

Pass 2000

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Chapter 1

Introduction

1.1 About the system

This system is a modified version of Tommy Larsson's system Symmetriskt Aubyrelä (Symmetric Auby Relay). It is a weak opening system (all hands with 8+ hcp are opened) based on a forcing pass opening (weak or strong), a catch-all 1♣ opening and transfer style 1-level openings. Relays are the main tool for bidding games and slams.

The name "Pass 2000" comes from that fact that most natural systems classify themselves by the promised length of an opening bid at the 1-level, starting with spades (systems like 5533, 5542, 4444, 5443 and 5551). In Pass 2000, the only opening that promise length in the suit bid is 1♠, promising at least 2 spades. The Pass-portion of the name has been added due to the fact that it is a forcing pass system.

1.1.1 Opening structure

Pass	a) 0–7 any b) 17+ unbal or 18+ bal
1♣	a) 12–16 unbal b) 15–17 bal
1♦	8–11 hcp. 4+♥ (not 4432 or 4333), longer minor possible
1♥	8–11 hcp. 4+♠ (not 4432 or 4333), longer minor possible
1♠	8–11 bal, no 5 card major
1NT	12–14 hcp
2♣	8–11 hcp. 6+♣ or 5♣ and 4+♦ (denies 4+ major)
2♦	8–11 hcp. 6+♦ or 5♦ and 4♣ (denies 4+ major)
2♥	8–11 hcp. 5♥ and 5+♣/♦
2♠	8–11 hcp. 5♠ and 5+♣/♦
2NT	15–17 hcp. At least 5-5 majors
3♣/♦	Sound preempt (2 of 3 top honours), 1-2-3-4 in 3rd NV
3♥/♠	Preemptive, 1-2-3-4
3NT	Sound preempt in a major, 0-1-2
4♣/♦	Preemptive, 1-2-3-4
4♥/♠	Less sound preempt than 3NT, 1-2-3-4
4NT	Sound preempt with both minors
5♣/♦	Undisciplined preempt, 2-3-4
5♥/♠	Bid slam with a top honour, bid grand with two top honours

Notice that all 8–11 hands with at least 5-5 in the minors open 2♣, this means that 2♣ may contain 5 clubs and 6♦. With an 8–11 marmic (4441), open 1♦ unless the short suit is hearts (then open 1♥). With an 8–11 grand marmic (5440) and 5-card minor, open 1♦ unless the short suit is hearts (then open 1♥). Always show your longer major first (spades with 5-5). Do not open 2♥/♠ with a 6 card major, show the major at the 1-level instead.

If playing Denial Cue Bids, an 8–11 opening must contain at least one control (a king is 1 control, an ace is 2 controls) and a 1♣ opening must contain at least 2 controls.

1.2 Dictionary

In this document, several terms and abbreviations are used. This sections tries to explain them.

5332 A general hand pattern. Applies to all hands with 5 cards in one suit, 3 cards in two suits and 2 cards in the last suit.

5-3-3-2 A hand with exactly 5 spades, 3 hearts, 3 diamonds and 3 clubs.

5-3-(32) A hand with 5 spades, 3 hearts and 3-2 in the minors (either way).

5♥-332 Any 5332 distribution with 5 hearts.

5-4♣/♦ Shows 5 cards in a minor and 4 cards in the other minor. The longer suit isn't known.

5♣-4♦ Shows 5 clubs and 4 diamonds.

5+♠ Promising at least 5 spades, but may be more

4(+)♠ Usually exactly 4 spades, but may be more

(3)4+♠ Usually at least 4 spades, but may be 3 spades

M Major. Usually refers to the major shown by a previous bid.

m Minor. Usually refers to the minor shown by a previous bid.

oM Other major. If hearts has been shown, spades is the other major and vice versa.

om Other minor.

1red A bid at the 1-level in one of the red suits (1♦/♥).

2M-1 The bid under the major at the two-level.

F1 A bid which is forcing for one round. Does not promise extra values.

NF A non-forcing bid, not showing any extras. May be passed.

INV An invitational, limited bid. Often natural. May be passed.

INV+ A bid showing invitational, or better, values. These bids are forcing.

GF A bid which is forcing to game.

SPL Splinter. A singleton or a void in a suit. If sure whether singleton or void, the term SPL isn't used.

Transfer A bid showing another suit.

Puppet A bid demanding partner to make a specified bid (in context partner does not have to accept the transfer after a transfer bid has been made).

Marmic Any 4441 distribution.

Grand marmic Any 5440 distribution.

LTC Loser Trick Count (the number of losers in a hand)

1.3 Changelog

2013-03-01

- Added clarifications on when the opponents interfere in a relay sequence (see 3.1.2).
- Added agreements on relay breaks (see 6.4).
- Bidding 3♠ after a good raise to hearts shows GF values with 4 spades and 3 hearts (1♦–2♦; 2♥–3♠, similar to 1♦–2♦; 2♥–2♠).
- Clarification of preempts and higher opening bids.
- Bids at the 6 level or higher are to play, and never a relay.
- Added transfer structure after our overcalls (see 4.1).
- Added chapter on defensive play.
- Clarifications after they interfere over 1♠/1NT.
- 3♠ in the 2NT module shows 5♠-4♥.
- Changed to “standard” continuation after 2♣ GF.

2013-01-08

- Splinter and minisplinter is bid via the relay after 1red.
- Added a simple 2NT module.
- 1♣–1♥; 1♠–1NT; 2♠ is now forcing

2013-01-06

- All jump shifts after 1red are weak.
- Clarified continuation after 1♣–1♥/♠.
- Some changes in relay structure (1♣–1♦ and marmics after delayed 1NT)

2012-12-27

- 1♦–1♠; is generally a 5 card suit, but may be a 4 card suit if INV+.
- In the sequence 1♥–1♠; 2♥: 2♠ is to play and 2NT is the GF relay.
- 1red–2M; shows 4 card support unless preemption seems profitable. With 3 card support we usually relay, intending to play partners longest suit.
- Some artificial bids were removed.
- P–1♣; 1♠–1NT; may be bid with really weak hands. If opener responds 2♣, however, the 2♦ relay promises 5+ hcp.

2012-12-11

First draft, not including interference.

Chapter 2

We open

2.1 Modules

2.1.1 Stenbergs 2NT

Stenbergs 2NT is a support showing response to a major suit opening at the 1-level, and also after 1♣–1M. It shows at least invitational values, and may have mild slam interest if partner has an SPL in the right suit. Stenbergs shows 4+ support.

3♣	Minimum
3♦	Slam interest, asking for SPL
3♥	Short clubs
3♠	Short diamonds
3NT	Short other major
4♣/♦	Cue bid
3M	NF (may bid game with unbal and 5+ major)
3NT	Suggestion to play
3♦	Extra values, no SPL
3♥	Singleton clubs
3♠	Singleton diamonds
3NT	Singleton other major
4♣/♦	Void
4♥	Void oM
4♠	5-5 majors, if spades as trump suit

Stenbergs 2NT is also used in contested bidding.

2.1.2 Rosenkranz invites

Rosenkranz invitational bids are used after 1red–2M; and after 1♣–1M; 2M. They are usually based on a distributional hand, willing to play game if partner has support in the right suits. The examples are after a 1red opening. When Rosenkranz is used, 5+ cards in the opening suit is promised.

1♦–2♥;	
2♠	INV with SPL somewhere
2NT	Relay

	3♣/♦	SPL in the minor
	3♥	Spade SPL
2NT	INV with spade suit	
3♣/♦	INV with the minor	
3♥	“Preemptive” INV	
1♥-2♠;		
2NT	INV with SPL somewhere	
	3♣	Relay
	3♦/♥	SPL in the suit
	3♠	Club SPL
3♣/♦/♥	INV with the suit	

2.1.3 1NT system

Any 1NT-system may be used. The system is used in basically all situations where somebody shows a balanced hand at the 1-level, so a good system should be used. The rebids after a NT-showing response to the pass-opening is a bit different, but mostly the same as below (see 2.5).

The NT-system suggested below is one where the responder may use relays, or more “natural” methods if desired.

1♠/NT—	
1NT	To play
2♣	Relay-Stayman
	a) INV+ with 4+♥-4+♠(but not 5+♥-5+♠)
	b) INV with 4♠
	c) A hand that wants to use relays
	d) Choice of games with 5-3♥/♠
	e) Slammish with diamonds
	f) GF with 5+♣-5+♦
	g) Choice of games with 6-4♥/♠
	h) A weak hand planning to pass the response
2♦	Transfer to hearts
	a) INV with 4+♥, but not 4+♠
	b) A hand wanting to play 2♥
	c) GF with 5+♥
	d) GF with 5+♥-5+♠
2♥	Transfer to spades
	a) A hand wanting to play 2♠
	b) INV+ with 5+♠
	c) INV with 5+♥-5+♠majors
2♠	Transfer to clubs
	a) INV+ with 6+♣
	b) Weak with 6+♣/♦, wanting to play 3m
2NT	Natural invitation without 4-card major
	3♥/♠ Max with 5 card suit
3♣	Puppet Stayman
	a) GF with a 4 card major (bot not both)
	b) GF with at least one 3 card major

3♦	INV with 6+♦
3♥	3-1-(54), choice of games
3♠	1-3-(54), choice of games
3NT	To play
4♣	Transfer to hearts
4♦	Transfer to spades
4♥/♠	To play
4NT	Invitational to 6NT

Relay-Stayman

The relays are not written below, see 6.2.5 for these.

1NT-2♣;

2♦	No four card major
2♥	INV with 5-4♥/♠
2♠	3♠-2♥ or 3♠-3♥, minimum
2NT	2♠-3♥ minimum
3♥	2♠-3♥ maximum
3♠	3♠-2♥ maximum
3NT	3♠-3♥ maximum
2♠	GF Relay
2NT	INV with 4♠
3♣	GF with 5+♣-5+♦
3♦	Asking for SPL
3♦	Slammish with 6+♦
3♥/♠	GF and 5 cards in OTHER major (Smolen)
3NT	To play
4♣	6+♥, 4♠
4♦	6+♠, 4♥
4♥/♠	To play
2♥	4+♥, may have 4♠
2♠	GF Relay
2NT	INV with 4♠
3♣	GF with 5+♣-5+♦, as above
3♦	Slammish with 6+♦
3♥	INV (4+♥-4+♠)
3NT	Choice of games with 5♠ and 3♥
2♠	4+♠, not 4♥
2NT	GF Relay
3♣	GF with 5+♣-5+♦, as above
3♦	Slammish with 6+♦, as above
3♠	INV
3NT	Choice of games with 5♥ and 3♠

Puppet Stayman

3♣ is a modified version of Puppet Stayman. It may be used with a GF hand searching for a 5-card major, or simply a GF hand with a 4 card major (but not 4+ cards in other major).

