

NTC (No Trump is Conventional) Bidding System v. 2.71

Motto: Perfection is the enemy of good

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**Feel free to use the ideas in this system for your own needs, but
please refer to the author and send him your own remarks, ideas,
systems...**

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1. Introduction:

This system features some themes: giving as little information as possible to the opponents; sacrificing sign-offs to improve game and slam auctions; transfer responses for distributional weak or slammish hands; distribution-inquiring relays for games and slams; major- or slam-oriented responses to relays; "waiting" bids for "unclear hands", lot of bids for "clear" invitational hands; reversion to natural bidding whenever feasible. And step-responses and xfer-responses to relays are kept to a manageable level, to allow brainpower to concentrate on playing.

New in this system is the relative independence of the response structure to the meanings of the openings, which allows it to be easily modified and/or changed to fit your needs. You can change all openings, responses, and ranges, and yet still use the same methods, changing corresponding strengths and responses to relays according to the actual bids. Keeping the same methods means gaining lots of partnership experience, despite frequently changing the meanings of openings due to vulnerability, evaluation, type of competition...

The described version of the system uses the dynamic 1NT opening, with 1C natural or a strong NT, and 1D natural or a weak NT. In the case that the dynamic 1NT is not sanctioned or you prefer to play a natural 1NT opening of any strength, 1C can bear the dynamic 1NT hands. Two-level and higher opener bids are not an obligatory part of this system and can be freely substituted with multi, dutch twos, precision 2C, etc...

1.1. Abbreviations:

HCP = high card points

H = A/K/Q/J/10

TH = A/K/Q

BAL = balanced - 4333, 4432, 5333, (5422, 6322)

UNBAL = unbalanced - 5+-4+ or 6+

SEMIBAL = balanced or semi balanced

C = clubs

D = diamonds

H = hearts

S = spades

NT = notrump

DOUB = doubleton

SING = singleton

VOID = void

/ = or

L = loser - first 3 cards held in each suit, except for the A, K, Q

GOOD = good suit - AK, AQ, KQ, AJ10, AJ9, (KJ10, KJ9, QJ10)

SS = self-sufficient suit - with at least 4 Honors

MIN = minimum HCP

AVG = average HCP

MAX = maximum HCP

Ex = example: S, H, D, C

#- and #+ = that # or less/more. e.g. 6+ = 6 or more, 3- = 3 or less

OPP = opponent

Pd = partner

Op = opener

Re = responder

ROp = reopen, balancing position

ST = stopper

xfer = transfer

V = vulnerable

NV = not vulnerable

FIT = support in partner's suit

NAT = natural bid

PRE = pre-emptive

NF = non forcing

P/C = pass or correct

INV = invitation

GTRY = game try

F1 = round forcing

GF = game forcing

STRY = slam try

KC: Key Cards = 4A+K trump

REL = asking for strength and/or distribution

1.2. Slam conventions:

BW = Roman Blackwood (not Keycard). Ask for Aces.

A jump to 4NT is BW, if no FIT or new information about length in suits.

Step-responses: 0/3 A, 1/4 A, 2 A no K, 2 A + 1 K...

The next ask is the cheapest suit, for K.

Step-responses: 0 K, 1K...

The next ask is again the cheapest suit, for Q.

Step-responses: 0 Q, 1Q...

Sign offs: any non-cheap suit, or 5NT and above.

Note: After a NAT 3NT, 4NT is quantitative.

Ex: 1H-2C (12+Rel), 2D (waiting)-4NT: BW.

Ex: 1H-2C (12+Rel), 3NT (6D, NAT)-4NT: quantitative, show acceptance with BW steps.

EBW = Exclusionary Roman Blackwood. Asks for A's outside the jump suit.

A double-jump is EBW, if 4NT would be BW.

Answer as to BW, but don't count the A in the jump suit.

Sign offs: a non-cheap suit or 5NT and above.

Ex: 1H-2C (12+Rel), 2D (waiting)-5C: EBW.

RKCB = Roman Key Card Blackwood. Asks for KC.

Note: If a FIT in 2 suits, then 6 KC's: 4A + kings of both suits.

A jump to 4N is RKCB, after a FIT or new information about length in suits.

Answers by steps: 0/3 A, 1/4 A, 2/5 A no Q trump, 2 A + Q

Next ask is the cheapest suit, for the Q of trumps, if unknown.

Answers by steps: no trump Q, yes trump Q

Note: If a FIT in 2 suits, then the major trump Q is resolved first.

Next ask is the cheapest suit, for side K's, with all other bids asking for Q or DOUB in the bid suit.

Answer: 6 of trumps no, other bids yes.

Sign offs: Any bid of the trump suit.

Ex: 1H-2C, 3H (6+H, INV)-4NT: RKCB

ERKCB = Exclusionary Roman Key Card Blackwood. Asks for KC outside the jump suit.

Answers as to RKCB, but don't count the A in the jump suit.

Sign offs: as RKCB.

Ex: 1H-2C, 3H (6+H, INV)-5C: ERKCB

CUE = Cue bids. Shows any control after a FIT - A, K, Sing or Void.

Use a CUE after NAT bids to show control in the side suit.

Principles before KC limitation:

- Skipping a suit denies control in it.
- Continuing to CUE after a skipped suit shows a control in it.
- Continuing to CUE doesn't guarantee a MAX.
- Bidding 4 in a FIT with no skipped controls shows a MIN.
- a CUE in a previously skipped suit show a Q or DOUB.
- Jumping to 5NT shows a Void in a side suit, even # KC's.
- Jump in a suit shows a Void in the side suit, odd # KC's.

KC limitation (parity of # of KC's held by one player, aka TURBO):

- 4NT (without a jump) is a CUE showing an even # of KC's
- Skipping this 4NT CUE shows an odd # of KC's.

Note: After a FIT at the 5 level use 5NT just like 4NT.

- Continuing to CUE after KC limitation below the 5-level of trumps shows enough KC for slam, but missing the Q trump or equivalent, or is a CUE for grand slam. With the Q of trump Pd continues to CUE for a possible grand slam.

-Continuing to CUE after KC limitation above the 5-level of trumps shows enough KC for grand slam and the Q of trump or equivalent.

Note: If CUE after KC limitation below 5 in FIT isn't available, then 5NT cue show enough KC for slam, but missing Q trump or equivalent.

Sign offs: Any bid in trumps = missing a control in a skipped suit or not enough KC or Q trump (after 4N).

Ex: 1S-2C, 2H (6+S)-3S, 4C: CUE-4D: CUE, 4NT: Even KC's, MAX, no control in H.

SPL = Splinter. Limited slam try with a FIT, shortness in jump suit.

Use a SPL if nothing wasted in the short suit makes slam possible.

Splinters are: a jump in a side suit after a fit, OR a double jump in an unbid suit without having previously raised, setting trumps in the process.

Principles: same as with CUEs.

Sign offs: Any bid in trumps.

Note: Any unusual jump in a usual NAT bid is also a SPL.

Ex: 1S-2C, 2S (4+H)-4C: SPL, FIT H

NAB = Negative asking bid (Denial Cue-bidding). Asks for honors in suits.

Use NAB instead of the next REL, when the next REL would not be for distribution.

NAB1. Answers in steps are for suits ordered by length - longest first (trumps, or second longest suit, when trumps in first are rejected or 6+ GOOD suit are always first); if equal length then the highest is first. Stop in a suit where no control or full control (AK) is held. The cheapest bid is always the next relay. In a Sing/Void suit: 1 step - Sing, 2 - Void.

