

Polish Club

OKbridge system notes

1C	1D	1H	1S	1N
2C	2D	2H	2S	2N
Slam bidding	Competitive	Defensive	Passed hand	Leads/signals

Last modified - Friday, April 16, 2004

Preface

These notes set out how our group has agreed to play Polish Club on Okbridge.

Starts with the agreement to play as per the book

Polish Club by Greg Matula, 1994, ISBN-91-87416-15-8

except that the responses to 1NT follow the book

NT Bidding – the Scania Way,

by Linkvist/Nilsland/Wirgren, 1990, ISBN-91-87416-09-3”

These 2 books are available from - Scania Bridgekonsult Publishing House

see Website at <http://w1.409.telia.com/~u40906024/eng/start.html>

or from most booksellers.

The system as written in these notes will change and evolve as needed under the guardianship of Luke Gillespie (

LukeG on Okbridge) and any comments or suggestions can be submitted to him - email =

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Characteristics of the System

Polish Club, as set out in Matula's book, seems essentially to be a 5 card Major, strong No Trump, 2/1 system.

Except that all opening one bids are limited to less than 19 points

- because these hands are lumped in with the 1C opening

1 \heartsuit is, of course, therefore forcing for one round.

Summary of system characteristics:

- ❑ 2 way Club that could be artificial strong (19+ HCP) and thus is FORCING but is usually what 1 \heartsuit would be in any standard system (though might be only 2 cards in a balanced, good 12 to bad 15, hand)
- ❑ 1 \heartsuit response to 1 \heartsuit is usually artificial weak but could also be natural (even very strong) and is FORCING ;
- ❑ 5 card Majors - forcing 1NT by unpassed hand, 2/1 responses tend to suggest game, there are many Bergen type and splinter support bids
- ❑ 1 \heartsuit opening is 4+ and tends to be unbalanced;
- ❑ Majors are bid first by responder even with [much] longer Minor
- ❑ strong 1NT opening, good 15 to bad 18 HCP , could have a 5-card Major;
- ❑ 2 \heartsuit opening is similar to precision - 12-15 with 6+Clubs or 5 Clubs and a 4 card Major
- ❑ 2 \heartsuit opening is "multi" = a weak 2 in a Major OR good 20 to bad 22 HCP balanced
- ❑ 2 \heartsuit opening shows 6-10 HCP, 5-5 cards or better in Hearts and another suit
- ❑ 2 \heartsuit opening shows 6-10 HCP, 5-5 cards or better in Spades and a Minor
- ❑ 2NT opening used with both Minors, 7-11 HCP.

Opening Bids in the System

The system has the following for openings and responses:

- I. Opening 1 \heartsuit : 19+ HCP, any distribution, artificial and forcing,
12-18 HCP 4414 (short Diamond),
16-18 HCP with 6+ Clubs or 5 Clubs and a Major.
- Responses: 1 \heartsuit is negative, or 7+ having Diamonds, or 16+ balanced without a Major
1 \heartsuit is 4+ cards 7+ HCP , could have a longer Minor, even much longer and even with game forcing hand
1 \heartsuit is 4+ cards 7+ HCP , could have a longer Minor, even much longer and even with game forcing hand
1N is 7-10 balanced without a Major
2N is 11-12 balanced without a Major
3N is 13-15 balanced without a Major
2 \heartsuit is "inverted" = 10+ HCP and 5+ Clubs, denies a Major and is forcing by an unpassed hand
- II. Opening 1 \spadesuit : 12-18 HCP, tends to be unbalanced
- Responses: Natural, but a 4 card Major is always bid even with a longer Minor, inverted responses are used.
- III. Opening 1 \clubsuit /1 : 12-18 HCP, natural showing 5+ cards.
- Responses: 1N, by an unpassed hand is FORCING, and could have game going strength.
- IV. Opening 1NT good 15 to bad 18 HCP, natural, could have a 5-card Major.
- Responses: from the " Scanian Way ", that uses transfer to the Majors sometimes with 4 cards (balanced NT invites), transfer to the Minors after Stayman and the use of certain sequences to identify weakness in both hands.
- V. Opening 2 \heartsuit : 12-15, 6+ cards in Clubs or 5 Clubs and a 4 card Major.
- Responses: 2 \heartsuit artificial distributional relay, other natural responses are natural but mostly nonforcing.

- VI. Opening 2 : Multi = 6-10 HCP, 6+ cards in a Major
OR good 20 to bad 22 balanced.
- Responses: Heart or Spade responses are “pass or correct”
2N response is relay asking points and suit quality.
- VII. Opening 2 : 6-10, is a 2 suiter at least 5-5 in Hearts and another suit.
- Responses 2 or 3 say “pass or correct”,
2NT strong relay
- VIII. 2 : 6-10, is a 2 suiter at least 5-5 in Spades and a Minor
- Responses 3 says “pass or correct”,
2NT strong relay .
- IX. Opening 2NT: 7-11, Minor 2 suiter, at least 5-5.
- Responses 3 is artificial relay
- X. Opening 3 /3 /3 /3 : preempts.
- XI. Opening 3NT:
Responses “Gambling” = solid 7 card Minor with no side Ace or King.
all Minor suit bids (except 4) are pass or correct
4 is artificial relay asking for singleton
4 /4 are natural to play
4N is invitational to 6N with 8th card or extras
- XII. Opening 4 /4 : Constructive preempt in Hearts/Spades: 8 winners either 6 solid or 8 missing Ace
but with a side Ace.
- XIII. Opening 4 /4 : Preempt in Hearts/Spades with at most 7 winners.

Opening 1 \square

1C-1D	1C-1H	1C-1S	1C-1NT	1C-2C
1C-2H/2S	1C-2NT	1C-3C/3D	1C-3H/3S	1C-3NT

One Club shows one of 4 types of hands:

- 1) good 12 to bad 15 HCP, any balanced, not better as one of other suit
- 2) 12-18 HCP. 4414 shape, i.e. singleton Diamond
- 3) 16-18 HCP with 6+ Clubs or 5 Clubs and a 4 card Major
i.e. not a 12-15 HCP 2C opener or a 4-5 D-C 1D opener
- 4) 19+ HCP, any distribution

Responses are:

- | | |
|----------------|--|
| 1 | 1) 0-6 HCP, any distribution; |
| | 2) 7+ HCP with Diamonds |
| | 3) 13+ HCP, 6+ Clubs to 3 of top 4 |
| | 4) 16+ HCP balanced hand without a 4 card Major |
| 1 | 6+ HCP, 4+ cards, could have a longer Minor; |
| 1 | 6+ HCP, 4+ cards, could have a longer Minor; |
| 1NT | 7-10 HCP without a 4 card Major; |
| 2 \square | 10+ HCP, 5+ cards, forcing to 2N; |
| 2 | good 6+ card suit, game force, no 4 card Major; |
| 2 /2 | good 6+ card suit, game force; |
| 2NT | 11-12 HCP without a 4 card Major; |
| 3 \square /3 | weak, 6+ cards in bid suit; |
| 3 /3 | shows weakness in bid suit – asks opener to bid 3N with a stopper; |
| 3NT | 13-15 HCP without a 4 card Major; |

In case of interference:

- X Pass = willingness to play there
- a) 0-6 HCP with Club tolerance (3+)
 - b) 7-10 HCP with Clubs
 - c) 10-12 HCP balanced, flat or with Minors
- 1 =
- a) 0-6 HCP without Club tolerance
weak and nonforcing but maybe not Diamonds, if doubled can bid a Major or redouble for opener to choose a Major
 - b) 7-10 HCP and Diamonds
- 1 or 1 = 7+ HCP, 4+ cards forcing
- 1N = natural and nonforcing
- 2 \square = weak, 5+ cards
- 2 /2 /2 = weak, 6+ cards
- 2N = ! preempt in either Minor
- 3 \square /3 = natural and invitational, 9-11 HCP, 6+ cards
- 3 /3 = natural and preemptive, 6+ cards
- redouble = looking for game or penalties
- a) 10-12 HCP with 2 suits to double
 - b) any game force, but not a Major suit response
- 1 Pass = weak or trapping, nonforcing
- double = 7+ HCP, 4-4 or 4-5 in S-H
- 1 /1 = natural, forcing
- 1N = natural, nonforcing
- 2 \square = natural, 5+ cards, nonforcing
- 2 = a) 11-12 HCP balanced with Axx or Kxx in Diamonds
b) game forcing hand with Clubs
- 2 /2 = natural, game forcing
- 2N = natural, invitational
- 3 \square = natural, invitational
- 3 /3 /3 = splinters supporting Clubs
- 1 Pass = weak or trapping, nonforcing
- double = a) 7+ HCP not suitable for 1 or 1N
b) invitational values in a Minor
- 1 = natural, forcing, shows 4+ Spades
- 1N = natural, nonforcing
- 2 \square /2 = natural, 5+ cards, nonforcing
- 2 = game forcing with short Hearts
- 2 = natural, game forcing
- 2N = natural, invitational
- 3 \square /3 = natural, invitational
- 3 /3 = splinters supporting Clubs

1 Pass = weak or trapping, nonforcing
 double = a) 7-10 HCP with exactly 4 Hearts
 b) 10+ HCP, any distribution
 1N = natural, nonforcing
 2♣/2 ♠ = natural, 5+ cards, nonforcing
 2 = game forcing with short Spades
 2N = natural, invitational
 3♣/3 ♠ = natural, invitational
 3 /3 = splinters supporting Clubs

1N 2♣ = takeout, usually Majors
 2N = game forcing, usually a 2 suiter
 other = natural, nonforcing

Higher bids (up to 3)

Double = a) /Major shows other Major, /Minor oriented to Majors
 b) 10+ HCP and suit that could be bid at 2 level
 two of a suit = natural, nonforcing
 three of a suit (no jump) = natural, forcing
 jump to three of a suit = natural, game forcing

Otherwise it we remember that opener makes a re-opening double after responder passes with the usual hands – those short in the overcall suit suspecting a trap pass to convert it to penalties.

Note furthermore that pass or double (could also be a suitable strong hand) are openers only weak bids with a passing partner – other bids are strong (19+ HCP) and the true game forces are started with a cuebid

Also we remember that in Polish Club non-jump two bids in competition are “negative free bids“ = not forcing.

And we note that support doubles are used if responder’s one of a Major is overcalled by 4th hand.

1♣-1 ;

1C-1D:1H	1C-1D:1S	1C-1D:1NT	1C-1D:2C	1C-1D:2D
1C-1D:2H/2S	1C-1D:2NT	1C-1D:3C/3D		

Over the response of 1 , opener rebids:

- 1 a) all 12-15 balanced hands except those of 4-2-3-4 shape
- 1 b) all other hands with 4+ cards in Hearts not a 2 , 2 , or 3 bid
- 1 a) 12-15 balanced hands of 4-2-3-4 shape
- 1 b) all other hands with 4+ cards in Spades not a 2 , 2 , or 3 bid
- 1NT good 18 to bad 20, balanced, could have a 5 card Major;
- 2♣ Clubs without a 4 card Major, not suitable for original 2♣;
- 2 artificial strong game force ([see below](#));
- 2 19-22 HCP, good suit, 8 tricks;
- 2 19-22 HCP, good suit, 8 tricks;
- 2NT good 22 to bad 24 HCP, balanced;
- 3♣ 19-22 HCP, good suit, 8 tricks;
- 3 19-22 HCP, good suit, 8 tricks;
- 3 / good suit, 9 tricks
- 3N 19-22 HCP and a solid Minor.

Follow-ups:

Over 1♣-1 ;1

- 1 = natural, forcing
- 1NT = natural, non-forcing
- 2♣/ = natural, non-forcing;
- 2NT = 16+ HCP balanced with no Major, forcing
- 3♣/ = 6-card suit to 2 top honors,

Over 1♣-1 ;1

- 1NT = natural, non-forcing
- 2♣/ = natural, non-forcing;
- 2NT = 16+ HCP balanced with no Major. forcing
- 3♣/ = 6-crđ suit to 2 top honors,

1♣-1 ;1N

The rebid of 1N shows good 18 to bad 20 HCP balanced, with a 5 card Major possible:

(Note – 20-22 NT range is covered by Multi 2 opener)

1♣-1 ;1N

- 2♣ puppet Stayman (or could be a Club invite if followed by 3♣)
 - 2 no 5 card Major
 - 2 showing Spades
 - 2 showing Hearts
 - 2N showing both Majors
 - 3N showing both Majors
 - 3♣ ! was actually a Club invite !
 - 3 showing both Majors and a short Minor
 - 3 which short Minor ?
 - 3 = short Club

1♣ 3N to play

1♣-1 ;

The 1♣ response to 1♣ is forcing, shows 7+ HCP (or a good 6) and 4+ cards in the suit

NB – that it may have a longer Minor regardless of strength.