1NT-3♣;	
3♦	No 5 card major
	3♥ 4♠
	3♠ 4♥
	3NT To play
	4♣/♦ Slammish with 5 card minor and 3-3 majors
3♥/♠	
	5 card major
	3NT To play
	4♣/♦ Cue bid
	4M To play

Transfer to a major

A transfer to spades promises 5+♠, but a transfer to hearts may be done with 4♥ and INV values.

1NT-2♦;	
2♥	Usually not max with 4♥
	2♠ INV with 5♥
	2NT INV with 4♥
	3♣/♦ Natural GF with 5♥, 4♣/♦
	3♥ INV with 6+♥
	3♠ GF with 5-5 majors
	3NT Choice of games with 5♥
	4♣/♦ 6+♥, SPL and slammish
	4♥ 6+♥, slammish, but non-forcing
Other	Max with 4+♥ and values in suit

1NT-2♥;	
2♠	Usually not 4+♠
	2NT INV
	3♣/♦ Natural GF with 5♠, 4♣/♦
	3♥ INV with 5-5 majors
	3♠ INV with 6+♠
	3NT Choice of games with 5♠
	4♣/♦/♥ 6+♠, SPL and slammish
	4♠ 6+♠, slammish, but non-forcing
Other	4+♠ and values in suit

1NT-4♣/♦;	
Relay	Wants partner to be declarer
4M	To play

Transfer to clubs

The transfer to clubs may also be a hand wanting to play 3♦.

1NT-2♠;	
2NT	No good club support
	3♣/♦ To play
	3♥/♠ SPL, slammish with 6+♣

	3NT	Mildly slammish with 6+♣
	4♣	Slammish with 6+♣
3♣		Good club support (Hxx or better)
	pass	Weak with 6+♣
	3♦	To play
	3♥/♠	SPL, slammish with 6+♣
	3NT	To play (INV with clubs)
	4♣	Slammish with 6+♣

2.1.4 2NT module

If we bid, or overcall, 2NT to show a strong balanced hand this system is used. The exception is pass-1♠; 2NT, since responder already has begun to show her distribution. Examples where the 2NT system is used:

- (2X)-2NT-(pass)-
- pass-1♣; 1♥-1♠; 2NT-
- pass-1♣; 1♥-1♠; 2♣-2♦; 2NT-

Due to the infrequency, the 2NT system is pretty simple:

...	-2NT;
3♣	Stayman
	3♦ No major
	3♥/♠ Natural
	3NT Both majors, then 4red transfers
3♦	Transfer to hearts
3♥	Transfer to spades
3♠	5♠-4♥, GF
3NT	To play
4♣/♦	Slammish with 6+ minor
4♥/♠	To play
4NT	INV to 6NT

2.1.5 Slam tools

In some situations we may enter a slam searching auction in which we do not use relays. In this case, we use the following slam tools.

RKCB

We use Roman Keycard Blackwood. If unsure of the trump suit, assume the last real suit shown. The answers look like this (but 1430 may be used if preferred):

...	-4NT;
5♣	0 or 3 keycards
5♦	1 or 4 keycards, queen ask as above
5♥	2 or 5 keycards, no trump queen
5♠	2 or 5 keycards with trump queen
5NT	Even number of keycards and a void

- 6♣ Asks for void
- 6♦/♥ Void
- 6TRUMP Club void or higher void
- 6♣/♦/♥ Odd number of keycards and void
- 6TRUMP Odd number of keycards and a higher void

After RKCB, bidding 5 of the trump suit is to play. Bidding the next step (other than trump) is a queen ask if the queen has not been located. Bidding the step above the queen ask asks about kings. The next step (if below 5NT) is a transfer to 5NT or, if 5NT, to play.

If the opponents interfere after the 4NT ace ask, the answers depend on the suit bid by the opponents. If their suit is higher than ours, we use DOPE (double is odd number of keycards, pass is even number of keycards). If the suit is below our trump suit (or double), we use DOPI/ROPI:

- Db1/Rdbl 0 steps
- Pass 1 step
- 1 step 2 steps
- etc.

Voidwood

A jump to 5 of a suit is an ace ask which partner answers according to RKC, but without showing the void keycard.

They double our cue bid

Without control in the suit bidding is continued. With second round control we pass. With first round control we redouble.

2.2 Major opening bids

We use 1♦♥ as transfer style openings, showing the 4+ cards in the major above the suit bid. These openings may hold a longer minor. They may also be done on 5332-distribution, but not on 4333 or 4432 (treat these as balanced instead). The responses are:

- 1red—
- Pass An alternative with a weak hand and some cards in the suit bid
- 1M Relay
 - a) Wishing to use relays, searching for game/slam
 - b) A weak, (usually) balanced hand, searching for the right partscore
 - c) INV or mildly slammish with 4+ support and SPL (minisplinter)
 - d) Mildly slammish with 4+ support and a void
- 1♠ 4+♠, forcing (INV+ if only 4♠)
- 1NT (3)4+♣, transfer (may be 2-4-4-3 after 1♥)
- 2♣ 5+♦, transfer
- 2♦ 5+♥, transfer
- 2M-1 Good raise (about 12-15 hcp), 3+ support (transfer raise)
- 2M Non-forcing, (3)4+ support

2♠	Weak (About 0–12 hcp)
2NT	Stenbergs 2NT, see 2.1.1
3♣/♦/♥	Weak
3M	Preemptive
3♠	Weak
3NT+	To play

The above should be familiar to players who've studied Carrotti, Magic Diamond, Nalle or similar bridge systems.

2.2.1 The 1M relay

Bidding one of the major is a relay. The relay is done with one of the following:

1. A game forcing hand, wishing to use relays. May or may not have support for opener's major. See 6.3.1 and 6.3.2 for continuations.
2. A weak hand (usually balanced) with no desire to show an own suit. Looking for the best partscore. Responder will pass opener's rebid or prefer opener's (4)5+ suit (which is to play).
3. A "minisplinter" showing 4+ support, an SPL and INV or mildly slammish. Responder will bid at the 3-level after opener's rebid, where 3♥ after the 1♦ opening shows SPL spades and INV values.
4. A void splinter, mildly slammish. Responder will bid the SPL at the 4-level after opener's rebid.

The closest rebid by responder is usually the game forcing relay, but in the sequence 1♥–1♠; 2♥ (opener has shown 5+♠ and 4♥) 2♠ is to play and 2NT is the game forcing relay. In the sequence 1♦–1♥; 2♦, however, 2♥ is the game forcing relay, and not to play.

Relaying with weak cards is usually done when responder holds 3-card support for opener's major. This might be the case with a hand that do not want to preempt the opponents; instead looking for the best partscore (perhaps rather playing a 5-2 minor fit).

The minisplinter should always be available after opener's rebid, except in the case of 1♥–1♠; 2NT (but here we have a pretty good picture of partner's hand). Opener should bid 4M after the minisplinter with 8–9 hcp in responder's suits.

The void splinter is used as a slam tool, where opener is supposed to sign of with lost values. 1♦–1♥; rebid–3♠; shows void in spades.

2.2.2 Supporting the major

By bidding the major at the 2-level responder usually has 4+ support, but may hold 3 card support and no desire to relay (perhaps due to the preemptive effect). The opener can choose to continue via Rosenkranz (see 2.1.2) with good shape (promising 5+ major) and a hands that needs the right cards. Supporting the major this way shows about 0–11 hcp, but with really weak hands it is often advisable to pass the opening bid (opponent's are likely to bid).

Making a transfer raise (by transferring into the major at the 2-level) shows a good hand and usually 3-card support (but may be 4 card support if considered too weak for

Stenbergs 2NT). The transfer raise shows about 12–15 hcp, but can also be a minimum game force with 3-card support not wanting to use relays. Opener usually accepts the transfer, but can bid something else with good cards.

1♥–2♥;	
2♠	Nothing special
2NT	Invitational with 3-card support
3♣/♦/♥	Natural, non-forcing with 3-card support
3♠	Mildly invitational with 4-card support
3NT	Choice of games with 3-card support
2NT	11 points and (semi)balanced
3♣/♦	Max hand with 4♠ and 6+ minor
3♥	Max hand with 5-5 majors
3♠	Good max hand with 5+♠
4♠	Highly distributional

1♦–2♦;	
2♥	Nothing special
2♠	Natural, INV with 4♠ and 3♥
2NT	Invitational with 3-card support
3♣/♦	6+m, invitational with 3-card support
3♥	Mildly invitational with 4-card support
3♠	Natural, choice of games with 4♠ and 3♥
3NT	Choice of games with 3-card support
2NT	11 points and (semi)balanced
3♣/♦	Max hand with 4♥ and 6+ minor
3♥	Good max hand with 5+♥
4♥	Highly distributional

With an invitational (or minimum game force, looking for slam if partner has a good SPL) hand and 4-card support of the major, Stenbergs 2NT can be used. For an invitational hand, about 14–15 hcp can be assumed. See 2.1.1 for continuations.

If partner open 1♦ and you hold 5♠ and 3♥ it's wise to bid 1♠, since partner will raise with 3+ support (thus playing a 5-3 fit instead of a potential 4-3).

2.2.3 Transfer to new suit

A transfer to a new suit may be done with a weak hand not wanting to pass, relay or support the major. In this case the transfer is based on a 5+ suit, which is also the case for invitational unbalanced hands. Transferring to a minor may be done with an invitational balanced hand, in which case the minor may have only 4 cards (if partner has opened 1♥, a transfer to clubs may be done on a 3 card suit if 2-4-4-3 and invitational). Transferring to clubs and then rebidding 2♦ shows 5-4 minors with the longer suit unknown and invitational values.

The responses to a transfer looks something like this:

Relay	No better bid available
2♦	INV (NF) with at least 5-4 minors (natural cont.)
2M	Weak (see below) with 2M and own 5-card suit
2♥	Natural and invitational

2♠	NF with 5+m and 4♠
2NT	INV
Raise	INV with 6+ suit
3 new	Natural, forcing to game
3NT	Choice of games
2♦	5+♦
2♥	5♠ and 4♥
2M	6+ suit
3♣/♦	Max and 6+ suit unavailable at 2-level
3M	Max and 6+M with support for partners suit
Support at the 3-level	shows extras and 4+ support
Jump	SPL (often 5 card support)

With a weak hand, 2-card support for opener's major, and an own 5 card suit, responder may transfer to her suit and then support partner. Opener usually passes with a 5-card suit, supports responders suit or bids own 5+ minor.

2.2.4 Spades after hearts

When partner has opened 1♦, a 1♠ response shows 4+ spades, and is forcing. With only 4 spades the hand is usually balanced or invitational holding a longer minor, without 3+ support for hearts. With a non-invitational balanced hand, it may be better to relay instead of bidding 1♠. We usually relay with game forcing hands, but the spade bid may be based on a minimum balanced game force.

