

# Swiss Precision Club

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July 23, 2023



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# 1 GENERAL CONVENTIONS

## 1.1 EXTRA LENGTH

We are reusing the concept of *extra length transfer bid*<sup>[1]</sup>. The principle is to use transfer bids to show extra length in a known suit and the other bids to show fragment or shortness, on a strong inquiry by partner. When partner is not trying for the slam, he can fit with jump to show his intention. The fourth suit, or 2NT is used to ask for the extra length. On a major opening bid, if the auction starts with

Opener	Responder
1♠	2♣
2♦	?

then the 2♥ bid is starting the extra length, interested to explore for the slam, without clear fit in spade. Responder shows slam interest in spade by bidding 2♠. The fit at the third level with 3♠ and 3♦ are good hands but it is non-serious for the slam, the first inference is that knowing the shortness does not improve the hand of the responder.

On the extra length inquiry

Opener	Responder
1♠	2♣
2♦	2♥
?	

the opener can bid 3♣ or 3♥ as transfer bids to show one extra card in the suit. The bid 3♥ shows fragment in Club, and 3♠ shows fragment in heart, but not good enough to bid 3NT.

On a strong club opening bid and partner has described at least nine cards and game force, for example

Opener	Responder
1♣	1♥ <sup>a</sup>
1♠ <sup>b</sup>	2♣ <sup>c</sup>
?	

<sup>a</sup> 5+ ♠ game force unbalanced

<sup>b</sup> ♠ Asking

<sup>c</sup> 4+ ♦

where  $1\heartsuit$  shows at least five cards in spade and  $2\clubsuit$  at least four cards in Diamond, opener can proceed with

$2\diamond$	Further asking, setting diamond as a trump suit;
$2\heartsuit$	Further asking, setting spade as a trump suit;
$2NT$	Extra length inquiry;
$3\clubsuit$	Further asking, for italian controls;
$3\diamond$	Setting Diamond as a trump suit with small slam invite;
$3\spadesuit$	Setting spade as a trump suit with small slam invite;
$3NT$	To play, likely 16–18 without fit;
$4\spadesuit$	To play, uninterested for the slam;
$5\diamond$	To play, uninterested for the slam.

On the  $2NT$  inquiry by strong club opener, responder will show the extra length in transfer. The other two bids show fragment in the other major, and fragment in the other minor.

## 1.2 REBENSÖHL

In competitive auction we use a mix of Lebensohl and Rubensohl. As in Slow Lebensohl the  $2NT$  bid ask for partner to bid  $3\clubsuit$  to show a non-forcing hand at the next level, or hand to play the game with a stopper. The bids at the next level are transfer and the transfer jump over the opponent suit. If the auction starts with  $1NT-(2\spadesuit)$ , then we have

$2NT$	Ask partner to bid $3\clubsuit$ , to be rectified to responder suit;
$3\clubsuit/\diamond/\heartsuit$	Transfer to $\diamond/\heartsuit/\clubsuit$ respectively, game invite or better;
$3\spadesuit$	Stayman game invite or better without $\spadesuit$ stopper;
$3NT$	To play without stopper.

Bid at the same level are always non-forcing, transiting with  $2NT$  shows a stopper when it is not a weak hand. We play Rebensohl on any one suiter overcall from our no trump bid, over one suiter overcall of our strong club opening bid and anytime we have a take out double of a major and they are at the second level. On an  $1NT$  overcall advancer bid as in rebensohl at the second level when the overcalled suit has length.

## 1.3 UNUSUAL VERSUS UNUSUAL

When one of the side has shown an explicit two suiters, we use the opponent suits to show interest in one or the other of our suits. There is two context, our side overcalled to show a two suiters

Opponent	Overcaller	Opponent	Advancer
$(1\clubsuit)$	$2\diamond^a$	$(PASS)$	?

