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## Abbreviations

DP	Dummy (distributional) Points
F1R	Forcing for one round
GF	Game Forcing
HCP	High Card Points
INV	Invitational
NAT	Natural
NF	Non Forcing
PRE	Preemptive
RKCB	Roman Key Card Blackwood
RKCB1430	Same as above
GI	Game Invitational
SI	Slam Invitational
SPL	Splinter (sometimes used instead of shortness)
ST	Slam Try
STR	Strong
COG	Choice of games

## Asking Bids

### Structured Asking after Trumps are Nominated (SATAN)

There are various situations where we ask for shortness, for example 1♦ 1♥; 3♥ 3♠. In all similar auctions we use the same, two-stage structure. First we identify shortness and then we continue with RKCB.

The general rule is to use step responses showing shortness in the corresponding suit (lowest for lower etc). Any general step, like no shortness which needs further clarification precedes the direct shortness responses. For example:

1♦	1♥	
3♥	3♠	
3N		No shortness (whenever possible, it's the first step)
4♣		♣ shortness
4♦		♠ shortness

1♦	1♠	
3♠	3N	
4♣		No shortness
4♦		♣ shortness
4♥		♥ shortness

#### RKCB1430

Facing the right shortness, the asking side usually wants to continue with RKCB. Hence, SATAN uses the lowest non-signoff bid as RKCB1430 for the agreed suit.

1♦	1♠	
3♠	3N	SATAN
4♦		♣ SPL
	4♥	RKCB1430-♠

Or even

1♦	1♠	
3♠	3N	
4♣	4♦	RKCB1430-♠

### The CRASH Relay

We use the CRASH relays as they are presented in "The Viking Precision Club". There are minimal changes to adjust them to our bidding style and to make them easier to remember. The book as well as the web site, [www.vikingclub.net](http://www.vikingclub.net) contains the authors original approach, while here we present our slightly modified approach.

#### Rule 1:

When the exact distribution is shown, the next relay asks responder to show how many aces he has.

This relay is called CRASH, for **C**olor, **R**ank and **S**hape and the replies are:

1 <sup>st</sup> step	1 or 4 aces
2 <sup>nd</sup> step	0 or 3 aces
3 <sup>rd</sup> step	2 aces of the same color (black or red)
4 <sup>th</sup> step	2 aces of the same rank (majors or minors)
5 <sup>th</sup> step	2 aces of the same shape (clubs and hearts or spades and diamonds)

After we have inquired for aces, the next relay will be CRASH for kings, and then for queens in the same fashion.

**Rule 2:**

When we use CRASH relay for aces with 4NT or higher bid, then we use the following scale (the example is for aces):

1 <sup>st</sup> step	1 or 4 aces
2 <sup>nd</sup> step	0 or 3 aces
3 <sup>rd</sup> step	2 aces

All subsequent CRASH relays follow the same schema, in other words, once we start the CRASH relay at 4N or higher, we use three step responses.

**Rule 3:**

The “relay” is determined using few rules.

- The relay is the cheapest bid that does not contradict with any other rule.
- 3N is never a relay.
- At the game level or higher a suit bid could be used as a relay only if the responder has three or fewer cards in that suit.
- The highest possible relay bid is 6♠.

**Rule 4:**

If the hand that does the asking “sets” the contract, partner cannot bid again. There may be some exceptions though.

**Rule 5:**

When the opponents interfere, the main rule is that the relay system is abandoned and we use natural continuations, however, there is a separate section dealing with all fine details. If the interference happens after a relay bid and before the response, we use the following scale:

1 <sup>st</sup> step	Pass
2 <sup>nd</sup> step	DBL or RDBL (if the relay bid was doubled)
3 <sup>rd</sup> step	1 <sup>st</sup> step over the last bid
4 <sup>th</sup> step	2 <sup>nd</sup> step over the last bid
5 <sup>th</sup> step	3 <sup>rd</sup> step over the last bid

**RKCB in Relay Auctions**

When the exact distribution is shown, the next relay asks responder to show how many aces he has – that’s the CRASH relay. If the CRASH relay is 4♣ or lower, ie there is at least one bid available below 4♥, we use the bid immediately above the CRASH relay as a RKCB for one of the responders four-card or longer suits. We determine the suit based on the following rules:

- 4+M/4+m – always RKCB1430-M, even if the minor is longer
- 4+♠/4+♥ – RKCB1430-♥ unless ♠ are longer
- 4+♦/4+♣ – RKCB1430-♣ unless ♦ are longer

1♣*	1N	8-13 HCP, GF, balanced
2♣*	2♠	8-10 HCP, 4♠, denies 4♥
2N*	3♠	4=2=2=5
4♣		CRASH
4♦		RKCB1430-♠ (majors have precedence over minors)

1♣*	1N	8-13 HCP, GF, balanced
2♣*	2♦	11-13 HCP
2♥*	2♠	4♠
2N*	3♠	4=4=3=2
4♣*		CRASH
4♦		RKCB1430-♥ (♥ before ♠ unless ♠ longer)

1♣*	1N	8-13 HCP, GF, balanced
2♣*	3♦	8-10 HCP, GF, 5♦
3♥*	3♠	3=3=5=2
4♣*		CRASH
4♦*		RKCB1430-♦ (♦ is the only long suit)

## Relay Structure After 1M

We adopt a relatively simple relay structure to describe efficiently hands with a five-card major. There are two applications, a 1M opening bid and 1M positive after 1♣. Our relay structure is based on the relays from Garozzo's Ambra system.

Before we move to the relays, it is worth to mention that the general rule is that we show the long suits first. If there is a singleton or void in the shape – we show the shortness next. Thus, if we have shown 54 and we are going to show the rest, we show the singleton using reflective steps, lower for lower, higher for higher.

## The Structure

We split the ranges in two. After 1M opening that means 11-13- HCP and 13+-15 HCP. The default relay is 2♣. Even if the relay is lower, for example after the strong club opening the relay is 1♠ or 1N, we use the same response schema as if the relay was 2♣. Although it's not optimal in terms of efficiency, it has the great merit of using the same bids for particular hand types in all auctions (instead of counting steps we remember that 2♠ shows 5M/4♦), which eases the memory burden.

1M	2♣*	
2♦		MIN, but not 54 in majors
2♥		5M/4OM+
2♠		5M/4♦+, MAX
2N		MAX, one-suiter
3♣		MAX, 5M/4♣
3♦		MAX, 6M/4♣
3♥		MAX, 5M/5♣, lower, ♦ SPL
3♠		MAX, 5M/5♣, higher, OM SPL

3N                    MAX, 5M/00M/4♦/4♣

The first symmetry comes from the fact after the 2♥ second relay, the minimum hands are bid the same way as the maximum hands except the hands with 5M/40M.

1M	2♣*	
2♦	2♥*	
2♠		MIN, 5M/4♦+
2N		MIN, one-suiter
3♣		MIN, 5M/4♣
3♦		MIN, 6M/4♣
3♥		MIN, 5M/5♣, lower, ♦ SPL
3♠		MIN, 5M/5♣, higher, OM SPL
3N		MIN, 5M/00M/4♦/4♣

The second symmetry comes from the fact that the diamond hands are bid the same way as the club hands after the intermediate 2N relay.

1M	2♣*	
2♠	2N*	
3♣		5M/4♦
3♦		6M/4♦
3♥		5M/5♦, lower, ♣ SPL
3♠		5M/5♦, higher, OM SPL

### 5/4+ in the Majors

1M	2♣*	
2♥	2♠*	the range is unknown
2N		MIN, 5/4 or 6/4
3♣		5/5
3♦		MAX, 6/4
3♥		MAX, 5422
3♠		MAX, 5431, lower SPL
3N		MAX, 5431, higher SPL
4♣		MAX, 5404, 4♣ (lower)
4♦		MAX, 5440, 4♦ (higher)

This structure contains one of the few exceptions, but hopefully the reader can see the firm logic. After 2N rebid by opener, the relay continuation is 3♣, the 54 responses are 3♥/♠/N, thus there is an extra step, namely 3♦, which is used to show the hand naturally shown by the 3♦ bid in the appropriate range. Furthermore the 5/4 is shown by 2N (instead of the normal 3♣), so we are left with another extra step – 3♣. It is used to show the 5/5+ two suiters.

1M	2♣*	
2♥	2♠*	
2N	3♣*	
3♦		6/4
3♥		5422
3♠		5431, SPL ♣
3N		5431, SPL ♦

4♣ 5440, 4♣  
4♦ 5440, 4♦

1M 2♣\*  
2♥ 2♠\*  
3♣ 5/5

3♦\*  
3♥ MIN, SPL ♣  
3♠ MIN, SPL ♦  
3N MAX, SPL ♣  
4♣ MAX, SPL ♦

1M 2♣\*  
2♥ 2♠\*  
3♦ MAX, 6/4

3♥\*  
3♠ 6421, SPL ♣  
3N 6421, SPL ♦  
4♣ 6430, SPL ♣  
4♦ 6430, SPL ♦

### One Suiter

1M 2♣\*  
2N 3♣\*  
3♦ 6+M, SPL somewhere  
3♥ 6+M, no SPL  
3♠ 5332 with good suit  
3N 5332

1M 2♣\*  
2N 3♣\*  
3♦ 3♥\*  
3♠ ♣ SPL (low)  
3N ♦ SPL (middle)  
4♣ OM SPL (high)

### 5M/4m+

Follow the general rules, the order is 5422, 5413, 5431.

1♠ 2♣\*  
3♣ 3♦\*  
3♥ 5=2=4=2  
3♠ 5=3=4=1  
3N 5=1=4=3

1♠ 2♣\*  
3♦ 3♥\*  
3♠ 6=2=4=1  
3N 6=1=4=2



4♣  
4♦

6=3=4=0  
6=0=4=3

# Slam Bidding

## Roman Key Card Blackwood

Our system is based on Kickback, selectively using the approach from Kantar's "Roman Key Card Blackwood". The key card depends on the suit agreed and at the level of agreement. If spades or hearts are the agreed suit, 4N is the RKCB1430.

After the responses which do not locate the trump queen (after 4NT, these are 5♣/♦/N and 6X), the lowest bid different from the agreed suit asks the responder whether he has the trump queen. Responder denies the trump queen by returning to the trump suit. With the trump queen responder bids a new suit to show a side king or bids NT to show some unbidable otherwise extras, with no extras to show responder simply jumps in the trump suit.

When 4N is the RKCB1430, 5N is the specific king ask (SKA). A new suit is the specific suit ask (SSA), with the following responses.

**Trump suit:** Denies third round control (xxx+)

**1<sup>st</sup> step:** Third round control (Qxx+ or xx)

**2<sup>nd</sup> step:** Kxx+

**3<sup>rd</sup> step:** Kx

**4<sup>th</sup> step:** KQ+

**5<sup>th</sup> step:** Singleton

Note that in the above step responses the trump suit is counted as a separate step.

If the responder is known to have length in the suit, he has bid the suit previously, then the 2<sup>nd</sup> and the 3<sup>rd</sup> step are combined in a single step.

