

SCAMP (Strong Club Accenting Majors)

by Nick Hughes & Nicoleta Giura (This version: September 2021)

OPENING BIDS in 1st & 2nd

- 1♣ 16+ any
- 1♦ 4+ spades, not hearts, 10-15, could be canapé
- 1♥ 4+ hearts, not spades, 11-15, could be canapé
- 1♠ both majors, 11-15 pts
- 1NT 12-15 balanced-ish, no major (14-16 in 3rd/4th)
- 2♣,♦ natural (6+, or 5-4 minors) 10-14, no Major
- 2♥,♠ weak 2s, 5-carders possible not vul in 1st & 3rd
- 2NT 5-5 minors, good suits, 10-14 pts
- 3♣+ natural, could be six non vul
- 3NT gambling (4♣ = p/c, 4♦ = singleton ask)

Close decisions

No tens, no aces, unguarded honours are half minuses. Add a point for a good 5-card suit (KQxxx). Add ½ a point for a 10 with a higher honour. 15-counts are dangerous for an 11-15 opening. Often bid over a non-forcing response with these, particularly if vul.

Use Rule of good 19 for limit openings (Rule of good 18 for 1♦ opening) Balanced hands should not have sub-minimum SPs.

COMMON RELAY STRUCTURE

Suits and shortages are shown from the top (S H D C). The chain is broken if their side bids twice following a shape-asking relay. (1♣ opening is not regarded as a relay)

2-suiters (e.g. spades-hearts)

...	2♥	canapé (lower-ranking suit is longer)	
	2♠	55/65	
	2NT	high shortage	
	3♣	even 5-4-2-2	HS
	3♦	LS, 5-4-3-1	5-6-1-1 / 6-5-1-1
	3♥	6-4-2-1	LS, 5-5-2-1
	3♠	6-4-3-0	5-5-3-0
	3NT	7-4-1-1	5-6-2-0
	4♣	7-4-2-0	6-5-2-0

7411s can go via LS or HS. (Base +3 via HS)

1-suiters (spades in these examples)

...	2♠	HS	
	2NT	MS	
	3♣	6-3-2-2 / 7-2-2-2	6-2-2-3 / 6-2-3-2
	3♦	LS, 6-3-3-1	
	3♥	7-2-3-1	
	3♠	7-3-2-1	
	3NT	7-3-3-0	

8+ card suits can't be shown.

Note: In responding to 1♣, 5332s with a major are treated as 1-suiters. Bid 3♦ at some stage with 5M332, shunting the other shapes up one step and concatenating 7231 & 7321, when necessary.

Roman (e.g. majors)

...	2♦	
2♥ ^R	2♠	diamonds (high suit)
	2NT	4-4-1-4
	3♣	4-4-0-5 (canapé first)
	3♦	4-5-0-4
	3♥	5-4-0-4

1♦ OPENING

4+ spades, denies four hearts, 10-15 pts, could be canapé with a minor. Pass dull, flat 10-counts.

1♠ relays for shape (13+), 1♥ is a range probe.

Spade raises

- 1♦ 2♠ 6-10 TP, 3 or 4 trumps (if 3, then 8-10)
- 3♠ "mixed" 6-10 TP (5 trumps or chunky 4)
- 2NT splinter, or good, balanced, limit raise
- 3♣ asks; 3♠ sign-off; 3♦/♥ shortage
- 3♣ : 3♠ = ♣ & min, 3NT = 4333, 4♠ = bal
- 3♣/♦/♥ good 6-card suits, 10-12 pts
- then 3x by opener shows a stopper
- 3NT natural, semi-gambling so short spades
- 4♣,4♦ 5+ fit-showing, 4-card support

Other responses

- 1♦ 1♥ range probe (10-12 any; or some weaker)
- 1♠ strong relay (13+) 2 relays = 3N-force
- 1NT 6-9 (10), usually 1-2 spades (maybe 3♠s & flat)
- 2♣/♦/♥ good suits, 6-10 pts, sometimes less

The range probe shows 6-10 unsuited to other actions (often 2-suited); or weakish with some spades; or 10-12 any.