Opener's rebids:

1♣-1 ;

- 1♣ 1 - NOTE – this is FORCING ([see below](#))
- 1♣ 1N - non=forcing ([see below](#))
- 1♣ 2♣ - NOTE – this is FORCING
- 1♣ 2 - relay shows 19+, Hxx or 4 card support ([see below](#))
- 1♣ 2 - 12-15 with Heart support
- 1♣ 2 - 19+ HCP and 6+ good or 5 very good Spades
- 1♣ 2N - 19+ HCP No Trump hand not suitable for 2♣, GF
- 1♣ 3♣ - 19+ HCP very good 6+ card Club suit, GF
- 1♣ 3 - 19+ HCP 5+ card Diamond suit, GF
- 1♣ 3 - 16-18 HCP, 4 card support, (4-4-1-4) or H-C hand
- 1♣ 3 - 17-18 HCP, 4 card support, 6+ Clubs, stiff or void, SI
- 1♣ 3N - ! 19-21 HCP, (1-3-5-4) stiff Heart, GF
- 1♣ 4♣ - 17-18 HCP, 4 card support, solid or near solid 6 card Club, SI
- 1♣ 4 - 17-18 HCP, 4 card support, 6+ Clubs, stiff or void, SI
- 1♣ 4 - 17-18 HCP, (2425) five Clubs

1♣-1 ; 1 -

- 1♣ 1N = non-forcing
- 1♣ 2♣ = relay ([see below](#))
- 1♣ 2 = weak
- 1♣ 2 = weak
- 1♣ 2N = forcing: a) GI 4 H-6+ Minor; b) GF 4 H-5+ C
 - 1♣ 3♣ = not accepting Club invite
 - 1♣ 3 = accepting Club invite but not Diamond invite
 - 1♣ 3 /3 /3N = accepting either Minor, descriptive
- 1♣ 3♣ = sign-off
- 1♣ 3 = 4 Hearts 5+ Diamonds, GF

1♣-1 ; 1 -2♣ ;

- 1♣ 2 = minimum and misfit
 - 1♣ 2 /2 /2N = non-forcing
 - 1♣ 3♣/3 /3 /3 = game forcing, natural
- 1♣ 2 = minimum and fit
 - 1♣ 2N/3 = non-forcing
 - 1♣ 3♣/3 = natural, at least GI, could be strong
 - 1♣ 3 /4♣/4 = splinters
- 1♣ 2 = maximum and fit
 - 1♣ 2N/3♣/3 /3 /3 = forcing
 - 1♣ 3N = to play
 - 1♣ 4♣/4 = splinters
- 1♣ 2N = maximum and misfit
 - 1♣ 3♣/3 /3 /3 = forcing

- | 3N = to play
- | 4♣/4 = splinters

1♣-1 ; 1N-

- | 2♣ = relay ([see below](#))
- | 2 = weak
- | 2 = weak
- | 2N = forcing: a) GI 4 H-6+ Minor; b) GF 4 H-5+ C
 - | 3♣ = not accepting Club invite
 - | 3 = accepting Club invite but not Diamond invite
 - | 3 /3 /3N = accepting either Minor, descriptive
- | 3♣ = sign-off
- | 3 = GF 4 Hearts 5+ Diamonds

1♣-1 ; 1N-2♣ ;

- | 2 = minimum and misfit
 - | 2 /2 /2N = non-forcing
 - | 3♣/3 /3 /3 = game forcing, natural
- | 2 = minimum and fit
 - | 2N/3 = non-forcing
 - | 3♣/3 = natural, at least GI, could be strong
 - | 3 /4♣/4 = splinters
- | 2 = maximum and fit
 - | 2N/3♣/3 /3 /3 = forcing
 - | 3N = to play
 - | 4♣/4 = splinters
- | 2N = maximum and misfit
 - | 3♣/3 /3 /3 = forcing
 - | 3N = to play
 - | 4♣/4 = splinters

1♣-1 ; 2 - is strong artificial relay shows Hxx or 4 card support

- | 2 = a) weak, 4 cards ([see below](#)) for continuation
 - b) strong, 5 cards, 5 card side suit and shortness
 - c) strong, 5 cards, 4 card side suit and lower shortness
- | 2 = weak, 5 or more cards
- | 2N = strong, 4 cards, no 5 card Minor
- | 3♣ = strong, 4 cards, 5+ Clubs
- | 3 = strong, 4 cards, 5+ Diamonds
- | 3 = strong, 6 cards
- | 3 = strong, 5 cards, 4 cards side suit, (5422)
- | 3N = strong, 5 cards, (5332)
- | 4♣ = strong, natural, short in other Major
- | 4 = strong, natural, short in other Major
- | 4 = weak, (7222)

1♣-1 ; 2 -2 ;2 - is a further relay

- | 2N = weak, balanced, i.e. no 5 card suit
- | 3♣ = weak, natural, 4 Hearts, 5+ cards in Clubs
- | 3 = weak, natural, 4 Hearts, 5+ cards in Diamonds
- | 3 = strong, 5 Hearts, 4 Clubs, a singleton ([see below](#))
- | 3 = strong, 5 Hearts, 4 Diamonds, a singleton ([see below](#))
- | 3N = strong, 5-4 in Majors, a singleton ([see below](#))
- | 4♣ = strong, natural, short in Diamonds

- | ♠ 4 = strong, natural, short in Clubs
- | ♠ 4 = strong, 5-5 in Majors, short in Clubs

1♠-1 ; 2 -2 ; 2 -3 /3 /3N next suit by opener is relay
 responder bids:

- one step = lower singleton
- two steps = higher singleton
- three steps = lower void
- four steps = higher void

1♠-1 ; 2 -

- | ♠ 2 = puppet to 2N to make a short suit game try
- | ♠ 2N = forced bid
 - | ♠ 3♣ = short Club
 - | ♠ 3♦ = short Diamond
 - | ♠ 3♠ = short Spade
- | ♠ 2N = help suit game try for Spades
 - | ♠ 3 = accepting invite, showing 4 Spades, choice of games
- | ♠ 3♣ = help suit game try for Clubs
- | ♠ 3♦ = help suit game try for Diamonds
- | ♠ 3♠ = obstructive, to play

1♠-1 ;

The 1♠ response to 1♠ is forcing, shows 7+ HCP (or a good 6)
 and 4+ cards in the suit
 NB – that it may have a longer Minor regardless of strength.

1♠-1 ;

- | ♠ 1N - 12-15 HCP balanced ([see below](#))
- | ♠ 2♠ - NOTE – this is FORCING
- | ♠ 2 - relay shows 19+, Hxx or 4 card support ([see below](#))
- | ♠ 2 - 19+ HCP and 5+ Hearts, GF
- | ♠ 2N - 19+ HCP No Trump hand not suitable for 2♠, GF
- | ♠ 3♣ - 19+ HCP very good 6+ card Club suit, GF
- | ♠ 3♦ - 19+ HCP 5+ card Diamond suit, GF
- | ♠ 3♠ - ! 19-21 HCP, (1-4-5-3) stiff Spade, GF
- | ♠ 3 - 16-18 HCP, 4 card support, (4-4-1-4) or S-C hand
- | ♠ 3N - ! 19-21 HCP, (1-3-5-4) stiff Spade, GF
- | ♠ 4♣ - 17-18 HCP, 4 card support, solid or near solid 6 card Club, SI
- | ♠ 4♦ - 17-18 HCP, 4 card support, 6+ Clubs, stiff or void, SI
- | ♠ 4♠ - 17-18 HCP, 4 card support, 6+ Clubs, stiff or void, SI
- | ♠ 4 - 17-18 HCP, (4225) five Clubs

1♠-1 ; 1N-

- | ♠ 2♠ = relay ([see below](#))
- | ♠ 2 = weak
- | ♠ 2 = weak
- | ♠ 2 = weak
- | ♠ 2N = forcing: a) GI 4 S-6+ Minor; b) GF 4 S-5+ C
 - | ♠ 3♣ = not accepting Club invite
 - | ♠ 3♦ = accepting Club invite but not Diamond invite
 - | ♠ 3♠ /3 /3N = accepting either Minor, descriptive

- | 3 = sign-off
- | 3 = GF 4 Spades 5+ Diamonds

1-1 ; 1N-2 ;

- | 2 = minimum and misfit
 - | 2 /2 /2N = non-forcing
 - | 3/3 /3 /3 = game forcing, natural
- | 2 = showing 4 Hearts, either min or max
 - | 2 /2N = non-forcing, opener bids with max
 - | 3/3 = natural, game forcing
 - | 3 = non-forcing
 - | 3 = natural and game forcing
 - | 3N = ! forcing Heart raise with no singleton
 - | 4/4 = splinters agreeing Hearts
- | 2 = minimum and fit, less than 4 Hearts
 - | 2N/3/3 /3 /3 = forcing
 - | 3N = to play
 - | 4/4 = splinters
- | 2N = maximum and misfit. Less than 4 Hearts
 - | 3/3 /3 /3 = forcing
 - | 3N = to play
 - | 4/4 = splinters
- | 3 = maximum and fit

1-1 ; 2 - is strong artificial relay shows Hxx or 4 card support

- | 2 = a) weak, 4 cards ([see below](#)) for continuation
 - b) strong, 5 cards, 5 card side suit and shortness
 - c) strong, 5 cards, 4 card side suit and lower shortness
- | 2 = weak, 5 or more cards
- | 2N = strong, 4 cards, no 5 card Minor
- | 3 = strong, 4 cards, 5+ Clubs
- | 3 = strong, 4 cards, 5+ Diamonds
- | 3 = strong, 6 cards
- | 3 = strong, 5 cards, 4 cards side suit, (5422)
- | 3N = strong, 5 cards, (5332)
- | 4 = strong, natural, short in other Major
- | 4 = strong, natural, short in other Major
- | 4 = strong, 5-5 in Majors, short Diamond
- | 4 = weak, (7222)

1-1 ; 2 -2 ;2 - is a further relay

- | 2N = weak, balanced, i.e. no 5 card suit
- | 3 = weak, natural, 4 Spades, 5+ cards in Clubs
- | 3 = weak, natural, 4 Spades, 5+ cards in Diamonds
- | 3 = strong, 5 Spades, 4 Clubs, a singleton ([see below](#))
- | 3 = strong, 5 Spades, 4 Diamonds, a singleton ([see below](#))
- | 3N = strong, 5-4 in Majors, a singleton ([see below](#))
- | 4 = strong, natural, short in Diamonds
- | 4 = strong, natural, short in Clubs
- | 4 = strong, 5-5 in Majors, short in Clubs

1-1 ; 2 -2 ;2 -3 /3 /3N next suit by opener is relay

responder bids:

one step = lower singleton

two steps = higher singleton
 three steps = lower void
 four steps = higher void

1♣-1 ; 2 -

- | 2N = relay forcing 3♣ to show short suit game try
- | 3♣ = forced bid
 - | 3 = short Diamond
 - | 3 = short Heart
 - | 3 = short Club
- | 3♣ = help suit game try for Clubs
- | 3 = help suit game try for Diamonds
- | 3 = help suit game try for Hearts
- | 4 = accepting invite, showing 4 Hearts, choice of games
- | 3 = obstructive, to play

1♣-1NT;

The 1NT response shows 7-10 HCP without a 4 card Major.

1♣-2♣ ;

2♣ is inverted = 10+ HCP and 5+ Clubs, no 4 card Major - and is forcing.

1♣-2♣

- | 2 = artificial, accepting game try, stoppers now shown
- | 2 / 2 = cheapest Major stopper without accepting game try
- | 2NT = stoppers in unbid suits, without accepting game try
- | 3♣ = Club fit, forcing to at least 3N or 4♣
- | 3 = splinter, Club fit, game force
- | 3 = splinter, Club fit, game force
- | 3 = splinter, Club fit, game force
- | 3N = to play
- | 4♣ = key card ask in Clubs, strong hand

1♣-2 and 2 ;

Shows a good 6+ card suit and enough for game.

