

Transfer Oriented Symmetric Relay Precision Other Openings
As played by Joon Pahk and Leo Zelevinsky (and others, though not as regularly)
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Opening Bids

- 1c: 17+ HCP balanced, or 16+ unbalanced. In 4th seat, this and all other opening bids are 1 point heavier (so 11-16 for the limited openings, 1d if balanced is 12-14, 1nt is 15-17, etc.). As a consequence, positive responses opposite a fourth-seat 1c start at 7 HCP instead of 8; of course they still require 2+ controls.
- 1d: 10-15(16) HCP (11-13 if balanced without 5 cards in either major), 2+ diamonds, and inappropriate for any other opening.
- 1h: 10-15(16) HCP, 5+ hearts.
- 1s: 10-15(16) HCP, 5+ spades.
- 1nt: 14-16 HCP (15-17 in 4th seat), balanced or mostly balanced.
- 2c: 10-15(16) HCP, 6+ clubs.
- 2d: 10-15(16) HCP, either 4405, 4414, or (34)15 distribution.
- 2h: weak, 5 cards is ok if NV only.
- 2s: weak, 5 cards is ok if NV only.
- 2nt: 4-10 HCP (about 4-9 not vul, 6-10 vul), xx5+5+. In fourth seat, it shows 12-15 HCP, xx5+5+.
- 3c: Club preempt.
- 3d: Diamond preempt.
- 3h: Heart preempt.
- 3s: Spade preempt.
- 3nt: A totally solid minor (AKQxxxx or better) of at least seven cards, no outside aces, kings, or Qxx in a major holdings. In third or fourth seat, it suggests a few stoppers outside with a reasonable expectation of making.
- 4c/4d/4h/4s: Normal preempts.
- 4nt: Specific ace asking Blackwood. Responses are 5c is none, 5d/5h/5s/5nt(clubs) is that ace only, and 6c is two aces.
- 5m: To play.
- 5M: Requesting a raise to 6 with one of the top honors, or 7 with both.
- 5nt: Specific king-asking Blackwood (possibly even rarer than the 5M opening).
- 6x, 7x: To play.

1D Opening:

1d -...

- 1h: 5+ HCP, 4+ hearts.
- 1s: 5+ HCP, 4+ spades.
- 1nt: 7-11 HCP, natural.
- 2c: 5+ clubs (rarely four), game forcing.
- 2d: 4+ diamonds, invitational (11-13) but not forcing.
- 2h: Either good 11 to 13 balanced, or game forcing with 5+ diamonds.
- 2s: Invitational (9+ to 13) with both minors.
- 2nt: 14-16 HCP or 19+, natural.
- 3c: Invitational, 6+ clubs.
- 3d: Preemptive, 5+ diamonds.
- 3M: Natural and weak.
- 3nt: 17-18 HCP, natural.
- 4c: Splinter (usually 6+ diamonds).
- 4d: Preemptive.
- 4M: To play.

1d – 1h – ...

- 1s: 4+ spades, may be balanced; quite unlikely to be 4333 though.
- 1nt: 11-13. Singleton heart is possible; 4 spades also possible.
- 2c: 4+ clubs, 4+ diamonds, 9+ total, usually clubs longer or equal to diamonds. Categorically denies as many as 4 spades or 3 hearts.
- 2d: 5+ diamonds, usually 6+. Denies the ability to make a stronger diamond showing bid.
- 2h: Normal raise, often 3 cards.
- 2s(artificial relay to 2nt) – 2nt(mostly forced, though non-forcing 3d on x45+x is allowed) -...
 - 3c: 4 hearts, 0-1 clubs, invitational. Note, not HL here since 2nt doesn't "ask for shortness," nor is it part of a relay sequence.
 - 3d: 5x6x, maximum values, not forcing.
 - 3h: 4 hearts, 0-1 spades, invitational.
 - 3s: 4 hearts, 1 spade, game forcing.
 - 3nt: 4 hearts, 1 club, game forcing.
- 2nt: 6 diamonds, 0-2 hearts, maximum values, not forcing.
- 3c: xx55, maximum values, not forcing.
- 3d: x36+x, maximum values, not forcing.
- 3h: 4 hearts, maximum values, denies shortness unless it is a singleton honor.
- 3s: 04xx, game forcing.
- 3nt: To play, probably a long running diamond suit.
- 4c: x4x0, game forcing.
- 4d: x4+6+x, game forcing.
- 4h: 1561 max.

1d – 1s -...

- 1nt: 11-13, singleton spade possible if 14xx. Don't do this with 13(54) though.
- 2c: 4+ clubs, 3+ diamonds, 8+ total, usually clubs longer or equal to diamonds. Categorically denies as many as 3 spades.
- 2d: 5+ diamonds, may not have a good rebid on a 5 card suit, usually 6+.
- 2h: A "good raise" to 2s. Since we open so aggressively this is used when your hand is not quite good enough to force to the 3 level, but you don't want partner to play you for your usual 10 HCP. Over this bid 2s is to play, 2nt asks shortness (3d = 3 card raise and can be passed, 3s = no shortness) and other bids are natural game tries that cannot be passed.
- 2nt (artificial relay to 3c). Responder may reject the relay only by bidding 3s, which is to play opposite the 3d hand below; but usually he will bid 3c. Then:
 - 3d: 6 diamonds, 0-2 spades, maximum values, not forcing.
 - 3h: 4 spades, 0-1 hearts, invitational.
 - 3s: 4 spades, 0-1 clubs, invitational.
 - 3nt: 4 spades, 1 heart, game forcing.
 - 4c: 4 spades, 1 club, game forcing.
- 3c: xx55, maximum values, not forcing..
- 3d: 3x6x, maximum values, not forcing.
- 3h: x56x, maximum values, not forcing.
- 3s: 4 spades, maximum values, denies shortness unless it is a singleton honor.
- 3nt: To play, probably a long running diamond suit.
- 4c: 4xx0, game forcing.
- 4d: 4+x6+x, game forcing.
- 4h: 40xx, game forcing.
- 4s: 5161, max.

1d – 1h – 1s -... and 1d – 1h/1s – 1nt -...

- 2c: Forces a 2d bid (opener can rarely break after 1d 1h 1s 2c with extreme distribution). Then 2h, 2s, and 3d are invitational, and 2nt is invitational with clubs; 2c then 3c is *to play*. 2M may be rebid with only 5 cards as 3M is bid normally on 6. Using 2c to force 2d, then bidding 3N offers a choice of contracts with exactly 5 cards in your shown major.
- 2d: Artificial game forcing relay.
- 2h (or 1d 1s 1nt 2s): Weak, signing off.
- 2M: To play.
- 2oM: 1d-1h-1nt-2s is 4-4 invitational (going through 2c shows 4-5); 1s then 2h is pass or correct, showing probably 5-4.
- 2nt: Natural and invitational, could contain 5 cards in the major. Opener should show a willingness to play in the major "on the way" to 3nt if he accepts the invite.
- 3c, 3d, 3h, 3s: Natural and slammish. If in a lower suit than responder's first suit, this shows 5-5 and asks opener to either cuebid (for the second suit) or bid the

first suit to agree that. If in the same suit, shows a very good 6+, sets trumps, and asks for cuebidding (3nt = bad hand for slam). And I guess 1d 1h 1nt 3s shows something like 5-6, over which 3nt sets *hearts* and everything else is a cue for spades. 1d 1h 1s 3s is forcing and slammish but may only be 45xx; either way 3nt is a bad hand and others are cuebids (for spades, obviously).

The above systems are all on in any kind of competition, so long as responder still has a 2c bid available at his second turn. However, if responder is a passed hand, these systems are *off*. In that case, regular new-minor forcing/4th suit forcing applies.

1d – 1h – 1nt – 2d -...

- 2h: x3xx, now 2s relays.
 - 2n: (3334), 3c relays, responses 3334, 3343, 4333 min.
 - 3c: (4432), 3d relays, responses 2344, 4324, 4342.
 - 3d: 2335.
 - 3h: 2353.
 - 3s: 3325.
 - 3n: 3352.
- 2s: Doubleton honor in hearts, now 2nt relays, with responses as below.
- 2n: 31xx, now 3c relays with responses 3145, 3154 min, 3154 max.
- 3c: (4432) with a doubleton heart, 3d relays, responses 3244, 4234, 4243.
- 3d: 2245.
- 3h: 2254.
- 3s: 3235.
- 3n: 3253.