- 1♦ 1♥^{RP}
- 1♠ most minimums
- Then 1NT & 2♣/♦ correctable;
- 2♥+ still invite. 2NT+ show fit.
- 1NT 13-15 semi-bal (5-2-4+2 possible)
- Then 2♣ = checkback, other 2x to play.
- 2♣/♦ Good max 5+4. Then 2♠ weak, 2NT forcing.
- 2♥ Max with 6+♠s, or a 5-5. 2NT asks.
- 2♠ Minimum, 6-carder
- 3♣/♦ 4-6 max

Relay structure

- 1♦
- 1♠^R 1NT & diamonds, not balanced
- 2♣ balanced, includes 5332s
- 2♦ & clubs, not canapé
- 2♥ & clubs, canapé
- 2♠+ 1-suiter, 6+ cards

Balanced hands

- 1♦
- 1♠^R 2♣
- 2♦^R 2♥ 5 spades (H/M/L shortage)
- 2♠ & diamonds (H/L shortage)
- 2NT 4-2-3-4
- 3♣ 4-3-2-4
- 3♦+ 4-3-3-3, zooming

("Five cards, diamonds, clubs high, clubs low, square")

1♥ OPENING

4+ hearts, denies four spades, 11-15 pts, could be canapé with a minor. Pass some flat 11s. 1♠ relays (11+).

Other responses similar to 1♦ opening, though 1NT a bit beefier, say = 7-10. Relaying twice establishes a 3N-force.

Interference after we open 1♦ or 1♥

Jump shifts are forcing. (Invitational over a double)

Negative free bids at 2-level. Double then a new suit is

F2NPR (forcing to 2NT, then Preference or Repeat)

4-card cue raises; jump cues are splinters.

If cue raise, then help suit trials.

Unusual over Unusual 2NT: 3♣ = hearts, 3♦ = spades.

Vs Michaels & Unusual 2NT, X = 3-card limit plus.

If they overcall at 1-level, 2NT is natural invite.

Relay interference over 1♦

No more relays if next hand bids 1♥ or higher:

1♦ (X) XX = 10-12; 1♥ = strong relay

1♦ (1♥) X = takeout, no relays.

1♠ in these auctions shows 3 trumps, 5-9 TP.

If their action gives opener extra space over the range probe (say 4th hand doubles 1♥), 1♠ shows min & 5.

"Rule of Three" after relayer has started shape-asking.

(Relays intact if the overcall consumes three bids or less)

When pass is relay, (re) double is penalty.

Natural bidding over 1♦ & 1♥

Suit rebids over 1NT and 2 of a minor tend to be canapé:

1♥	1NT	
2♣,♦		5-4 either way but canapé more likely
2♥		usually six
2♠		max, 5-5 or 6+ (also 1♦ : 1♥/1NT : 2♥)
2NT		good, balanced 15-count (rare, vul)
3♣,♦		4-6, maximum

Note that 1♦ : 1NT suggests 3+ in other suits so opener can bid a 4-card minor more freely.

1♥	2♣	
2♦		usually six, or maybe 3-4-5-1
2♠		club fit
2NT		balanced max with tolerance
3♥		denies club fit, otherwise 2♠ first.

After a raise

1♥	2♥	
2♠		start of short suit trial
		Nearly always 5♥s, 2NT asks
2NT		balanced-ish 16 TP (rare, vul)
3♣,♦		canapé tries (not forcing)
3♥		semi-balanced invite (not pre-emptive)

1♦	2♠	(or 1♦ - 1♥ - 1♠ - 2♠)
2NT		start of a short suit trial
3♥		semi-balanced game try, 5 spades

1♠ OPENING

Both majors (4+), 11-15 pts. 2♣ is a shape relay.