NAB2 asks for quantity of Aces among the lone controls (include Sing).

Answers by steps: 1 - no A, 2 - 1A...

NAB3 and further are for Q (J, 10 ...). Same suit order as NAB1. Stop in a suit where no Q (J, 10 ...) is held. Asks continue until a sign off.

Sign offs: Any suit but the cheapest (unless if FIT). After a FIT, bidding some non-relay non-trump asks Re to skip the same number of suits as asker skipped.

Hint: NAB1 replaces cue bids; NAB2 replaces BW; NAB3: add on Q...

Ex: 1S-2C(12+Rel), 2S(4+H)-2NT(14+Rel), 3S(SC)-4C(NAB1), 4NT: C H, C S, C D, S C-5C(NAB2), 5H: 1Ace-5S(NAB3), 6D: Q H, Q S, no Q D-6H: sign off

1.3. Slam conventions after opponent intervention:

Note: After intervention of 4NT or higher: pass - even KC/A; DBL - odd KC/A

1.3.1. Over cue bids:

1.3.1.1. DBL:

returning to trumps: no control in opponent's suit.

Pass: Queen in opponent's suit.

Other bids: K/Sing. in opponent's suit.

RDBL: A/Void in opponent's suit.

1.3.1.2. Suit/NT:

Pass: no control in opponent's suit.

DBL: Ace/Void in opponent's suit.

Other bids: K/Sing. in opponent's suit.

1.3.1.2.1. Suit/NT after KC limitation:

Pass: no trump Queen (or enough KC for grand slam).

DBL: to play

Other bids: CUE, enough KC for grand slam.

1.3.2. Over asking bids:

1.3.2.1. DBL:

Pass: no control in opponent's suit.

Other bids show control in opponent's suit: RDBL - 1 step, cheapest bid: 2 step...

Note: If no suit is shown Pass - 1 step, RDBL - 2 step, cheapest bid - 3 step...

After ... (DBL)-Pass-(Pass)-RDBL: asks to continue answers, and shows a control in opponent's suit.

1.3.2.2. Suit/NT:

Pass: no control in opponent's suit.

Other bids show control in opponent's suit: DBL - 1 step, cheapest bid - 2 step...

Note: If no suits are shown pass - 1 step, DBL - 2 step, cheapest bid: 3 step...

After ... (opponent's suit)-Pass-(Pass)-DBL: to play, no control in opponent's suit;
cheapest bid: asks to continue answers with a control in opponent's suit.

1.3.3. Over answers to asking bids:

1.3.3.1. DBL:

Pass: no control in opponent's suit.

RDBL: control in opponent's suit, next ask.

Other bids: to play.

Note: If no suits are shown Pass - next ask.

After ... (DBL)-Pass-(Pass)-RDBL: control in opponent's suit; other bids: to play.

After ... (DBL)-Pass-(Pass)-RDBL-(Pass)-cheapest bid: next ask.

1.3.3.2. Suit/NT:

Pass: next ask.

DBL: to play.

Other bids: to play.

Discussion:

Why put slam conventions before the main system?

-> Because you need to know what to expect at the highest levels to plan your bids at the lower levels.

2. Openings:

Note: in 3rd/4th seat all 2+level suit bids in a suit are PRE, denying game, not necessarily a lead, and asks Pd to pass with any hand but a very unusual one (like 4-crd FIT and side Sing/Void)

1C: (8)10-17(19) HCP, 4-7 L, 4+C, OR (15)16-19(20) HCP, BAL

Ex: x,Axxx,xxx,AQxxx; KJx,AQx,KQJx,Axx

Note: Includes any 18+hcp, if a 1NT opening is NAT.

1D: (8)10-17(19) HCP, 4-7 L, 4+D, OR (11)12-14(15) HCP, BAL

Ex: Kxxx,x,AQJxx,xx; Axx,QJxx, xx, AJx

Note: Can only be NAT, if a 1NT opening is NAT and weak.

1H/S:(8)10-17(19) HCP, 4-7 L, 5+H/S

Ex: AQ10xx,Axx,xx,xxx; x,A109xxx,Axxx,xx

1NT: 20+ HCP BAL, OR 18+ HCP, 5-L, OR 16+ HCP, 4- L, OR 14+ HCP 3- L, OR 8 tricks at NT

Ex: AKJx,x,AQxx,AQxx; AQJxxxx,x,AKx,Kx

Note: If 1N is natural, then these meanings go into 1C.

2C/D: "DONT"

NV:3-8 HCP, 8-10 L, 4+C/D-4+ in any higher suit

Ex: xx,Kxxx,xxx,Qxxx; xxx,xxxxx,Kxxx,x,

V:6-11 HCP, 6-8 L, 4+C/D-4+ in any higher suit

Ex: xx,QJ10x,x,KJ10xxx

2H/S: "WEAK 2"

NV:3-8 HCP, 8-10 L, 5+H/S

Ex: KJ10xx,xxx,xxx,xx

V:6-11 HCP, 6-8 L, 5+H/S and 4+ any side suit

Ex: KJ10xxx,xx,Qxxx,x

2NT: (17)18-21(22)HCP, 4-L, 5+C-5+D

3C/D/H/S: 6-11 HCP, 6-7 L, 6+C/D/H/S, GOOD, no side A/K

Ex: xxx,xxx,x,AQJxxx

3NT: 9-13 HCP, 5-6 L, AKQxxxx+ C/D/H/S, no side A/K, like gambling
4C/D/H/S: 6-11 HCP, 4-5 L, 7+C/D/H/S, not GOOD if C/D
4NT: BW
5C/D/H/S: 0+HCP, 7+, PRE
5NT: 0+HCP, 5+-5+, PRE, normally C-D
6C/D/H/S: 0+HCP, 8+, PRE
6NT: 0+HCP, 6+-6+, PRE, normally C-D

Discussion:

Why not a natural 1NT opening, grabbing the contract first and/or fast arriving to 3NT?
-> 1NT preempts the OPP, but does the same to Pd. No coincidence that most of the conventions in a NAT system are after the 1NT natural opening. Offbeat 1NT openings are frequent, and lead to bad results most of time (which never discourages the advocates it seems). Fast arrival can win quickly (more often), but lose quickly also - minor or 4-3 major game, while 3NT goes down. If you prefer to play any NAT NT opening, variable or not, weak or strong, you can do so without many changes in this system.

Why 1NT, not 1C/2C as the strong artificial opening?
-> 1C leaves more space but tempts the OPP to make unusual bids with unpredictable results. 2C doesn't leave enough space to find 4-4 fits in the majors at the 2 level after a negative response and therefore some strong hands can't easily be bid (like 4441, 5+m-4M...).

2. Responses and simple continuations:

Note: by passed hands, suits are not GOOD and 2C shows both minors, less than INV.

2.1. Principles:

2.1.1. Less than INV hands: Pass, 1/1, 1NT, raise to 2

2.1.2. GTRY hands: 1/1(BAL or 4M-5+), 1NT (instead of INV 2NT, waiting for Pd to inquire with a 2C REL), 2-level (5+ cards) and 3-level (6+ cards) xfer responses, or a 2NT limit raise of the majors.

2.1.3. GF hands: 2C REL.

Note: Occasional stops below game are possible in Op's suit, due to missfits or hand evaluation.

Note: normally 2C doesn't include a distributional STRY hand: they pass through a 1/2/3 level xfer. The only exception is when responder is willing to be declarer, in which case he can bid 2C anyway and bid his suit(s) naturally later.

