx Kxx, rebid 1♠ over 1♦. Failure to bid spades now may lose the suit for good. This principle is applied to an extreme: to rebid 2♣, 2♦, 3♣, or 3♦ over 1♦ denies a 4-card major. Opener can rebid 1♥ or 1♠ with a hand of any strength since the bid is a 1-round force. ~~1♠ can be passed if 0-3~~ Any non-raise denies 4 trumps. Failure to raise or bid 1♠ denies 4 spades. [Kaplan Inversion 'like' here by us - LPL]



# Transfer Scheme: 1♣ - 1♥ = 4<sup>+</sup>♠ (Not 4432 / 5♠332 / 4333 / 4441) **G.F.** 19 %

|                 |                   |   |
|-----------------|-------------------|---|
| 1♣ - 1♥ =       | <b>TRANSFER:</b>  | 4 <sup>+</sup> ♠ & 8 <sup>+</sup> HCP [THE HAND IS UNBALANCED OR 5-4 OR 6 <sup>+</sup> ♠, <b>MAY HAVE 4<sup>+</sup>♥ IF BOTH MAJORS</b> ] |
| 1♠ <sup>®</sup> | <b>RELAY:</b>     | THE USUAL FOLLOW-ON   |
| 1NT             | <b>A &amp; F:</b> | <b>2-SUITED WO 4<sup>+</sup>♠ (BTC-2000):</b> 2♣ ASKS: 2♦ = 5♦ + 5♥, 2♥ = 5♥ + 5♣, 2♠ = MINORS  |
| 2♣              | <b>♣SAB-3</b>     | 5 <sup>+</sup> ♣ USUALLY A VERY GOOD 1-SUITED HAND WITHOUT A 4-CARD SUIT & S.I. W 19 <sup>+</sup> HCP                                     |
| 2♦              | <b>♦SAB-3</b>     | 5 <sup>+</sup> ♦ USUALLY A VERY GOOD 1-SUITED HAND WITHOUT A 4-CARD SUIT & S.I. W 19 <sup>+</sup> HCP                                     |
| 2♥              | <b>♥SAB-3</b>     | 5 <sup>+</sup> ♥ USUALLY A VERY GOOD 1-SUITED HAND WITHOUT A 4-CARD SUIT & S.I. W 19 <sup>+</sup> HCP                                     |
| 2♠              | <b>♠BETA</b>      | 4 <sup>+</sup> ♠ USUALLY SLAM INVITATIONAL VALUES OR BETTER (19+ HCP)   |
| 2NT             |                   |   |
| 3X              |                   |   |
| 3NT             |                   |   |

## SUMMARY of FOLLOW-ONS:

1♣ - 1♥ = **TRANSFER:** 4<sup>+</sup>♠ & 8<sup>+</sup> HCP [DOES NOT DENY 4<sup>+</sup>♥] [IF 4<sup>+</sup>♠, UNBALANCED: 5-4/5<sup>+</sup>♠, NOT 5♠332]

1♠<sup>®</sup> = **RELAY:** THE USUAL FOLLOW-ON (EVEN WITH 0-2♣ IF NO GOOD SUIT), **BUT WITH 5<sup>+</sup>♥ BID 2♥ = SAB-3**

|       | <u>DISTRIBUTION</u>   | <u>f(x)</u> | <u>DESCRIPTION</u>   | <u>BETA</u> | <u>RELAY</u>                          |
|-------|-----------------------|-------------|--|-------------|---------------------------------------|
| 1NT ! | 5-4 Majors +          | 5.2 %       | All 5-4 & 5-5 Major Hands  | 2♥/2♠       | 2♣ <sup>®</sup> : ASKS FOR MAJORS     |
| 2♣ !  | 4♠ + 5 <sup>+</sup> m | 4.0 %       | <b>A &amp; F: CANAPÉ CATCH-ALL</b>                                   | 2♠          | 2♦ <sup>®</sup> : ASKS FOR MINOR      |
| 2♦ !  | 5♠ + 4m               | 4.0 %       | <b>A &amp; F: CATCH-ALL: REV CANAPÉ</b>                              | 2♠          | 2♥ <sup>®</sup> : ASKS FOR MINOR      |
| 2♥ !  | 6 <sup>+</sup> ♠+(4m) | 4.2 %       | 1-UNDER <b>TRANSFER:</b> MAYBE 4♣/4♦                                 | 3♠          | 2♠ <sup>®</sup> : ASKS FOR MINOR      |
| 2♠ !  | 5♠ + 5m               | 1.4 %       | <b>CATCH-ALL: ALL 5<sup>+</sup>♠ - 5<sup>+</sup>♣/5<sup>+</sup>♦</b> | 3♠          | 2NT <sup>®</sup> : ASKS FOR MINOR *** |
| 2NT ! | 6♠ + 5m               | 0.2 %       | EITHER MINOR: 3♣: 5♣? ⇒ 3♦ = NO, 3♥ = <b>YES</b> ⇒ ZOOM TO CONTROLS  |             |                                       |
| 3♣ !  | 5♠ + 6♣               | 0.2 %       | <b>BETA: 3♠ / 4♣</b>   |             |                                       |
| 3♦ !  | 5♠ + 6♦               | 0.2 %       | <b>BETA: 3♠ / 4♦</b>   |             |                                       |
| 3♥ !  | 6♠ + 6♣               | 0.01 %      | <b>BETA: 3♠ / 4♣</b>   |             | OPTIONAL: VERY RARE                   |
| 3♠ !  | 6♠ + 6♦               | 0.01 %      | <b>BETA: 3♠ / 4♦</b>   |             | OPTIONAL: VERY RARE                   |

# Transfer Scheme: 1♣ - 1♥ = 4<sup>+</sup>♠ (Not 4432 / 5♠332 / 4333 / 4441) **G.F.** 19 %

1♣ - 1♥ = **TRANSFER**: 4<sup>+</sup>♠ & 8<sup>+</sup>HCP [DOES NOT DENY 4<sup>+</sup>♥, UNBALANCED: 5-4 / 6<sup>+</sup>♠, NOT 5♠332]

1♠<sup>®</sup> = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 0-2♠ IF NO GOOD SUIT), BUT WITH 5<sup>+</sup>♥ BID 2♥ = SAB-3

**1NT ! 5-4 Majors or better**

2♣<sup>®</sup>

2♦ !

**Freak:**

6-5 / 6-6 / 7-5

f(x)

2♥<sup>®</sup>:

2♠ !: ♥ longer = 6♥ + 5♠

0.1 %

Up-the-line (♥ before ♠)

2NT **SHORTAGE ASK:**

3♣ = Void♣, 3♦ = Void♦, 3♥ = 1♣ -1♦

3♣/3♦ **SAB-2:**

1<sup>ST</sup> = 0-1, 2<sup>ND</sup> = xx & 1=2 Cnt, 3<sup>RD</sup> > zoom

3♥/3♠ **BETA**

3NT **TO PLAY**

2NT: ♠ longer = 6♠ + 5♥

0.10 %

Up-the-line (♥ before ♠)

3♣: 6♠ + 6♥

0.01 %

3♦: 7♥ + 5♠

0.01 %

1-Under 7-card suit

3♥: 7♠ + 5♥

0.01 %

1-Under 7-card suit

2♠/3♥

**BETA**

2NT

**SHORTAGE ASK:** 3♣ = 0♣ (Low), 3♦ = 0♦ (High), 3♥ = 1♣ -1♦ (None)

2♥ ! 5-4 / 5-5 Majors

2♠<sup>®</sup>:

2NT 5♥ + 4♠

1.9 %

Up-the-line (♥ before ♠)

3♣ 5♠ + 4♥

1.9 %

Up-the-line (♥ before ♠)

3♦ 5♠ + 5♥

0.7 %

2NT

**SHORTAGE ASK:** 3♣ = 1♣ (Low), 3♦ = 1♦ (High), 3♥ = 2♣ -2♦ (None)

3M

**BETA**

2♠ ! 6-4 Majors

2NT<sup>®</sup>:

0.5 %

3♣ = 6♥ + 4♠

Up-the-line (♥ before ♠)

3♦ = 6♠ + 4♥

Up-the-line (♥ before ♠)

3♣/♦

**SAB-2**

3M

**Beta**

2♦ / 2♥, 2♠

**SAB-3 / BETA**

2NT

4=4=0=5 3-Suited

3♣/3♥/3♠ = Beta

3♣

4=4=5=0 3-Suited

3♦/3♥/3♠ = Beta

# Transfer Scheme: 1♣ - 1♥ = 4<sup>+</sup>♠ (Not 4432 / 5♠332 / 4333 / 4441) **G.F.** 19 %

1♣ - 1♥ = **TRANSFER**: 4<sup>+</sup>♠ & 8<sup>+</sup>HCP [DOES NOT DENY 4<sup>+</sup>♥, UNBALANCED: 5-4/5<sup>+</sup>♠, NOT 5♠332]  
 1♠<sup>®</sup> = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 0-2♠ IF NO GOOD SUIT), BUT WITH 5<sup>+</sup>♥ BID 2♥ = SAB-3  
 2♣ ! 4♠ + 5<sup>+</sup>m 4.0 % **A & F: CANAPÉ CATCH-ALL**: ALL 4♠ - 5<sup>+</sup>♣/5<sup>+</sup>♦

2♦ !<sup>®</sup> **RELAY**: DESCRIBE HAND FURTHER:

2♥ ! 4♠ & 5♣ 3.0 % **CANAPÉ**

2♠<sup>®</sup> = **RELAY**: DESCRIBE HAND FURTHER:

2NT ! 4=3=1=5 0.5 %  
 3♣ ! 4=1=3=5 0.5 %  
 3♦ ! 4=2=2=5 0.9 %

|                   |             |            |
|-------------------|-------------|------------|
|                   | <u>BETA</u> | <u>CAB</u> |
| LOW SHORTAGE = ♦  |             | 3♣ / 3♠    |
| HIGH SHORTAGE = ♥ |             | 3♠ / 4♣    |
| NO SHORTAGE = 2-2 |             | 3♠ / 4♣    |

2NT ! ???  
 3♣ **BETA**  
 3♦/3♥ **SAB-3**  
 3♠ **BETA**

2♠ ! 4♠ & 5♦ 3.0 % **CANAPÉ**

2NT<sup>®</sup>: 3♣: 4=3=5=1 0.5 %  
 3♦: 4=1=5=3 0.5 %  
 3♥: 4=2=5=2 0.9 %

|                   |             |
|-------------------|-------------|
|                   | <u>Beta</u> |
| LOW SHORTAGE = ♣  | 3♦ / 3♠     |
| HIGH SHORTAGE = ♥ | 3♠ / 4♦     |
| NO SHORTAGE = 2-2 | 3♠ / 4♦     |

2NT ! 4♠ & 6<sup>+</sup>♣ 0.6 % 1-UNDER **TRANSFER** NO RELAY AVAILABLE @ 3-LEVEL 4/24/07

3♣ **BETA**  
 3♦ / 3♥ **STOPPER SHOWING** (FOR SAB-3 BID 3♦/♥ DIRECTLY OVER 2♦)  
 3♠ **BETA**  
 3NT TO PLAY

3♣ ! 4♠ & 6<sup>+</sup>♦ 0.6 % 1-UNDER **TRANSFER** NO RELAY AVAILABLE @ 3-LEVEL 4/24/07

3♦ / 3♥ **STOPPER SHOWING** (FOR SAB-3 BID 3♦/♥ DIRECTLY OVER 2♦)  
 3♠ **BETA**  
 3NT TO PLAY

# Transfer Scheme: 1♣ - 1♥ = 4<sup>+</sup>♠ (Not 4432 / 5332 / 4333 / 4441) **G.F.** 19 %

1♣ - 1♥ = **TRANSFER**: 4<sup>+</sup>♠ & 8<sup>+</sup>HCP  
 1♠<sup>®</sup> ! = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)  
 2♦ ! 5♠ & 4♣ OR 4♦ OR 5♠=0♥=4♦=4♣

|                  |                                    |                               |   |                     |
|------------------|------------------------------------|-------------------------------|---|---------------------|
| 2♥! <sup>®</sup> | <b>RELAY</b> : Distribution Relay: | <u>f(x)</u> , %               |   | <b>BETA</b>         |
|                  | 2♠                                 | 5♠ + 4♣                       | SHOW MINORS UP-THE-LINE, ♣ FIRST                      | 3♣ / 3♠             |
|                  | 2NT <sup>®</sup> :                 | <b>Shortage ASK:</b>          |   |                     |
|                  |                                    | 3♣ 5=3=1=4 0.5                | Low Shortage = ♦ Bid of ♦ Singleton = <b>BETA W♥</b>  | 3♠ / 4♣             |
|                  |                                    | 3♦ 5=1=3=4 0.5                | High Shortage = ♥ Bid of ♥ Singleton = <b>BETA W♦</b> | 3♠ / 4♣             |
|                  |                                    | 3♥ 5=2=2=4 0.9                | No Shortage   | 3♠ / 4♣             |
|                  | 2NT                                | 5♠ + 4♦                       | SHOW MINORS UP-THE-LINE, ♦ SECOND                     | 3♦ / 3♠             |
|                  | 3♣ <sup>®</sup> :                  | <b>Shortage ASK:</b>          |   |                     |
|                  |                                    | 3♦ 5=3=4=1 0.5                | Low Shortage = ♣                                      | <b>3♥</b> / 3♠ / 4♦ |
|                  |                                    | 3♥ 5=1=4=3 0.5                | High Shortage = ♥                                     | 3♠ / <b>4♣</b> / 4♦ |
|                  |                                    | 3♠ 5=2=4=2 0.9                | No Shortage   | <b>4♣</b> / 4♦      |
|                  |                                    | <b>3♣ 5=0=4=4 EXACTLY</b> 0.1 | <b>PROBLEM? No 3♠ Beta!</b>                           | 3♦ / 3♠ / 4♣        |

2♠ **BETA**  
 2NT! **♥ ASK**: New Bid: 2♥ is a Relay, thus 2NT substitutes for a 'SAB-3' with New Responses:

- 3♣ 3♥ 3♦ What is your 4 minor?
- 3♦ 2♥ 3♦ What is your 4 minor?
- 3♥ 1♥
- 3♠ 0♥
- 3NT

3♣ **SAB-3**  
 3♦ **SAB-3**

# Transfer Scheme: 1♣ - 1♥ = 4<sup>+</sup>♠ (Not 4432 / 5♠332 / 4333 / 4441) **G.F.** 19 %

1♣ - 1♥ = **TRANSFER**: 4<sup>+</sup>♠ & 8<sup>+</sup> HCP

1♠<sup>®</sup> ! = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)

2♥ ! 6<sup>+</sup>♠ Maybe 4-card minor 4.2%

2♠<sup>®</sup> **Asking for DISTRIBUTION:**

2NT 6♠ + 4♣

3♣ 6♠ + 4♦

3♦ 6♠ + 3♥

3♥ 6♠XXX

3♠

3NT

3♣/3♠ = **BETA**

3♦/3♠ = **BETA**

3♥/3♠ = **BETA**

3♠ = **BETA**

f(x)