1NT = balanced-ish; opener usually removes if unbalanced or 15 flat. (2♦ over 2♣ asks for shape)

2NT response is a heart raise.

Relay structure:

1♠	2♣ ^R	
2♦		flat or Roman (flat / diamonds / 4 x clubs)
2♥		longer hearts
2♠		5-5, etc.

Responder's double is **co-operative**. Cues show spade support, 2NT still shows a heart raise.

1NT OPENING

12-15 balanced, no major. 2-2-5+4 is possible, rarely a stiff major honour. 2♣ relays, 2♠ is a range-finder.

Responses:

1NT	2♣	GF relay (13+)
	2♦,♥	transfers, need good 16 TP to super raise, could be based on a long minor, or GF 4-4-1-4 (3♥=♣) or 4-4-4-1 (3♠=♦)
	2♠	minors, any strength, then 3M = fragment
	2NT	sign-offs
	3♣/♦	sign-offs
	3♥/♠	shortage
	4♣/♦	SA Texas

Transfer then a new suit is **invitational**, 55 or 5431. Over the 2♠ range probe, opener bids 2NT with a minimum and uses the Flint principle (pass/correct) with a maximum.

Double over the bid by responder is **penalty**. Over their 2♥/♠, 2NT is natural, 3x is **Rubensohl**.

System on over their Cappelletti 2♣ & non-penalty double. But X & XX = balanced values.

Relay structure:

1NT	2♣ ^R	
2♦		5 diamonds
2♥		5 clubs
2♠		2-3-4-4 2-3-5-3
2NT		3-2-4-4 3-2-5-3
3♣		3-3-4-3 3-3-5-2
3♦		3-3-3-4 (2-2-5-4)
3♥		(1-3-5-4)
3♠		(3-1-5-4)

"Diamonds, clubs, both high, both low, square diamonds, square clubs"

2♣ OPENING

Club 1-suiter, 6+ or 4-5 minors, (10) 11-14 pts.

Pass some 10-counts, say Rule of 20.

2♣	2♦	strong relay, 13+
	2♥/♠	constructive, good suits, 8-12 pts
	2NT	11-12
	3♣	9-12 TP
	3♥/♠	invitational, 10-12 pts

Responder's double over the length is **penalty**. If they bid or double, 2NT to compete at the 3-level, usually a bad raise. Could be strong with a stopper. 3-over-2 is forcing. Jumps are forcing.

Relay structure:

2♣	2♦ ^R	
2♥		diamonds
2♠		1-suiter, HS (square)
2♣	2♦ ^R	
2♥	2♠ ^R	
2NT		HS (square no 5-5s)

2♦ OPENING

Diamond 1-suiter, 6+ or 5-4 minors (not 5-5), 10-14 pts. 2♥ relays (13+), like 2♣ opening.

This means that responder has to bid 3♥ to show hearts.

Relay structure is Up 1 step.

2♥ & 2♠ OPENINGS

Good suits vul, 5-10 pts. Chunky 5-carders possible if not vul 1st & 3rd. (If so, usually no singleton)

2♥/♠	2♠, 3x	not forcing (3♠ forcing over 2♥)
	4♣/♦	fit-showing
	2NT	game interest:
3♣		min or 5-carder, then 3♦ is GFR, Up 1 (3OM = bid 3NT with 5-carder)
3♦		max, bal or HS, then step asks
3♥		max, MS
3♠		max, LS
3NT		max, AKQxxx, usually no singleton
4♣/♦		6-5s

2NT then raise is sign-off over min, forcing over max. 5-card maxes can show min, then bid 3NT over sign-off. After shape suggested, responder bids the step to trigger DCB, not SPs. (Max assumed to be 5 or 6 SPs)

2NT OPENING

5-5 minors, good suits, 10-14 pts. Distort to 2♣ or 2♦ with less suitable hands. No relay; three of a major by responder is natural and forcing (could be a notrump probe), jump raises are invitational. 2NT - 3♥ - 3♠ = no ♠ honour.