<sup>a</sup>  $5+\heartsuit$  and  $5+\spadesuit$

then advancer can choose one of the suit shown or cue bid one of the opponent suit. In the context of showing both major, we assume tha both minor are our opponent suit. Cue bidding the lowest of the opponent suit is inviting in our lowest suit and respectively for the highest suit. Advancer can proceed with

2♥/♠	To play;
3♣	Game invite plus in heart;
3♦	Game invite plus in spade;
3♥/♠	To play;
4♣	Good 4♥ bid;
4♦	Good 4♠ bid;
4♥/♠	To play.

When overcaller shows a two suiter with a major and a minor, if there is not enough room to have both invite without forcing the game in a suit, then the available cue bid is for the major. If auction starts with (1♥)–2NT for the heart and Club two suiters, as per the rule 3♦ would be invite in Club in 3♠ would be invite in heart. But this invite would force to the game, this is an occurrence where we need to swap the meaning of each cue bids. When responder bids, then if place permits the double substitutes one of the inviting bid, if place does not allow to invite in the major below the game, then the double is inviting for the major.

Similarly, when opponent overcall with a two suiters, we assume that the remaining two suits are ours. In the context of a major opening and overcaller showing of both minors

Opener	Overcaller	Responder	Advancer
1♥	(2NT) <sup>a</sup>	?	

<sup>a</sup> 5+ ♣ and 5+ ♦

we use the two available cue bids to show interest in partner suit, interest in our own suit or non-forcing bid in on or the other

3♣	Game invite plus fit in heart;
3♦	Game invite plus one suiter in spade;
3♥	Competitive bid to play;
3♠	Non-forcing one suiter in spade.

## 1.4 KERI STAYMAN

We play a modified *Keri Stayman* over our 1NT bids.

2♣	Ask partner to bid 2♦;
2♦	heart transfer;
2♥	spade transfer;
2♠	Asking for strength;
2NT	Club transfer;
3♣	Puppet Stayman;
4♣	Both majors;
4♦/♥	Transfers.

### 1.4.1 DEVELOPMENT AFTER 1NT–2♣–2♦

The start of the auction is preparatory to show different kind of hands. Now responder can bid 2♥/♠ to show a game invite hand in the given major. Or bid 3♣/♦ to show game invite with the given minor. The bid 2NT is an artificial game force bid. Pass is also an option when responder is weak with Diamonds. The other bids show Diamond.

#### 2NT STRONG RELAY

This start of auction should be used when we are exploratory for the slam. Opener shows his shape, the 1NT context matter, over an opening bid we discard the possibility of holding a five card major and both major four times, on an overcall or a strong club opening rebidding 1NT no assumption are made

3♣	4432 Shape;
3♦	4333 Shape any strength or 4333 max;
3♥	Five cards in ♥ or ♣;
3♠	Five cards in ♠ or ♦;
3NT	Five cards in a minor or 4333 min.

3♣ – SHOWING 4432 Without context, responder continue with 3♦ as a Stayman, on an 1NT opening 3♥/♠ shows interest in Club or Diamond respectively.

3♦ – SHOWING 4333 When responder is still looking for a fit in a major, he bids the other major.

3♥/♠ – ANY FIVE CARD SUIT New suit is agreeing on the opener suit and is a cue bid.

3NT – ONE FIVE CARD MINOR Responder follows with 4♣/♦ with interest in Club or Diamond, opener bid 4NT when he does not hold the minor.



## GAME INVITE IN A MAJOR

On an 1NT responder invites with five cards, on other context it can be done with only four cards. When the responder can be inviting with only four cards, opener should bid

Pass	Minimum three card support;
2/3♠	Minimum/maximum with four card in spade and no support in heart;
2/3NT	Minimum/maximum no support;
3♣	Minimum with four card support;
3♦	Maximum with three card support no weak doubleton;
3♥	Maximum with four card support;
3♠	Maximum with three card support with a weak doubleton
4M	Maximum four card support hardly any slam interest.