1♦-1♠;	
1NT	Not 3+♠, 5+♣/♦ nor 6+♥
2♣	Transfer to diamonds (5♠, 4+♦)
2♦	Preference
2♥	Good 5-card heart suit and 2♠
2♠	Preference
3♦	Max with 4+ support
2♦	Transfer to hearts (may be 2 card support)
2♥	The usual bid
	2♠ Invitational with 6♣ and 3♥
	2NT Invitational with 5♠ and 3♥
	3NT Choice of games with 5♠ and 3♥
2♥	At least mildly invitational with 6+♠
	2♠ Minimum or no support
	3♠ Re-invitational
	4♠ Max hand
2♠	Non-forcing transfer to clubs (5♠, 4+♣)
	2NT Max hand with 4+♣
	3♣ Minimum preference
2NT	Invitational
3♣/♦	Invitational with 4+♠ and 5+m
3NT	To play
2♣	5+♣, 4♥, not 3+♠
2♦	5+♦, 4♥, not 3+♠
2♥	6+♥

2♠	3+♠	
	2NT	Invitational with 4 spades
	3♣/♦	Invitational with 4 spades and 5+m
	3NT	Choice of games with 4 spades

2.3 Minor opening bids

Opening 2♣/♦ shows an unbalanced hand with 8–11 hcp, 5+ cards in the minor and denies holding a 4+ major. With at least 5-5 minors, 2♣ is opened. With a weak hand, responder passes or raises (preemptive). With a GF, responder relays. With an invitational hand, responder may show a 5+ major or support the minor by a transfer raise. For relays, see 6.3.3 and 6.3.4.

2♣—	
2♦	GF Relay
2♥/♠	5+ suit, invitational
	Pass Minimum, often with 2 card support
	Relay 4+♦ (may have extra values)
	3♣ Minimum, 6+♣
	3M Minimum, 3-card support
	4M To play with 3-card support
	Other Extras with 6+♣
2NT	Invitational with some support for clubs
	3♣ Any minimum
	3♦ Max with 5♣ and 4+♦
	Other Max with 6+♣
3♣	Preemptive raise
3♦/♥/♠	Invitational with 6+ suit (better than 2♥/♠ and then rebidding)
2♦—	
2♥	GF Relay
2♠	5+♠, invitational
	Pass Minimum, often with 2 card support
	2NT 6+♦, max hand
	3♣ 4♣ (may have extra values)
	3♦ 6+♦, minimum
	3♥ 6+♦, max hand who wants partner to handle NT
	3♠ Minimum, 3♠
	4♠ Max hand with 3♠
2NT	5+♥, invitational
	Pass Possible with minimum
	3♣ 4♣ (may have extra values)
	3♦ 6+♦, minimum
	3♥ Minimum, 3♥
	3♠ Max with 6+♦, suggestin 5♦ as an alternative to 3NT
	3NT Max with 6+♦
3♣	Invitational with some support for diamonds
	3♦ Minimum
	3♥ Max with 5+♦ and 4♣

- 3♠ Max with 6+♦, wants partner to declare 3NT
- 3NT Max with 6+♦, wants to be declarer
- 3♦ Preemptive raise
- 3♥/♠ Invitational with 6+ suit (better than 2♠/NT and then rebidding)

2.4 Two-suited opening bids

Opening 2♥/♠ shows 5 cards in the major and 5+ cards in a minor and 8–11 hcp. For the relays, see 6.3.5. 2NT on the other hand shows 5+♥ and 5+♠ and 15–17 hcp, for the relays see 6.3.6.

- 2♥/♠—
- 2♠ INV with 5+♠
 - 2NT 2-card support, max or min
 - 3♣ Pass or correct
 - Pass Clubs and minimum
 - 3♦ Diamonds and minimum
 - 3♥ Clubs and max
 - 3♠ Diamonds and max
 - 3♦ GF, asking for minor (3♥ clubs, 3♠ diamonds)
 - 3♥ INV
 - 3♠ 6+♠, INV
 - 4♠ To play
 - 3♣/♦ Natural with 0–1♠, minimum
 - 3♥ Max with 0–1♠ and 5+♣
 - 3♠ 3-card support and minimum
 - 3NT Max with 0–1♠ and 5+♦
- 2NT GF Relay
- 3♦ Invitational
 - 3♥ Minimum
 - 4♣ Pass or correct to 4♦
 - 3♠ Max with 5+♣
 - 3NT Max with 5+♦
- 3M Preemptive raise
- 3♥ INV with 6+♥
- 3♠ INV with 6+♠
- Clubs Pass or correct to diamonds

- 2NT—
- 3♣ GF Relay
- 3♦ Invitational
 - 3♥ Minimum
 - 3♠ Maximum
- 3♥/♠ To play

2.5 Pass opening

The pass opening shows either a weak hand (0–7 hcp) or a strong hand (17+ if unbalanced, 18+ if balanced). The responses are very similar to the opening bids, but with

different ranges:

Pass—

1♣	0–7 hcp / 17+ hcp unbalanced / 18+ balanced
1♠	8–13 hcp balanced
1NT	14–17 hcp balanced
2NT	As opening
3X	5–6 hcp, good 7 card suit (with 7 hcp, better treated as 8–16)
Other	As opening, but 8–16 hcp

Over an 8–16 response, opener will relay if strong and bid as normal (pass, transfers etc.) if weak (no invitational sequences). Over 1NT, normal NT-system is used. Over 1red, an initial relay may be used even with a weak hand (just as normal).

2.5.1 Pass–1♣

The most likely situation is that one of the hands is strong, and the other is weak. 1♦ is rebid with the weak hand, partner will pass if weak (trying to play 1♦, may run if doubled) or bid as if she'd opened with pass and received a 1♦ response.

Pass–1♣;

1♦	0–7 any Opener passes if weak, otherwise bid as below
1♥	20+ unbalanced or 21+ balanced
1♠	17–19, 4+♠ unbalanced, may have longer side-suit
1NT	18–20 balanced
2♣/♦/♥	17–19, 5+ suit, denying 4+♠
2♠	17–19, 5♠ and 5+ minor
2NT	17–19, 5-5 majors
3♣/♦	Long suit, about 9 tricks New Showing stopper
3♥/♠	Long suit, about 9 tricks

Marmics (4441) has to be treated as either balanced or unbalanced with 4+♠.

The strong 1♥

pass–1♣; (1♦)–1♥—

1♠	0–4 hcp or 5+ balanced
1NT	21–23 balanced
2♣	Forcing to game
2♦	Waiting
2NT	26–28 balanced (2NT module is used)
Other	According to standard 2♣ GF
2♥/♠	5+ hcp, 4-card major
2NT	5+ hcp, no 4-card major, natural continuation
2♦/♥/♠	20–23 hcp, 5+ suit
2NT	24–25 balanced (2NT module is used)
3♣	20–23 hcp, 5+ suit
3♦	Relay

		3♥/♠	4-card major
		Other	No 4-card major
1NT	5+ hcp, 5+♣		
2♣	5+ hcp, 5+♦		
2♦	5+ hcp, 5+♥		
2♥	5+ hcp, 5+♠		
2♠	5+ hcp, 5-5 minors		
2NT	5+ hcp, 5-5 majors		

The 1♠ rebid

The 1♠ rebid after partners (presumably) negative 1♣/♦ shows 17–19 points and any unbalanced hand with 4+♠, except those with 5-5 in spades and another suit (which are rebid with 2♠NT instead). 1NT by the “weak” hand is now a relay, wanting to know more (max 2♠ if 0–4 hcp). Here, 2♣ shows 5+♠, and the other bids are reserved for canapé hands.

Pass–1♣; (1♦)–1♠;			
1NT	Relay		
	2♣	(4)5+♠ (may be 4 if marmic)	
	2♦	Forcing relay, about 5–7 hcp	
		2♥	4♥
		2♠	6+♠
		3♣/♦	4 cards in suit
		2♥	5+♥, non-forcing
		2♠	To play
		2NT	Invitational with 2-card support
		3♣/♦	6+ suit, non-forcing (3♣ constructive since pass was possible)
		3♠	Invitational, 3-card support
		4NT	17+ hcp, 3+♠
	2♦	4♠, (4)5+♦ (may be 4 if marmic)	
	2♥	4♠, 5+♥	
	2♠	4♠, 5+♣	
		2NT	INV, ca 5–7
		3♣	To play
		Other	GF
	3X	Max, 6+ suit	
2X		Natural, 6+ suit and 5+ hcp (forcing if 17+ hcp is possible)	
2NT		Stenbergs 2NT, see 2.1.1)	
3X		Mini-splinter	

The 2♣/♦ rebids

The continuations after opener has shown 5+ minor and 17–19 hcp is a lot like the 2♣/♦ openings (see 2.3).

Pass–1♣; (1♦)–2♣/♦;		
Relay	INV+ with no 5-card major	
	1 step	4 cards in other minor
	2 steps	4 hearts
	3m-1	6+m, extras

	3m	6+m, minimum
2♥/♠	INV(+) with 5 card major (passable if sure partner is 0–7)	
2NT	Natural and INV over 2♣ Showing hearts over 2♦ (since 2♥ is a relay)	
3m	INV	
3♣/♦	Natural and forcing	
3♥/♠	INV with 6+ suit	

The 2♥ rebid

Pass–1♣; (1♦)–2♥;	
2♠	INV(+) with 5+♠
2NT	INV(+)
	3♣/♦ Natural with extras
	3♥ 6+♥, non-forcing
	3♠ 6+♥, extras
3♣/♦	Natural, forcing
3♥	INV
3♠/4X	SPL, 4-card support

The INV(+) bids are passable if responder is sure to have 0–7 hcp.

2.5.2 Pass–1♠

After responder has shown a balanced hand and 8–13 hcp via the 1♠ rebid, the normal NT system is used. The difference is that 1NT is a puppet to 2♣, allowing the weak hand to stop in 2♣/♦. With a weak and balanced hand (not suitable for bidding Stayman and then passing), 1♠ is passed (normal 1♠ run-outs if they double).

Pass–1♠;	
1NT	Weak hand wanting to play a minor
	2♣ Puppet, pass or correct to 2♦
2NT	18–20 balanced, GF
	3♣/♦ 4-card minor, 12–13 hcp
	3♥/♠ 4-card major, 8–13 hcp (if max no 4-card minor)
	Answer 3♠, 3NT or 4M probably
	4NT 12–13 hcp, quantitative
	3NT 8–11 (or 12 bad), no 4-card major
	4♣/♦ 12–13 hcp, 5-card minor. 4NT is now to play
3NT	To play (no 4-card major and bad slam values)
Other	NT-system where invitational sequences show a minimum game force

2.6 1♣ opening

The 1♣ opening is a “catch-all” bid showing an unbalanced hand with 12–16 hcp or a balanced hand with 15–17 hcp. 1♦ is a relay, showing a weak hand (0–7 hcp) or a game forcing hand (12+ hcp). Other bids are similar to the opening bids (but no transfer openings).