0.5 %

0.5 %

1.0 %

1.2 %

1-UNDER **TRANSFER** 6(21)4 / 6(30)4

1-UNDER **TRANSFER** 6X4X

1-UNDER **TRANSFER**

1-UNDER **TRANSFER** 6133 / 6232 / 6223

**2NT !**

3♣/♦/♥ ! **SAB-3**

3♠ ! **BETA**

1♣ - 1♥ = **TRANSFER**: 4<sup>+</sup>♠ & 8<sup>+</sup> HCP

1♠<sup>®</sup> ! = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)

2♠ ! 5♠ & 5m 1.4 %

2NT<sup>®</sup> **Asking for Minor:**

3♣ 5♠ + 5♣

3♦ 5♠ + 5♦

3♠/4♣ = **BETA**

3♠/4♦ = **BETA**

# Transfer Scheme: 1♣ - 1♥ = 4<sup>+</sup>♠ (Not 4432 / 5332 / 4333 / 4441) **G.F. 19 %**

1♣ - 1♥ = **TRANSFER**: 4<sup>+</sup>♠ & 8<sup>+</sup>HCP  
 1♠<sup>®</sup> ! = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)  
 2NT !            6♠ & 5m 0.2 %  
           3♣        **ASKING** IF CLUBS:    3♦ = No, 3♥ = **YES & 1-2 Controls, ZOOM**  
           3♦        **ASKING** if Diamonds    3♥ = No, 3♠ = **YES & 1-2 Controls, ZOOM**

1♣ - 1♥ = **TRANSFER**: 4<sup>+</sup>♠ & 8<sup>+</sup>HCP  
 1♠<sup>®</sup> ! = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)  
 3♣ !    5♠ & 6♣ 0.1%

1♣ - 1♥ = **TRANSFER**: 4<sup>+</sup>♠ & 8<sup>+</sup>HCP  
 1♠<sup>®</sup> ! = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 2♠ IF NO GOOD SUIT)  
 3♦ !    5♠ & 6♦ 0.1%

# Transfer Scheme: 1♣ - 1♥ = 4<sup>+</sup>♠ (Not 4432 / 5332 / 4333 / 4441) **G.F. 19 %**

1♣ - 1♥ = **TRANSFER**: 4<sup>+</sup>♠ & 8<sup>+</sup>HCP

OPENER'S REBIDS / COMMENTS

2♣ = **ASKING** FOR 3-CARD ♣ SUPPORT: USUALLY 6<sup>+</sup>♣ & 0-1♠ & NOT 3<sup>+</sup>♥ & 1-LOSER SUIT & SLAM INVITATIONAL

- 1<sup>st</sup> 2♦ ! 0-1♣ **NEGATIVE FOR ♣ SUPPORT**
- \* 2♥ ! 6<sup>+</sup>♠ **1-UNDER RE-TRANSFER ???**
- 2<sup>nd</sup> 2♠ ! 2♣
- 3<sup>rd</sup> 2NT! 3<sup>+</sup>♣ 1-2 CONTROLS
- 4<sup>th</sup> 3♣ ! 3<sup>+</sup>♣ 3 CONTROLS
- 3♦ ! 3<sup>+</sup>♣ 4 CONTROLS
- 3♥ ! 3<sup>+</sup>♣ 5 CONTROLS
- 3♠ ! 3<sup>+</sup>♣ 6 CONTROLS
- 3NT! 3<sup>+</sup>♣ 7 CONTROLS

- 3♣: ABSOLUTE BETA (NO ♣ SUPPORT REQUIRED)
- 3♣: ♣RE ASK: 3♦ = 0-1♣, 3♥ = 2♣, 3♠ = 3<sup>+</sup>♣ & 1-2 CNTRLS
- 3♣: ♣RE ASK: 3♦ = 0-1♣, 3♥ = 2♣, 3♠ = 3<sup>+</sup>♣ & 1-2 CNTRLS
- 3♣ = TAB, OTHER SUITS = CAB

3♣ = **TAB** IN ♣ IF AVAILABLE  
 4♣ = **START OF TURBO!**, OTHER SUITS = CAB

2♦ ! **ASKING FOR 3-CARD ♦ SUPPORT**: USUALLY 6<sup>+</sup>♦ & 0-1♠ & 0-2♣ & NOT 3<sup>+</sup>♥ & 1-LOSER SUIT & SLAM INVITATIONAL

- \*\*\* 2♥ ! 0-2♦ 6<sup>+</sup>♠ **1-UNDER RE-TRANSFER**
- 1<sup>st</sup> 2♠ ! 0-1♦ 4-5♠
- \*\*\* 2NT! 2♦ 4-5♠
- 2<sup>nd</sup> 3♣ ! 3<sup>+</sup>♦ 1-2 CONTROLS
- 3<sup>rd</sup> 3♦ ! 3<sup>+</sup>♦ 3 CONTROLS
- 4<sup>th</sup> 3♥ ! 3<sup>+</sup>♦ 4 CONTROLS
- 5<sup>th</sup> 3♠ ! 3<sup>+</sup>♦ 5 CONTROLS
- 6<sup>th</sup> 3NT ! 3<sup>+</sup>♦ 6 CONTROLS

2♠ = BETA 2NT: 3♣: 3♦: **RE-ASK**

3♦ = **TAB** IN ♦ IF AVAILABLE  
 4♦ = **START OF TURBO!**, OTHER SUITS = CAB

2♥ ! = **ASKING FOR 3-CARD ♥ SUPPORT**: USUALLY 6<sup>+</sup>♥ & 0-1♠ & 0-2♣ & 1-LOSER SUIT & SLAM INVITATIONAL

- \*\*\* 2♠ 0-2♥ 6<sup>+</sup>♠ **NATURAL** \*\*\*
- \*\*\* 2NT! 0-1♥ 4-5♠
- 1<sup>st</sup> 3♣ ! 2♥ 4-5♠
- 2<sup>nd</sup> 3♦ ! 3<sup>+</sup>♥ 1-2 CONTROLS
- 3<sup>rd</sup> 3♥ ! 3<sup>+</sup>♥ 3 CONTROLS
- 4<sup>th</sup> 3♠ ! 3<sup>+</sup>♥ 4 CONTROLS
- 5<sup>th</sup> 3NT! 3<sup>+</sup>♥ 5 CONTROLS, ETC ...

2NT! = **BETA W ♠ TRUMPS**

Transfer Scheme: 1♣ - 1♠: 4<sup>+</sup>♥ (Not 4432 / 5332 / 4333 / 4441 / 4450 / 4405) & 8<sup>+</sup> hcp, G.F. 14 %

|   |   |
|---|---|
| 1♣ ! - 1♠ ! = 4 <sup>+</sup> ♥ UNBALANCED | [DENIES 4 <sup>+</sup> ♠]   |
| 1NT®                                      | RELAY: TELL ME MORE: <i>USUALLY BALANCED HAND AND/OR A 4-CARD MAJOR</i> |
| 2♣  | SAB-3   |
| 2♦  | SAB-3   |
| 2♥  | BETA  |
| 2♠  | SAB-3   |
| 2NT                                       |   |
| 3♣  |   |
| 3♦  |   |
| 3♥  |   |
| 3♠  |   |
| 3NT                                       |   |

SUMMARY of FOLLOW-ONS:

1♣ - 1♠ = TRANSFER: 4<sup>+</sup>♥ & 8<sup>+</sup>HCP UNBALANCED [DENIES 4<sup>+</sup>♠]

1NT® = RELAY: THE USUAL FOLLOW-ON (EVEN WITH 1-2♥ IF NO GOOD SUIT)

| BID   | DISTRIBUTION          | f(x)   | DESCRIPTION   | BETA | RELAY                 |
|-------|-----------------------|--------|---|------|-----------------------|
| 2♣ !  | 4♥ + 5 <sup>+</sup> m | 4.0 %  | A & F: CANAPÉ CATCH-ALL                                     | 2♥   | 2♦® ASKS FOR MINOR    |
| 2♦ !  | 6 <sup>+</sup> ♥ + ?  | 4.1 %  | 1-UNDER TRANSFER  | 3♥   | 2♥® ASKS FOR MINOR    |
| 2♥ !  | 5♥ + 4m               | 3.9 %  | A & F: REV. CANAPÉ CATCH-ALL                                | 3♥   | 2♠® ASKS FOR MINOR(S) |
| 2♠ !  | 5♥ + 5m               | 1.4 %  | A & F: CATCH-ALL  | 3♥   | 2NT® ASKS FOR MINOR   |
| 2NT ! | 6♥ + 5m               | 0.2 %  | EITHER MINOR 3♣: 5♣? ⇒ 3♦ = No, 3♥ = YES ⇒ ZOOM TO CONTROLS |      |                       |
| 3♣ !  | 5♥ + 6♣               | 0.2 %  | BETA: 3♥ / 4♣   |      |                       |
| 3♦ !  | 5♥ + 6♦               | 0.2 %  | BETA: 3♥ / 4♦   |      |                       |
| 3♥ !  | 6♥ + 6♣               | 0.01 % | BETA: 3♥ / 4♣   |      | OPTIONAL: VERY RARE   |
| 3♠ !  | 6♥ + 6♦               | 0.01 % | BETA: 3♥ / 4♦   |      | OPTIONAL: VERY RARE   |



Transfer Scheme: 1♣ - 1♠: 4<sup>+</sup>♥ (Not 4432 / 5332 / 4333 / 4441 / 4450 / 4405) & 8<sup>+</sup> hcp, G.F. 13 %

1♣ ! - 1♠ ! = **TRANSFER**: 4<sup>+</sup>♥ & 8<sup>+</sup> HCP **UNBALANCED** [DENIES 4<sup>+</sup>♠]

1NT® = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 0-2♥ IF NO GOOD SUIT)

2♣ ! 4♥ **CANAPÉ**: 4♥ & 5<sup>+</sup>♣/5<sup>+</sup>♦ & NOT 5-4 OR BETTER IN THE MAJORS 5.4 %

2♦® ! = **RELAY**: DESCRIBE HAND FURTHER:

|         |  |       |   |
|---------|--|-------|---|
| 2♥ !    | 4♥ + 5♣  | 2.0 % | Cannot have 4♠ > 1♣ - 2NT ≡ 44(50)                                      |
| 2♠®     | DESCRIBE HAND FURTHER: SAFE TO ASK, <b>BETA</b> STILL AVAILABLE  |       | <b>BETA</b> <b>BETA IN 3-CD</b>   |
| 2NT !   | 3415   | 0.5 % | Low Shortage = ♦ 3♣/3♥  |
|         | 3♦   |       |   |
| 3♣ !    | 1435   | 0.5 % | High Shortage = ♠ 3♥/4♣   |
|         | 3♠   |       |   |
| 3♦ !    | 2425   | 0.9 % | No Shortage = 2-2 3♥/4  |
| 2♠ !    | 4♥ + 5♦  | 2.0 % | Cannot have 4♠ > 1♣ - 2NT ≡ 44(50)                                      |
| 2NT®    | DESCRIBE HAND FURTHER: <b>DANGER, ♥ BETA INTERFERENCE W 2452</b> |       | <b>BETA</b>   |
| 3♣ !    | 3451   | 0.9 % | Low Shortage = ♣ 3♦/3♥  |
| 3♦ !    | 1453   | 0.5 % | High Shortage = ♠ 3♥/3♠ = ♦   |
| 3♥ !    | 2452   | 0.5   | No Shortage = 2-2 4♦  |
| 2NT !   | 4♥ + 6♣  |       | NO RELAY AVAILABLE @ THE 3-LEVEL, ONLY <b>BETA / STOPPER SHOW</b> 0.8 % |
| 3♣      | <b>BETA</b>  |       |   |
| 3♦      | <b>SHOWS STOPPER FOR NT</b>                                      |       |   |
| 3♥      | <b>BETA</b>  |       |   |
| 3♠      | <b>SHOWS STOPPER FOR NT</b>                                      |       |   |
| 3NT     | TO PLAY  |       |   |
| 3♣      | 4♥ + 6♦  |       | NO RELAY AVAILABLE @ THE 3-LEVEL, ONLY <b>BETA</b>                      |
| 0.8 %   |  |       |   |
| 3♦ / 3♥ | <b>BETA</b>  |       |   |
| 3♠      | <b>SHOWS STOPPER FOR NT</b>                                      |       |   |
| 3NT     | TO PLAY  |       |   |

Transfer Scheme: 1♣ - 1♠: 4<sup>+</sup>♥ (Not 4432 / 5332 / 4333 / 4441 / 4450 / 4405) & 8<sup>+</sup> hcp, G.F. 13 %

1♣! - 1♠! = **TRANSFER**: 4<sup>+</sup>♥ & 8<sup>+</sup>HCP **UNBALANCED** [DENIES 4<sup>+</sup>♠]  
 1NT® = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 0-2♥ IF NO GOOD SUIT)  
 2♦! 6♥ & **MAYBE** 4♣ OR 4♦ 4.7 %

|   |                               |                               |                         |   |
|---|-------------------------------|-------------------------------|-------------------------|---|
| 2♥®   | <b>Asking</b> if 4-card Minor |                               |                         |   |
| 2♠  | 3♠6 <sup>+</sup> ♥XX          | NO 4-CARD MINOR               | 2NT ASKS FOR RESIDUAL   | 3♣: 31, 3♦: 13, 3♥: 22 <span style="float: right;">0.5 %</span> |
| 2NT   | 6 <sup>+</sup> ♥ + 4♣         | 3♣/3♥ = <b>BETA</b>           | 1-UNDER <b>TRANSFER</b> | ↑ <span style="float: right;">0.8 %</span>                      |
| 3♣  | 6 <sup>+</sup> ♥ + 4♦         | 3♦/3♥ = <b>BETA</b>           | 1-UNDER <b>TRANSFER</b> | ↑ <span style="float: right;">0.8 %</span>                      |
| 3♦  | 6 <sup>+</sup> ♥ OTHERS       | 3♥/♠ = <b>BETA</b>            |                         | 0.7 %   |
| 3♥  | 7♥                            | <b>OK IF WE USE 4♣ = BETA</b> |                         | 0.7 %   |
| 3♠  | 8♥                            | <b>OK IF WE USE 4♣ = BETA</b> |                         | 0.1 %   |
| 2NT! REPLACEMENT BID = ♥ <b>BETA</b> TO SAVE A LEVEL OF BIDDING |                               |                               |                         |   |
| 3♣/♦/♠!   | <b>SAB-3</b>                  |                               |                         |   |
| 3♥!   | <b>BETA</b>                   |                               |                         |   |

