

Transfer Oriented Symmetric Relay Precision Competitive
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Competitive Agreements

Doubles

Doubles in competitive auctions tend not to be penalty if there is another likely logical alternative. Most low level doubles are card-showing or competitive, and maybe at best optional. 1h-p-1s-(2x)-X and 1s-p-1n-(2x)-X are takeout (but not total minimums) as are the reopening doubles if opener passes.

Negative Doubles

In general, doubles are negative in the standard situations with one exception: 1d-(1h)-X shows 4-5 spades, and 1s shows 0-3 spades but enough values to compete. See the section below on 1d-(1h) auctions.

1s-(2h)-X-2s: could be only 5 cards

1s-(2h)-X-2s-2nt: specifically choice of minors (since a hand with both minors and hearts stopped, and the correct values to bid 2nt you would bid 2nt directly); 3m: to play.

Responsive Doubles

Our responsive doubles are takeout-oriented, with at least 2 places to play. They may include some suppressed support (especially if partner has overcalled in a minor).

Support Doubles and Redoubles

We play obligatory support doubles and redoubles (unless opener was 3rd seat, obviously) as long as we can still play in 2m.

After 1nt overcalls,

- If they play sandwich NT, then X is extras with at least some penalty interest; the cheapest cue is 3-card support for partner.
- If they play strong NT overcalls, then X is support with extra values (not obligatory).

After cuebids,

- 1d-(p)-1h-(2d): X = support
- 1d-(p)-1h-(2h): X expresses penalty interest.
- 1d-(1h)-X (showing 4+ spades)-(2d): X = support

Support by inference:

1d-(1s)-X-(2m)- X = support.

Non-obligatory support doubles:

1d-(p)-1h-(2s)-X = card-showing, but to have a good enough hand after the precision 1d, you must have support. So: support, but with significant extras.

Maximal Doubles

When we have bid and raised a suit (1st bid as opener or overcaller) then when at our second opportunity there is no room we play maximal doubles, and if there is room: bidding in the room = potentially artificial game try.

Auctions like:

1d-(1h)- X -(2h)-2s-(3h)-X = maximal also.

Lead Inhibiting doubles

If we have shown extra length/values in an auction (make sure there is absolutely no ambiguity about length/strength) then if presented with the opportunity to double a cuebid by the opponent do so only if you would prefer a different lead. Do not double simply to suggest that your suit quality/top honors are not stellar.

1d-(1h)-...

- X: 4-5 spades (support doubles on)
- 1s: 0-3 spades, enough values to compete, may or may not have heart stopper
- 1nt: transfer to clubs. Good hands with both minors start this way.
- 2c: good raise to 2D (unlimited, in fact)
- 2d: single raise
- 2h: 6+ spades
- 2s: fit jump
- 2nt: natural
- 3c: weak, both minors (good hands start with 1nt)
- 3d: weak

Transfer Advances after Takeout Doubles

1d (X) - ...

Transfers start with XX, complete low level transfers only with 3+ card support (or fewer with no other reasonable rebid)

- XX: 4+ hearts, unlimited strength (support doubles on)
- 1h: 4+ spades, unlimited strength (support doubles on)
- 1s: transfer to NT
- 1nt: transfer to clubs. Good hands with both minors start this way.
- 2c: good raise to 2D (unlimited, in fact)
- 2d: competitive
- 2M: Fit Showing (5+M, 4+D, INV, but NF)
- 2nt: natural
- 3c: weak, both minors
- 3d: weak

1h (X) - ...

Transfers start with 1nt, accept with 2+ cards, jump with 4+ card support (or 3 with extras)

- 1s: 4+ spades, natural, forcing
- 1nt: 5+ clubs (or H raise with club values)
- 2c: 5+ diamonds (or H raise with diamond values)
- 2d: good raise to 2H (including minimum 3 card limit raises)
- 2h: weak raise to 2H
- 2s: fit showing (usually 5+ spades, 4+ hearts, decent spades, inv)
- 2nt: limit+ (systems on, except 3c-3h/3nt to play and 3c-3s asks for shortness)
- 3m: fit showing
- 3h: weak

1s (X) - ...

Transfers start with 1nt, accept with 2+ cards, jump with 4+ card support (or 3 with extras)

- 1nt: 5+ clubs (or S raise with club values)
- 2c: 5+ diamonds (or S raise with diamond values)
- 2d: 5+ hearts
- 2h: good raise to 2S (including minimum 3 card limit raises)
- 2s: weak raise to 2S
- 2nt: limit+ (systems on, except 3c-3s/3nt to play)
- 3m, 3H: fit showing
- 3s: weak

Interference over 1nt

If they double (artificial) or bid 2c: systems on. If 2c showed the majors, we play UVU instead; double basically shows penalty interest in lieu of just Stayman. Obviously, just pass with a garbage Stayman hand. Pass and then double is takeout.

