Natural Relay

Author: Kevin Hu and Jerry Chen

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Glossary

- ART: artificial
- NF: non-forcing
- GF: game forcing
- INV: invitational
- M/m: **M**ajor/**m**inor
- L/M/H: low, middle, higher suit
- Rxx: relay with xx. E.g. R2♦: relay with 2♦ (meaningless)
- kc (lower case): keycard

General Approach

- 5 card Major, 1♣=16+；1♦=4+♦, 2 or 3 suited, 11-15; 1NT=13-16, no 5M, no 6m, no (5422); 2♣=5♣+4M OR 6♣，11−15；2♦=single suited 6+♦，11−15.
- Transfer GF responses to 1♣
- INV+ Relay after 1 level opening (excluding 1♣), relay twice is GF. Most of other bids are (6)8-11 NAT, NF.
  - 1♦ − 1♥: 4♥ weak OR ART INV+
  - 1M - 2♣: ART INV+

Opening structure

- 1♣: ART, 16+
- 1♦: 4+, 2 or 3 suited, 11-15
- 1M: 11-15, 5M
- 1NT: 12-15, BAL (minor 5332, 4432, 4333) or =4414, =2452
- 2♣：11−15，6+♣ OR 5♣+4M
- 2♦：11−15，6+♦, no 4 card side suit
- 2M: weak 2s

- 2NT: minors 55
- 3x: pre-empt of preference.
- 3NT: Gambling.

Table of Contents

Relay Guideline

Step 1: shape

The responder shows his shape. Any bid + 1 is relay. The enquirer may break the relay by bidding anything higher to skip to step 2 or sign off.

General principle when showing shape in relay:

1. Balanced hand: 4 card suit, 2nd 4 card suit, then 3 card suit to complete 4432.
2. Bid your first suit, then always second suit, then shortage
   - 54: first then second
   - 64: first then second
   - If there is a lower bid available and meaningless, use it to replace highest bid to show shortage.
3. If you rebid your suit, it's one card longer
   - 6: bid your first suit twice
   - 64: first suit, then second suit, then first suit again
4. Second suit cannnot be longer than first suit. Bid lower of equal length first. The order is H
5. C then D then D means 56
6. D then C then C means 55
7. There may be multiple ways to bid the same suits. A jump usually indicate a void/no shortage
   - 1♣ - transfer 2 level = 6322 or hint a void

- 1♣ - suit once, suit twice = no void
8. Shape relay stops at 3NT. Any bid at 3NT or higher is not asking for shape. But the shape response may go beyond 3NT.

Step 2: Sign-off/Keycard

Partner may choose not to keycard.
If partner makes a non-jumping game bid, it is sign-off. Any 3NT immediately after complete shape relay is sign off.

After enquirer chooses to sign-off with a minimum, if the responder has extras, e.g. ultra-good 1M opening, 12+ responder to 1♣ with good controls, he may responder to a sign-off bid with keycard. E.g. 3NT (sign-off) - 4♥ (+3 steps, 2 without Q, with extras)

After starting of keycard, any relay bid, even if it's also a game bid, is still relay. Do NOT relay further if you cannot tolerate the response.

Keycard procedure

The enquirer is allowed to keycard in any suit, and keycard in any suit does not imply suit-setting the suit. Any bid breaking the relay after initiating the keycard procedure is the intended final contract, including 4NT.

Warning: 4NT is rarely used in relay for keycard.

Range

If responder's point range is wider or equal to 4 points, including 1x opening, 1NT (13-16), responding to 1♣ opener, we recommend relay for point range.

- +1: minimum (11-12 if 1x, 13-14 if 1NT, 8-11 if responding to 1♣)
- +2: maximum, first step response in keycard
- +3: maximum, second step response in keycard
- so on

Keycard - A

The enquirer can choose to keycard in any suit. This is very beneficial if the enquirer want to do a pure A ask (gerber) or investigate Ks in case of a double fit, the enquirer can choose to keycard in a suit that he has the K.

The default relay bid is to keycard in responder's first suit. +2 bid for relay is in responder's second longest suit. +3/+4 are so on.
In case of 2 suits are the same length, major first, then lower first.

E.g. if p is 4225, then +1 = ♣ (longer), +2 = ♥, +3 = ♠ (Major first), +4 = ♦

We recommend RKCB, while even/odd responses can be used.