1♣! - 1♠! = **TRANSFER**: 4<sup>+</sup>♥ & 8<sup>+</sup>HCP **UNBALANCED** [DENIES 4<sup>+</sup>♠]  
 1NT® = **RELAY**: THE USUAL FOLLOW-ON (EVEN WITH 0-2♥ IF NO GOOD SUIT)  
 2♥! 5♥ + 4♣ OR 4♦ OR 0=5=4=4 2.1 %

|      |                                    |   |  |  |
|------|------------------------------------|---|--|--|
| 2♠!® | <b>RELAY</b> : Distribution Relay: |   |  |  |
| 2NT  | 5♥ + 4♣ (BID 3♣ FOR RESIDUALS)     | SHOW MINORS UP-THE-LINE, ♣ FIRST / 1-UNDER <b>TRANSFER</b>  |  |  |
| 3♣®: | 3♦ 3=5=1=4♣                        | Low Shortage  |  |  |
|      | 3♥ 1=5=3=4♣                        | High Shortage <span style="background-color: yellow;">Bid of 3♠ (Singleton) = ♥ <b>BETA</b></span>                                      |  |  |
|      | 3♠ 2=5=2=4♣                        | No Shortage <span style="background-color: yellow;">3NT To Play No 3-level Beta! 4♣ = <b>BETA</b></span>                                |  |  |
| 3♣   | 5♥ + 4♦ (BID 3♦ FOR RESIDUALS)     | SHOW MINORS UP-THE-LINE, ♦ SECOND / 1-UNDER <b>TRANSFER</b>   |  |  |
| 3♦®: | 3♥ 3=5=4=1                         | Low Shortage <span style="background-color: yellow;">Bid of 4♣ (Singleton) = ♥ <b>BETA</b></span>                                       |  |  |
|      | 3♠ 1=5=4=3                         | High Shortage   |  |  |
|      | 3NT 2=5=4=2                        | No Shortage <span style="background-color: yellow;">No 3-level Beta!</span>   |  |  |
| 3♦   | 5♥ + 4♦ + 4♣ 0=5=4=4               | <b>EXACTLY</b> <span style="background-color: yellow;">3♥/4♣/4♦ = Beta 3♠ = Turbo Start</span> <span style="float: right;">0.1 %</span> |  |  |

Transfer Scheme: 1♣ - 1♠: 4<sup>+</sup>♥ (Not 4432 / 5332 / 4333 / 4441 / 4450 / 4405) & 8<sup>+</sup> hcp, G.F. 13 %

1♣ - 1♠ = **TRANSFER**: 4<sup>+</sup>♥ & 8<sup>+</sup> HCP

1NT® ! = **RELAY**: THE USUAL FOLLOW-ON

2♠ ! 5♥ & 5m 1.4 %

2NT® **Asking for Minor:**

3♣ 5♥ + 5♣ 3♥ / 4♣ = **BETA**

3♦ 5♥ + 5♦ 3♥ / 4♦ = **BETA**

1♣ - 1♠ = **TRANSFER**: 4<sup>+</sup>♥ & 8<sup>+</sup> HCP

1NT® ! = **RELAY**: THE USUAL FOLLOW-ON

2NT ! 6♥ & 5♣/5♦ 0.1 %

3♣ BETA IF 5♣ TRUMPS: 3♦ = NOT 5♣, **ZOOM TO CONTROLS IF 5♣**

3♦/3♠ SAB-2 3♥ = 0-1 ♦, 3♠ = 2♦ & 1-2 CONTROLS, THEN ZOOM

3♥ BETA WITH ♥S TRUMPS

1♣ - 1♠ = **TRANSFER**: 4<sup>+</sup>♥ & 8<sup>+</sup> HCP

1NT® ! = **RELAY**: THE USUAL FOLLOW-ON

3♣ ! 5♥ & 6♣ 0.1 %

1♣ - 1♠ = **TRANSFER**: 4<sup>+</sup>♥ & 8<sup>+</sup> HCP

1NT® ! = **RELAY**: THE USUAL FOLLOW-ON

3♦ ! 5♥ & 6♦ 0.1 %

# Transfer Scheme: 1♣ - 1NT: Balanced 11-14 hcp (~1 %) 11 %

|            |                          |  |
|------------|--------------------------|--|
| 1♣ ! - 1NT |                          |  |
| 2♣ !       | <b>TRANSFER STAYMAN:</b> |  |
| 2♦ !       | 4♥                       | MAYBE 4♠, NOW 2♥ = <b>BETA</b> NOW 2♠ = <b>SAB-4</b> : 2NT = 2♠, 3♣ = 3♠, ZOOM TO CNTRL                  |
| 2♥ !       | 4♠                       | 2♠ = <b>BETA</b> ; 2NT ASKING FOR MINORS: 3♣ = 4♦, 3♦ = 4♣   |
| 2♠ !       | 11-14                    | NO 4 MAJOR OR <b>5m</b> 2NT ASKING: 3♣ = <b>5♣/5♦</b> , 3♦ = <b>2344</b> , 3♥ = <b>3244</b> , 3♠ = 3334♣ |
| 2NT !      | 11-14                    | 5♣ 5♣332 3♣ = <b>BETA</b> : 3♦ = 5♦, 3♥ = 5♣ & 3 CONTROLS, <b>ETC ...</b>                                |
| 3♣ !       | 11-14                    | 5♦ 5♦332 3♦ = <b>BETA</b> :  |
| 3♦ !       | 11-14                    | 3♥ 2♠-3♥-4♦-4♣ <b>1-UNDER FRAGMENT</b>   |
| 3♥ !       | 11-14                    | 3♠ 3♠-2♥-4♦-4♣ <b>1-UNDER FRAGMENT</b>   |
| 3♠ !       | 11-14                    | 4♣ 3=3=3=4 UP-THE-LINE   |
| 3NT !      | 11-14                    | 4♦ 3=3=4=3 UP-THE-LINE   |

|                  |       |                  |
|------------------|-------|------------------|
| 1♣ ! - 1NT       |       |                  |
| 2♦ <b>ASKING</b> | 2♥ !  | 2♦               |
| 5+♦              | 2♠ !  | 3+♦ 1-2 CONTROLS |
|                  | 2NT ! | 3+♦ 3 CONTROLS   |
|                  | 3♣ !  | 3+♦ 4 CONTROLS   |
|                  | 3♦ !  | 3+♦ 5 CONTROLS   |
|                  | 3♥ !  | 3+♦ 6 CONTROLS   |

(6 CONTROLS IS MAX FOR 14 HCP)

|                    |       |  |
|--------------------|-------|--|
| 1♣ ! - 1NT         |       |  |
| 2♥ ! <b>ASKING</b> | 2♠ !  | 1 <sup>st</sup> STEP 2♥ <b>BALANCED: 4234 / 3244 / 4243 / 3235</b> |
| 5+♥                | 2NT ! | 2 <sup>nd</sup> STEP 3+♥ 1-2 CONTROLS                              |
|                    | 3♣ !  | 3 <sup>rd</sup> STEP 3+♥ 3 CONTROLS                                |
|                    | 3♦ !  | 4 <sup>th</sup> STEP 3+♥ 4 CONTROLS                                |
|                    | 3♥ !  | 5 <sup>th</sup> STEP 3+♥ 5 CONTROLS                                |
|                    | 3♠ !  | 6 <sup>th</sup> STEP 3+♥ 6 CONTROLS                                |

**ALL BIDS BELOW 3NT = CAB: xx+/K/A/0/1/AK-AQ**

# Transfer Scheme: 1♣ - 1NT: Balanced 11-14 hcp

11%

1♣ ! - 1NT

|    |                  |      |                  |     |          |
|----|------------------|------|------------------|-----|----------|
| 2♠ | <b>ASKING</b>    | 2NT! | 2♠               |     |          |
|    | 5 <sup>+</sup> ♠ | 3♣ ! | 3 <sup>+</sup> ♠ | 1-2 | CONTROLS |
|    |                  | 3♦ ! | 3 <sup>+</sup> ♠ | 3   | CONTROLS |
|    |                  | 3♥ ! | 3 <sup>+</sup> ♠ | 4   | CONTROLS |
|    |                  | 3♠ ! | 3 <sup>+</sup> ♠ | 5   | CONTROLS |
|    |                  | 3NT! | 3 <sup>+</sup> ♠ | 6   | CONTROLS |

1♣ ! - 1NT

2NT ® !

1♣ ! - 1NT

|    |                  |      |                  |     |          |
|----|------------------|------|------------------|-----|----------|
| 3♣ | <b>ASKING</b>    | 3♦ ! | 2♣               |     |          |
|    | 5 <sup>+</sup> ♣ | 3♥ ! | 3 <sup>+</sup> ♣ | 1-2 | CONTROLS |
|    |                  | 3♠ ! | 3 <sup>+</sup> ♣ | 3   | CONTROLS |
|    |                  | 3NT! | 3 <sup>+</sup> ♣ | 4   | CONTROLS |
|    |                  | 4♣ ! | 3 <sup>+</sup> ♣ | 5   | CONTROLS |
|    |                  | 4♦ ! | 3 <sup>+</sup> ♣ | 6   | CONTROLS |

# Transfer Schemes: 1♣ - 2♣: A. & G.F.: One or Both Minors & No 4M 14 %

|      |   |  |
|------|---|--|
| 1♣ ! | - 2♣ !                                  | One or Both Minors without a 4-card Major [Not 5332] |
| 2♦®  | RELAY:                                  | THIS IS THE USUAL REPLY                              |
| 2♥ ! | SAB-2                                   |  |
| 2♠ ! | SAB-2                                   |  |
| 2NT  | FRAGMENT ASK: ANY 3-CARD MAJOR(S)?      | 3♣ = NONE, 3♦ = 3♥, 3♥ = 3♠, 3♠ =                    |
| 3♣ ! | SAB-3                                   |  |
| 3♦ ! | SAB-3                                   |  |
| 3♥ ! | JAB / ABSOLUTE BETA & SETS ♥S AS TRUMPS |  |
| 3♠ ! | JAB / ABSOLUTE BETA & SETS ♠S AS TRUMPS |  |
| 3NT  |   |  |

|       |                  |  |
|-------|------------------|--|
| 1♣ !  | - 2♣ !           | One or Both Minors without a 4-card Major [Not 5332]                           |
| 2♦®   | RELAY:           | THIS IS THE USUAL REPLY ASKING FOR SUIT(S):                                    |
| 2♥ !  | 5 <sup>+</sup> ♣ | 6.2 % 2♠®: 2NT: 6♣, 3♣: 3145, 3♦: 1345, 3♥: 2245 ♥DENIAL, 3♠: 2245, 3NT = 2245 |
| 2♠ !  | 5 <sup>+</sup> ♦ | 6.2 % 2NT®: 3♣: 6♦, 3♦: 1354, 3♥: 3154 3♠=2254 WO♠, 3NT = 2254 WO♥ STOP.       |
| 2NT ! | 6♣ + 4♦          | 0.7 % 3m = BETA, 3M = SAB-3  |
| 3♣ !  | 4♣ + 6♦          | 0.5 % 3♦/4♣ = BETA, 3M = SAB-3   |
| 3♦    | 0=3=5=5          | 0.1 % 1-UNDER THE FRAGMENT   |
| 3♥    | 3=0=5=5          | 0.1 % 1-UNDER THE FRAGMENT   |
| 3♠    | 2=1=5=5          | 0.3 % LOW SINGLETON  |
| 3NT   | 1=2=5=5          | 0.3 % HIGH SINGLETON   |

|      |                    |   |
|------|--------------------|---|
| 1♣ ! | - 2♣ !             | One or Both Minors without a 4-card Major |
| 2♥ ! | SAB-3              |   |
| 2♠   | 0-1♥               |   |
| 2NT  | 2♥                 |   |
| 3♣   | 3♥ 1-2 CONTROLS    |   |
| 3♦   | 3♥ 3 CONTROLS, ETC |   |
| 3♥/♠ |                    |   |
| 3NT  |                    |   |

# Transfer Schemes: 1♣ - 2♣: A. & G.F.: Either or Both Minors & No 4M 14 %

1♣ ! - 2♣ !

2♠ ! = SAB-3:

|             |  |
|-------------|--|
| 2NT!        | 0-1♠                                       |
| 3♣ !        | 2♠   |
| 3♦ !        | 3 <sup>+</sup> ♠ 1-2 CONTROLS              |
| 3♥ !        | 3 <sup>+</sup> ♠ 3 CONTROLS                |
| 3♠ !        | 3 <sup>+</sup> ♠ 4 CONTROLS                |
| <u>3NT!</u> | <u>3<sup>+</sup>♠ 5 CONTROLS</u> , ETC ... |

1♣ ! - 2♣ !

**2NT ! FRAGMENT ASK: IF 5-5 IN THE MAJORS OR OTHER FREAK HANDS [SIMILAR TO 1C - 1H - 1NT = 5-5]**

|      |             |                       |                   |
|------|-------------|-----------------------|-------------------|
| 3♣ ! | No 3M       | <b>Now 3M = SAB-2</b> | , <b>Now 3♦ =</b> |
| 3♦ ! | 3♥ MAYBE 3♠ | <b>NOW 3♥ = BETA,</b> |                   |
| 3♥ ! | 3♠ ONLY     | <b>NOW 3♠ = BETA</b>  |                   |
| 3♠ ! |             |                       |                   |
| 3NT! |             |                       |                   |

1♣ ! - 2♣ !