2.1.4. STRY hands: 1(4M-6+)/2(5+-5+)/3(6+) level xfer, 2C REL(BAL/SEMIBAL missfit).

2.1.5. Slam forcing hands: 2C REL

2.2. 1C/D - ?:

1D: 0-5 HCP any, OR 6-12 3-H/S

Ex: Kxxxxx,xx,x,xxxx; Jxx,Kxx,Qxxx,Axx

1H: 6-12HCP, 4+S (may have 4+H), OR 15+HCP, STRY, 4S-6+C/D or 6+S-4H

Ex: Qxxx,Rxxxx,Jx,x; KQJxxx,KQxx,Ax,x

1S: 6-12HCP, 4+H (may have GTRY 4+S), OR 15+HCP, STRY, 4H-6+C/D/6+H-4S

Ex: xx,Qxxx,Kxxxx,Jx; Kx,AQxx,AQJxxx,x

1NT/(1C): 6-12HCP, 4+H-4+S

Ex: AKxx,Qxxx,Jxx,xx; Qxxxx,Kxxxx,x,xx

1NT/(1D): 6-12HCP, 3-H/S, NAT

Ex: Kxx,AQx,Qxx,xxx

2C: 12+HCP, REL
 Ex: Kxxx,AQxx,Kxx,Jx; AQJxx,RQx,xx,Qxx

2D/H: 8-12/15+HCP, GTRY/STRY, 5+H/S-5(4)+ GOOD
 Ex: x,KQxxx,AJ9xx,xx; AQJxx,x,AKJxx,xx

2S: 8-12/15+HCP, GTRY/STRY, 6+C or 5+C-4+D
 Ex: xxx,x,xxx,AKJxxx; Axx,x,xx,AKQJxxx

2NT: 0-7HCP, PRE, 5+-4+ C-D

3C/D/H: 8-12/15+HCP, GTRY/STRY, 6+ GOOD D/H/S
 Ex: Qxx,AKJxxx,xxx,x; AQJxxxx,AKx,xx,A

3S: 9-13 HCP, AKQxxx+ C/D/H/S, no side A/K, like gambling
 Ex: xxx,AKQ10xx,xx,xx; Qxx,x,AKQxxxx,xx

3NT: 12-15HCP, 3-H/S, 5+C/D, GOOD, stoppers in majors, like gambling
 Ex: Qxx,Qxx,AKJxxx,x; Qxx,Kx,Kx,AQ10xxx

4C/D/H/S: Void in bid suit, EBW, next ask in Void is for K(Q), or in NT for GOOD suit

4NT: BW

5C/D/H/S: 0-7HCP, 7+, PRE

5NT: 0-7HCP, 5+-5+, PRE, normally C-D

6C/D/H/S: 0-7HCP, 8+, PRE

6NT: 0-7HCP, 6+-6+, PRE, normally C-D

Discussion:

Why limit/STRY responses?

-> The idea of xfer responses is to play from the stronger hand, so they must be either not very strong, or very specific slam hands. The limit range is the most likely and often eases our auction, and makes it hard for OPP's. And the slam hands are specific: thus better to show rather than ask.

Isn't the strong 2C REL too complex, and vulnerable to preemption?

-> It is easier because Op has already given some information and it gives less information to the OPP's. It is vulnerable to OPP preemption - the weakness of *any* strong artificial bid; but don't we still use the same openings as a Precision 1C or Acol 2C? A semi-natural 2/1 2C/2D GF response is the same, if not worse. At least particular slam hands can be bid via xfer responses, while other missfit hands are suitable for penalty doubles.

2.3. 1H/S - ?:

1S: 6-12HCP, 3-S (Kaplan inversion)
 Ex: Qxx,x,Kxxxxx,xxx; Kxx,xx,AQxx,xx

1NT(1H): 6-12HCP, 4+S, 2-H, OR 15+HCP, STRY, 4S-6+ GOOD C/D
 Ex: Kxxx,x,Kxxxx,xxx; AKxx,xx,AKJxxx,x

1NT(1S): 6-12HCP, NAT
 Ex: x,Kxxx,xxx,Kxxxx; Jx,AQxx,KJxx,Jxx

2C: 12+HCP, REL
 Ex: Ax,xx,Axxxx,Axxx; Ax,Kxx,KQxx,Axxx

2D(1H/S): 8-12/15+HCP, GTRY / STRY, GOOD 5+oM-5(4)+m
 Ex: x,AJxxx,Qxxxx,Ax; KQJxx,x,AKxxx,Ax

2H(1S)/2S(1H): 8-12/15+HCP, GTRY / STRY, GOOD 6+C or 5+C-5+D
 Ex: xx,xx,xxx,AQJxxx; x,Ax,AKxxx,KQJxx

raise: 3-10HCP, 3+FIT, 2-3 cover cards
 Ex: xxx,Axx,Kxx,xxxx; Jxxx,Kxxx,Kxxx,x

2NT: 10+HCP, GTRY+, 3+FIT, REL
 Ex: Kxx,Axx,Kxxxx,xx; Axxx,AKx,x,KQxxx

3C: 8-12/15+HCP, GTRY/STRY, 6+GOOD D
 Ex: xx,Kx,AQxxxx,xxx; x,Ax,KQVxxx,AKxx

3D(1H/S): 8-12/15+HCP, GTRY/STRY, GOOD 6+oM
 Ex: xx,KQJxxxx,xxx,x; AQxxxx,xx,AJ,Jxx

jump-raise: 0-9HCP, 4+FIT, PRE

Ex: x,xxxx,Axxx,xxxx; Axxx,xxxx,QJx,xx

3S(1H)/3H(1S): AKQxxx+ any, no side A/K, like gambling

Ex: xx,xx,AKQJxx,xxx; Qx,x,AKQxxx,Jxxx

3NT/4C/D: 10-13HCP, 4+FIT, xfer SPL. Bidding the Sing/Void is NAB.

4H(1S): 6-12HCP, 7+H, PRE

game-raise: 0-11HCP, 4+FIT, PRE

4NT: RKCB

4S(1H)/5C/5D/5H(1S): FIT, Void in bid suit, ERKCB

Discussion:

-> Why not mini-SPL's or fit-showing jump shifts?

So as not to give info to the OPP, before it is certain we need it ourselves! Pd can still continue with a GTRY, but can also pass or bid game, giving less information to OPP's.

2.4. 1NT(strong conventional opening)- ?:

2C: 0-5 HCP, any

Ex: x,Axxxx,xxx,xxxx; xxx,xxx,xxxxx,xx

2D: 6+ HCP, 3-H/S

Ex: Kxx,Axx,QJx,Qxxx; Kxx,xxx,x,Qxxxxx

2H: 6+ HCP, 4+S

Ex: Kxxxx,Axx,QJx,xx; xxxx,AQxx,x,xxxx

2S: 6+ HCP, 4+H

Ex: xx,Kxxx,Axxx,QJx; x,Axxxxx,Kxx,xxx

2NT/3C/3D/3H: 6+HCP, GOOD 6+C/D/H/S

Ex: xx,Kxx,xx,KJ10xxx; x,AQJxxxx,x,Kxxx

3S: 9+HCP, 6+ SS C/D/H/S, like gambling

Ex: xx,xx,xx,KQJ10xxx; xx,AQJ10xx,x,Kxxx

3NT:8-9HCP, 4333, NAT

4C/D/H/S: Void in bid suit, EBW, next ask: in Void asks for K(Q), in NT asks for GOOD suit

Discussion:

Why not a more step-based structure, for points, controls, or Aces?

