

RULER Uses Level-Elastic Relays

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1 Abstract

Exploiting relay patterns not tied to level, RULER supports full shape relays in both constructive or competitive auction with minimal rules to memorize.

2 Shape Listing

Near the end of relay, where the shape showing side has only a few possible shapes (typically 5 or less), the next relay will be listing exact shapes. For simplicity, the shape priority is defined as:

1. more extreme shapes bids higher, where "more extreme" means:
 - ▶ longest suit longer
e.g. (6610) → (7222)
 - ▶ second longest suit longer
e.g. (5440) → (5521)
 - ▶ third longest suit longer
e.g. (5431) → (5540)
2. within same shape, longing higher suits bids higher
 - ▶ 4315 → 1354
 - ▶ 3415 → 4135
 - ▶ 4135 → 4315

Shape answering is bounded by 3NT. When out of steps within 3NT, overload the uncovered shapes on shapes within 3NT with nearest major length. For example, when knowing 6+♦, 0-1♣s:

- ▶ 3♥ = 3361 or 3370
- ▶ 3♠ = 2371 or 2281 or 1381 or 2380
- ▶ 3NT = 3271 or 3181 or 3280

3 Elastic Relay Patterns

3.1 General Principle

- ▶ for GI+ relay below 2X, reserve #1 for min for 2X open, reserve 3X (rebid) for min, that implies answers below 3X can be min or max
- ▶ 3♦ is the highest relay bid
- ▶ during relay and before exact shape shown: use 3♥/♠ to probe 4♥/♠
- ▶ do not answer higher than 3NT (reserve 4♣+ for auto-kc answer)
- ▶ when no more to relay, example scheme is:
 - ▷ use 4♣ for any SI
 - ▷ use lowest steps (one for each shown 4+ card suit) for RKCB (do not use 3NT/4♥/4♠)

3.2 444766

Bidding starts with showing one suit. If game-forcing power is promised, next step is to know the second suit. Suit order is ♥ → ♠ → ♣ → ♦. If there is no second suit, it auto-zooms to the 1-suiter cases. To summarize, the steps are:

1. 4+ cards in in suit 1, cont' as R564
2. 4+ cards in in suit 2, cont' as R564
3. 4+ cards in in suit 3, cont' as R564
4. 7+ cards in known suit, cont' as 111
5. 6 cards in known suit, 6-(331)
6. 6 cards in known suit, 6-(322)
7. (and onwards) auto zoom balanced shapes (4-333/5-233/323/332)

3.2.1 4446 when lack of space

For sparing space for showing shortage, the step for 7 of 444766 must not be higher than 2NT. In lack of space, the set of windows will be changed to 4446, where 6 means 6 or more cards in the known suit, cont' as 111.

Since relay is bounded at 3NT, 3NT will become catch all in lack of space. For example, when relay bid is 3♦, known suit is ♠:

- ▶ 3♥ = 4+♥
- ▶ 3♠ = 4+♣
- ▶ 3NT = 4+♦ or 6+♠ or 4-(333) or 5-(332)

3.3 R564

After any 4 of 444766.

After 2 suits are shown, 4 windows are used to break down the 2-suit cases. Inapplicable window should not occupy a step, for example, in RULER, the Reverser step is inapplicable.

1. Reverser (higher suit is longer)
2. 5-5 (inapplicable if bid higher suit first)
3. 6-4
4. 4-(4 or shorter) (inapplicable if 5+)
5. (and onwards) auto zoom 5-4 shapes (5-4-22/13/31/04/40)

The 3 windows 564 are only applicable when it is at 3♦ or below.

3.4 111

After 7 of 444766 or 6 of 4446 when lack of space. After 1-suiter is shown, 3 windows are used to show shortage. Suit order for shortage is ♠ → ♥ → ♦ → ♣.