## 1.4.2 DEVELOPMENT AFTER MAJOR TRANSFER

Over a major transfer, we support accept at 2NT and 3M is four card support minimum. On the support accept we retransfer the major. On a simple accept of the transfer the responder can follow

2♠	Five spade and four heart game invite;
2NT	Game force with a four card minor;
3♣/♦	Game force 5-5 two suiters;
3M	Game invite with six cards;
3NT	Choose game to play;
4M	Small slam invite.

## 2NT REBID

We use this bid to show hands with slam interest, and opener is asked to show his support in the major or deny it with

3♣	Two card support in the major, interested in the minor;
3♦	Three card support in the major max;
3♥	Three card support in the major min.

When the major fit is denied then responder will follow with

3♦	Shortness in Diamond;
3M	Shortness in Club;
3oM	Shortness in oM;
3NT	5-4-2-2 small slam try;
4m	Five in the major, four in the minor no shortness better slam try.

### 1.4.3 DEVELOPMENT AFTER A MINOR TRANSFER

After a transfer in one of the minor, when not in the preparatory context, the bid are natural and the hand is further described this way

3♦	Minor two-suiter 5-5;
3M	Five card in the minor and four in the major;
3NT	Six in the minor quantitative;
4om	6-4 in the minors;
4m	?
4M	6-5 Non forcing.

## 1.5 DEVELOPMENT OVER 2NT BALANCED HANDS

Whenever a player bids 2NT to show a balanced hand, then responder we have

3♣	Puppet stayman;
3♦/♥	Transfer for the major;
3♠	Ask opener to bid 3NT;
3NT	Five Spades and four Hearts;
4♣	Both majors;
4♦/♥	Transfer for the major;
4♠	Both minors;
4NT	quantitative with Five Spades and four Hearts.

Opener accept the transfer when he has a fit, otherwise he bids 3NT. When the fit is denied, we transfer at the fourth level and it shows a small slam invite with six cards in the major. When opener accept the transfer, 3NT denies the small slam invite and 4M shows a small slam invite.

After the transfer at the fourth level, blackwoods and voidwoods are on, for instance on

Opener	Responder
2NT	4♦
4♥	?

we have

4♠	Blackwood;
4NT	Voidwood in spade;
5♣/♦	Voidwood in Club or Diamond

## 1.6 RUBENS ADVANCES

We play rubens advances at all level when we overcall or balance the hands. As long as responder does not declare a new suit, we play everything between the cue bid and the support as a transfer bid. On a common auction

Opener	Overcaller	Responder	Advancer
(1♣)	1♠	(PASS)	?

advancer can proceed with

2♣	Diamond transfer;
2♦	heart transfer;
2♥	Limit raise plus with three cards;
2♠	Simple raise.

After a transfer, if advancer support partner suit then he shows a three card raise with game invite value and the auxiliary suit. This is active even when we overcall a preempt or rebalance the hand in the fourth seat.

## 1.7 SLAM BIDDING

For slam bidding we use different tools, *roman key cards blackwood*, *minorwood*, *kickback blackwood*, *spiral asking*, *serious/non-serious* and *cue bids*. Our blackwoods answers are 41/30, 2, 2 and the queen.

### MINORWOOD

Minorwood is active only when the fit was agreed before the fourth level, when we fit partner at the fourth level then we play kickback blackwood. The only exception is after a 2M opening showing a major and a minor, the fit of the minor at 4m is a minorwood.

### KICKBACK BLACKWOOD

When there is no ambiguity, the blackwood for heart is done with the 4♠ bid. When there could be an ambiguity on the trump suit, when we both have spade and heart, then blackwood is done at 4NT.

### SERIOUS NON-SERIOUS

On a slam interest bid in our major fit at the third level, the next available bid is *non-serious* but can be cooperative and cue bids are *serious* given the context. The game bid is the least interest bid.

## 1.8 MINORS TWO SUITER

Through the system we have two bids that are showing a limited minor two suiters, the 2NT opening bid, showing a minor two suiters 8-12 HCP, and the response of 2♠ over a strong 1♣ opening. On each of them partner can proceed with

3♣/♦	to play;
3♥	structural asking relay;
3♠	???
3NT	to play;
4♣/♦	???
4♥/♠	to play.