3rd & 4th SEAT OPENINGS

Be aware of dealer's flat 10-11 counts.

No	1♣	still 16+
	1♦	unbalanced 11-15, or 11-13 bal (3+)
	1♥/♠	natural, could be 4 if chunky, or club canapé, or short diamonds
	1NT	14-16, 5cM possible, simple Stayman but double = tko
	2♣	Precision. could have a 4cM (2♦ asks)
	2♦	six-carder
	2♥/♠	weak 2s as per usual

Most responses the same but no relays. Jumps show fit, could be 5-3. Also, 1NT response to 1♥/♠ is SNAP, say good 8-11. Likewise, single raises show 8-11.

2-over-1 never balanced, usually 6-carders.

1♣ OPENING

16+ any. In general, a 15-count with a good 5-card suit is worth 1♣. Many good 5-loser hands qualify, though 14-counts with a good 6-card suit should describe.

First Response:

1♣	1♦	0-7 any, or a flat 8-count with 4 SPs
	1♥	4+ spades, not flat, 8+ pts
	1♠	4+ hearts, not spades, not flat
	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♥	Roman, short in a major
	2♠+	club 1-suiter (6+)

Over a positive, opener can break with a minimum and misfit (F2NPR). Relaying instead is 3N-forcing. A raise is usually 4-card support and minimum, game-forcing.

Jumps show fit, 2NT is splimit over 1♥/1♠. Over 2♣/2♦, opener's 3-level break is a splinter. (If opponents show a suit, that suit is only splinter) 2M is a 1-round force (F2NPR), could be a 4-carder over 2♣.

Over 1♦ (0-7):

	1♣	
1♦	1♥	19+ any, need a good rebid
	1♠	4+, 16-19, not flat, could be minor canapé (then 2♠ 4-7 TP, usual structure 3♠ = 4-card support, 7-8 TP.)
	1NT	16-18 balanced, could have 5 hearts 5422 without 4 ♠s, maybe 1-4-4-4
	2♣	Aspro, hearts & another but not 5♠s
	2♦/♥	usually 6-card suits, 16-18
	2♠	5 spades & a 5-cd minor
	2NT	5-5 minors (occasionally 4-5)
	3♣	6-cd suit
	3♦/♥	5-5 hearts & ♦/♠

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

Second negative

1♣	1♦	
1♥ ^R	1♠	0-4(5) any (maybe more if < 3 SPs)
	1NT+	5-7 shape-showing (2 steps up but maybe compress at 3NT) Opener's break is F2NPR
	1♣	
1♦	1♥ ^R	
1♠	1NT	19-21, could be off-shape.
	2♣	near GF; then natural but 2♦ waiting
	2♦/♥/♠	Acól Twos, not forcing
	2NT	22-23, Puppet Stayman

INTERFERENCE OVER 1♣ (Rule of 3 in general)

By LHO:

Relay responses intact if LHO doubles or bids 1♦.

Double sends us Down 1 step, 1♦ is Square:

1♣	(1♦)	No	0-4, no more relays
		X	5-7 any, no more relays
		1♥	spades, 8+ etc.

By RHO over the negative:

1♣	(No)	1♦	(X)
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ReDbl = relay (19+) Rule of 2

All natural if the overcall is 1♥+, 1NT = 17-19.

Natural auctions

1♣	(1♥)	Dbl	5+ pts takeout, not 1-suited
		1♠	natural & forcing, usually 5+♠s
		1NT	natural & stopper, 5-7 (8) pts (then opener's new suit non-f)
		2x	Rubensohl suit transfers (new suit forcing by either)
		2♦	bal, no stopper (if 1♥ was nat)
		2NT	natural, bal GF with stopper
		3x	forcing, 1-suited (6+)
1♣	(2♥)	Dbl	tko (2NT by opener is Leb)
		2NT	natural, 6-8 pts
		3x	Rubensohl over their 2M only
		4♣/♦	leaping Michaels

If their overcall of our 1♣ is 3♥+, double = GF.

