OVERCALLS (Style; Responses; 1/2 level; Reopening)

Fairly STD style. May be aggressive if short in your suit.

Responses: new suit = F if you pass or X; NF if you bid.

Cue = sound raise, 3$^{(+)}$ support. Jump cue=4$^+$ support.

NT bids = nat, NF. Jump new suit = fit showing.

Re-open: Much the same.

1NT OVERCALLS (2nd / 4th Live; Responses; Reopening)

15-18 direct, 11-14 reopening.

Responses as to opening 1NT except

transfer into your major is weakish 3 suited.

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suit: Suits=weak (direct) / intermediate (reopening).

2-suit: 2NT=55 lowest unbid suits (direct) / 19-20 (reopen).

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

(1m)2m=5♠ 5<other>. (1M)2M=5OM 5m. Wide strength.

2NT resp=asks for other suit.

New suit=NF (3x= nat,2x=P/C).

(1x)-(1y): 2x = 4-6 in other suits, 2y = 6-4 in other suits.

Over 1x/weak 2x, 3x=stopper ask. (2♣ Prec: 3♣=♥+♠.)

VS. NT (vs. Strong / Weak; Reopening; PH)

X of weak NT = PEN. Then 2♣ adv=asks Xer to pick suit.

X of strong NT = 4M, 5$^+$m (or v. strong). Then 2x=P/C.

2♣ = 4$^+$♥4$^+$♠, or 6$^+$♦, or 5♣5♦. Then 2x = P/C, 2NT = F1.

2♦=long suit somewhere. 2M=5$^{(+)}$M 4$^+$m. 2NT=str 2 suiter.

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

X = T/O.

(3x) 4♣ = ART 5-5, lo suit + another.

(3x) 4♦ = ART 5-5, hi suits.

VS. ARTIFICIAL STRONG OPENINGS

Very aggressive style, esp against relay. Jumps = weak.

X = 4$^+$ bid suit, 4$^+$ non-touching suit.

Min NT bid = 4$^+$ next suit above bid suit, 4$^+$ next suit below.

Non-jump suit bids = 4$^+$ bid suit, 4$^+$ next suit.

Over all 2 suiters: jump 2NT=F1, ask.

OVER OPPONENTS' TAKEOUT DOUBLE

Over 1♣ (X): pass=0-5$^{(+)}$ 3$^+$♣; XX=0-5$^{(+)}$ not 3$^+$♣.

Over 1♦/1♥/1♠ (X): XX = 3$^+$ support.

2M (X) XX = rescue.

2NT (X) XX = PEN.

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd or 5th / 4th of 6	3rd or 5th / 4th of 6
NT	lo=2/4/6; 2nd/3rd lowest=3/5/7	3rd or 5th / 4th of 6
Subsequent	lo = enc; occ rev count, S/P	lo = enc;occ S/P, rev count

Other: In trumps, reverse count.   From known 5$^+$suit: even = S/P,

odd = ENCRG (but hi odd then lo odd = not ENCRG).

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx / A(x)	AK(x) / Ax
King	KQx / AK / Kx	KQ(x) / Kx
Queen	QJ(x) / Qx	QJ(x) / AQJ(x) / Qx
Jack	J10(x) / KJ10(x) / Jx	J10(x) / HJ10(x) / Jx
10	109(x) / 10x / K109(x)	109(x) / A109x / K109x
9	Q109x or 9x	Q109x/ H9x (pd's suit: as v suit)
Hi-x	top of xx; 3rd/5th(4th of 6)	Hi-x=3/5/7 (pd's suit: as v suit)
Lo-x	3rd/5th(4th of 6)	Lo-x=2/4/6 (pd's suit: as v suit)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	lo=ENCRG	lo=E	1st discard: odd=ENC, E=S/P
	2	S/P	S/P	lo=ENCRG
	3	lo=E		lo=E
NT	1	Same	Same	Same
	2			
	3			

Signals (including Trumps): As above, plus from known 5$^+$ suit:

odd = ENCRG, even = S/P but hi odd then lo odd = not ENCRG

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Either support for 2$^{(+)}$ suits (esp majors) or strong.