With agreed minor, the RKCB1430 depends on the way the minor was agreed (see the following sections). After a response to RKCB1430 with agreed minor, we deem both 5m as well as 4N as signoffs. The first non-signoff bid, different from the queen ask, is the SKA and everything else is SSA.

## Three Level Minor Suit Agreement

If a minor was agreed at the three level in a GF auction, four of the agreed minor by each partner is RKCB1430.

1♣\* 2♦  
3♦                      After that, 4♦ by each partner is RKCB1430-♦

1♥ 2♦  
3♦                      After that, 4♦ by each partner is RKCB1430-♦

1♠ 2♦  
2♥ 2N  
3♦ 4♦                  RKCB1430-♦

1♠ 2♦  
2♠ 3♣

3♦    4♦    RKCB1430-♦

## King Ask

After a major suit agreement and RKCB1430 response, 5N shows all key cards and asks for specific kings. It's invitational for a grand slam. The responder can jump to 7♣ (just in case partner has other ideas about the best suit) if he has substantial extras in the context. Otherwise, he shows a king or bids six of the agreed major as a signoff.

After a minor suit agreement, the king ask is the first step above the queen ask, not counting NT bids.

1♣	2♣	
3♣	4♣	RKCB1430-♣
4♥		0-3 key cards
	4♠	Queen ask
	4N	To play
	5♣	To play
	5♦	King ask

# General Principles

## Meaning of Jumps in Competition

This is an area which gets confused quite often.

- Single jumps in competition are fit-showing.
- Double jumps are usually splinters.
- When we overcall 1M or when our 1M opening is overcalled (not doubled), 2N is a limit+ 4+-card raise. The only exception is when 2N is not a jump AND RHO (the opponent before the 2N bidder) has passed. Thus, (1S) 2H (Pass) 2N is natural, while, (1S) 2H (DBL) 2N is limit+ 4+-card raise. The logic behind is that a bid by our RHO allows us some flexibility – we can double with a balanced hand, while when RHO passes and there is not enough space – we need to be able to show the INV without a fit.

## Meaning of DBL

All doubles up-to and including 2♠ are for take-out unless specifically agreed otherwise.

- If we double opponents for penalty, all subsequent doubles are also for penalties, as long as both partners are only doubling or passing. For example: 1N (DBL) RDBL (2♥); DBL – penalty.
- If we are in a GF auction where forcing passes apply, doubles are for penalties. For example: 1♥ (Pass) 2♦ (2♠); DBL – penalty.
- If we have found a fit the doubles are cooperative penalty (strong suggestion for penalty usually with three or more cards in the suit)

# Openings

- 1♣ 16+ HCP if unbalanced, could be lighter with freak hands. 17+ HCP if balanced
- 1♦ 10+-16 HCP, 2+♦, catch-all bid
- 1M 11-15 HCP, 5+M
- 1N 14-16 HCP; includes 5M332/5m422/6m332.
- 2♣ 10+-15 HCP, 5+♣
- 2♦ 10+-15 HCP, 4=3=1=5/3=4=1=5/4=4=1=4/4=4=0=5
- 2♥ Weak two
- 2♠ Weak two
- 2N 5+♣/5+♦, 5-11 HCP
- 3♣ ♣ preempt
- 3♦ ♦ preempt
- 3♥ ♥ preempt
- 3♠ ♠ preempt
- 3N Running minor, an ace or king on the side
- 4X Preempt

# 1♣ Opening

The balanced hands start open 1♣ from 17 HCP. We tend to promote to open 1♣, so that we don't fall in the "limited hand" trap. Here is an example:

All Vulnerable

Q43	AT9
KJ83	---
Q	KT8753
87642	AKJ3

Soloway	Hamman
---	1♦
1♥	2♣
All Pas	

At the other table

Versace	Lauria
---	1♦
1♥	2♣
3♣	3♦
4♣	5♣

Playing natural system it is OK to raise to 3♣ with the weak hand, and Soloway's seems like the mainstream auction facing a limited hand (1♣ would have shown 16+ for Hamman – Soloway).

We avoid this kind of problems by promoting some 15 HCP unbalanced hands to a 1C opening. The hands need to satisfy all of the following:

- 15 HCP
- Rich in controls
- Distributions like 4441, 5431, 6421, 6430, etc.

The last bullet excludes real two-suited hands (5+/5+) – they are easily shown by jumping on the second round.

## Responses

The positive response starts at 8 HCP which contain an ace or a king, or at any 9 HCP. We consider an ace and a king, 7 HCP, enough for a positive response too.

1♣*	1♦*	Negative, 0-7 HCP
	1♥*	a) 5+♠, 8+ HCP, GF b) 14+HCP balanced
	1♠*	8-13 HCP, Balanced
	1N*	5+♥, 8+ HCP, GF
	2♣*	5+♣, 8+ HCP, GF
	2♦*	5+♦, 8+ HCP, GF
	2♥*	4441, 7+ HCP, GF
	2♠*	5m440, 7-10HCP, GF

2N*	Solid suit
3♣*	5C440, 11+ HCP, GF
3♦*	4=4=5=0, 11+ HCP, GF
3♥*	4=0=5=4, 11+ HCP, GF
3♠*	0=4=5=4, 11+ HCP, GF

## 1♦ Response to 1♣

1♣*	1♦*	
1♥		5+♥, NF
1♠		5+♠, NF
1N		Balanced, 17-19 HCP
2m		5+m, NF
2♥*		GF, puppet to 2S (like Kokish after 2♣ 2♦): 8♠ ♥ b) 22-23 balanced
2♠		GF, NAT
2N		Balanced, 20-21 HCP
3♣		GF, NAT
3♦		GF, NAT
3♥		24-25, balanced
3♠		26-27, balanced
3N		To play, typically with long minor

## *Bidding With a Balanced Hand*

### Modified Puppet Stayman

We played the version described in "Puppet Stayman Variation EOK.v.4a.doc".

1♣*	1♦*	
2N	3♣	
3♦		No 4-card major nor 5♥, may still have 5♠
3♥		4♥, may have 4♠ as well
3♠		4♠, denies 4♥
3N		5♥

1♣*	1♦*	
2N	3♣	
3♦	3♥	The "default" continuation
	3♠	4♠/5♥
	3N	4♥/5♠
	4♣	NAT, forcing
	4♦	NAT, forcing
	4♥	4♥/6+♠
	4♠	
	4N	4♥/5♠, INV

1♣*	1♦*
2N	3♣
3♦	3♥

3♠		5♠	
3N		Denies 5♠	
1♣*	1♦*		
2N	3♣		
3♥	3♠	The equivalent of a normal 3N rebid – denies 4♠	
	3N	4♠	
	4♣		
	4♦		
	4♥	To play	
	4♠		
	4N	SI	
1♣*	1♦*		
2N	3♣		
3N	4♣	sets ♥, SI	
	4♦	puppet to 4♥	
	4♥	To play	
	4♠		
	4N	SI	
1♣*	1♦*		
2N	3♣		
3N	4♦		
4♥	4♠	EKCB3014-♥, ♠ void	
	4N	RKCB1430-♥	
	5♣	EKCB3014-♥, ♣ void	
	5♦	EKCB3014-♥, ♦ void	

### Opener Rebids 1M

The structure is similar to 1M. 2/1 is not GF, however, but only promises a rebid. After a 2/1 response the bidding can end in 2N and in 3 of the responder's suit.

1♣*	1♦*	
1♥	1♠	4+♠, 4-8 HCP
	1N	5-8 HCP, denies 4♠, denies 3♥
	2♣	5+♣, 4-8 HCP, F1R (promises a rebid)
	2♦	5+♦, 4-8 HCP, F1R (promises a rebid)
	2♥	4-7 DP, 3-4♥
	2♠	fit-showing (see 1M opening)
	2N	3♥334, 7-8 HCP
	3m	fit-showing (see 1M opening)
	3♥	7-9 DP, 4+♥
	3♠	SPL
	3N	
	4m	SPL
	4♥	To play, no controls, a hand that doesn't want to bid 3♥ and hear partner passing

### Opener Rebids 2m

This auction is similar to 1♣ 2m. The first step (2♦ over 2♣ and 2♥ over 2♦) is a waiting bid, typically with



a balanced hand. Over the waiting bid, opener's first priority is to show a four-card major. 2NT by the responder is a replacement bid for the "first step suit".

1♣*	1♦*	
2♣	2♦*	Balanced hand
	2♥	NAT
	2♠	NAT
	2N	♦ (replaces the suit used for the waiting bid)
	3♣	NAT
	3♦	SPL
	3M	SPL

1♣*	1♦*	
2♣	2♦*	
2♥		4♥
2♠		4♠
2N		4♦
3♣		6+♣
3♦		6+♣/4+♦
3♥		6+♣/5+♥
3♠		6+♣/5+♠

1♣*	1♦	
2♦	2♥*	Balanced hand
	2♠	NAT
	2N	5+♥
	3♣	NAT
	3♦	NAT
	3♥	SPL
	3♠	SPL

1♣*	1♦	
2♦	2♥*	
2♠		4♠
2N		4♥
3♣		4+♣
3♦		6+♦
3M		6♦/5M

### ***Opener Rebids 2♥***

After 1♣ 1♦ we use 2♥ as a puppet to 2♠. This is known as Kokish after 2♣ opening in 2/1.

1♣*	1♦*	
2♥*		Puppet to 2♠
	2♠	
2N		Balanced, 22-23 HCP
3♣		5+♥/4+♣
3♦		5+♥/4+♦
3♥		6+♥

3♠                    5+♠/4+♠  
 3N                    Semi-balanced with ♥

If the responder has a very weak hand (0-2 HCP), with a six-card suit and without 3♥, he can transfer to his suit.

1♣\*    1♦\*  
 2♥\*    2N    6+♣, 0-2 HCP, 2-♥  
          3♣    6+♦, 0-2 HCP, 2-♥  
          3♦    6+♥  
          3♥    6+♠, 0-2 HCP, 2-♥

### Opener Rebids 3M

The bid shows a big balanced hand. In general, the responder uses transfers.

1♣\*    1♦\*  
 3♥\*    3♠\*    Puppet to 3N, either to play or Baron (when followed by 4♣) forcing to 4N  
          3N    Transfer to 4♣, ♣  
          4♣    Transfer to 4♦, ♦  
          4♦    Transfer to 4♥, ♥  
          4♥    Transfer to 4♠, ♠  
          4♠    Transfer to 4N, some 4441 and enough strength for slam or 5N if no fit

1♣\*    1♦\*  
 3♠\*    3N    To play  
          4♣    Baron  
          4♦    Transfer to 4♥  
          4♥    Transfer to 4♠  
          4♠    Transfer to 4N, some 4441 and enough strength for slam or 5N if no fit  
          4N    Transfer to 5♣  
          5♣    Transfer to 5♦

1♣\*    1♦\*  
 3♠\*    4♠\*  
 4N\*    5♣    4=4=4=1  
          5♦    4=4=1=4  
          5♥    4=1=4=4  
          5♠    1=4=4=4

## Balanced Positive Responses to 1♣

There are two positive responses to describe a balanced hand, distinguished by HCP ranges. 1N covers all hands in 8-13 HCP range and the two-way 1♥ takes care for the balanced 14+ HCP hands.