In game force auctions where the opponents break the chain, double is takeout in both seats.

Jumps to 4NT are mostly natural slam invites.

Relay Structure

Type of hand: (in example, spades is the anchor suit)

1♣	1♥	
1♠ ^R	1NT	& hearts, unbalanced
	2♣	& diamonds
	2♦	& clubs, not canapé
	2♥	& clubs canapé
	2♠+	spade 1-suiter (5+)

Flat hands with a major: (5M332s are 1-suiters)

1♣	2♣		
2♦ ^R	2♥	spades & a minor	
	2♠	hearts & a minor	
	2NT	4-4-2-3	diamonds
	3♣	4-4-3-2	4-2-3-4
	3♦	4-3-3-3	4-3-2-4
	3♥+	3-4-3-3	

("spades, hearts, both-high, both-low, square spades, square hearts") Flat with no Major (2♦) goes like 1NT opening, excluding semi-balanced.

RELAY SLAMS

Slam points (A=3, K=2, Q=1), ignore stiff queens.

To ask for Slam Points, bid the step after the shape is out.

If 2 (semi)-balanced shapes left step +1 asks for SPs.

3NT by opener is sign-off, as are 6♣+.

Step +1 asks for Kontrols, (A=2, K=1), unless it's 4♦+.

4♣ is highest Kontrol ask & last shape-showing bid.

3♠ is highest shape-ask.

4♦ non-step after shape is out is a **mild slam try**. Describer bids 4♥ on all minimums. With **useful extras** (say Base+2 SPs &/or Base+1 Kontrols) describer bids bad trump suits upwards. Good suits start at Qx(x) or HHxx(x). 4NT instead by an unlimited hand shows resurrection strength. **Asker's next bid says "Raise (to slam) with extras & good trumps"**

If 4♦ comes after an SP ask, suit quality is the only issue.

	10-15 pts	12-15 (1N)	8+ pts	5-7 pts
SPs	6+	7+	5+	3+
Ks	3+	3+	2+	1+

Resurrection

An unlimited hand may resurrect with Base +4. However, game bids in a known 6+ major or 7+ minor are to play. A limited hand cannot resurrect – rips are natural.

Zooming

Zoom to 3NT threshold with last balanced-ish shape.

Assume 4-point SP range (group 10 SP at 3NT if 11-15)

3♥ = 5/6 (then split & zoom), 3♠ = 7, 3NT = 8.

3♣ = 5/6, 3NT = 7/8. (Split both & zoom)

Denial Cue bidding

Responder looks suits by length, higher of equals.

- Bidding the step shows no honours in that suit, OR two including the ace, so AK or AQ. (4+ SPs)
- With a singleton, switch to normal cueing (Stop = A or K).
- The furthest you can go is a raise of the ask.
- The second pass locates 2nd honours (K-Q, K-J, Q-J but not A-J).

- If 0 or 2, stop next time with 0 (unless you can tell partner knows). With 2, skip 1 step. With 3, skip 2 steps.
- Ignore stiff queens, count kingletons as 1 SP and show them. Treat them at full value for kontrols.
- A jump to 4NT is RKC in describer's last shown **unless a raise would set trumps, then 4NT is natural**
- 21 is a key number (SPs plus 3-2-1 shape for both)

Other slams methods

In non relay auctions we play RKC Blackwood (1430):

- when it's a jump and neither partner has bid notrumps
- when a suit has been supported, even after cues

Then step asks for trump queen. (Step denies, otherwise cue a king). 4NT is never vanilla. PIDO.

