

# 1General

## 1.1Doubles

All low-level doubles are for takeout. Exceptions are:

- ⌘ When FG is established
- ⌘ If a strengthshowing RD has been made
- ⌘ When a penalty pass has been made
- ⌘ When a forcing pass has established a forcing tempo
- ⌘ After 1S-(2H)
- ⌘ After 2D-(Overcall)
- ⌘ After 2M-openings, responder makes penalty doubles
- ⌘ If opponents overcall a natural 1N, responder makes penalty doubles

## 1.2Forcing Pass

- ⌘ when FG
- ⌘ after (1N)-D-(2m)
- ⌘ after 1D/1M/1N/2m-(D)-RD through next level in opening suit.

Sequence	Cont	Comment
1H-(D)-RD-(2C);	<b>Pass: F1</b>	<b>D by responder is PEN</b>
	<b>Suit: weaker than P-&gt;suit</b>	
	<b>Double: PEN</b>	
1H-(D)-RD-(3C);	<b>Pass: NF</b>	<b>D by responder is optional</b>
	<b>Suit: Nat, extras</b>	
	<b>D: extras, no other descriptive bid</b>	

## 1.3Interference over relay bid

Pass over interference is neutral. D/RD is to play. If interference is D other bid retain their meaning. "Natural" bids over higher interference. Valid after 1C-1H, 1C-2S, 1C-2N, 1M-2C and 1D-2C.

## 1.4End of relays

When one hand has relayed for full distribution, next relay ask for controls -> 0-2, 3, 4 ...

After the control ask, a new relay ask queens in 4+suits -> 0, Lower, Higher, 2 ....

## 21C Opening

### 2.1Interference through 2C

Double/Redouble by responder is FG with 7+"BAL". Suit bids are transfers FG. NT is natural FG. Transfers to opponents 5+suits shows shortness and FG.

### 2.2Interference above 2C

Double/Redouble by responder is FG with 7+"BAL". Suit bids are natural FG. NT is natural FG. Cuebid in opponents 5+suits shows shortness and FG.

## 2.31 ♣ - 1♦ - 1♥(16-21 4+H/20-23 BAL/28-29 BAL)

1♠ = 0-8, ASK

1N = 20-21, BAL (could be 4441)

2♣ = 16-21, either 5+♥ or 3-suiter

2♦ = 5-8, ASK

2♥ = 16-18, 5+♥(4+m is possible)

2♠ = ASK for m (2N denies)

2N = INV, OP bids 3m with 5-5

2♠ = 16-18, 4♥ 4441/4405 could be SPL ♠

2N = ASK

3m = to play

2N=19-21, 5+♥ without side suit FG

3♣ = ASK

3♦ = no SPL

3♥ = SPL ♣

3♠ = SPL ♦

3N = SPL ♠

3m = 19-21, 5\*♥+4\*m, FG

3♥ = 19-21, 4441

3♠ = 19-21, 4414

3N = 19-21, 1444

2♥ = 0-4, 2+♥

2♠ = 44 in M

2N = to play

2N = 1444/0445/0454

2♠ = 0-4, 0-1♥, at least 3-3 in m

2N = to play

2N = 7-8, bal

2♦ = 16-21, 4\*♥ 5+♦

2♥ = natural

2♠ = ASK.

2N = min

3♣ = 2452 max

3♦ = 3451 max

3♥ = 1453 max

2N = natural

3♥ = INV with 4+♥

2♥ = 16-21, 4\*♥ and 5+♣

2♠ = ASK.

2N = min

3♣ = 2425 max

3♦ = 3415 max

3♥ = 1435 max

2N = natural

2♠ = 19-21, 4-5+ in M

2N = 22 - 23, BAL

3♠ = INV with 5-5+ in ♥ and bid m

3♥ = INV with 6+♥

3N = 28 - 29, bal, 3N bidding

1N = 5-7, 5\*M

2♣ = FG 19-21 4+♥/20-23 or 28-29 bal

2♦ = 5+♥

2♥ = ASK

2♠ = 45xx

2N = ASK

3♣ = 4522  
3♦ = 4531

3♥ = 4513  
3♠ = 4540  
3N = 4504

2N = 5\*♥332

3♣ = ASK -> 3532/3523/2533

3♣ = X5X4

3♦ = ASK

3♥ = 2524  
3♠ = 3514  
3N = 1534

3♦ = 2542

3♥ = 3541

**3♠ = 1543**

2♥ = 5\*♠

2♠ = ASK

2N = 5\*♠332

3♣ = 5XX4

3♦ = ASK

3♥ = 5224  
3♠ = 5314  
3N = 5134

3♦ = 5242

3♥ = 5341

3♠ = 5143

2♠ = 5\*♠4\*♥

2♦ = 16-18, 4\*♥ 5+♦ (could be 1444)

2♥ = 5\*♠ 2-3♥

2♠ = 5\*♠ 0-1♥

2♥ = 16-18, 4\*♥ 5+♣

2♠ = 16-18, 4+♥, 3+♠

2NT = 16-18, 5\*♥, 0-2♠

3X = 19+, void next suit

2♣ = 0-4 one 6\*suit

2♦ = Pass or correct

2♥ = 16-19, 6+♥

2♠ = 20-21, 6+♥

2N = 2-4, 6+♠

ns = to play

2N = 20-21 bal

Bid = to play

3♣ = 22-23 bal

Bid = to play

2♦ = 5-7 and a bad 6+♣

2♥ = ASK

2♠ = some SPL

2NT = bal

3♣ = "good"♣

2♥ = 5-7, a good 6+♣ with 2 TH

2N = stenberg

3♣ = to play

2♠ = 4-7, at least 5-5 in ♠ and one m

2N = ASK

(3m = min, 3M = max with correspondent m)

3♣ = pass/correct

3♦/♥ = 6\*färg

2N = 5-7, at least 5-5 in m

(3♠ ASK for 6+m)

3♠ = 5-7, at least 5-5 in ♥ and bid m

3♥ = 5-7, at least 5-5 in M

## **3 1D Opening**

### **3.11D-1M**

1S nat with 4 spades. Unbalanced or balanced. May be 4 hearts with 4441 and extras.

1N 11-13, possibly 5431 with shortness in resp suit

2C other hands not described by other bids (6D4C, 45/54 minors extra values, 3\*support with extras)

2D extra values 5m and 4 in the other major

2N extras with 4supp or 6+D and 0-2 M

## **41M openings**

### **4.11M-2C**

Gameforcing relay, may have support but then usually balanced. Opener rebids fairly naturally except for 2D which denies 4 cards in the other major and shows minimum values. A 2H rebid by opener shows 4 cards in the other major regardless of strength. A 2S rebid shows maximum and 6421/6331-distribution

### **4.21M-2D**

Invitational relay. Over 2H it denies 4S. Opener rebids 2M or lower with minimum. 2M+1 is a conventional bid showing maximum and 5431 handtype.