### 1N Response to 1♣

This auction shows the intermediate balanced hand, 8-13 HCP. We use the relays from Viking Precision ([www.vikingclub.starwarsguiden.net](http://www.vikingclub.starwarsguiden.net)).

1♣\*    1N  
 2♣\*    2♦    MAX, 11-13 HCP, but not 3=3=3=4

2♥ MIN, 8-10 HCP, 4♥  
 2♠ MIN, 8-10 HCP, 4♠  
 2N MIN, 8-10 HCP, 3=3=3=4/3=3=4=3/2=3=4=4/3=2=4=4  
 3♣ MIN, 8-10 HCP, 5♣  
 3♦ MIN, 8-10 HCP, 5♦  
 3♥ MIN, 8-10 HCP, 2=2=4=5 (3♠ = CRASH, 4♣ = RKCB1430-♣)  
 3♠ MIN, 8-10 HCP, 2=2=5=4 (4♣ = CRASH, 4♦ = RKCB1430-♦)  
 3N MAX, 11-13 HCP, 3=3=3=4 (4♣ = CRASH, 4♦ = RKCB1430-♣)

1♣\* 1N  
 2♣\* 2♦  
 2♥\* 2♠ 4♠  
 2N 4♥, denies 4♠  
 3♣ 5♣  
 3♦ 5♦  
 3♥ 2=3=4=4 (3♠ = CRASH, 4♣ = RKCB1430-♣)  
 3♠ 3=2=4=4 (4♣ = CRASH, 4♦ = RKCB1430-♣)  
 3N 3=3=4=3 ("diamonds bid 2♦ first", ie with 3=3=3=4 jump to 3N over 2♣)

1♣\* 1N  
 2♣\* 2♦\*  
 2♥\* 2♠\*  
 2N 3♣ 4♠/4♣  
 3♦ 4♠/4♦  
 3♥ 4=4=2=3 (3♠ = CRASH, 4♣ = RKCB1430-♥)  
 3♠ 4=4=3=2 (4♣ = CRASH, 4♦ = RKCB1430-♥)  
 3N 4=3=3=3 (4♣ = CRASH, 4♦ = RKCB1430-♠)

1♣\* 1N  
 2♣\* 2♦\*  
 2♥\* 2♠\*  
 2N 3♣\*  
 3♦\* 3♥\* 4=2=3=4 (3♠ = CRASH, 4♣ = RKCB1430-♠)  
 3♠\* 4=3=2=4 (4♣ = CRASH, 4♦ = RKCB1430-♠)

1♣\* 1N  
 2♣\* 2♦\*  
 2♥\* 2♠\*  
 2N\* 3♦\*  
 3♥\* 3♠\* 4=2=4=3 (4♣ = CRASH, 4♦ = RKCB1430-♠)  
 3N 4=3=4=2 (4♣ = CRASH, 4♦ = RKCB1430-♠)

1♣\* 1N  
 2♣\* 2♦\*  
 2♥\* 2N\*  
 3♣\* 3♦\* 4♥/4♦  
 3♥\* 2=4=3=4 (3♠ = CRASH, 4♣ = RKCB1430-♥)  
 3♠\* 3=4=2=4 (4♣ = CRASH, 4♦ = RKCB1430-♥)  
 3N\* 3=4=3=3 (4♣ = CRASH, 4♦ = RKCB1430-♥)

1♣\* 1N

2♣\* 2♦\*  
 2♥\* 2N\*  
 3♣\* 3♦\*  
 3♥\* 3♠\* 2=4=4=3 (4♣ = CRASH, 4♦ = RKCB1430-♥)  
 3N\* 3=4=4=2 (4♣ = CRASH, 4♦ = RKCB1430-♥)

1♣\* 1N  
 2♣\* 2♦\*  
 2♥\* 3♣\*  
 3♦\* 3♥\* 3=3=2=5 (3♠ = CRASH, 4♣ = RKCB1430-♣)  
 3♠\* 3=2=3=5 (4♣ = CRASH, 4♦ = RKCB1430-♣)  
 3N\* 2=3=3=5 (4♣ = CRASH, 4♦ = RCBK1430-♣)

1♣\* 1N  
 2♣\* 2♦\*  
 2♥\* 3♦\*  
 3♥\* 3♠\* 3=3=5=2 (4♣ = CRASH, 4♦ = RKCB1430-♦)  
 3N\* 3=2=5=3 (4♣ = CRASH, 4♦ = RKCB1430-♦)  
 4♣ 2=3=5=3 (4♦ = CRASH)

1♣\* 1N  
 2♣\* 2♥\*  
 2♠\* 2N 4♠  
 3♣ 4♣  
 3♦ 4♦  
 3♥ 3=4=3=3 (3♠ = CRASH, 4♣ = RKCB1430-♥)  
 3♠ 2=4=2=5 (4♣ = CRASH, 4♦ = RKCB1430-♥)  
 3N 2=4=5=2 (4♣ = CRASH, 4♦ = RKCB1430-♥)

1♣\* 1N  
 2♣\* 2♥\*  
 2♠\* 2N  
 3♣\* 3♦ 4=4=2=3 (3♥ = CRASH, 3♠ = RKCB1430-♥)  
 3♥ 4=4=3=2 (3♠ = CRASH, 4♣ = RKCB1430-♠)

1♣\* 1N  
 2♣\* 2♥\*  
 2♠\* 3♣  
 3♦ 3♥ 2=4=3=4 (3♠ = CRASH, 4♣ = RKCB1430-♥)  
 3♠ 3=4=2=4 (4♣ = CRASH, 4♦ = RKCB1430-♥)

1♣\* 1N  
 2♣\* 2♥\*  
 2♠\* 3♦  
 3♥\* 3♠ 2=4=4=3 (4♣ = CRASH, 4♦ = RKCB1430-♥)  
 3N 3=4=4=2 (4♣ = CRASH, 4♦ = RKCB1430-♥)

1♣\* 1N  
 2♣\* 2♠\*  
 2N 3♣ 4♣  
 3♦ 4♦

	3♥	4=3=3=3 (3♠ = CRASH, 4♣ = RKCB1430-♠)
	3♠	4=2=2=5 (4♣ = CRASH, 4♦ = RKCB1430-♠)
	3N	4=2=5=2 (4♣ = CRASH, 4♦ = RKCB1430-♠)
1♣*	1N	
2♣*	2♠*	
2N*	3♣	
3♦*	3♥	4=2=3=4 (3♠ = CRASH, 4♣ = RKCB1430-♠)
	3♠	4=3=2=4 (4♣ = CRASH, 4♦ = RKCB1430-♠)
1♣*	1N	
2♣*	2♠*	
2N*	3♦	
3♥	3♠	4=2=4=3 (4♣ = CRASH, 4♦ = RKCB1430-♠)
	3N	4=3=4=2 (4♣ = CRASH, 4♦ = RKCB1430-♠)
1♣*	1N	
2♣*	2N	
3♣*	3♦	3=3=4=3 (3♥ = CRASH, 3♠ = RKCB1430-♦)
	3♥	2=3=4=4 (3♠ = CRASH, 4♣ = RKCB1430-♣)
	3♠	3=2=4=4 (4♣ = CRASH, 4♦ = RKCB1430-♣)
	3N	3=3=3=4 (4♣ = CRASH, 4♦ = RKCB1430-♣)
1♣*	1N	
2♣*	3♣	
3♦	3♥	3=3=2=5 (3♠ = CRASH, 4♣ = RKCB1430-♣)
	3♠	3=2=3=5 (4♣ = CRASH, 4♦ = RKCB1430-♣)
	3N	2=3=3=5 (4♣ = CRASH, 4♦ = RKCB1430-♣)
1♣*	1N	
2♣*	3♦	
3♥*	3♠	3=3=5=2 (4♣ = CRASH, 4♦ = RKCB1430-♦)
	3N	3=2=5=3 (4♣ = CRASH, 4♦ = RKCB1430-♦)
	4♣	2=3=5=3 (4♣ = CRASH)

## 1M Response to 1♣

The lowest response (1♠ over 1♥ and 1N over 1♠) is a relay, the structure is described in the "Asking Bids" section. All the suits are bid as natural as possible.

1♣*	1♥*	5+♠, 8+ GF or 14+ balanced
1♠		Inquiry
1N	♥	
2♣		NAT
2♦		NAT
2♥		
2♠	♠	
2N		1=4=4=4, 16-18 HCP
3m		Solid suit, demands cue bids
3♥		Solid suit, demands cue bids
3♠		Solid suit, demands cue bids

We don't use SPL over 1♥ because the responder does not have to have ♠.

The responses to the relay start at 2♦+ so the structure is exactly like 1M 2♣. It's a trade off between being space efficient and memory efficient. The latter is more important to us.

1♣*	1♥*	
1♠	1N	14+HCP, balanced, the only rebid with a balanced hand
	2♣	
	2♦	MIN, but not 5♠/4♥
	2♥	5♠/4♥
	2♠	MAX, 5♠/4+♦
	2N	MAX, single suited
	3♣	MAX, 5♠/4♣
	3♦	MAX, 6♠/4♣
	3♥	MAX, 5♠/5♣/1-♥ (lower fragment)
	3♠	MAX, 5♠/5♣/1-♦ (higher fragment)
	3N	MAX, 5=0=4=4

After opener introduces a new suit over 1♥, responder bids as natural as possible. When the original response is 1♥, showing spades or balanced, responder's lowest available bid shows the balanced hand.

1♣*	1♥*	
2♦	2♥	The balanced hand.
1♣*	1♠*	
1N*		Inquiry
2m		NAT
2♥		NAT, 3+♥, denies good 5-card suit
2♠		NAT, 5+♠
2N		4=1=4=4, 16-18 HCP
3m		Solid suit, demands cue bids
3♥*		ANY SPL, 19-21 HCP (3♠ = SATAN relay)
3♠*		♠ SPL, 16-18 HCP
4m		m SPL, 16-18 HCP
1♣*	1♠	
3♥	3♠*	Inquiry
3N	♣ SPL (4♣ is RKCB1430-♥)	
4♣	♦ SPL (4♦ is RKCB1430-♥)	
4♦	♠ SPL (4♠ is RKCB1430-♥)	

The immediate single raise (1♣ 1♠; 2♥) typically shows a balanced hand. If the opener has a decent five-card suit, headed by two of the top three honors, he should show his suit on the first round and support partner on the second. Sometimes, the opener can show even a good four-card suit, which can be a source of tricks (for example: AKJx).

Over the raise, the responder can use 2NT to inquire about the opener's range. The responses are in steps. After the range is known, the responder can use the lowest bid, different from the major, to start RKCB1430 sequence.

1♣*	1♠*
2♥	2NT
3♣	16-17
3♦	18-19
3♥	20-21
3♠	22-23
3N	24-25

1♣*	1♠*
2♥	2N
3♠	3N RKCB1430-♥

## 2m Response to 1♣

The first step (2♦ over 2♣ and 2♥ over 2♦) is a waiting bid, typically with a balanced hand. Responder's first priority is to show a four-card major. 2NT by the opener is a replacement bid for the "first step suit".