- 4NT then 5NT asks responder to cue a king
- 4NT - 5NT = even KCs + void, 6x = odd + void.
- A jump to 5NT is "pick a slam" in most competitive auctions, GSF otherwise (the higher you bid at the 6-level, the more you have, space permitting)
- No extras to cue below game, 1st or 2nd okay.
- 0123 Voidwood/Exclusion (**always a jump**)

THE WELL-DEFINED HAND

Openings of 1NT and higher are well-defined; responder's doubles are penalty. Limited hands are well-defined if they show two "features". For instance:

- known 1-suiter (e.g.: 2♣/♦ opening, jump overcall)
- two known suits, not flat
- length plus shortage (NFB opposite suit)
- balanced, no major (1NT opening)

When we are **not vulnerable**, a natural response in partner's **denied major** should be explained as "Natural, not forcing. Occasionally a weak hand, short in the bid suit."

DOUBLING PRINCIPLES

Takeout doubles (to 4♠)

Our default is that (unclear) doubles are takeout, unless specifically listed as penalty.

An overcall is limited to around 16 pts. Double then a new suit is a GOSH (good 1-suiter) **only if it would have been a jump** over the opening bid.

Equal Level Conversion applies when partner's shape is unknown. Double then the step (cheaper unbid) over partner's suit response suggests a 2-suiter, not forcing.

WEST	NORTH	EAST	SOUTH
		1♥	X
no	2♣	no	?

2♦ is ELC (4-5 in spades & diamonds)

2♠ is GOSH (would have been a jump)

2♥ often 3-card support, or stopper ask

However, when partner has shown a suit **and** negative free bids apply, double then a new suit is simply forcing

Opposite a takeout double, partner's double of a new suit is penalty (a suit implied by the double)

Double of an artificial bid that shows length in one specific suit (transfer) is takeout of that suit. Also applies if a specific weak 1-suiter is a multi option.

Vs Multi (unknown 1-suiter, 2 candidates)

Double is tko of the higher suit, step is tko of the lower suit. (2NT Leb still applies) Double of p/c bids are for takeout

Opposite a well-defined hand, double is penalty

Also applies if we have a fit but they don't. However, note that a **player who has denied four cards in a suit can only make a takeout double of that suit**. The partner's double is penalty.

WEST	NORTH	EAST	SOUTH
			1♥
(no)	2♥	(2♠/3♣)	X
(no)	X		

South's double of 2♠ is tko, maybe 1-4-4-4.
North's double is penalty.
Both could double a 3♣/♦ overcall for penalty.
(Under the length, North needs 4 trumps, 3 hearts)

Balance of Power auctions (no more Action)

After we make a balance of power double or redouble.

WEST	NORTH	EAST	SOUTH
			1♥
(X)	XX	(2♣/♠)	X
(no)	X		

Most of these doubles are **penalty**, suggesting a couple of trump tricks.

The exception is South's double of 2♠. Can't have a penalty double, so this one is takeout, maybe 1-4-4-4.

When we double a 1NT opening, BoP is **unknown**. The partnership gets one takeout double, **then penalty**.

When they show a fit (a game preempt is a "fit")

Responsive doubles to 4♥ opposite a **double**.

(Usually minors if only 1 unbid major)

Responsive to 3♦ opposite a normal **overcall**.

(Double opposite a wjo is penalty)

If their fit is at 3♥ or higher, double shows some fit, a defensive raise.

WEST	NORTH	EAST	SOUTH
(1♥)	2♣	(3♥)	X

Good club raise, stopper ask. (North could bid 3♠ with 4 and no stopper)

I want to bid more

If both sides have an implied fit, double in **direct** seat says "I have high ODR and want to bid more."

Applies whenever responder has made a jump raise or general cue raise, **but not after splinter or fit-jump**

WEST	NORTH	EAST	SOUTH
			1♥
(p/x/1♠)	3♥/4♥	(4♠)	X
	X		

South's X shows high ODR "I want to bid more"

North's double is penalty.

Vs RCO Twos, etc (unknown 2-suiter, 5-5)

Double shows the complementary suits, including the bid suit (hearts + whatever vs 2NT). Double of p/c bids are for tko. Same if their 2-level RCO comes over our 1♣ or 1NT.