3♣ ! = SAB-3

**SIMILAR FOR 1♣ - 2♦ - 3♦ = SAB-3**

|             |                                  |
|-------------|----------------------------------|
| 3♦          | 0-2♣                             |
| 3♥ !        | 2♣ 1-2 CONTROLS                  |
| 3♠ !        | 3 <sup>+</sup> ♣ 3 CONTROLS      |
| <u>3NT!</u> | <u>3<sup>+</sup>♣ 4 CONTROLS</u> |
| 4♣          | 3 <sup>+</sup> ♣ 5 CONTROLS      |
| 4♦          | 3 <sup>+</sup> ♣ 6 CONTROLS      |

DESIGN: ONLY GO PAST 3NT WITH 5<sup>+</sup> CONTROLS (11<sup>+</sup> HCP)

# Transfer Schemes: 1♣ - 2♦: Balanced 8-10 HCP

f(x) = 28%

|             |  |   |
|-------------|--|---|
| 1♣ ! - 2♦ ! | = BALANCED & 8-10 HCP  | MAY HAVE WEAK 5-CARD MINOR: HXXXX   |
| 2♥ !        | <b>ASKING BID</b> FOR HEARTS:  | 2♠ = 2♥, 2NT = 3 <sup>+</sup> ♥ & 1-2 CONTROLS, 3♣ = 3 <sup>+</sup> ♥ & 3 CONTROLS, etc ... |
| 2♠ !        | <b>ASKING BID</b> FOR SPADES:  | 2NT = 2♠, 3♣ = 3 <sup>+</sup> ♠ & 1-2 CONTROLS, 3♦ = 3 <sup>+</sup> ♠ & 3 CONTROLS, etc ... |
| 2NT !       | <b>WAITING:</b> USUALLY A BALANCED HAND WITH INTEREST IN A 4-CARD MAJOR: |   |
| 3♣ ! 5♦     | <b>1-UNDER TRANSFER</b> NO 4M  | 3♦ = <b>BETA</b>  |
| 3♦ ! 4♥     | <b>1-UNDER TRANSFER</b> MAY HAVE 4♠                                      | 3♥ = <b>BETA</b> 3♠: <b>SAB-4</b> : 3NT DENIES 4♠, 4♣ = 1-2 Cnt                             |
| 3♥ ! 4♠     | <b>1-UNDER TRANSFER</b> DENIES 4♥  | 3♠ = <b>BETA</b>  |
| 3♠ !        | NO 4M OR 5m  | 3NT TO PLAY 3244 / 2344 / 3343 / 3334 ONLY DISTRIBUTIONS!                                   |
| 3NT ! 5♣    | <b>1-UNDER TRANSFER</b> PASS TO PLAY                                     | 4♣ = <b>BETA / TURBO START</b>  |
| 3♣          | <b>ASKING BID</b> FOR CLUBS:   | 3♦ = 2♣, 3♥ = 3 <sup>+</sup> ♣ & 1-2 CONTROLS, 3♠ = 3 <sup>+</sup> ♣ & 3 CONTROLS, ETC ...  |
| 3♦          | <b>ASKING BID</b> FOR DIAMONDS   | 3♥ = 2♦, 3♠ = 3 <sup>+</sup> ♦ & 1-2 CONTROLS, 3NT = 3 <sup>+</sup> ♦ & 3 CONTROLS, ETC ... |
| 3NT         | NATURAL: TO PLAY   | THE MOST FREQUENT REBID BY OPENER   |

|                        |  |
|------------------------|--|
| 1♣ ! - 2♦ !            | = BALANCED & 8-10 HCP                                  |
| 2♥ !                   | = <b>ASKING:</b>                                       |
| 2♠ ! 2♥                | 2NT ASKING: 3♣ = 5♦, 3♥ = 4♠, 3♠ = 3♠-2♥-4-4, 3NT = 5♣ |
| 2NT ! 3 <sup>+</sup> ♥ | 1-2 CONTROLS   |
| 3♣ ! 3 <sup>+</sup> ♥  | 3 CONTROLS   |
| 3♦ ! 3 <sup>+</sup> ♥  | 4 CONTROLS   |
|                        | 4 CONTROLS IS MAXIMUM FOR 8-10 HCP: A+A / A+K+K        |

|                       |  |
|-----------------------|--|
| 1♣ ! - 2♦ !           | = BALANCED & 8-10 HCP  |
| 2♠ !                  | = <b>ASKING:</b>   |
| 2NT ! 2♠              | 3♣, 3♦, 3♥ = 4-CARD SABs: 1 <sup>ST</sup> STEP = 3, 2 <sup>ND</sup> STEP = 4 <sup>+</sup> & 1-2 CNTRLs |
| 3♣ ! 3 <sup>+</sup> ♠ | 1-2 CONTROLS   |
| 3♦ ! 3 <sup>+</sup> ♠ | 3 CONTROLS   |
| 3♥ ! 3 <sup>+</sup> ♠ | 4 CONTROLS   |
|                       | 4 CONTROLS IS MAXIMUM FOR 8-10 HCP: A+A / A+K+K  |



# Transfer Schemes: 1♣ - 2♦: Balanced 8-10 HCP 28%

1♣ ! - 2♦ ! = BALANCED & 8-10 HCP  
 2NT = **WAITING**: BALANCED HAND - TELL ME MORE ABOUT YOUR DISTRIBUTION: INTERESTED IN **4M** &/OR **SLAM** INTEREST

|       |                           |                           |  |
|-------|---------------------------|---------------------------|--|
| 3♣ !  | 1-UNDER <b>TRANSFER</b> : | 5♦ & NO 4M                | 5♦332  |
| 3♦ !  | 1-UNDER <b>TRANSFER</b> : | 4♥ MAYBE 4♠               | 3♥ = <b>BETA</b> , 3♠: <b>SAB-4</b> : 3NT: 2-3♠, 4♣ = 4♠ & 1-2 CONTROLS        |
| 3♥ !  | 1-UNDER <b>TRANSFER</b> : | 4♠ ONLY                   | 3♠ = <b>BETA</b>   |
| 3♠ !  | NO 4M OR 5m               | 3343 / 3334 / 3244 / 2344 | 4♣ = <b>BETA</b> , 4♦ = 4 <sup>+</sup> ♦, 4♥ = 4 <sup>+</sup> ♣ & 1-2 CONTROLS |
| 3NT ! | 1-UNDER <b>TRANSFER</b> : | 5♣ & NO 4M                | 5♣332 <b>[CONDITIONAL TRANSFER, OPENER MAY PASS]</b>                           |

1♣ ! - 2♦ ! = BALANCED & 8-10 HCP  
 3♣ ! = **ASKING**: OPENER DENIES A 4M

|     |                               |
|-----|-------------------------------|
| 3♦  | 2♣                            |
| 3♥  | 3 <sup>+</sup> ♣ 1-2 CONTROLS |
| 3♠  | 3 <sup>+</sup> ♣ 3 CONTROLS   |
| 3NT | 3 <sup>+</sup> ♣ 4 CONTROLS   |

4 CONTROLS IS MAXIMUM FOR 8-10 HCP

1♣ ! - 2♦ ! = BALANCED & 8-10 HCP  
 3♦ ! = **ASKING**: OPENER DENIES A 4M

|     |                               |
|-----|-------------------------------|
| 3♥  | 2♦                            |
| 3♠  | 3 <sup>+</sup> ♦ 1-3 CONTROLS |
| 3NT | 3 <sup>+</sup> ♦ 4 CONTROLS   |

DANGER: PASS 3NT W 4 CONTROLS (MAXIMUM FOR 8-10 HCP)

1♣ ! - 2♦ ! = BALANCED & 8-10 HCP  
 3♥ ! = **JAB**  
 3♠ ! = **JAB**  
 3NT TO PLAY & NOT INTERESTED IN SLAM OR 4-4 FIT  
 4♣ / 4♦ **JAB**

# 1♣ - 2♥ SCHEME: 5♥332, G.F.

3.9 %

1♣ ! - 2♥ !

2♠ ! SAB-3:

2NT! Asking: For Weak Doubleton 3♣ = 3=5=3=2, 3♦ = 3=5=2=3, 3♥ = 2=5=3=3, 3♠ = Kx, 3NT: xx = Ax

3♣ ! SAB-3

3♦ SAB-3

3♥ BETA

3♠

3NT

# 1♣ - 2♠ SCHEME: 5♠332, G.F.

3.9 %

1♣ ! - 2♠ !

2NT! Asking: For Weak Doubleton: 3♣ = 5=3=3=2, 3♦ = 5=3=2=3, 3♥ = 5=2=3=3, 3♠ = Kx, 3NT: xx = Ax

3♣ ! SAB-3

3♦ SAB-3

3♥ SAB-3

3♠ BETA

3NT

# 1♣ - 2NT SCHEME: Balanced & 15+ HCP Forcing to 4NT

|        |                  |                                 |
|--------|------------------|---------------------------------|
| 3♣!    | Transfer Stayman |                                 |
| 3♦ !   |                  | 4♥                              |
| 3♥ !   |                  | 4♠                              |
| 3♠ !   |                  | No 4-card Major or 5-card Minor |
| 3NT!   |                  | 5♣                              |
| 4♣ !   |                  | 5♦                              |
| 4♦ !   |                  | 2=3=4=4                         |
| 4♥     |                  | 3=2=4=4                         |
| 4♠     |                  | 3=3=3=4                         |
| 4NT    |                  | 3=3=4=3                         |
| 3♦/♥/♠ |                  | SAB-3                           |
| 3NT    |                  | ♣SAB-3                          |

1♣ - 3♣ SCHEME: 4♥ & 4♠ with a Singleton ♣ or ♦ & 8+ HCP 1.5 %

1♣ - 3♣ 4441 / 4414  
 3♦ asks for Singleton: 3♥ = Singleton ♣, 3♠ = Singleton ♦. Now 3NT to Play  
 3♥ Sets Trumps **BETA**  
 3♠ Sets Trumps **BETA**  
 3NT To Play  
 4♣ SAB-4 4♦ = Singleton ♣, 4♥ = 4♣ & 1-2 Controls, 4♠ = 4♣ & 3 Controls, 4NT = 4♣ & 4 Controls  
 4♦ SAB-4 4♥ = Singleton ♦, 4♠ = 4♦ & 1-3 Controls, 4NT = 4♦ & 4Controls

1♣ - 3♦ SCHEME: 4144 with a Singleton ♥ & 8+ HCP 0.75 %

3♥ **BETA** To save bidding space, trumps probably a minor **or NT**  
 3♠ **BETA** w ♠ Trumps (or interested in Q♠)  
 3NT To Play  
 4♣ **BETA** w ♣ Trumps (or interested in Q♣)  
 4♦ **BETA** w ♦ Trumps (or interested in Q♦)

1♣ - 3♥ SCHEME: 1444 with a Singleton ♠ & 8+ HCP 0.75 %

3♠ **BETA** To save bidding space, as 4♥ is to play  
 3NT To Play  
 4♣ **BETA** w ♣ Trumps (or interested in Q♣)  
 4♦ **BETA** w ♦ Trumps (or interested in Q♦)  
 4♥ To PLAY

1♣ - 3♠ SCHEME: AKQxxx in ♣ or ♦

3NT To play unless responder has extra A/K: 4♣ = 1, 4♦ = 2, 4♥ = 3, etc.

1♣ - 3NT SCHEME: AKQxxxx in any suit

4♣ asks for Suit: Bid Suit - 4NT = ♣  
 4♦ asks for Extra Controls: 4♥ = 1, 4♠ = 2, etc.

**1♣ - 4♣/4♦ SCHEME: 5-7 hcp & 2-Under TRANSFERS: Hxxxxxxx / HHxxxxx - Weak Namyats**

|      |                     |   |
|------|---------------------|---|
| 4♥/♠ | No Interest in Slam | ACCEPTS TRANSFER TO PLAY, BID 1 STEP TO ASK FOR SHORTNESS |
| 4♠   | Kickback for ♥      | 4NT = 1 Key Card, 5♣ = 0 Key Cards, 5♦ = 1 KC + Q♥        |
| 4NT  | Kickback for ♠      | 5♣ = 1 Key Card, 5♦ = 0 Key Cards, 5♥ = 1 KC + Q♠         |

## INTRODUCTION TO CANAPÉ:

### **FOUR CARDS FIRST (FCF)** [*Also known as canapé – LPL*] (edited from *Natural Big Club* by George Coffin, 1969)

In FCF if you hold a 4-card suit and a 5-card or longer suit, you first bid the 4-card suit, then show the 5-card suit. Responder can pass this second bid even with a doubleton. The frequency of 4-5 and 4-6 hands is 30% of all distributions. This approach takes some of the 4-card major hands out of the 2♣ opener, an added benefit plus the pre-emptive effect of opening 1♠ and 1♥ more frequently.

In Standard Bidding, a hand of 17 to 22 HCP is opened one in the longer suit, then the higher-ranking four-timer is bid to “reverse” and so to show strength. Such hands occur only 6.2 % of the time whereas the exception-to-rule hands of 12 to 16 HCP occur 28.8 % of the time. Divide this by two for the three 4-5 shapes with non-touching suits and you have 14.4 %.

The superior strategy is to play FCF all the way, to open FCF even if the second suit is 6 or 7-cards long & it ranks above or below the four-timer. It is important that responder have 4 trumps to raise at once in opener’s first bid suit. [In a pinch Hxx with a singleton – LPL] So bid top continental players and an ever-increasing number in the USA and Canada. Canapé was originated in 1936 by the late George O. Charron of Nashua, NH & later used by Jack Kushner, Springfield, MA in the Tierney NT System. Pierre Albarran of Paris introduced canapé into Europe about 1954.

Superficially our FCF style looks like Kaplan-Sheinwold with its weak notrump and weak two-bids, yet it differs very basically. Our weak 1 NT opening on 11 to 14 HCP occurs less often for we prefer to open instead on 11 or 12 HCP only almost any 4-card major then to rebid notrump. [For Ultra Club, we modify this and rebid NT with the odd range 14-16 nV and 11-13 HCP Vulnerable.]

On 5-4 and 4-5 shapes we open the 4-card suit first, next bid the 5-timer. This order shows these exact lengths that occur so often, more than 25% of the time. Responder **MUST** hold 4 supporting trumps or more in opener’s 4-card suit to raise it immediately. Such exact data also help on defense when opponents buy the contract. In SA if opener says 1♠ then says 2♥, responder cannot know whether opener’s shape is 4-4 or 4-5 or 5-4 or 5-5! [Less applicable with 5-card majors.] With a 6- or 7-card suit, we still open the 4-timer first, next bid the 6-timer to show 5-cards there, then if convenient we rebid the suit once for each extra card that exceeds 5.

*NOTE: In competition you may have to suppress a 4-card club suit & rebid 5M: 1H (2D) p p 2H*

However, a 5-card major in a 5-3-3-2 shape of 11 to 14 HCP or a weak 6-card suit in a 6-3-2-2 shape of 10 to 13 HCP is opened [2M]. In our case 1M – 1X – 3♣ = 15 HCP and 4M & 6♣. [ rebid 2NT = 15 hcp & 5M & 4♣ ]

To summarize, if partner opens one of a major, then:

- 1) He never rebids it, he has only 4-cards,
- 2) He rebids it once, it has 6-cards, usually.
- 3) A 5-card major is shown by first opening in another suit then by calling the major on the rebid, or by opening 2 of the major with 5332 and some 6322 if the 6-card suit is not very strong
- 4) In competitive auctions a rebid of the major may show **only** 5-cards.

# 1♦ OPENING BID

10-15 HCP & 4<sup>+</sup>♦ AN OPENING BID OF 1♦ DENIES A BIDDABLE 4-CARD MAJOR (QXXX OR BETTER), BALANCED IF OTHER RANGE. MAJOR SUIT RESPONSES TEND TO BE 5-CARDS, [4414: OPEN 1♥, 4144 OPEN 1♦, 1444 OPEN 1♦/♥]

Responses:

1♥ 4<sup>+</sup>♥ 6+ hcp  
 1♠ 4<sup>+</sup>♠ 6+ hcp  
 1NT 8-11 hcp  
 2♣ 12<sup>+</sup> hcp

Perhaps 6-7 if short in ♦

**A & G.F.** Asking for distribution & allowing for canapé:

2♦ **A&F**; No Canapé & unbalanced

2♥ Canapé: 4♦ & 5♥

2♠ Canapé: 4♦ & 5♠

2NT Balanced & 11-13 / 14-16

3♣ Canapé: 4♦ & 5♣

2♦ 4<sup>+</sup>♦ 6-9 hcp  
 2♥ 12<sup>+</sup> hcp  
 2♠ 6-9 hcp  
 2NT 16+ hcp  
 3♣ 6<sup>+</sup>♣ 10-11 hcp  
 3♦ 5<sup>+</sup>♦ 10-11 hcp  
 3♥ 5♥ 12 hcp  
 3♠ 5♠ 10-11 hcp  
 3NT 14-15 hcp  
 4NT

Unbalanced, unsuitable for 1NT, usually singleton or 5<sup>+</sup>♦

**A & G.F.** 5M (Hearts or Spades): 2NT asks for the 5M

**A & C.R.** 4♦ + 5♣

**Baron 2 NT: Meckwell:** 3♣ = **Stayman**, 3NT = no 4M

G.I. 6<sup>+</sup>♣: 3M = canapé & GI

LR without 3-card M: 2254 / 2263 / 2164 Now 3M by opener is canapé: 4-6

G.F. Fit Jump: ♥: KQxxx & 4<sup>+</sup>♦

G.F. Fit Jump: ♠: KQxxx & 4<sup>+</sup>♦

To Play: 3-cards in each major (allows for canapé)

Regular Blackwood for Aces only: 1430 Replies

1♦ - 3♣ = Invitational values and 6-card ♣ suit. This is not forcing and opener may pass or rebid 3♦ with a minimum. Based on Fred Gitelman's improvements to 2/1 G.F.