- +1： 1/4
- +2： 0/3
- +3: 2 no Q
- +4: 2 with Q

Keycard - K/Q

Relay once for K, and again for Q

- +1: no
- +2~4: L/M/H K or the other 2 side suit Ks

After the K&Q ask, the next relay seeks to clarify any confusion in case the enquirer is missing all 3 K/Qs in the side suit.

- +1: I have one of each responded
- +2: I have one extra honor
- +3: I have two of each responded

Keycard - J

Respond side suit J in the same way as K/Q. If there are more space, the next relay is trump J, where +1=no, +2=yes.

Shape classification

1. Bal/Semi-bal 4333, 4432, 5332 (5m), 4441
2. Single suit no shortage 5332, 6322, 7222
3. Unbal:
   1. Single suit: 6331, 7321, 7330
   2. 5~7+4: 5431(22), 5440, 6421, 6430, 7411
   3. 55+: 5521, 5530, 6511, 6520, 6610

4. # Exact relay definition

1♣ – 1♥ (R1♠)

1NT (waiting bid) shows the higher suit (♠), any other bid shows ♥. This applies in competition where X/XX is ♠, P or any other bid shows ♥.

- 1NT: 5♠ (R2♣)
  - See [5M relay]
- 2♣: 4♣. (R2♦)
  - 2♥: 6+♥, =4♣ (R2♠)
    - 2NT: replaces 3♦, ♦ shortage, =2614
    - 3♣: replaces 3♠, ♠ shortage, =1624
    - 3♥: 7♥, =1714
  - 2♠: 1♠, =1534 (R2NT = kc in ♥)
  - 2NT: 22, =2524
  - 3♣: 5♣. Deny void generally (R3♦)
    - 3♥: 6♥, 5♣, =1615
    - 3♠: ♠ shortage, =1525
    - 3NT: replaces 4♦, ♦ shortage, =2515
    - 4♣: 6♣, implies 6♥, take it slow so lower shortage, =1606
    - 4♦: originally meaningless, implies longer ♥, =1705
  - 3♦: 1♦, =3514
  - 3♥: 7♥, jump implies void (R3♠ for void if couldn't jump to differentiate void)
- 2♦: 4♦. (R2♥)
  - TODO
- 2♥+: See [5M relay]

5**M** relay

5**M** relay response starts after 2♣.

Applicable situations include:

- 1M – 2♣
- 1♣ – 1♥ (– 1♠ - 1NT) - 2♣

Key concept:

- minor compression: 2♦ shows an unknown 4+m. R2♥, 2♠=♦, anything else shows ♣.
- 2♥ and 2♠ are the same regardless of which Major relayee has.

Relay:

- 2♦: unknown 4+m (R2♥)
    - 2♠: m=♦ (R2NT)
        - Natural relay continuation
    - 2NT: 5422, unknown minor (R3♣)
        - 3♦: min, (R3♥)
            - 3♠/3NT: ♣/♦
        - 3♥/3♠: max, ♣/♦
    - 3♣+: m=♣, Natural relay continuation
- 2♥: Single suited M. 5322/6322/7321 (R2♠)
    - 2NT: 6(322)/7(321) (R3♣)
        - 3♦/3oM/3NT: 6322, 3 in ♦/oM/♣
        - 3M: 7(32)1, low shortage
    - 3♣/3♦/3oM: 5332, 2 in ♣/♦/oM
    - 3M: 7(32)1, middle shortage
- 2♠: 4oM
- 2NT: 6(331) (R3♣)
    - 3♦/3oM/3NT: ♦/oM/♣ shortage
    - 3M: ? //TODO
- 3♣: 55, implies void
- 3♦: 55, implies void
- 3M: 7(32)1, high shortage

- 3NT: 7222

1♣ – 1♠ (Bal), (R1NT)

Transfer to 1NT shows a balanced hand. This could include perfectly balanced ones including 4432, 4333, and semi-balanced ones including 5332 with 5m, and 4441.