1♣*	2♣
2♦*	Balanced hand
2♥	NAT
2♠	NAT
2N	♦ (replaces the suit used for the waiting bid)
3♣	NAT
3♦	SPL
3M	SPL
3N	4=4=4=1, 16-18 HCP

1♣*	2♣
2♦*	2♥ 4♥
	2♠ 4♠
	2N 4♦
	3♣ 6+♣
	3♦ 6♣/5♦
	3♥ 6♣/5♥
	3♠ 6♣/5♠

1♣*	2♦
2♥*	Balanced hand
2♠	NAT
2N	5+♥
3♣	NAT
3♦	NAT
3♥	SPL
3♠	SPL
3N	4=4=1=4, 16-18 HCP

1♣*	2♦
2♥*	2♠ 4♠
	2N 4♥
	3♣ 4+♣
	3♦ 6+♦

3M 6♦/5M

In the continuations, we need firm agreements whether the bids at the three level are shortness or stopper (value) showing. In general, later bids are stoppers, unless a minor was agreed at the three level and responder has shown 54+, in this particular case responder shows shortness.

A J	x
A K J x	Q x
A T 9 x x	Q J x x
A x	K J T x x x

1♣	2♣
2♦	2N
3♦	3♠
4♦	4♠
6♦	

3♠ shows shortness because the responder has shown 54 and the opener has agreed a minor at the three level. 4♦ is RKCB1430-♦.

A K 9	7 6 4 3
K T 7 4	3
K 9 4	A Q 8 7 2
A Q J	K 8 4

1♣	2♦
2♥	2♠
2N	3♣
3♦	3N

Responder bids 3♣ to describe his hand, it is a fragment bid because the opener hasn't agreed a minor at the three level. 3♦ by the opener suggest 4♥, because with ♦ fit and no 4-card major the opener can start with 3♦ over 2♦. The fact that the opener has 4♥ suggests that he has some extras, otherwise why isn't he bidding 3N over 3♣. Having described his hand, responder has two possible continuations, 3N and 3♥. Both should show same hand type, so it makes sense for 3N to deny slam interest, and thus, ♥ concern, and to use the fourth suit, 3♥ to show short ♥ and slam interest.

8 5 3	A 7 6
A K J T	3
K Q T 6	A 7 5 3
A 5	K J 9 7 3

1♣	2♣
2♦	2N
3♦	3♥
3N	4♣
4♥	4♠
5♣	6♦

3♥ is SPL and 3N is sign off. The responder has quite good hand to pass 3N. The opener cannot take control with 4♦, because he will be stuck if he finds all key cards (partner is unlimited). The responder can



infer that the opener does not have ♣AQ, because otherwise he might have used RKCB1430-♦ (4♦). In any case, neither of the partners has the necessary extras for grand, and they sign off in six.

## Three Suited Responses to 1♣

We employ special bids to show any 4441 hands, as well as 5440 hands with a 5-card minor. In both cases, the 1♣ opener can use a relay sequence to uncover the exact shape and later on the location of the high cards.

Alternatively, the opener can introduce a new suit. If responder's distribution is not known yet, responder bids his shortness if he has a fit and NT if he doesn't. Rarely the responder may have a quite strong hand (13+) and he will have to jump to 4N to show shortness in partner's suit and significant extras.

The opener can break the relays at any time, the auction follows natural lines.

### 2♥ Showing 4441

2♠ asks for further description.

1♣	2♥	
2♠	2N	4=4=4=1
	3♣	4=4=1=4
	3♦	4=1=4=4
	3♥	1=4=4=4, MIN (7+-10)
	3♠	1=4=4=4, MAX

When the responder strength is unknown, the first relay asks about the range. For example,

1♣	2♥	
2♠	3♣	
3♦		Asks range
	3♥	MIN
	3♠	MAX

After the distribution and the range are known, we use CRASH relays to uncover the high cards.

The opener can also introduce his long suit.

1♣	2♥	
3♥	3♠	♠ SPL
	3N	♥ SPL
	4♣	♣ SPL
	4♦	♦ SPL
	4♥	
	4♠	
	4N	♥ SPL, 13+ HCP

Opener can choose to break the relays and to continue along natural lines.

1♣	2♥	
2♠	3♣	4=4=1=4

3♠                      Sets ♠, NAT continuations (serious 3N applies only by unlimited hand)

## 2♠ Showing 5m440 and MIN

2N asks and the responses are symmetric to the meaning of the direct bids over 1♣, but showing MIN.

1♣	2♠	
2N	3♣	5♣
	3♦	4=4=5=0
	3♥	4=0=5=4
	3♠	0=4=5=4

1♣	2♠	
2N	3♣	
3♦	3♥	4=4=0=5
	3♠	4=0=4=5
	3N	0=4=4=5

After the distribution is know we use CRASH.

Opener can choose to break the relays and to continue along natural lines.

1♣	2♠	
2N	3♦	
3♠		Set ♠, NAT continuations (serious 3N applies only by unlimited hand)

## Interference over 1♣

### Double of 1♣

Double of 1♣ gives us more space than the uncontested auction. We use the following schema:

Pass: 0-4 HCP

1♦: 5-7 HCP

Rdbl: GF, usually balanced

1♥+: same as without interference

If DBL shows both majors, then NT bids (1♥/1N) guarantee stoppers in both majors. Otherwise start by redoubling and bidding NT later. This auction shows suggests that a major suit stopper may be missing.

After Pass/1D by responder and 1M by the opener, the responder hand is well defined and there is no need for artificial 1N/2♣/2♦ – they are natural. The raises are the same as if there were no competition, with the only difference that 2M shows three card raise.

1♣	(DBL)	1♦	(Pass)	
1♥	(Pass)	1♠		NAT
		1N		NAT
		2♣		NAT
		2♦		NAT
		2♥		NAT, 3♥
		2♠		3-5 HCP, 4+♥, singleton or void (SATAN style responses)
		2N*		3♥/5+♠ (with 5♠/4♥, bid 1♠ first and then jump in ♥)

3♣/♦	4-7 HCP, 6+-card suit with honors concentrated in the long suit, KJTxxx is a minimum
3♥	6-7 HCP, 4+♥, no shortness
3♠*	6-7 HCP, 4+♥, singleton or void (3N = SATAN relay)
3N*	4+♥, 5+♠, A or K in ♠, sets ♥ as trumps
4m	4+♥, 5+m, A or K in the m, sets ♥ as trumps
4♥	To play

Although 2♠ cannot be with 3-4 HCP, we keep the structure the same way for simplicity. The responder can use 2♠ with his 5-7 HCP.

## 1♦ Overcall

If the overcall doesn't promise 5+♦, we play systems on, with:

1♣	(1♦)	Pass	0-4 HCP or trap pass
		DBL	5-7 HCP
		1♥+	Same as without interference

If the overcall is NAT, we play systems on, but with a slight variation:

1♥	Two way 5+♠, 8+ HCP, GF or 14+HCP balanced with ♦ stopper
1♠	5+♥, 8+ HCP, GF
1N	11-13 HCP, balanced with ♦ stopper
2♣	5+♣, 8+ HCP, GF
2♦	GF, usually with balanced hand and no ♦ stopper
2♥+	Same as without interference

## 1♣ (Pass) 1♦ (1M)

Pass	Neutral, reopening DBLs by both partners are TO
DBL	TO, with strong 2-suiter start with a DBL
Suit	NAT, NF
1N	Sound 18-19 HCP
Jump	Strong 2-bid
Cuebid	NAT
Jump Cuebid	NAT

## A direct natural overcall through 2♠

Pass: 0-5 HCP or trap pass

DBL: 6-7 HCP any shape, or 8-11 with no other bid available (cue bids on the next round)

New suit: 5+-card suit, GF

NT: GF with stopper

Cue Bid: GF no stopper, usually 12+ HCP (otherwise double)

If they overcall with a natural 1♥+ bid, systems are off except when responder bids 1N (8+ bal, GF). If the opener's bid is at the same level as without competition then systems are on.

1♣	(1♥)	1N	(Pass)	
2♣				RELAY
2♦				NAT
2♥				NAT
2♠				NAT

1♣	(1♥)	1N	(2♥)	
2♠				NAT
3♣				NAT
3♦				NAT

### A direct natural overcall from 2N through 3N

DBL: GF  
 New suit: 5+-card suit, GF

### A direct natural overcall 4♣+

Pass: requests a balancing Dbl  
 DBL: TO

### A direct artificial overcall through 2♠

If the opponents interfere with an artificial bid, for example 1♦ showing either ♥ or ♠ and ♣, then the “cue bid” becomes natural. In other words we completely ignore the interference.

### In Relay Auctions

If the fourth hand interferes before the responder's distribution is known, DBL by the opener is for penalties. Pass by the opener is for penalties unless the fourth hand has bid responder's shortness.

1♣*	(Pass)	1♥	(Pass)	
1♠	(Pass)	1N	(2♠)	
DBL				Penalty
Pass				3♠ suggesting penalty or a strong hand
2N+				Natural

If the opponents introduce a new suit after a relay (over the asking hand), the replies are on as long as the bids different from pass and double does not take us any higher than without interference. Otherwise, we switch to a natural bidding. The first step is always pass, double is the second.

1♣*	(Pass)	1♥	(Pass)	
1♠	(2♦)			Pass 14+ HCP, balanced
				DBL 5+♠, MIN (equivalent to 2♦ without competition)
				2♥+ Same as without competition

However, if the overcall is 2♠ for example, we break the relays.

1♣*	(Pass)	1♥	(Pass)	
1♠	(2♠)			Pass Either 3♠ or strong hand (will pull a DBL)
				DBL Penalty 4+♠
				2N+ NAT

## 1♦ Opening

The 1D opening is a catch-all bid. It shows an opening hand not suitable for any other opening bid. It shows two or more diamonds, and typically denies a five-card major and six clubs. With a balanced hand

we open 1D whenever the hand has less than 17 HCP and is outside our 1NT range. With NT showing 14-16 HCP, 1D is opened with balanced hands in 11-13 HCP range. Similarly, playing 11-13 HCP 1NT opening, 1D is opened on any balanced hand in the 14-16 HCP range.

## Responses

1♦*	1♥	NAT, 4+♥, rarely could be a 3 card suit
	1♠	NAT, 4+♠, rarely could be a 3 card suit
	1N	7+-11- HCP
	2♣	NAT, F1R
	2♦	NAT, limit+ raise in ♦, F1R, denies a four-card major
	2♥*	5+♠/5+♥, less than INV
	2♠*	5+♠/4♥, INV
	2N	11+-12 HCP, bal, INV
	3♣	INV, 9-11, 6+♣
	3♦	INV, 9-11, 6+♦
	3♥*	5+♠/5+♥, INV
	3♠	Preemptive
	3N	To play
	4♣	♣+♦, less than INV
	4♦	Preemptive
	4M	To play
	4N	
	5♣	♣+♦

## Opener Rebids

1♦	1♥	
1♠		NAT, 4♠
1N		Balanced (semi-balanced), denies 4♠
2♣		(54)+ in m
2♦		6+♦
2♥		NAT
2♠		Reverse, 65+
2N*		MAX, 6+♦/3♥
3♣		(55)+ in m, good texture
3♦*		MAX, 6+♦, denies 3♥
3♥		Raise to 3♥
3♠		SPL, big ♥ raise
4♣		SPL, big ♥ raise
4♦		Good ♦, big ♥ raise
1♦	1♠	
1N		Balanced
2♣		(54)+ in m
2♦		6+♦
2♥		NAT
2♠		NAT
2N*		MAX, 6+♦/3♠
3♣		(55)+ in m, good texture
3♦*		MAX, 6+♦, denies 3♠

3♥	SPL, INV
3♠	Raise to 3♠
4♣	SPL, big ♠ raise
4♥	SPL, big ♠ raise

## Opener Rebids 1♠ (1♦ 1♥; 1♠)

We don't use 4<sup>th</sup> suit forcing – we use two way checkback structure instead.