1♣—	
1♦	0–7 hcp / GF Relay
1♥/♠	8–11 hcp, 4+ suit (not 4432 or 4333), may have longer major
1NT	8–11 bal, no 5-card major
2♣/♦/♥/♠	Like openings
2NT	8–11, 5-5 majors
3X	5–7 hcp, good preempt

2.6.1 1♣–1♦

In this sequence opener will make a “delayed opening”, beginning to show her distribution. All responses except 1NT shows 12–16 hcp:

1♣–1♦;	
1♥/♠	5+ major
	Pass The normal bid with a weak hand
	1NT GF relay
	Raise Preemptive
	Other Natural and weak with SPL major
1NT	15–17 balanced OR 12–16 marmic
2♣	5+♣ unbalanced, 6+♣ or 4+♦ or 4♠
	2♦ GF relay
	2♥/♠ Non-forcing
	Raise Preemptive
2♦	5+♦ unbal, like opening
	2♥ GF relay
	2♠ Non-forcing
	2NT 5+♥, non-forcing
	Raise Preemptive
2♥	4♥, 5+♣/♦
	2♠ GF relay
	2NT Bid your minor
	3♣/♦ Non-forcing with long suit
	Raise Preemptive
2♠	4♠, (4)5+♦
	2NT GF Relay
	3♣ Pass or correct (in case of 4-0-4-5)
	3♦ To play
	3♥ Non-forcing with long suit
	Raise Preemptive
2NT	5-5 majors
	3♣ GF Relay
	3♦ Super max for weak hand
	Major To play

Over 1NT the 1NT-system is used, but invitational sequences are game forcing (responder may not want to relay). With a game forcing hand, responder will relay (see 6.3), other bids shows the weak hand 0–7 (and probably bad fit if not support showing).

2.6.2 8–11 answers

In some situations partner may be in a tricky situation (with invitational values or even GF values) when you respond with an 8–11 answer. Try to show support for partner when max (if possible).

1♥/♠

Over 1♣–1♥/♠; opener rebids in a similar way as if partner had opened 1♦/♥, but without relays. The 8–11 hand should be prepared to show her hand when max and with support, otherwise it is opener's responsibility to invite. With a game forcing hand (say 16–17 hcp) opener may be forced to rebid 3NT or similar, often as a choice of games if partner hasn't shown support.

1♣–1M;

1♠	4+♠	
1NT		Not 3+♠, 5+♣/♦ nor 6+♥
	2♣	Transfer to diamonds (5♠, 4+♦)
	2♦	Preference
		3NT Choice of games
		Others Natural and INV
	2♥	Good 5-card heart suit and 2♠ (natural cont.)
	2♠	Preference (cont. is INV)
	3♦	Max with 4+ support
	2♦	Transfer to hearts (may be 2 card support)
	2♥	The usual bid
		2♠ INV with 6♠ and 3♥
		2NT INV with 5♠ and 3♥
		3NT Choice of games with 5♠ and 3♥
	2♥	At least mildly INV with 6+♠
	2♠	Minimum or no support
	3♠	Re-invitational
	4♠	Max hand
	2♠	Transfer to clubs (5♠, 4+♣), forcing
	2NT	Max hand with 4+♣
	3♣	Minimum preference
	3♠	Minimum preference
	2NT	Invitational
	3♣/♦	Invitational with 4+♠ and 5+m
	3NT	To play
	2♣/♦	5+m, 4♥, not 3+♠
	2♥	To play
	2♠	At least mildly INV with 6+♠
	Others	Natural and INV
	2♥	6+♥ (natural cont.)
	2♠	3+♠
	2NT	Invitational with 4 spades
	3♣/♦	Invitational with 4 spades and 5+m
	3♠	INV with 5+♠
	3NT	Choice of games with 4 spades
	3♣/♦	Max with good 6+♣/♦

	3♥	Max with 7+♥ and 2-3♠
	3♠	Max with 4♠
Transfer	As 1♦/♥ openings	
	Accept	No better bid
	2♦	5-4 minors, INV, natural cont.
	2♥	Natural and INV
	2♠	5+m, 4♠ and minimum (ca 12-13 hcp)
	2M	5 card own suit, 2 card support, ca 12-13 hcp
	2NT	INV, usually balanced
	Raise	INV
	3 new	Natural, forcing to game
	3NT	Choice of games
	2♦	5+♦
	2♥	Natural (4+♥)
	2M	6+M
	3♣/♦	Max and 6+ suit unavailable att 2-level
	3M	Max and 6+M with support for partners suit
	Support at the 3-level	shows extras and 4+ support
	Jump	SPL (often 5 card support)
2M-1	INV+ with 3-card support	
	2M	Minimum with 5M or marmic
	3NT	Choice of games
	2♠	Minimum with 4-4-(4-1)
	2NT	Canapé minimum
	3♣	Pass or correct
	3♦	Relay
		3♥ Clubs
		3♠ Diamonds
	Other	To play
	3♣/♦	Canapé maximum
	3♥	Marmic maximum (4-4-4-1 after 1♣-1♥)
	3♠	Max with 4-4-1-4 (<i>the max marmics nay be hard to remember?</i>)
	3NT	Max with 1-4-4-4
	4M	Max with 5+M
2M		ca 12-13 with 3+ support (Rosenkranz cont.)
2♠		ca 12-13 with 6♠
2NT		INV+ with 4-card support (Stenbergs cont.)
3♣/♦/♥		INV (ca 14-16) with solid suit
3M		INV with strong support
3♠		INV (ca 14-16) with solid suit
Game		To play

1NT

Normal NT system is used, but NT-bidder should super-accept more often if max.

2♣/♦

After the 2♣/♦ response the 1♣ opener may either pass or bid (similar to openings):

1♣-2♣/♦;

Relay	INV+ with no 5-card major
	1 step 4 cards in other minor
	2 steps 6+m, extras
	3m-1 6+m, extras
	3m 6+m, minimum
2♥/♠	INV+ (forcing) with 5 card major, rebid is GF
2NT	Natural and INV over 2♣
	INV+ showing hearts over 2♦ (since 2♥ is a relay)
3♣	INV with 6+ suit
3m	INV with support
3♦/♥/♠	INV with 6+ suit

Over a major showing bid at the 2-level, responder bids similar to the 2♣/♦ openings (see 2.3), but may not pass. The difference between step 2 and step 3, when relaying, is that responder bids 2NT when it seems profitable to become declarer.

2♥/♠

The answers are pretty similar to opening 2♥/♠ (see 2.4), the main difference being responding 2NT (INV+ instead of GF).

1♣-2♥/♠;

2♠	INV+ (thus forcing) with 5+♠
2NT	2-card support, max or min
	3♣ INV, pass or correct
	Pass Clubs and minimum
	3♦ Diamonds and minimum
	3♥ Clubs and max
	3♠ Diamonds and max
	3♦ GF, asking for minor (3♥ clubs, 3♠ diamonds)
	3♥ INV
	3♠ 6+♠, INV
	4♠ To play
3♣/♦	Natural with 0-1♠, minimum
	3♥ To play
	3♠ GF with 6+♠
3♥	Max with 0-1♠ and 5+♣
3♠	3-card support and minimum
3NT	Max with 0-1♠ and 5+♦
2NT	INV+ Relay
	3♣/♦ Natural and minimum
	3♥ Max with clubs
	3♠ Max with diamonds
	3NT 6-6
	4♣/♦ 6+ suit
3M	Preemptive INV (minimum with support)

3♥	GF with 6+♥
3♠	INV with 6+♠
Clubs	Pass or correct to diamonds

2NT

A “weak” hand may bid 3M to play. Game may be bid directly, opener can ask for shortness with 3♣ (may want to be in game if partner has the right shortness, or possibly play 3NT, 5m or even slam) or make an invitational bid with 3♦.

1♣–2NT;	
3♣	INV+, SPL ask
	3♦ Singleton ♣
	3♥ Singleton ♦
	3♠ Void ♣
	3NT Void ♦
3♦	INV
	3♥ Minimum
	3♠ Maximum
3♥/♠	To play

After the SPL ask, opener may stop in 3♥/♠ or bid game. With slam interest 4♣ shows slam interest in hearts and 4♦ shows slam interest in spades. Responder bids the relay with nice slam values, and otherwise bids 4M.

2.7 Higher opening bids

2.7.1 Preempts

Our preempts are generally based the number of winning tricks in our hands. We try to calculate how many tricks the contract might go down, in the case that partner can't contribute. We generally use the 1–2, 2–3, 3–4 scale, which means that we expect to go 1–2 down at unfavourable vulnerability (red vs white), 2–3 down at equal vulnerability and 3–4 down at favourable vulnerability (white vs red).

- 3♣/♦ is an exception to the scale. Opening 3♣/♦ shows a 7 card suit with 2 of 3 top honours, with no side king or ace. The exception is 3rd hand NV, where we play according to the scale (even though partner might be strong).
- 3♥/♠ shows 6 or 7 cards in the major.
- 4♣/♦ tend to show 7 or 8 cards in the minor.
- 3NT shows a good preempt with an 8 card major. 4–5 LTC when NV, 4 LTC when red vs red and 3 LTC when red vs white.
- 4♥/♠ is a less sound preempt than bidding via 3NT. We use the 1-2-3-4 scale here.
- 4NT shows a sound preempt with at least 6-5 minors, 3–4 LTC.
- 5♣/♦ is a more preemptive version of 4♣/♦.

3NT good major preempt

Continuation after opening 3NT to show a good major preempt:

3NT—			
pass		Is allowed, but is probably not a good idea	
4♣		Please transfer to your major	
	4red	Transfer	
		4M	To play
		4NT	A high honour in openers major and the ace of the other major
		Other	Slam try in the major, help suit
4♦		Bid your major	
	4M	The major	
		Pass	To play
		4NT	RKCB
		Other	Cue bid
4♥/♠		Own suit	

There are other, perhaps better, continuations after this preempt. Since the bid should be pretty rare, however, this simple structure will have to suffice.

2.7.2 Opening 5 of a major

These bids show 11 tricks and ask partner to bid slam with one of the top honours in the suit, and grand slam with two of the top honours. Opener has no losers outside the major suit.

Chapter 3

Interference

3.1 General agreements

3.1.1 Strength showing doubles/redoubles

In some situations we may be able to bid a strength showing double or redouble. If partner decides to pass these and the opponents try to “flee” our first double is for take-out (which we’ll gladly pass with defensive strength), pass is forcing (may be trap pass, partner is encouraged to take-out) and further doubles are for penalties.

1♣–(dbl)–rdbl–(1♠);

pass Forcing, may be trap pass

Dbl Take-out (hoping partner may be able to pass)

Other Natural GF, offensive strength

Once one of us has made a penalty double/pass further doubles are for penalties.

3.1.2 Relays and interference

We do not play relays if they interfere, unless no steps are lost (these circumstances are listed elsewhere). If they interfere when we relay, relays are off (for now), the exception is double (which is ignored, redouble though is a suggestion to play).

If they interfere during relays, and a game force has been established, double is for penalties and pass is forcing (take-out). The cue bid shows SPL (to ask for stopper, pass first and then cue bid). Other bids are natural and forcing.