That and the following relay auctions are followed by a min/max ask if there is room below 3nt (much more important when showing an unbalanced pattern, since the range for those is 10-15). After that (or if there is not room), CRASH applies. Here are the rules.

After shape is shown, 3nt and all game bids in opener's 4+ card suits are to play. The first other bid is the CRASH relay. Other non-game bids (including 4d) are natural, setting trumps and asking for cue-bidding (often the best idea). But if you do decide to go through CRASH, here are the responses:

- Step 1: 1 or 4 aces
- Step 2: 0 or 3 aces
- Step 3: 2 aces, same color
- Step 4: 2 aces, same rank
- Step 5: 2 aces, odd suits (same shape)

After this response the process repeats. The first bid that is not in his 4+ card suits is relay, other bids all to play, except of course for....

The Super-relay

The SUPER relay is used after you have inquired with crash for aces, kings or queens. After asking about aces or kings, it is the second bid up not in one of his 4+ card suits (the first being the regular crash relay). After asking about queens, it is the first relay bid, taking the place of crash for jacks (that comes on the next round if still available). After responder has replied to the super relay, CRASH resumes as normal.

When one honor has been shown

1st step: The honor is in the longest suit, if two suits are equal in length, you show the highest ranking honor first.

2nd step: The honor is in the second longest suit.

3rd step: The honor is in the third longest suit.

4th step: The honor is in the shortest suit.

Two honors have been shown

1st step: The honors are in the longer pair of suits (by sum of lengths).

2nd step: The honors are in the shorter pair of suits.

Note that this is never ambiguous since opener's shape is always known exactly before CRASH can be invoked.

Three honors has been shown

1st step: The missing honor is in the shortest suit, if two suits are equal in length, you show the lowest ranking missing honor first (think of it as showing the highest ranking honors first).

2nd step: The missing honor is in the third longest suit.

3rd step: The missing honor is in the second longest suit.

4th step: The missing honor is in the longest suit.

1d - 1s - 1n - 2d -...

- 2h: 3xxx, now 2s relays.
 - 2n: 3(334), 3c relays, responses 3334, 3343, 3433 min.
 - 3c: 3(442), 3d relays, responses 3244, 3424, 3442.
 - 3d: 3235.
 - 3h: 3253.
 - 3s: 3325.
 - 3n: 3352.
- 2s: Doubleton honor in spades, now 2nt relays, bid as below.
- 2n: 14xx (13xx rebids 2m), now 3c relays:
 - 3d: 1444.
 - 3h: 1435.
 - 3s: 1453, min.
 - 3n: 1453, max.
- 3c: 2(443), 3d relays, responses 2344, 2434, 2443.
- 3d: 24(52), now 3h relays, responses 2425, 2452.
- 3h: 22(45), now 3s relays, responses 2245, 2254.
- 3s: 2335.

- 3n: 2353.

1d – 1h – 1s – 2d -...

- 2h: 4x5+x, now 2s relays with responses as in the strong club structure. Note, however, that the follow-ups are CRASH, not DCB.
- 2s: 4(432), now 2nt relays with responses as follows. Note that with 4333, first of all we don't often bid 1s (strong spades and little outside), and second we'd rebid 3nt, not 2s.
 - 3c: 4234
 - 3d: 4243.
 - 3h: 4324.
 - 3s: 4342 minimum (in context).
- 2nt: 4xx5, now 3c relays with responses 4135, 4225 min, 4225 max.
- 3c: 4144.
- 3d: 4045.
- 3h: 4054 minimum.
- 3s: 4054 maximum.
- 3nt: 4333.

1d – 1h – 2c -...

- 2d: Either weak with hearts, invitational in any strain, or GF with a minor fit. Opener bids 2h, then:
 - Pass: To play.
 - 2s: GF wishing to agree a minor. Opener bids 2nt and then responder can bid 3m to agree that suit, or 3M to agree the corresponding minor and show enough extras to be willing to bypass 3nt.
 - 2nt, 3c, 3d, 3h: Natural and invitational.
 - 3s: Splinter in support of clubs.
- 2h: Natural and mildly invitational (2d then 3h would show a stronger invite).
- 2s: Artificial GF.
 - 2nt: 3xxx, now 3c relays:
 - 3d: 3145.
 - 3h: 3154.
 - 3s: 3055 min
 - 3c: 22(45). Note that this denies a spade stopper.
 - 3d: 1255 or 0265.
 - 3h: 2155.
 - 3s: 1165.
 - 3nt: 2065.
- 2nt: Natural and game-forcing. Continuations natural. Note that responder could certainly have 4 spades and/or 5 hearts for this bid.
- 3c: Pass-or-correct for better minor. With no preference, opener should bid 3d.
- 3d: To play.
- 3h: Natural and slammish, very strong 6+ card suit.

- 3s: 56xx, GF. To make a splinter raise of clubs, go through 2d (see above).
- 3nt: Signoff, no uncertainty about strain or level.

1d – 1s – 2c -...

- 2d: Artificial GF.
 - 2h: 4 hearts. 2s relays, then:
 - 2nt: 04(45).
 - 3c: 1435.
 - 3d: 1453.
 - 3h: 1444.
 - 2s: 2xxx. 2nt relays, then:
 - 3c: 22(45). Note that this denies a heart stopper.
 - 3d: 2155.
 - 3h: 2065 min.
 - 2nt: 3 hearts. 3c relays, then:
 - 3d: 1345.
 - 3h: 1354.
 - 3s: 0355 min.
 - 3c: 1255.
 - 3d: 1165.
 - 3h: 0265.
- 2h: Either weak with spades, or invitational in any strain. Opener bids 2s, then:
 - Pass: To play.
 - 2nt, 3c, 3d, 3h, 3s: Natural and invitational (3h shows 55xx).
- 2s: Natural and mildly invitational (2h then 3s would show a stronger invite).
- 2nt: Natural and game-forcing. Continuations natural.
- 3c: Pass-or-correct for better minor. With no preference, opener should bid 3d.
- 3d: To play.
- 3h: Natural and slammish, 55xx
- 3s: Natural and slammish, very strong 6+ card suit.
- 3nt: Signoff, no uncertainty about strain or level.

1d – 1h – 2d -...

- 2h: To play.
- 2s: Artificial GF. However, if followed by 3s, shows 56xx. (Note that opener should never bid 2d with 4 spades.)
- 2nt: Natural and invitational.
- 3c: GF x5x5.
- 3d: Natural and invitational.
- 3h: Natural and invitational.
- 3s: Splinter.
- 3nt: To play.

1d – 1s – 2d -...

- 2h: Puppet to 2s, either weak with spades or invitational in any strain.
- 2s: Artificial GF. Tends to deny primary diamond support.
- 2nt: Natural and forcing (go through 2h to invite).
- 3c: GF 5xx5.
- 3d: GF raise.
- 3h: GF 55xx.
- 3s: Natural and slammish.
- 3nt: Signoff.

1d – 1h – 2h – 2s (spiral ask) -...

- 2nt: min, 3 card support, no shortness
- 3c: min, 3 card support, short spades (and hence 44+ in minors), non-forcing
- 3d: min, 3 card support, 5+ diamonds, some undisclosed shortness (usually clubs), non-forcing
- 3h: min, 4 card support
- 3s: max, 3 card support, spade shortness
- 3nt: max, 3 card support, club shortness
- 4c: max, 4 card support, spade shortness
- 4d: max, 4 card support, club shortness
- 4h: max, 4 card support, usually no shortness

1d – 1s – 2s – 2n (non-forcing spiral ask) -...

- Pass: min, 3 card support, no shortness.
- 3c: min, 3 card support, heart shortness (and hence 44+ in minors), non-forcing
- 3d: min, 3 card support, 5+ diamonds, some undisclosed shortness (usually clubs), non-forcing
- 3h: max, 3 card support, heart shortness
- 3s: min, 4 card support
- 3nt: max, 3 card support, club shortness
- 4s: max, 4 card support

Note: Responder's rebids in side suits (or 2nt over hearts, showing spades) are natural game or slam tries and imply (but do not guarantee) 5+ of his major. Bidding spiral suggests only four cards, although it may also be done with 5+. Bidding 3M is a quantitative invite with 5+ cards.