- ▶ #1/2/3 = 0-1 cards in suit 1/2/3
- ▶ #4+ = auto zoom 6-(322) and 7222

3.5 1NT To-Play

Relay against 1♣/♦/♥-1NT-2♣. The scheme is to reduce 3 cards from a total of 16 max suit length (4444/4435/4255). Use of this scheme is an optional advancement. It can be replaced by saying opener's hand is more specific.

Here are the response to the 2♣ relay:

- ▶ 2♦ = min
- ▶ 2♥ = major suits reduce 0-1 cards
- ▶ 2♠+ = major suits reduce 2-3 cards

For major suits reduce 0-1 cards:

- ▶ 2NT = ♥ longer than ♠ (♠ -1)
 - To 1♣-1NT (4444): 3433/3424/3442
 - To 1♦-1NT (4435): 3433/3424/3415
 - To 1♥-1NT (4255): 3244/3235/3253

- ▶ 3♣ = ♠ longer than ♥ (♥ -1)
- ▶ 3♦+ = major suits reduces similar length (major suits reduces 0 cards)

For major suits reduce 2-3 cards:

- ▶ 2♠ = ♥ longer than ♠ (♠ -2/-3)
 - To 1♣-1NT (4444): 2434/2443/1444
 - To 1♦-1NT (4435): 2434/2425/1435
 - To 1♥-1NT (4255): 2245/2254/1255
- ▶ 2NT = ♠ longer than ♥ (♥ -2/-3)
- ▶ 3♣+ = major suits reduces similar length (each major suit reduces at least 1 card)

4 Inelastic Relay Patterns

4.1 2♥ to 3NT Balanced

- ▶ 2♥ = 4-5 ♥s
- ▶ 2♠ = 4-5 ♠s, not 4333
- ▶ 2NT = suit lengths ≤ 3344
- ▶ 3♣ = 5 ♣s

- ▶ 3♦ = 4333
- ▶ 3♥ to 3NT = 5 ♦s

After 2♥ to 2♠:

- ▶ 2NT = 3433/4423/4432
- ▶ 3♣ = 5-(332)
- ▶ 3♦ to 3NT = 4-(234/324/243/342)

Advanced usage: when there is no 4441 cases, let 2♣ relay include a 5+♥ GI case. Adjust as:

- ▶ move the 2♥ case by 2NT+ (auto accept GI)
- ▶ split the 2♠+ case as 2♥=min; 2♠=max
- ▶ move the 2NT+ case to 2♦, then partner 2♥ to show ♥ GI case

4.2 2♥ to 3NT Unbalanced

Used only for hands with shortage. Not for hands like 5422, 6322 or 7222.

- ▶ 2♥ = 1/2-suiter with ♥
- ▶ 2♠ = 1/2-suiter with ♠
- ▶ 2NT = 1/2-suiter with ♣
- ▶ 3♣ = 1-suiter with ♦
- ▶ 3♦+ = (4441)

After 2♥ to 3♣:

- ▶ 2NT = 2-suiter with ♠, cont' as R564
- ▶ 3♣ = 2-suiter with ♣, cont' as R564
- ▶ 3♦ = 2-suiter with ♦
this is an exceptional case that we use 3♥ to relay for the shortage and use 3♠ to probe 4M (if the other suit is ♥ or ♠). One reason is we saved the step for 5-4-2-2 since that is inapplicable
- ▶ 3♥ = 1-suiter with suit 1 shortage
- ▶ 3♠ = 1-suiter with suit 2 shortage
- ▶ 3NT = 1-suiter with suit 3 shortage

4.3 1NT GI

To be used after 2♦ = any GI.

- ▶ 2♥ = reject ♥ GI
- ▶ 2♠ = reject ♠ GI (accept ♥ GI)
- ▶ 2NT = reject non-major GI (accept ♥/♠ GI)
- ▶ 3♣ = GF, any 4-card M
- ▶ 3♦ = GF, any 52 Ms
- ▶ 3♥ = GF, 5♥s 3♠s
- ▶ 3♠ = GF, 5♠s 3♥s

After 2♠/2NT, 3M = GF, check 3-card.