Minimum equal level conversion.

Over partner's X of their 2M opening, 2NT = pick a minor, ...

... or weak with ♦ (or ♥ over 2♠ X), or FG with 4OM.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES

1♣ (X) XX = 0-5$^{(+)}$ not 3$^+$♣. 1♦/1♥ (X) XX = 3cd support for transfer.

low level XX often = rescue. 5-level comp X often = want to bid again.

1NT (X) XX = puppet to 2♣. Usually 1 suited. (If X=ART, XX=PEN.)

X of overcall/preempt=more than 1 place to play (not nec classic T/O).

(1NT strong) X = 4 card major, 5$^{(+)}$ minor.

3NT (X) XX = expressing doubt, some other possible place(s) to play

WBF Convention Card

TEAM **Oz ONE**

CATEGORY:	Artificial - Red	
NCBO:	Australia	**EVENTS:** NEC 2006
PLAYERS:	Bruce Neill - Ron Klinger	

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Artificial relay style. 1♣=3 way:

weak NT 11-14 / strong artificial 18$^+$ / 1-suited* 6$^+$♣ 10$^+$.

Other openings ="transfers", 10-17. May be canapé:

1♦=4$^+$♥. 1♥=4$^+$♠, not 4$^+$♥*. 1♠=4$^+$♦, not 4$^+$M*. (*unless 74)

Transfer openings: recommended defences – see note [99].

1NT Opening: 1NT = 15-17, maybe 5M. Maybe 14 with 5$^{(+)}$ suit.

2 OVER 1 Response: Most artificial. Some weak, not forcing.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♣ = 11-14 bal / strong artificial 18$^+$ / 1-suited* 6$^+$♣ 10$^+$.

1♣-1♦ = 0-5 any / 6$^+$ 4$^+$♥!   1♣-1♥ = 6$^+$: any suit bal / 4$^+$♠ unbal!

1♣-1♠ = 6-12, unbalanced, no 4$^+$M.   1♣-2x = ART FG, no 4$^+$M.

1♦=4$^+$♥. 1♥=4$^+$♠. 1♠=4$^+$♦. All may be canapé.

1♦-1♥ or 1♥-1♠ = ART, 10$^+$. If 10-12(13), denies 3$^+$cards in M.

1♦-2♣ or 1♥-2m = nat, NF, 4(3)$^+$ suit. 0-9 HCP.

Over 1♦ (shows ♥), 1♠ & all bids from 2♦ thru 4♥ = ♥ raises.

Over 1♥ (shows ♠), 1NT & all bids from 2♥ thru 4♠ = ♠ raises.

1♦-1NT = weak, 4$^+$♠, NF, 0-9 HCP.

1♦-1NT = art, 10$^+$. 1♦-2♣=0-9, any.

1♠-2♦/2♥=transfer to ♥/♠. 1♠-2♣=7-9, 4$^+$♦.

2♣=weak, ♥+♠. 2NT=weak, ♣+♦. 2♦=weak, 6 card major.

SPECIAL FORCING PASS SEQUENCES

In relays, pass often continues the relay.

At high level, pass-then-pull = slam try.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

HCP ranges shown on this card are best indication of meaning

but we may vary HCP depending on hand quality & context.

PSYCHICS: Possible nat non-forcing bids in short suit (v. rare).

In 3rd seat we may depart from opening bid requirements to

suggest a lead or obstruct opponents.