-> With 1NT you have already lost enough bidding space and still don't know any suit information and so you *must* bid the majors quickly. Controls, Aces or range of HCP you can ask later, if needed.

2.5. 2C/D/H/S- ?:

2NT:12+HCP, REL

raises: PRE

New suit: P/C; OR sign off in the suit, if repeated.

Note: cheapest suit: 3+ cards

3NT: To play

Jump in a new suit(2C/D): 12+HCP, 5+suit, GOOD, GF

Jump in a new suit(2H/S): SPL

4NT: RKCB

Double jump new suit: Void in bid suit, ERKCB

2.6. 2NT- ?:

3C/D/S/NT/4H/S: To play

3H: 10+HCP, REL

4C/D: INV, 4+FIT

4NT: BW

2.7. 3C/D/H/S- ?:

New suit: 12+HCP, stopper or better below 3NT, cue bid or NAT over 3N; sign off in a suit, if repeated.

3NT: To play

Jump in a new suit: Void in bid suit, ERKCB

4NT: RKCB

2.8. 3NT(gambling but could be a solid major too)- ?:

4C: P/C

4D: REL for Sing/Void

4H/S: To play

4NT: REL for quality and length

3. Continuations:

3.1. Principles:

3.1.1. NAT bids:

General:

A new suit by an unlimited Pd is F1. It shows a 4+ suit at the 1 level, 5+ suit at the 2 level, semi-natural (or natural if repeated) at the 3 level, and a cue (unless repeated, then natural) at higher levels.

Ex: 3D-3H: 12+HCP, F1, stopper+ H

Rebidding a suit, raises and NT are all NF. Rebidding a suit shows a 6+ suit. A raise shows 8+ cards are held between both hands. NT shows stoppers in unbid suits. If a bidder has no other choice or already has denied a hand, the meanings of bids must be adjusted to the nearest possible.

Ex: 3D-3H, 3NT-4H: 16-HCP, 6+H, NF

Specifics:

A NF bid in a NF situation is a GTRY only if it changes the level of the contract and isn't the next level of a raise.

Ex: 1D-1S, 2D-2H: 9-HCP, 5+H, NF, not a GTRY

Ex: 1S-2S, 3S: 13-HCP, NF, not a GTRY

Ex: 1S-1NT, 2S-2NT: 10-12HCP, NF, GTRY

A "NF" bid in a GF situation below game is either angling for the best strain (below 3NT only) or a preparatory slam move. If Pd can't play 3NT he continues with cue bids for slam.

Ex: 1S-2C, 2D-2NT, 3C-3S: semi FIT, to choose between 3NT/4S, OR slam interest - preparation for cue bids with S as trumps.

Game and slam tries are in long suits and ask for a filler.

Ex: 1S-2S, 3D: GTRY in a long suit

Ex: 1S-3S, 4D: STRY in a long suit

Special tries after a sign off in game from Pd:

In a bid major at game: preferred game

Ex: 1S-2C, 2H-3NT, 4S: sign off

In a bid major at the 5 level: STRY in the bid major, quantitative

Ex: 1H-2C, 2S-3NT, 5H: STRY

In a bid minor at game or slam: preferred game

Ex: 1H-2C, 3C-3NT, 5/6D: sign off

In a bid minor at the 4 level: STRY in the minor

Ex: 1H-2C, 3C-3NT, 4D: STRY

In a side suit:

1 suit bid: STRY, Sing/Void

Ex: 1S-2C, 2H-3NT, 4C: STRY, Sing/Void C

2 suits bid:

2 minors: STRY, Sing/Void

Ex: 1D-2C, 2NT-3NT, 4H: STRY, Sing/Void H

2 majors: STRY, C = H, D = S

Ex: 1H-2C, 2H-3NT, 4C: STRY, 6+H-4+S

Major-minor: STRY in bid major

Ex: 1H-2C, 2NT-3NT, 4D: STRY, 6+H-4+C

Jumps in usual NAT bids are SPL with Pd's last bid suit as trumps (if such a suit doesn't exist, then it shows both minors) .

Ex: 1S-2C, 2S-4C: STRY, SPL, Sing/Void C, H fit

Ex: 1S-2C, 2D-3S: STRY, SPL, Sing/Void S, minors

Discussion:

-> Written about enough in books.

3.1.2. RELAYS:

General:

Each consecutive REL shows more and more HCP(2+) or distribution, and more interest in a higher contract.

Ex: 1D-2C, 2D-2NT: 14+HCP, REL, STRY

3NT is always as natural as possible. If a hand must have a singleton, then 3N just denies a Void or a 1-1 residue. It's a xfer to C, if the REL asks for a side suit.

Ex: 1S-2C, 3D-3NT: NAT, to play

Ex: 1H-2C, 3C-3D, 3NT: 5+H-5+D, no Void/1-1

Ex: 1H-3D, 3S-3NT: STRY, 6+S, no Void
Ex: 1S-2C, 2D-2NT, 3H-3S, 3NT: 5S-4C22

The weak hand rebids transfer-style over relays, opener's rebid of 1NT or below, and after opener's 2-level rebid (in this latter case only 2NT and above are xfers).

Ex: 1D-2D, 2H-3C: GTRY/STRY, xfer to 5+D

Ex: 1D-1H, 1NT-2H: xfer to 5+S

Ex: 1D-1H, 2H-2NT: xfer to 5+C

Note: If both 2S and 2NT are available as xfer rebids, then 2S is a xfer to C and 2NT is used as a xfer to the most expensive suit.

Ex: 1D-2D, 2H-2NT: xfer to 4+S

The next REL is NAB (not for distribution) when:

A 6+suit was shown and a side Sing/Void was shown (or denied).

A 5+-4+ was shown and a side Sing/Void was shown (or denied).

A BAL or SEMIBAL distribution with known 4- or 5-card suits.

Ex: 1D-2C, 2H-2NT, 3D-3H, 4C-4D: NAB

Ex: 1H-2C, 2S-2NT, 3C-3D, 4D-4S: NAB

Sign offs:

Games: 3NT, old major or old minor.

Ex: 1D-2C, 2H-3NT: sign off

Ex: 1H-2C, 2S-2NT, 3C-4H: sign off

After an initial 2C Relay by Re and a 2D/2H/2S answer: a bid in opener's suit without a jump is NF due to hand evaluation and is the only time Op can pass below game after a 2C REL by responder.

Ex: 1D-2C, 2H-3D: 12-13 HCP, 3+D, NF

Ex: 1H-2C, 2D-2H, 12-13 HCP, 2H, NF

After an initial 2C Relay by Op:

2D, then: any bid except a new suit

Ex: 1D-1H, 2C-2D, 2S: sign off

2H/S, then: 2 of an old major and 2NT

Ex: 1D-1S, 2C-2H, 2S/2NT: sign off

Specifics:

Initial Relays are a 2C response to a 1 suit opening, the first 2C rebid by Op or Re, 2NT over a 2 suit opening, and a 2NT rebid by a dynamic 1NT

opener. Answers to the Initial Relays are given in tables.

see: **3.2. Tables**

Second Relays by Op or Re are 2NT (if it is available and not after MIN/AVG bids), completing F1/GF xfer bids, and the cheapest suit otherwise. Answers are:

Cheapest bid - MIN, if not already shown; 6+-4(worse combination) if a bid showed 5-5 or 6-4.