## 3♥ – STRUCTURAL ASKING

3♠	singleton in spade;
3NT	singleton in heart;
4♣/♦	6-5 in the named minor;
4♥/♠	5-5 with three card in the named major.

## 2 1♣ OPENING

1♣ opening bid are almost all strong hands from 16 HCP, the only strong hand not covered by our 1♣ opening is a slam try two suiters in majors. We play transfer bids over the opening bid, to give more flexibility in the bidding and make the strong opener declarer most of the time. On game force auction, we use different relay bids or *extra length*.

### 2.1 RELAY BIDS

On a strong responder bid we play different relay asking bids. The first intent is to understand the shape and then the strength of responder hand as both are valuable to explore for a slam.

#### $\alpha$ ASKING – RESPONDER TRUMP SUPPORT

Opener ask for quantity and quality of the support in his suit responder use the following steps to describe his support

1st	Three trumps lower than the queen;
2nd	At most two cards support;
3rd	Three cards support with a top honor or four small;
4th	Four cards support with a top honor or better;
5th	Best support, presumably no trump losers.

On the negative support, opener can further ask the number of card with another relay. And responder simply use the three next bids to show *zero*, *one* or *two* cards in the suit.

#### $\beta$ ASKING – RESPONDER ITALIAN CONTROLS

Opener ask the number of italian controls responder has. First step shows at most two italian controls, subsequent bids show an increasing number of italian controls. Opener can ask to precise the first answer with another relay bid. This relay is usually used when the other relays have been exhausted, always by using the next available bid.

$\gamma$  ASKING – RESPONDER TRUMP QUALITY

Opener ask responder his trump suit quality, this can be both the first or secondary suit of responder.

1st	One more card than promised;
2nd	At most one top honor;
3rd	Two top honors;
4th	All top honors;
5th	Two more cards and two top honors.

On the first answer from responder, the next available bid is a  $\gamma$  relay. Increasing the length of the secondary suit often can increase the length of the primary suit.

 $\lambda$  ASKING – RESPONDER SECONDARY SUIT

Cornerstone of the relays, this asking look for responder secondary suit. This relay is done by accepting the first suit transfer from responder. All suit bids are done in transfer, showing a new four times or an extra card in the primary suit of responder. In the auction

Opener	Responder
1♣	1♥ <sup>a</sup>
1♠ <sup>b</sup>	?

<sup>a</sup> 5+ ♠ game force unbalanced  
<sup>b</sup>  $\lambda$  Asking

responder continuation is

2♣	Four diamonds or more;
2♦	Four hearts or more;
2♥	No secondary suit, at least six spades;
2♠	Four clubs or more.

Opener can use  $\gamma$  relay for one of the suit of responder with the first two available suit. First suit for the lowest of responder suit and second for the highest of responder suit. If the 2NT bid is available this is an *extra length* inquiry on partner hand.

 $\omega$  ASKING – OPENER ITALIAN CONTROLS

On rare occasion, when opener is closing out the bidding. Responder can ask for opener italian controls, similarly to the  $\beta$  the first step promise up to four italian controls and subsequent bids show always one more. The most frequent usage would be with 4♣ bid over a 3NT sign off.

## 2.2 FIRST ROUND ANSWERS

Positive unbalanced hands use transfer bids, other positive hands relay with a  $1\Diamond$  bid. When responder has a balanced hand, it is better to understand the overall points count between the two hand, especially if opener has a balanced or semi-balanced hand. Semi-weak but distributional hand use transfer as well. First round response are

$1\Diamond$	Any weak hand, any three suiters, any balanced and semi-balanced hands, or $5+\heartsuit$ unbalanced hand with game force;
$1\heartsuit$	$5+\spadesuit$ unbalanced game force;
$1\spadesuit$	$5+\clubsuit$ unbalanced game force;
1NT	At least nine cards in majors, $5-7$ HCP;
$2\clubsuit$	$5+\Diamond$ unbalanced game force;
$2\Diamond$	Multi 6 cards major $5-7$ HCP;
$2\heartsuit$	Multi 6 cards minor $5-7$ HCP;
$2\spadesuit$	Minor two suiter $5-7$ HCP.

