

SPAM (Strong Pass Accenting Majors)

by Nick Hughes (This version: **January 2019**)

Only when not vul. When vul, we play Scamp.

OPENING BIDS (1st & 2nd seats only)

Pass	13+ any
1♣	4+ hearts, (7)8-12 pts, any canapé possible
1♦	4+ spades, <4 hearts, (7)8-12 pts, could be canapé
1♥	(7)8-12 balanced-ish, no Major
1♠	0-6(7) any
1NT	diamonds (6+ or 5-4 minors) 7-12
2♣	natural (6+, or 4-5 minors) 7-12, no Major
2♦	very weak 2 in a major, 3-7 pts
2♥,♠	Muiderberg (that suit & a minor, 5-4 ⁺) 6-10 pts
2NT	5-5 minors, 7-12 pts , good suits, else distort
3♣+	natural, could be six (since no weak 2M)
3NT	gambling (4♣ = p/c, 4♦ = singleton ask)

1♣ & 1♦ OPENINGS

1♣ = 4+ hearts, any canapé possible. **Good** 7-12.
 Rule of good 15 as a guide.
 1♦ = 4+ spades, denies four hearts. Good 7-12.
 Maybe distort & open 1♦ with 6♠s & 4♥s.

Heart raises:

1♣	2♥	8-12 TP, 3 or 4 trumps (if 3, then 10-12)
	2♠	5-3 majors, 13-15
	3♥	shapely 8-12 TP (5 trumps or chunky 4)
	2NT	splimit+, or good, balanced, limit raise
		3♥ dead min, 3♣ asks, 3♦ mild
	2♠, 3m	6-carders, strong invite, 12-14 pts
	3NT	natural, semi-gambling, short hearts
	4♣, 4♦	fit-showing, 4+ trumps

Other responses:

1♣	pass	most 0-6 counts, a bit more with clubs
	1♦	range probe. 13-15, some weaker hands (maybe 4 ♠s; or weak raise, etc)
	1♥	strong relay (16+) 2 relays = 3N-force
	1♠	usually 5+, up to 14 pts
	2m	natural, not forcing, good suits
	1NT	9-12, 1-2 hearts, denies 4 spades
1♣	1♦ ^{RP}	
1♥		any min (7-9) then 1♠ = 4-cd , 1NT to play 2♣/♦ correctable. 2♥+ invite
1♠		max, 4+, unbalanced, then 2NT forces
1NT		10-12 semi-bal. Then 2♣ CB, other 2x to play
2♣/♦		max 5+4. Then 2♥ weak, 2NT forcing enquiry
2♥		max , 6-carder
2♠+		6-4 canapé maxs

Relay structure:

1♣	1♥ ^R	
1♠		& spades; then 2♣ = flat, 2♦ = Roman, etc
1NT		& diamonds, not balanced
2♣		balanced without 4 ♠s, etc.

Relay interference

No more relays if next hand bids 1♥ or higher:
 1♣ (X) XX = range probe, 1♦ = relay, Down One

1♣	(1♦)	X = range probe; 1♥ = strong relay
1♣	(1♥/♠)	X = takeout (or 13+ if 1♥ was a cue)

After a raise:

1♣	2♥	
2♣		start of short suit trial
2NT		long suit (4+) trial in spades
3♣,♦		canapé tries (not forcing)
3♥		invite with long hearts

1♥ OPENING

7-12 balanced-ish, Mo major, 2-2-5+4 possible.
 Occasionally a stiff major, usually an honour.

Responses:

1♥	1♠	range-relay, good 13+
	1NT+	to play, 8-12(13) pts, sometimes less
	2NT	minors, then 3M = fragment (or 21-23. Then 3NT = bal slam try)
	3♣+	pre-emptive (no splinters, no Texas)

Relay structure:

1♥	1♠	
1NT		all minimums (2♣ restarts relay)
2♣		10-12, 5 diamonds
2♦		max 5 clubs
2♥		max 2-3-4-4
2♠		3-2-4-4
2NT		3-3-4-3
3♣+		3-3-3-4

Double by responder over the bid is penalty, **except X of 1♠ = tko**. Jumps after interference are forcing. 2NT is a natural invite. **Over their 1♠ or 2♥/♠, we play Rubensohl.**

1NT OPENING (NOT 5-5 minors)

Diamond 1-suiter (6+) or (5-4) minors, 7-12 pts.
 2♦ (& rarely pass) by responder are sign-offs. 2♣ relays. Others are natural and constructive (jump raises are pre-emptive, 2NT is a good raise).
 Double is penalty. If they bid or double, switch so 2NT is to compete at the 3-level, usually a bad raise. 3♦ is constructive. Jumps are forcing.