1♣-2NT ;

2NT shows 11-12 HCP without a 4 card Major.

1♣-3♣/3 ;

Are weak with a 6+ card suit.

Responder should be sound for the 3 as opener could be weak with a stiff Diamond, as against knowing a weak hand has at least 2 Clubs.

1♣-3 / 3 ;

Are splinters looking for 3N if opener has the suit covered.

1□ - 3NT ;

3NT shows 13-15 HCP without a 4 card Major.

1 Opening Bid

1D-1H	1D-1S	1D-1N
1D-2C	1D-2D	1D-2N

12-18 HCP and 4+ cards in Diamonds.

Tends to be unbalanced

- as a balanced hand (even with 4+ Diamonds)

will be opened with the appropriate level NT bid.

The responses are:

1

- 1 = natural and forcing ([see below](#)) ;
- 1 = natural and forcing ([see below](#)) ;
- 1N = natural and non-forcing, no Major suit ;
- 2 = 1 rd force, 10+ HCP and 5+ cards, without a 4 card Major ([see below](#))
- 2 = FORCING, 10+ HCP and 4+ cards, without a 4 card Major
- 2 /2 = natural and game forcing
- 2N = a balanced 11-12 HCP without a 4-card Major
- 3 = ! intermediate raise, 8-10 HCP
- 3 = weak, non-forcing, 4-7 HCP, 5+ cards
- 3 /3 = splinter raises of Diamonds, without a Major
- 3N = to play, a balanced 13-15 HCP without a 4-card Major

1 - 1 ;

1 - 1 ;

- 1 = 4 Spades, not 4 Hearts;
- 1N = natural and non-forcing, denies 4 Spades;
- 2 = 4-5 or 5-4 in Minors, denies 4 Spades
- 2 = 6+ cards in Diamonds
- 2 = support
- 2 = 16-18 HCP. reverse, strong but not forcing
- 2N = ! 16-18 HCP. 6+ Diamonds and less than 3 in partner's Major
- 3 = 16-18 HCP. shows exactly 5 Clubs, 4 or 5 Diamonds, forcing
- 3 = ! 16-18 HCP. six Diamonds and exactly 3 in partner's Major
- 3 = 16-18 HCP. natural and invitational
- 3 = 16-18 HCP. splinter raise of Hearts
- 3N = 16-18 HCP. long running Diamonds, stoppers
- 4 = splinter raise of Hearts
- 4 = 16-18 HCP. 4 card support plus solid or near solid 6+ Diamonds
- 4 = 16-18 HCP. natural, without shortness (2452)

1 - 1 ;

1 - 1 ;

- 1N = natural and non-forcing, denies 4 Spades;
- 2 = 4-5 or 5-4 in Minors, denies 4 Spades
- 2 = 6+ cards or 5 Diamonds and 4 Hearts, denies 4 Spades
- 2 = 16-18 HCP. reverse, strong but not forcing
- 2 = support
- 2N = ! 16-18 HCP. 6+ Diamonds and less than 3 in partner's Major
- 3 = 16-18 HCP. shows exactly 5 Clubs, 4 or 5 Diamonds, forcing

- | \square 3 = ! 16-18 HCP. six Diamonds and exactly 3 in partner's Major
- | \square 3 = 16-18 HCP. splinter raise of Spades, Heart singleton
- | \square 3 = 16-18 HCP. natural and invitational
- | \square 3N = 16-18 HCP. long running Diamonds, stoppers
- | \square 4 \square = 16-18 HCP. splinter raise of Spades
- | \square 4 = 16-18 HCP. 4 card support plus solid or near solid 6+ Diamonds
- | \square 4 = 16-18 HCP. splinter raise of Spades, Hearts void
- | \square 4 = 16-18 HCP. natural, without shortness (4252)

1 - 1NT ;

1 - 1N;

- | \square 2 \square = 4-5 or 5-4 in Minors
- | \square 2 = 5+ Diamonds – expecting it plays better than 1N
- | \square 2 = 16-18 HCP. reverse, suggesting weakness in other Major
- | \square 2 = 16-18 HCP. reverse, suggesting weakness in other Major
- | \square 2N = invitational, suggesting Club shortness
- | \square 3 \square = 16-18 HCP. shows exactly 5 Clubs, 4 or 5 Diamonds, forcing
- | \square 3 = 6+ Diamonds, invitational, not suitable for 3 or 3 bids
- | \square 3 /3 = 6 or 7 Diamonds, invitational, stiff or void in bid suit
 - | \square 4 \square = natural, forcing
 - | \square 4 = not forcing
 - | \square others = forcing
- | \square 3N = to play

1 - 2 \square ;

1 - 2 \square ;

- | \square 2 = 4+ Diamonds, not forcing
- | \square 2 = Heart stopper, no Spade stopper, exactly 4 Diamonds, forcing
- OR 2 = 16-18 HCP. reverse, forcing – repeat Diamonds next to show
- | \square 2 = Spade stopper, no Heart stopper, exactly 4 Diamonds, forcing
- OR 2 = 16-18 HCP. reverse, forcing – repeat Diamonds next to show
- | \square 2N = both Major stoppers, could be short Clubs, not forcing
- | \square 3 \square = forcing to at least 4 \square - does not show extras
- | \square 3 = 16-18 HCP, 6+ Diamonds
- | \square 3 /3 = splinter raise of Clubs
- | \square 3N = 16-18 with Club shortness, likely (4441) hand

1 - 2 ;

1 - 2

- | \square 2 = stopper or concentration, shows extras
- | \square 2 = stopper or concentration, shows extras
- | \square 2N = ! suggesting stoppers in both Majors, forcing
- | \square 3 \square = stopper or concentration, shows extras
- | \square 3 = declining invite – if responder has only limit raise
- | \square 3 /3 = splinter for Diamonds
- | \square 3N = weakish hand, 6+ Diamonds, stoppers

1 - 2NT ;

The 2NT response shows a balanced hand of 11-12 points without a 4-card Major.

1 - 3♠;

3♠ is the artificial intermediate 8-10 5+ card raise of Diamonds

1 - 3♠

- | ♠ 3 / 3 = concentration or stopper
- | ♠ 3N = to play
- | ♠ 4♠ = shows Clubs and asks to bid game or cuebid
- | ♠ 4 = general game try
- | ♠ 4 / 4 = splinter for Diamonds

1 - 3NT;

The 3NT response shows a balanced hand of 13-15 points without a 4-card Major.

1 Opening Bid

1H-1S	1H-1N	1H-2C	1H-2D	1H-2H
1H-2S	1H-2N	1H-3C	1H-3D	1H-3S/4C/4D

Shows 12-18 HCP with 5+ cards in the suit. It is limited by the opening of 1 \square , used for stronger hands, and by 2 or 2 used with certain weaker hands.

The responses are:

- 1 -
- | \square 1 = natural, forcing
- | \square 1N = FORCING ([see below](#))
- | \square 2 \square = forcing, 10+ HCP, 5+ cards
- | \square 2 = forcing, 10+ HCP, 5+ cards
- | \square 2 = 6 to bad 10 support points, exactly 3 card support
- | \square 2 = artificial 4 card raise, 7-9 HCP ([see below](#))
- | \square 2N = Jacoby, 16+ points, FORCING
- | \square 3 \square = artificial 4 card raise, 10-12 HCP, no shortness
- | \square 3 = artificial 4 card raise, 10-12 HCP, some singleton ([see below](#))
- | \square 3 = weak 4 card raise, 0-6 HCP
- | \square 3 = 4 card raise, 13-15 HCP, Spade singleton
- | \square 3N = very good 3 or 4 card raise, 13-15 HCP, no shortness
- | \square 4 \square = 4 card raise, 13-15 HCP, Club singleton
- | \square 4 = 4 card raise, 13-15 HCP, Diamond singleton
- | \square 4 = preemptive
- | \square 4N = regular Blackwood (i.e. - Hearts not agreed)

1 -1 ;

- 1 -1 ;
- | \square 1N = balanced, minimum
- | \square 2 \square /2 = natural, non-forcing
- | \square 2 = 6 cards, minimum
- | \square 2 = four card support, minimum
 - | \square 2N = puppet to 3 \square to show shortness
 - | \square 3 \square = forced
 - | \square 3 = responder's Diamond shortness
 - | \square 3 = responder's Heart shortness
 - | \square 3 = responder's Club shortness
 - | \square 3 = sign-off, 1 was psyche
- | \square 2N = balanced, maximum
- | \square 3 \square /3 = maximum, normally 5-5
- | \square 3 = 6 cards, maximum
- | \square 3 = 4 card Spade support, maximum
 - | \square 3N = asks for shortness, 1 was real
 - | \square 4 = sign-off, 1 was psyche
- | \square 3N = ! artificial strong Spade raise (in case 1 was psyche ?!)
- | \square 4 \square /4 = splinter raise of Spades
 - | \square 4 = sign-off, 1 was psyche

1 -1NT ;

The 1N response is forcing by an unpassed hand and ranges from a quite weak raise of partner's suit to a 13-15 balanced hand with 3 card support,

Specifically :

- 1) 5-6 HCP with 3 card support (mini raise)
- 2) 7-10 HCP, at most a doubleton in partner's Major (classic)
- 3) 11-12 HCP balanced with no fit (NT invite)
- 4) 10-12 HCP balanced with 3 card support (3 cd invite)
- 5) 13-15 HCP balanced, doubleton in partner's Major (delayed 3N)

1 -1NT is forcing, NOTE, - could be up to 15 HCP bal

- | 2 = cheapest biddable, minimum with 5 in the Major
- | 2 = cheapest biddable, minimum with 5 in the Major
- | 2 = 6+ card suit, minimum
- | 2 = ! Spade shortness, max, at least 4-3 or 3-4 in Minors
- | 2N = maximum, balanced or semi-balanced
- | 3 = natural, maximum 5-5 or super maximum 5-4
- | 3 natural, maximum 5-5 or super maximum 5-4
- | 3 = 6+ card suit, maximum
- | 3 = (0-5-4-4) Spade void, 17-18 HCP
- | 3N = maximum with very good 6 carder, no shortness

1 -2 ;

1 -2 ;

- | 2 = artificial relay [\[see below\]](#)
- | 2NT = help suit game try in Spades
- | 3 = help suit
- | 3 = help suit
- | 3 = preempt

1 -2 ; 2 -

The 2 rebid is a relay forcing 2N so opener can make a short suit game try.

1 -2 ; 2 asking relay, forcing 2N to make a short suit game try

- | 2NT forced
- | | 3 short
- | | 3 short
- | | 3 short Spade

1 -2 ;

Shows a 7 to bad 10 HCP hand with 4 card support.

Opener can invite with a bid below 3 of his suit

bid 3 or 4 of the suit to play

or bid a suit between 3 and 4 of the suit as a slam try splinter

1 -2 ;

- | 2N = invite
- | 3 = invite

- | 3 = invite
- | 3 = sign-off
- | 3 /4/4 = splinters, slam try
- | 4 = sign-off

1 -3 ;

Is an artificial raise = 10-12 HCP hand with 4 card support and no shortness.
 Opener now usually knows where to play
 – a bid between 3 and 4 of the suit is a natural slam try
 and responder must cuebid nearest first rd control below game.

1 -3 ;

Is an artificial raise = 10-12 HCP hand with 4 card support
 and a singleton or void somewhere.
 Opener can relay with 3 of the suit to learn what responder's shortness is !
 or show a singleton (void) as a slam try himself !?

1 -3 ;

- | 3 = relay
 - | 3 = a void somewhere
 - | 3N = relay – what void ?
 - | 4 = Club void
 - | 4 = Diamond void
 - | 4 = Spade void
 - | 3N = Spade singleton
 - | 4 = Club singleton
 - | 4 = Diamond singleton
 - | 3 = opener's void somewhere
 - | 3N = relay – what void ?
 - | 4 = Club void
 - | 4 = Diamond void
 - | 4 = Spade void
 - | 3N = opener's Spade singleton
 - | 4 = opener's Club singleton
 - | 4 = opener's Diamond singleton
 - | 4 = sign-off

1 -3 /4/4 ;

These are splinter bids showing 13-15 HCP and shortness in the bid suit,
 i.e. stronger than the general (short suit unknown) splinter
 that would be shown with a 1 -3 ; sequence

1 -3N;

This is a balanced raise showing a very good 3 or 4 card raise,
 13-15 HCP, no shortness

1 Opening Bid

1S-1NT	1S-2C/2D	1S-2H	1S-2S	1S-2NT
1S-3C	1S-3D	1S-3H	1S-3N	1S-4C/4D

Shows 12-18 HCP with 5+ cards in the suit.