If we open 1♦/♥ (also as a response to the pass opening), followed by a relay, and the opponents interfere before a game force has been established; opener usually pass unless it seems wise to bid (natural in that case, new suit or raise by responder is GF). A weak relaying responder may balance by bidding opener’s suit at the 2-level, other bids by relayer are game forcing.

If the bidding starts 1♣–1♦, and third hand interferes, opener decides if she should bid or not (this bid is natural). The weak hand has to pass if opener decides to bid, other bids are GF. If opener passes, responder can double for take-out (weak or strong) or bid a suit at the 2-level (non-forcing). Bids at the 3-level, 2NT and cue bids are GF which doesn’t want to risk opener passing a take-out double.

1♦-(pass)-1♥-(2♣); pass-(pass)—
 pass No desire to bid
 Dbl GF take-out
 2♥ To play
 Other Natural, GF

2♣-(pass)-2♦-(2♠);
 pass Forcing, may ask for stoppers later
 Dbl Penalties
 3♠ SPL
 Other Natural, forcing to game

1♣-(pass)-1♦-(1♠); pass-(pass)—
 pass No desire to bid
 Dbl Take-out, GF if rebid isn't passed
 1NT To play
 2-level Natural, non-forcing
 2♠ Artificial GF
 2NT Natural, GF
 3-level Natural, GF

3.1.3 Estoril against Unusual 2NT

If they bid minors showing Unusual 2NT, after our opening or delayed opening, we play Estoril. We also play Estoril against an opening of 2NT showing both minors. Estoril is only on if 2NT is described as showing both minors.

1X-(2NT)—
 Dbl Desire to penalize
 3♣ INV+ with hearts/support
 3♦ INV+ with spades/support
 3♥/♠ Non-forcing/simple raise

3.1.4 Mancoff

If the opponents double a bid asking for stopper, including fourth suit forcing, Mancoff is applied:

Pass Stopper or half stopper, Rdbl asks for true stopper
 Bid SPL in the suit
 NT Double stopper
 Rdbl No stopper and no SPL, something like J-x or x-x

3.2 Major opening interference

If interfered at the 1-level we still play transfers starting with 1NT. Double shows a balanced hand or a GF. After double, rdbl is GF and we play relays as if nothing has happened, pass shows 4+ in the suit opened and 1M asks opener to pass or bid longer minor.

After interference at the 2-level, dbl is for takeout or GF, new suit is NF. After the takeout double, a rebid in a minor shows a 5+ suit (so rebidding the major is frequently 5+). The cue bid shows 4+ support and is INV+. 2NT shows 3-card support and is INV (with GF, double instead).

How should we play after they bid “our” major? For instance 1♦-(1♥)?

1red-(Dbl)—

Pass 4+ in the red suit
 1M Pass or bid longer minor
 Rdbl GF, normal relays are used (1M isn't used)
 Others As undisturbed

1red-(1M)—

Pass No desire to bid
 Dbl Balanced or GF
 Others As undisturbed (can be GF in an unbalanced hand)

1red-(1NT)—

Dbl Penalties
 Others Non-forcing

1red-(2♣/♦/♥/♠)—

2new Non-forcing
 Dbl Take-out or GF
 2NT INV with 3-card support
 Pass (4)5+ in their suit and minimum
 3♣/♦ (4)5+ suit and minimum
 3M (4)5+ suit and minimum
 Cue Max with 4 cards in the major, asking for stopper
 Clubs Pass or correct
 3NT 4 card major and stopper in their suit
 4M 5+ suit and max
 3new INV+, forcing
 Cue INV+, 4+ support

1red-(3♣/♦/♥/♠)—

Dbl Take-out
 Others Natural and GF

3.3 Minor opening interference

If opponents interfere over 2m, 3m is preemptive, 2NT is INV+ with support (and some kind of stopper), Dbl is take-out and a new suit at the 2-level is non-forcing. The same is true after Dbl, since Rdbl shows good cards.

2♦-(2♥)—

2♠ Non-forcing
 2NT INV+ with support and some kind of stopper
 3♦ Preemptive
 Dbl Take-out

2♦-(Dbl)—
 Rdbl Good cards
 Others Non-forcing

3.4 Two-suited opening interference

After 2♥/♠-(3♣/♦) doubles are for take-out (converting to penalties if holding the minor they bid). Other doubles are for penalties (all doubles after a 2NT opening are for penalties). Their doubles are mostly ignored, but redoubling shows strength and a desire to penalize the opponents.

2♥-(2♠)—
 Dbl Penalties
 2NT INV+
 3♣/♦ Pass or correct
 3♠ Forcing

2♠-(3♣)—
 Dbl Take-out, “pass or bid 3♦”
 3♥ Forcing

2♠-(Dbl)—
 Rdbl Strength
 3♣/♦ Pass or correct

2NT-(Dbl)—
 Rdbl Strength
 Others As undisturbed

2NT-(3X)—
 Dbl Penalties

3.5 Balanced opening interference

3.5.1 Lebensohl

After we (re)open 1♠/1NT to show a balanced hand, and the opponents overcall with 2♦/♥/♠, we play Lebensohl. Doubles are for take-out, unless the overcaller was in the balancing position, in which case they are for penalties. Bids at the 2-level is to play. 2NT is a puppet to 3♣, where a bid of a suit unavailable at the 2-level is to play. Otherwise as below:

Holding	Stopper	No stopper
4 card major, GF	Dbl + cue	Dbl + 3NT
5 card major, GF	2nt + higher than overcall	Dbl + 3M
No 4+ major	3NT	2NT + 3NT
Bal INV	Dbl + ?	Dbl + 2NT (no 4 card major)
5 card suit, INV	3-level	3-level
SPL and 4 card major		Cue bid
SPL and no 4 card major		2NT + cue

3.5.2 Penalty doubles

1NT-(dbl)—

Pass	No 5 card suit, “waiting” (opener will bid her lowest suit or redouble)
Rdbl	Good values. The next double is takeout and further doubles are for penalties
2X	5+ suit, to play
2NT	GF, suits are bid bottom up
3X	Preemptive

Nilslund’s slinkningar (or other runout system) may be better.

1♠-(dbl)—

Pass	Asks opener to pass with 3+♠
Rdbl	Strong, asks opener to pass with 3+♠
1NT	“To play”, if doubled then may rebid: 2♣ Clubs + a red suit 2♦ Diamonds + hearts
2X	To play, 5+ suit
2NT	GF with 0–2♠ 3♣/♦/♥ 4 card suit (hearts has priority) 3NT 4-3-3-3
3X	Preemptive

3.5.3 Other cases

2♣ natural/a single suiter System on (double is Stayman)

Double = single suiter Rdbl shows an interest in penalizing the opponents (further doubles are for penalties), then pass is forcing for one round (asking partner to double for penalties or bid a 4+ major). Further doubles after a Rdbl is for penalties. Otherwise: System on.

2♣ majors Double shows desire to penalize at least one of the majors, same principle as above. 2♥ shows 5-4 minors and INV, 2NT asks for longer minor. 2♠ shows the same hand but GF. Otherwise: Lebensohl.

Bids showing two suits The same principle as 2♣ majors. If the overcall shows the suit and another suit (DONT or similar), double is for penalties. Otherwise: Lebensohl.

3.6 Interference after our pass

The strong hand must act, the weak hand may not act on its own (but may support partner). Partner bids as if the pass was weak. If partner bids and you're 17+, a cue bid is probably best.

pass-(pass)-1♣-(dbl);
pass 0-7 hcp, partner's rdbl is SOS, others strong, jump shifts are forcing
rdbl 20+ hcp
Other Natural, 17-19 hcp (1♦/♥/♠ shows 5+ suit)

3.7 Interference over 1♣

Over double 1♦ is 5-7 hcp, pass is 0-4 hcp and rdbl is GF (with relays if we do not want to pass 1♣XX). Other's as normal.

If they bid a suit, Dbl is takeout with 8-11 or any GF. New suit is natural 8-11. Jump shifts are GF with a long and good suit.

1♣-(1NT)—
Dbl Penalties (ca 10+ hcp)
2-level Non-forcing

1♣-(pass)-1♦-(bid);
Pass No desire to bid, shows diamonds over double
Responders doubles are for take-out or GF
New suits by responder are NF at 1- and 2-level
1NT by responder is to play
Responders jump shifts, cue bids, 2NT and 3-level bids are GF
Dbl Take-out
Rdbl 15-17 NT
Others Natural (cue is GF, others NF)

After interference over a delayed opening all raises are preemptive. New suits are non-forcing. Doubles by responder after interference over a delayed 1♥/♠ opening are for take-out and for penalties after interference over other delayed openings. Doubles by opener is for take-out. 1NT by responder is natural weak but max. 2NT or cue bids are GF.

Chapter 4

They open

4.1 Overcalls

Our overcall at the one level shows about 11–16 hcp, and at least 5 cards in the suit bid. 17+ hands usually starts with a double (take-out). We may overcall with up to 18 hcp if the hand is unsuitable for a double, or if the honours are bad. The overcall may be done on weaker hands (down to ca 8 hcp), if the situations seems profitable. On rare occasions an overcall may be done with a good 4 card suit (more likely if partner has made a first hand pass).

When partner has passed in first seat (0–7 or 17+), and the opponents open, we assume partner has the weak hand. Our overcalls are now more tactical, since partner is limited. Our overcall, however, will get us into game if partner has the strong hand so at least 8 hcp is recommended. The hand may also be stronger than normal, if it seems unlikely to make game towards a 0–7 hand.

To overcall at the 2-level the suit needs some quality. The strength is still 11–16 hcp (8 minimum if partner is passed). Partner should not be afraid to lead a suit overcalled at the 2-level.

Clarifications

Natural and NF A natural and NF bid in a new suit is generally constructive. Partner should expect about 8–11(12) hcp for such a bid, but they may be done on somewhat weaker hands. If a passed hand makes this kind of bid it shows the weak variant and about (4)5–7 hcp.

Direct raise A direct raise is mostly preemptive and overcaller should not aim for game unless supermax. The raise shows about 3–7 hcp. Raising to the 2-level shows 3-card support, or a hand with 4(+) support thinking we could buy the contract at the 2-level (or not willing to compete at the 3-level). A preemptive raise to the 3-level has 4(+) support and about 3–6 hcp.

Good raise A good raise is usually done with 3 card support, but may have 4 card support if considered too weak for Stenbergs or if the hand has good defensive values. It is at least mildly invitational, but may be as strong as GF. An invitational hand has about 7 to 12 bad hcp. When transferring into a good raise, overcaller should generally accept the transfer unless super max. The raising partner will

pass with a minimum good raise (7–10), re-invite (positive if new suit, negative if opener’s suit, NT and raise is natural) with a good raise (11–12) or bid game (3NT is a suggestion to play). Hands with slam interest may be bid via the good raise if it seems appropriate.

Stenbergs 2NT Stenbergs 2NT is used after we overcall with a major. Stenbergs promise 4 card support and is generally done with offensive values. It is INV+ and shows about 11+ hcp. A minimum bid of 3♣ after Stenbergs shows ca 8–10(11) if the overcall has been done at the 1-level and ca 11–14 if the overcall has been done at the 2-level.