5 Opening Scheme

- ▶ 1♣ to 1♠ = 14+ 5542 natural
same length open lower suit
- ▶ 1NT = 10-13 BAL or (4441)
- ▶ 2♣ to 2♠ = 10-13 5+ cards natural
55+ suit priority = ♥ → ♠ → ♣ → ♦
- ▶ 2NT+ = whatever preemptive scheme

5.1 After Strong 1 Open

- ▶ #1 (or XX) = 8+ relay
- ▶ #2 to #6 or double raise = to play
 - ▷ to 1♣, SO length is 5555 (1NT ≤ 4444)
 - ▷ to 1♦, SO length is 5546 (1NT ≤ 4435)
 - ▷ to 1♥, SO length is 5366 (1NT ≤ 4255)
 - ▷ to 1♠, SO length is 1555
- ▶ #7 to #9 = GI+ splinter

5.1.1 After Relay to Strong 1 Open

- ▶ #1 = 14-16
after this:
 - ▷ #1 = 10+ GF, cont' as 444766
 - ▷ #2 to #5 = to play
apply competitive bidding system
- ▶ #2+ = 444766
after any response:
 - ▷ #1 = normal relay
 - ▷ #2 to #5 = relay with shortage (as an optional advancement)

5.1.2 After To-Play

If no space for relay, directly apply competitive bidding system

Otherwise:

- ▶ 1NT/2M = 17-19 NF GI
apply competitive bidding system
- ▶ #1 (after excluding 1NT/2M) = 20+ relay
 - ▷ #1 = min
 - ▷ #2+ = GF (as 444766 or 1NT To-Play if To-Play bid is 1NT)
- ▶ #2+ = 17-19 NF GI
apply competitive bidding system

5.2 After 1NT Open

This scheme is rather inelastic because upon any overcalls other than double or artificial 2♣, we should turn to competitive bidding (e.g. Lebensohl).

- ▶ 2♣ = GF relay (include ♥ GI if no 4441)
 - ▷ 2♦ = any (4441)
 - ▷ 2♥ to 3NT = 2♥ to 3NT Balanced
- ▶ 2♦ = any GI (♥ is SO if no 4441)
- ▶ 2♥ to 3NT = 2♥ to 3NT Unbalanced

5.3 After Intermediate 2 Open

♥♦♣♠ *The end* ♥♦♣♠

- ▶ #1 = GI+ relay, cont' as 444766
- ▶ #2 to #4 = transfer GI+: short open suit if GF match transfer first, then ♥ → ♠ → ♣ → ♦
only non-GF response is rebid or follow transfer

6 Overcalling Scheme

Over 1-level suit:

- ▶ X = 12+ (13+ if BAL) takeout or;
18+ when 1-level unavailable
- ▶ 1♣ to 1♠ = 14+ 5544 natural
open lower suit when same length
- ▶ 1NT = 15-18 BAL, no 4441
- ▶ 2♣ to 2♠ (jump) = 10-13 5+ cards natural
- ▶ 2♣ to 2♠ (non-jump) = 13-17 5+ cards natural
- ▶ 2NT+ = whatever preemptive scheme
- ▶ Cuebid at 3-level = strong and extreme hands
to avoid X being passed

Over 1NT, X become 18+ or 15-18 BAL.

Over 2-level, 15-18 BAL will bid 2NT.

6.1 After 1-Level Takeout

- ▶ 1♦ to 1♠ = 0-7, G3LBS follows
- ▶ 2♣ to 2♠ (non-jump) = 0-9, G3LBS follows
- ▶ 1NT = 8-10 with stopper, G3LBS follows
- ▶ 2♣ to 2♠ (jump) = 8-10, G3LBS follows
- ▶ 2NT to 3NT = G3LBS