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 uncoverred 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, 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

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 **R**everser step is inapplicable.

1. **R**everser (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

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 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

5 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

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
  ▷ #2 to #5 = to play
    apply competitive bidding system
- ► #2+ = 444766
  after any response:
  ▷ #1 = normal relay
  ▷ #2 to #5 = relay with shortage

5.1.2 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

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
  ▷ 2♦ = any (4441)
  ▷ 2♥ to 3NT = 2♥ to 3NT Balanced
- ► 2♦ = any GI
- ► 2♥ to 3NT = 2♥ to 3NT Unbalanced

5.3 After Intermediate 2 Open

- ► #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

- ▶ X = 12+ takeout or;
  18+ when 1-level unavailable
- ▶ 1♣ to 1♠ = 14+ 5544 natural open
  open lower suit when same length
- ▶ 1NT = 15-18 BAL
- ▶ 2♣ to 2♠ (if 1-level of suit is available) = 10-13
  5+ cards natural open
- ▶ 2♣ to 2♠ (if 1-level of suit is unavailable) = 13-
  17 5+ cards natural open (same continuation
  as 10-13 case)