

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. with same shape, longing higher suits bids higher

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 Relay Patterns

3.1 General Principle

1. for GI+ relay, reserve #1 for min
for 2X open, reserve 3X (rebid) for min, that implies answers below 3X can be min or max
2. 3♦ is the highest relay bid
3. during relay and before exact shape shown:
use 3♥/♠ to probe 4♥/♠
4. do not answer higher than 3NT
(reserve 4♣+ for auto-kc answer)
5. 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

In lack of space, the step for 7 of 444766 must not be higher than 2NT. 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)

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. 0-1 cards in suit 1
2. 0-1 cards in suit 2
3. 0-1 cards in suit 3
4. (and onwards) auto zoom 6-(322) and 7222

3.5 1NT To-Play

Happens after 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 Opening Scheme

- 1♣ to 1♠ = 14+ 5542 natural open
open lower suit when same length
- 1NT = 10-13 BAL or (4441)
- 2♣ to 2♠ = 10-13 5+ cards natural open
open major suit, then lower suit when same length (♥ → ♠ → ♣ → ♦)
- 3♣ onwards = any preemptive scheme you like

4.1 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

4.1.1 After Relay to Strong 1 Open

–end–

- #1 = 14-16
after this:
 - #1 = 10+ GF
 - #2 to #5 = to play
apply competitive bidding system
- #2+ = 444766
after any response:
 - #1 = normal relay
 - #2 to #5 = relay with shortage

4.1.2 After To-Play

- 1NT/2M = 17-19 NF GI
apply competitive bidding system
- #1 (after excluding 1NT/2M) = 20+
as strong probe if To-Play bid is less specific:
 - #1 = GF relay (resume 444766)
 - #2 to #6 = to play (double neg)
as relay ask if To-Play bid is 1NT or specific:
 - #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