1♦	1♥	
1♠	1N	NAT
	2♣	Artificial, “must accept” puppet to 2♦
	2♦	Artificial, GF
	2♥	Signoff
	2♠	NINV (INV hands are routed through 2♣), courtesy raise
	2N	NAT, INV, 4♥ only
	3♣	Signoff, 4♥/6+♣
	3♦	GF, 4♥/5+♦
	3♥	6+♥, GF
	3♠	4♠, GF
	3N	Signoff, only 4♥
	4♥	Signoff
	4♠	Signoff

1♦	1♥	
1♠	2♣	
2♦	2♥	INV, 5+♥, unbalanced
	2♠	INV, 4♠
	2N	INV, 5+♥, balanced
	3♣	INV, 4♥/6+♣
	3♦	INV, 4♥/5+♦
	3♥	INV, 6+♥
	3♠	
	3N*	Choice of games [4♥/3NT]: 6-card ♥ suit

## Opener Rebids 1NT

The range of the 1NT rebid depends on the 1NT opening range – together they cover the 10+-16 HCP range.

### 1NT Rebid After 1♥

1♦*	1♥	
1N	2♣*	Artificial, “must accept” puppet to 2♦
	2♦*	Artificial, GF
	2♥	Signoff
	2♠	GF, natural
	2N	NAT, only 4♥
	3♣	Signoff, 4♥/6+♣
	3♦	GF, 4♥/5+♦
	3♥	GF

3♠*	Autosplinter with good long ♥	
3N	Signoff, typically only 4♥	
4m*	Autosplinter with good long ♥	
4♥	Signoff	
4♠*	Void Autosplinter with good long ♥	
4N	Quantitative	
5m*	Void Autosplinter with good long ♥	
5N	Pick a slam (♥ or NT) with 6 good ♥	
1♦*	1♥	
1N	2♣*	
2♦*	Pass	The way to stop in 2♦
	2♥	INV, 5+♥, unbalanced
	2♠*	
	2N	INV, 5+♥, balanced
	3♣	INV, 4♥/6+♣
	3♦	INV, 4♥/5+♦
	3♥	INV, 6+♥
	3♠*	Autosplinter, 6 indifferent ♥
	3N*	Choice of games [4♥/3NT]: 6-card ♥ suit
	4m*	Autosplinter, 6 indifferent ♥
	4♠*	Void Autosplinter, 6 indifferent ♥
	4N	Quantitative, 6 indifferent ♥
	5m*	Void Autosplinter, 6 indifferent ♥
	5N	Pick a slam (NT or ♥) with 6 indifferent ♥

### 1NT Rebid After 1♠

1♦*	1♠	
1N	2♣*	Artificial, "must accept" puppet to 2♦
	2♦*	Artificial, GF
	2♥	Signoff
	2♠	Signoff
	2N	NAT, only 4♠
	3♣	Signoff, 4♠/6+♣
	3♦	GF, 4♠/5+♦
	3♥	GF, 5♠/5♥
	3♠	GF
	3N	Signoff, typically only 4♠
	4m*	Autosplinter with good long ♠
	4♥	Autosplinter with good long ♠
	4♠	Signoff
	4N	Quantitative, ♠ not a factor
	5m*	Void Autosplinter with good long ♠
	5♥*	Void Autosplinter with good long ♠
	5N	Pick a slam (♠ or NT) with 6 good ♠
1♦*	1♠	
1N	2♣*	
2♦*	Pass	The way to stop in 2♦
	2♥	Signoff

2♠	INV, unbalanced
2N	INV, 5+♠, balanced
3♣	INV, 4♠/6+♣
3♦	INV, 4♠/5+♦
3♥	INV, 5♠/5♥
3♠	INV, 6+♠
3N*	Choice of games [4♠/3NT]: 6-card ♠ suit
4m*	Autosplinter, 6 indifferent ♠
4♥*	Autosplinter, 6 indifferent ♠
4♠	
4N	Quantitative, 6 indifferent ♠
5m*	Void Autosplinter, 6 indifferent ♠
5♥*	Void Autosplinter, 6 indifferent ♠
5N	Pick a slam (NT or S) with 6 indifferent ♠

## Opener Rebids 2♦

1♦*	1♠
2♦	2♥ F1R, does not promise 4♥
	2♠ To play
	2N NAT, INV
	3♣ GF, semi natural
	3♦ INV
	3♥ 5♠/5♥, INV
	3♠ 6+♠, INV
	3N To play
	4♣ SPL
	4♦ SI
	4♥ SPL
	4♠ To play
	4N RKCB1430-♦

It is important to note that the jump 3♥ is not a SPL, but natural and INV.

## Opener Raises

Opener has few ways to raise the responder's major. Unlike natural systems with weak NT, we try to raise 1M to three on all strong NT hands that start with 1D. However, the opener is allowed to raise to two level even on as much as 16HCP, if the hand doesn't look suitable for the three level raise.

### Opener's Single Raise

The single raise could be based on three cards only, hence, the responder needs a way to inquire more about the raise.

1♦	1M
2M	2N Ogust with SATAN continuations
3♣	3-card fit, MIN
3♦	3-card fit, MAX
3♥	4-card fit, MIN
3♠	4-card fit, MAX



1♦	1♠	
2♠	2N	
3♦	3♥	Asks SPL
	3♠	SO
	3N	SO
	4♣	RKCB1430-♠

1♦	1♠	
2♠	2N	
3♠	4♣	Asks SPL
4♦		No SPL
	4♥	RKCB1430-♠

### Opener's Three Level Raise

1♦	1♥	
3♥	3♠	SATAN
3N		No shortness
4♣		♣ SPL
4♦		♠ SPL

1♦	1♠	
3♠	3N	SATAN
4♣		No shortness
4♦		♣ SPL
4♥		♥ SPL

### Opener's 2N Rebid

The bid shows a maximum hand, with 6+♦ and exactly 3♥. The only way to stop short of game is if the responder continues with the artificial 3♣, which is a puppet to 3♦.

1♦*	1M	
2N	3♣*	
3♦*	Pass	To play
	3M	To play
	3OM	Shows that the 3♣ bid was natural, SI with 5M/5♣

Any other bid by the responder is natural and forcing.

1♦*	1M	
2N	3♦	NAT
	3M	sets trumps

### 2♣ After 1♦

2♣ is game forcing unless responder bids 2N or 3♣, or 3♦ over 2♦ on the second round. The basics of our structure are borrowed from "Bridge: The Bidder's Game" by George Rozenkranz, p194-197. By employing a multi-way 2♥ rebid, we are able to distinguish two ranges.

Responder may have a hand with longer diamonds – 2♣ gives the best chances of finding the right minor

suit fit.

A J x  
x  
x x x x x  
K Q T x

What is the above hand supposed to bid over 1♦? Only 2♣ makes sense – if there is a club fit, it will be uncovered, if opener has 5+ diamonds, the diamond fit will be uncovered as well. A 5-4 diamond fit might be lost only if opener has a balanced hand.

## Rozenkranz Structure

1♦	2♣	
2♦		5+♦
2♥		a) 5+♦/4+♥ MAX, GF b) MIN (11-13), balanced or 4=4=4=1 c) MIN, 4+♣
2♠		5+♦/4+♠, MAX, GF
2N		4=4=4=1, 11-13 HCP
3♣		4+♣ fit, MAX, GF
3♦		6+♦, good suit, MAX, GF
3M		SPL, GF
3N		4=4=4=1, 14-15 HCP
4♣		RKCB1430-♣
1♦	2♣	
2♦	2♥	GF, 4♥ or stopper with a ♦ fit
	2♠	GF, 4♠ or stopper with a ♦ fit
	2N	Sign-off
	3♣	GF, 6+♣ (the INV hand with 6♣ bids 3♣ over 1♦)
	3♦	INV, 9-11 HCP, 4+♦/4+♣
	3♥	SPL
	3♠	SPL
	3N	To play
	4♣	
	4♦	SI

After 1♦ 2♣; 2♦ 2M, the opener should not bid more than 3M with a fit, because the responder can have only three cards in the major.

After the auction 1♦ 2♣; 2♥ responder can bid 2♠ to request clarification:

1♦	2♣	
2♥	2♠	
2N		MIN, balanced or 4=4=4=1
3♣		MIN, 4+♣ fit
3♦+		5+♦/4+♥, MAX, GF

The 2♠ bid is forcing to game unless responder passes opener's 2N/3♣ follow-up:

1♦ 2♣  
 2♥ 2♠  
 2N Pass

1♦ 2♣  
 2♥ 2♠  
 3♣ Pass

1♦ 2♣  
 2♥ 2♠  
 2N 3♣ GF, opener cannot pass

1♦ 2♣  
 2♥ 2N  
 3♣ NF – opener can have 5♣  
 3♦+ GF, 5+♦/4+♥

An example from the book:

x x	x x x
K x	Q x x
A T x x x	K Q x
K Q x x	A T x x

1♦ 2♣  
 2♥ 2♠  
 3♣ Pass

The responder rebids 2♠ to get to the best spot.

## 2♦ After 1♦

New suits at the two level are stoppers (responder has denied a four-card major), at the three level are splinters. If the opener bids a major twice, he suggests 5M/6♦. An immediate or delayed bid of 4♦ is RKCB1430-♦.

## Competitive Auction

1♦	(DBL)	RDBL	Business
		1♥	NAT, F1R
		1♠	NAT, F1R
		1N	NAT
		2♣	NAT, NF
		2♦	NAT, NF
		2♥	Fit-showing
		2♠	Fit-showing
		2N	INV
		3♣	Fit-showing, both minors, NINV
		3♦	Preemptive
		3M	Preemptive
		3N	To play

		4♣	Fit-showing, both minors, NINV
		4♦	Preemptive
		4M	To play
		4N	
		5♣	Fit showing, both minors, NINV
1♦	(1♥)	Dbl	4♠
		1♠	5+♠, F1R
		1N	9-12 HCP
		2♣	F1R
		2♦	F1R, usually 5+♦
		2♥*	F1R, limit+ raise (cannot bid 2♦) or antipositional GF
		2♠	Fit-showing
		2N	NAT
		3♣	Fit-showing, both minors, NINV
		3♦	Preemptive
		3M	Preemptive
		3N	To play
		4♣	Fit-showing, both minors, NINV
		4♦	Preemptive
		4M	To play
		4N	
		5♣	Fit-showing, both minors, NINV

We treat 2♦ by the responder as a new suit (similar to 2♣ by responder). After a DBL, new suits are forcing only at one level, thus 2♣/♦ is not forcing. While after an overcall, both 2♣ and 2♦ are forcing for one round.

