

Iancu - Banar System Notes

Note 1: 1M-2NT - Limit Raise or Better, four+ trumps or any 4-3-3-3 || & 16+ HCP.

Normally opener makes one of two bids opposite 2NT:

3C: would pass limit raise.

3D: would accept limit raise, so establishes GF.

Opposite both these bids, **3M** still shows the limit raise, and a new suit, except for cheapest new suit, shows shortness, a hand too good to splinter directly over **1M** (so 14/15+).

The full structure after **1M-2NT**:

3C: would pass limit raise or a very weak hand in HCP; now:

3NT: 16-18, any 4-3-3-3

new suit: singleton/void, too good to splinter directly over **1M**.

3M, 4M: to play.

3D: further ask:

3M: bad hand (for a hand that would pass a limit raise), NF.

New Suit: singleton/void in suit bid, not bad hand.

3NT: no singleton or void, but not a bad hand for a hand that would pass a limit raise.

4M: six or seven card suit, no singleton

3D: waiting, GF, responder then:

3M: limit raise, now cheapest bid is shortness asking.

Example: 1H-2NT-3D(waits); 3H(limit)-3Sp(asks); 3NT(short H).

4M: no shortness, more than a limit raise but not much more.

3OM: cheapest new suit to ask shortness, with **3M, 4M** or higher showing no shortness, and a bid of 3NT showing shortness in the ask suit e.g. 1S-2NT; 3D-3H(asks); 3NT(short H).

new suit at four level: singleton/void, too good to splinter directly over **1M**.

3NT: shortness in the cheapest new suit bid (e.g. 1H-2NT; 3D-3NT = S shortness), 14/15+.

Note that with any 4-3-3-3, 16+ HCP, after 3D opener must re-ask with cheapest new suit.

4M: to play with bad hand but wants to try game opposite limit raise, often 6+ in **M**.

Above 3D: natural, with some slam interest due to distribution.

Note 2: Defending 2D multi

2d (multi) - ?

DBL – take out with 4(5)hearts or any strong hand

2H - take out with spades (4)

2SP – nat

2NT – nat

3H/Sp – inviting, stronger hand

Note 3: Unusual versus Unusual

[1M]-2NT-?

3Cl – good hand and OM 5+

3D – sound raise in M

3M – competitive

3OM – competitive

Note 4: [1m]-1nt-?

DBL- penalty

2Cl – take-out

Note 5: [1M]-1NT-?

DBL – penalty

2Cl – good 3M/5+OM

2D – sound M raise

2M – fit

2OM – competitive

3x – fit jump

2NT – 4+ card fit min. inviting

Note 5: 2NT-pas-?

3Cl – Puppet Stayman

3D/H – trx to H/Sp

3NT – 5sp/4h

4cl – slam inviting with hearts

4d – slam inviting with spades

4h – slam inviting with clubs

4sp – slam inviting with diamonds

Note 6: Rubenshol over 1NT – 2x - ?

DBL – t/o
2NT – trx. to Cl
3Cl – trx to D
3D – trx to H
3H – trx to Sp
3Sp - trx to 3NT (if 1NT opener has a stop)
3NT – to play

1NT – 2x – 3(X-1) – cue bid, strong hand

Note 7: Defending 3NT Gambling

DBL – Penalty
4Cl – strong hand, min 5/5 majors.
4D – weak hand, min 5/5 majors.

Note 8: 2H – p - ?

2 Sp – to play
2NT – relay
3cl,D,H – to play
3Sp – cue with hearts support
3nt – preemptive in the minor
4cl/d – cue with hearts support
4h - preemptive
4sp – to play
4NT – preemptive in the minor

Note 9: 2SP – p - ?

2NT – relay
3cl,d,h – to play
3NT – preemptive in the minor
4cl,d,h – cue with sp support
4sp – preemptive
4NT – preemptive in the minor