On the positive response in transfer, accepting the transfer is a  $\lambda$  relay. Other suits are natural and an  $\alpha$  relay. Direct support is setting the suit as a trump and is a  $\gamma$  relay. On  $1\spadesuit$  bid, 1NT is the  $\lambda$  relay and  $2\clubsuit$  is the  $\gamma$  relay.

### 2.2.1 DEVELOPMENT OVER $1\clubsuit-1\Diamond$

$1\Diamond$  respond is nebulous and as such all semi-balanced hand will limit their strength. Natural bids should be used for the more unbalanced hands. Opener can continue the bidding with

$1\heartsuit$	Natural or higher semi-balanced hands;
$1\spadesuit$	Natural unbalanced $16-18$ ;
1/2NT	$16-18$ or $22-23$ HCP semi-balanced hand;
$2\clubsuit/\Diamond$	Natural unbalanced $16-18$ ;
$2\heartsuit/\spadesuit$	Semi-forcing in heart or spade.

$1\clubsuit-1\Diamond-1\heartsuit$

Almost all options are bidding  $1\spadesuit$  as a relay waiting for opener to clarify his strength or shape. This leaves two possibilities, unbalanced positive hand with Hearts and three suiters. The unbalanced hand with Hearts bids as if the  $1\heartsuit$  bid was a  $\lambda$  relay starting with  $2\clubsuit$ . The three suiters will jump at the third level to show the shortness in the suit above.

1♣-1♦-1♥-1♠

The bids 1/2NT show the strength above the direct bids, 19-21 and 24+ balanced or semi-balanced hands. The other bids shows heart and the secondary suit.

1♣-1♦-1♠

1NT	Weak hands, semi-forcing bid;
2♣	Game force natural, or three-suiter without spade, or balanced;
2♦	Natural game force;
2♥	One suiter game force;
2♠	Game invite with three card support;
2NT	Scanian support.

1♣-1♦-2♥/♠

P 2P sur 2C 2NT 3X 3NT

### 2.2.2 DEVELOPMENT OVER 1♣-1NT

The range of the hand is limited, that leaves opener knowing if he wants to play the game or not and whether he has a fit or not. Opener can sign off or inquire for extra information,

2♣	Relay, asking to transfer the longest major;
2♦	Game force relay;
2♥/♠	To play, suit preferences;
3♥/♠	Fit forcing;
2NT	Game invite to 3NT;
3NT	To play;
4♥/♠	To play.

1♣-1NT-2♣

The 2♣ bid is the least encouraging bid, likely trying to stop at the second level, only extra shape should warrant an effort.

2♦/♥	transfer respectively 5♥/♠ and 4♠/♥, or 5-5♥/♠ weak;
2NT	5-5 Max;
3♣/♦	6♥/♠ and 4♠/♥ respectively, poor 5-6 HCP;
3♥/♠	6♠/♥ and 4♥/♠ respectively, good 6-7 HCP;
3NT	6-5.

Similarly on the 3NT, 4♣ ask to transfer the longest one.



## 1♣-1NT-2♦

Responder will describe his hand similarly to the relay at 2♣,

2♥/♠	Five card in the other major;
2NT	5-5 two suiters;
3♣/♦	6♥/♠ and 4♠/♥ respectively;
3♥/♠	6♠/♥ and 5♥/♠ respectively;

Over the 2♥/♠ from responder, 2NT follow the same mechanism as *extra length* and fit are a strong slam try. On other bid new effort is slam try and responder should look to show the shortness.

## 2.2.3 DEVELOPMENT OVER 1♣-2♦

At the second level response are similar to an 2♦ mini-multi opening bid. New suits at the third level are natural and game force. Bid at the fourth level are the same as over the mini-multi opening. Over the 2NT asking relay, same answers as over the mini-multi opening.

