

The Methods

Overview

Four card majors, medium no-trump but balanced hands open naturally and major-first if weak, 1NT if mid-range (14-16/15-17 [3rd/4th]) and 1♣ with 17-19 any balanced, including some 5♦-3-3-2.

Because one-major might be a flat 11-count some care is required in responding and 1NT is wide range, say 6-12.

With 4-4-4-1 shapes, with minimums open one-major if sensible otherwise one minor.

One Club

Transfers responses however these are 'complete with weak no-trump' - not 'complete with fit' (Gold/Townsend use this approach, although mainly at TT's insistence).

At the moment all 11-13 with 4M are opened with 1M however nasty. Therefore we promise clubs with 1♣ - 1Red; 2M.

After 1♣:

- 1♦/♥ ♥/♠ 4+ may have longer minor
 - 1♥/♠ 2/3 11-13 BAL or possibly 14-15 with 3♥/♠ 5+clubs
 - 1♠ 4+clubs 4+♠
 - 1NT 17-19 Bal
 - 2♣ clubs single suited
 - 2♦/♥ Extra values, 4+ & 5+clubs
 - 2♥/♠ 4 card support with 4+ clubs, minimum
 - 2♠ FG
 - 2NT 16+ long clubs, 3M 'Nightmare Hand'
 - 3♣ Weak
 - 3Red TRF FG
 - 3NT Poor major, game suggestion
 - Err, that's it
 - 3♣ 16+ 6+clubs etc.
 - 3L Unbalanced shortage
- 1♠ Diamonds, 4+, usually 5+ if with 4M then FG.
 - 1NT 17-19
 - 2♣ Clubs
 - 2♦ All minimum hands
 - 2M Extra values, 4+ & 5+clubs
 - 2NT Extra values, 4+♦ & 5+♣
 - 3♣ Clubs
 - 3♦ Nat INV
- 1NT No major, 7-11 Bal

- Natural
- 2♣ Clubs, FG
- 2♦ Weak NT, no major
- 2M Natural, err, have some notes somewhere ## TODO ##
- 2♦/♥ TRF, 6+ 8-11
- 2NT ask, same as opening two
- 2♠ Balanced INV no major
- Opener sets contract or bids naturally FG
- 2N Two way;
- (1) Balanced, FG 4+clubs, 13-17
- (2) 0-4 weak long clubs, not suitable for 3NT opposite 17-19
- 3♣ Obligatory
- 3♦ 16-17 no major
- 3M 13-15 4M
- 3N 13-15 No major
- 4♣ RKCB clubs
- 4L Voidwood, clubs
- 3♠ clubs 5-8, pre-emptive opposite weak no-trump with clubs but having play for 3NT opposite 17-19
- Natural continuations looking towards 3NT

One Major

The Scanian Raise

1M – 2NT is a limit-raise-or-better. The Scanian idea is to disclose as little information as possible in borderline game and slam decisions. That means some of the sequences are codified (though leaning on natural response) and we play a version that opts for simple choices where proffered.

1M - 2NT

- 3♣ FG not suitable for descriptive game-going actions below
- 3♦ serious slam-try, now:
- 3♥ no shortage
- 3♠/NT/4♣ shortage NGF (M=♥: ♠/♦/♣, M=♠: ♦/♥/♣)
- 3♥ non-serious slam-try - based on honours or shortage
- 3♠ asks for shortage, 3N = no, then NGF
- 3♠ hate the slam thing altogether
- 3NT/4m 5-5 NGF good suits
- 3♦ Two way: (a) good minimum (possibly Weak NT) or (b) void. Responder:
- declines with 3M (opener's 3NT to play)
 - accepts with 3N allowing void showing
 - tries for slam with 3OM asking for shortage (cheapest = no, others NGF)
 - tries for slam with 4minor natural

- 3M Bad minimum, responder:
- passes or bids game (inc. 3NT) to play
 - initiates control-bidding (opener's 3NT encourages)
- 3OM 17-19 5-3-3-2 responder:
- bids 4M with no slam interest
 - shows shortage (cheapest = no, others NGF)
- 3NT/4m 5-5 (M/♣/♦) or 4-6 (4-card OM), responder:
- control-bids
 - 4N RKC