Ex: 1D-2C, 2H-2NT, 3C: MIN

Ex: 1H-2C, 3C-3D, 3H: z6+H-4D

Ex: 1H-2S, 2NT-3H: STRY, 6+C

3NT - no Sing (natural!), OR no Void/1-1 if a singleton is already ensured, OR xfer to C after a REL for a side suit.

Ex: 1S-2C, 2H-2NT, 3C-3D, 3NT: 6322

Ex: 1H-2C, 3C-3D, 3NT: 5+H-5+D, no Void/1-1

Ex: 1S-2C, 2D-2NT, 3H-3S, 3NT: 5S-4C22

Note: Re's continuations after Op completes the transfer with STRY are the same, as if Op did REL.

Ex: 1D-2D, 2H-3C, 3D-3NT: STRY, no Void/1-1

The **next four suits** are xfers:

Note: If a certain suit is unlikely, it instead shows the next cheapest possible suit. If two of them are unlikely (rare), then the cheapest shows the least expensive unavailable xfer, next - most expensive.

Ex: 1H-2C, 3C-3D, 3NT-4C, 4D: Sing C

Ex: 1H-2C, 2H-2NT, 3H: Sing D (5+S unlikely)

Ex: 1S-2C, 2S-2NT, 3D: Sing C (5+H unlikely, due to not having bid a 3D answer to the 2C REL)

xfer to an unbid suit: Sing/Void

Ex: 1H-2C, 2S-2NT, 3H: Sing/Void S

Ex: 1H-2C, 3C-3D, 4H: 5+H-5+D, Void S

To a shown suit: extra card, with exceptions:

Ex: 1S-2C, 3D-3H, 4H: +1S (6-5-1-1)

If a 5+ crd suit was shown: 6+ or 5-4, no Sing/Void

Ex: 1C-2C, 2D-2NT, 3S: 6+C or 5C- 4D, no Sing/Void

If a 6+ suit was shown, at the 3 level: no side suit

Ex: 1H-2C, 2S-2NT, 3D: 6+H, no side suit, but side Sing/Void because not 3NT.

If a 6+ suit was shown, at the 4 level: 7 cards, no Sing/Void

Ex: 1S-2C, 2H-2NT, 4H: 7S no Sing/Void

Higher bids show 2 Sings/Voids (rare). Most often 4S shows a C suit, and 4NT and above are answers to NAB with a D suit.

Ex: 1S-2C, 2H-2NT, 3C-3D, 4S: 7S-1-1-4C

The Third Relay (and more) by Op or Re is: all F1 bids in xfer, or the cheapest suit (if game not possible in that strain and not above 4D), if no xfer was bid. Answers to the Third Relays are: xfer to a second unbid suit if it can exist, or as over the Second Relay if it can't.

Note: After a NAT 3NT answer to a relay, 4D is NAB, and 4C is the next REL for distribution with specific answers:

4D: 5 in Op's suit or 4+C-4+D, if possible

4H: 4C or 5C, if possible

4S: 4D or 5D, if possible

4NT: any 4333, or if not possible any 5332

Ex:1D-2C,
2D-2NT,
3NT-4C,
?:

Ex:1H-2C,
2D-2NT,
3NT-4C
?:

4D: 4+D-4+C

4H: 5+C

4S: 5+D

4NT: 4333, any minor

4D: 5H, GOOD

4H: 4C

4S: 4D

4NT: 5332,any DOUB

Discussion:

Why not show a second minor suit in response to the Second Relay?

-> A minor contract is sought only if 3NT/4 major is not available, or if there may be slam. Besides, a Sing/Void shown early can better help decide between game or slam in a minor. If you have such interest, with the Third Relay you will find out a second minor suit, if it exists.

May there be a more efficient set of relays?

-> Yes, NTC relay responses aren't optimal. They were chosen as *effective bids that were also easy to remember*.

3.2. Tables of responses to the Initial Relay:

3.2.1. Responses: 2C REL over an opening:

1C - 2C, ?

| | |
|---------------------------------|------------------------|
| 2D: 3-H/S or 18+HCP | Ex: Axx,x,AKxx, AJ10xx |
| 2H: 4+S | Ex: Axxx,x,Axx, Kxxxx |
| 2S: 4+H | Ex: Kx,xxxx,Ax,KQxxx |
| 2NT: MAX, GOOD 6+C-4+D | Ex: x,xx,AQxx,AKJ10xx |
| 3C: MIN, GOOD 6+C | Ex: Axx,xx,x,AQJ10xxx |
| 3D: MAX, Sing/Void H, GOOD 6+C | Ex: AQx,x,Kxx,AQ10xxx |
| 3H: MAX, Sing/Void S, GOOD 6+C | Ex: x,Kx,KQx,AKJ10xxx |
| 3S: MAX, no Sing/Void, GOOD 6+C | Ex: xx,Axx,Ax,KQJ10xx |
| 3N: MAX, Sing/Void D, GOOD 6+C | Ex: AQx,Axx,x,KQ10xxx |

1D-2C, ?

| | |
|---------------------------------|-----------------------|
| 2D: 3-H/S | Ex: Axx,xx,AKxx,Qxxx |
| 2H: 4+S | Ex: Axxx,Axxx,xx,AQx |
| 2S: 4+H | Ex: AK,Axxx,KQJxx,xx |
| 2NT: MAX, 5+-5+/6+-4+ GOOD D-C | Ex: x,xx,AQJxx,KQxxx |
| 3C: MIN, GOOD 6+D | Ex: x,Kxx,KQ10xxx,Axx |
| 3D: MAX, Sing/Void H, GOOD 6+D | Ex: Kx,x,KQJ10xxx,AQx |
| 3H: MAX, Sing/Void S, GOOD 6+D | Ex: x,xxx,AQJ10xx,AKx |
| 3S: MAX, no Sing/Void, GOOD 6+D | Ex: xx,Ax,AKQJ10x,xxx |
| 3N: MAX, Sing/Void C, GOOD 6+D | Ex: QJx,AKx,KQJ10xx,x |

1H-2C, ?

| | |
|-------------------------------|------------------------|
| 2D: 5H,3-S | Ex: QJx,AKJxx,KQx, xx |
| 2H: 4+S | Ex: Kxxx,AJ10xx,Kx, xx |
| 2S: 6+H, not SS | Ex: x,Axxxxx,AKx, KJx |
| 2N: MAX, GOOD 5+-5+/6+-4+ H-C | Ex: x,AQxxx,Ax, KJxxxx |
| 3C: MAX, GOOD 5+-5+/6+-4+ H-D | Ex: -,Kxxxx,KQJxxx,Kx |
| 3D: MAX, GOOD 6+H | Ex: xx,AKJxxx,Kxx,Ax |
| 3H: MIN, SS 6+H | Ex: x,KQJ10xx,Kxx,Kxx |
| 3S: MAX, no Sing/Void, SS 6 H | Ex: Kx,KQJ10xx,AKx,xx |
| 3N: MAX, Sing/Void C, SS 6+H | Ex: Kxx,KQJ10xxx,Ax,x |
| 4C: MAX, Sing/Void D, SS 6+H | Ex: Kxx,KQJ10xxx,x,Ax |
| 4D: MAX, Sing/Void S, SS 6+H | Ex: x,AQJ10xx,Kx,Ax |
| 4H: MAX, no Sing/Void, SS 7 H | Ex: Ax,AKJ10xxx,xx,Ax |

1S-2C, ?