1d – 1h/1s – 3c -...

- 3d: Natural preference, not forcing (discouraging if anything, opener generally passes).
- 3h/3s: If responder rebids his major, it is natural and forcing showing 6+. If responder bids the other major, it is ostensibly a try for 3nt asking for a tidbit in

that suit. However, if responder then pulls 3nt, or does something strong sounding over other bids, he shows his rebid was an advance cuebid in support of one of opener's suits.

- 4c/4d: Natural slam try in support of opener, but suggesting the lack of ability to cuebid in the unbid major.

1d – 1h – 2nt, or 1d – 1s – 2nt – 3c – 3d -...

- 3c: Natural with 5+ clubs, forcing.
- 3d: Natural preference, not forcing (discouraging if anything, opener generally passes).
- 3h: Natural and forcing no matter which major you originally responded in.
- 3s: If responder bid 1h, this is ostensibly a try for 3nt asking for a tidbit in spades. However, if responder then pulls 3nt, or does something strong sounding over other bids, he shows his rebid was an advance cuebid in support of diamonds. If responder bid 1s, this is natural and forcing.
- 4c: A cuebid in support of diamonds.
- 4d: Natural slam try, probably no club cuebid to make.

1d – 1h – 2s – 2n – 3d or 1d – 1s – 3h -...

- 3h: Natural and forcing, may be geared toward reaching 3nt.
- 3s: If responder bid 1h, this is a natural preference, not forcing (discouraging if anything, opener generally passes). If responder bid 1s, this is natural and forcing, may be geared toward reaching 3nt.
- 4c: A cuebid in support of opener's major.
- 4d: Natural slam try in support of diamonds.

1d – 1h/1s – 3d -...

- 3h/3s: If responder rebids his major, it is natural and not forcing, to play. If responder bids the other major, it is ostensibly a try for 3nt asking for a tidbit in that suit. However, if responder then pulls 3nt, or does something strong sounding over other bids, he shows his rebid was an advance cuebid in support of either diamonds or his major.
- 4c: A cuebid setting the major as trump, and suggesting the lack of ability to cuebid in the other major.
- 4d: A natural slam try in support of diamonds, and suggesting the lack of ability to cuebid in the other major.

1d – 2c -...

- 2d: 5+ diamonds, may or may not have extra values, may or may not have a 4-card major; tends to be unbalanced.
 - 2M: Natural. If responder bypasses 2M, he can no longer bid a major naturally.

- 2nt: Suitable to declare notrump. Continuations natural.
- 3m: Natural.
- 3M: Splinter raise of diamonds. Can be done on three-card support.
- 2h: Weak notrump with club support (usually four cards, but judgment applies). Fourth-suit forcing may apply in auctions like 1d-2c-2h-3h-3s, stopper-asking.
 - 2s, 2nt, 3m, 3h: Natural. 2s then 3s shows 5-6.
 - 3s: Splinter, clubs agreed.
 - 4d: RKC for clubs.
- 2s: Weak notrump without club support and containing 4 spades. Could be 4441.
- 2nt: Weak notrump without club support or 4 spades.
 - 3s: 5xx6.
- 3c: Club raise. Tends to be unbalanced, but unsuitable for a splinter.
 - 3d: Natural.
 - 3M: Quasi-natural; could be a 3nt probe or an advance cuebid.
 - 4d: RKC.
- 3d: Maximum, good 6-card suit.
- 3h/s: 0-1 hearts/spades, club support, maximum.
- 3nt: 4441, maximum.

1d – 2h - ...

- 2s: Asks responder to bid 2nt with the invitational notrump hand, or whatever else looks most descriptive with the game forcing diamonds hand; usually with minimum values. 3c by responder would tend to show 5-4, as with 4-5 he would usually respond 2c. If responder bids 2nt then the following apply to opener's rebid:
 - 3c: Natural and non-forcing, showing primary clubs.
 - 3d: Natural and non-forcing, showing primary diamonds.
- 2nt: Essentially the same as 2s, asks responder to pass with the invitational notrump hand, or bid whatever looks most descriptive with the game forcing diamonds hand. Note, the choice between 2s and 2nt is primarily based on an attempt to rightside the notrump contract.
- 3c: Natural and game forcing, showing primary clubs. Responder bids 3nt, or 3M to ask for help in the other major. 3d would suggest neither major well-stopped. Bidding a major may be a try for 3nt, or a cuebid for clubs.
- 3d: Natural and game forcing, showing primary diamonds. As above.
- 3M: Shortness. With the balanced hand, responder can bid 3nt, 4d (not forcing), or 5d. With the game forcing diamonds hand, responder can also bid 3nt or 5d if minimum and ill fitting, but otherwise is expected to cuebid.
- 3nt: To play, assuming the notrump hand opposite. Responder also passes with the game forcing diamonds hand unless he holds significant extra values (something like a good looking 16 at least).

What if they interfere over 2h?

1d – 2h – (X) - ...

- Pass: Minimum opener.
 - Pass: Rolling the dice.
 - Redouble: Transferring notrump to opener.
 - 2nt: Non-forcing; should probably contain at least Jx or Qx of hearts to right-side.
 - All other bids (including 2s): game-forcing with diamonds.
- Redouble: To play. Responder may not pull with the balanced hand, so any bid shows the game forcing raise.
- Bids: As without interference. Note that opener can bid 2s to demand that partner take notrump when he has an anti-positional heart stopper.

1d – 2h – (2s) - ...

- Pass: Asking for a spade stopper.
 - Double: No stopper, non-game-forcing.
 - 2nt: Pick a minor.
 - 3m: To play.
 - 2nt: Stopper, non-forcing.
 - 3x: Game-forcing with diamonds.
- Double: Penalty. Responder may not pull with the invitational hand.
- 2nt and higher: Natural. Other than 2nt, these bids are all game forcing.

1d – 2h – (3c) - ...

- Pass: Forcing—responder is expected to either double (penalty) or bid 3d with the invitational hand, or something higher with the game forcing hand. Opener's pass and then pull is strong (e.g. pass and then pull X to 3d is the kind of hand that would have bid 3d forcing without the overcall).
- Double: Penalty. Responder may not pull with the invitational hand.
- 3d: Non-forcing.

If the interference is higher than that, pass is non-forcing (although obviously responder won't sell out with the game-forcing diamond raise) and double is penalty. Bids are natural. Maybe we should consider making pass of a 3M overcall stopper-asking?

1d – 2s - ...

- 2nt: Interest in game.
 - 3c: Min, longer clubs.
 - 3d: Min, longer diamonds.
 - 3h: Max, short hearts.
 - 3s: Max, short spades.
 - 3nt: Max, 22(45).
 - 4c: 1156.
 - 4d: 1165.

- 4h: 20(56).
- 4s: 02(56).
- 3c: To play.
- 3d: To play.
- 3M: Asks for help in the other major for 3nt.

1d – 2nt - ...

- 3c: Natural, usually 5 cards.
- 3d: Natural, usually 6 cards.
- 3M: Natural.
- 3nt: To play.
- 4c: True minor two-suiter, at least 55.
- 4d: 2272 max, I guess.
- 4M: (5x)6x, I guess.

Pass – 1d - ...

- 1h, 1s, 1nt: Same as BUPH.
- 2c: Natural, starting around a good 8 and always showing a good suit. All follow-ups by both players are natural; nothing is particularly forcing (well, except a splinter), though the odds that you will be dropped after p-1d-2c-2M are vanishing.
- 2d: 8 to 11ish, suggests 5-card support. Follow-ups are natural; if opener bids over 2d, he promises extra values and forces to at least 3d.
- 2M: Fit jump, 8+ with 5+ of the bid suit and 4+ diamonds. Not forcing.
- 2nt: Doesn't particularly exist. It should probably mean "I forgot to open the bidding but I don't want to hang you for opening light in 3rd."
- 3c: Fit jump, as above.
- 3d: Preemptive. Strongly suggests 6 cards.
- 3M: Weak (unlikely, but what else are we using this for?).