If they show two known suits, neither of which is the bid suit: UVU; double and then double (by either partner) is penalty; pass and then double is takeout.

If they show the bid suit and another unknown suit: treat the bid as natural, and play systems on if 2c or lebensohl/transfer lebensohl if 2d/2M (see below). Same goes if the other suit is known, but the bid suit is known to be better/longer.

If they show the bid suit and another known suit, but they don't know which is the better/longer one (DONT 2h being the obvious example): double for penalties, since they don't know whether to run. Otherwise transfer lebensohl as below.

If the interference is 2d (natural or natural-ish): regular lebensohl, double for takeout by either partner. If 2d shows either major (Woolsey), regular lebensohl as if they showed diamonds (so that 3d is Stayman), but immediate double is penalty (so that may be a better choice than 3d with balanced hands), and pass followed by double is takeout.

If the interference is 2M (natural or natural-ish, with the exceptions noted above): transfer lebensohl, as follows:

1nt - (2M) - ...

- Pass: Could be a trap pass; opener should reopen with shortness.
- X: Takeout, shows enough values to be convertible by opener. Usually shows interest in the other major with less than GF values, but e.g. 1nt (2h) X could be a hand like x xx ATxxx QJxxx, planning to pull 2s to 3c.
- 2s: To play.
- 2nt: Purely competitive with any 1-suiter lower than the overcall suit, or the stopper-showing “slow” route to 3M or 3nt as in ordinary lebensohl. Opener bids 3c, p/c. Exception: 1nt (2h) 2nt 3c 3s = slam try with clubs. If you have the good hand with clubs and they bid 2s, your choices are either bid 3nt and give up on clubs or 2nt and then 4c. Sorry.
- 3c: Inv+ with diamonds. Opener bids 3d to decline the invitation, or makes some descriptive bid to accept. Responder's continuations over 3d are game-forcing (we can't stop in 4d) and show shortness, not a suit. (With 4 in the other major and 5+ diamonds, start with double and convert 3c to 3d if necessary.)
- 3d: Inv+ with the other major, at least 5 cards. Opener can decline the invite by bidding 3 of our suit; anything else is game-forcing and descriptive. Responder's continuations are natural and game-forcing.
- 3M: Stayman with no stopper, just as in ordinary lebensohl.
- 3oM: GF with both minors, 55+.
- 3nt: Denies a stopper, just as in ordinary lebensohl.
- 4c: GF with clubs and the other major, 55+. Hence 3d followed by 4c tends to show 6-4 (or 5-4 and a pretty good idea that 3nt isn't the right spot).
- 4d/h: Texas is still on. The other bid (“Texas into their suit”) shows 55+ with diamonds and the other major.
- 4s+: As without interference.

NT overcalls

NT overcalls are a decent 15 to 18. Systems on. ((1X)-P-(1Y)-1N = strong, about 16 to bad 19). Lebensohl (or transfer lebensohl) is on if third hand bids. If they have bid 2 suits (1 major and 1 minor) then assume the major was bid for lebensohl. You may transfer to their minor in a natural sense. Transferring into their major is a stopper check.

In balancing seat, 1nt shows about 11-14 over a minor and 11-16 over a major. 2d, 2h and 2s are all to play. 2c is range Stayman: opener answers Stayman with a min or bids 2nt with a max. Over 2nt, all systems (including transfers) are on at the 3-level.

If they open a weak two and we overcall 2nt, all bids from 3c to 3s are transfers; transfer into their suit is Stayman. If they open Multi and we overcall 2nt, 3c is regular Stayman and 3d/h are transfers.

After overcalls

Transfer advances after our non-preemptive overcall if 3rd hand passes or doubles, starting with a cuebid and ending with the bid just under overcaller's suit. We transfer around notrump, not through it. The bid of one under overcaller's suit promises support and is stronger than a simple raise. Transfers are on even by passed hand, and at any level below game as long as the overcall was non-preemptive (so 2d 3s p 4d = hearts).

Below a cuebid, new suit forcing BUPH. NT advances are natural and constructive (1nt 8-11, 2nt 12-14). Jump cue = mixed raise. If there are 2 suits available to cuebid, the cheaper one shows a decent raise, and the expensive one shows a much more powerful raise. Exception: if they open a "could be short" 1m, then the cuebid of that suit is natural and the other cuebid is a raise.