1. 4333: bid the suit and then NT
2. 4432: bid 4 card suits up the line, and then your 3 card suit to complete the shape.
   1. If the second 4 card suit is the relay bid, then skip all bids that shows any 4 card suit, skip 2NT that shows a 4333, use 3♣/3♦ to show the 3 card suit and a touching 4 card suit.
   2. If the next 2 bid matches the 2 unbid 3 card suit, then bid the matching one.
   3. If one of the bid matches the 2 unbid 3-card suit, then the one matches shows that suit.
   4. If both bids don't match, then the lower bid matches the lower suit
3. 5332: Use 2NT for 5♣ and 3♣ for 5♦

4. 4441: 3♦-3NT. 3♦−3♠ shows matching singleton and 3NT shows ♣ singleton.

   - 2♣: 4♣, 4333/4432 (R2♦)
     - 2♥: 4♥ (R2♠)
       - 2NT: 3♦
       - 3♣: 3♠
     - 2♠: 4♠ (R2NT)
       - 3♣: 3♥
       - 3♦: 3♦
     - 2NT: =3334
     - 3♣: 4♦, lower 3 card suit (♥), =2344
     - 3♦: 4♦, higher 3 card suit (♠), =3244
   - 2♦: 4♦, deny 4♣ (R2♥)
     - 2♠: 4♠ (R2NT)
       - 3♣: 3♣
       - 3♦: 3♥
     - 2NT: =3343

- - - ▪ 3♣: =2443
        - ▪ 3♦: =3442
    - ◦ 2♥: 4♥, deny 4m (R2♠)
        - ▪ 2NT: =3433
        - ▪ 3♣: =4423
        - ▪ 3♦: =4432
    - ◦ 2♠: 4♠, =4333
    - ◦ 2NT: 5♣, 5332, relay for doubleton
    - ◦ 3♣: 5♦, 5332, relay for doubleton
    - ◦ 3♦~3NT: 4441. All bids except 3NT are keycard.

1♣ – 2♦ （6♥, void）

- • 2♠: 4♠ (R2NT)
    - ◦ 3♣: ♣ shortage, =4630
    - ◦ 3♦: ♦ shortage, =4603
    - ◦ 3♥: 7♥, =4♠
    - ◦ 3♠: 5♠, implies 6♥, and low shortage (didn't jump again), =5620
- • 2NT: 7330 (R3♣ for LMH void)
- • 3♣: 4♣
- • 3♦: 4♦
- • 3♠: 5♠, implies 6♥, and high shortage, =5602

Relay after interference

2♠ (R2NT) Balanced hand

- • 3♣: 5♣ or 4♣+ 4M (R3♦)
    - ◦ 3M: 44
    - ◦ 3NT: 5♣
- • 3♦: 4♦ + 4M (R3♥)
    - ◦ 3♠/3NT: ♠/♥
- • 3♥: 4♥ could have 4♠ (R3♠ promise 4♠)
    - ◦ 3NT: =3433
    - ◦ 4♣/♦: singleton. =4441/=4414
        - ▪ 4♦/4NT: ♠ keycard

- ◦ 4♥: 4♠, 44(32)
  - ▪ 4NT: ♠ keycard
- 3♠: =4333
- 3NT: 33(43), (23)44, 5♦(332)

2NT balanced hand

- 3♣: stayman
  - ◦ 3♦: No
    - ▪ 3M: 54
      - ▪ 3♠/4x: keycard response agreeing M
  - ◦ 3M: 4
    - ▪ 3♠/4NT: keycard agreeing M
    - ▪ 4m: NAT
  - ◦ 3NT: both
    - ▪ 4m: tied major keycard SI
      - ▪ 4m+1: min
        - ▪ 4M: sign-off
      - ▪ 4M+: keycard response

1♦ Opening

1♦ is 4+♦ 2 or 3 suiter. Specifically 4♦(441), 5♦(440), and any ♦ two suiter.

- 1♥: <u>NAT or INV+</u>
  - ◦ 6–11, 4♥
  - ◦ 12+ INV+
- 1♠: 4+♠, 6-11, NF
- 1NT: 8-11, encourage opener to rebid minors.
- 2♣: 5–11, 5+♣, ♦ tolerance
- 2/3♦: pre-emptive
- 2M: 8-, 6+ suit. No game interest.
- 2NT: INV?
- 3x: NAT, no game interest