1H Opening:

1h -...

- 1s: Exact same as a forcing 1nt response, may contain up to 4 spades.
- 1nt: 5+ HCP, 5+ spades, one round force.
- 2c: 3(2)+ clubs, game forcing.
- 2d: 4+ diamonds, game forcing.
- 2h: 7-10 HCP, 3-4(5) hearts.
- 2s: 6+ spades, decent suit, constructive values (6-10ish).
- 2nt: 4+ hearts, game forcing.
- 3c: 6+ clubs, invitational.
- 3d: 6+ diamonds, invitational.
- 3h: 4-5 hearts, limit.
- 3s: 0-1 spades, 4+ hearts, about 13-16 points in support.
- 3nt: Choice of games.
- 4c: 0-1 clubs, 4+ hearts, about 13-16 points.
- 4d: 0-1 diamonds, 4+ hearts, about 13-16 points.
- 4h: Normal, can be a little stronger and/or less shapely than in more common systems.
- 4s: To play.
- 4nt: Regular Blackwood.

1h – 1s -...

- 1nt: Either balanced, or 4+ clubs.
- 2c: 4+ diamonds, tends to deny 6 hearts.
- 2d: 6+ hearts. If followed by 2h and then 2s, shows a 56xx min.
- 2h: 4 spades, 5-6 hearts.
- 2s: Artificial relay, promises a maximum 6-4 hand.
 - 2nt: Relay, shows game interest but does not promise a rebid.
 - 3c: x6+x4.
 - 3d: x6+4x.
 - 3h: 46+xx.
 - 3s: 56+xx.
 - 3h: To play.
- 2nt: 6+ hearts, maximum, suggesting a notrump contract.
- 3c: 5+ clubs, maximum.
- 3d: 5+ diamonds, maximum.
- 3h: 6+ hearts, maximum.

In competition, transfers are off. In particular, 1h (p) 1s (x) xx shows (four) spades and suggests that they could be in trouble.

1h – 1nt – ...

- 2c: Either balanced, or 4+ clubs. Not 100% forcing, but pass would be rare.
- 2d: 4+ diamonds.
- 2h: 6+ hearts.
- 2s: 3+ spades, non-maximum.
- 2nt: Good 3-card spade raise.
 - 3m: Help-suit game try. Opener is expected to reject with shortness.
 - 3M, 4M: To play.
 - 3nt: Asking for shortness (HLN).
 - 4m: Cuebid.
 - 4nt: 6-ace RKC with both majors agreed.
- 3s: Good 4-card spade raise.
 - 3nt: Asking for shortness (HL).

1h – 1nt – 2m –

- 2d: Invitational 5+x5+x.
- 2h: Weak preference.
- 2s: Artificial game-force. Continuations as natural as possible.
- 2nt: Natural, invitational.
- 3m: Invitational.
- 3om: Game forcing 5-5.
- 3h: Invitational, 5+3xx.
- 3s: Invitational, 6+xxx.

1h – 1nt – 2h –

- 2s: Artificial game-forcing relay.
 - 2nt: 4 clubs. Over that, 3c and 3h set trumps, 3s shows six or more spades, and game bids are signoffs.
 - 3c: 4 diamonds. Over that, 3d and 3h set trumps, 3s shows six or more spades, and game bids are signoffs.
 - 3d: 1633, or 26(32) with no top spade honor. Over that, 3h sets trumps, 3s shows six or more spades, and game bids are signoffs.
 - 3h: 26(32) with a top spade honor. Over that, 3s sets trumps, 4c and 4d are cuebids setting hearts as trumps, and game bids are signoffs.
 - 3s/4c/4d: 7 or more hearts, with shortness in the bid suit. 4c and 4d are cuebids setting hearts as trumps, 4nt is RKC in hearts, and game bids are signoffs.
 - 3nt: 2722, 12-14 HCP. 4c and 4d set hearts as trump, 4nt is RKC in hearts, and game bids are signoffs.
 - 4h: 2722, 9-11 HCP. 4s is to play, 4nt is RKC in hearts.
- 2nt: Natural and invitational.
- 3m: Game-forcing 5-5.
- 3h: Invitational, 5+3xx. This would also apply over opener's 2s rebid.

- 3s: Invitational, 6+xxx.

1h – 2c -...

- 2d: Either 6+ hearts, or a “punt” with no other attractive bid.
 - 2h: 2+ hearts, asking (don’t bid this if you can rightside notrump instead).
 - 2s: (5332), no diamond stopper for notrump.
 - 2nt: Club support, usually 3 good ones.
 - 3c: (5332), no spade stopper for notrump.
 - 3d: 6 hearts.
 - 3h: 46xx, better hearts than spades.
 - 3s: 7 hearts, solid or semi-solid with little outside.
 - 3nt: 7 broken hearts.
 - 4m: 8-bagger plus the ace of the bid suit.
 - 4h: 8-bagger plus spade ace. With no side ace, probably either open 4h or rebid 4h.
- 2h: 4+ diamonds. Continuations natural, except 2s which is fourth-suit forcing.
- 2s: 4+ spades. If 46xx, better spades than hearts. Continuations natural, except 3d which is fourth-suit forcing.
- 2nt: 11-13 balanced, good stoppers in spades and diamonds.
- 3c: 4+ clubs, could be minimum. Remember, if partner doesn’t have real clubs, he’ll definitely either bid 3nt or 3h next.
- 3d: Splinter raise of clubs.
- 3h: 0-1 loser suit opposite a void, not a minimum. Agrees hearts and asks for cuebids; non-serious 3nt applies.
- 3s: Splinter raise of clubs, but for god’s sake don’t do this unless you really, really mean it (surely at least a 5-5 max), since it can torpedo responder’s planned auction.
- 3nt: 14-16 balanced with 6 hearts and exactly one ace or king in every side suit, including clubs. Note that this implies weakish hearts. With that shape and range but a different honor distribution, go through 2d.

1h – 2d -...

- 2h: Either 6+ hearts, or a “punt” with no other attractive bid.
- 2s: 4+ spades. If 46xx, better spades than hearts. Does not promise extras.
- 2nt: 11-13 balanced, good stoppers in spades and clubs.
- 3c: 5+ clubs, could be minimum.
- 3d: 4+ diamonds, could be minimum.
- 3h: 0-1 loser suit opposite a void, not a minimum. Agrees hearts and asks for cuebids; non-serious 3nt applies.
- 3s: Splinter raise of diamonds, but please please don’t do this unless you really mean it.
- 3nt: 14-16 balanced with 6 hearts and exactly one ace or king in every side suit, including diamonds. With that shape and range but a different honor distribution, go through 2h.

- 4c: I guess this is a splinter also. It better be a good one.

1h – 2h -...

- 2s: Shows the desire to make a short suit game try in any suit.
 - 2nt: Accepting a SSGT in spades.
 - 3m: Explicit SSGT in the bid suit.
 - 3c: Accepting SSGT in clubs but not spades.
 - 3d: Explicit SSGT in diamonds.
 - 3d: Accepting SSGT only in diamonds.
 - 3h: Rejecting any short suit game try.
 - 3s: Accepting all short suit game tries, and has no king or queen in any side suit (so only aces or empty suits, potentially jacks).
 - 3nt: Requests the cuebid of an ace.
 - 4h: Accepting all tries but not a hand like the above.
- 2nt: Game try in spades.
- 3m: Natural game try.
- 3h: To play.

1h – 2nt -...

- 3c: Minimum (10-bad 13).
 - 3d: Relay, but only ask if you really want to know.
 - 3h: Any singleton or void. 3s relays (HML).
 - 3s: 4522, good spades.
 - 3nt: 6-7 hearts, no shortness.
 - 4c: 2524, good clubs.
 - 4d: 2542, good diamonds.
 - 4h: Only 5 trumps, no good 4-card side suit.
 - 3h: Asking for a singleton (responses NHML).
 - 4h: Signoff.
 - Other: Cuebid.
- 3d: Max, no singleton or void.
 - 3h: Relay, responses same as after 1h-2nt-3c-3d.
 - 4h: Signoff.
 - Other: Cuebid.
- 3h: Max, short spades.
- 3s: Max, short diamonds.
- 3nt: Max, short clubs.
- 4c: Max, good 5-card club suit.
- 4d: Max, good 5-card diamond suit.
- 4h: Max, good 5-card spade suit (and hence 6+ hearts).