It is limited by the opening of 1 \square , used for stronger hands, and by 2 or 2 openers used with certain weaker hands.

The responses are:

- 1 -
- \square 1N = FORCING ([see below](#))
- \square 2 \square = forcing, 10+ HCP, 5+ cards
- \square 2 = forcing, 10+ HCP, 5+ cards
- \square 2 = forcing, 10+ HCP, 5+ cards ([see below](#))
- \square 2 = 6 to bad 10 support points, exactly 3 card support
- \square 2N = Jacoby, 16+ points, FORCING
- \square 3 \square = artificial 4 card raise, 7-9 HCP ([see below](#))
- \square 3 = artificial 4 card raise, 10-12 HCP, no shortness
- \square 3 = artificial 4 card raise, 10-12 HCP, some singleton ([see below](#))
- \square 3 = weak 4 card raise, 0-6 HCP
- \square 3N = very good 3 or 4 card raise, 13-15 HCP, no shortness
- \square 4 \square = 4 card raise, 13-15 HCP, Club singleton
- \square 4 = 4 card raise, 13-15 HCP, Diamond singleton
- \square 4 = 4 card raise, 13-15 HCP, Diamond singleton
- \square 4 = preemptive
- \square 4N = regular Blackwood (i.e. - Spades not agreed)

1 -1NT ;

The 1N response is forcing by an unpassed hand and ranges from a quite weak raise of partner's suit to a 13-15 balanced hand with 3 card support,

Specifically :

- 6) 5-6 HCP with 3 card support (mini raise)
- 7) 7-10 HCP and at most a doubleton in partner's Major (classic)
- 8) 11-12 HCP balanced with no fit (NT invite)
- 9) 10-12 HCP balanced with 3 card support (3 cd invite)
- 10) 13-15 HCP balanced, doubleton in partner's Major (delayed 3N)

1 -1NT is forcing, NOTE, - could be up to 15 HCP balanced

- \square 2 \square = cheapest biddable, minimum with 5 in the Major
- \square 2 = cheapest biddable, minimum with 5 in the Major
- \square 2 = natural, at least 5-4
- \square 2 = 6+ card suit, minimum
- \square 2N = max, balanced or semi-balanced
- \square 3 \square = natural, maximum 5-5 or super maximum 5-4
- \square 3 = natural, maximum 5-5 or super maximum 5-4
- \square 3 = natural, maximum, normally 5-5
- \square 3 = 6+ card suit, maximum
- \square 3N = maximum with very good 6 carder, no shortness

1 - 2 ;

The 2 response shows 10+ HCP and a 5+ card Heart suit.
NB - opener's 3 rebid raise promises 4+ card Heart support
(! opener with 3 card Heart support needs to temporize !)

1 - 2 ;

- | 2 = presumably minimum, less than 4 Hearts
- | 2N = balanced maximum, game force
- | 3/3 = natural, game forcing
- | 3 = 4 card support and a singleton or maximum 5422
 - | 3 = relay
 - | 3N = balanced, therefore maximum
 - | 4/4 = singletons
- | 3 = maximum, 6 good Spades
- | 3N = 15-16 HCP, doubleton Heart
- | 4/4 = splinter in suit bid, maximum, 4+ H support
- | 4 = 5422, minimum

1 - 2 ;

1 - 2 ;

- | 2NT relay, forcing 3 to make a short suited game try
 - | 3 forced, or singleton Club or Heart in minimum hand
 - | 3 = short Diamond
 - | 3 = short Heart
 - | 3 = short Clubs
- | 3/3 /3 help suit game tries
- | 3 = 1-2-3 STOP, preemptive

1 - 2NT ;

This is Jacoby showing 16+ HCP with 3+ card support
or a 16+ balanced hand.

1 - 3 ;

Shows a 7 to bad 10 HCP hand with 4 card support.
Opener can invite with a bid below 3 of his suit
bid 3 or 4 of the suit to play
or bid a suit between 3 and 4 of the suit as a slam try splinter

1 - 3 ;

- | 3 = invite
- | 3 = invite
- | 3 = sign-off
- | 4/4 /4 = splinters, slam try
- | 4 = sign-off

1 -3 ;

Is an artificial raise = 10-12 HCP hand with 4 card support and no shortness.

Opener now usually knows where to play

- a bid between 3 and 4 of the suit is a natural slam try

and responder must cuebid nearest first rd control below game.

1 -3 ;

Is an artificial raise = 10-12 HCP hand with 4 card support

and a singleton or void somewhere.

Opener can relay with 3 of the suit to learn what responder's shortness is !

or show a singleton (void) as a slam try himself !?

1 -3 ;

```

| 3 = relay
  | 3N = a void somewhere
    | 4 = relay - what void ?
      | 4 = Diamond void
      | 4 = Heart void
      | 4 = Club void
    | 4 = Club singleton
    | 4 = Diamond singleton
    | 4 = Heart singleton
  | 3N = opener's void somewhere
    | 4 = relay - what void ?
      | 4 = Diamond void
      | 4 = Heart void
      | 4 = Club void
  | 4 = opener's Club singleton
  | 4 = opener's Diamond singleton
  | 4 = opener's Heart singleton
  | 4 = sign-off
```

1 - 3N;

This is a balanced raise showing a very good 3 or 4 card raise,

13-15 HCP, no shortness

1 - 4/4 ;

These are splinter bids showing 13-15 HCP and shortness in the bid suit,

i.e. stronger than the general (short suit unknown) splinter

that would be shown with a 1 -3 ; sequence

1NT Opening

1NT	1NT-2C	1NT-2D	1NT-2H	1NT-2S
1NT-2NT	1NT-3 bids	1NT- other	Interference	

Basis of the system We use responses to 1NT out of the book by Lindkvist, Nisland and Wirgen = “Notrump Bidding – the Scanian Way”.

It goes:

Characteristics of the Scanian method According to the Scanians their system :

1. adequately handles the Major suits;
2. quickly identifies the end goal of the auction (game or slam) to allow North to consider his own hand with respect to the target. An acceptance of a game-invitation could even happen on cards with which one, instead, would decline a slam-invitation;
3. minimizes the exchange of information when the objective is only to play in game or a partial;
4. makes play more likely from the undisclosed hand, avoiding, for who plays the hand, explaining too much about her own hand to the defence;
5. but nevertheless supplies details on South's hand when requested, which is when North has different possible final contracts and therefore needs to know something more about partner's hand.

Methods used over the 1NT opening

Used are:

Stayman

Stayman for a Major fit	Is used in the usual way to find a Major fit, but only with very weak hands (non-forcing Stayman) or at least game-forcing hands. The invitational hands with four-card Majors are actually bid starting with a transfer into the 4 card Major.
Smolen convention	Over a 2 response we use the Smolen convention, where one jumps in one of the Majors to indicate 5+ cards in the other Major and 4+ cards in the bid Major. Afterwards responder reveals the exact lengths of her suits (5-4, 5-5 or 6-4) and her strength (game or slammish).
Minor Suit Stayman	Following the Stayman 2 response responder has available a second asking bid (3) to find out more about opener's distribution and, in particular, to identify four-card Minors.
Stayman, then transferring to the Minors	Stayman can be used even with a weak hand having a 4 card Major and a longer Minor as 2N and 3 transfer to the Minors.

Transfers to the Majors

Transfers to the Majors even with just 4 cards	Major-suit transfers are not used in the standard manner. In fact, besides showing many hands with at least 5 cards in the suit, they are also used for game-invitational hands having only 4 cards in the Major.
Superacceptance	Opener can simply complete the transfer, but with a maximum and a fit - opener will not simply accept the transfer
Auction following the transfer	After normal completion of the transfer, responder follows the same rebid structure, no matter which suit into which she transferred: <ul style="list-style-type: none">❑ 1st step = invitational to game, 4 cards if the suit is Spades, 4/5 cards if Hearts❑ 2NT (only over 2 -2) 4-4 Majors invitational to game❑ 3 GF+ with 5 cards in the Major❑ 3 GI or SI with 6 cards in the Major (if SI, then without a singleton)❑ 3 SI at least 5-5 with a side suit❑ 3 SI at least 5-5 with a side suit❑ 3NT, choice of games

Transfers to the Minors

A weak one suiter in Clubs is shown with an immediate 3♣ response, while a weak Diamond one suiter is shown through the 2♣ response but with a 4 card Major as well we can start with Stayman and then 2NT (transfer to Clubs) or 3♣ (transfer to Diamonds) to sign-off in the Minor if a Major fit was not found.

Continuations after the Minor-suit transfer

Like the Major-suit transfers, the Minor-suit transfers can show a weak hand, but can even be the base for showing 5/6 cards in the Minor and considerable strength, even slam.

The bid following the transfer immediately shows the strength of responder and the presence of a singleton or strong two-suiter.

2♣ response

The bid of 2♣ is used in the system when

Use of the “transfer” 2♣ (balanced or a hand with Minor suits)

- balanced GI without four-card Majors (like 2NT in standard)
- two-suited Minors, weak or GI
- weak single-suiter in Diamonds
- two-suited Minors GF, with a singleton in one Major and max 3 cards in the other Major.

2NT response

The bid of 2NT is used in the system for:

Use of the 2NT ask

- GI hands with a Minor single-suiter where one needs an Hx+ fit
- balanced GF hands without interest in Majors where one fears the lead in a weak doubleton

Jumps to 3 of a suit (not 3♣ which is weak sign-off)

- Used for 3 suited hands with a singleton/void (splinters)
3♣ / 3♠ show 4144/1441 while 3♣ is 4441, 4414, 4450 or 4405

Weak hands

With a weak hand South can:

Handling weak hands through Stayman or transfers

- a) Bid 2♣ Stayman and pass, bid 2♠ over 2♣ (pass or correct, though opener will bid with a max), bid 2NT or 3♣ over any response as a transfer to Clubs and Diamonds and pass the forced completion of the transfer.
- b) Transfer to Hearts or Spades and pass
- c) Bid 2♠ with a Minor two-suiter and pass (over 3♣ or 3♦) or bid 3♣ (pass or correct) over 2NT, which shows a minimum hand
- d) Bid 2♦ with a Diamond single-suiter, and then bid 3♠ over 2NT or 3♣

In short, adequately represented are:

Showable distributions in weak hands

- All single-suiters, including Diamonds.
- Two-suiters with at least 8 cards in the Majors
- Two-suiters with 4 cards in a Major and a six-card Minor, where, after having looked for the Major fit, one can play in the Minor.
- Two-suiters in the Minors, not biddable in other systems.

Game-invitational hands

With a GI hand, South can:

Using Stayman and transfers with GI hands

- e) Bid 2 \heartsuit with 5 Spades, excluding 5-5 Majors which is bid by transferring to Hearts (2 \heartsuit) and rebidding 2 \heartsuit ;
- f) Transfer to Hearts and rebid 2 \heartsuit . With this sequence responder shows a 5+ card GI Heart hand without Spades;
- g) Transfer to Hearts and rebid 2NT, showing 4-4 Majors invitational;
- h) Transfer to Hearts and rebid 3 \heartsuit , showing a six-carder in Hearts, invitational to game or invitational to slam;
- i) Transfer to Hearts and rebid 3 \heartsuit , showing 5/5 Hearts/Clubs;
- j) Transfer to Hearts and rebid 3 \heartsuit , showing 5/5 Hearts/Diamonds;
- k) Transfer to Spades and rebid 2NT, showing exactly 4 Spades invitational to game;
- l) Transfer to Spades and rebid 3 \heartsuit , showing six-carder in Spades, invitational to game or invitational to slam;
- m) Transfer to Spades and rebid 3 \heartsuit , showing 5/5 Spades/Clubs;
- n) Transfer to Spades and rebid 3 \heartsuit , showing 5/5 Spades/Diamonds;
- o) Bid 2 \heartsuit with a GI balanced hand without four-card Majors, inviting opener to bid 2NT with a minimum and to choose a preference between Minors with a maximum (in case responder has the weak two-suiter Minors);
- p) Bid 2 \heartsuit with two-suited Minors invitational to game, inviting opener to bid 2NT with a minimum and choose a preference between Minors with a maximum; in this last case one shows a singleton or bids 3NT;
- q) Bid 2NT with a six-card Minor single-suiter to 1/2 top honours, asking opener to bid any weak doubleton. Game will be bid only if the eventual doubleton of North does not coincide with either South's six-card Minor or South's weakness.