1♦ - 3♦ = LR in ♦ and no 4M & unbalanced: 1354 / 3154 / 3361 / 3163 / 1363 / 1264 // 2164 / xx7x

1♦ - 1M - 2♦ - 2NT ! - (a) 3♣ = 0-1M, (b) 3♦ = xxM, (c) 3♥ = Hx, (d) 3♠ = xxx, (e) 3NT = AKQxxx



1♦ - 2♥ - 2♠ 5<sup>+</sup>♠ Canapé

11/21/06

2NT asking for Major: 3♣ = 5♥, 3♦ = 5♠, 3♥ = 6♥, 3♠ = 6♠, 3NT = AKQxxx, 4♣ = 7♥, 4♦ = 7♠, 4M = 8-cards

3♣ 5-4 either way in the minors & no 3M

3♦ 5<sup>+</sup>♦ and no 3M, Now 3M = 6-cards

3♥ 5<sup>+</sup>♥ Canapé

3♠

3NT ♦: AKQxxx(x) & no 3M

## Two-Way New Minor Forcing:

1♦ - 1♥ -

1NT - ?

2♣ Puppet to 2♦, Invitational values or drop dead with ♦ support

2♦ - pass To play

2♦ - 2♥ 5♥, maybe 4♠

2♦ GF or better asking for 3M or 4Om or 2NT

### ALL N.F. RESPONSES:

2♥ 5-6♥, to play, N.F.

2♠ 4♠ & Maximum, N.F.

2NT AKQxxx + black stoppers

3♣ 5♥-5 GI

3♦ 5♥-5 GI

3♥ 6♥ & GI

3♠ 6-5 & GI

3NT

## 4<sup>th</sup> Suit Forcing to Game: If a Major fit, not if a Minor fit

Now NT bid by non 4<sup>th</sup> suit bidder shows a stopper (A / K / QJx) in the 4<sup>th</sup> suit.

## 1♥ & 1♠ OPENING BIDS

We play 4-card majors to the extreme! In a pinch, even JTxx can be opened with 10 hcp and suitable distribution. With 4-4 in the majors always open 1♥. With a canapé distribution, 4-5 or 4-6 open the 4-card suit first (unless it is ♣) and rebid the longer suit next. Responder can pass the rebid with a doubleton as he does not have support for the major, or he would raise initially with a weak hand. Raising on Hxx and a singleton is permissible.

### Item 9: Enhancements of 1M-1N-2N and 1H-1S-2NT

10 January -> 2NT rebid showing 5M and 4♣ max; jump rebid of minor is good 4-6 that is hard to show in 1C opening

|                |                               |
|----------------|-------------------------------|
| 1♥ – 1♠ – 2NT: | 5♥ & 4♣ & Maximum: 15-16 hcp  |
| 1♥ – 1♠ – 2♣:  | Canapé: 4♥ & 5♣               |
| 1♥ – 1♠ – 3♣:  | Canapé: 4♥ & 6♣ & non-minimum |
| 1♥ – 1NT – 2NT | 5♥ & 4♣ & Maximum: 15-16 hcp  |
| 1♠ – 1NT – 2NT | 5♠ & 4♣ & Maximum: 15-16 hcp  |

### KAPLAN INVERSION – Mid Chart & Higher Revised 6/13/07

|               |                                    |                                   |
|---------------|------------------------------------|-----------------------------------|
| 1♥ – 1♠       | Forcing & less than 0-3♠: 8-11 hcp | 1♥ – 1NT                          |
| 1NT           | Natural                            |                                   |
| 2♣            | 4-5 Canapé                         | 2♣ 4-5 Canapé                     |
| 2♦            | 4-5 Canapé                         | 2♦ 4-5 Canapé                     |
| 2♥            | 6♥ / maybe 5♥ & 4♣ & Minimum       | 2♥ 6♥ / maybe 5♥ & 4♣ & Min       |
| 2♠            | Reverse: 5♥ & 4♠ & Minimum         | 2♠ Reverse: 5♥ & 4♠ & Min         |
| 2NT           | 5♥ & 4♣ & Maximum                  | 2NT 5♥ & 4♣ & Maximum             |
| 1♥ – 1NT      | 4 <sup>+</sup> ♠ & 7-11 hcp, N.F.  |                                   |
| 1♥ – 1♠       | Forcing & less than 4♠: 8-11 hcp   | <del>1♥ – 1♠ – 1NT – 2♠ = ?</del> |
| 1NT / 2m – 2♠ | 5 <sup>+</sup> ♠ & GF              | 1♥ – 1♠ – 2m – 2♠ = LR w m fit    |

SUGGESTED DEFENSE: Double of 1♠ Response = 5<sup>+</sup>♠, normal overcall, 1NT = Take Out 3-4♠

**1♥ - 2♠ Responses** (à la Hamman – Soloway) **6/13/07**

Single Jump Shift in w 6♠, or 5♠3♥xx, or Good ♥ Support

|     |                           |
|-----|---------------------------|
| 2NT | All minimum hands         |
| 3♣  | Some canapé               |
| 3♦  | Good Heart hand           |
| 3♥  | Moderate Heart hand       |
| 3♠  | Good hand for Spades      |
| 3NT | To play, probably 1=4=4=4 |

1♥ – 2♠ - 2NT

|     |                          |
|-----|--------------------------|
| 3♣  | Natural & 4+             |
| 3♦  | Natural & 4+             |
| 3♥  | 5=3=x=x                  |
| 3♠  | Single Suited in Spades  |
| 3NT |                          |
| 4m  | 5=3=3=2 / 5=3=2=3        |
|     | 4NT by Opener is to play |

1♥ – 2♠ - 3♣

|     |                                |
|-----|--------------------------------|
| 3♦  | Asking for canapé              |
| 3♥  | 5-6 Clubs                      |
| 3♠  | 5-6 Diamonds & no Club Stopper |
| 3NT | 5-6 Diamonds & A Club Stopper  |

# 1M – 2♣ Auctions: G.F. & Suit Inquiry (Usually Denies 4-card support for opener's suit)

## 1♥ – 2♣ Auctions

|     |                 |
|-----|-----------------|
| 2♦  | All Other Hands |
| 2♥  | 4♥ & 5♣         |
| 2♠  | 4♥ & 5♦         |
| 2NT | 4♥ & 6♣         |
| 3♣  | 4♥ & 6♦         |
| 3♦  | 5♥ & 4♠         |
| 3♥  | 6♥              |
| 3♠  | 6♥ & 5♠         |

## 1♠ – 2♣ Auctions

|     |                 |
|-----|-----------------|
| 2♦  | All Other Hands |
| 2♥  | 4♠ & 5♣         |
| 2♠  | 4♠ & 5♦         |
| 2NT | 4♠ & 6♣         |
| 3♣  | 4♠ & 6♦         |
| 3♦  | 5♠ & 4♥         |
| 3♥  | 5♠ & 5♥         |
| 3♠  | 6♠              |

### Memory Aid

#### Misc

Canapé + 5♣

Canapé + 5♦

Canapé + 6♣

Canapé + 6♦

5-5 / 5-4 oM

6-5 / 6

6-5 / 6

Now, the following Auctions are NOT Forcing:

1♠ - 2♥ = about 10 pts and 5<sup>+</sup>♥, opener can pass with minimum hand & xx, 2NT to play.  
Opener with a maximum makes any other bid.

1♠ - 2♦ = about 10 pts. and 5<sup>+</sup>♦, opener can pass with minimum hand & xx, 2NT to play.  
Opener with a maximum makes any other bid.

1♥ - 2♦ = about 10 pts. and 5<sup>+</sup>♦, opener can pass with minimum hand & xx, 2NT to play.  
Opener with a maximum makes any other bid.

## Item 2: 1M-2C-2D / 1M-2C-2H/S-2NT followons **TO DO!!!**

1. 1M-2C-2D-? <asking bid needed via 2NT?>
2. 1M-2C-2H (x-4-x-5)-2NT is? likewise for 1M-2C-2S-2NT...
3. The 4-6's need addressing.

**NOTE:** Follow-ons are similar to 1Club – 1 M – Relay (Cheapest Bid) but now cheapest = catch-all  
Then, cheapest bid by 2Club bidder is shortness ASK + Low / High / None = 5422

## MAJOR SUIT RAISES

|                |  |
|----------------|--|
| 1♥ - 2♥        | Pass with all minimums [7-8 losers]  |
| 1♥ - 2♥ - 2♠ ! | Artificial Game Try: Responder bids any suit he would accept a game try in.                  |
| 1♥ - 2♥ - 2NT! | Short Suit Game Try ♠  |
| 1♥ - 2♥ - 3♣ ! | Short Suit Game Try ♣  |
| 1♥ - 2♥ - 3♦ ! | Short Suit Game Try ♦  |
| 1♥ - 2♥ - 3♥   | Power Game Try Usually 6 <sup>+</sup> losers   |
| 1♥ - 2♣ !      | <b>A &amp; G.F.</b> ASKING FOR DISTRIBUTION: (a) CANAPÉ, (b) BOTH MAJORS, OR (c) 2♦ = OTHERS |
| 2♦             | CONSTRUCTIVE WITH ♦, <b>NOT FORCING !</b>  |
| 2♥             | 4♥ 6-9 pts   |
| 2♠             | 5-5 MINORS & <b>G.I.</b>   |
| 2NT            | G.I. or better with 4♥ <b>COMPRESSED BERGEN</b> (See above)                                  |
| 3♣ !           | <b>SIEBERT ADJUNCT: G.I. ♣ KQxxx &amp; 4♥ [ACBL Bulletin: June 2006, Dec 2005, 28]</b>       |
| 3♦ !           | <b>SIEBERT ADJUNCT: G.I. ♦ KQxxx &amp; 4♥</b>  |
| 3♥             | C.R. ♥: Hxxx and 3 cover cards: Qxxx + A + K   |
| 3♠             | <b>FIT JUMP:</b> ♠ KQxxx and 4♥ & G.F.   |
| 3NT            | 2♥ or 3♥444 13-15 hcp  |
| 4♣             | <b>FIT JUMP:</b> ♣ KQxxx and 4♥ & G.F.   |
| 4♦             | <b>FIT JUMP:</b> ♦ KQxxx and 4♥ & G.F.   |
| 4♥ !           | <b>G.F.:</b> Balanced / Semi-Balanced hand or pre-emptive                                    |

1M – 2NT: **Compressed Bergen:** Add ½ loser for each Q, subtract ½ loser for each A.

|     |                       |  |
|-----|-----------------------|--|
| 3♣  | 5 losers, <b>G.F.</b> | New suits are cue bids & S.I.                                    |
| 3♦  | 6 losers, <b>G.I.</b> | Needs 3 cover cards for game (Usually A + K + H trump = 9 hcp)   |
| 3M  | 7-8 losers            | Needs a full opener for game (6-7 losers)                        |
| 3oM | 5 losers, <b>G.F.</b> | Shows 5-5 or 6-4 in the majors                                   |
| 3NT | 15-16 HCP             | 4333 or 4432 with Hx in 2, alternate contract                    |
| 4♣  | 5 losers, <b>G.F.</b> | 2 <sup>nd</sup> suit: AQxxx / KQxxx, <b>S.I.</b> (canapé)        |
| 4♦  | 5 losers, <b>G.F.</b> | 2 <sup>nd</sup> suit: AQxxx / KQxxx, <b>S.I.</b> (canapé)        |
| 4M  | 5 losers              | No interest in slam, long trumps – avoid, responder is unlimited |

## We Open 1NT

### Item 10: Over 1NT - P - 2M - X; Follow-ons

1NT - P - 2R - X - 2R+1 - P - ?

2NT = G/F, side four card suit

3R = HSGT.

3M = choice of games half stop

3NT = choice of games full stop

---

### 1st Project: General Principles for Interference Over Our NT and Competitive Auctions

#### A. Over 1NT, and They Bid

1. Over natural bids, we play t/o doubles through 3S.
2. Over conventional double or a 2C call that does not name any suits, system on.
3. Over all other actions, 2 bids are natural with 2NT+ as transfers.
4. Over known 2 suiters, bidding one of their suits show stopper and the other suits and is forward going.
5. Transfers only shows competitive values.
6. Transfer into their known suit is G/F showing shortness.
7. T/O double followed by free bid is N/F.

#### B. Over 1NT - 2C Puppet, and They Double

1. First priority is if we have a stopper.
2. Opener responds normally with a stopper (proposed).
3. Without a stopper he passes and responder may redouble to get back into system (proposed).
4. If responder fails to redouble -> majors are 4 cards at this point (proposed).

#### C. Over 1NT - 2D/H/NT, and They Double

1. Pass - 2 card support, no stop
2. Accept - 2 card support, stop
3. Redouble - any hand with support, system on

## Transfer Lebensohl

After interference that is natural based major **OR** a bid that shows the nominated suit and one other unknown suit:

- X
- 2M weak, to play
- 2NT xfer to clubs (any strength - start of any weak bust hands by implication as well)
- 3♣ xfer to diamonds, inv+
- 3♦ xfer to hearts, inv+
- 3♥ xfer to spades, inv+
- 3♠ minors, GF
- 3NT to play, with stopper **SASS: Slow Action Shows Stopper ?????? Which is it?**

Larry, with xfer Leb it's easier to NOT play FADS (fact action denies stopper) because you have means to locating side fit and bailing at 4 level. That's why I wrote it in the vein of SASS (slow action shows stopper). DH OK

SASS (for Transfer Lebensohl)

Transferring into their suit is Stayman with stop OR a raise to 3NT without a stopper (with no major rebid THEIR suit); bidding their suit directly is often a transfer!

After a natural minor has been bid:

South African Texas and 4H/S signoffs are ON.

Over 2♦: All bids retain their normal except for **3C**, which is Stayman for both majors AND asks for diamond stop. If no major or diamond stopper, simply bid 3D as a denial. Jumps in the majors are natural and forcing.

~~1NT (2♣) (regardless of meaning): **X is Stayman**, no club stop. All 2 bids are natural NF. Jumps to 3♦-  
 >3♠ are natural and forcing. **2NT** is Stayman WITH club stop.~~

**Klinger: 1NT (2♣) X = puppet 2♦, systems on! 1NT – 2♣ (X) 2♦ = stopper in ♣, p denies ♣ stopper, XX pen**

After p by 1NT Opener, responder bids XX to force 2♦ Puppet.