The general principle is: when showing a suit, bid it naturally (with substitution principle if necessary); but when showing shortness, bid high/middle/low instead.

Pass – 1h -...

- 1s: Natural, 4+ cards.
- 1nt: Not particularly forcing.
- 2c: Reverse Drury, but only shows constructive values (good 8, usually 9) since we open light.
 - 2d: At least mild interest in game, but not enough to force to the 3-level.
 - 2h: No interest in game.
 - 2s+: Game try, as over 1h-2h.
 - 4h: Common, since slam is rare when you can't open 1c and he can't open at all.
- 2d: Natural, about 9+ acceptable with good suit. All follow-ups natural.
- 2h: 6-8ish, not constructive.
- Jump shifts: Fit-showing. Not forcing, but opener will strain to keep it alive.
- 2nt: Clubs.
- 3h: Shapely limit raise, usually 5 cards.

1S Opening:

1s -...

- 1nt: Semi-forcing. Opener is expected to pass with a balanced minimum.
- 2c: 3(2)+ clubs, game forcing.
- 2d: 4+ diamonds, game forcing.
- 2h: 5+ (rarely 4) hearts, game forcing.
- 2s: 7-10 HCP, 3-4(5) spades.
- 2nt: 4+ spades, game forcing.
- 3c: 6+ clubs, invitational.
- 3d: 6+ diamonds, invitational.
- 3h: 6+ hearts, invitational.
- 3s: 4-5 spades, limit.
- 3nt: Choice of games.
- 4c: 0-1 clubs, 4+ spades, about 13-16 points.
- 4d: 0-1 diamonds, 4+ spades, about 13-16 points.
- 4h: 0-1 hearts, 4+ spades, about 13-16 points.
- 4s: Normal, can be a little stronger and/or less shapely than in normal systems.
- 4nt: Regular Blackwood.

1s – 1nt – 2c (Either balanced, or 4+ clubs) –

- 2d: requests opener bid 2h, then:
 - Pass: 6+ hearts attempting to sign off.
 - 2s: Invitational with a good (8-11) 2 card spade raise.
 - 2nt: Club raise and a NT hand (2nt).
 - 3c: Good club raise.
 - 3d: x5+5+x invitational.
 - 3h: 26xx invitational.
 - 3s: 36xx invitational.
- 2h: 5+hearts and tolerance for either spades or clubs, NF.
- 2s: Weak preference; please don't make a game try over this.
- 2nt: Invitation to 3nt without good club support.
- 3c: "Courtesy" club raise.
- 3d: Natural and weak.
- 3h: Fit showing, 5+H, 4+C, invitational.
- 3s: 3-card limit.

1s – 2c -...

- 2d: 4+ hearts. Now 2h by responder is a relay, and opener continues as in TOSR ("max" = 14+, at least 4 controls). Note the following changes, however: opener can't be 56xx (we'd open 1h), but he can be 54(40). So after 1s-2c-2d-2h-2s (was "5-5"; now "5-5 or 5-4-4")-2nt:
 - 3c: High (diamond) shortage, as before.

- 3d: Was (65)11; now, specifically 6511 since with 5611 we'd open 1h.
- 3h: 5521.
- 3s: 5530.
- 3nt: Was 5620; now, however, 5440 (5404 if preceded by 3c).
- 4c+: 6520, as before.
- 2h: Either 6+ spades, or a "punt" with no great bid. Responder can bid 2s (only with 2+ spades), if so:
 - 2nt: 3 (maybe even 4) clubs, not appropriate to raise directly.
 - 3c: The death hand, 5(332) with an unstopped red suit. Responder bids what he has to look for 3nt.
 - 3d: 64xx, better spades (with better hearts, show hearts instead of punting).
 - 3h: 6 spades.
 - 3s: 7 spades that you expect to run; little else.
 - 3nt: 7 broken spades.
 - 4x: 8-bagger plus ace of bid suit.
- 2s: 4+ diamonds.
- 2nt: 11-13, suitable to declare notrump.
- 3c: 4+ clubs, could be minimum. Remember, if partner doesn't have real clubs, he will definitely either bid 3nt or 3s next.
- 3d: Splinter raise of clubs.
- 3h: Splinter raise of clubs.
- 3s: 0-1 loser suit opposite a void. Agrees spades, asks for cuebids; non-serious 3nt applies.
- 3nt: 14-16, 6(322), exactly one ace or king in every side suit, including clubs. With that strength and shape but different honor location, go through 2h.

1s – 2d -...

- 2h: Either 6+ spades, or a "punt" with no great bid. Responder can bid 2s (only with 2+ spades), if so:
 - 2nt: 4 clubs exactly. With 5, rebid 3c directly.
 - 3c: The death hand, 5(332) with an unstopped round suit. Responder bids 3h to show heart cards; 3d suggests he does not but probably has clubs.
 - 3d: 64xx, better spades (with better hearts, show hearts instead of punting).
 - 3h: 6 spades.
 - 3s: 7 spades that you expect to run; little else.
 - 3nt: 7 broken spades.
 - 4x: 8-bagger plus ace of bid suit.
- 2s: 4+ hearts. If 64xx, better hearts than spades. Continuations natural.
- 2nt: 11-13, suitable to declare notrump.
- 3c: 5+ clubs, could be minimum.
- 3d: 4+ diamonds, could be minimum.
- 3h: Splinter raise of diamonds.
- 3s: 0-1 loser suit opposite a void. Agrees spades, asks for cuebids; non-serious 3nt applies.

- 3nt: 14-16, 6(322), exactly one ace or king in every side suit, including diamonds. With that strength and shape but different honor location, go through 2h.

1s – 2h -...

- 2s: Either 6+ spades, or a “punt” with no other convenient bid. Continuations natural.
- 2nt: 11-13, suitable to declare notrump.
- 3c: 5+ clubs, could be minimum.
- 3d: 5+ diamonds, could be minimum.
- 3h: 3+ hearts.
 - 3s: Agrees spades; not a cuebid for hearts.
- 3s: 0-1 loser suit opposite a void. Agrees spades, asks for cuebids; non-serious 3nt applies.
- 3nt: 14-16, 62(32), exactly one ace or king in every side suit, including hearts. With that strength and shape but different honor location, go through 2s.

1s – 2s -...

- 2nt: Shows the desire to make a short suit game try in any suit.
 - 3c: Accepting a SSGT in clubs.
 - 3d, 3h: Explicit SSGT in the bid suit.
 - 3d: Rejecting clubs but accepting diamonds.
 - 3h: Explicit SSGT in hearts.
 - 3h: Accepting only hearts.
 - 3s: Rejecting all SSGTs.
 - 3nt: No side kings or queens (so all aces or jacks or worse).
 - 4c: Asking for cuebid of an ace.
 - 4s: Accepting all game tries, but not a hand like the above.
- 3c, 3d, 3h: Natural game try.
- 3s: To play.

1s – 2nt -...

- 3c: Minimum (10-bad 13).
 - 3d: Relay, but only ask if you really want to know.
 - 3h: Any singleton or void. 3s relays (HML).
 - 3s: 5(422) with a bad side suit.
 - 3nt: To play.
 - 4c: Relay for side suit, responses natural.
 - 3nt: 6-7 spades, no shortness.
 - 4c: 5224, good clubs.
 - 4d: 5242, good diamonds.
 - 4h: 5422, good hearts.
 - 4s: 5(332).
 - 3h: Asking for a singleton (responses NHML).

- 4s: Signoff.
- Other: Cuebid.
- 3d: Max, no singleton or void.
 - 3h: Relay, responses same as after 1s-2nt-3c-3d.
 - 4s: Signoff.
 - Other: Cuebid.
- 3h: Max, short hearts.
- 3s: Max, short diamonds.
- 3nt: Max, short clubs.
- 4c: Max, good 5-card club suit.
- 4d: Max, good 5-card diamond suit.
- 4h: Max, good 5-card heart suit.
- 4s: Max, good 5-card heart suit and extra spade length.