Michaels

Play pass-or-correct Michaels. For example, after 1s – 2s,

- 2N: constructive for the minor
- 3C: P/C
- 3D: constructive for hearts
- 3H: to play
- 3S: slam interest, usually for hearts

Vs. Artificial Strong Openers

Including Strong 1C/D, and over their control responses; Strong 1C-1D; Strong 2C; Strong 2C-2D; but NOT after 2C – control responses.

Non-vulnerable, Psycho-Suction

- X: suit being doubled, or the next two consecutive suits (for example, 2C-X shows C or reds)
- Suit bids at all levels: suit bid or the next two consecutive suits.
- NT: non-touching suits.

Vulnerable, regular Suction

- X: suit above the one being doubled, or the next two consecutive suits (for example, 2C-X shows D or majors)
- Suit bids at all levels: any bid shows the next higher suit or the two above that.
- NT: non-touching suits.

In response to suit bids, bid to the level of the fit. Bids are pass-or-correct. If you want to show a suit of your own, bid NT at the cheapest level (attempting to get partner to relay to clubs). A bid of the "impossible" suit is a constructive try for each of the two shape possibilities.

Unusual vs. Unusual

Cheaper cue = good hand with 4th suit, expensive cue = raise. Mnemonic: useful space principle. We don't need as much room when we have agreed a trump suit.

Interference over RKC

If they double 4N or (foolish enough to) double an ask using the trump suit (happens, for example, after 2d – 2n – something – 4c – 4d – 4M), XX for business, P to suggest redouble, and other steps as before (but honestly, why waste?).

If they double other rkc asking bids, ROPI in stepwise manner, i.e., XX = 1st step, P = 2nd step, cheapest bid = 3rd step, etc.

If the interference does not reach 5 of our trump suit, then DOPI in stepwise manner, i.e. X = first step, P = 2nd step, cheapest bid = 3rd step, etc.

If they have reached/exceeded our trump suit, then play DEPO, X = even (0/2) P = odd (1/3), with more than 3 just bid more

If they have entered a 2-suit (dRKC) auction, assume the HIGHER is trump for purposes of deciding which interference handling methods to use.

If a response to RKC is doubled, then XX = penalty interest if that is a possible interpretation, P = asking for clarification of holding in X suit (XX for highest round control possible on auction, 5x (not of the trump suit) is a cue, denying 1st round control, showing something else, 5 of our trump suit shows nothing new, no control.) Bids are as they would be in RKC in absence of competition.

Against preempts

- Takeout double through 4h. Double of 4s is optional, (4s)-4n: 2+ suit takeout.
- Lebensohl by the partner of an UPH in response to takeout doubles of weak 2's. If doubler is a passed hand, 2nt is Scrambling.
- Against multi 2d: Defend as if they have shown spades. That is, double = takeout of spades, 2h = natural, 2s = Michaels. Pass and then double of hearts is takeout; pass and then double of spades is penalty.

Competitive 2nt Bids

In auctions where the opps have bid and raised a suit and we are forced to bid at the 2/3 level by partner, or opt to bid on our own under further competition after a takeout by partner, 2nt is Lebensohl. If we have had a chance but fail to bid, or did not compete after a suggestion to bid by partner, then are forced again by partner, 2nt is Scrambling.

Scrambling 2nt

Example sequences are:

(1s)-p-(2s)-X-(p)-2nt: did not bid the first time, now forced by partner

(1s)-p-(2s)-p-(p)-x-(p)-2nt: did not bid the first time, now forced by partner

(1s)-x-(2s)-p-(p)-x-(p)-2nt: did not advance the first time, now forced by partner

Good/Bad 2nt

When one hand has opened 1d, 1h, or 1s, and at that hand's 2nd opportunity to bid his RHO takes a call of 2d or higher then 2nt = Good/Bad. 2nt shows some hand that would like to compete to the 3-level, but may not have full values to do so; it does not apply when partner has made a 2-level free bid in a new suit, thus guaranteeing sufficient partnership values for the 3 level. Responder should decide what he would do over a worst case competitive 3-level bid and bid that.

1d-(1s)-2h-(2s)-2nt = Not Good/Bad, because partner bid 2h

1d-(1s)-p-(2s)-2nt = Good/Bad

1d-(p)-1h-(2s)-2nt = Good/Bad

1d-(2s)-p-(p)-2nt = NOT Good/Bad, because RHO has not bid. Then again, what the hell is opener doing? This auction makes no sense. I guess it's something like 6-4 in the minors, but preempter's partner is probably waiting to punish you.

Vs their 1NT

Vs strong notrump (guarantees 14+ hcp), OR by a passed hand, we play Woolsey.