The following distributions are therefore able to be shown:

Distributions shown with game-invitational hands

- balanced with at least one four-card Major, after which opener, in case of a misfit, does not give out any info about her distribution;
- balanced without four-card Majors, over which opener just shows minimum or maximum without revealing distributional details;
- hands with a five-card Major, but with ambiguity in the sequence 2 \heartsuit ...2 \heartsuit where South can have 4 or 5 Hearts;
- two-suited 4-4 and 5-4 Majors
- any 5-5
- six-card single-suiters, Major or Minor

So it only loses, with respect to classic systems, handling 4-5+ with a four-card Major.

Game hands

With a hand strong enough to play game, but not strong enough for a slam try, responder can:

Use of Stayman and transfers in game hands

- a) sign off directly in game, bidding 3NT, 4♣, 4♦ or transfer to the corresponding Major through the bids 4♣ or 4♦ (South African Texas);
- b) transfer to a Major and sign off in 3NT, showing 5 cards in the Major and balanced (5332) or semi-balanced (5422 with four-card Minor);
- c) bid Stayman and then, over 2♣ or 2♦, sign off in 4 of the suit shown by opener or 3NT
- d) bid Stayman and, after 2♣, sign off in 3NT;
- e) bid Stayman and then, after 2♦, sign off in 3NT;
- f) bid Stayman and, over the 2♣ response, further inquire about distribution through the asking 3♣, showing interest in the Minors;
- g) bid Stayman followed, over 2♣, by a jump in a Major, showing 4+ cards in the Major shown and 5+ cards in the other Major (Smolen convention). After this South will clear up the exact lengths of her suits;
- h) bid Stayman, transfer to Clubs via 2NT and then rebid 3♣, showing a six-card Minor with a singleton in the other Minor. North, with the 3♣ relay, can ask where the singleton is (and thus the six-card suit), to which South responds 3♦ with a singleton in Diamonds and 3NT with a Club singleton;
- i) bid Stayman then transfer to a Minor and, finally, bid the Major in which a singleton is held (without denying four Spades if opener's Stayman response was 2♣). This sequence guarantees six-cards in the Minor
- j) bid Stayman, transfer to a Minor, and jump to 4 of a Major, showing 5+ in the Minor and 6 in the Major, game strength.
- k) transfer in to a Major and rebid 3♣, a relay used for all hands with a five-card Major, a singleton and GF+ strength or for 5422 SI hands
- l) bid 2♣ and, over any response by North, bid 3♣ or 3♦, showing 5-4 Minors with a singleton in the suit shown with less than four cards in the other Major;
- m) bid an immediate splinter (from 3♣ to 3♦) showing a singleton in a Minor suit without excluding four-card Majors (3♦) or in a Major guaranteeing the other four-card Major (3♣ and 3♦);
- n) Bid 2NT, to verify the presence of some weak doubleton

Distributions shown with game hands

The system easily covers all hands in which responder has 4 or more card Majors, and shows singletons to avoid playing in an easily-defeated 3NT in case of a misfit.

With a Minor-suited hand responder signs off quickly in 3NT but, with both single-suiters and two-suiters, responder can show a singleton with safety in mind, to verify a stopper in the unguarded suit.

Finally the responder, with a balanced hand can bid 2NT when the hand contains a weak doubleton.

Slam hands

With slam hands, the system offers many options.

Balanced hands

With balanced hands responder can:

- a) Bid Stayman and, over the response 2 or 2, jump to 4 or 4 to show a splinter, SI
- b) Bid Stayman, ask further with 3 and then go past 3NT with a Minor-suit raise, cue-bid or 4NT (total misfit, quantitative)
- c) Bid Stayman and, after 2 or 2, ask for more via 3 and, subsequently, raise the original response suit.

5332 hands with a five-card Major

With semi-balanced slam hands (5332) with a five-card Major South first transfers to the Major, then bids:

- d) 4NT immediately, quantitative, non forcing
- e) 3 (five-card Major GF+) then 4NT, stronger than the immediate 4NT but still passable
- f) 3 (five-card Major GF+) followed by 5NT, forcing at least to a small slam

5332 hands with a five-card Minor

With semi-balanced slam hands (5332) with a five-card Minor South first goes through the delayed transfer to the Minor and bids 3NT (MSI), 4NT (SI) or 5NT (slam force).

Six-card Major single-suiter

With the six-card Major single-suiters responder has various options:

- a) Bid Texas and then ask for aces (RKCB for that Major)
- b) Transfer to Hearts or Spades and raise to 4 or 4, MSI without a singleton, whereas with SI one prefers to bid 3.

Six-card Minor single-suiter

With a six-card Minor single-suiter the auction always goes through Stayman followed by transfer to the long Minor (always Clubs if a singleton in a Minor). Thus:

- g) one shows a singleton, having the shrewdness, in the sequence 2...2NT...3 (Minor single-suiter) to not respond 3NT with a Club singleton and slam strength. Better to bid 4. If over these sequences North shows a fit one follows with a cue-bid, or else can reopen over 3NT by her partner and show a slam hand;
- h) one bids 4 of the Minor into which she has transferred without a singleton

Two-suiter with at least 9 cards in Majors

With at least 9 cards in the Majors South first of all bids Stayman and then:

- i) Over 2, with 6-4 use Smolen by jumping to 3 or 3, the four-card suit, showing at the same time 5+ cards in the other Major. Therefore, after 3NT (misfit), South shows MSI by bidding 4 of the six-card suit, and shows SI by bidding 5 of the suit.
- j) Still over 2, with 5-5 or 6-5 and at least 3 TH's in the two long suits, South jumps to 4 or 4, showing singleton/void, whereas with a slam hand but with no more than 2 TH's in the Majors bids Smolen with 3, and then bids 4 (stronger than Smolen with 3...4, which just shows game).

Two-suiter with at least 9 cards in Minors

With slam and at least 5-4 in the Minors the auction starts with 2...3 / showing the singleton. If North signs off in 3NT South reopens showing the 5-card suit and slam interest.

With 5-5 and at least 3 TH's in the two suits South can take two paths: show Diamonds first (2...3) and jump to 4, MSI, or show Clubs first (2...2NT) and jump to 4, SI.

Two-suiter with 5+ cards in a Major and 4+ in a Minor	The auction starts with a transfer to the Major followed by 3 \heartsuit that shows a GF+ hand with 5+ cards in the Major. South then shows her distribution and slam strength.
Two-suiter with 5 cards in a Minor and 4 in a Major	<p>The two-suiters with 9 cards in the suits and longer Minor are bid in different ways:</p> <ul style="list-style-type: none"> k) With 5-4-3-1 one immediately jumps in the singleton, reopening over 3NT by bidding the five-card Minor l) With 5-4 -2-2 one bids Stayman and, in absence of a fit one bids as if having 5332 m) With 5-4 -2-2 one bids Stayman and bids as if holding 5332 over 2\heartsuit. Over 2\heartsuit (which does not deny Spades) South looks for a Spade fit via 3\heartsuit and bids 4 of North's four-card suit or 4NT if a fit is not found.
Two-suiter with 6+ cards in a Minor and 4 in a Major	<p>This type of distribution always begins with Stayman.</p> <ul style="list-style-type: none"> r) Transfer to a Minor followed by a jump raise. This is, of the slam invites, the weakest and is easily passable by North if he does not have the perfect fit; s) Transfer to a Minor, then bid the singleton cheaply, then raise the Major. This is stronger than the previous sequence; t) Transfer to a Minor, and jump in the other Major. This is the strongest of the sequences and shows a singleton/void in the other Major.
Three-suiter	One jumps to 3 \heartsuit or 3 \spadesuit /3 \heartsuit with a singleton/void and, subsequently, keeping the auction open over 3NT (with 4NT if 4441, bidding the five-card Minor if 5440)

1NT – Structure of responses

Responses to 1NT
without interference

The responses are:

- 2□ normal Stayman, but can be used with Minor-suit, weak or strong;
- 2 transfer to Hearts, perhaps only 4 cards(if balanced invite);
- 2 transfer to Spades, perhaps only 4 cards(if balanced invite);
- 2 balanced GI without Majors, or Minor 2-suiter of various strengths or weak 1-suiter in Diamonds;
- 2NT long Minor GI or balanced GF with a weak doubleton somewhere
- 3□ weak
- 3 three-suiter with a singleton in a Minor
- 3 /3 three-suiter with a singleton in the suit
- 3NT to play
- 4□/4 Texas to Hearts and Spades without slam interest
- 4 /4 to play
- 4NT quantitative slam try

Responses to Stayman

Responses to Stayman

The responses to Stayman only number three, since Stayman is non-forcing

- 1NT-2□
 - | □ 2 = no Major
 - | □ 2 = 4 Hearts, not 4 Spades ([see below](#))
 - | □ 2 = 4 Spades, not 4 Hearts ([see below](#))
 - | □ 2N = 4-4 in the Majors, minimum
 - | □ 3□/3 /3 = transfers
 - | □ 3□ = 4-4 in the Majors, maximum
 - | □ 3 /3 = transfers

1N – 2□ ; 2 (no Major)

Continuation with a weak Major two-suiter or invitational with Spades

Responder's rebid of 2 shows weak two-suiters with 8, 9 or 10 cards in the Majors OR a GI hand with 5 Hearts and 4/5 Spades.

Responder's rebid after using Stayman of 2 is for an unbalanced GI with 5 Spades.

Handling a weak Major
two-suiter and
invitational hands

- 1NT-2□ ; 2
 - | □ 2 4+/4+ Major, or GI with 5 Hearts and 4/5 Spades
 - | □ pass with 3 Hearts and a minimum
 - | □ 2 with 3/3 in Majors and a maximum or any 3/2 in S/H
 - | □ 2N with 2/3 in S/H and a maximum
 - | □ 2 5 Spades, GI
 - | □ pass with 2/3 Spades and minimum
 - | □ 2NT 2 Spades and a non-minimum hand
 - | □ 3□/ / 3/4 Spades with a good bid suit, game try
 - | □ 3 3/4 Spades and a non-minimum hand, no outside good suit
 - | □ 3NT/4 to play

Transfers to the Minors

These are used with six-card Minors.

Transfer to the Minors for weak hands or GF+ hands with or without a singleton

- 1NT-2♣; 2
 - ♣ 2NT transfer to Clubs
 - ♣ 3♣ forced
 - ♣ pass with 6+ Clubs, possibly a four-card Major, weak
 - ♣ 3♣ singleton in a Minor, six-cards in the other Minor
 - ♣ 3♣ asks for singleton
 - ♣ 3♣ singleton Diamond, game or slam
 - ♣ 3NT singleton Club, game strength only
 - ♣ 4♣ singleton/void Club, slam
 - ♣ 4♣ void Diamonds, slam
 - ♣ 3♣ / ♣ singleton Heart/Spade, six-cards in Clubs, GF+
 - ♣ 3NT single-suiter in Clubs, MSI, no singleton
 - ♣ 4♣ 6+ Clubs, SI without a singleton
 - ♣ 4♣ SI 5-5 Minors, at least 3 TH's in suits
 - ♣ 4♣ asks number of TH's (3,4...)
 - ♣ 4♣ / ♣ 5+ Clubs, 6 Hearts/Spades, game only
 - ♣ 3♣ transfer to Diamonds
 - ♣ 3♣ forced
 - ♣ ♣ pass with 6+ Diamonds, possibly a four-card Major, weak
 - ♣ 3♣ / ♣ singleton Heart/Spade, six-cards in Diamonds, GF+
 - ♣ 3NT single-suiter in Diamonds, MSI, no singleton
 - ♣ 4♣ 5-5 Minors at least 3 TH's, less strength than 2NT...4
 - ♣ 4♣ asks number of TH's (3,4...)
 - ♣ 4♣ 6+ Diamonds, SI without a singleton
 - ♣ 4♣ / ♣ 5+ Diamonds, 6 Hearts/Spades, game only

Asking for the Minors

Used with slam interest in at least a 4-4 Minor fit

Search for a Minor fit

- 1NT-2♣; 2
 - ♣ ♣ asking for Minors
 - ♣ 3♣ 4/5 Clubs
 - ♣ 3NT to play
 - ♣ 4♣ fixing the suit, no Spade cue-bid, no A of Diamonds
 - ♣ ♣ /4 / ♣ cue-bid (4 = Ace of Diamonds, no Spade cue)
 - ♣ 4NT quantitative, possibly five Diamonds
 - ♣ 3♣ 4/5 Diamonds, continuations as over 3
 - ♣ 3NT 4-4 Minors, 4♣ and 4♣ fix the suit
 - ♣ 4♣/4♣ 5-2 in Minors, max

Smolen

The Smolen convention allows accurate description of the two-suited Major hands with at least 9 cards in the suits, GF+.