Doubles by the opener, especially after responder has shown 4-card major are takeout and promise at least 3-card support (the higher the level, the better the support).

1♦	(1♥)	DBL	(3♥)	
DBL				TO, usually with 3♠
1♦	(1♥)	DBL	(4♥)	
DBL				TO, most likely 4S

Here is a real hand for the second auction: AT9x x KQxxx KTxx.

## 1M Opening

1♥	1♠	NAT
	1N	Semi forcing
	2♣	a) NAT with ♣, GF b) balanced, 2+♣, GF c) any hand which prefers relay continuations, GF
	2♦	5+♦, GF
	2♥	Constructive raise
	2♠	Fit-showing, INV or MIN GF
	2N	Limit+ 4+-card raise
	3♣	Fit-showing, INV or MIN GF
	3♦	Fit-showing, INV or MIN GF
	3♥	Preemptive/Mixed
	3♠	SPL
	3N	4333, 13-15, NF
	4♣	SPL
	4♦	SPL
	4♥	To play, not necessarily weak
1♠	1N	Semi forcing
	2♣	a) NAT with ♣, GF b) balanced, 2+♣, GF c) any hand which prefers relay continuations, GF
	2♦	5+♦, GF
	2♥	5+♥, GF
	2♠	Constructive raise
	2N	Limit+ 4+-card raise
	3♣	Fit-showing, INV or MIN GF
	3♦	Fit-showing, INV or MIN GF
	3♥	Fit-showing, INV or MIN GF
	3♠	Preemptive/Mixed
	3N	4333, 13-15, NF
	4m	SPL
	4♥	SPL
	4♠	To play, not necessarily weak

## The 2N Raise

If the opener doesn't want to play a game facing limit raise, he must bid 3M immediately. Otherwise, he reveals his hand in order to cooperate if partner is suitable for slam. New suits at the three level are natural, showing a minimum good four-card suit. Jumps are splinters. 3N is forcing and slam positive, while 4M is slam negative.

1♥	2N	
3♣		NAT, 4+♣
3♦		NAT, 4+♦
3♥		Signoff
3♠		NAT, 4♠
3N		SI

4m                    SPL  
 4♥                    Signoff, unless partner has significant extras (x KQxxxx Axxx xx)

## 1M 1N

Our openings are limited, hence, we don't really need the 2N rebid after 1M 1N. We use this bid to show otherwise a tough hand.

1♠            1N  
 2N                    MAX, 6♠/3♥

A Q J x x x	x
Q J x	K T 9 x x
x	A x x
A J x	K x x x

1♠            1N  
 2N            4♥

If opener jumps to a new suit, the situation is different from 2/1 where opener's jump is GF. The responder has to ways to SO – either pass or return to opener's major. Everything else is GF.

1♠	1N	
3♦	3♥	NAT, GF with 6-7 good ♥
	3♠	SO
	3N	To play
	4♣	
	4♦	GF
	4♥	RKCB1430-♦
	4♠	To play
	4N	
	5♣	EKCB1430-♦
	5♦	To play

## 1M 2♣

We use artificial relay schema, described in detail in the “Asking Bids” section. In general ACBL events, where relays starting with responder's first bid are not allowed, we bid 2♣ when:

1. GF, NAT, 5+♣
2. GF, balanced, denies biddable five-card suit, may have a fit for the major

In other words, we use it as a natural bid, but we use the relay rebids so that the opener can show both his shape and strength. This is especially useful when the responder has a balanced Jacoby 2N type of hand.

In events governed by the Mid-Chart, the responder can use 2♣ whenever he feels that this is right bid.

3. GF, very strong hand, can control a relay auction
4. GF, running suit
5. GF, fit, but the game forcing raise is typically better with SPL

1M	2♣	
2♦		MIN, but not 5M/4OM+
2♥		5M/4OM+
2♠		MAX, 5M/4♦+
2N		MAX, single suited
3♣		MAX, 5M/4♣
3♦		MAX, 6M/4♣
3♥		MAX, 5M/5♣+, ♦ fragment (OM SPL)
3♠		MAX, 5M/5♣+, OM fragment (♦ SPL)
3N		MAX, 5M/0OM/4♦/4♣

## Competitive Auction

Responses at the one level are forcing, starting with 1N we play transfers up to 2M. The RDBL shows 10+ HCP. After a RDBL we are in a forcing pass situation up to and including 2♦.

### 1H (DBL) and 1S (DBL)

1♥	(DBL)	1♠	NAT, F1R
		1N	♣
		2♣	♦
		2♦	Good 2♥ raise
		2♥	Bad raise to 2♥
		2♠	Fit-showing
		2N	Limit+ 4+-card raise
		3m	Fit-showing
		3♥	Preemptive
		3♠	SPL
		3N	
		4m	SPL
		4♥	To play, not necessarily weak

In this structure there is no convenient way to show balanced hands with less than 10 HCP. These hands must pass and take further action if possible.

### 1♥ (1♠)

1♥	(1♠)	1N	NAT
		2♣	NAT, F1R
		2♦	NAT, F1R
		2♥	NAT
		2♠	Limit+ 3-card raise
		2N	Limit+ 4+-card raise
		3♣	Fit-showing
		3♦	Fit-showing
		3♥	Preemptive
		3♠	SPL
		3N	To play
		4♣	SPL
		4♦	SPL

4♥ To play

### 1M (2♣+)

2N shows a limit or better four-card raise. A jump raise below game level shows mixed raise. White versus red it could be shaded to preemptive.

Single jumpshift in a new suit is fit-showing, double jumpshift in a new suit is SPL.

1♥	(2♣)	2♦	NAT
		2♥	NAT
		2♠	NAT
		2N	Limit+ 4+-card raise
		3♣	Limit+ 3+-card raise
		3♦	Fit-showing
		3♥	Mixed
		3♠	Fit-showing
		3N	To play
		4♣	SPL
		4♦	SPL

1♥	(2♦)	2♥	NAT
		2♠	NAT
		2N	Limit+ 4+-card raise
		3♣	NAT
		3♦	Limit+ 3+-card raise
		3♥	Mixed
		3♠	Fit-showing
		3N	To play
		4♣	Fit-showing
		4♦	SPL

1♠	(2♣)	2♦	NAT
		2♥	NAT
		2♠	NAT
		2N	Limit+ 4+-card raise
		3♣	Limit+ 3-card raise
		3♦	Fit-showing
		3♥	Fit-showing
		3♠	Mixed
		3N	To play
		4♣	SPL
		4♦	SPL
		4♥	SPL
		4♠	To play

1♠	(2♦)	2♥	NAT
		2♠	NAT
		2N	Limit+ 4+-card raise
		3♣	NAT
		3♦	Mixed 4+-card raise



		3♥	Fit-showing
		3♠	Mixed
		3N	To play
		4m	Fit-showing
		4♥	SPL
		4♠	To play
1♠	(2♥)	2♠	NAT
		2N	Limit+ 4+-card raise
		3♣	NAT
		3♦	NAT
		3♥	Limit+ 3+-card raise
		3♠	Preemptive
		3N	To play
		4♣	Fit-showing
		4♦	Fit-showing
		4♥	SPL
		4♠	To play
1♥	(2♠)	2N	Limit+ 4+-card raise
		3♣	NAT
		3♦	NAT
		3♥	Constructive raise
		3♠	GF raise, but 3N is still in picture
		3N	To play
		4♣	Fit-showing
		4♦	Fit-showing
		4♥	To play
1♥	(3♣)	3♦	NAT
		3♥	Constructive raise
		3♠	NAT
		3N	To play
		4♣	GF raise
		4♦	Fit-showing
		4♥	To play
1♠	(3♦)	3♥	NAT
		3♠	Constructive raise
		3N	To play
		4♣	NAT
		4♦	GF Raise
		4♥	Fit-showing
		4♠	To play

## Opening 1N

14-16 HCP. Often could be on 13 count on some upgrades (five-card suit, lots of 9/10s, rich in controls). In general includes any shape that will be harder to show via any other opening. Even shapes with singletons are acceptable if they are allowed by the sponsoring organization.

## Responses

1N	2♣	Stayman
	2♦	Transfer to ♥
	2♥	Transfer to ♠
	2♠	Either a size ask (might have INV with 4♥) or ♣
	2N	Transfer to ♦
	3♣	
	3♦	
	3♥	SPL ♥, at least 54 in ♦/♣
	3♠	SPL ♠, at least 54 in ♦/♣
	3N	To play
	4♣	Gerber
	4♦	Texas for ♥
	4♥	Texas for ♠
	4♠	Both minors, freak hand (65)+, few points. Opener's 4N shows equal length.
	4N	Quantitative

Since we play 1N 2♣; 2♠ 2N as a GF relay, we have to decide what to do with 4♥ and INV hand. In general we pass these hands. If we deem the hand to be a very good 9 HCP, we can bid game. Alternatively, we can hide the four-card major and show the hand via 1N 2♠.

## Stayman Agreements

2♦-2♠ responses are standard. There is no obligation to bypass 2♠ on a special hand, but one might do so. For example, the opener can use both 2♠ and 3♠ with 5♠ and maximum.

1N	2♣	
2♦		No four-card major
2♥		4♥, might have 4♠
2♠		4♠, denies 4♥
2N*		4/4 in majors
3♣		6♣
3♦		6♦
3♥		5♥, MAX
3♠		5♠, MAX
1N	2♣	
2♦	2♥	Pick a major to play
	2♠	Relay, GF, same responses as 1♣ 1N; 2♣ 2N+
	2N	INV
	3♣	GF, ♣ and 4M
	3♦	GF, ♦ and 4M
	3♥	Smolen, 5+♠/4♥, GF

	3♠	Smolen, 5+♥/4♥, GF
	3N	To play
1N	2♣	
2♥	2♠	Relay, GF, same responses as 1♣ 1N; 2♥ 2♠; 2N+
	2N	INV, 4♠
	3♣	GF, C and 4♠
	3♦	GF, C and 4♠
	3♥	INV
	3♠	(3OM) Slam try in ♥, SPL somewhere
	3N	To play, 4♠
	4♣	Slam try in ♥, no SPL
	4♦	RKCB1430-♥
	4♥	To play
	4♠	
	4N	Quantitative
1N	2♣	
2♥	3♠	
3N		Waiting, asks shortness
	4♣	♣ SPL
	4♦	♦ SPL
	4♥	♠ SPL

After the SPL is known, the lowest unbid suit becomes RKCB1430.