1♦ – 1♥

1♥ is ♥ or ANY INV+

- 1♠: <u>4♠, 5+♦ unless =4144</u>
- 1NT: <u>4♥, 5+♦, 2−♣</u>
    - 2♣: weak+, F1 relay
        - 2♦: =2452
        - 2♥: 1−♣
- 2♣: <u>5+♣, 4+♦</u>
- 2♦: <u>5+♦, 4+♣</u>
- 2♥: <u>4♥, 5+♦, 1−♠</u>
- 2♠: minors, 55/66
- 2NT: =1444
    - 3♣/♠: ♣/♦ keycard
    - 3♦: INV+ ♥ keycard
    - 3♥: To play
- 3♣: =4441
    - 3♥: To play
    - 3♦: INV+ ♥ keycard

1♦ – 1♥ – 1♠

1♠: 4+S, deny 4♥.

- 1NT: **Relay**, **could** be **Weak** (with 5+♥), F1
- 2♣: NAT, weak, NF (Worst case =2434)
- 2♦: To play
- 2♥: To play. **NOT** recommended
- 2♠: pre-emptive
- 2NT: INV. **NOT** recommended

1♦ – 1♥ – 1♠ - 1NT

Relay, **could** be **Weak** (with 5+♥), F1

- 2♣: =4144
    - Pass: weak ♣

- 2♦/2♥: To play
- 2♠/3♣/3♦: keycard
- 2NT/3♥/3♠: INV
- 3NT: To play
- **2♦**: 1−♥, 5+♦ (cannot skip 2♦ for weak ♥)
  - 2♥: To play
  - 2♠: [541 GF Relay](#)
  - 2NT/3♦: INV/♦ INV, could play 3NT
- **2♥**: 2−3♥, 1−♣, 5+♦
  - Pass: weak ♥
  - 2♠: [54? GF Relay](#)
  - 2NT/3♦: INV/♦ INV, could play 3NT
  - 3♣: 5♥ INV
  - 3♥: 6+♥ INV
- **2♠**: 7+♦, max (R2NT)
  - 3♣: 8+ (R3♦ for ♥/♣ void)
  - 3♦/3♥/3♠: =4171/=4072/=4270

1♦ − 1♥ - **1NT**

1NT: 4♥, 5+♦, 2−♣

Responses:

- **2♣**: relay, could be weak, F1.
  - 2♦: =2452
    - 2♠: keycard?
  - 2♥: 1−♣
    - 2♠: [541 GF Relay](#)
- **2♦/2♥**: to play
- **2♠/3♣/3♦**: NAT 5+/6+/3+ INV
- **2NT**: INV for NT
  - 3♣/3♦: NAT, min
  - 3♥/3♠: longer tied minor, max
  - 3NT: To play
- **3NT**: To play

1♦ – 1♥ – 2♣/2♦

2♣: 5+♣, 4+♦.

2♦: 5+♦, 4+♣.

Responses:

- 2♠: [54? GF Relay](#)
- 2♦/2♥: to play
- 2NT: INV for NT
    - 3♣/3♦: NAT, min
    - 3♥/3♠: longer tied minor, max
    - 3NT: To play
- 3♣/♦: INV for ♣/♦
- 3M: splinter INV for either minor
    - 4♣: sign off, P/C
- 3NT: To play

1♦ – 1♥ – 2♣/2♦ - **3NT**

Responder picks 3NT as contract. Opener may correct with 65+/74+.

- 4m: 74+
- 4om: 65+

1♦ – 1♥ – 2♥

2♥: 4♥, 5+♦, 1–♠

Responses:

- 2♠: [541 GF Relay](#)
- 3♣/3♦/3♥: NAT 5+/3+/4+ INV
- 2NT: INV for NT
    - 3♦: min NAT
    - 3NT: max
    - 3♣/3♠: max, shortage, with longer ♦
- 3NT: To play

2♠ Relay after 54

- 2NT: 54/65 (R3♣)
    - 3♦: 65(20) (R3♥ for void)
    - 3♥/3♠/3NT: =3145/1345/2245
- 3♣: 64(21)/6511 (R3♦ for shortage)
- 3♦: 6430 (R3♥ for void)
- 3♥/3♠/3NT: 74, =0247/=2047/=1147

2♠ Relay after 541

- 2NT: void (R3♣)
    - 3♦/♥/♠/NT: 0454/0463/0472
- 3♣/♦/♥/♠: 1453/1462/1471/1480