The general principle is: when showing a suit, bid it naturally (with substitution principle if necessary); but when showing shortness, bid high/middle/low instead.

Pass – 1s -...

- 1nt: Not particularly forcing.
- 2c: Reverse Drury, but only shows constructive values (good 8, usually 9) since we open light.
 - 2d: At least mild interest in game.
 - 2h: No interest in game; 4-4 or 5-4 in majors. Not forcing in the least.
 - 2s: No interest in game.
 - 2nt+: Game tries, as above.
 - 4s: Don't be afraid to jump to game since partner is quite limited and you are somewhat limited too.
- 2d, 2h: Natural, 9+, good suits. Follow-ups natural.
- 2s: 6-8ish, not constructive.
- 2nt: Clubs.
- Jump shifts: Fit-showing. Not forcing, but opener should strain to keep it alive.
- 3s: Shapely limit raise, usually 5 cards.

1NT Opening (14-16 or 15-17):

1nt -...

- 2c: Stayman, does not promise a four card major.
- 2d: Transfer to hearts.
- 2h: Transfer to spades.
- 2s: Transfer to clubs, any strength.
- 2nt: Diamonds, or a weak hand with both minors.
- 3c: Asking for a 5-card major, or splinter.
- 3d: 5-5 or longer in the majors, game forcing.
- 3h: 5-5 or longer in the majors, invitational.
- 3s: 5-5 or longer in the minors, game forcing.
- 3nt: To play.
- 4c: Gerber (responses are 1 or 4, 0 or 3, 2 with a minimum, 2 with a maximum).
- 4d: Transfer to hearts.
- 4h: Transfer to spades.
- 4s: Quantitative, 4-4 or longer in the minors
- 4nt: Quantitative.

1nt – 2c – 2d -...

- 2h: Weak, 4+4+xx.
- 2s: Unbalanced invite with 5+ spades (this is also how to bid 54xx invitational).
- 2nt: Invitational, does not guarantee a major.
- 3c: Natural and forcing.
- 3d: Natural and forcing.
- 3h: Showing 5+4xx, forcing, what we might have is another story entirely.
- 3s: 45+xx, forcing.
- 3nt: Duh.
- 4c+: Same as directly over 1nt.

1nt – 2c – 2h -...

- 2s: Unbalanced invite with 5+ spades.
- 2nt: Invitational, does not promise 4 spades.
- 3c: 4xx5+, forcing.
- 3d: 4x5+x, forcing.
- 3h: Invitational.
- 3s: At least game forcing, sets hearts as trumps with an unspecified shortness. (3nt is relay to find out, responses HML, 4h over that shows short clubs, 4s shows short clubs and a hand too good to risk having 4h passed.).
- 3nt: Guarantees 4 spades; pass or correct to 4s.
- 4c: 1430 roman keycard Blackwood for hearts.
- 4d: Quantitative, promises 4+ hearts.
- 4h: To play.

- 4s: Quantitative with 4 spades, denies 4 hearts.
- 4nt/5c/5d: 0314 exclusion keycard Blackwood (4nt shows a spade void).

1nt – 2c – 2s -...

- 2nt: Invitational, does not promise 4 hearts.
- 3c: x4x5+, forcing.
- 3d: x45+x, forcing.
- 3h: At least game forcing, sets spades as trumps with an unspecified shortness. (3s is relay to find out, responses HML).
- 3s: Invitational.
- 3nt: To play. “Guarantees” 4 hearts, but who cares?
- 4c: 1430 roman keycard Blackwood for spades.
- 4d: Quantitative, promises 4+ spades.
- 4h: Quantitative, 4 hearts, not 4 spades.
- 4s: To play.
- 4nt/5c/5d: 0314 exclusion keycard Blackwood. (4nt excl of H)

1nt – 2d -...

- 2h: Fewer than 4 hearts.
 - 2s: Unbalanced hand with invitational values; forces 2nt, then:
 - 3m: Natural, usually 5-5.
 - 3h: 46xx, invitational.
 - 2nt: Balanced invite.
 - 3s: At least game forcing, undisclosed shortness somewhere. (3nt asks, responses HML, 4h over that shows club shortage, 4s is club shortage and a hand too good to risk having 4h passed.)
 - 4c: 1430 RKC for hearts.
 - 4d: Balanced slam try, 6 hearts.
 - 4h: Mild slam try, 6+ hearts.
 - 4s: Uh... I guess slam try with spade void?
 - 4nt: Balanced slam try, exactly 5 hearts.
- 2s: Max, 4+ hearts, weak doubleton somewhere.
 - 2nt: Asking for doubleton, responses HML.
 - 3d: Re-transfer.
- 2nt: Max, 4+ hearts, concentration of values in spades.
 - 3d: Re-transfer.
- 3c: Max, 4+ hearts, concentration of values in clubs.
 - 3d: Re-transfer.
- 3d: Max, 4+ hearts, concentration of values in diamonds.
 - 3h: To play.
 - 4d: Re-transfer.
- 3h: Min, 4+ hearts.

1nt – 2h -...

- 2s: Fewer than 4 spades.
 - 2nt: Balanced invite (with an unbalanced hand, go through 2c and then 2s).
 - 3h: At least game forcing, undisclosed shortness somewhere. (3s asks, HML.)
 - 4c: 1430 RKC for spades.
 - 4d: Balanced slam try, 6 spades.
 - 4h: Either pass or correct, or a splinter. Um, don't do this.
 - 4s: Mild slam try, 6+ spades.
 - 4nt: Balanced slam try, exactly 5 spades.
- 2nt: Max, 4+ spades, weak doubleton somewhere.
 - 3c: Asking for doubleton, responses HML.
 - 3d: Re-transfer.
- 3c: Max, 4+ spades, concentration of values in clubs.
 - 3h: Re-transfer.
- 3d: Max, 4+ spades, concentration of values in diamonds.
 - 3h: Re-transfer.
- 3h: Max, 4+ spades, concentration of values in hearts.
 - 3s: To play.
 - 4h: Re-transfer.
- 3s: Min, 4+ spades.

1nt – 2s -...

- 2nt: Bad hand for clubs.
- 3c: Good hand for clubs. After either one:
 - 3c: To play.
 - 3d: Natural, exactly 4 cards.
 - 3M: Shortage, at least GF. Definitely tends to suggest 6+ clubs and precisely 3 cards in the other major.
 - 3nt: To play.

1nt – 2nt -...

- 3c: Bad hand for diamonds.
- 3d: Good hand for diamonds. After either one:
 - Pass/3d: To play.
 - 3M: Shortage, at least GF. Definitely tends to suggest 6+ diamonds and precisely 3 cards in the other major.
 - 3nt: To play.

1nt – 3c -...

- 3d: No 5-card major.
 - 3h: 31(54) or maybe 3055, at least game forcing.
 - 3s: 13(54) or maybe 0355, at least game forcing.
 - 3nt: To play.

- 3h: 5 hearts.
 - 3s: Slam try, hearts agreed. Do this if you want to bid RKC for hearts, since a direct 4nt is not RKC.
 - 3nt, 4h: To play.
 - 4m: Cuebid for hearts.
 - 4s: Um, don't torture your partner.
 - 4nt: Natural pick-a-minor-ish invite.
- 3s: 5 spades.
 - 3nt, 4s: To play.
 - 4m: Cuebid for spades.
 - 4h: Slam try, spades agreed. Typically this means you want to bid RKC over partner's expected 4s, since a direct 4nt would not be RKC.
 - 4nt: Natural pick-a-minor-ish invite.

1nt – 3d -...

- 3M: Preference. By far the most common response.
- 3nt: Highly discouraging, values concentrated in the minors. Non-forcing.
 - 4nt: Invitational. This the one auction in which responder's 4nt advance is not Blackwood.
- 4m: Excellent fit for at least one major; shows ace of bid suit and denies ace in other minor.
- 4M: Excellent fit for bid suit and both minor suit aces.

In all of these auctions, responder's advance of 3nt or 4M is non-forcing. 4m shows shortness and is a definite slam try; 4nt is 1430 double-keycard, except over 3nt as noted above.

2C Opening:

1. 5-card major okay if weak (9-12)
2. 5 diamonds always okay

2c -...