1N	2♣	
2♥	3♠	
3N	4♣	
4♦		RKCB1430-♥
1N	2♣	
2♥	3♠	
3N	4♦	
4♠		RKCB1430-♥
1N	2♣	
2♠	2N	Relay, GF, same responses as 1♣ 1N; 2♣ 2♠; 2N 3♣+
	3♣	GF, ♣ and 4♥
	3♦	GF, ♦ and 4♥
	3♥	(3OM) Slam try in ♠, SPL somewhere
	3♠	INV
	3N	To play
	4♣	Slam try in ♠, no SPL
	4♦	RKCB1430-♠
	4♥	
	4♠	To play
	4N	Quantitative
1N	2♣	
2♠	3♥	

3♠		Waiting, asks shortness
	3N	♣ SPL
	4♣	♦ SPL
	4♦	♥ SPL

## Transfers

1N	2♦	
2♥	2♠*	Artificial, shows any unbalanced game INV
	2N	NAT, INV
	3♣	NAT, GF
	3♦	NAT, GF
	3♥	INV
	3♠	SPL
	3N	COG
	4m	SPL
	4♥	Mild SI
	4♠	
	4N	
	5m	

1N	2♦	
2♥	2♠	
2N		Asks
	3♣	♣
	3♦	♦
	3♥	♠

1N	2♦	
2♥	3♦	
3♥		Shows 3-card ♥ support
	3♠	SPL, after having shown 54 we show SPL usually

1N	4♦	
4♥	4♠	EKCB3014-♥, ♠ void
	4N	RKCB1430-♥
	5♣	EKCB3014-♥, ♣ void
	5♦	EKCB3014-♥, ♦ void

1N	4♥	
4♠	4N	RKCB1430-♠
	5♣	EKCB3014-♠, ♣ void
	5♦	EKCB3014-♠, ♦ void
	5♥	EKCB3014-♠, ♥ void

## Competitive Agreements

Doubles of a natural bid are for take-out. Doubles of artificial bids show points and suggest balanced or semi-balanced hand.

Where applicable we use Lebensohl – fast bidding denies a stopper. The cue bid always shows four cards

in the other major.

1N	(2♥)	2♠	NF
		2N	Puppet to 3♣
		3♣	NAT, GF
		3♦	NAT, GF
		3♥	4/5♠, no ♥ stopper
		3♠	NAT, GF
		3N	denies ♥ stopper, denies 4♠

1N	(2♥)	2N	(Pass)
3♣	(Pass)	3♦	Signoff
		3♥	4♠ and a ♥ stopper
		3♠	NAT, INV
		3N	♥ stopper, but denies 4♠

The Texas transfers are on over a double or an overcall up to and including 3♣ (as long as 4♦ is a jump, the Texas transfers are on).

## We open 1NT and they double for penalties

Pass is to play, we use DON'T-style runouts:

RDBL	single suited hand
2♣	♣ and a higher suit
2♦	♦ and a higher suit
2♥	Majors
2♠	♠
2N	Some freak GF hand

## They Overcall our Stayman

### 2♣ is Doubled

1NT	(Pass)	2♣	(DBL)
Pass			Promises a ♣ stopper, does not deny or promise a M
RDBL			Offer to play 2♣ redoubled, usually promises 5 or 4 good clubs so that responder really just needs a suitably strong hand with 1 or 2 trumps to leave it in
2♦			No ♣ stopper, no M
2♥			No ♣ stopper, 4/5♥, may have 4♠
2♠			No ♣ stopper, no 4♥, 4/5♠

After 2♦ or higher by opener, the bidding continues as without competition.

1NT	(Pass)	2♣	(DBL)
Pass	(Pass)	Pass	You guessed it, to play:-)
		RDBL	Offer to play, usually promises 4 cards
		2♦	Still Stayman, promises a rebid unless opener bids 2NT which is passable. Opener should bid more than 2NT with MAX.
		2♥	Weak hand, both M, pass or correct
		2♠	INV, 5♠

2♦ by responder guarantees INV+ hand. Therefore, without a four-card major but with maximum the

opener should make a descriptive bid at the three level, thus, accepting the INV.

1NT (Pass) 2♣ (DBL)  
Pass (Pass) 2♦ (Pass)  
2♥ 4/5 ♥, may have 4♠, F1R  
2♠ 4/5 ♠, denies 4♥, F1R  
2NT No M, min (will not accept invitation to 3NT)  
3NT No M, max

### 2♦ Overcall

1NT (Pass) 2♣ (2♦)  
Pass Either no M, or a hand unsuitable for bidding 2M right now: Axxx Jxxx KQ KJx. Pass now, bid M later  
X Both M, suitable hand, e.g. AQxx KJxx xx KJx (doesn't HAVE to be this pure though)  
2♥ 4+ ♥, decent hand  
2♠ 4+ ♠, decent hand

1NT (Pass) 2♣ (2♦)  
Pass (Pass) DBL TO, opener may convert  
2♥ Pass or correct, both M  
2♠ 5♠, INV, not suitable for DBL

### 2M Overcall

Negative doubles from both opener and responder.

## Opening 2♣

We use the structure from WJ2005 (Polish Club Standard).

## Responses

2♦\* Artificial, 9+ HCP  
2M 5+M, 6-11 HCP, NF  
2N Puppet to 3♣:  
a) GF with 5/5 without ♣  
b) Weak raise to 3♣  
3♣ Limit raise  
3♦ NAT, GF  
3M NAT, INV (in standard the hand would bid: 1♣ 1M; 1N/2♣ 3M)  
3N To play  
4♣ Preemptive  
4♦ RKCB-♣  
4M To play  
4N  
5♣ To play  
5♦ Exclusion RKCB3014-♣  
5M Exclusion RKCB3014-♣

## 2♦ Relay

2♣	2♦	
2♥		4♥
2♠		4♠
2N		Single suited, MAX, GF
3♣		Single suited, MIN
3♦		4♦/6♣, MAX
3♥		5♥/6♣, weak ♥
3♠		5♠/6♣, weak ♠
3N		6 or 7 ♣, AKQ, MAX

2♦ followed by a suit bid is GF with that suit. Alternatively responder can continue with the cheapest step as a further relay.

2♣	2♦*	
2♥	2♠	Relay
	2N	INV
	3♣	INV
	3♦	NAT, GF
	3♥	GF, stronger than 4♥
	3♠	
	3N	To play
	4♣	♣, SI
	4♦	
	4♥	To play
	4♠	
	4N	RKCB1430-♥

2♣	2♦*	
2♠	2N	Relay
	3♣	INV
	3♦	NAT, GF
	3♥	NAT, GF
	3♠	GF, stronger than 4♠
	3N	To play
	4♣	♣, SI
	4♦	
	4♥	
	4♠	To play
	4N	RKCB1430-♠

Over the relay the opener bids:

- 1) With 5/4 he can show a 3-card fragment
- 2) Rebid clubs if only five are shown up to now
- 3) If 6/4 or single suited hand has been shown – bid shortness

2♣	2♦*	
2N	3♣	Relay
3♦		No shortness
3♥		♦ shortness

3♠           ♥ shortness  
 3N           ♠ shortness

2♣       2♦\*  
 3♣       3♦     Relay  
 3♥       No shortness  
 3♠       ♦ shortness  
 3N       ♥ shortness  
 4♣       ♠ shortness

2♣       2♦\*  
 2♠       2N\*  
 3♣       6♣, 3♦ asks shortness  
 3♦       4=1=3=5  
 3♥       4=3=1=5, but with this hand we open 2♦ ...  
 3♠  
 3N       4=2=2=5

## 2M Response

These responses are natural, non-forcing, with 5+ cards (6-11 HCP). Opener raises partner with a 4-card fit, and passes or raises with 3 cards (use judgment).

With no fit opener may start a scramble. For example, he may proceed with 3♣ with a good 6-card suit, or alternatively with 2♠, in case he cannot pass 2♥. Over a 2♠ response, the opener can risk 2N with 5♣ and short ♠ only with a good hand.

## 2N Response

2N is a puppet to 3♣.

2♣       2N  
 3♣       Pass     To play  
           3♦       5♥/5♦, GF  
           3♥       5♠/5♥, GF  
           3♠       5♠/5♦, GF

## Competitive Auction

New suits are forcing. Single jumps are fit-showing, double jumps are splinters. Double is take-out. Opener with 4 good cards in the bid suit can pass.



## Precision Three Suited Opening

The opening is either 2♦ or 2♥. The three-suited opening in Precision covers the awkward hands with short ♦, singleton or void, lacking a six-card club suit or a five-card major. There are four possible distributions: 3=4=1=5, 4=3=1=5, 4=4=1=4 and 4=4=0=5.

### Responses

Pass: To play, with weak hand and long diamonds

2M: To play

2N: Inquiry for shape and range

3m: To play

3M: INV

4♣: Preemptive

4M: To play

### The 2NT Inquiry

2♦	2N	Relay, GF	
3♣		MIN	
3♦		MAX, 3=4=1=5	(3♥ = CRASH relay)
3♥		MAX, 4=3=1=5	(3♠ = CRASH relay)
3♠		MAX, 4=4=1=4	(4♣ = CRASH relay)
3N		MAX, 4=4=0=5	(4♣ = CRASH relay)

2♦	2N	
3♣	3♦	Relay
	3♥	NAT
	3♠	NAT
	3N	To play

2♦	2N	
3♣	3♦	Relay (shape)
3♥		3=4=1=5(3♠ = CRASH relay)
3♠		4=3=1=5(4♣ = CRASH relay)
3N		4=4=1=4(4♣ = CRASH relay)
4♣		4=4=0=5(4♦ = CRASH relay)

### ♦ Overcall After 2N

2♦ (Pass) 2N (3♦)

Pass 1<sup>st</sup> step, MIN, 3♥ asks for shape, same steps as above but a level higher

DBL 2<sup>nd</sup> step, MAX, 3=4=1=5

3♥ MAX, 4=3=1=5

3♠ MAX, 4=4=1=4

3N MAX, 4=4=0=5

### 3M overcall after 2N

DBL 4-card suit or suitable 3-card suit and MAX

Pass usually 3-card suit and MIN

## Opening 2M

Weak twos varying to the vulnerability and seat. We open light but not crazy, chunky 5-card suits are acceptable at any vulnerability.

AQT83 xx xxx xxx – first and third white vs red only (probably)

xx QJTxx J QT9xx – first and third white vs red

x KJ98x Tx QJxxx – any seat white

KJT8x Jx AJxx x

## Responses

2♥	2♠	NAT
	2N	Inquiry
	3♣	NAT
	3♦	NAT
	3♥	To play
	3♠	SPL
	3N	To play
	4♣	SPL
	4♦	SPL
	4♥	To Play
	4♠	To Play

## The 2NT Inquiry

2♥	2N		
3♣		Bad hand	(3♦ = SATAN relay)
3♦		MED	(3♠ = SATAN relay)
3♥		MAX, GF	(3♠ = SATAN relay)
2♠	2N		
3♣		Bad hand	(3♦ = SATAN relay)
3♦		MED	(3♥ = SATAN relay)
3♥		MAX, GF	(3♠ = SATAN relay, no signoff facing MAX)

## 3N Opening

Gambling 3N.

## Responses

- 4♣ P/C
- 4♦ Asks for SPL
- 5♣ P/C

## In Competition

### Over a DBL

RDBL Business  
SYSTEMS ON

### Over an Overcall

DBL Penalty  
m P/C

# Defensive Bidding

## Our Simple Overcall

Natural agreements in general. New suits are forcing by unpassed hands. 2N shows 4+-card limit or better raise if the third hand bids again or when it's a jump. The jump cue-bid shows a mixed raise.