| | |
|--------------------------------|-----------------------|
| 2D: 5S,3-H | Ex: x,AKJxx,KQxx, Axx |
| 2H: 6+S, not SS | Ex: Axxxxx,Ax, KJxx,x |
| 2S: 4+H | Ex: Kxxxx,AJxx,Kx, Qx |
| 2NT: MAX, GOOD 5+-5+/6+-4+ S-C | Ex: AQxxx,Ax,x,KQxxxx |
| 3C: MAX, GOOD 5+-5+/6+-4+ S-D | Ex: KQJxx,AKQxxxx,x |
| 3D: MAX, GOOD 5+-5+ S-H | Ex: KQxxx,KQxxxx,Ax,x |

| | |
|-------------------------------|------------------------|
| 3H: MAX, GOOD 6+S | Ex: KQ10xxx,AKx,Kxx,x |
| 3S: MIN, SS 6+S | Ex: AQJ10xx,xxx,x,Axx |
| 3NT: MAX, SS 6+S, Sing/Void C | Ex: AKQ10xx,Axx,Kxx,x |
| 4C: MAX, Sing/Void D, SS 6+S | Ex: AQJ10xx,Axx,x,Kxx |
| 4D: MAX, Sing/Void H, SS 6+S | Ex: AQJ10xxx,-,Kxx,Axx |
| 4H: MAX, no Sing/Void, SS 7S | Ex: AKQ10xxx,Kxx,Kx,x |
| 4S: MAX, no Sing/Void, SS 6S | Ex: KQJ10xx,Kx,Axx,AQ |

Discussion:

Why not discriminate MIN/MAX immediately with all hands?
 ->With no slam interest it's better to give less information to the OPP and leave more bidding space for Pd.

3.2.2. Responses: 2C Initial Relay by Op:

2D: MIN

Ex: 1D-1S, 2C-2D: 8-HCP

2H/S: AVG (better fit if pd has bid a major; if Pd has not opened a major, oM = 5crd M, M = 4crd M)

Ex: 1C-1H, 2C-2H: 8-9HCP, 5+S

Ex: 1S-1NT, 2C-2S: 8-9HCP, 2 S

2NT/3C/3D/3H: MAX/STRY, xfer to suit (or raise)

Ex: 1C-1H, 2C-3H: 10-11HCP, 5+S

Ex: 1H-1NT, 2C-3C: 10-11HCP/15+, 5+D-4S

3S: MAX, xfer to NT(prefer Pd to play it, probably lack of stopper in unbid major)

Ex: 1D-1S, 2C-3S: 11-12HCP, 4H, no S stop

3NT: MAX, NAT

Ex: 1H-1S, 2C-3NT: 9-10HCP, S stop

3.2.3. Responses to Re's 2C First Relay:

2D: MIN

Ex: 1D-1S, 1NT-2C, 2D: 11-HCP

2H/S: AVG, better major

Ex: 1C-1H,1S-2C, 2S: 11-12HCP, 3S

Ex: 1D-1S, 1NT-2C, 2S: 11-12HCP, 2-H

2NT/3C/3D/3H/3S: MAX, NAT

Ex: 1C-1H, 1NT-2C, 3S: 13-14HCP, 3S

Ex: 1D-1S, 1NT-2C, 3C: 13-14HCP, 4+C, 2-H

3NT: MAX, NAT, stops in all suits, no 3-crd supp.

Ex: 1D-1H, 1S-2C, 3NT: 13-14HCP, all stops

Discussion:

Why not respond 2D MAX for more space to choose the best game contract?

->With not enough HCP to choose game, it is better to give less information to the OPP's. With MIN/AVG it is better to be able to stop in 2 of a major even on a 4-3 fit.

Why not 2-way checkback 2C/2D?

->No need: the responses are GTRY or STRY (the 2C REL response is used for GF hands).

3.2.4. Responses: 2NT Initial Relay over a 2C/D/H/S opener:

3.2.4.1. 3C: MIN. 3D will be next REL, 3H/S - P/C.

3.2.4.2. 3D and above - MAX, xfer to second suit. Completing the xfer here is the Second Relay.

3.3. Op rebids 1-of-a-suit:

3.3.1. Principles:

3.3.1.1. After 1 level responses :

2C Initial Relay: MAX, GTRY

Ex: 1D-1S, 2C: 14+HCP, GTRY, REL

2D: MIN, no other bid ("Recycle bin")

Ex: 1H-1S, 2D:14-HCP, no other bid

3-lev raise: AVG, GOOD 6+ opening suit, fit

Ex: 1H-1NT, 3S: 12-15HCP, GOOD 6+H-4+S

3 of opening suit: AVG, GOOD 6+ crds

Ex: 1H-1S, 3H: 12-15HCP, GOOD 6+H

New suit above 2D: AVG, NAT, GOOD 6-4/5-5

Ex: 1H-1S, 3C: 12-15HCP, GOOD 5+H-5+C

Ex: 1C-1H, 2H: 12-15HCP, GOOD 6+C-4+H

2NT(1/1 suit): MAX, FIT, Second Relay

Ex: 1C-1H, 2NT: 14+HCP, 4+FIT, REL

2NT(1NT NAT): AVG, GOOD 6+ -4+C/D

Ex: 1S-1NT, 2NT: 12-15HCP, GOOD 6+S-4+C/D

Double jump in new suit: pure MAX, SPL

Ex: 1C-1S, 3S: 16+HCP, FIT H, Sing/Void S

Double jump in Op suit: pure MAX, SS, STRY, FIT

Ex: 1C-1S, 4C: 16+HCP, FIT H, SS 6+C

raise to game: pure MAX, no Sing/Void, all HCP in Op's suit and FIT

Ex: 1D-1S, 4H: 16-17HCP, 5D-4H-2-2

3NT: MAX, SS 6+ suit, 7 tricks in NT, no FIT

Ex: 1C-1S, 3NT: 6+C, 7 tricks on NT, no FIT

Discussion:

Why do we need a 2D "Recycle Bin"?

->We need it because other bids must show AVG hands with long GOOD suits, where game is possible based on favorable concentration of honors. We also need it just to sign off in any unknown suit when NT/raise is unavailable.

3.3.1.2. 2 level xfer responses:

2NT: MAX, GF, REL

Ex: 1D-2H, 2NT: 14+HCP, GF, REL

2/3 in xfer suit without a jump: MIN, NF, no other bid ("Recycle bin")

Ex: 1C-2D, 2H: 14-HCP, NF, no other bid

jump to 3 in xfer suit: AVG, FIT

Ex: 1C-2H, 3S: 12-14HCP, FIT

3 of opener's suit, AVG, GOOD 6+ suit

Ex: 1D-2H, 3D: 12-14HCP, 6+D, GOOD, no FIT

New suit: AVG, NAT

Ex: 1D-2D, 2S: 12-14HCP, GOOD 6+D-4+S

Jump in new suit: MAX, SPL

Ex: 1C-2H, 4D: 15+HCP, FIT S, Sing/Void D

Double jump in Op suit: MAX, SS, STRY, FIT

Ex: 1D-2D, 4D: 15+HCP, FIT H, SS 6+D

game-raise: MAX, no Sing/Void, all HCP in 2 suits

Ex: 1C-2H, 4S: 16-17HCP, FIT, no Sing/Void

3NT: MAX, SS 6+ opening suit, 7 tricks in NT, no FIT

Ex: 1C-2H, 3NT: 6+C, 7 tricks on NT, no FIT

Discussion:

Can we use 2 level xfer bids for trash hands?