- 2d: Invitational or better relay. (By passed hand: Stayman.)
- 2M: Non-forcing constructive.
- 2nt: Relay to 3c for weak raise or game-forcing two-suiter. Over 3c:
 - Pass: To play.
 - 3d: 5+5+xx.
 - 3h: x5+5+x.
 - 3s: 5+x5+x.
- 3c: Invitational (to 3nt, usually).
- 3d, 3h, 3s: Natural and game-forcing, promises a good 6-card suit.
- 3nt: To play.
- 4c: Weak.
- 4d: RKC.
- 4M: To play.

2c – (X) - ...

- XX: Business; tends to deny club support.
- 2d: Invitational or better relay, just as if no double. (By passed hand: Stayman.)
- 2M: Non-forcing constructive.
- 2nt: Invitational. Prefer this to XX with club support.
- 3c: Blocking.

2c – 2d - ...

- 2h: 4cM, any strength
- 2s: extra values, not NT-ish, requires shortness somewhere.
- 2n: NT-ish, max
- 3c: any min with no 4+M
- 3d: 5H/6+C (min by definition)
- 3h: 5S/6+C (min by definition)
- 3s: 7+ solid clubs, no keys on the side (4C asks cue outside strength, 4d asks short),
- 3nt: max, 6+C 5D (maybe 4 really chunky ones??)

p – 2c – 2d - ...

- 2h: 4 hearts.
- 2s: 4 spades.
- 2n: No 4-card major, max.
- 3c: No 4-card major, min.

2c – 2d – 2h - ...

- 2s: relay, promises either a GF hand or inv with 4 spades
- 2nt: NF inv with no major, usually asking for good clubs
- 3c: inv with 4 hearts
- 3d/h/s: nat 5 card suits, forcing to game

2c – 2d – 2h – 2s - ...

- 2nt: 4 spades (now GF). 3c relay:
 - 3d: min. 3h relay, bad clubs, good clubs hi short, good clubs lo short.
 - 3h: max, bad clubs.
 - 3s: max, good clubs, hi short. 4c relay, 4126 4036, 4027.
 - 3nt: max, good clubs, lo short. 4c relay.
 - 4c: max, good clubs, 4117.
- 3c: 4 hearts, min, non-forcing. 3d relay:
 - 3h: bad clubs. 3s relay, hi short, lo short.
 - 3s: good clubs, hi short. 4c relay.
 - 3nt: good clubs, lo short. 4c relay.
- 3d: 4 hearts, max, bad clubs. 3h relay:
 - 3s: hi short. 4c relay.
 - 3nt: lo short. 4c relay.
- 3h: 4 hearts, max, good clubs, hi short. 3s relay, 1426, 0436, 0427.
- 3s: 4 hearts, max, good clubs, lo short. 4c relay.
- 3nt: 1417, max, good clubs.

2c – 2d – 2s - ...

- 2nt: Relay.
 - 3c: 7+ C. 3d relay:
 - 3h: high short (1237, 1327, 0337).
 - 3s: relay. 1237, 1327, 0337.
 - 4c: rkc C
 - 3s: middle short (2137, 3127, 3037)
 - 4c: relay. 2137, 3127, 3037.
 - 4d: rkc C
 - 3n: low short (2317, 3217, 3307)
 - 4c: relay. 2317, 3217, 3307.
 - 4d: rkc C
 - 3d: 4D. 3h relay:
 - 3s: hi short. 4c relay, 1246, 0346, 0247.
 - 3n: lo short. 4c relay, 2146, 3046, 2047.
 - 4c: 1147.
 - 3h: 1336
 - 3s: 3136
 - 3nt: 3316
- 3c: NF.

- 3d/h/s: 5+ nat, GF.

2c – 2d – 2n - ...

This can only be bid on maximum hands where you lack any weak shortness. Stoppers are not required in every suit. There is no longer any mechanism in 2c-2d-2s to handle balanced hands. This bid is GF. Finally, note that this tends to show good clubs or good controls; otherwise, why not just open 1nt?

- 3c: Relay.
 - 3d: 3226 or 2326. 3h relay, 2326, 3226.
 - 3h: 2236 or 2227. 3s relay, 2236, 2227.
 - 3s: 1336 (should have a singleton honor)
 - 3nt: 3136 (should have a singleton honor)
- 3d: Stopper relay.
 - 3h: H stopped, S not stopped. 3s asks if D stopped.
 - 3s: S stopped, H not stopped.
 - 3nt: At least H+S stopped, D not necessary.
- 3M: 5 card suit, GF.
- 3nt: The most common rebid. Don't relay looking for the ultimate perfecta, remember, no shortness possible

2c – 2d – 3c - ...

The generic rebid. Depending on who bid 2c, this may not even promise an opening hand.

- 3d: Relay, but definitely try to avoid this, since opener's hand will always disappoint you.
- 3M: 5 card suit, GF.

2c – 2d – 3c – 3d - ...

- 3h: high short or no short. 3s relay.
- 3s: middle short. 4c relay, 3136, x1x7, 2146/3046, 3037.
- 3n: low short. 4c relay. 3316, xx17, 3307.

2c – 2d – 3c – 3d – 3h – 3s

- 3n: no shortage.
 - 4c: relay, 2236, 2326, 3226, 2227.
 - 4d: rkc C
- 4c: 1336
- 4d: 1xx7
- 4h: 1246/3046
- 4s: 0337

2c – 2d – 3d/h - ...

Transferring to 5-card M with 6C. Always a minimum. (Open 1M on a max)

- 3M: non-forcing.
- 3nt: to play
- Step 1: relay, 11, 02, 20.
- Step 2: rkc in C + M.

2c – 2d – 3s - ...

Solid suit, but enough outside to not have opened 3N. (7 solid and an ace is a 1C opener, so at most 1 ctrl outside)

- 4c: asks for outside strength (show a Q or K)
- 4d: asks for short; NHML.

2c – 2d – 3n - ...

5D/6C max. Opener had the option of opening 1D, but chose not to (good clubs bad diamonds a likely reason)

- 4c: relay, 11, 02, 20.
- 4d: rkc in C + D.

2D Opening:**2d - ...**

- 2h: to play. (with 4315 bid 2s over this)
- 2s: to play.
- 2nt: asking bid about opener's hand, invitational or better.
- 3c: to play.
- 3d: asking for openers better major
- 3h: preemptive
- 3s: preemptive

2d – 2nt -...

- 3c: any min (then 3d GF re-ask, 3h/s/nt as below, 4m = 4405; see below).
- 3d: max 4405.
- 3h: max 4315.
- 3s: max 3415.
- 3n: max 4414.

After shape is revealed, i.e., 2d – 2nt – 3d/h/s/nt -...or 2d – 2nt – 3c – 3d – 3h/s/nt -...

- 4c: puppet to 4d, after which:
 - 4h: RKC for clubs.
 - 4s: RKC for hearts.
 - 4nt: RKC for spades.
- 4d: Do you like your hand for slam?
 - 4h: No.
 - 4s: Yes. (4nt continuation is regular blackwood.)
- 4h/4s/5c: signoff.

If opener is 4405 min, then he'll end up bidding 4c himself, which throws off the above. The solution is that he bids 4c if he likes his hand for slam (over which 4d is the signoff relay and 4h+ are RKC), and 4d if he doesn't (all bids signoff).

2M Opening:**2M - ...**

- 2n: asking, responses when NV: (jogust)
 - 3c: 5 card suit, any quality preempt, 3d reasks, then 3h bad, 3s good
 - 3d: bad 6
 - 3h: middle 6
 - 3s: best 6
 responses when vul: (bogust) (BS/BH, GS/BH, BS/GH, GS/GH)
- 4c (or after jogust/bogust): modified rkc: Q, 1 w/o Q, 1 w/ Q, 2 w/o Q, 2 w/ Q

2NT Opening:**2nt -...**

- 3c: To play.
- 3d: To play.
- 3h: Natural, forcing.
- 3s: Natural, forcing.
- 3nt: To play.
- 4c: To play.
- 4d: To play.
- 4h: Blackwood for clubs (0, 1, 1, 2, 2).
- 4s: Blackwood for diamonds (0, 1, 1, 2, 2).
- 4nt: 1430 for both minors (1, 0, 2, 2, 2).
- 5c: To play.
- 5d: To play.