Mixed raise A mixed raise is a four card constructive raise. They tend to show about about 7+-10 hcp. Many (4333) hands are not suitable for a mixed raise and can be downgraded to a simple raise (or good raise).

Fit show A fit showing jump shift shows trump support and a side suit, with the honours located in the two suits. It generally shows 5+ cards in the suit bid and 4+ support for partner. The side suit is generally broken, so help from partner is appreciated (KJxxx is a good example, with Axxxx it may be better to bid it as a mixed raise or perhaps Stenbergs). The fit jump is INV and shows about 9–11 hcp. The fit jump is non-forcing (though overcaller will seldom pass).

Passed hands (0–7 or 17+) uses the same methods when partner overcall. A 17+ hand may not bid a fit jump (since it is non-forcing), but may bid Stenbergs, a transfer or a good raise. The strong hand probably shouldn’t bid a mixed raise. The weak hand may bid a bad raise, transfer, good raise (if max with 3+ support), a mixed raise, a preemptive raise, or a fit jump (max hand for the weak pass, so not as strong as a fit jump by a non-passed hand).

4.1.1 Continuation after our 1-level overcall

After our 1-level overcall we play transfers. This may be done with a hand wishing to bid a non-forcing bid, or a hand strong enough to force game. Transfers are played even if both opponents has bid.

Bids up to 2 in the opening suit are natural and non-forcing (but constructive if not passed). Jump shifts in these suits are natural and game forcing. Transfers start at 2 in the opening suit, ending at the bid under overcaller’s suit (a transfer raise). Jump shifts into a transferable suit is fit showing. Jump shifts into the opening suit shows a mixed raise.

(1♦)–1♠–(P)–	
1NT	Natural
2♣	Natural and NF (but constructive)
2♦	Hearts
2♥	Good raise
2♠	Direct raise
2NT	Stenbergs
3♣	Natural GF
3♦	Mixed raise
3♥	Fit showing
3♠	Preemptive

If third hand bids, transfers are on as long as possible. If we have to bid natural, new suits are NF.

(1♦)-1♠-(2♣)—	
Dbl	Hearts and some support for spades
2♦	Hearts
2♥	Good raise to 2♠
2♠	Direct raise to 2♠
2NT	Stenbergs
3♦	Mixed raise
3♥	Fit showing
3♠	Preemptive

(1♦)-1♠-(2♦)—	
Dbl	Take-out
2♥	NF
2♠	Simple raise
2NT	Stenbergs
3♣	NF
3♦	Limit raise, 3(+) support
3♥	Fit showing

(1♦)-1♠-(2♥)—	
2♠	Simple raise
2NT	Stenbergs
3♣	NF with good suit

If third hand bids 1NT, double is looking for penalties and assumes about 10 hcp from overcaller. With less than 10 hcp, overcaller may pull the double. Otherwise the transfers are on as usual.

(1♦)-1♠-(1NT)—	
Dbl	Looking for penalties
2♣	NF
2♦	Hearts
2♥	Good raise
2♠	Direct raise
2NT	Stenbergs (should be rare, since double may be more profitable)

If third hand doubles, the transfers start with 1NT. Rdbl shows 9+ hcp and usually a balanced hand (since a strong unbalanced hand can transfer). Rdbl can be unbalanced if we've length in opener's suit.

(1♦)-1♠-(Dbl)—	
Rdbl	9+ hcp, not 3+ support, usually balanced
1NT	Clubs
2♣	Unspecified (shows diamonds if 1♦ is conventional)
2♦	Hearts
2♥	Good raise
2♠	Direct raise
2NT	Stenbergs

3♣	Fit showing
3♦	Mixed raise
3♥	Fit showing
3♠	Preemptive

If third hand bids our suit, dbl show support (simple raise strength, so about 6–10). For instance (1♥)–1♠–(2♠)–Dbl = I intended to bid 2♠ (or possibly transfer into 2♠).

If we overcall with diamonds the above system is on. A difference though is that 2NT always is natural and INV:

(1♣)–1♦–(P)–	
1♥/♠	Natural and NF
1NT	Natural
2♣	Good raise (can be a hand which would've bid Stenbergs if available)
2♦	Direct raise
2♥/♠	Natural GF
2NT	Natural INV
3♣	Mixed raise
3♦	Preemptive
3♥/♠	Fit showing

Overcaller accepts the transfer

Partner's transfer to a new suit is often accepted. Supporting overcaller's suit after the transfer shows 3 card support, an own 5 card suit and ca 10 hcp. Bidding a the remaining suit is natural and forcing. Bidding 2NT is natural and shows ca 12 hcp. Bidding their suit is GF and asks for a stopper. Raising shows a good 6+ suit and is INV (ca 10 hcp). Raising overcaller's suit to the 3-level shows INV values with 3 card support and an own 5 card suit (ca 12 hcp). Jump shifts are GF, show SPL and 3 card support for overcaller's suit.

(1♣)–1♠–(P)–2♣; (P)–2♦–(P)–	
pass	To play
2♥	F. Natural, 5-4 (12+ hcp)
2♠	♦H-H-x-x-x and 3 spades, about 10 hcp
2NT	INV, ca 12 hcp
3♣	Asking for stopper
3♦	INV with ♦H-H-x-x-x-x-(x), ca 10 hcp
3♥	SPL, 5+♦ and 3♠, GF
3♠	♦H-H-x-x-x and 3 spades, about 12 hcp
4♣	SPL, 5+♦ and 3♠, GF

Overcaller breaks the transfer

Overcaller may break the transfer with an own 6+ suit or with maximum values; ca (13)14–16(17). Raising the suit being transfered into shows 4+ support, but does not promise additional values (but should probably not be done with sub-minimum). Bidding 2NT can be done with 5-3-3-2 (2 cards in opening suit) and 3 card support for partner's suit, a single stopper and a hand considered to weak to overcall 1NT. About 13–14(15) hcp in a good hand. Cue bidding shows good support for partner and max.

- (1♣)–1♠–(P)–2♣;
 2♦ Normal bid, usually not (8)11–13(14)
 2♥ Natural and max; ca 14–16
 2♠ 6♠, 0–1♦, does not promise additional values
 2NT 5♠–3♥–3♦–2♣, A-x or K-x in clubs, 13–14(15) hcp
 3♣ Max with support, ca 14–16
 3♦ 4+ support, ca (10)11–13 hcp

4.2 Two-suited overcalls

Our cue bid of a opponent's suit shows a two suited hand with at least 5-5 in the highest unbid suit and another suit (for instance (1♥)–2♥ shows at least 5-5 in spades and a minor). Overcalling 2NT (if they open at the 1-level) shows at least 5-5 in the two lowest unbid suits. Partner should expect 5–6 LTC, with 4 LTC overcaller may bid again.

4.3 Against 1NT

We define natural 1NT openings in two categories: strong and weak. A weak 1NT is defined as any 1NT opening in which the lower limit is below 14 hcp (13–15, 12–14, 10–12 etc). 1NT openings containing at least 14 hcp are considered strong.

Strong 1NT

We use a modified version of Aspro against strong 1NT. The basic 2♣/♦ overcalls show 4+ major (clubs show hearts and diamonds show spades) and a 5+ side suit, and their nature is destructive. We use Dbl as showing a single suiter (constructive if major) or some strong two-suiters. 2♥/♠ is natural and destructive. 2NT shows minors and is destructive. 3X is preemptive.

- (1NT)–2♣–(pass)–
 2♦ Non-forcing relay
 Pass 5+♦
 2♥ 5+♣
 2♠ 5+♠
 3♣/♦ 5-5
 Hearts To play

- (1NT)–2♦–(pass)–
 2♥ Non-forcing relay
 Pass 5+♥
 2♠ 5+♣/♦ (2NT asks)
 3♣/♦ 5-5
 Spades To play

- (1NT)–Dbl–(pass)–
 Pass Penalties
 2♣ Non-forcing relay

	Pass	Clubs, destructive
	2♦	Diamonds, destructive
	2♥/♠	Natural, constructive
	2NT	Minors, 4 losers
	3♣/♦	Natural, 4 losers
Other		Own suit, non-forcing

(1NT)–Dbl–(Rdbl)–

Pass	Bid your suit
Other	Own suit, non-forcing

(1NT)–Dbl–(Bid)–

Dbl	Take-out
Other	Own suit, non-forcing

(1NT)–2NT–(pass)–

Minor	Preference
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Weak NT

Against a weak 1NT we play Landy:

(1NT)—

Dbl	14+ balanced or “too strong” unbal
2♣	Stayman, INV+
	2♦ No major, 14–16
	2♥/♠ 4 card major, 14–16
	2NT No major, 17+
	3♣ Both majors, 17+
	3♥/♠ 4 card major, 17+
	2X Natural and weak
2♣	Both majors, at least 5-4, and opening strength
	2♦ Asks for longer major
	2♥/♠ To play
	2NT Forcing with good cards
	3♦ INV with 3-3 majors
	3♥/♠ INV
2X	Natural, constructive
2NT	Minors, constructive
3♣	Natural, constructive
3X	Preemptive

4.4 Against weak twos

By weak twos we mean a natural two bid which show below normal opening strength and at least 5 cards in the suit bid. This includes bids of intermediate strength, such as 2♥/♠ 10–13, and Muiderberg (5 card major, 4+ minor).

Dbl	Take-out (11+ with marmic, 13+ with balanced hand) Can be bid with 2-3 minors after 2♥/♠.
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After their Rdbl, our pass is for penalties.
 Lebensohl continuatun, a positive hand shows 8–11

Suit	Opening strength, good suit. May be done with strong cards due to eventual problems with a take-out double. New suit F1, 2NT NAT INV
2NT	15–18 with stopper
Jump to 3	Good suit, ca KQJxxx and 15–16 hcp
4♣/♦	Leaping Michaels, forcing with minor and a major (4 LTC)
	4♦ Asks major
	4♥ Pass/correct
	4NT Asks major
Cue	2M–3M shows minors. 2m–3m shows spades and another suit

4.5 Against 2♦ multi

(2♦)—

pass→dbl	Take-out + Lebensohl
pass→Bid	Weaker than direct action
Dbl	13–15 bal or strong (ca 17+ unbal or 19+ bal), Lebensohl is on
2♥/♠	NAT and constructive
2NT	16–18 hcp
3♣/♦	Natural and good playing strength, 3NT resonable if partner can help
3♥/♠	Invitational with good suit
3NT	To play, often unbalanced with long suit
4♣/♦	Leaping Michaels

(2♦)–pass–(2♥/♠)—

Dbl	Take-out + Lebensohl
pass→dbl	Take-out + Lebensohl
2♥/♠	Natural
2NT	15–18 hcp
3X	Natural
3♠	Natural with good suit (after 2♦–2♥)
3NT	To play
4♣/♦	Leaping Michaels
4♥/♠	Natural

(2♦)–Dbl–(P)—

Pass	For penalties if their pass show diamonds, else neutral
Lebensohl	

(2♦)–Dbl–(2♥/♠)—

Pass	To play against 13–15
Dbl	Take-out, INV+ against 13–15
Lebensohl	

(2♦)–Dbl–(3X)—

Dbl	Penalties
3X	Constructive

4.6 Against strong club/pass

We define strong club/pass as a bid showing at least 15 hcp. All our bids are destructive except pass.