-> They can be used for sign offs (retransfer to the suit after a strong 2NT REL); but OPP intervention can save us after 1/1 bids ... less likely after 2 level transfers. If the xfer had to bear trash hands in addition to the other types, it would be difficult to handle in competition too. Depends on your partnership style.

3.3.1.3. 3 level xfer suit responses:

3 in xfer suit: MIN, NF, no other bid ("Recycle bin")

Ex: 1D-2NT, 3C: 14-HCP, NF, no other bid

Op suit: AVG, 6+ suit, NF

Ex: 1H-3C, 3/4H: 12-15HCP, 6+H, G

3 in new suit: MAX, NAT, GF

Ex: 1C-3C, 3S: 14+HCP, stopper+ in S, GF

3NT: MAX, NAT

Ex: 1H-2S, 3NT: 14+HCP, NF

Discussion:

->

3.3.2. Special rebids by Op:

3.3.2.1. 1C/D-1H, ?

1S: 4+H

3.3.2.2. 1C-1D, ?

1H/S: 10-20HCP, 4+H/S

1NT: 15-20HCP, 3-H/S

2C: 10-17HCP, 5+C, 5-7L, 3-H/S

2D and above: NAT, OR if a 1NT opening is NAT and 1C includes the dynamic 1NT hands, then these are the same as 1NT-2C rebids by Opener in the main system.

3.3.2.3. 1C - 1NT, ?

2C: 14+HCP, REL

2D: 10-14HCP, any sign off, asks for better major, ("Recycle bin")

2H/S: 10-14HCP, 3+H/S, sign off

2NT: 14-17HCP, 6 tricks in NT, INV

3C: 12-15HCP, 6+C-4+D, GOOD, INV

3D: 14+HCP, GF, asks for 5+H/S

3H/S: 12-15HCP, 4+C-4H/S, INV

3NT: 14-17HCP, 7 tricks in NT, to play

3.3.3. Responder's rebids

3.3.3.1. Principles:

REL - responses

Ex: 1H-2C, 2D-2NT, 3C: MIN

NAT bids - NAT bids

Ex: 1D-1H, 3D-3NT: sign off

Note: After Op's rebid of 2-of-a-suit, 2NT and above are xfers.

"Recycle Bin" bids - cheapest possible bid

Ex: 1S-1NT, 2D-2H: 5+H, possible final contract

1 level NT/suit rebids and xfer suit bids - xfer rebids.

Note: over 1 bids 2C is the Initial Relay by Re

Ex: 1D-1S, 1NT-2D: 5+H, xfer

Discussion:

->

3.3.3.2. Special rebids by Re:

3.3.3.2.1. 1C-1D, 1H/S - ?

1S: 6-8HCP, 3-H/S

1NT(1H): 0-5HCP, 4+S

1NT(1S): 6-8HCP, 3-H/S

2C: 8+HCP, REL

2D/H: 0-5 HCP, 6+H/S or 4+ FIT
2S: 6-8HCP, 6+C/8-12HCP, 5+-4+ C-D
2NT: 0-5HCP, 6+D
3C: 6-8HCP, 6+D
3FIT: 0-5HCP, 5+FIT
3D/H: 3-5HCP, 7+H/S or 5+ FIT

3.3.3.2.2. 1C-1D, 1NT- ?

2C: 6+HCP, REL
2D/H: 0-5HCP, 5+H/S
2S: 3-5HCP, 6+C
2NT: 7-8HCP, 3-H/S
3C: 0-5HCP, 6+D
3D/3H: 0-5HCP, 7+H/S
3S: 9-10HCP, no stoppers in majors
3NT: 9-10HCP, To play

3.4. 1NT opening

3.4.1. Principles: As after 1-suit openings. 2NT and xfer suits bids are as after the Second Relay.

3.4.2. 1NT-2C, ?

2D: 20-23HCP BAL, OR 18-23HCP(14-17HCP, 4L) 4+H/S
2H/S: 14-17HCP, 4L, OR 18-23HCP, 5-4L, 5+H/S
2NT: 24+HCP/3-L, GF
3C/D/H/S: 14-23HCP, 4L, 6+C/D/H/S, no side 4+H/S
3NT: to play
4C/D/H/S: 14-23HCP, 3L, 7+C/D/H/S
4NT: 14-23HCP, 5+C-5+D, 2L in minors only
5C/D/H/S: 14-23HCP, 2L in bid suit only, 7+C/D/H/S
5NT: 14-23HCP, 5+C-5+D, 1L in minors only
6C/D/H/S: 14-23HCP, 1L in bid suit only, 7+C/D/H/S

3.4.3. 1NT-2C, 2D-?

2H/S: 0-3HCP 4+H/S
2NT: 0-3HCP, 3-H/S
3C: 3-5HCP, 2Q or 1K/A, 4+H/S/6+ suit, GOOD
3D/H/S/4C: 0-2HCP, 6+H/S/C/D, xfer
3NT: 3-5HCP, 2Q or 1K/A, 3-H/S, NAT

3.4.3.1. 1NT-2C, 2D- 3C, ?

3D: REL
3H: 5+H-4+S
3S: 5+S-4+H
3NT: NAT, to play

3.4.3.1.1. 1NT-2C, 2D- 3C, 3D - ?

3H: 4+S
3S: 4+H
3NT: 4+H-4+S
4C/D/H/S: 3-5HCP, GOOD, 6+D/H/S/C, xfer
4NT: 3-5HCP, 5+C-5+D

3.4.3.1.2. 1NT-2C, 2D- 3C, 3H/S - ?

3NT: 3-5HCP, 4+H-4+S

4C/S: 3-5HCP, GOOD, 6+D/C, xfer

4D/H: 3-5HCP, 4+H/S, xfer

4NT: 3-5HCP, 5+C-5+D

3.4.4. 1NT-2C, 2NT-?

3C: 0-2HCP

3D: 3-5HCP, 2Q or 1K/A, 3-H/S

3H: 3-5HCP, 2Q or 1K/A, 4+S

3S: 3-5HCP, 2Q or 1K/A, 4+H

3NT: 3-5HCP no 2Q or 1K/A, NAT

4C/D/H/S: 3-5HCP, GOOD 6+D/H/S/C, xfer

4NT: 3-5HCP, 5+C-5+D

3.4.4.1. 1NT-2C, 2NT-3C, ?

3D: 24+HCP BAL/20+HCP, 3-L, 4+H/S

3H/S: 20+HCP, 3-L, 5+H/S

3NT: to play

4C/D: 20+, 2-L, 6+C/D, demands cue of a value (or Sing/Void with fit)

4H/S: to play

3.4.4.2. 1NT-2C, 2NT-3C, 3D - ?

3H: 4+S

3S: 4+H

3NT: 3-H/S

4C/D/H/S: 0-2HCP, 6+D/H/S/C, GOOD, xfer

4NT: 0-2HCP, 5+C-5+D

4. Opponent's intervention:

4.1. Constructive openings:

4.1.1. Principles, both for Op and R:

Pass: can be a trap pass, but only INV values

DBL: optional, no other bid available, can be penalty with GF values

RDBL: Penalty for 2 unbid suits. With a BAL hand Pass, and DBL later (optional).

1NT/3NT: NAT, to play

2NT: INV+, 3+FIT if Pd bid a M, else 5+ in unbid major, UNBAL

raises: NAT

Note: Responding to 1C/D openings: weak take out, 4+ in unbid major, can be passed

Jump-raise: NAT, PRE

Rebid of a suit: jump rebid of suit: NAT

Note: 4m rebid shows a FIT in Pd's suit.