3NT Opening:**3nt -...**

- 4c/5c/6c/7c: Pass or correct. Do this even if you know the suit is diamonds.
- 4d: Shortness ask.
 - 4M: Shortness here.
 - 4nt: No shortness; then 5c pass or correct.
 - 5m: Shortness in the *other minor*.
- 4M: To play.
- 4nt: Length ask (suit assumed to be known).
 - 5c: 7.
 - 5d: 8.
 - 5h: 8 plus HQ.
 - 5s: 8 plus SQ.
 - 5nt: 8 plus queen of other minor.

Slam Agreements

Roman Keycard Blackwood

1430 responses in general. Exceptions:

- Responses to exclusion are always 0314.
- If responder to keycard opened with a preemptive bid, responses are 0, 1 without, 1 with, 2 without, 2 with.
- The same applies if the auction begins 1c-1d and opener later bids keycard.

5nt follow-up by asker confirms all keycards and interest in a grand (not just greedily trying for 6nt); responder bids his cheapest K with 1 or 2, returns to trumps with 0, or bids 6nt with all 3. If responder shows a K, opener can bid another suit to ask about that K (not show it!). Alternatively, with a previously undisclosed source of tricks responder can simply bid a grand, though there is quite a bit of freedom to show various different kinds of holdings (after all, any seven-level bid commits to a grand, and then it's just a matter of picking the right grand). For example, say you open 1d and then spades are bid and raised, and now partner checks on keycards and then bids 5nt and you get excited because your diamonds are much better than partner has a right to expect. With AKQxxx or better in diamonds, bid 7d; with AKQxx, bid 6d and then 7d if partner signs off; with AKxxxx, say, bid 6d and then 7s. With judgment, you can often convey your exact holding, which will enable partner to count tricks accurately enough to decide between 7d and 7s and 7nt.

Cheapest non-signoff-looking follow-up asks for the queen of trumps. If responder has it, he tends to cuebid his cheapest king, or 6 trumps with nothing outside, or 5nt with no outside king but something else worth showing. However, if the queen-asking bid is at or higher than 5 trumps (this obviously is forcing to slam and therefore looking for a grand), 6 trumps denies the queen and 5nt now shows the queen with no outside king. See below for an example of this (actually, probably the only instance of this, unless they interfere). If responder denies the queen, a 5nt follow-up asks for extra trump length beyond the minimum number consistent with previous bidding (responses min, one extra, two extra). I don't expect this to happen much, and the 6h response seems particularly rare, since with two extra trumps you probably wouldn't deny the queen in the first place—it would have to be something like AKJxxxx after 1M-2m-3M.

6x follow-up by asker confirms all keycards and interest in a grand, and asks for 3rd-round control of the bid suit. Return to 6 trumps with Jxx or worse; bid 6nt with the Q, 7 trumps with a doubleton, and raise with QJ (maybe 7nt is in the picture).

When hearts are trump, the 5s continuation (unless it is needed as the queen ask) asks for specific kings (and the spade king becomes the “cheapest” king, shown with 5nt); 5nt is the 3rd-round control-ask in spades. Also note that the 4nt bidder always has at least 1 plus the queen; with less, he risks being hosed by a 5s response. Therefore he can never stop short of slam opposite a response of 3 or 4. With that in mind:

4nt – 5d (hearts are trump):

- 5h: Q ask opposite 3, to play opposite 0
 - pass: 0
 - 5s, 6c, 6d: Q and cheapest K
 - 5nt: Q and no side K
 - 6h: no Q
 - 6nt: Q and all 3 K's (if safe)
- 5s: Specific kings (5nt = spade K)
- 5nt: 3rd-round control-ask in spades

When is something other than 4nt RKC?

- Responding to a non-club preempt, 4c is modified RKC. Responses: 0 (Q assumed if vul), 1 without, 1 with, 2 without, 2 with. The 5c continuation by responder is the appropriate ask—NOT clubs! If the opening bid is 3c or 4c, 4d is keycard with the same set of responses. Also if they interfere high enough that 4c is unavailable, 4nt is keycard but the responses are still 01122, e.g. 3s – (4h) – 4nt.

We do not play keycard of any kind when a minor is agreed. 4m is forcing; other 4-level bids are cues. Jump to 4nt (or 3nt-4nt) is natural and invitational; 4nt in a cuebid sequence is encouraging noise, usually based on good trumps. 4nt over 4m directly is negative and suggests playing there.

Non-serious 3nt

We use 3nt as an artificial slam-negative bid if the following conditions are all true:

1. We are in a game-forcing auction at the 3 level
2. A major suit has been agreed
3. Partner is unlimited

The most common example is after a 1M opening and 2/1 response, followed by responder's rebid of 3M. If responder bids 3M on the third (or later) round of the auction, however, it may not promise true support, and then 3nt is needed as a natural bid, obviously.

If non-serious 3nt applies, then bypassing 3nt to cue on the 4-level obviously shows slam interest. When hearts are trump, cueing 3s is neither serious nor non-serious; it merely shows a spade control. Bypassing 3s (whether to bid non-serious 3nt, or to make a serious cue at the 4-level) denies spade control.

Double RKC

Double RKC applies when two suits have been agreed. The responses are as usual, with the modification that possession of both key queens constitutes an extra keycard; thus 1/4, 0/3, 2/5 with neither (or 1/4 with both), 2/5 with exactly one. Currently there are a very limited number of dRKC auctions:

- After 1M-2x-3x-3M, a subsequent 4nt by either player later is dRKC.

- After 1M-2m-splinter-3M, same thing. But there's also a new twist: if it goes 1M-2m-splinter, an immediate 4nt by responder is dRKC because he may not be able to support the major in a forcing way. (Note also that 4m+1 by responder is RKC in the minor, except after 1h-2d-3s; then 4h is to play, and 4s becomes RKC in diamonds.)
- After a fit jump and opener supports responder's suit.

Follow-ups are very much like you would expect them. However the king-ask has different responses, optimized for the fact that there are only two side kings: none, lower, higher, both. Generally speaking, dRKC asker can sign off in either agreed suit.

Void-showing responses

If partner of RKC bidder has a useful void that he wishes to show, the response structure depends on whether the void suit is absolutely already known from the previous bidding (e.g. responder has already splintered, or has shown length in the other three suits). Assume that 4nt was used to ask for keycards. Then if the short suit is NOT 100% known, the responses with a void are 5nt to show an even number of keycards (not counting the trump Q), and 6 of a suit to show an odd number and a void in that suit. If the void is higher than the trump suit, 6 trumps is used. Over responder's 5nt, 6c asks for the void suit (HL responses).

If the identity of the short suit IS 100% known, the responses are simply the regular 1430 responses shifted up by 4 steps (so 5nt = 1 or 4, 6c = 0 or 3, 6d = 2 without, 6h = 2 with).

Continuations are not well-defined in all cases and depend on the amount of available space. In general, bids other than 6 trumps are grand slam tries, obviously, and as natural as possible.

5nt

When strain is still in doubt, 5nt in general is "pick a slam." Partner of the 5nt bidder should suggest a strain from among the reasonable options, usually based on suit quality, and secondarily on extra length than previously indicated from the earlier auction.

When exactly one suit has been bid and raised, 5nt is the grand slam force, asking for top honors in the trump suit. The responses depend on the trump suit, but there are three guiding rules:

- 7c always shows 2 of the top 3 honors. (Note that we do not jump to 7 of the trump suit in case partner was being cute with GSF and has other plans in mind.)
- With 0 or 1 of the top 3, you may not bypass 6 of the trump suit.
- 6 of the trump suit is always the weakest possible holding, with lower bids being stronger.

So if clubs are trump, then 6c must include all hands with 0 or 1. Otherwise 6c shows the A, 6d shows the K (unless diamonds are trump in which case it shows K, Q, or none), 6h

shows the Q (unless hearts are trump in which case it shows Q or none), and 6s shows none. 6nt is undiscussed and probably not a good idea to trot out unless you hate your partner; if I had to guess I would say it shows 2 of the top 3 and a possible source of tricks for 7nt.