Search for a Major fit

- 1NT-2♣; 2
 - ♣ 3♣ / ♣ 4+ cards in the Major, 5+ cards in the other Major, GF+ (Smolen)
 - ♣ 3NT misfit for the Majors
 - ♣ 4♣/4♣ 5-4 Majors, 3 of the Minor
 - ♣ 4♣ over 3♣ 5-5 game, over 3♣ 4-6 game (six Hearts), MSI
 - ♣ 4♣ over 3♣ 6-4 game (6 Spades, MSI), over 3♣ 5-5 slam, less than 3 TH's in the two suits

- | | 4NT 5-4-2-2, slam
- | | 5 / six cards, stronger slam try than 4 /
- | fit in the other Major
 - | 4 or pass 4 with game
 - | cue-bid with slam

Other sequences over the 2 response to Stayman

The last sequences over the 2 response are sign-offs (game) or shows slam interest (5-5 Majors or Blackwood directly)

Sign-off responses, SI 5-5 Majors and Blackwood

1NT-2; 2

- 3NT to play
- 4/4 5-5 slammish Majors, stiff/void in suit
- 4 /4 4-6 Majors not SI, opener goes on only with very good hands
- 4NT quantitative raise looking for 6N

2 response (4 Hearts, not 4 Spades)

Continuations with 5+ Spades, GI

In the case where South holds 5 Spades GI he bids 2, with continuations just like those examined over a 2 response

Handling GI hands with 5 Spades

1NT-2; 2

- 2 5 Spades, GI
 - pass with 2/3 Spades and minimum
 - 2NT 2 Spades and a non-minimum
 - 3 / / 3/4 Spades and good bid suit, game try
 - 3 3/4 Spades and a non-minimum, no good suit
 - 3NT/4 to play

Transfers to the Minors

The transfers to the Minors follow the lines already seen after the response of 2. Of note is that an eventual 3 by South shows a singleton Heart, even if North has 4, and does not show a fit as one would instinctively predict. This allows opener to upgrade a hand with a fit for the Minor and Axxx – x in the Major.

Transfers to the Minors after a response in a Major

1NT-2; 2

- 2NT transfer to Clubs
 - 3 forced
 - pass with 6+ Clubs, weak, possibly 4 Spades
 - 3 with a singleton Minor, continuations like over 2
 - 3 six Clubs, singleton Heart, possibly four Spades, GF+
 - 3 six Clubs, singleton Spade, possibly four Hearts, GF+
 - 3NT single-suiter in Clubs, MSI, without singleton
 - 4 six Clubs, SI, no singleton
 - 4 5-5 Minors, 3+ TH's in the suits, SI
 - 4 asks number of TH's in the suits (3, 4...)
 - 4 / 5+ Clubs, 6 Hearts/Spades, game
 - 3 transfer to Diamonds
 - 3 forced
 - pass with 6+ Diamonds, weak, possibly 4 Spades
 - 3 / singleton Heart/Spade, six Diamonds, GF+
 - 3NT single-suiter in Diamonds MSI, without singleton
 - 4 5-5 Minors, 3+ TH's in the suits, MSI
 - 4 asks number of TH's in the suits (3, 4...)
 - 4 six Diamonds, SI, no singleton
 - 4 / 5+ Diamonds, 6 Hearts/Spades, game

Asking for the Minors

The response of 2♣ denies 4 Spades, the response to the asking 3♣ is as it is over a 2♣ rebid.
1NT-2♣; 2

Asking for the Minors, or Spades, after the response of 2

- | 3♣ asking for Minors
 - | 3♣ 4 Clubs or 4-3-3-3
 - | 3♣ interest in Clubs
 - | 3NT 4-3-3-3
 - | 4♣ 4 Clubs minimum
 - | 4♣ / cue-bid with 4 Clubs maximum
 - | 3NT no interest in Clubs
 - | 4♣ / Heart fit, slam, not 2 TH's in Hearts
 - | 4NT quantitative, possibly five Diamonds
 - | 3♣ 4 Spades
 - | 4♣ / cue-bid with Spade fit
 - | 4♣ Heart fit, slam, not 2 TH's in Hearts
 - | 3NT 4 Diamonds
 - | 4♣ / Diamond fit
 - | 4♣ Heart fit, balanced, slam, not 2 TH's in Hearts

Other sequences over 2♣ response

The other sequences, apart from 3NT which is to play, show a fit in Hearts (3♣ limit, 4♣ to play, 4♣/4♣ splinters, 3♣, the OM asks if opener has 5 Hearts (for game) OR will next cuebid to indicate was really a slam try with 4+ support, 4NT RKC Blackwood, others Voidwood)
1NT-2♣; 2

Sequences to play (3NT and 4♣) or GI or SI with Heart fit

- | 3♣ Heart fit, GI
- | 3♣ asks for 5 Hearts, OR slam try with 4+ fit
 - | 3NT = not 5 Hearts
- | 3NT to play
- | 4♣/4♣ splinter
- | 4♣ to play
- | 4NT quantitative try for 6N
- | 4♣ /5♣/5♣ Voidwood

2 response (4 Spades, not 4 Hearts)

Transfer continuations

Transfer continuations follow the same rules as over 2

Transfers to the Minors
over 2

- 1NT-2 \heartsuit ; 2
- 2NT transfer to Clubs
 - 3 \heartsuit forced
 - Pass with 6+ Clubs, weak, possibly 4 Hearts
 - 3 \heartsuit singleton Minor, continuations as over 2
 - 3 \heartsuit six Clubs, singleton Heart, possibly four Spades, GF+
 - 3 \heartsuit six Clubs, singleton Spade, possibly four Hearts, GF+
 - 3NT single-suiter in Clubs, MSI, without singleton
 - 4 \heartsuit six Clubs, SI, no singleton
 - 4 \heartsuit 5-5 Minors, 3 TH's in the suits, SI (stronger than 3 \heartsuit ...4 \heartsuit)
 - 4 \heartsuit asks number of TH's (3, 4...)
 - 4 \heartsuit / 5+ Clubs, 6 Hearts/Spades, game
 - 3 \heartsuit transfer to Diamonds
 - 3 \heartsuit forced
 - Pass with 6+ Diamonds, weak, possibly 4 Hearts
 - 3 \heartsuit / 4 \heartsuit singleton Heart/Spade, six Diamonds, GF+
 - 3NT single-suiter in Diamonds MSI, without singleton
 - 4 \heartsuit 5-5 Minors, 3 TH's in the suits, MSI (weaker than 2NT...4 \heartsuit)
 - 4 \heartsuit asks number of TH's (3, 4...)
 - 4 \heartsuit six Diamonds, SI, no singleton
 - 4 \heartsuit / 5+ Diamonds, 6 Hearts/Spades, game

Asking for the Minors

After 2 \heartsuit the asking for the Minors is very simple, and there are only 3 possible cases:

Asking for the Minors
after 2

- 1NT-2 \heartsuit ; 2
- \clubsuit asking about Minors
 - 3 \heartsuit 4 Clubs
 - 3 \heartsuit 4 Diamonds
 - 3NT 4333

Other sequences over 2

The other sequences, apart from 3NT which is to play, shows a Spade fit (3 \heartsuit limit, 4 \heartsuit to play, 4 \heartsuit /4 \heartsuit /4 \heartsuit splinters, 3 \heartsuit , the OM asks if opener has 5 Hearts (for game) OR will next cuebid to indicate was really a slam try with 4+ support, 3 \heartsuit with 9+ cards in the Majors and SI, 4NT RKC Blackwood, others are Voidwood)

Sequences to play (3NT
and 4 \heartsuit) or GI or slam in
Spade fit

- 1NT-2 \heartsuit ; 2
- 3 \heartsuit Spade fit, GI
 - 3 \heartsuit asks for 5 Spades, OR slam try with 4+ fit
 - 3N= not 5 Spades
 - 3NT to play
 - 4 \heartsuit / / splinters
 - 4 \heartsuit to play
 - 4NT quantitative try for 6N
 - 5 \heartsuit /5 \heartsuit /5 \heartsuit Voidwood

2 transfer

The transfer 2 guarantees at least 4 Hearts and is made with many strengths and distributions. Opener treats the transfer to Hearts as a weak invite and superaccepts with a maximum, 2 with 3 card support and 2N with 4 or 5.

The basic structure is:

After a superacceptance South retransfers and passes, signs off in game or cue-bids as a slam try. Over normal acceptance South can pass, invite or force game, in the latter case asking distribution.

Structure of responses
over the transfer 2

- 1NT-2 ;
- | 2 with 2 Hearts or a minimum
 - | pass = weak with 5+ Hearts
 - | 2 = GI, 4/5 Hearts ([see below](#))
 - | 2NT = GI, 4-4 Majors, ([see below](#))
 - | 3 = GF, 5+ Hearts
 - | 3 = GI or SI, 6+ Hearts
 - | 3 = 5-5 Hearts-Clubs
 - | 3 = 5-5 Hearts-Diamonds
 - | 3NT = 5332 or 5422, game. North picks final contract
 - | 4/4 = splinters SI
 - | 4 = 6+ Hearts, MSI (otherwise a direct 4 or 4)
 - | 4NT = 5332 or 5422, SI, North can pass
 - | 2 superaccept with 3 Hearts and a maximum
 - | 2N = exactly 4 Hearts, but not both Majors
 - | 3 = relay asking for shortness
 - | 3 /3 /3 = shortness
 - | 3N = no short suit, less than 4 Spades
 - | 3 = 5+ Hearts, mild game try
 - | 3 = transfer to 3
 - | 3 = 5 Hearts, slam try with a Minor side suit
 - | 3 = which Minor ?
 - | 3 = splinter
 - | 3N = 4-4 in Majors
 - | 4/4 = splinters
 - | 4 = to play
 - | 2N super accept with 4+ Hearts and a maximum
 - | 3 = 5+ Hearts, mild game try
 - | 3 = transfer to 3
 - | 3 = 5 Hearts, slam try with a Minor side suit
 - | 3 = which Minor ?
 - | 3 = splinter
 - | 3N = choice of contract
 - | 4/4 = splinters
 - | 4 = to play

Continuations after 2 GI

2 after normal acceptance of the transfer shows GI with 4 or 5 Hearts. North with a minimum bids 2NT, whereas with a maximum can ask for South's distribution.

GI with 4 or 5 Hearts

- 1NT-2 ; 2 -2 = 4/5 Hearts, GI
- | 2NT 2/3 Hearts, minimum
 - | | 3/ 5-5 GI, opener picks final contract
 - | 3 asking distribution, maximum

- | 3 4 Hearts, singleton in a Minor
 - | 3 = ask for singleton?
 - | 3 =Diamonds, 3NT=Clubs
- | 3 5 Hearts
- | 3 4 Hearts, singleton Spade
- | 3NT 4 Hearts, no singleton

Continuations after 2NT GI

2NT shows 4-4 Majors, GI. Opener can pass, bid 3 or 4 of the Major, or sign off in 3NT. With a weak doubleton in a Minor, opener can first verify if it is covered for 3NT or not.

GI with 4-4 Majors

1NT-2 ; 2 - 2NT 4-4, GI

- | pass, 3 /3 /3NT/4 /4 to play
- | 3 \heartsuit /3 weak doubleton in the suit?
 - | 3 yes, weak doubleton in the suit
 - | 3NT no, suit covered

3 \heartsuit GF

With 5 Hearts and a game hand South always bids 3 \heartsuit , no matter what the distribution.