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION / COMPETITIVE BIDDING	PASSED HAND BIDDING / COMPETITIVE BIDDING
1♣ [1]	Y	0	4♠	Either 18+ any; or 11-14 bal (maybe 5M332); or 10-17, 6+♣ (1-suited or 7♣4x).	1♦ = any 0-5 / 6+, 4+♥! 1♥=6+, balanced / 6+, 4+♠! 1♠ = 6-12, unbalanced no M. 1NT=11(10)-12 BAL (maybe 4/5M). 2♣=FG, 6+♦. 2♦=FG, ♣+♦. 2♥ up=FG, 6+♣.	Over 1♣-1♦/1♥/1♠: 1st step = 18+ art; 2nd step = 11-14 bal. 1♣-1N: as over opening 1NT. 1♣-2♣ up: step=FG, ART relay. Others=11-14 BAL.	Same.
1♦ [3]	Y	0	4♠	10-17, 4+♥. Not 4333/4432/5332. Maybe canapé in any suit.	1♥ = F, ART, 10+: if 10-12(13), <3♥. 1♠ = 8-13, 3♥. 1NT = NF, 0-9, 4+♣. 2♣ = 0-9, 3+♣ (not 4♠, not 3♥). 2♦ = 0-7, 3+♥; or 11-13, 4(+)♥, splinter somewhere. 2♥ = nat, 6-10, 4(+)♥. 3♥ = nat, 11-13. Other jumps = ♥ raises.	Over 1♥: 1♠ = min, not 4+♠; 1NT=♠, any strength; 2♣=♦, max; 2♦=♣, max; 2♥ up = art, max, 6+♥.	Same. Maybe not normal shape/strength.
1♥ [4]	Y	0	4♥	10-17, 4+♠, not 4♥ (unless 7♠4♥). Not 4333/4432/5332. Maybe canapé in minor.	1♠ = F, ART, 10+: if 10-12(13), <3♠. 1N = 8-13, 3♠. 2m = 0-9, nat NF, 3+m (not 3♠). 2♥ = 0-7, 3+♠; or 11-13, 4(+)♠, splinter somewhere. 2♠ = nat, 6-10, 4(+)♠. 3♠ = nat, 11-13. Other jumps = ♠ raises.	Over 1♠: 1N = min, not 4+♦; 2♣=♦, any strength; 2♦=♣, max; 2♥ up = art, max, 6+♠.	Same. Maybe not normal shape/strength.
1♠ [5]	Y	0	4♠	10-17, 4+♦, not 4M (unless 74). Not 4333/4432/5332. Maybe canapé in ♣.	1NT = ART, 10+. 2♣=0-9 any. Then: pass=5+♣,2♦=5+♦,2♥ up=16-17. 2♦/2♥=transfer to ♥/♠. Either 6 suit, or 5+suit 4+♦. 2♠=7-9, 4+♦. 2NT = bid 3♣ with 4+♣, else bid 3♦.	Over 1NT: 2♣=♣+♦, 10-13. 2♦=♣+♦, 14-17. 2♥ up = single suited 6+♦ (maybe 7♦4♣) Other continuations generally = natural, NF.	Same. Maybe not normal shape/strength.
1NT [2]			4♠	15-17 BAL. (Maybe 14 with long suit.) Maybe 5 or 6M or 6m or 5422. Maybe singleton A or K.	2♣ = bid 2♦. Maybe ♦ weak/FG; or inv/FG artificial. 2♦ = transfer to ♥, 5(4)+ ♥. 2♥ = transfer to ♠, 5+♠. 2♠ = range probe. 2NT = transfer to 3♣. 3♣/♦/♥/♠ = art splinter, FG.	After 1NT-2♣: opener can show long suit if min. After 1NT-2♣; 2♦: 2M = nat, INV; 2NT = asks for 5M. 3♣ = ♣ shortage; others = FG, ♦. Some ART conts after 1NT-2♦/2♥/2♠. [9] Over nat overcall: 2NT...3♠=Rubensohl transfers.	Same.
2♣	Y	0	4♦	5-10 (1st/2nd): 5+4+ in majors.	2♦/2NT=ART, F.	ART continuations over 2♦/2NT. [6]	3rd: 0-12 nv, 5-12v; 4th 10-14.
2♦	Y	0	4♠	5-9 (1st/2nd): 6(+)♥ or 6(+)♠.	2NT = ask. Majors = pass/correct. 3m = F1.	ART after 2NT. Others nat. [7]	3rd: 0-12 nv, 5-12v; 4th 10-14.
2♥	Y	5!	pen	6-10 (1st/2nd):exactly 5♥, not 4♠.	2NT = asks longer minor (3m=3+). Others = nat, NF.	After 2♥-2NT; 3m: 3♥ = INV, new suits = F. [8]	3rd: 0-12 nv, 5-12v; 4th 10-14,55.
2♠	Y	5!	pen	6-10 (1st/2nd):exactly 5♠, not 4♥.	2NT = asks longer minor (3m=3+). Others = nat, NF.	After 2♠-2NT; 3m: 3♠ = INV, new suits = F. [9]	3rd: 0-12 nv, 5-12v; 4th 10-14,55.
2NT	Y		pen	5-10 (1st/2nd): 5♣ 5♦.	Minors / NT / jump major = natural. 3M=ART,F [10]	**HIGH LEVEL BIDDING**	
3♣		6	pen	Natural.	4♦ = RKCB.	ART relays, esp after positive responses to opening 1♣/1♦/1♥/1♠. [98]	
3♦		6	pen	Natural.	4♣ = RKCB.	RKCB 1430 (occ. 3041). 4<minor> sometimes = RKCB. Suit asks. [98]	
3♥		6	pen	Natural.	4♣ = RKCB.	Many splinters, sometimes ART, sometimes with relay continuations.	
3♠		6	pen	Natural.	4♣ = RKCB.	Control bids at 4 level may = 1st or 2nd controls.	
3NT	Y		pen	Ask for specific aces.	4♣=0/1 ace. 4♦ ... 4NT=2 aces. 5x = 3 aces.	5NT may = pick a slam, or may = GSF Variant, or may = control ask in specific suit.	
4♣		7	pen	Natural.	Natural.		
4♦		7	pen	Natural.	Natural.		
4♥		6	pen	Natural.	Cue suit below needed control.		
4♠		6	pen	Natural.	Cue suit below needed control.		
4NT	Y		pen	Minors.			