Pass	Natural or constructive
Dbl/1♣	Rounded or pointed (shape)
1♦	Reds or blacks (color)
1NT	Majors or minors (rank)
Other	Natural

Partner's bids are pass or correct. Lowest NT bid shows very good cards and is forcing. With good cards, but no desire to pass over the strong opening, overcaller may bid "uneconomical" after partner's request.

4.7 Against 2NT minors

If they open 2NT, showing both minors, our defense is similar to Estoril:

(2NT)—

Dbl	Desire to penalize
3♣	Take-out with better hearts
3♦	Take-out with better spades
3♥/♠	One-suiter, non-forcing but constructive

Chapter 5

Defensive play

5.1 Leads and shifts

We play the 10-12 rule, which means we lead the first, third or fifth card from the top of a suit. The fifth card is lead from a suit of 5- or 7 cards. The third card is lead from a suit of 4 or 6 cards. We lead the top honour from a sequence. From A-Q-J we lead the Q. We lead the third (9 or 8 in this case) card from H-T-9 or H-9-8, regardless of length.

If dummy has x-x-x, play top of x-x-(x) through declarer and third/fifth from A or K. From Q or J, play the second card unless urgent. If dummy has T-x-x, play the Q through declarer.

When returning the suit partner lead (unless it is likely partner will ruff, in case a Lavinthal signal may be more useful) we lead low from an originally even number of cards and second from an originally odd number (or lowest from five).

5.2 Signals

We use UDCA (Upside Down Count and Attitude), in Sweden known as Schneider (attitude) and Malmö (length). We also use Lavinthal signals to show suit preference when trying to give partner a ruff and when its fairly obvious that the lead shouldn't be continued (for instance if we lead A and dummy has K-Q-x, K-x, void or singleton).

Attitude

When signaling attitude **high-low** shows *negative* attitude and **low-high** shows *positive* attitude. Conditions for attitude signals:

- One partner leads the suit, other partner follows playing to the trick
- Either side leads a suit, partner is void, discarding in a side suit
- When the value of providing attitude signals to partner exceeds the value to Declarer

Count

When signaling count **high-low** shows an *odd* number of cards in the suit and **low-high** shows an *even* number. Conditions for count signals:

- Opponents lead a suit
- When the value of providing count signals to partner exceeds the value to declarer
- When it is “obvious” that count is of more importance than attitude

Chapter 6

Relays

6.1 Relay principles

In this document, the one asking the questions is called the master and the one answering the questions are called the slave. Relaying is done in steps, where the master asks the slave about:

1. Hand type
2. Full distribution
3. Honours

The master usually bids the cheapest bid (the relay bid), and the slave shows her hand. In this document two methods for asking about honours is used: Viking Relays and Denial Cue Bids (DCB). Viking Relays is easier to learn, but DCB is usually more precise.

When showing shape we use the following rule: shortness from the top, length from the bottom. The top is spades, and the bottom is clubs. This is a great memory rule.

3NT can never be a relay. If the slave bids 3♠, the master have to bid 4♣ as the relay. Bidding game in a suit where the slave has shown 4+ cards is to play, even if this is the relay. Bids at the 6 level or higher are to play.

6.2 Hand types

There are five different hand types:

1. One-suited (5332 with a major or 6+ suit without 4+ side suit)
2. Short legged two-suited (a 5+ suit and a 4 card side suit)
3. Long legged two-suited (at least 5-5 in two suits)
4. Three-suited (4441 or 5440)
5. Balanced (4333, 4432 and 5332)

In this system, three-suited openings are a bit special, so there's no generic relay table for these openings. You may also notice that 5332 with 5 card major can both be treated as balanced and as unbalanced.

Relaying is done in steps, and usually has nothing to do with the bid used to show this step. When showing full distribution, the lowest step is the most common hand type, which is a useful mind rule.

When using examples for each hand type below, spades will be assumed to be the longest suit (except for balanced relays, since these aren't based on the longest suit principle).

6.2.1 One-suiters

When the slave has a one suiter, she first show the suit and then define it as a one-suiter. Then the shortest suit(s) are shown, and after this the full distribution will be shown. When the shortest suit is the lowest ranking suit, the slave will "zoom" into showing the full distribution right away.

When showing one-suiters with a major, the major may be only 5 cards (if 5332), but if the suit is a minor then it's always 6+ cards. This means that the 5332 step for a minor one suiter is lost.

Here's an example of a one-suiter with spades. The bidding so far: 1♥-1♠; 1NT-2♣; 2♦-2♥. With 2♦ the slave has shown a one-suiter with 5+ spades, and the 2♥ relay asks for the full distribution:

1♥-1♠; 1NT-2♣; 2♦-2♥;	
2♠	High shortness (hearts) or highest tied for shortest 2NT Relay 3♣ Equal shortness 3♦ Relay 3♥ 6-2-2-3 3♠ 6-2-3-2 3♦ 5-2-3-3 3♥ 6-1-3-3 3♠ 7+♠, singleton ♥ 3NT 7+♠, void ♥
2NT	Middle shortness (diamonds) 3♣ Relay 3♦ 5-3-2-3 3♥ 6-3-1-3 3♠ 7+♠, singleton ♦ 3NT 7+♠, void ♦
3♣	Equal shortness (diamonds and clubs) 3♦ Relay 3♥ 6-3-2-2 3♠ 7-2-2-2
3♦	5-3-3-2
3♥	6-3-3-1
3♠	7+♠, singleton ♣
3NT	7+♠, void ♣

As seen, the full distribution are shown with the same bid, even though the shortness is in different suits. This one of the benefits with the symmetric relay principle.

6.2.2 Short legged

When the slave has a short legged two-suiter, the master must know the two suits and which of the suits that has 5+ cards and which of the suits that has only 4 cards. Remember: if both suits has 5+ cards, it is a long legged two-suiter. After this, the full distribution is shown in a similar manner to the one-suiters. Keep in mind that 5440-hands are three-suiters.

Here's an example of a short legged two-suiter with 5+ spades and 4 hearts. The bidding so far: 1♥-1♠; 2♥-2NT. The slave has shown 5+ spades and 4 hearts and the 2NT relay (a special case in this system, usually the closest bid is the relay) asks for the full distribution:

1♥-1♠; 2♥-2NT;	
3♣	High shortness (diamonds)
	3♦ Relay
	3♥ 5-4-1-3
	3♠ 6-4-1-2
	3NT 6-4-0-3
	4♣ 7-4-0-2
3♦	Equal shortness
	3♥ Relay
	3♠ 5-4-2-2
	3NT 7-4-1-1
3♥	5-4-3-1
3♠	6-4-2-1
3NT	6-4-3-0
4♣	7-4-2-0

6.2.3 Long legged

A long legged two-suiter is a hand with at least 5 cards in two suits. In some sequences in this system the longest suit is known if 6-5. In this case, only one step for the 6-5-hand is used (in the case of equal length and 6-5, the full distribution will be known right away).

Below's an example showing a long legged two-suiter with the majors. The bidding so far: 2NT-3♣.

2NT-3♣;	
3♦	High shortness (diamonds)
	3♥ Relay
	3♠ 5-5-1-2
	3NT 5-5-0-3
	4♣ 5-6-0-2
	4♦ 6-5-0-2
3♥	Equal shortness
	3♠ Relay
	3NT 5-6-1-1
	4♣ 6-5-1-1
3♠	5-5-2-1
3NT	5-5-3-0
4♣	5-6-2-0

4♦ 6-5-2-0

It may seem strange that 5-6-2-0 comes before 6-5-2-0, however this is according to our principles: shortness from the top, length from the bottom.

6.2.4 Three-suiters

Three-suiters are all 4441- and 5440-hands. In this system, these are shown in different ways in which each is a bit special. The principle with shortness from the top and length from the bottom still applies however. Another principle is that all three-suiters begin with a major showing opening (or re-opening) at the 1-level. We always show our longer major first, and if 4-4 majors we show hearts first. Thus a three-suiter which starts with spades is either 5+ spades or has short hearts.

6.2.5 Balanced hands

Balanced hands are a bit special, since they are pretty flat. After a 1NT/1♠ opening, the master may start with 2♣ if she wants to relay. The relay structure allows for marmic hands. These are the continuations:

1NT-2♣;					
2♦	No 4 card major	Relay			
	2♠	2NT	4-4 minors or a 4333		
			3♣	Relay	
				3♦	2-3-4-4
				3♥	3-2-4-4
				3♠	3-3-3-4
				3NT	3-3-4-3
		3♣	5♣		
			3♦	Relay	
				3♥	2-3-3-5
				3♠	3-2-3-5
				3NT	3-3-2-5
		3♦	2-3-5-3		
		3♥	3-2-5-3		
		3♠	3-3-5-2		
2♥	4♥, may have 4♠	Relay			
	2♠	2NT	4♠		
			3♣	Relay	
				3♦	4-4-2-3
				3♥	4-4-3-2
		3♣	4♣ or 3-4-3-3		
			3♦	Relay	
				3♥	2-4-3-4
				3♠	3-4-2-4
				3NT	3-4-3-3
		3♦	4♦		
			3♥	Relay	

				3♠	2-4-4-3
				3NT	3-4-4-2
		3♥	2-5-3-3		
		3♠	3-5-2-3		
		3NT	3-5-3-2		
2♠	4♠, not 4♥	Relay			
	2NT	3♣	4♣ or 4-3-3-3		
			3♦	Relay	
				3♥	4-2-3-4
				3♠	4-3-2-4
				3NT	4-3-3-3
		3♦	4♦		
			3♥	Relay	
				3♠	4-2-4-3
				3NT	4-3-4-2
		3♥	5-2-3-3		
		3♠	5-3-2-3		
		3NT	5-3-3-2		
2NT	Marmic and minimum				
	3♣	Relay			
		3♦	1-4-4-4		
		3♥	4-1-4-4		
		3♠	4-4-1-4		
		3NT	4-4-4-1		
		3♦	Weak choice between diamonds, hearts and spades		
		3♥	Weak choice between hearts and spades		
3♣	1-4-4-4 and max				
3♦	4-1-4-4 and max				
3♥	4-4-1-4 and max				
3♠	4-4-4-1 and max				

6.3 Distributions

Here's the relays for all the openings. The master's relay bids are not written, to save space.