## 2.2.4 DEVELOPMENT OVER 1♣-2♥

Responder promises a six card suit minor with limited strength, opener can ask responder to describe further with the 2♠ bid, sign off in 2/3NT. And the bid at the third level are natural and game force.

## 1♣-2♥-2♠

Similarly to the response to a relay on a mini-multi bid, responder uses

3♣/♦	Clubs or Diamonds poor hand;
3♥/♠	Clubs or Diamonds good hand.

Since the shape and strength of the responder are well defined, continuing with 4m bid is a minorwood and the rest are cue bids and slam try.

## 2.2.5 DEVELOPMENT OVER 1♣-2♠

Continuation is akin to the the development over the 2NT opening bid showing both minors. The 2NT bid is non-forcing, responder should most often pass unless he has extra value to show.

## 2.2.6 DEVELOPMENT OVER A POSITIVE RESPONSE

Accepting the transfer is a  $\lambda$  relay. Bidding a new suit is a  $\alpha$  relay. Jumping in the transferred suit is a  $\gamma$  relay. The 2NT bid is a  $\beta$  relay.

Usual sequence of relays are  $\lambda$  into  $\gamma$  and then  $\beta$ . Once opener relay with  $\lambda$ , he cannot ask for the support in his suit with an  $\alpha$  relay, it is important if opener wants to fix trump with his own suit to do so at the earliest. Opener can find a fragment in his suit with the *extra length* mechanism once he has initiated the  $\lambda$  relay.

## 2.3 OPPONENTS INTERFERENCES

Interferences can occur either after the 1♣ opening bid or during the responses. When interference occurs before the responder's turn, and the interference shows no suit, bids at the same level are non-forcing, while bids at the next level follow the Rebensohl's schema.

In the case of interference showing one suit or different options, with one being a one-suiter, we always assume it to be the one-suiter variant, and that suit becomes the anchor for rebensohl.

In the case of a two-suiter interference, responder utilises the *unusual versus unusual* approach is on, employing the two cue bids and natural bids to indicate forcing and non-forcing hands.

On any interferences, *double* and *redouble* indicate valuable hands without a playable suit to show. All bids are auto-forcing up to the 2♠ bid.

After an interference over responder bid, system is usually off and standard mechanisms are used. A pass from opener is usually forcing.

## 3 1♦ OPENING

The 1♦ is nebulous, it denies the shape or strength of the other opening bids. It shares the range of the 1NT bid, but its focus lies in finding a major suit fit, unlike 1NT which seldom seeks a major fit. First round response are

1♥/♠	Five cards in the major forcing;
1NT	5–10 non-forcing can hold a four card major;
2♣	Game invite stayman;
2♦	Game force or game invite with five diamonds and four clubs;
2♥/♠	Game invite with five cards with a balanced hand;
2NT	11–12 without four card major;
3♣/♦	Game invite with a six card minor.

Discuté oralement 5-4 mineur game invite on passe par la mineur 5c pour commencer et rebid 3T après

Hands with six diamonds and a major five times are opened by 1♦, then the major is rebid with a jump when it would show only four cards.

### 3.1 DEVELOPMENT OVER 1♥/♠

As our major response is always at least five cards in that major, we can directly fit the partner or show constructive fits. The response with a fit are

2M	Three or minimal four card support;
2NT	Four card support maximum balanced hand;
3M	Unbalanced four card support maximum;
3X	Four card support and good auxiliary suit.

On the simple fit, 2NT continuation would be a game invite hand, other would be natural game force.

#### 3.1.1 XYZ – NO DIRECT FIT

We play a slightly modified XYZ after a major response, inviting hands are either with a two suiter, or with six cards in the major. After 1♦–1M–1NT, responder can follow with

2♣	Force to bid 2♦;
2♦	Game force either with six cards or a two suiter;
2M	Six card non-forcing;
2NT	Balanced hand game force;
3♣/♦	5-5 game force;
3M	Game invite with six cards.