Opening	Resp	Rebid	Meaning — Note [1]
1♣			Artificial, forcing. Three options: (1) 11-14 HCP bal (including any 5M332) (2) 18$^+$ any; (3) 6$^+$♣, 10$^+$ HCP, one suited or 7♣ 4x.
	1♦		Any 0-5 HCP. Or, 6$^+$ HCP, 4$^+$♥, unbalanced, may be canapé.
		1♥	Relay, 18$^+$ HCP. Then: 1♠ = negative: 0-5$^{(+)}$ HCP. 1N up = artificial: 4$^+$♥, 6$^+$ HCP, unbalanced.
		1♠	11-14 HCP bal (incl any 5332 / maybe 5422 ♣+♦). Then as 1N opening (see over).
		2♣	6$^+$♣, 10-13 HCP, one suited or 7♣ 4x.
		2♦	6$^+$♣, 14-17 HCP, one suited or 7♣ 4x.
	1♥		6$^+$ bal (usually not 11-12); or 4$^+$♠, 6$^+$ HCP, unbal, not 4♥ (unless 7♠4♥), maybe canapé.
		1♠	Relay, 18$^+$ HCP. Then: 1N = 6$^+$ balanced (usually not 11-12). Maybe 5M332, maybe 5422. 2♣ up = artificial: 4$^+$♠, 6$^+$ HCP, unbalanced.
		1NT	11-14 bal. Not 4♠. Maybe 5M332, maybe 5422. Then as 1NT opening (see over).
		2♣	6$^+$♣, 10-13 HCP, one suited or 7♣ 4x.
		2♦	6$^+$♣, 14-17 HCP, one suited or 7♣ 4x.
	1♠		6-12 HCP, unbalanced, no 4$^+$M.
		1NT	Relay, FG.
		2♣	Any 11-14 balanced. Asks partner to pick a minor.
		2♦ up	Artificial, 6$^+$♣, 1 suited or 7♣ 4x.
	1N		11-12 bal (incl any 5332/maybe 5422 both minors). Then as 1NT opening (see over).
	2♣		FG. 6$^+$♦, 1 suited.
	2♦		FG. 5$^+$♣ 4$^+$♦ or 5$^+$♦ 4$^+$♣. No 4 card major.
	2♥ up		FG. 6$^+$♣, 1 suited.