Relay structure:

1NT	2♣	range-relay (good 13+)
2♦		all minimums, 2♥ restarts relay
2♥		& 4 clubs, 10-12 pts
2♠		1-suiter, HS (square)

2♣ OPENING

Club 1-suiter (6+) or 4-5 minors, 7-12 pts. 2♦ relays, **15+**.

The range is too wide, so try to pass or open 1♥ with 12-counts. 2NT in competition is a bad raise, etc.

2♦ OPENING

Weak two in a major, say 3-7 pts. 2NT is enquiry.

Not good to open 1♠ with six hearts.

In response, 2NT is only force, then 3♣ = hearts, 3♦ = spades. Major responses through 4♥ are convertible. If they bid, game bids are to play, cue to convert.

2♥ & 2♠ OPENINGS

That suit and a minor, 5-4, 6-10.
2NT relays, could be weak.

Make sure the major is chunky if 5-4.

We don't use full relay here, 2NT simply asks for the second suit. (Over this 3♥ = 55 max with clubs, 3♠ = 55 max with diamonds) Direct suit bids are not forcing, a raise is pre-emptive. 2NT then preference invites game. 2NT then a new suit is forcing. Double is penalty.

2NT OPENING

5-5 minors, **7-12 pts. Good suits, otherwise distort to 1♠, 1NT, or 2♣.** No relay; three of a major by responder is natural and forcing (could be a notrump probe), jump raises are invitational.

1♠ OPENING

0-6 any. Plus "flat or flawed" 7-counts.

Spade length is important on marginal hands. 1♠+ show "useful" hands.

Responses:

1♠	No	Most 0-11 counts, a bit more with spades
	1NT	15-19, usually semi-balanced, rarely 13-14 with short spades.
	2♣	19+ any, Benjamin-style 2♦ = 0-4 or wait, then 2♥/♠ non-forcing
	2♦+	natural overcalls, nominally 10-19 pts
	2NT	20-21, puppet Stayman

If 1♠ is doubled, responder should try to pass in tempo. This shows 2+ spades, prefer 3+. Redouble shows the same with 16+ pts, 1NT is for takeout, 1-4-4-4 or similar.

If 1♠ doubled comes round, opener should mostly pass with 4+ and bid with fewer: 1NT ostensibly to play, redouble for general takeout, etc.

PASS

13+ any. A 12-count with a good 5-card suit is worth Pass but 11-counts with a good 6-card suit should describe.

First Response:

Pass	1♣	6-10 any
	1♦	0-6 any
	1♥	4+ spades, not flat, 11+ pts
	1♠	4+ hearts, not spades
	1NT	4+ diamonds (6+ 1-suiter or 5+4 ⁺ minors)
	2♣	flat with a major
	2♦	balanced, no major (exclude 2-2-5+4)
	2♥	3-suited, short major
	2♠+	6+ clubs, 1-suited

Over 1♣ (6-10):

	Pass	
1♣	1♦	relay, 17+
	1♥/♠	4+, 13-16, could be flat if minimum minor canapé possible
	1NT	13-16 flat, usually no major if minimum
	2♣/♦	natural, usually 6 & no Major

2♥	5-5 majors
2♠	spades & a minor, 5-5
2NT	minors
3♣/♦	that suit plus hearts

Our usual style over 1NT: Stayman, major transfers, 2♠ as a range probe, 2NT minors (5-4) 3♥/♠ shortage.

Over 1♥/♠, responder's jumps are invitational, 2NT is a splinter raise, etc.

Over 1♦ (0-6):

	Pass	
1♦	1♥/♠	4+, 13-20 pts
	1NT	13-19 balanced, no Major if minimum
	2♣*	like 1♠ - 2♣, same structure
	2♥/♠	Acol Twos, not forcing
	2NT	20-21

INTERFERENCE OVER PASS (Rule of 3 in general)

By LHO:

Relay responses intact if LHO bids 1♣ or 1♦.

Pass	(1♣)	No	0-6 any
		X	6-10 any (no more relays)
		1♦	spades 11+, relays on, Down 1

By RHO over 1♣:

Pass	(No)	1♣	(X/1♦)
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(Re) Dbl = relay (17+) but all off if the overcall is 1♥+.

1NT = 15-17.

Non-relay auctions

Pass	(1♥)	Dbl	tko, not 1-suited Opener jumps to force, 2NT = 17-18
		1♠	natural and forcing, usually 5+
		1NT	natural, 5-8 pts. Then 2♣ Stayman
		2x	Rubensohl transfers
		2♦	stopper-ask, balanced-ish
		2NT	natural invite (compare Scamp)
		3x	forcing, 1-suited, usually 6+

RELAY SLAMS

	11+	6-10	7-12	(10-12)
SPs	7+	4+	4+	6+
Ks	3+	1+	2+	2+

In competition, a strong relay then a break is forcing; a range-relay (1♥ : 1♠ or 1NT : 2♣) then a break is invitational.