The difference between inviting with six cards through the 2♣ relay and the 3M bid lays whether the hand support to play in no trump or not. The jump to the third level is a six cards suit better at playing in a suit contract than no trump.

1♦-1M-1Z-2♣-2♦

Est-ce que on peut avoir 5/4 majeur ici? Ou on aurait déjà passé par 2T? Si c'est le cas on peut utiliser oM/NT pour montrer 4T/4K

Responder can pass 2♦. He can rebid his major, in which case he has a six cards suit game invite that support playing in no trump. A 2NT bid is a game invite hand with five cards in the major and an unspecified four card minor. Minor bids at the three level are five cards suits.

1♦-1M-1Z-2NT

As opener denied a fit in the major, this bid bears two meaning, either a stopper issue in one of the remaining suit, or it is a small slam try.

3♣	Accepting the small slam try invitation;
3♦/♥/♠	Issue in the other major, club or diamond;
3NT	Confident in 3NT but refusing the small slam try.

Accepting the slam try should shows a maximum unbalanced hand, as otherwise the hand would have opened with 1NT. Or it has the other major four times.

### 3.2 DEVELOPMENT OVER 2♣ STAYMAN

We use transfer at the second level and direct on the third level. It allows some flexibility to decide which hands is playing when the invitation is accepted.

Quid minimum maximum si 2♠/2NT on peu utiliser des transferts au palier de 3 avec un 5-4 majeur et ainsi donner le fit

2♦	Four heart, can hold four spade weak or willing to be the dummy;
2♥	Four spade, denies heart weak or willing to be the dummy;
2♠	Minimum without four card major;
2NT	Maximum without four card major;
3♣	Diamond and Club two suiter (max?);
3♦	Diamond one suiter;
3♥/♠	Four card in the major, game force.

Transferring the major allows both hand to reevaluate themselves with the new information. If responder follows with the 3♣ he promises fives clubs and four diamonds game invite. On 2NT from opener, responder can transfer his five cards major.

### 3.3 DEVELOPMENT OVER 2♦ GAME FORCE

In this game force auction, opener bid his first four card major if available and describe his unbalanced hand when he has both minors



## 4 1♥/♠ OPENINGS

We play five card major, and as we play strong club those two openings are limited to 15 HCP. On first and second seats hands with five hearts and four spades are opened with the 2♥ bid and the 1♥ bid usually denies four spades. The exception is seven hearts and four spades. Two suiters hand opened at the first level usually have a useful italian control in one of the side suits or one of the main suit is bad.

### 4.1 GENERAL APPROACH

On a 1♥/♠ opening bid responder can follow with

1♠	Forcing, does not promise spades;
1NT	Over 1♥ Game force any;
1NT	Over 1♠ Semi-forcing;
2♣/♦	Game force unless rebid;
2M	Constructive support;
2♠	Over 1♥ Game invite 5233;
2NT	Scanian four card support game invite plus;
3♣/♦	Six cards in the minor and two in the major game invite;
3M	Limit four cards support;

#### 4.1.1 1♠ FORCING AND 1NT GAME FORCE

As our 1♥ opening bid denies four cards in spade, we can use 1♠ as a forcing bid and 1NT as a general game force bid. This allows opener to bid 1NT with a flat hand and new suits are always four cards.

1♥-1♠-1NT

After a relay at 1♠ and the 1NT response, XYZ is on and we assume that the spade bid was natural. Jump bids show two suiters game force with spade. And the 2NT bid is game force with five spades, similar to the modified XYZ over our 1♦ opening.

$1\heartsuit-1\text{NT}$

Opener bid his secondary suit if he has any or  $2\spadesuit$  or  $2\text{NT}$  if he does not have a secondary suit.

#### 4.1.2 SCANIAN



# BIBLIOGRAPHY

- [1] Krzysztof Martens. *Extra length transfer bids*. Garsu Pasaulis, 2006.