Unbid suit: INV+, semi FIT or good distribution, NAT by Op, but xfer to other unbid suit by Re.

After xfer new suit rebids by responder in competition:

Cue bid: GF
Completing the transfer: MIN
NAT rebid of 2 of a suit - 2NT and above

Jump in an unbid suit: SPL

Note: Responding to 1C/D openings: NF, NAT

Cue bid:

2 level: INV+, FIT

3 level: asks for stopper in OPP suit, normally with good 6+ minor suit

4+ level: Sing/Void in OPP suit, FIT, STRY; if above 4 of trumps -

Void, ERKCB

4.1.2. Special:

4.1.2.1. OPP DBLs our xfer bid or REL:

Pass: Stopper+ in DBL'd suit. RDBL by Pd asks to pass with 4 good cards in DBL'd suit.

RDBL: Denies stopper in DBL'd suit. Prefers Pd to play contract, so Re continues with NAT bids.

Other bids: system on

4.1.2.2. if OPP NT = 2+ unbid suits:

DBL: NF, 5+C / 5+D / 4+H-4+S / any GF

2C/D: NF, 4+C/D-4+higher (DONT)

2H/S: NF, 5+H/S

2NT: GF, 5+-5+ any

3C/D/H/S: INV, GOOD 6+ suit

3NT: to play

Note: In Pd's M suit it shows tolerance

4.1.2.3. OPP NT = 1- unbid suit:

Unusual vs. unusual

4.1.2.4. OPP's cue bid/2 suiter bid = 2+ unbid suits:

Pass: can be trap pass with OPP's shown suit (DBL later)

DBL: 5+ in unbid suit or GF

2NT: INV+, FIT

Unbid suit: F1, suit + FIT

Jump unbid suit: SPL

Cue bid:

2 level: INV+, FIT

3 level: ask for stopper in OPP suit, normally with good 6+ minor suit

4+ level: Sing/Void in OPP suit, FIT, STRY; if above 4 of trumps -

Void, ERKCB

raise: PRE

3NT: to play OR preemptive raise without any defense (run later)

4.1.2.5. **OPP Cue bid/2 suited bid = 2 unbid suit**

Unusual vs. unusual

4.2. **Preemptive openings:**

4.2.1. **DBL:**

Pass: To play.

RDBL: Can't play contract. Puppet for cheapest bid, Pd must pass rebid as sign off.

Other bids: System on

4.2.2. **Suit/NT:**

DBL: Penalty, must be passed with any hand.

NT: NAT, to play or PRE with no defense

raise: NAT, PRE, some defense

Unbid suit: Lead direct, raise or good distribution

Jump in unbid suit: SPL

Cue bid: ask for stopper in OPP's suit to play 3NT, or 5+-5+ in unbid suits

4.3. OPP raises/FIT shifts: xfer, include DBL/RDBL, NT NAT, Spades 2 way transfer for C or NT without a stopper.

4.4. **xfer/multi bids:**

Note: vs. multi meaning bids, like Suction, assume the 1 suited variant; vs. weak/strong multi assume the weak variant.

Pass: includes trap pass in real suit (dbl later)

DBL: NAT bid in dbl'd suit

Note: if bid doesn't show any suit - BAL.

bidding their real suit (**cue**): Take out dbl, can be BAL

Other bids: System on

5. Overcalls:

5.1. Principles:

Weak/PRE vs. strong openings, opening/AVG vs. weak.

Pass vs. strong/F1 bids contains the strong hands.

DBL vs. not strong artificial bids by unpassed Pd shows a BAL or semi BAL strong hand.

Bids in OPP's real suit vs. xfer bids = NT overcall. NT in such case is NAT or shows minors, if can't be NAT.

5.2. Versus 1-of-a-suit openings:

Pass: Can be a trap pass, but with 18-HCP.

DBL: BAL or semi BAL, opening strength, in balancing position can be less. Promises 3 card support in unbid suits, if 12-14HCP. Can be with length in OPP's suit with 18+HCP.

Unbid suit: 8-17HCP, 5-8L, 5(4)+ suit, denies 4+ cards in unbid major. 2 level overcalls promise 6 or good 5 cards. In case of a NAT overcall in their bid suit (they bid 2 suits), it promises 6+ cards with good intermediates.

Jump in an unbid suit: Weak/PRE vs. strong, opening/AVG vs. weak.

1NT: 8+HCP, 8-L, F1, promises 4+ unbid major - 4+ unbid minor, UNBAL. Includes 4441/5440. Includes 5+-5+ with highest-lowest unbid suits.

2NT: 8+HCP, 7-L, F1, 5+-5+ in lowest unbid suits.

3NT: To play. Playable unbid suit with a stopper in OPP's suit.

4/5NT: PRE, 6+-6+ in lowest unbid suits.

Cue bid (2 level): 8+HCP, 7-L, F1, 5+-5+ in highest suits, can be 5+-4+, if both majors.

Cue bid (3 level): 9+HCP, 6-L, F1, 6+ solid unbid suit. Ask for stopper in OPP's suit to play 3NT. Can be STRY with a one-suiter (continue bidding then, F1)

Cue bid (4/5 level): PRE, 6+-6+ in highest suits

5.3. Versus 1 NT:

DBL: NF, 5+minor, OR 4+H-4+S, OR 18+BAL

2C/D: NF, 4+C/D-4+higher (DONT)

2H/S: NF, 5+H/S

2NT: GF, 5+H/S, UNBAL

3C/D/H/S: NF

3NT: 4-L, F1, 5+C-5+D

4C/D/H/S: NF

4NT: PRE, 6+C-6+D

5.4. Versus strong artificial openings or multi purpose with a strong variant (Polish club) : Suction

Pass: can be a trap pass with a strong hand

DBL: 5+ in the next suit or 4+-4+ in the next 2 after that one

Suit/NT: xfer to next suit or 4+-4+ in following two; xfer to NT shows 4+-4+ in non-touching suits

Jump bids: like without jump, but show more distribution

5.5. Versus 2 level pre-empts:

Note: Bids don't include OPP's real suit

DBL: 14+HCP, SEMIBAL

2D: 12+HCP, F1, 4+H-4+S

2NT: 12+HCP, 7-L, F1, promise 4+ unbid major, UNBAL. Include 4441/5440/5+-5+.

New suit: 12-17HCP, 5+suit, denies side 4-crd major

Jump in a new suit: Weak/PRE vs. strong, opening/AVG vs. weak.

Cue bid @ 3 level: 9+HCP, 6-L, F1, 6+ solid unbid suit. Asks for a stopper in OPP's suit to play 3NT. Can be STRY with a one-suiter (continue bidding then, F1)

3NT: To play

4C: GF, 5+C-5+H/S (5+H-5+S if C suit was shown by OPP)

4D: GF, 5+D-5+H/S (5+H-5+S if D suit was shown by OPP)

4H/S: To play (5+C-5+D if H/S suit was shown by OPP)

5.6. Versus 3 level pre-empts:

Note: Bids don't include OPP's real suit

DBL: 14+HCP, SEMIBAL

3D: 12+HCP, F1, 4+H-4+S

3H: 12-17HCP, 5+H

3S: 12-17HCP, 5+S

3NT: To play

4C: F1, 5+C-5+H/S (5+H-5+S if C suit was shown by OPP)

4D: F1, 5+D-5+H/S (5+H-5+S if D suit was shown by OPP)

4H/S: To play (5+C-5+D if H/S suit was shown by OPP)