Revised: 07 Jan 2006.

Opening	Resp	Rebid	Meaning — Note [2]
1N			15-17 HCP balanced including 5332 with any 5 card suit. Maybe 5422 both minors. Maybe 14 with a 5 (or 6) card suit.
	2♣		Puppet to 2♦. Either invitational with 4+M; or FG artificial; or ♦, weak or strong.
		2♦	Normal rebid. Denies minimum 1N with 5 card major or 6 card minor. Over 2♦: 2M = invitational, 4+M. (Not 4♠4♥, 5♠4♥ or 5♠5♥). 2N = FG, asking for 5 card major. Then variant of Puppet Stayman. 3♣ = splinter in ♣. 3♦ up = FG, confirming 5+♦.
	2♦		Transfer to 2♥ (usually 5+♥. Maybe 4♥ if rebid 2♠.) Then: 2♠ = both majors, invitational (4♠4♥, 5♠4♥ or 5♠5♥). 2N = artificial, FG, exactly 5♥. Not 4♠, no 5 card minor. Continuations are artificial. 3♣ = artificial, FG. 5-5, 5-6, or 6M 5OM. Continuations are artificial. 3♦ = artificial, FG, 6♥ 4<other>, or 6♥ 5<minor>. Continuations are artificial.
	2♥		Transfer to 2♠. Then: 2N = artificial, FG, exactly 5♠. Not 4♥, no 5 card minor. Continuations are artificial. 3m = artificial, FG (like 1NT-2♦; 2♥-3m above.) Continuations are artificial.
	2♠		Range probe: 2N = minimum, 3♣ = maximum. Then variant of Puppet Stayman.
	2N		Puppet to 3♣, used for signoff in clubs or for FG ♣ 1- or 2-suiters.
	3suit		Artificial splinter: FG. All but 3♠ show 0-1 cards in suit above bid suit.

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Opening	Resp	Rebid	Meaning	Note [3]
1♦			4+♥, unbalanced. 10-17 HCP. Not 4333/4432/5332. With ♥ & other suit(s), we open 1♦, even if ♥ not longest (unless 4♥-7other).	
	Pass		Usually 0-6, 6+♦.	
	1♥		F1, artif. Either: game int, less than 3♥, about 10-13 HCP; or, any game force.	
		1♠	10-13 HCP, denies 4+♠. Forcing. Then 1NT = artificial FG, others = natural NF.	
		1N	2/3 suited, 10-17 HCP, 4+♠. Forcing. Then 2♣ = artificial FG, others = artificial 10-13.	
		2♣	2/3 suited, 14-17 HCP, 4+♦ not 4+♠. Then 2♦ = artificial FG.	
		2♦	2 suited, 14-17 HCP, 4+♣. Forcing. Then 2♥ = artificial FG.	
	1♠		Artificial, 8-13 HCP, exactly 3♥.	
		1N	2/3 suited, 10-17 HCP, 4+♠. Forcing.	
	1N		4+♠, less than 4♥, no game interest; about 0-9 HCP. May have 3♥.	
	2♣		Natural, NF, 4(3)+♣; not 4(3)♥ or 4♠. No game interest; about 0-9 HCP.	
	2♦		3(+)♥. No game interest, about 0-7(8) HCP, not 4+♠3♥; or 11-13 HCP, 4♥, splinter raise.	
	2♥		4(+)♥, 6-10 HCP, no shortage if 8-10.	
	3♦		5(+)♥, 0-5 HCP.	
	4♦		5(+)♥, preemptive, little or no defence.	
	4♥		5(+)♥, no interest in slam, some defence.	