1NT p 2♣ (2♦) p = taking puppet, X = penalty w ♦: xxxx

## KERI over 1NT Openings or NT Rebids after Opening 1♣

1NT – 2♣! – 2♦! – etc... 1♣! – 1♦! – 1NT – 2♣! – 2♦! – etc... 1♣! – 1♦! – 2NT – 3♣! – 3♦! – etc...

- HINTS:
- (1) All 2-level responses relate to the next denomination, **puppet** / **transfer** [2♠ Range Inquiry]
  - (2) Responder's **SUIT REBID** at the **2-level** is always **G.I.**
  - (3) Responder's **NEW SUIT JUMP REBID** to the **3-level** is natural & **G.F.**
  - (4) Responder's **2NT REBID** is **ARTIFICIAL** & **G.F.**
  - 5) **Transfer** & rebid @ 3-level is natural & G.F.

## KERI CONDENSED BASIC SYSTEM SUMMARY

### SIGN-OFF

- ♣ Bid 2NT **TRANSFER** & pass the 3♣ response
- ♦ Bid 2♣ **PUPPET** & pass the 2♦ response
- ♥ Bid 2♦ **TRANSFER** & pass the 2♥ response
- ♠ Bid 2♥ **TRANSFER** & pass the 2♠ response
- NT pass

### INVITE GAME with one 5-card suit & no 4-card suit

- ♣ Bid 2♠ **ASK** 2NT, 3♣
- ♦ Bid 2♠ **ASK** 2NT / 3♣, 3♦
- ♥ Bid 2♣ **PUPPET** > 2♦, 2♥ = 4<sup>+</sup>♥
- ♠ Bid 2♣ **PUPPET** > 2♦, 2♠ = 4<sup>+</sup>♠
- NT Bid 2♠ **ASK** & pass 2NT response, over 3♣ rebid 3NT

### INVITE GAME with one 6-card suit & no 4-card suit

#4, Chapter 5

- ♣ Bid 2♣ **PUPPET** > 2♦, 3♣
- ♦ Bid 2♣ **PUPPET** > 2♦, 3♦
- ♥ Bid 2♦ **TRANSFER** > 2♥ & raise to 3♥
- ♠ Bid 2♥ **TRANSFER** > 2♠ & raise to 3♠



**INVITE GAME** with the Majors: 4-4, 5-5, 5♠ + 4♥

|     |        |                          |              |
|-----|--------|--------------------------|--------------|
| 4-4 | Bid 2♦ | TRANSFER > 2♥ & Rebid 2♠ | Chapter 4-20 |
| 5-5 | Bid 2♦ | TRANSFER > 2♥ & Rebid 2♠ | Chapter 8-38 |
| 5-4 | Bid 2♦ | TRANSFER > 2♥ & Rebid 2♠ | Chapter 8-38 |
| 4-5 | Bid 2♣ | PUPPET > 2♦, 2♥          | Chapter 8-36 |

**FORCE TO GAME** with one 5-card suit & no 4-card suit

|   |         |                                  |                 |
|---|---------|----------------------------------|-----------------|
| ♣ | Bid 2NT | TRANSFER > 3♣, 3NT = 5332 & S.I. |                 |
| ♦ | Bid 2♣  | PUPPET > 2♦, 3NT = 5332 & S.I.   | Chapter 18-83   |
| ♥ | Bid 2♦  | TRANSFER > 2♥ & rebid 3NT        | #10, Chapter 17 |
| ♠ | Bid 2♥  | TRANSFER > 2♠ & rebid 3NT        | #10, Chapter 17 |

**FORCE TO GAME** with one 6-card suit & no 4-card suit

#9, Chapter 15

♣  
♦  
♥  
♠

|        |  |
|--------|--|
| Bid 2♦ | TRANSFER > 2♥ & rebid 4♥ / optional: bid 4♣: South African Texas |
| Bid 2♥ | TRANSFER > 2♠ & rebid 4♠ / optional: bid 4♦: South African Texas |

**FORCE TO GAME** with Both Majors 5-4 or better

#6, Chapter 9

|    |        |                           |
|----|--------|---------------------------|
| 5♥ | Bid 2♦ | TRANSFER to 2♥ & rebid 3♠ |
| 5♠ | Bid 2♥ | TRANSFER to 2♠ & rebid 3♥ |
| 55 | Bid 2♥ | TRANSFER to 2♠ & rebid 4♥ |

pg. 39, Chapter 9

**FORCE TO GAME** with Both Minors 5-4 or better

Chapter 12

|    |         |                           |
|----|---------|---------------------------|
| 5♣ | Bid 2NT | TRANSFER to 3♣ & Rebid 3♦ |
| 5♦ | Bid 2NT | TRANSFER to 3♣ & Rebid 3♦ |

**FORCE TO GAME** with a 5-card Major & a 5-card Minor

#7, Chapter 9

|       |        |                |           |
|-------|--------|----------------|-----------|
| ♥ + ♣ | Bid 2♦ | TRANSFER to 2♥ | Rebid 3♣! |
| ♥ + ♦ | Bid 2♦ | TRANSFER to 2♥ | Rebid 3♦! |
| ♠ + ♣ | Bid 2♥ | TRANSFER to 2♠ | Rebid 3♣! |

♠ + ♦ Bid 2♥ TRANSFER to 2♠ Rebid 3♦!

**FORCE TO GAME** with a 5-card Major & a 4-card Minor

#8, Chapter 10

♥ + ♣ Bid 2♦ TRANSFER to 2♥ Rebid 2NT  
 ♥ + ♦ Bid 2♦ TRANSFER to 2♥ Rebid 2NT  
 ♠ + ♣ Bid 2♥ TRANSFER to 2♠ Rebid 2NT  
 ♠ + ♦ Bid 2♥ TRANSFER to 2♠ Rebid 2NT

**FORCE TO GAME** & locate Opener's 4, 5-card major

#5, Chapter 6

Bid 2♣ : PUPPET > 2♦, 2NT

**FORCE TO GAME** with a 5-card Minor & a 4-card Major

♥ + ♣ Bid 2NT TRANSFER > 3♣ & Rebid 3♥  
 ♥ + ♦ Bid 2♣ PUPPET > 2♦ & Rebid 3♥  
 ♠ + ♣ Bid 2NT TRANSFER > 3♣ & Rebid 3♠  
 ♠ + ♦ Bid 2♣ PUPPET > 2♦ & Rebid 3♠

**SLAM INVITATIONAL:** Strong 6-card suit: KQJxxx / AQJxxx, NO VOID

Chapter 15-72

♣ Bid 2♠ ASK & Rebid 3,4♣ RKCB in ♣  
 ♦ Bid 2♠ ASK & Rebid 3♦ RKCB in ♦  
 ♥ Bid 2♠ ASK & Rebid 3♥ RKCB in ♥  
 ♠ Bid 2♠ ASK & Rebid 3♠ RKCB in ♠

**MISCELLANEOUS:**

1NT : 4♣ = transfer to 4♥, 4NT RKCB  
 1NT : 4♦ = transfer to 4♠, 4NT RKCB

# NT LADDER

## DMH + LPL

Ref: PT pg. 152

|                          |  |  |                         |
|--------------------------|--|--|-------------------------|
| 1 NT                     | 11-13 / 14-16 V                                  |  | 14-16 / 15-17           |
| 2 NT                     | <b>UNUSUAL:</b> 6 -10 HCP                        |  |                         |
| 3 NT                     | ???  |  |                         |
| 1♣ - 1♦ - 1NT            | <b>17-20</b> (21)                                | Keri Follow-ons  |                         |
| 1♣ - 1♦ - 2NT            | (21) <b>22-23</b>                                | Keri Follow-ons  | Power Precision's range |
| 1♣ - 1♦ - 3NT            | ?  | Play as gambling   |                         |
| 1♣ - 1♦ - 1♥ - 1♠ - 1NT  | 20-21  | 1♥ <b>Usually</b> 4+♥ & One Round Force to find 5+ HCP (or A) with partner |                         |
| 1♣ - 1♦ - 1♥ - 1♠ - 2NT  | 21-24  | Raise with a Trick, A or K or 2Qs  |                         |
| 1♣ - 1♦ - 1♥ - 1♠ - 3NT  | 18+  | <b>Could be 9 tricks with a minor</b>                                      |                         |
| 1♣ - 1♦ - 1♠ - 1NT       |  | 1NT by responder is <b>forcing</b>   | 20-21                   |
| 1♣ - 1♦ - 1♠ - 1NT - 2NT | 19-20  |  | 24-25                   |
| 1♣ - 1♦ - 1♠ - 1NT - 3NT | 21+  |  |                         |
| 1♣ - 1♦ - 2♥ - 2♠ - 2NT  |  |  |                         |
| 1♣ - 1♦ - 2♥ - 2♠ - 3NT  |  |  |                         |
| 10-13                    | 1NT (nV) 3 <sup>rd</sup> or 4 <sup>th</sup> seat |  | 13.8 %                  |
| 11-13                    | 1NT (nV)   |  | 9.9 %                   |
| 14-16                    | 1NT (v)  |  | 5.6 %                   |
| 17-20                    | 1♣ - 1♦ - 1NT                                    | 1♣ - 1♥ - 1NT = 17+ / 1♣ - 1♠ - 1NT = 17+                                  | 2.3 %                   |
| 21-22                    | 1♣ - 1♦ - 2NT                                    |  | 0.6 %                   |
| 23-24                    |  |  | 0.2 %                   |
| 25-26                    |  |  | 0.04 %                  |
| 27-28                    |  |  | 0.006 %                 |

## ULTRA CLUB 2♣ OPENER

2♣ ! 10-15 HCP 6♣ & No 4M: Qxxx [WITH 5-5 IN THE MINORS OPEN 1♦/2NT; WITH 4♦ & 5♣, OPEN 1♦; IF 6♣ & 4♦, BID 2♣]

2♦ **TRANSFER** > 2♥ PROMISES 5 OR MORE ♥ & 8<sup>+</sup> HCP PLAYABLE AT 3-LEVEL

2♥ 2<sup>+</sup>♥

PASS TO PLAY

2♠ 5♥ & 5♠ **G.I.**

2NT 5♥ **G.I.**

3♣ 5♥ & 3♣ **G.I.**

3♦ 5♥ & 5♦ **G.I.**

3♥ 6♥ **G.I.**

3♠ 6♥ & 5♠ **G.F.**

3NT 5♥ **G.F.**

4♣ 5♥ & 4♣ **G.F.**

4♦ 5♥ & 5♦ **G.F.**

4♥ 6♥

2♠ 0-1♥ ♠ STOPPER & MAXIMUM

2NT 0-1♥ ♦ STOPPER & MAXIMUM

3♣ 0-1♥ 6<sup>+</sup>♣ & MINIMUM

3♥ 3<sup>+</sup>♥ MAXIMUM

3NT ♣: AKQXXX

2♥ **TRANSFER** > 2♠ PROMISES 5 OR MORE ♠: PLAYABLE AT 2-LEVEL

2NT 0-1♠ & MAXIMUM; 3♣: 0-1♠ & MINIMUM

2♠ **TRANSFER** > 3♦ PROMISES 6 OR MORE ♦: PLAYABLE AT 3-LEVEL (OTHERWISE PASS 2♣)

2NT 0-3♦ & MAXIMUM; 3♣: 0-1♦ & MINIMUM; 3♦: 2<sup>+</sup>♦ & MINIMUM

2NT 10-11 HCP GI, OR 12+ & G.F. (BID A NEW SUIT FOR G.F.) OPENER REBIDS 3♣ WITH A MINIMUM

Now 4♣ = MINORWOOD 1430 w Q ASK: 1 = NO, 2 = YES, 3 = YES + K

3♣ 8-10 HCP GI REESE:

3♦ 6<sup>+</sup>♦ **SAB-2** **G.F.** 1<sup>ST</sup> STEP = 0-1♦, 2<sup>ND</sup> STEP = 2♦ & 1-2 CONTROLS, **ZOOM >**

3♥ 6<sup>+</sup>♥ **SAB-2**; 3♠ 6<sup>+</sup>♠ **SAB-2** **G.F.** 1<sup>ST</sup> STEP = 0-1M, 2<sup>ND</sup> STEP = 2M & 1-2 CONTROLS, **ZOOM >**

3NT To PLAY

4♣ 4<sup>+</sup>♣ **PRE-EMPTIVE**

ULTRA CLUB 2♦ OPENER

2♦! = 10-15 HCP 6<sup>+</sup>♦ & 0-2♥ & 0-2♠ [WITH 5-5 IN THE MINORS: 2NT (4-10 HCP); WITH 5♦ & 4♣ OPEN 1♦, (WITH 6♦ & 4♣ OPEN 2♦)]

2♥ 6<sup>+</sup>♥ Natural & 10-11 HCP & **N.F.** [BID 2♥ WITH 8<sup>+</sup> HCP & HXX IN ♦]  
 Pass H / xx<sup>+</sup> & Minimum  
 2♠ ♠: Hx & 0-1♥: xx & **MAXIMUM:** 2263 / 2164 / 2173  
 2NT 14-15 HCP ♠ & ♣ Stoppers  
 3♣ 14-15 HCP & ♣ Stopper, no ♠ Stopper  
 3♦ 0-1♥ & 6♦: KQJxxxx+  
 3♥ 2♥ & **MAXIMUM:** 2263  
 3♠  
 3NT AKQxxx(x) & 6(7)222<sup>+</sup> with K or Q in 2 suits outside ♣

2♠ 6<sup>+</sup>♠ Natural & 10-11 HCP & **N.F.** [BID 2♠ WITH 8<sup>+</sup> HCP & HXX IN ♦]  
 FOLLOW-ONS = SAME AS ABOVE

2NT! 10-11 HCP G.I. with ♦: Hxx: or 12<sup>+</sup> hcp & G.F., Opener accepts with 14+ hcp  
 3♣ Maximum & ♣ stopper & only 1M stopper  
 3♦ Minimum  
 Others Maximum & Stopper [See 2♣ Opener for Follow-Ons]

3♣ To Play: long ♣ and 0-1♦

3♦ PRE-EMPTIVE

3M 6-CARDS M **G.F.** **SAB-2:** 1<sup>ST</sup> STEP = 0-1M, 2<sup>ND</sup> STEP = 2M & 1-2 CONTROLS, **ZOOM >**

3NT TO PLAY

4♣ SPLINTERS, AGREEING ♦

4♦ 3<sup>+</sup>♦ **PRE-EMPTIVE**

4♥ SPLINTER, AGREEING ♦

4♠ SPLINTER, AGREEING ♦

4NT REGULAR BLACKWOOD FOR ACES ONLY: 5♣ = 0/4, 5♦ = 1, 5♥ = 2, 5♠ = 3

5♦ To play

# ULTRA CLUB 2♥ OPENER

2♥! = 11-15 HCP 5♥332, or 5♥224♣ allowable if ♣s are weak = xxxx [H = Q+] KQxxx / AQxxx / AJTxx [If Axxxx / Kxxxx / Qxxxx =1M]