GF hands with five Hearts

1NT-2 ; 2 - 3 \heartsuit 5+ Hearts, GF+

- | 3 asking, misfit or xxx fit with interest in 3NT
 - | 3 short Spades or 5422
 - | 3 (xxx Heart fit) or 3NT
 - | 4 \heartsuit / 5422 slam
 - | 4 /5om = implied Minor fit
 - | 3 short Diamonds, possibly SI
 - | 3NT short Clubs GF
 - | 4 \heartsuit short Clubs, TS
 - | 4 6+ Hearts, 4 Diamonds, SI
 - | 4 6+ Hearts, 4 Clubs, SI
 - | 4 5-4-4-0 void in Spades
 - | 3 Hxx(x) or better Heart fit
 - | 3NT/4 to play
 - | 3 SI without four-card Minors, not necessarily cue-bid
 - | 4 \heartsuit / slam, 4 cards in the suit
 - | 3 3+ Hearts, no TH, no four-card Minors, maximum
 - | 4 \heartsuit / 3+ Hearts, no TH, 4 cards in the suit

3 \heartsuit with a six-card suit

With 6+ Hearts South can invite game or, if strong, can show slam interest by bidding 3 \heartsuit .

Six-card Heart suit, GI or slam

1NT-2 ; 2 - 3 \heartsuit 6+ Hearts, GI or SI

- | 3 minimum, over which South cue-bids with SI
- | 3NT to play if GI, South reopens with SI
- | 3 /4 \heartsuit /4 cue-bid with maximum and Heart fit

Other sequences

Of the other sequences the more interesting are jumping in a Minor, dedicated to 5-5 slam hands with at least 3 TH's in the suits

Sequences with 5-5 slam

1NT-2 ; 2 - 3NT 5332 or 5422, game

- | pass/4 to play

1NT-2 ; 2 - 4 \heartsuit 5-5 Hearts/Clubs, slam with at least 3 TH's

- | 4 #TH's?
 - | 4 = 3, 4 =4, etc.
- | 4 /5 \heartsuit minimum and misfit
- | 4 /4NT cue-bid in Spades or Diamonds, 3 TH's, invites cue-bids

1NT-2 ; 2 - 4 5-5 Hearts/Diamonds, slam with at least 3 TH's

- | 4 #TH's?

- | | $\square 4 = 3, 4NT=4$, etc.
- | $\square 4 / 5$ minimum and misfit
- | $\square 4NT$, $5\square$ cue-bid in Spades or Clubs, 3 TH's, invites cue-bids

2 transfer

The transfer 2 guarantees at least 4 Spades. If GI, South promises 4 Spades, otherwise the hand is shown via 2

Structure of responses over the transfer 2

1NT-2

- | 2 = normal acceptance
 - | pass = weak with 5+ Spades
 - | 2NT = GI, 4 Spades or 5332 ([see below](#))
 - | 3 = GF, 5+ Spades ([see below](#))
 - | 3 = GI or SI, 6+ Spades ([see below](#))
 - | 3 = 5/5 Spades/Clubs
 - | 3 = 5/5 Spades/Diamonds
 - | 3NT = 5332 or 5422, choice of game
 - | 4/4 /4 = splinter SI
 - | 4 = 6+ Spades, MSI (otherwise a direct 4 or 4)
 - | 4NT = 5332 or 5422 SI, opener can pass
- | 2N = 4 card support, maximum
 - | 3 = 5+Spades, mild game try
 - | 3 = 6+ Spades GI or SI
 - | 3 = transfer to 3
 - | 3 = 5 Spades, slam try with a Minor side suit
 - | 3N = which Minor ?
 - | 3N = choice of contract
 - | 4/4 /4 = splinters
 - | 4 = to play

Continuations over 2NT, GI with 4 Spades

After the reply 2NT North can pass or ask for further distribution, in particular the location of a singleton.

Sequence with four Spades GI

1NT-2 ; 2 - 2NT 4 Spades or 5332, GI

- | 3 = relay
 - | 3 = shortness in a Minor
 - | 3 = which ?
 - | 3 = short Club
 - | 3N = short Diamond
 - | 3 = Heart shortness
 - | 3 = 5332
 - | 3N = four Spades, no shortness

3, GF

With 5 Spades GF South always bids 3, no matter the distribution. North normally asks only with a misfit, otherwise shows quality of trump support.

GF with five Spades.

1NT-2 ; 2 - 3 5+ Spades, GF+

- | 3 = relay, misfit or xxx fit with interest in 3N
 - | 3 = short Hearts or 5422
 - | 3 (xxx Spade fit) or 3NT
 - | 4/ with 5-4-2-2, slam
 - | 4 /5om = fit in the Minor
 - | 3 = short Clubs
 - | 3N = short Diamonds
 - | 4 = short Clubs, SI
 - | 4 = 6+ Spades, 4 Diamonds, SI

Other sequences

Again 5-5 slam hands to at least 3 TH's in the suits are described.

Sequences with 5-5,
slam

1NT-2 ; 2 -3N = 5332 or 5422, game

| 4 Pass/4 to play

1NT-2 ; 2 -4 5-5 Spades/Clubs, slam try

| 4 # TH's?

| 4 = 3, 4 =4, etc.

| 4 /5 minimum and misfit

| 4 , 4NT cue-bid in Hearts or Diamonds, 3 TH's, invites cue-bids

1NT-2 ; 2 -4 5-5 Spades/Diamonds, slam try

| 4 # TH's?

| 4 = 3, 4NT=4, etc.

| 4 /5 minimum and misfit

| 4NT, 5 cue-bid in Hearts or Clubs, 3 TH's, invites cue-bids

2 transfer

2 is used for GI balanced hands without four-card Majors to find out whether opener's hand is minimum or maximum, without giving out any distributional details.

Opener with a minimum bids 2NT while with a maximum does not sign off in 3NT, but gives a preference between the Minors, since 2 can be made with a Minors two-suiter or with a Diamond one-suiter. In each case, a four-card Major is denied.

Balanced GI hands
without a Major

5-5 Minors, weak

Diamond single-suiter

Two-suited Minors,
strong

1NT-2 weak Diamond single-suiter, GI balanced, 5-5 Minors, two-suited Minors GF+

- | 2NT = minimum
 - | pass = balanced, GI
 - | 3 5-5 Minors weak or GI, opener passes or corrects to 3
 - | 3 Diamond single-suite, sign-off
 - | 3 5+/4+ Minors, singleton Heart, max 3 Spades, GF+
 - | 3 5+/4+ Minors, singleton Spade, max 3 Hearts, GF+
- | 3 = maximum, Club preference if responder has 5-5 Minors
 - | pass = 5-5 Minors weak
 - | 3 weak Diamond single-suiter, sign-off
 - | 3 5+/4+ Minors, singleton Heart, max 3 Spades, GF+
 - | 3 5+/4+ Minors, singleton Spade, max 3 Hearts, GF+
- | 3 = maximum, Diamond preference if responder has 5-5 Minors
 - | pass = 5-5 Minors weak or Diamond single-suiter
 - | 3 5+/4+ Minors, singleton Heart, max 3 Spades, GF+
 - | 3 5+/4+ Minors, singleton Spades, max 3 Hearts, GF+

2NT asking bid

When South has a Minor single-suiter to two TH's of intermediate strength, he often wants to be in game, but it is necessary that North have the other honour, or, if not, three spot cards. With a weak doubleton, in fact, the communication is often insufficient to run the suit.

At the same time there are hands which South could, because of HCPs, bid 3NT, but where a weak doubleton gives him fear of quickly going down.

For both these situations is the 2NT bid, which simply asks opener to bid 3NT unless she holds a weak doubleton. In this case North bids the doubleton and any danger can be diagnosed. Later bids over 3NT, in fact, show that both hands have the same weak doubleton and look for a more secure contract.

Bidding the weak
doubleton

1NT-2NT Minor single-suiter GI, or balanced with an unstopped doubleton GF

- | 3 / / / weak doubleton in the suit
- | 3NT no weak doubleton

Splinters

The 3-bids, except 3 which is weak, are splinters, and show GF+ strength and a 3 suited hand.

3 splinter

Shows a splinter in one of the Minors, opener can bid 3N or relay with 3 to learn which is responder's short Minor (3 = Clubs 3 = Diamonds).

1N

- | 3 weak, to play
- | 3 singleton Diamond
 - | 3 which Minor ?
 - | 3 4-4-4-1, short Club
 - | 3N 4-4-1-4, short Diamond, min
 - | 4 4-4-1-4, short Diamond, max
- | 3 4 Spades, slam cards
- | 3N natural, strong Minors
- | 4m 4 Hearts, max, cuebid

- | 4M 4 cards, min
- | 3 singleton Heart
- | 3 singleton Spade

3 and 3 splinters

The Major-suit splinters are like those in the Minors but they guarantee 4 cards in the other Major. The 5431 hands with 9 cards in the Minors actually go through the transfer 2 .

1N

- | 3 singleton Heart
 - | 3 4 Spades, slam cards
 - | 3N natural
 - | 4m 4 cards, better than min
 - | 4 /5m 4 cards, min
- | 3 singleton Spade
 - | 3N natural
 - | 4 a) 3 Clubs. good hand OR b) 4 Hearts, max
 - | 4 relay with slam interest
 - | 4 shows the Heart hand
 - | 4 shows Clubs, is a cuebid
 - | 4N shows Clubs, is a Diamond cuebid
 - | 5 shows Clubs
 - | 4 pass or correct to 5
 - | 4 4 card support, good hand
 - | 4 /5m 4 cards, min

Other responses

The last responses possible by South are South African Texas (4♣ for Hearts and 4♠ for Spades), the sign-off in game (3NT and 4 in a Major) or the immediate Blackwood.

Transfers 4♣ and 4♠

Opener completes the transfer into the corresponding Major

4NT

Quantitative raise, opener passes,
shows Aces or bids a possible trump suit at 6 level

Interference over our 1NT

Sometimes the opponents chose to double or bid over our good 15 to bad 18 1N opener. Our methods give us ways to find a safe resting place when they double and seek to be constructive when they call – using negative doubles of natural overcalls up to the game level – i.e. even at the two level – also transfers are used when we bid on at the 3 level over their overcalls.

Bidding when they double

If the double is a penalty double then there will not be enough strength left for responder to need to look for game – therefore the emphasis is mostly on finding a fit to play at the lowest possible level.

1N(dbl)–

- pass = willingness to play there, pd is allowed to run
- redouble = forcing to 2N or to double of opponents
- 2□ = either weak with 5+ Clubs OR 4+/4+ Diamonds and a Major
 - if dble - 2 is Diamonds and Spades, redble is the reds
- 2 = either weak with 5+ Diamonds OR 4+/4+ in the Major
 - if dble - 2 is equal or better Hearts, redble is better Spades
- 2 /2 = natural, 5+ cards, weak
- 2N = artificial, unbalanced game force
- 3 /3 /3 = preemptive

Bidding with a 2□ overcall

1N(2□)–

- double = take-out
- 2 /2 /2 = natural, non-forcing
- 2N = 5-4 or 4-5 in Majors, at least invitational
- 3□ = 5+ Diamonds, at least invitational
- 3 = 5+ Hearts, at least invitational
- 3 = 5+ Spades, at least invitational
- 3N = natural with a stopper
- 4□/4 = transfers to 4 /4

Bidding over a 2 overcall

1N(2)–

- double = take-out
- 2 /2 = natural, non-forcing
- 2N = 5+ Clubs, at least invitational
- 3□ = 5-4 or 4-5 in Majors, at least invitational
- 3 = 5+ Hearts, at least invitational
- 3 = 5+ Spades, at least invitational
- 3N = natural with a stopper
- 4□/4 = transfers to 4 /4

Bidding with a 2 overcall

1N(2)–

- double = take-out (dble and then cue is 4 Spades but no stopper)
- 2 = natural, non-forcing, but opener is allowed to raise
- 2N = 5+ Clubs, at least invitational
- 3□ = 5+ Diamonds, at least invitational
- 3 = 5+ Spades, at least invitational
- 3 = (4-1-4-4), game force
- 3 = game force, 4 Spades and a stopper (if no stopper – see dble)

- | □ 3N = natural with a stopper
- | □ 4 = transfer to 4

Bidding with a 2
overcall

1N(2)–

- | □ double = take-out (dble and then cue is 4 Hearts but no stopper)
- | □ 2 = natural, non-forcing, but opener is allowed to raise
- | □ 2N = 5+ Clubs, at least invitational
- | □ 3□ = 5+ Diamonds, at least invitational
- | □ 3 = 5+ Hearts, at least invitational
- | □ 3 = game force, 4 Hearts and a stopper (if no stopper – see dble)
- | □ 3 = (1-4-4-4), game force
- | □ 3N = natural with a stopper
- | □ 4□ = transfer to 4

Artificial overcalls

After an artificial overcall :

- Double = 8+ HCP and looking for a penalty
- 2 of an unbid = natural, non-forcing
- 2 level cuebid = 4 in other Major and longer Minor, invite or better
- 2N/3□/3 = transfers to next unbid, invite or better
- jump cuebid = 3 suiter, game force

For higher overcalls

Doubles below game are negative
bids below game are forcing

2♣ Opening Bid

Is similar to a “Precision 2♣” = 12-15 HCP with 6+ Clubs or 5 Clubs and a 4 card Major.