Opening	Resp	Rebid	Meaning	Note [4]
1♥			4⁺♠, not 4⁺♥, unbalanced. 10-17 HCP. Not 4333/4432/5332.	
			With ♠ & minor(s), we open 1♥, even if ♠ not longest (unless 4♠-7minor).	
	Pass		Usually 0-6, 6⁺♥.	
	1♠		F1, artif. Either: game int, less than 3♠, about 10-13 HCP; or, any game force.	
		1N	10-13 HCP, denies 4⁺♦. Forcing. Then 2♣ = artificial FG, others = natural NF.	
		2♣	2/3 suited, 10-17 HCP, 4⁺♦. Then 2♦ = artificial FG, others = natural NF.	
		2♦	2 suited, 14-17 HCP, 4⁺♣. Then 2♥ = artificial FG.	
	1N		Artificial, 8-13 HCP, exactly 3♠.	
	2♣		Natural, NF, 4(3)⁺♣; not 4(3)♠. No game interest; about 0-9 HCP.	
	2♦		Natural, NF, 4(3)⁺ ♦; not 4(3)♠. No game interest; about 0-9 HCP.	
	2♥		3⁽⁺⁾♠. No game interest, about 0-7(8) HCP; or 11-13 HCP, 4♠, splinter raise.	
	2♠		4⁽⁺⁾♠, 6-10, no shortage if 8-10.	
	3♥		5⁽⁺⁾♠, 0-5 HCP.	
	4♥		5⁽⁺⁾♠, preemptive, little or no defence.	
	4♠		5⁽⁺⁾♠, no interest in slam, some defence.	

Opening	Resp	Rebid	Meaning	Note [5]
1♠			4$^+$♦, not 4$^+$♠ or 4$^+$♥, unbalanced. 10-17 HCP. Not 4333/4432/5332. With ♦ and ♣, we open 1♠, even if ♦ not longest (unless 4♦-7♣).	
	1N		Artificial, invitational or better; about 10$^+$.	
	2♣		Artificial, almost any 0-9 HCP. Then: pass=10-15, 5$^+$♣; 2♦=10-15, 5$^+$♦; 2♥ up=16-17.	
	2♦		Transfer to 2♥. Usually 6$^+$♥.	
	2♥		Transfer to 2♠. Usually 6$^+$♠.	
	2♠		6-9 HCP, 4$^+$♦.	
	2N		Asks opener to bid 3♣ with 4$^+$♣, otherwise bid 3♦. Either 0-9 HCP or 13-16.	
	3♣		6$^+$♣, mild game invitation.	
	3♦		0-6 HCP, 4$^+$♦.	
	3M		6$^+$M, mild game invitation.	

Opening	Resp	Rebid	Meaning	Note [6]
2♣			5-10 HCP, 4$^+$♥ 4$^+$♠, not 4432. (3rd: 0-12 HCP not vul, 5-12 vul. 4th: 10-14.)	
	2♦		Artificial. Initially, pick a major. May relay later.	
	2♥/♠		Natural.	
	2N		Artificial, FG.	

Opening	Resp	Rebid	Meaning	Note [7]
2♦			5-9 HCP, 6$^{(+)}$♥ or 6$^{(+)}$♠. (3rd: 0-12 HCP not vul, 5-12 vul. 4th: 10-14.)	
	2N		Artificial, FG.	
	2♥/3♥/4♥		Pass with ♥ (except with 6♥-5m over 2♥/3♥), correct with ♠.	
	3♣/3♦		Natural, forcing.	
	2♠/3♠		Pass with ♠ (except with 6♠-5m), correct with ♥.	

Opening	Resp	Rebid	Meaning	Note [8]
2♥			Exactly 5♥; not 4♠. 6-10 HCP. Maybe 4^{+} minor, maybe 5332 (3rd: 0-12 HCP not vul, 5-12 vul. 4th: 10-14, 5-5.)	
	2♠		Natural, not forcing.	
	2N		Artificial, asking for opener's longer minor. Maybe rescue, maybe strong.	
	3any		Natural, not forcing. Not inviting game, except opener may raise 3♠ with a fit.	