2♠! 5<sup>+</sup>♠ Natural & 6-9 HCP & **N.F.** [5<sup>+</sup>♠ if 0-1♥, usually pass with 2♥]  
 Pass Minimum any distribution, Maximum and no weak doubleton (ruffing value)  
 2NT  
 3X  
 3NT

2NT! **LEBENSOHL**: PUPPET TO 3♣: (A) WEAK TO PLAY: ♣/♦, (B) STRONG, **G.F.**

3♣:

|      |                     |                  |   |
|------|---------------------|------------------|---|
| PASS | <10 HCP             | 6 <sup>+</sup> ♣ | TO PLAY & 0-1♥                                      |
| 3♦   | <10 HCP             | 6 <sup>+</sup> ♦ | TO PLAY & 0-1♥                                      |
| 3♥   | 12 <sup>+</sup> HCP | 3 <sup>+</sup> ♥ | <b>G.F. BETA:</b> 3♠ = 1-2 CONTROLS                 |
| 3♠   | 12 <sup>+</sup> HCP | 5 <sup>+</sup> ♠ | <b>G.F. SAB-3:</b> 3NT = XX, 4♣ = 3♠ & 1-2 CNTRLS   |
| 3NT  | 12 <sup>+</sup> HCP | 6 <sup>+</sup> ♠ | <b>G.F. BETA:</b> 4♣ = 1-2 CONTROLS, 4♦ = 3 CNT     |
| 4♣   | 12 <sup>+</sup> HCP | 6 <sup>+</sup> ♣ | <b>G.F. SAB:</b> 4♦ = XX, 4♥ = 3♣ & 1-2 CNTRLS, etc |
| 4♦   | 12 <sup>+</sup> HCP | 6 <sup>+</sup> ♦ | <b>G.F. SAB:</b> 4♥ = XX, 4♠ = 3♦ & 1-2 CNTRLS, etc |

3♣! NATURAL 10-11 HCP G.I.  
 PASS MINIMUM HAND  
 3♦ CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND  
 3♥ AKQXX & WEAK DOUBLETION & 14-15 HCP  
 3♠ CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND  
 3NT TO PLAY – GOOD CLUBS & MAXIMUM

3♦ NATURAL 10-11 HCP G.I. SAME FOLLOW-ONS AS ABOVE  
 3♥ NATURAL 10-11 HCP G.I. 3<sup>+</sup>♥  
 3♠ NATURAL 10-11 HCP G.I.  
 3NT TO PLAY 12+ HCP  
 4♣ SPLINTER 12+ HCP S.I. ASKS FOR CUE BIDDING  
 4♦ SPLINTER 12+ HCP S.I. ASKS FOR CUE BIDDING  
 4♥ TO PLAY  
 4♠ SPLINTER 12+ HCP S.I. ASKS FOR CUE BIDDING  
 4NT BLACKWOOD FOR ACES ONLY: 1430

# ULTRA CLUB 2♠ OPENER

2♠ ! = 11-15 HCP

5♠332 Distribution: KQxxx / AQxxx / AJTxx [Maybe 6, if Axxxxx / Kxxxxx]  
 [If Axxxx / Kxxxx / Qxxxx open 1NT]

2NT! **LEBENSÖHL**: PUPPET TO 3♣: (A) WEAK TO PLAY: ♣/♦/♥, (B) STRONG, **G.F.** ♠

3♣:

|      |                     |                  |   |
|------|---------------------|------------------|---|
| PASS | MINIMUM             |                  |   |
| 3♦   | <10 HCP             | 6 <sup>+</sup> ♦ | TO PLAY   |
| 3♥   | <10 HCP             | 6 <sup>+</sup> ♥ | TO PLAY   |
| 3♠   | 12 <sup>+</sup> HCP | 3 <sup>+</sup> ♠ | <b>G.F. BETA:</b> 3NT = 1-2 CNTRLS, 4♣ = 3 CNTRLS, etc. |
| 3NT  | 12 <sup>+</sup> HCP | 5 <sup>+</sup> ♥ | <b>G.F. SAB:</b> 4♣ = 2♥, 4♦ = 3♥ & 1-2 CONTROLS, etc.  |
| 4♣   | 12 <sup>+</sup> HCP | 5 <sup>+</sup> ♣ | <b>G.F. BETA:</b> 4♦ = 2♣, 4♥ = 3♣ & 1-2 CONTROLS, etc. |
| 4♦   | 12 <sup>+</sup> HCP | 5 <sup>+</sup> ♦ | <b>G.F. BETA:</b> 4♥ = 2♦, 4♠ = 3♦ & 1-2 CONTROLS, etc. |
| 4♥   |                     |                  |   |
| 4♠   |                     |                  |   |
| 4NT  |                     |                  |   |

|      |         |  |
|------|---------|--|
| 3♣ ! | NATURAL | 10-11 HCP & G.I.                               |
|      | PASS    | MINIMUM HAND                                   |
| 3♦   |         | CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND |
| 3♥   |         | CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND |
| 3♠   |         | CHEAPEST STOPPER LOOKING FOR 3NT: MAXIMUM HAND |
| 3NT  |         | TO PLAY – GOOD CLUBS & MAXIMUM                 |

|     |                          |                  |           |                           |
|-----|--------------------------|------------------|-----------|---------------------------|
| 3♦  | NATURAL                  | 5 <sup>+</sup> ♦ | 10-11 HCP | GI                        |
| 3♥  | NATURAL                  | 6 <sup>+</sup> ♥ | 10-11 HCP | GI                        |
| 3♠  | NATURAL                  | 3 <sup>+</sup> ♠ | 10-11 HCP | GI                        |
| 3NT | TO PLAY                  | 12+              | HCP       |                           |
| 4♣  | SPLINTER                 | 12+              | HCP       | S.I. ASKS FOR CUE BIDDING |
| 4♦  | SPLINTER                 | 12+              | HCP       | S.I. ASKS FOR CUE BIDDING |
| 4♥  | SPLINTER                 | 12+              | HCP       | S.I. ASKS FOR CUE BIDDING |
| 4♠  | TO PLAY                  |                  |           |                           |
| 4NT | BLACKWOOD FOR ACES ONLY: | 1430             |           |                           |

## ULTRA CLUB 2 NO TRUMP Opening Bid: 6-12 HCP

The 2 NT opening bid indicates a 2-suited hand in which one of the suits is ♣s, at least 5-cards, and the other is ♦s, at least 5-cards. The hand should usually contain not more than 5-losers. However, when opening third hand, or with favorable vulnerability, this requirement can be shaded to 6-losers: QJTxx QJTxx Ax x / QJTxxx QJTxx x x

NEGATIVE RESPONSE: 3♣ / 3♦ As a rule, any of these negative bids is a closing bid.

POSITIVE RESPONSE:

- 1) 3♥ - holding at least 11 points or such other values which point to a game or slam contract. Opener conventionally clarifies his distribution by bidding:
  - a) 3♠ 1255 with 1♠
  - b) 3NT 2155 with 1♥
  - c) 4♣ 1156
  - d) 4♦ 1165
  - e) 4♥ 0355 with 3♥ Fragment Bid
  - f) 4♠ 3055 with 3♠ Fragment Bid
  - g) 4NT XX66
- 2) 3♠ - S.I. Which is the better minor? 3 NT = ♣ ACCEPT, 4♣ = ♦ ACCEPT: Now bid of the minor = BETA
- 3) 3NT To play, 11-14 points and sure stops in both majors
- 4) 4♣ Limited bid, asking Opener to bid game in ♣s if he is maximum.
- 5) 4♦ Limited bid, asking Opener to bid game in ♦s if he is maximum.
- 6) 4♥, 4♠ CAB: Control Asking bids in the suit bid [None, K/1, A/0, AK/AQ] Needs Improvement

OPPONENTS' INTERFERENCE:

Over take-out double:

- a. Pass Indicates willingness to play at 3♣
- b. XX Indicates the ability to double opponents for penalty
- c. 3♣ / 3♦ To Play



## Trent Style PRE-EMPTIVE OPENING BIDS – Classical in 1<sup>st</sup> & 2<sup>nd</sup> Seats

We play disciplined pre-emptive opening bids in 1<sup>st</sup> and 2<sup>nd</sup> seats. See Anderson & Zenkel's book: Pre-emptive bids from A to Z. Rule of 2 and 3 and occasionally 4 at favorable vulnerability. 2 of the top 3 honors, or 3 of the top 5 honors.

### Responses to 4M Opening Bid:

**ROTH 4♣ = RKCB agreeing pre-empt as trumps**

|        |   |                                     |   |
|--------|---|-------------------------------------|---|
| 4♠     | RKCB is ♥ are trumps                                      |                                     |   |
| 4NT    | RKCB if ♠ are trumps                                      |                                     |   |
| 4NT    | Cue Bid: if ♥ trumps = 1 <sup>st</sup> round control of ♠ |                                     |   |
| 5♣ / ♦ | Cue Bid: 1 <sup>st</sup> round Control                    |                                     |   |
| 5 M    | Asks for 6 with good trumps:                              | Pass                                | More than 1 trump loser                         |
|        |   | 6M                                  | Only 1 trump loser                              |
|        |   | Cue                                 | 2 <sup>nd</sup> Round Control & No Trump losers |
| 5NT    | Grand Slam Force  |                                     |   |
|        | 6♣  | Only 1 of the top 2 trump honors    |   |
|        | 6♦  | Missing A or K (has 2/3 top honors) |   |
|        | 6♥  | A & K of trumps missing the Q       |   |
|        | 6♠  | A, K, Q of trumps                   |   |

### Responses to Namyats Opening Bid: 4♣ or 4♦

|         |  |
|---------|--|
| 4♣ – 4♦ | Slam Interest: Asking for outside Controls                           |
|         | 4♥ No Controls   |
|         | 4♠, 5♣/♦ Ace / Void  |
|         | 4NT King outside of trumps: 5♣ Asks for the King                     |
| 4♦ – 4♥ | Slam Interest: Asking for outside Controls (similar response scheme) |
| 4m – 4M | To play  |
| 4 NT    | RKCB   |
| Other   | CAB  |

## SLAM TOOLS

**CUE BIDDING:** We follow the Italian method of cue bidding A or K below game. In 1♣ auctions this helps to identify the ambiguous cases where 1 or 2 controls are missing. At or above game we use TURBO. (Starts with Serious 3NT if Major, or 4m if minor suit fit.)

### TURBO RULES:

After a trump suit has been set, all the bids are **DENIAL CUE BIDS** and 4NT represents a BYPASS.

When the bidding approaches 4NT, one bids 4NT if one possesses an even number of keycards (Aces + King of trumps) 0/2/4 [Hopefully 2 or 4 – LPL] while BYPASSING 4NT with an odd number of keycards 1/3/5 [Hopefully 3 or 5 – LPL].

To play a small slam requires four of the keycards [and the Q of trumps or 10 trumps – LPL], and the grand slam requires all five [and ten total trumps or less with the Q of trumps – LPL].

The problem is that only one of the partnership has a count on the keycards, therefore if all the key cards are present then the one that knows this needs to transmit this information to partner by continuing to cue-bid [or maybe use the GS Force = 5NT – LPL].

When trumps are fixed in a Major Suit at the 3-level, then 3NT becomes TURBO and a successive 4NT shows the Q of trumps (with 2 keycards).

When a minor is fixed below 3NT and one of the partner's goes above 3NT, 4 of the fixed minor becomes TURBO [Minorwood is now only **initiated by 4m** after a 2♣ or 2♦ opening – LPL].

Examples:

If trumps are fixed at the 3-level, then we have everything available.

3NT is always a suggestion to play over a minor fit  
3NT is always a Serious Slam Try after a major fit

2/4/07 DMH

2/4/07 DMH

## ULTRA CLUB: *Defensive Agreements*

*Dwayne Hoffman & Larry Lowell*

### **SUBJECT**

Opening leads, Carding & Signaling Agreements

Robot Opening Leads

Woolsey's Leads Against NT

UDCA

Obvious Shift

Reverse Smith Echo @ NT

Summary: They Open the Bidding (Back of Convention Card)

- I. Power Double
- II. We Overcall 1NT for Take Out
- III. We Overcall & Transfer Advances
- IV. We Make a Cue Bid Overcall
- V. Jump Overcalls
- VI. They Open the Bidding 1 NT
- VII. Balancing at the 1-level  
Balancing at the 2-level
- VIII. They Open the Bidding A&F with 1♣ Strong / 2♣
- IX. They Open the Bidding A&F with 1♣ Strong / 2♣
- X. Forcing 1NT Defense
- XI. They Open the Multi 2♦ Bid: Summary (see separate document)
- XII. They Open a Transfer Preempt

## Ultra Club Defensive Carding and Signaling Agreements

| <u>Contract</u>   | <u>Aggressive / Passive</u>                       | <u>Doubled Contract</u>          |
|-------------------|---|----------------------------------|
| 1-level contracts | Conservative                                      | Trump                            |
| 2-level contracts | Conservative                                      |                                  |
| 3-level contracts | Conservative                                      |                                  |
| 3NT               | <b>Aggressive:</b> Hxxx                           | ♣ if not bid, then ♦             |
| 4-level contracts | Conservative [Unless 2-suit fit, then aggressive] |                                  |
| 5-level contracts | <b>Aggressive</b>                                 |                                  |
| 6-level contracts | Conservative [unless they have shown long suits]  | <b>Slam Spade Double:</b> ♠ lead |
| 7-level contracts | Lead your Ace, otherwise conservative             | or ♥ if ♠ are trumps             |

### ROBOT OPENING LEADS by Granovetter:

Advantages: Don't get upset, systemic. Helps partner place the cards for defense, partner can easily read your lead, your % of success will increase, you will save brain energy for defense, you rarely give away the contract, you will usually defeat an aggressive contract by being stingy. Disadvantages:

Your choice of leads (from **best** to worst) against suit contracts below 5-level:

|  |  |
|--|--|
| A-K                                    |  |
| K-Q                                    | [I don't like this lead except at 5 or 6-level - LPL]  |
| Q-J                                    | [QJ9(x) is better, but often gives away a trick – LPL] |
| J-T                                    |  |
| any singleton (not trumps)             | [Not if opponent's have bid suit - LPL]                |
| xxx                                    |  |
| xxx(x)(x)(x)                           |  |
| small trumps                           |  |
| H-x                                    |  |
| Hxx (the smaller the honor the better) | [Jxx(x) is poor - LPL]                                 |
| xx                                     | [Hard for partner to read a singleton lead]            |
| A-x                                    | [Gambling lead – LPL]                                  |
| any other ace lead                     | [Usually a very poor lead - LPL]                       |

## OPENING LEADS AGAINST NT - WOOLSEY

At NT, There is a method devised by Kit Woolsey which is simple and is superior to standard honor leads.