OVERCALLS

Suit quality is the main factor for marginal hands.

9-16 pts at 1-level, say 11-16 at 2-level.

Jump overcalls are weak (unless their bid is weak). 2NT in response to a wjo is feature enquiry.

Responses

Standard style but a direct raise is constructive and a cue is **unassuming**. For instance:

(1♣) 1♠ (No) ?

1NT 8-11, 2NT = 12-14

2♣ **UCB** – takeout, or a good 3-card raise, or strong Motto is **"strain before level"**

2♦/♥ constructive, good suit (2-over-1 non-forcing but all others forcing)

2♠ 7-11 TP, weaker if RHO acts

3♣ cue raise, 4 trumps

3♦/♥ **invitational, 6-card suit**

3♠ shapely

4♣ only splinter

Vs short (2+) club/diamond, etc

Treat as artificial. Bid these suits naturally - **over & under length** - unless partner doubled, then 2♣/♦ is a cue. If no cue available, change of suit is forcing: they opened a random 1♣/1♦, 1NT, multi 2♦ and partner overcalled.

Michaels cue bids & unusual notrump

Direct cues are usually 2-suiters, either weakish or strong. Say 8-11 or 16+, but subject to level and vulnerability.

(1m) 2m **natural vs 2+ suit**, majors vs others
(1♥) 2♥ Michaels (5-5 spades & a minor)

A jump to 2NT shows the two lower unshown suits:

(1♣) 2NT minors vs 2+ 1♣, reds vs others

(2♥) 4♣/♦ leaping Michaels (Also after we start with 1♣)

4♥ minors, so 4NT is natural

Jump cues to 3♣/♦ are natural, 3♥/♠ are stopper asks.

In Fourth Seat

(1♦) No (No) ?

1NT 11-14, **usually** a stopper, system on

Dbl "transfer a king"

2♥/♠ intermediate 6-carder, say 14-17

2NT 19-21

(1♦) No (1♠) ?

1NT 15-18 system on (tko by passed hand)

2♦ hearts & clubs, 5-5 (but natural vs 2+ 1♦/1♣)

2♠ natural

They Open 1NT

We use ASPRO over any natural notrump opening and over a strong 1♣ or 2♣:

(1N) Dbl penalty (majors by a passed hand)

2♣ hearts & another, 5-4 either way

2♦ spades & a minor

2♥/♠ 1-suiters

2NT minors

3♣/♦ intermediate

The nominal Aspro range is 10-14. With 4-5 (long minor), the overcaller needs extras (unless 4-5 in the reds, when he can pass the 2♦ relay).

Advancer can bid the step to find the overcaller's 5-card suit or bid 2NT for the second suit. Bidding the anchor suit is to play. Others are invitational.

2♣ : 2♦ : 2NT = 5+ clubs min, 3♣ = max

After 2♣ : 2♦ : 2♥, 2♠ is a scramble, pass or correct, 2NT is invitational.

If 2♣ is doubled, pass prefers clubs to hearts, redouble is "bid your long suit" 2♦ is natural.

Vs Stayman & transfers

If 1NT was strong (includes 16), double of Stayman shows clubs. Vs weak NT, double of Stayman shows a penalty double of 1NT. If responder transfers, double is takeout of their suit, cue is some 2-suiter, a delayed double is co-operative (penalty double of weak NT).

2NT as a raise

After they overcall 2x, there are always 2 ways to raise partner to the 3-level. Via 2NT if nothing else available

1♥ (2♠) 2NT is a (good) raise

2♣/♦ (2♥/♠) 2NT bad raise

After 2♣/♦ is overcalled, 2NT suggests some competitive hand. A direct raise is invitational. Other examples feature a 2-level overcall by us, with the next player taking away the cue bid.