Responses:

2 asking relay, will have at least an invitational hand

2 / 5 cards, invitational

2NT invitational and suggesting Club support

3♣ weak

3 invitational with Diamonds

3 / invitational 6 card suit and Club tolerance

4♣ preempt

other = to play

- 2♣-2 relay
 - | 2 minimum with 4 Hearts
 - | 2 relay
 - | 2NT 5-4-2-2
 - | 3♣ 6 Clubs
 - | 3 relay
 - | 3 lower stiff
 - | 3 higher stiff
 - | 3N lower void
 - | 4♣ higher void
 - | 3 4 Diamonds (0-4-4-5)
 - | 3 3-4-1-5 , stiff D
 - | 3 4 Spades (4-4-0-5)
 - | 3NT 1-4-3-5 , stiff S
 - | 2NT nonforcing
 - | 3♣ nonforcing
 - | 3 nonforcing
 - | 2 minimum with 4 Spades
 - | 2N relay
 - | 3♣ 6 Clubs
 - | 3 relay
 - | 3 lower stiff
 - | 3 higher stiff
 - | 3N lower void
 - | 4♣ higher void
 - | 3 4 Diamonds (4-0-4-5)
 - | 3 4-3-1-5 , D singleton
 - | 3 4-1-3-5 , H singleton
 - | 3NT 4-2-2-5
 - | 3♣ nonforcing
 - | 3 nonforcing
 - | 2N Club one suiter , no shortness
 - | 3♣ to play
 - | 3 relay
 - | 3 3 Hearts (2-3-2-6)
 - | 3 3 Spades (3-2-3-6)
 - | 3N no 3 card Major
 - | 3 /3 shows stopper and weakness in other Major
 - | 3♣ Club one-suiter, with shortness
 - | 3 relay
 - | 3 /3 /3N shortness in bid suit (NT = Diamonds)
 - | 3 4 Diamonds, 6+ Clubs
 - | 3 4 Hearts, 6+ Clubs, maximum
 - | 3 4 Spades, 6+ Clubs, Diamond shortness
 - | 3N 4 Spades, 6+ Clubs, Heart shortness

If the opponents overcall, double is takeout and new suit is forcing.

2 Opening Bid

Is a “ Multi 2 “ = either a weak 2 in one of the Majors.
or a balanced good 20 to bad 22 HCP

If interference, double is penalty.

Responses:

2 /2 pass or correct to other Major

2NT relay

| \square 3 \square bad hand, bad suit – now 3 asks which suit ?

| \square 3 bad hand, good suit – a Major (also /3 \square) = pass or correct

| \square 3 good hand, bad suit

| \square 3 good hand, good suit

3 /3 pass or correct to other Major

3N to play

Opening 2

Is preemptive (6-10 HCP) showing 5+/5+ cards in Hearts and another suit.

Responses :

2 /3 pass or correct

2NT relay: - opener names second suit

Raise Preemptive

Over interference, double is penalty.

Opening 2

Is preemptive (6-10 HCP) showing 5+/5+ cards in Spades and a Minor.

Responses :

3 \heartsuit /4 \heartsuit pass or correct

2NT relay: - opener names second suit

Raise Preemptive

Over interference, double is penalty.

Opening 2NT

Weak 5+ / 5+ Minor two suiter, 7-11 HCP
should be semi-positive and avoided with a 3 card Major

2NT-3 \square /3 pass or correct

2NT-3 relay

- 3 Heart singleton;
- 3N Spade singleton;
- 4 \square 6 Clubs 5 Diamonds, 1-1 in Majors;
- 4 6 Diamonds 5 Clubs, 1-1 in Majors;
- 4 Heart void, 6-5 in Minors (responder can play in 4);
- 4 Spade void, 6-5 in Minors;
- 4N Heart void, 6-6 in Minors;
- 5 \square Spade void, 6-6 in Minors.

Now 4N (or 5N) asks for Aces

2NT-3 /3N/4 /4 are natural – opener can raise 3 to 4

Slam methods

Slam methods used include the usual Key Card Blackwood, Grand Slam Force etc.
but depend primarily on cuebidding.

One form of cuebidding is the use of splinter bids in the usual 2/1 ways.

In most sequences cuebidding “mixed” i.e. in general, the cheapest Ace or King or void or singleton is bid, regardless – so that bypassing a suit denies any sort of first or second round control in that suit and partner would need that missing control not to sign-off in the trump suit.

RKC Blackwood uses the trump King as the fifth Ace or “key” card

Note - key card Blackwood is used in cases where there is an agreed or implied fit only and otherwise regular Blackwood is used

(e.g. 1x-4N is not RKC)

Note further that after a 1N-4 \square /4 transfer to 4 /4 , 4N is RKC

while 5 of unbid suit is exclusion Blackwood (i.e. do not count that Ace)

And there are other sequences where somebody can show a void and then Blackwood – when it is Exclusion – use RKC responses, ignoring the void Ace.

RKC responses :	5C	0 or 3 keys
	5D	1 or 4 keys
	5H	2 - no trump Queen
	5S	2 - with trump Queen
	5N	2 - with useful void
	6 of suit	1 or 3 - with void

Competitive bidding

We remember that when there is an overcall
we use negative doubles up to and including 3
negative free bids for non jump 2 level bid = non-forcing
non jump 3 bids are forcing one round

NOTE – if partner has opened a Major and there is an overcall
jump bids are “fit showing” = support and trick source in bid suit.

Defensive bidding

There has been no agreements yet for treatments when the opponents open the bidding and there are no suggests given in Matula's text

– so as a starting point I assume standard North American style :

- a) takeout doubles are short in opened suit 11+ HCP
will show other Major (if not a strong 19+ balanced hand
or strong one suiter – NB, equal level conversion not used)
- b) double is takeout-ish for up to and including 4 opening
- c) Michaels and Unusual NT used either weak or quite strong
- d) Jump overcalls are weak
- e) NAMYATS used by overcaller
- f) Leaping Michaels over weak two opener
- g) Jump raises by advancer are weak
- h) After Major suit overcall
- jump cue by advancer shows limit raise with distribution
- i) Cuebid by advancer is forcing to suit agreement or game
- j) Change of suit by advancer is misfit and expects to be passed
OR [optional} same level is 1 round force
and next level is misfit and passable

Defense to Multi 2

Agreed the Multi-double:

- a) direct double \neq overcall in unspecified Major;
if responder bids 2M over the double then double by 4th hand is takeout
- b) 2H overcall = strong NT
- c) 2S/2NT = strong hands with C/D respectively;
- 4th hand bids :
1st step with poor hand in support,
2nd step with decent hand in support,
1st step and then bid again with good hand in support
- d) 3C/3D = natural, limited

Defense to 1NT opener

No specific discussion yet – tentatively will assume –

- a) Cappelletti vs all NoTrump ranges and in direct or passout seats
- b) Advancer when taking out partner's double uses all systems on
- c) Versus any weak NT (bottom is less than 14 HCP)
double shows any strong NT or better and advancer seldom runs
- d) Versus a weak NT - Capp in direct seat shows an opening bid

Defense to STRONG 1 \square etc.

No specific discussion yet – tentatively will assume –

CRASH – specifically :

- double = color, red or black suits
- 1 = rank, Major or Minor suits
- 1 or 1 = natural
- 1N = shape, round or pointed suits
- 2 \square /2 /2 /2 = transfers

NOTE – same scheme for a strong artificial 2 \square bid, just 1 level higher

- specifically :
 - double = color, red or black suits
 - 2 = rank, Major or Minor suits
 - 2 or 2 = natural
 - 2N = shape, round or pointed suits
 - 3 / 3 / 3 = transfers

And after a 1-1 sequence by 4th hand except now 1N = rank; 2 = shape

- specifically :
 - double = color, red or black suits
 - 1 or 1 = natural
 - 1N = rank, Major or Minor suits
 - 2 = shape, round or pointed suits
 - 2 / 2 / 3 = transfers

NOTE – CRASH is off after a 2-2 sequence and any bidding would be natural.

Passed hand bidding

When partner opens in 3rd or 4th seat there are changes from what the bidding would have meant after a 1st or 2nd seat opener.

Partner opens 1 after you have passed

1

- | 1 = 4+ card suit, not forcing if opener was light
- | 1 = 4+ card suit, not forcing if opener was light
- | 1N = not forcing
- | 2 = not forcing if opener was light
- | 2 = strongish raise, not forcing if opener was light
- | 2 / 2 = 10-12 HCP, good 5 cards plus 3+ cards in Ds, not forcing
 - | 2N/3 = not forcing
 - | raise= invitational
 - | new suit= forcing
- | 3 = ! artificial 8-10 HCP raise (as for unpassed)
- | 3 = weak raise

Partner opens 1 after you have passed

1

- | 1 = 4+ card suit
- | 1N = not forcing
- | 2 = Drury = limit or better raise with 3+ card support
 - | 2 = artificial showing normal opening
 - | 2 = showing sub minimal opening
 - | higher = natural, game forcing
 - | jump to new suit= splinter
 - | 4 = accepting invite to game
- | 2 = ! artificial puppet to 2N to show fit and shortness
 - | 2N = forced
 - | 3 = stiff Club, invitational
 - | 3 = stiff Diamond, invitational

- | 3 = stiff Spade, invitational
- | 3 = void Club, GF
- | 4 = void Club, GF
- | 4 = void Diamond, GF
- | 2N = fit jump in Spades, invitational
- | 3 = fit jump, invitational
- | 3 = fit jump, invitational
- | 3 = stiff Spade, GF
- | 4 = stiff Club, GF
- | 4 = stiff Diamond, GF
- | 4 = to play

Partner opens 1 after you have passed

1

- | 1N = not forcing
- | 2 = Drury = limit or better raise with 3+ card support
 - | 2 = artificial showing normal opening
 - | 2 = showing 4 Hearts, normal opening
 - | 2 = showing sub minimal opening
 - | higher = natural, game forcing
 - | jump to new suit= splinter
 - | 4 = accepting invite to game
- | 2N = ! artificial puppet to 2N to show fit and shortness
 - | 3 = forced
 - | 3 = stiff Diamond, invitational
 - | 3 = stiff Spade, invitational
 - | 3 = stiff Club, invitational
 - | 4 = void Club, GF
 - | 4 = void Diamond, GF
 - | 4 = void Diamond, GF
- | 3 = fit jump, invitational
- | 3 = fit jump, invitational
- | 3 = fit jump, invitational
- | 4 = stiff Club, GF
- | 4 = stiff Diamond, GF
- | 4 = stiff Heart, GF
- | 4 = to play

Leads and Signals

The agreement is to use Journalist leads as per the book
 Journalist Leads by Rosler/Rubens, 1988, ISBN 0-944705-02-2

Schedule of leads:

vs suits		vs NoTrump	
A	Denies K or is double AK	A	Normally - demands unblock of K through J or count
K	Shows A or is short	K	AK or KQ combos when unblock is not desired
Q	Shows K or is short	Q	From QJ, AQJ, maybe AQT or KQT and length

			- demands J unblock
J	Shows Q or is short	J	Shows JT denies higher
T	Shows J maybe KJT or short	T	Shows A, K or Q and an interior sequence - AJT, KJT, AT9, KT9, QT9, maybe AQT
9	Shows T, maybe KT9 or QT9 or KJ9 or short	9	Shows T9 denies higher
small	3 rd from even low from odd - small from xxx	small	Shows attitude - small says "lead back" so honor or extra length

Signals :

The agreements are not yet well formed and are limited to :

- 1) use of UDCA
- 2) 3rd hand's primary signal is attitude
- 3) standard present count in suit return or discard
- 4) Smith Echo used in NT hands – on first suit played by declarer (that does not require a count) - high by either is "alarmclock" = something to say : by third hand that suit is better than it might be, by leader that suit is not so good after all.
- 5) no odd/even or other suit preference discards rather just using regular attitude
- 6) play in trump suit has suit preference suggestion when such is possible