- X: 4-card major, 5+ minor; or just diamonds. In balancing seat, could be (13)(45). Also, could be a very big hand (18+), planning to rebid 2nt (or double), or a big 5+ major 5+ minor, planning to jump in the major.
 - 2c: pass or correct to diamonds. Over 2d, 2h is p/c for the major.
 - 2d: bid your major (not forcing!)
 - 2M: natural and constructive
 - 2nt: good hand, asking
 - 3c/3h: min/max with clubs
 - 3d/3s: min/max with diamonds
 - 3m: to play
 - 3M: invitational to game, good suit

If they bid, systems on over XX/2c. Otherwise, 2nt = bid your minor, all else natural, including double for penalties.

- 2c: both majors. Generally 5-4, could be a good 44(41).
 - 2d: asking for better/longer major
 - 2M: fairly strong preference
 - 2nt: good hand
 - 3c: min with better hearts, etc.
 - 3m: natural preempt
 - 3M: NOT invitational

If they bid, everything natural, including double for penalties.

- 2d: one major
 - 2M: p/c
 - 2nt: asking (3c = min with hearts, etc.). 4M follow-up = to play.
 - 3m: to play
 - 3M: p/c

If they interfere, 2nt = as before; all else natural, double = penalty.

- 2M: 5+M with a side minor
 - 2s: to play
 - 2nt: asking (3c = min with clubs, etc.)
 - 3c: p/c
 - 3d: game try in a major
 - 3M: NOT invitational
 - 3oM: preemptive

If they bid, 2nt = asking for minor. All else natural (3c = clubs).

Over any of these bids:

- 3NT: to play
- 4x: Namyats

In GCC events, we can't play Woolsey, so we use Modified Joon. Double and 2c are the same as in Woolsey.

- 2d: hearts and a minor
 - 2s, 3s: to play
 - 2nt: asking
 - 3c: p/c
 - 3d: game try in hearts
 - 3h: NOT invitational
- 2M: natural (2nt = game try). 2h tends to show 6; 2s could be bid on 5 spades and a side minor, which overcaller will bid over 2nt if asked.

Against a weak notrump BUPH, we use Landy: 2c for the majors, all else natural.

Vs their Flannery 2D:

- X: Diamonds.
- 2h: Takeout of hearts.
- 3d: Preemptive.
- Other: Natural.

Vs their Gambling 3NT:

- X: Penalty. Future doubles by either player are also penalty.
- 4c: Both majors, strong.
- 4d: Both majors, competitive.
- 4nt: Major-minor two-suiter, strong.

Runouts after 1NT (X = penalty)

When the opponents double our 1nt for penalty (usually a penalty double of a 1nt overcall but also of our strong notrump opening), we use inverted DONT runouts in both direct and balancing seat:

Pass = to play, or simply nowhere to go. Opener is expected to leave it in.

XX = clubs or two-suiter without clubs.

2c = clubs and another

2d = diamonds

2h = hearts

2s = spades

Carding Agreements

Signals

- Upside-Down Count and Attitude vs both. First discard is usually an attitude signal in a new suit, suit preference in suits for which attitude is known/assumed.
- Primary signal to opening lead is attitude, then count, then suit preference.
- Play some trump suit preference. Trump echo may request abnormal play, show ability to ruff, give suit preference, etc.
- Give LOTS of suit preference. Your partner is watching.

Leads

Standard honor opening leads vs suits, Rusinow vs notrump.

Vs Suit

- From length: 3rd from even, low from odd.
- Top of touching honors, including A from AK.
- [xx xxx xxxx xxxxx AKx KQx QJx JT9 KQT9 T9x KJTx KT9x QT9x]
- When opponents are playing in a 5+ level contract, or in obvious cash-out situations, K asks for count and should be the preferred lead from AK.

Vs NT

- From length: 4th, unless do not want suit to be led back, then highest or 2nd (when the highest is a 9, or may cost a trick). Sometimes also 5th if 4th is hard to read and if partner's misreading is not likely to cost.
- K is power lead (unblock Q or J, or give count). A asks attitude for the Q. Otherwise Rusinow.
- [xx xxx xxxx xxxxx AKx KQx QJx JT9 KQT9 T9x KJTx KT9x QT9x]
- In partner's suit: 3rd from even, low from odd, top of touching honors. Partner is considered to have bid a suit naturally if he opened 1d; if 2d, then he is considered to have bid clubs naturally but not a major.

Subsequent Leads

- From length: 3rd from even, low from odd (in remaining holding) usually, but if attitude is more important, high spots to show negative attitude.
- Top of touching honors.