Opening	Resp	Rebid	Meaning	Note [9]
2♠			Exactly 5♠; not 4♥. 6-10 HCP. Maybe 4^{+} minor, maybe 5332 (3rd: 0-12 HCP not vul, 5-12 vul. 4th: 10-14, 5-5.)	
	2N		Artificial, asking for opener's longer minor. Maybe rescue, maybe strong.	
	3any		Natural, not forcing. Not inviting game.	

Opening	Resp	Rebid	Meaning	Note [10]
2N			5-10 HCP, 5^{+}♣ 5^{+}♦ (3rd/4th: wide range of strength. 3rd may be very weak non vul.)	
	3M		Artificial, forcing. Asks about length in M.	

Revised: 07 Jan 2006.

Note 98: Relay Structure

Relays for 1 suiters (step 1 = 2♥)
- step 1=hi shortage or 6322/7222. Then step 2=(R):
  - Step 3 = 6322/7222. Then (R): 6322 asc, 7222.   Others = as direct step 4 up.
- step 2= middle shortage. Then (R): as step 4 up
- step 3= 7411; (R) for asc 4 card suits.
- step 4= low shortage; void in short suit. Then (R): 7240, 7330, 7420, 8320/8230.
- step 5+= 6331,7231,7321,8221; low shortage

Relays for 2 Suiters (step 0 = 2♠)
- step 0=lower long suit; (R) for step 2 up.
- step 1=equal length or 6511; then (R):   5512, 5521, 5503, 5530, 5611, 6511
- step 2=higher longer, hi shortage; (R) for step 4 up.
- step 3= higher longer, 5422
- step 4 up = higher longer, lo shortage: 5431, 6421, 6430, 6520, 7420

Relays for 3 Suiters (step 1 = 2♠ or 2NT)
- step 1=4441,singleton H. step 2=4441, singleton x. steps 3/4/5=(5440), asc 5.

Specific Suit Asks
- Responses when full shape known:
  - 1st step = no top honour or A only. 2nd = (A)Q. 3rd = (A)K. 4th = (A)KQ.
  - If ask in singleton: none, J, Q, K.
- When shape not known:
  - Step 1=no top honour or A only, step 2 = (A)Q,
  - step 3=singleton, step 4=(A)K, step 5=(A)KQ, step 6 = void.

Note 99: Recommended Defence to Opening One-Bids

RECOMMENDED DEFENCES TO 1♣ (choose the one you like!)
    EITHER: (simplest) treat as "short club" opening, so X = takeout.
                  Please decide meaning of 2♣ / 3♣.
                  For example, 2♣ = Michaels, 3♣ = natural.
    OR: Treat as Precision 1♣.

RECOMMENDED DEFENCES TO 1♦ (choose the one you like!)
    EITHER: (simplest)   X = takeout of ♥, 1♥ = natural (good suit),
                  higher bids = same as if we opened 1♥.
    OR: X = ♦ suit, 1♥ = takeout of ♥,
  higher bids = same as if we opened 1♥. (So, 2♥ = Michaels for example.)
  OR: X = 13[+] unsuitable for takeout double, 1♥ = takeout of ♥ with short ♥,
                  higher bids = same as if we opened 1♥.

RECOMMENDED DEFENCES TO 1♥ (choose the one you like!)
    EITHER: (simplest)   X = takeout of ♠, 1♠ = natural (good suit),
                  higher bids = same as if we opened 1♠.
    OR: X = ♥ suit, 1♠ = takeout of ♠,
    higher bids = same as if we opened 1♠. (So, 2♠ = Michaels for example.)
  OR: X = 13[+] unsuitable for takeout double, 1♠ = takeout of ♠ with short ♠,
    higher bids = same as if we opened 1♠.

RECOMMENDED DEFENCE TO 1♠
    X = takeout of ♦,
    Higher bids = same as if we opened 1♦. (So, 2♦ = Michaels for example.)