A from AK  
 K demands an **UNBLOCK** or a **COUNT** signal.  
 Q from KQ  
 J from QJ  
 T from JT  
 9 from T9

The lead of the King is a "**power**" card made from all honor holdings that require an unblock.  
 For example: AKQT / AKJT / KQJT / KQT9 / KQJ9

Another method is to lead the card above the one you are missing for an unblock:

AQJT(x)  
KJT9(x)  
KQT9(x)  
 AKJT(x)  
 AKQT9(x)

### Length Carding, Obvious Shift, Signals

Signals: **UDCA** - upside down attitude (hi = disc), upside down count (hi-lo = odd), standard s/p (hi-low in trumps shows strength (A or K usually) in dummies highest suit except trumps).

**Obvious Shift** is played at trick **one** REGARDLESS of dummy's distribution.

**Reverse Smith Echo** at NT contracts in the first suit declarer plays (assuming it is not a long suit in dummy without outside entries when count would be more important). Low-high by opening leader signifies a good suit and he wants it returned. Low-high by partner shows extra strength or length in the opening lead suit.

2nd/4<sup>th</sup> leads otherwise

## ULTRA CLUB – Defensive Agreements (July 20, 2007)

|   |  |
|---|--|
| (1♣) X ! <b>Power X</b> with Herbert Response | (1♦) X ! <b>Power X</b> with Herbert Response  |
| (1♣) 1♦/♥/♠ Natural, maybe 4 cards            | (1♦) 1♥/♠ Natural, maybe 4 cards               |
| (1♣) 1NT! 3-suited Takeout, 8-14 hcp          | (1♦) 1NT! 3-suited Takeout, 8-14 hcp           |
| (1♣) 2♣ ! <b>Multicuebid</b>                  | (1♦) 2♣ Natural: 5+♠: 10-18 hcp                |
| (1♣) 2♦ ! <b>Diamonds and Hearts - RJO</b>    | (1♦) 2♦ ! <b>Multicuebid</b>                   |
| (1♣) 2♥ ! <b>Majors</b>                       | (1♦) 2♥ ! <b>Majors</b>                        |
| (1♣) 2♠ ! <b>Diamonds and Spades - RJO</b>    | (1♦) 2♠ ! <b>Spades and Clubs - RJO</b>        |
| (1♣) 2NT! <b>Diamonds and Spades. strong</b>  | (1♦) 2NT! Clubs and spades, strong             |
| (1♣) 3♣ Unusual = 5♣ + 5♦                     | (1♦) 3♣ ! Clubs and <b>hearts</b> - <b>RJO</b> |
| (1♣) 3♦ Diamonds and hearts, strong           | (1♦) 3♦ ! Clubs and <b>hearts</b> , strong     |

NOTE: **RJO** – Weak: 8-11 & 6-7 losers; or **RJO** – Strong: 12+ HCP & 4-5 losers

|  |  |
|--|--|
| (1♥) X ! <b>Power X</b> with Herbert Response    | (1♠) X <b>Power X</b> with Herbert Response      |
| (1♥) 1♠ Natural, maybe 4 cards                   |  |
| (1♥) 1NT ! 3-suited Takeout, 8-14 hcp            | (1♠) 1NT! 3-suited Takeout, 8-14 hcp             |
| (1♥) 2♣/2♦ Natural: 5+ cards & 10-18 hcp         | (1♠) 2♣/♦ Natural: 5+ cards & 10-18 hcp          |
| (1♥) 2♥ ! Multicuebid                            | (1♠) 2♥ Natural: 5+ cards & 10-18 hcp            |
| (1♥) 2♠ ! <b>Spades and clubs - RJO</b>          | (1♠) 2♠ ! 5♣ + 5♥                                |
| (1♥) 2NT ! spades and diamonds                   | (1♠) 2NT diamonds and hearts - <b>RJO</b>        |
| (1♥) 3♣ <b>Minors!</b>                           | (1♠) 3♣ <b>Minors!</b>                           |
| (1♥) 3♦ <b>WJO: 6+♦</b>                          | (1♠) 3♦ <b>WJO</b>                               |
| (1♥) 3♥ <b>J-CUE: Asking for 3NT with ♥ stop</b> | (1♠) 3♥ <b>WJO: 6+♥</b>                          |
| (1♥) 3♠ <b>WJO: 6+♠</b>                          | (1♠) 3♠ <b>J-CUE: Asking for 3NT with ♠ stop</b> |

*Nota bene: Using now Bocchi-Duboin's overcall method with IJO's and modifications?*

## I. Natural Opening by Opps, We Double = Power Double

*Definition: X over natural opening (to include Precision/Polish 1D openings) are hands of a good 15+ hcp. All strong NT's must go through double. Without 3rd seat competition, the cheapest bid including NT is a bust hand denying GI values. Two suiters are normally avoided in this bid as they get buried in competition.*

After responder's hand promises values (which can be bid on a 3 or 4 card suit!) opener bids mostly naturally.

(1♣) X (p) ?

- P Converting to a **Penalty Double**: 5-8 hcp and ♣: KQxxx, usually **V** for +500 or better
- 1♦ Negative: 0-6 hcp
- 1♥ 4<sup>+</sup>♥ 7+ hcp
- 1♠ 4<sup>+</sup>♠ 7+ hcp
- 1NT Majors 5-4 or better
- 2♣ 1 or both minors
- 2♦ GF Bal
- 2♥ 5332
- 2♠ 5332
- 2NT
- 3♣ 4=4=4=1 & 8<sup>+</sup> hcp, G.F., etc..., 3♦4=4=1=4
- 3♥ 4=1=4=4; 3♠ 1=4=4=4

(1♣) X (XX) ? p **Negative 0-6 hcp**  
1♦<sup>+</sup> **Systems On**

(1♦<sup>+</sup>) X (p) ?

- P Converting to a **Penalty Double**: 5-8 hcp and ♣: KQxxx, usually **V** for +500 or better
- 1NT HERBERT NEGATIVE**: Artificial = 0-8 hcp
- 2♣ 4<sup>+</sup>♣ & 8<sup>+</sup> hcp & 1 Q.T. & G.I.
- 2♦ 4<sup>+</sup>♦ & 8<sup>+</sup> hcp & 1 Q.T. & G.I.
- 2♥ 4<sup>+</sup>♥ & 8<sup>+</sup> hcp & 1 Q.T. & G.I.
- 2♠ Western Cue: Asking for a Stopper: 9<sup>+</sup> hcp & 1½ Q.T. G.F.
- 2NT Balanced 9<sup>+</sup> hcp & 1½ Q.T. & G.F.
- 3♣ 4=4=4=1 & 8<sup>+</sup> hcp, GF**

## II. Natural Opening by Opps, We Overcall 1NT

*Definition: 1NT over a natural opening is a conventional takeout promising three cards at a minimum in the unbid denominations. We try to avoid making this call with three dead in the opening suit, 4333 hands, or hands that have tenaces in the opening suit.*

Minimum Hand to bid 1NT over 1♣ (nV): K9xx K9xx K9xx x 1½ Q.T. Zar pts. = 20

Minimum Hand to bid 1NT over 1♠ (nV): x Axxx Kxxx Axxx 2½ Q.T. Zar pts. = 24

*We should allow some leeway here: 2 Aces with good shape and suit texture is a proper takeout.*

## III. Natural Opening by Opps, We Overcall a Suit - Transfer Advances

*Definition 1: Responses are based around principle of attacking opener and getting into the auction. Aggressive but not crazy is the modus operandi. We use Rubens Advances with 2NT being an omnibus GI raise that is offensive or better, with jump cuebids as being mixed in nature (may change due to adaptation of Rubens Advances).*

(1♣) 1♥ (p) ?

1♠ Natural 1 R.F. bph  
 1NT Natural  
 2♣ > Diamonds  
 2♦ > ♥: Constructive Raise to 2♥ (1-UNDER partner's overcall)  
 2♥ Pre-emptive raise  
 2♠ Fit Jump

(1♣) 1♠ (p) ?

1NT Natural  
 2♣ > Diamonds  
 2♦ > Hearts  
 2♥ > ♠: Constructive Raise to 2♠ (1-UNDER partner's overcall)  
 2♠ ! Pre-emptive raise



(1♦) 1♥ (p) ?

1♠ Natural  
 1NT Natural  
 2♣ Natural  
 2♦ > ♥: Constructive Raise to 2♥ (1-UNDER partner's overcall)  
 2♥ Pre-emptive raise

(1♦) 1♠ (p) ?

1NT Natural  
 2C Natural,  
 2♦ > Hearts  
 2♥ > ♠: Constructive Raise to 2♠ (1-UNDER partner's overcall)  
 2♠ ! Pre-emptive raise

(1♥) 1♠ (p) ?

1NT Natural  
 2♣ Natural  
 2♦ Natural  
 2♥ > ♠: Constructive Raise to 2♠ (1-UNDER partner's overcall)  
 2♠ Pre-emptive raise

(1♠) 2♥ (p) ?

2♠ > Clubs  
 2NT LR or more w 4\_pieces, G.I.  
 3♣ > diamonds  
 3♦ > ♥: Constructive Raise to 3♥ (1-UNDER partner's overcall)  
 3♥ Pre-emptive raise

**CUE BID DOUBLE:** Good raise to same level after 3rd hand raises opener's suit & partner overcalls in a major suit. 2-level: 3-card support, at 3-level = good raise (can't distinguish between 3 or 4 card raise). [Needed because there is no room for the cuebid.]

#### IV. Natural Opening by Opps, We Overcall Directly Their Suit

*Definition: A simple cuebid of a minor opening is the multicuebid, showing normally an intermediate jump overcall in either major. It may also be any good playing hand that can not be comfortably shown via the power double for fear of preemption.*

V. Natural Opening by Opps, We Jump Overcall: See Summary Sheet: Page 61

VI. 1NT Opening by Opps

STRONG (including 15 hcp): **LIONEL** Defense

|         |     |  |               |
|---------|-----|--|---------------|
| (1NT) ? | p   | No strength or distribution to enter auction |               |
|         | X   | ♠ + ?  | 4-4 or better |
|         | 2♣  | ♣ + ♥  | 4-4 or better |
|         | 2♦  | ♦ + ♠  | 4-4 or better |
|         | 2♥  | 6♥   |               |
|         | 2♠  | 6♠   |               |
|         | 2NT | 5♣ + 5♦                                      |               |
|         | 3♣  | 6♣   |               |
|         | 3♦  | Majors                                       | 5-5           |

WEAK (excluding 15 hcp): **HELLO** (modified)

|         |     |   |   |
|---------|-----|---|---|
| (1NT) ? | p   | No strength or distribution to enter auction                              |   |
|         | X   | <b>PENALTY:</b> Equal strength with good lead, or very strong for penalty |   |
|         | 2♣  | > ♦   | 6♦ or a M-m & 5-4: (2NT to discover partner's minor suit) |
|         | 2♦  | > ♥   | 6♥  |
|         | 2♥  | Majors  | 5-4 or better   |
|         | 2♠  | 6♠  |   |
|         | 2NT | 6♣  | Parallelism   |
|         | 3♣  | 5♣ + 5♦   | Parallelism   |
|         | 3♦  | Both Majors   | 5-5 & massive playing strength                            |

When they transfer over their 1NT and we are on Defense (proposed):

X Lead Directing: KQ9x or better? (1NT) p (2♦) X

Cue Bid (1NT) p (2♦) 3♦ ?

Bid Their Transfer into Suit (1NT) p (2♦) 2♥ = 4<sup>+</sup>♠ and 5-card minor

## VII. Opponents Open the Bidding, We Balance in 4<sup>th</sup> Seat

BALANCING @ 1-LEVEL: (1♣) P (P) ?

|     |           |   |
|-----|-----------|---|
| 1X  | 6+ HCP    | QTXX / KXXX OR BETTER                     |
| DBL | 10+ HCP   | BALANCED OR NO 5-CARD SUIT OR BOTH MAJORS |
| DBL | 15+ HCP   | BID AGAIN TO SHOW THE STRONG HAND         |
| 1NT | 10-14 HCP | RAPTOR: 4M – 5M                           |
| 2X  | 13-16 HCP | INTERMEDIATE BALANCING OVERCALL: KQXXXX   |
| CUE | 19+ HCP   | MAJORS ORIENTED                           |
| 2NT | 20-21 HCP | NATURAL: SYSTEMS ON                       |

BALANCING @ 2-LEVEL: (2♥) P (P) ?

|     |           |                                   |
|-----|-----------|-----------------------------------|
| 2♠  | 12+ HCP   | KQTXX OR BETTER                   |
| DBL | 10+ HCP   |                                   |
| DBL | 15+ HCP   | BID AGAIN TO SHOW THE STRONG HAND |
| 2NT | 16-18 HCP | NATURAL: SYSTEMS ON               |
| 3♣  | 12+ HCP   | 6♣                                |
| 3♦  | 12+ HCP   | 6♦                                |
| CUE | 19+ HCP   | USUALLY 2 OR 3-SUITED WITH VOID   |

## VIII. Strong 2 Club Opening, and We Interfere

Mathe: X = Majors, NT = Minors

## IX. Strong 1 Club Opening, We Interfere with Bugatti

(1C): **1D** > H, **1H** > S, **1S** = 1444, **1NT** = 5m/55M, **2m** = DONT, **2M** = Natural, **2NT** = 5-5

Strong Club Defense over (1♣) - P – (1♦) ?

Mathe:     **1♥**   Natural, good suit  
               **1♠**   Natural, good suit  
               **1NT**   Takeout for the minors  
               **X**     Takeout for the Majors

## X. Defending Forcing NT

Dbl – 5+ clubs

2C – 5+ diamonds

2 of “our major” (i.e. the opposite major) – 3 suit t/o of the opener’s major

2 of “their major” – strong t/o of opener’s major, normally 3 suited

2NT – minors

3C/D – 6+ in bid suit, with a side 4 card major of the opposite denomination

## XI. Multi 2♦ Granovetter Defense:

2D - ?:

- X = a better multi
- 2h = good club overcall
- 2s = good diamond overcall
- 2nt = natural, systems on (keri)
- 3c/d = natural, but preemptive
- 3h/s = natural, inviting game, decent hand
- 3nt = to play, can be based on long running minor (ACOL style)
- 4c = undefined at this point (maybe some sort of RJO)
- 4d = both majors
- 4h/s = to play, excellent hand

delayed double, i.e., 2D-p-2h-p .... P (hearts) - x = light takeout of hearts; doubles by advancer are responsive

Fourth seat actions (general principles): 2D - X - 2M - X is takeout of the major bid. 2D - P - 2M - X - P - 2NT is Leb oriented. 2D - P - 3M (p/c) - X is t/o of major bid.

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- Rigal: Precision in the 90s, 1997
- Becker, Ginsberg, Granovetter, Rubin Ultimate Club, 1981
- Sontag, Alan Power Precision, 1979, Convention Card, 2003  
Marchione, Richard Power Precision Updated and Expanded, 1982
- Reese Precision Bidding & Precision Play, 1973
- Klinger Bid Better, Much Better after Opening 1NT (Keri over NT), 2001