1♦ – 1♥ – 2♠

2♠: minors, 55/66

Responses:

- 2NT: GF Relay
- 3m: To play
- 3M: Tied minor INV
- 3NT: To play

2NT Relay

- 3m: tied M shortage. =2155/=1255
- 3M: void. =3055/0355
- 3NT/4♣: 66. =1066/=0166

extreme shape keycard

After opener shows at least 65+ in two known suits with known shortage, 4-way RKCB is replaced by 6-key keycard. Responses are:

- +1: 1/4
    - Q resopnse: 0/1/2

- +2：0/3/6
  - Q resopnse: 0/1/2
- +3: 2/5 with 0 Q
- +4: 2/5 with 1 Q
- +5: 2/5 with 2 Qs

1♦ – 1♠

We encourage to bid on with 3♠.

- 1NT: 3-♠, 4♥
- 2♣：5+♣, 4♦
- 2♦：5+♦, 4♣
- 2♥: max, =31(45)?
  - 2♠: to play
  - 2NT: bid your minor
  - 3♠: INV?
- 2♠: 4252 or min?
  - 2NT: shortage enquiry
  - 3♣: shortage
  - 3♦: min, 4252
  - 3♥: shortage
  - 3♠: max, 4252
- 2NT: minors 55+
  - 3M: tied minor INV?
- 3♣: max, splinter
- 3♦：4♠, 6+♦
- 3♥: max, splinter
- 3♠: max, H void?

1NT Opening

First response

- 2♣: Stayman. Does not promise 4M if GF.
- 2♦： ♥
- 2♥： ♠

- 2♠: Range finder.
- 2NT: single suited minor
- 3♣: minors

1NT - 2♣

- 2♦: no 4M (R2♠)
    - 2NT: 5♣, 5 (332)
    - 3♣: 5♦, 5 (332)
    - 3♦: =33 (43)
    - 3♥: =2344
    - 3♠: =3244
- 2♥: 4♥ (R2♠)
    - 2NT: =3433
    - 3♣: 4♣ (R3♦)
        - 3♥: 3♦, =2434
        - 3♠: 3♠, =3424
        - 3NT: 4♠ = 4414
    - 3♦: 4♦ (R3♥)
    - 3♥: 4♠, 3♣
    - 3♠: 4♠, 3♦
    - 3NT: =2452
- 2♠: 4♠ (R3♣)
    - 3♦: 4♦
    - 3♥: =4324
    - 3♠: =4234
    - 3NT: =4333

2♣ Opening

6+♣ or 5+♣ + 4M, 11−15.

First response:

- 2♦: ART, INV+, relay
- 2M: NAT, NF
- 2NT: bal, INV

- 3♣: pre-emptive
- 3♦: pre-emptive
- 3M: GF, NAT, 6+
- 3NT: To play

2♣ – 2♦

2♦: ART, INV+

- 2♥: 4♥,
- 2♠: 4♠,
- 2NT: max, 6+♣ (R3♣)
  - 3♦: (331)6 (R3♥)
    - 3♠: =1336
    - 3NT: =3136
    - 4♣: =3316 (skipping 3NT requires both majors)
  - 3♥: =2326
  - 3♠: =3226
  - 3NT: =2236
- 3♣: min, 6+♣ (R3♦: same as above)
- 3♦: max, 6♣, 4♦
- 3♥: max, 7330
- 3♠: max, 7321
- 3NT: max: 7222

2♦ Opening

6+♦, no 4 card side suit, (10)11-15.

First response:

- 2M: NAT, 5+, INV+, F1
  - 2NT: Max, no fit
  - 2♠/3♥ （oM): splinter agreeing M
  - 3♣: splinter agreeing M
  - 3♦: min, no fit
  - 3M: support, no shortage, min

- ◦ 3NT: support, no shortage, max
- 2NT: ART, GF, relay
  - ◦ 3♣: 7+ with shortage (R3♦)
    - ▪ 3♥/3♠/3NT: ♥/♠/♣ shortage
  - ◦ 3♦/3♥/3♠: 6331, ♣/♥/♠ shortage
  - ◦ 3NT: no shortage
- 3♣: ART, INV+ for ♦/NT
  - ◦ 3♦: min
  - ◦ 3M: max, you play 3NT
  - ◦ 3NT: To play
- 3♦: pre-emptive