(1♣)	1♠	(Pass)	1N	NAT
			2♣	cue bid
			2♦	NAT, forcing
			2♥	NAT, forcing
			2♠	NAT
			2N	4+-card limit or better raise
			3♣	Mixed raise
			3♦	Fit-showing
			3♥	Fit-showing
			3♠	Preemptive
			3N	To play
			4♣	SPL
			4♦	SPL
			4♥	SPL

The 2♣ cue bid, because it is below two of the opener's suit, could be a bit shaded (like a heavy raise to 2♠).

(1♣)	1♦	(Pass)	1♥	NAT, F1R
			1♠	NAT, F1R
			1N	NAT, 8-11
			2♣	cue bid
			2♦	NAT, 6-9
			2♥	Fit-showing
			2♠	Fit-showing
			2N	NAT, 12+-15
			3♣	4+-card mixed raise
			3♦	Preemptive
			3♥	SPL
			3♠	SPL
			3N	16+, balanced, correctable
			4♣	SPL
			4♦	Preemptive
			4♥	To play
			4♠	To play

(1♠)	2♦	(Pass)	2♥	NAT, F1R
			2♠	cue bid
			2N	NAT, INV
			3♣	NAT, F1R
			3♦	NAT
			3♥	Fit-showing

3♠ SPL  
 3N To play  
 4♣ Fit-showing  
 4♦ Preemptive  
 4♥ SPL  
 4♠ SPL

(1♠) 2♥ (Pass) 2♠ cue bid  
 2N NAT, INV (not a jump and RHO has passed)  
 3♣ NAT  
 3♦ NAT  
 3♥ NAT  
 3♠ SPL  
 3N To play  
 4m Fit-showing

### Three Level Preempts

Against three level preempts 3N has a wide range. It can be either 15-18HCP balanced, or real, 19+ balanced hand. Sometimes 3N is bid with a running suits (even a major) and a stopper in the preemptor's suit. We use 4C as an asking bid, to get more information about the 3N bidders hand. With 15-18HCP balanced, the overcaller bids 4N, with the strong balanced hand he cue bids and with a running suit he bids the suit naturally.

If the 4<sup>th</sup> hand doubles, we use the same structure. RDBL by the advancer is business.

(3♠)	3N	(Pass/DBL)	4♣	
(Pass)	4♦			Long ♦ suit
	4♥			Long ♥ suit
	4♠			19+HCP, balanced
	4N			15-18HCP, balanced
	5♣			Long ♣ suit

We also use 4♦ as a sign off start, thus all our direct bids show some values. 4♦ forces the 3N overcaller to bid 4♥ and to pass any follow-up bid by the advancer.

(3♠)	3N	(Pass/DBL)	4♣	Asking
			4♦	"End Signal", puppet to 4♥
			4♥	NAT, mild slam INV (4♦ otherwise)
			4♠	NAT, mild slam INV (4♦ otherwise)
			4N	INV, balanced, about 13HCP
			5♣	NAT, mild slam INV

The same structure is used whenever a similar auction comes up, for example:

1♣*	(3♣)	Pass	(Pass)
3N	(Pass)	?	

We use the same structure with a bit higher ranges (since the responder has denied as many as good six points).

## Two-Suited Overcalls

### Immediate Overcall

We show both suits directly. The strength depends on the vulnerability, position and whether partner has passed or not. We don't use MIN/MAX style! Opposite passed partner and white vs red these bids are defensive/obstructive in general, while vulnerable against not they are generally constructive with good suits and at least 10+ HCP.

2N always shows the two lowest suits. If the opening is 1m the cue bid shows both majors. If the opening is 1M the cue bid shows top and bottom.

(1♣)	2♣	♠+♥
	2N	♥+♦
(1♦)	2♦	♠+♥
	2N	♥+♣
(1♥)	2♥	♠+♣
	2N	♦+♣
(1♠)	2♠	♥+♣
	2N	♦+♣

### Sandwich Overcall

Same overcalls in fourth seat if the responder bids 1N.

(1♣)	Pass	(1N)	2♣	♠+♥
			2N	♥+♦
(1♦)	Pass	(1N)	2♦	♠+♥
			2N	♥+♣
(1♥)	Pass	(1N)	2♥	♠+♣
			2N	♦+♣
(1♠)	Pass	(1N)	2♠	♥+♣
			2N	♦+♣

Natural continuations with the cue bid showing INV hand with one of the suits.

(1♣)	Pass	(1♦)	2♣	5+♠/5+♥
			2♦	NAT
(1♣)	Pass	(1M)	2♣	5+OM/5+♦, weak
			2♦	NAT
			2OM	NAT
			2M	NAT
			2N	5+OM/5+♦, good hand

Similarly after a 1♦ opening, but it becomes different by a passed hand:

Pass	(1♣)	Pass	(1♠)
DBL	The other two suits, reasonable hand		
1N	The other two suits – weak but distributional		
2♣	NAT		

## Leaping Michaels

We use leaping Michaels both against weak two bids and when opponents raise a major.

(2♦)	4♣	♣+M		
	4♦	Both majors		
(2♥)	4♣	♠+♣		
	4♦	♠+♦		
	4♥	♦+♣, SI		
	4♠	NAT		
	4N	♦+♣		
(2♠)	4♣	♥+♣		
	4♦	♥+♦		
	4♥	NAT		
	4♠	♦+♣, SI		
	4N	♦+♣		
(1♥)	Pass	(2♥)	4♣	♠+♣
			4♦	♠+♦
			4♥	♦+♣, SI
			4♠	NAT
			4N	♦+♣
(1♠)	Pass	(2♠)	4♣	♥+♣
			4♦	♥+♦
			4♥	NAT
			4♠	♦+♣, SI
			4N	♦+♣

## Forcing Passes

When we overcall (a simple overcall), forcing passes are even less common than after we open, because the overcall is often made on hands we wouldn't opening.

- If the advancer shows a limit raise or better via cue-bid (not the four-card limit+ raise after 1M overcall), the partnership is in a forcing pass auction at the five level and higher.
- If the overcall is 1M and the advancer shows either a four-card limit+ raise or a SPL at red, the partnership is in a forcing pass auction at the five level and higher.
- Any four cue-bid in the enemy suit which raises us to the four level sets up a forcing pass.
- A new suit at the four level at red sets up a forcing pass.
- New suit by a non-passed advancer at the two level at red sets up a forcing pass at the five level and higher.
- New suit by a non-passed advancer at the three-level or higher sets up a forcing pass at the five



level.

Similar agreements apply after our two-suited overcalls.

### Example 1

EW Vulnerable

South	West	North	East
(1♦)	1♥	(1♠)	3♦*
(3♣)	4♣		

3♦ = Mixed Raise

Forcing passes after 4♣ – rule d). Not a forcing pass situation if EW are white!

### Example 2

South	West	North	East
(1♦)	1♥	(1♠)	2♥
(2♠)	3♠		

Forcing passes after 3♠ at any colors – rule c).

### Example 3

South	West	North	East
(1♦)	1♥	(2♦)	3♦
(5♦)			

Forcing passes at the five level regardless of the colors – rule a).

### Example 4

Both Vulnerable

South	West	North	East
(1♦)	1♥	(2♦)	4♣
(5♦)			

Forcing passes at the five level – rule b). Not a forcing pass situation if EW are white!

### Example 5

NS Vulnerable

South	West	North	East
(1♥)	1♠	DBL	3♦*
(4♣)	4♠	(5♣)	Pass

3♦ = 4+ limit or better raise in ♠

The last pass is non forcing – the four-card limit or better raise creates a forcing pass situation at the five level or higher only when we are red.

### Example 6

South	West	North	East
(1♦)	2♣	(3♦)	3♥
(5♦)			

Forcing passes at the five level – rule f).

**Example 7**

NS Vulnerable

South	West	North	East
(1♦)	2♣	(2♦)	2♥
(5♦)			

No forcing passes at the five level – rule e). Forcing passes if EW are vulnerable!

## Partnership Thinking

This section contains examples to set agreements that don't belong anywhere else.

### Example 1

1S (2C) 2S (Pass)  
Pass (3C) DBL

or

1S (2C) 2S (Pass)  
Pass (3C) Pass (Pass)  
DBL

These two doubles are cooperative penalty – we have found a fit, thus all doubles are cooperative penalty by default. The opener can double on the second auction with: Axxxx Kx Qxx Axx.

### Example 2

On a similar auction

(1C) 1H (1S) 2H  
(Pass) Pass (3C) Pass  
(Pass)

If the 1H overcaller wants to compete with Kxx Axxxx AKxx x, he has to bid 3D.

## Leads and Carding

Our base carding is upside down. After the lead is made, it's a good idea the third hand to take always few seconds before playing a card. In team matches we announce that to our opponents before the round starts.

1. Upside down attitude signals
2. Upside down count signals
3. Standard suit preference signals
4. Standard remainder count
5. Upside down first discard signal for count and attitude
6. Standard first discard for suit preference
7. Attitude leads after tricks one

## Against NT

### Leads

1. 4<sup>th</sup> best
2. Ace asks partner to unblock with an honor, or to give count otherwise
3. Standard honor leads
4. High spot card shows no interest in the suit lead.
5. When partner has bid a suit and we haven't supported we lead 3<sup>rd</sup> lowest and high otherwise
6. When partner has bid a suit and we have supported we lead low with an honor, high otherwise

## Against Suits

1. 3<sup>rd</sup> from even, lowest from odd
2. Ace from AK when opponents are at in a four-level or lower contract
3. King from AK against five-level and higher contracts
4. Standard honor leads

We lead 3<sup>rd</sup> and lowest to the first trick against suit contracts. If we are leading partner's suit, and we have raised, then we can lead a high card (attitude) to deny an honor. From doubleton we lead high.

We use standard honor leads. Ace is usually led from AK, except when the contract is at the five level or higher. Against five level or higher contracts, the third round control in a suit is not very important, however, the count is priority number one, especially when the leader has a strong holding. Therefore, against five level or higher contracts we usually lead king from AK and partner signals count on the king. On the ace partner gives the usual attitude.

Similar situation arises when partner leads an ace against four-level or lower suit contract and dummy hits with Qxx+, Jxxx+ or xxxxx+ (any holding that creates the possibility of developing tricks if partner misjudges the situation). In these situations the 3<sup>rd</sup> hand signals count. That way partner knows whether his second honor is cashing or not.

If we lead an ace or king and dummy has singleton or void, 3<sup>rd</sup> hand gives suit preference signal: higher for the remaining higher ranking suit, lower for the remaining lower ranking suit and middle card with no preference.

We give suit preference when partner's opening lead sets up or strikes unassailable tricks(s) in dummy (eg ace led and Kx or KQx in dummy) and the third hand is known to have at least three cards in the suit. When the third hand is not known to have three cards in the suit, it gives count signal.

In rare situations a high card acts like an alarm for partner to wake up, but don't be too hard on partner if he misses the alarm;-).