Puppet Stayman

If our side's first descriptive bid is a strong 2NT, Puppet Stayman applies:

2NT	3♣	Puppet Stayman, asks for 5cM
	3♦/♥	transfers
	3♠	minors
	4♣/♦	natural

Lebenstentions

If their last bid is 2♥ or 2♠, which partner doubles for take-out, 2NT under the gun is never to play. If game could still be on, it shows any minimum. If it's clearly a partscore hand, it shows two places to play. If responder to doubler's range is nominally 5+ HCP, Lebensohl takes preference, unless advancer has declined a previous invitation.

Direct cue is a stopper ask. 3NT direct is to play, no 4M.

2NT then cue = 4M, no stopper.

2NT then 3NT = 4M + a stopper

Rubensohl

Applies after we open 1♣ or open or overcall 1NT & next hand bids 1M/2M, whatever the meaning. Then NT bids are natural, suit transfers at next level up. Transferring to their shown suit is a stopper ask.

Splinters

In relay auctions, direct 3-level suit bids opposite **balanced** hands are splinters:

1♦/♥ - 1♠ - 2♣ - 3 any = shortage

1♣ - 2♣/♦ - 3 any = shortage

1♣ - 1♦ - 1♥ - 2♥/♠ - 3 any = shortage

In competitive auctions, their suit is the only shortage bid. (stopper ask).

Opposite unbalanced hands, unnecessary jumps to 3-level are fit-showing.

Miscellaneous principles

- If a natural interpretation of bid is possible, that's it
- F2NPR means bidding cannot stop before next NT (and 2NT is forcing if either known to be **unbalanced**)
Thereafter, preference & repeat of the first shown suit can be passed. Jumps past 2NT show semi-solid 6+.
- **In competition**, a strong relay then a break is forcing; an invitational relay (1♥ : 1♠ or 1♠ : 2♣) then a break is invitational.
- **Vs 2NT opening for minors, 3♣ = longer hearts, 3♦ = longer spades**
- Opposite our nfb or Rubensohl transfer, 1♣ opener's new suit is a 1-round force.
- Preempt style
Focus on suit quality for pre-empts and weak jumps. 7-carder if vulnerable, minors can be 6 cards not vul, more so in 1st & 3rd seats. Majors could be 6 only if favourable in 1st & 3rd.
- vs Preempts
(3x) 3NT (No) 4♣ = Staymannic
4♦/♥ = transfers
- Last train, as in 1♥ - 4♣ - 4♦ as general try.
- Avoid relay with a shortage.
- **If a suit bid would be forcing, double then that bid is NOT forcing.** 1♣ (1♠) X (no) 2♦ (no) 3♣ = 4-6 ♥ & ♠..
- **Relay then break to 3NT shows tolerance for describer's long suit. To play 3NT regardless, get full shape.**

SIGNALS

- We lead 3rd from even and low from odd but, versus NT, we lead 4th best from 4 if 3rd is too dangerous (usually seven spot or higher). We play reverse Smith Peters.
- When declarer is cashing tricks, our discards are reverse count.
- When partner has won the trick or might be about to win the trick, we give reverse attitude, rarely suit preference.
- On declarer's lead, we give reverse count (sparingly) unless Smith Peters apply.
- Vs notrumps, we give attitude on partner's honour lead if dummy has two cards or fewer.
We give count if dummy has 3+ cards or we can't beat dummy's played lower honour (Q/J/T) or attitude makes no sense.
- Vs suit, we give attitude on most honour leads, but count if the first trick will reveal the location of key honours.
For instance, on K-lead with dummy holding Jxx, assume declarer will play ace if he has it, therefore count.
- On ace leads, give count if dummy has Qxx(x), attitude if dummy has xxx(x). If dummy has a singleton, give attitude (queen), or suit preference if clear. Count in general if dummy has xx but holding Qxx makes this unclear (partner might want to underlead).
- We lead 0/2 higher honours but K from AKJx vs NT. When discarding or splitting, choose the card we would have led.
- **Midgame switches** are mostly attitude, not 3rds & 5th.