6.3.1 Relays after 1♦

1♦-1♥;			
1♠	4♠		
	2♣	Three-suiter with both majors	
		2♥	High shortness (diamonds)
		2NT	4-4-1-4
		3♣	4-4-0-5
		3♦	4-5-0-4
		2♠	4-4-4-1
		2NT	4-4-5-0
		3♣	4-5-4-0

	2♦+	Zooms into short legged two-suiter
1NT	5+♥ or three-suited	with short spades
	2♦	One-suited
	2♥	4♣ (short legged two-suiter)
	2♠	Three-suiter with short spades
	3♣	1-4-4-4
	3♦	0-4-4-5
	3♥	0-4-5-4
	3♠	0-5-4-4
	2NT+	4♦, zooms into short legged two-suiter
2♣	4♥, 5+♣	(short legged)
2♦	4♥, 5+♦	(short legged)
2♥	6♥, 5 cards	in a minor
	2NT	5♣
	3♦	0-6-2-5
	3♥	1-6-1-5
	3♠	2-6-0-5
	3♣	0-6-5-2
	3♦	1-6-5-1
	3♠	2-6-0-5
2♠	6♥, 5 spades	
	3♣	5-6-0-2
	3♦	5-6-1-1
	3♥	5-6-2-0

6.3.2 Relays after 1♥

These relays are designed to be similar to the 1♦ opening.

	1♥-1♠;	
1NT	5+♠ (but not with 4♥)	or three-suiter with short hearts
	2♦	One-suited
	2♥	4♣ (short legged two-suiter)
	2♠	Three-suiter
	3♣	4♠ and short hearts
	3♥	4-1-4-4
	3♠	4-0-4-5
	3NT	4-0-5-4
	3♦	5-0-4-4
	3♥	5-4-0-4
	3♠	5-4-4-0
	2NT+	4♦, zooms into short legged two-suiter
2♣	4♠, 5+♣	(short legged two-suiter)
2♦	4♠, 5+♦	(short legged two-suiter)
2♥	5+♠, 4♥	(short legged two-suiter)
	2♠	To play!
	2NT	GF relay
2♠	6♠, 5 cards	in a minor
	3♣	5♣
	3♥	6-0-2-5

	3♠	6-1-1-5
	3NT	6-2-0-5
3♦	6-0-5-2	
3♥	6-1-5-1	
3♣	6-2-5-0	
2NT	5+♠, 5♥(long legged two-suiter)	

Note that in the case of a long legged two-suiter with spades and hearts, the heart suit is never longer than the spade suit.

6.3.3 Relays after 2♣

2♣-2♦;	
2♥	4♦ (short legged two-suiter)
2♠	5+♦ (long legged two-suiter)
2NT+	6+♣, zooms into one-suiter

6.3.4 Relays after 2♦ and delayed 2♦

These relays are the same after both a 2♦-opening and a “delayed” 2♦ opening (1♣-1♦; 2♦).

2♦-2♥;	
2♠	4♣ (short legged two-suiter)
2NT+	6+♦, zooms into one-suiter

6.3.5 Relays after 2♥/♠

The relay for both the 2♥ and 2♠ opening is 2NT, and the structure is the same (the example is for spades):

2♠-2NT;	
3♣	5♠, 5+♣ (long legged two-suiter as below but one step higher)
3♦	5♠, 5+♦, high shortness (then as 3♠+ below)
3♥	5-1-6-1 (equal shortness)
3♠	5-2-5-1
3NT	5-3-5-0
4♣	5-2-6-0

6.3.6 Relays after 2NT and delayed 2NT

2NT shows a long legged two-suiter with both majors and 3♣ is the relay.

6.3.7 Relays after delayed 1♥/♠

1♣-1♦; 1M-1NT;	
2♣	4+♣ or three-suiter
2♥	Three-suiter (5440)
	2NT High shortness
	3♣ Middle shortness
	3♦ Low shortness

	2♠	5+♣ (long legged two-suiter)
	2NT+	4♣, zooms into short legged two-suiter
2♦	4+♦	
	2♠	5+♦ (long legged two-suiter)
	2NT+	4♦, zooms into short legged two-suiter
2♥	4♠ (short legged two-suiter)	
2♠+	Zooms into one-suiter	

6.3.8 Relays after delayed 2♥

	1♣-1♦; 2♥-2♠;
2NT	5+♣ (short legged two-suiter)
3♣	Three-suiter
	3♥ 0-4-4-5
	3♠ 0-4-5-4
	3NT 4-4-0-5
3♦+	5+♦ (zooms into short legged two-suiter)

6.3.9 Relays after delayed 2♠

	1♣-1♦; 2♠-2NT;
3♣	Three-suiter
	3♥ 4-0-4-5
	3♠ 4-0-5-4
	3NT 4-4-5-0
3♦+	5+♦ (zooms into short legged two-suiter)

6.3.10 Relays after delayed 2♣

	1♣-1♦; 2♣-2♦;
2♥	4+♦
	2NT Long legged two-suiter
	3♣+ Zooms into short legged two-suiter
2♠	4♠, short legged two-suiter
2NT+	Zooms into one-suiter (6+♣)

6.4 Breaking the relay

The master may bid something else, rather than the relay, in a relay sequence. This sets the suit as trump and further bidding is natural. This can only be done when the relay break doesn't have another meaning (super relay, signoff, splinter etc). Bidding a relay break below game level shows some slam interest (usually mild), and cue bidding starts. Bidding game as a relay break is a signoff, but the slave may make a last try for slam with very good cards that she hasn't had the chance to show yet.

6.5 Viking Relay honour ask

After the slave's distribution is known, the master may use the relay bid to ask for aces. The next relay then asks for kings, and (if there's enough space) the next relay asks for

queens. The number of honours are shown using a modified RKC scale. In the original Viking Precision RKC 1430 was used, but RKC 0314 may be used instead if preferred. When holding two of the honours, these are shown according to CRASH (Color RAnk SHape).

1 step	1 or 4 honours
2 steps	0 or 3 honours
3 steps	2 honours, blacks or reds
4 steps	2 honours, majors or minors
5 steps	2 honours, rounded or pointed

Keep in mind that bidding game or slam, in a suit in which the slave has shown 4 cards, isn't a relay but to play. The highest relay is 6♠.

6.5.1 Super Relay

Instead of using the next step to ask for the amount of the next honour type, the master may ask about the location of the honour(s). This is called making a Super Relay and is done by bidding the bid one step over the normal relay (but if this is a game bid in which the slave has shown 4+ cards, it is to play). The Super Relay may be done after an ace- or king-ask when the slave has shown 1 or 3 honours (if 2, the master should know where they're located).

The slave has shown 1 honour

1 step	Located in slave's longest suit
2 steps	Located in slave's next to longest suit
3 steps	Located in slave's next to shortest suit
4 steps	Located in slave's shortest suit

The slave has shown 2 honours

1 step	Located in the longer card combination
2 steps	Located in the shorter card combination

The slave has shown 3 honours

1 step	No honour in shortest suit
2 steps	No honour in next to shortest suit
3 steps	No honour in next to longest suit
4 steps	No honour in longest suit

In the case of 2 honours and a Super Relay, the sum of the cards in the two possible alternatives is considered. The first step is bid with the longer alternative. Lets take the 5-3-3-2 hand as an example:

Color

1 step	Honours in black suits (7 cards)
2 steps	Honours in red suits (6 cards)

RAnk

1 step	Honours in majors (8 cards)
2 steps	Honours in minors (5 cards)

SHape

1 step	Honours in pointed (8 cards)
2 step	Honours in rounded (5 cards)

When two suits are of equal length (or may be of equal length, as might be the case when a 7+ one-suiter has been shown), the HIGHEST suit is seen as the longest of the two. This is different from the original Viking Relay, but makes it a bit more similar to how it is done in DCB.

After the Super Relay, the next relay asks for kings/queens.

6.6 Denial Cue Bidding

An alternative to Viking Relay is Denial Cue Bidding (DCB). The partnership may choose which method to play. In DCB the master first asks about the number of controls held by the slave, and then their location. An ace counts as 2 controls, and a king counts as 1 control (but singleton kings does not count as controls). In total, there's 12 controls.

6.6.1 The control ask

The number of controls are shown in steps. If the slave has opened with an 8–11 opening, the first step shows 1–2 controls (5 is the maximum number of controls). If the slave has opened with 1♣, the first step shows 2–3 controls. If the slave has made an 8–16 response to the pass-opening, the first step shows 1–2 controls.

Below is an example where the slave has opened with an 8–11 opening:

1 step	1 or 2 controls	
	Relay	Asks for clarification
		1 step 1 control
		2+ steps 2 controls, zooms into honour location
2 steps	3 controls	
3 steps	4 controls	
4+ steps	5 controls, zooms into honour location	

6.6.2 Honour location

After the number of controls has been shown, the next relay(s) will ask about the placement of the slave's honours. The slave should show honours in her suits in order of suit length, starting with the longest suit. If several suits are of equal length, the higher suit goes first. If the length in two-suits are unknown, both suits are assumed to hold the maximum number of cards (in the case of a 7+ suit and a singleton, this becomes an imagined 7331-hand).

If the slave misses both the ace and king in the suit, or has all three top honours (AKQ) in the suit, she should bid the closest bid. Otherwise she continues with the next suit with the same procedure (now bidding the next to closest bid if missing both the ace and king, or holding AKQ). When all suits has been shown, it starts over with the first suit. Now the meaning of the slave's bids depend on what she showed during the first turn. If she stopped to show AKQ, now she stops if not holding the jack. If she skipped the suit on the first turn, a stop now denies a second top honour (ace, king or queen). This procedure can localize jacks and, in extreme cases, even tens! A bid by the master at the 6-level is never a relay, but to play.

Each suit is gone through one time less than the number of cards in the suit. This means that singleton honours can't be located, nor can queen doubleton. Ace singleton isn't shown either, but the master can usually find out about these anyway since controls are missing.

Example of control ask and DCB

Let's take an example of a complete relay situation. The slave holds this hand ♠EJxxxx ♥Kxx ♦x ♣Jxx.

1♥	8–11 hcp, 4+♠ <i>1♠ relay</i>
1NT	5+♠ or three-suiter with short hearts <i>2♣ relay</i>
2♦	Single-suiter <i>2♥ relay</i>
2NT	Middle shortness (diamonds) <i>3♣ relay</i>
3♥	6-3-1-3 <i>3♠ control ask</i>
4♣	3 controls <i>4♦ starts DCB</i>
4NT	♠A/K, ♥A/K, not ♣A/K <i>5♣ relay</i>
5♦	Only one spade honour <i>5♥ relay</i>
5♠	Only one heart honour <i>5NT relay</i>
6♣	Do not hold queen of clubs

6♦ would be to play, so now we can not relay any further. As long as the master has ♠K and ♥A or 3 kings or 3 aces (which she probably does since she wouldn't been interested in slam otherwise) she knows that the slave has 6-3-1-3 with the ace of spades and the king of hearts, no queen, and at least one unidentified jack (otherwise not 8 hcp).

6.6.3 OPTIONAL: Stop signal and honour asking bids

It is possible to play with both DCB and honour asking bids, if using a relay stop signal. This may be described in future editions.