'Rutabaga' 1 ♦

Summary of Responses

This shows a limited opening hand with three or four spades, no seven card minor, and fewer than five hearts.

- 1 ★ Weak relay, no four card major, except maybe 4 ★ if 11-13 HCP (2 ★ next) or unsuitable for a direct raise (e.g. 4-3-3-3)
 - 1♠ Both minors, 4144/40(54) possible
 - 1NT 11-13 balanced or 44(14)
 - 2m Unbalanced, second suit not the other minor
 - 2♥ 44(14) MAX
- 1♠ Four hearts, usually less than a game-force, may have 4♠ also
 - 1NT 11-13 balanced-ish [natural continuations; 2♠ = INV & 4-4-x-x]
 - 2m Unbalanced; at least five cards, usually at most two hearts
 - 2♥ Support, often only three
 - 3m Four card support, maximum, shortage
- 1NT Game-forcing relay
- 2m Semi-fit; upto 10 HCP with 4 and four (or five) cards in the bid suit
- 2♥ 5♠, 8+ HCP may continue after 2♠ (2NT NAT, 3x SPL)
- 2♠ Pre-emptive, upto 10 HCP
- 2NT/3* 5/5 in hearts and */*, invitational or better
- 3♦ 5/5 in the minors, F3NT
- 3♥ Six card limit raise or SPL [opener bids 3♠ or 3NT, now shortage]
- 3♠ Pre-emptive
- 3NT 5/5 in the majors, forcing
- 4m 5/5 in spades and the bid suit, forcing
- 4♥/♠ To play

Passed Hand Responses

- 1♥ Natural, not forcing [natural continuations; 1♠ shows four]
- 1♠ Weak catch-all [opener rebids naturally, but often passes with 4♠ MIN]
- 1NT 4+/4+ in the minors, NF
- 2m Natural, at least five good cards
- 2♥ 5♠, less than a game-force (may continue after 2♠)
- 2♠ Pre-emptive

I don't feel any need for agreements about higher bids.

Next Hand Doubles

Pass Prepared to play there opposite four [opener's RDbl shows 4*; others are natural without]

RDbl Balanced, good hand

1♥ Hearts

1 Three or four, non-forcing

1NT Clubs

2. Clubs with diamond tolerance, weak

2♦ Diamonds, forcing

Others As without intervention

Next Hand Overcalls

- Double is minor-oriented takeout; 1♠ shows four; 1NT natural; 2m natural and forcing; 2♥ five card raise; 2♠ four card poker raise; 2NT sound six card raise; 3m 5/5; 3♥ attempt to right-side 3NT; 4m bigger fit; 4♥ SPL; 4♠ to play.
- As Penalty doubles, everything else natural. New suits natural and forcing (to game if at the three-level). No-trump bids show the minors, minor suit jumps show hearts as well. A cue is a three-suiter, short spades.

Others Simple bids in non-spade suits are natural and forcing - at the three-level or higher, to game. Double is for takeout, making no explicit promises about either major. When available, 2NT is a six card limit raise or better, and a three-level cue-bid shows a five-card limit raise or better. A jump four-level cue-bid is a splinter. A simple four-level cue-bid simply shows a sound raise to game. A direct bid of four major is two-way when a cue-bid is available. Jumps in new suits are natural and fit-showing, except game bids, which are to play.

The Game Forcing Relay

More Symmetry

- 1 ◆ 1N
- 2. Long diamonds
- 2♦ Balanced this is exactly the same as the balanced scheme in 1♣
- 2♥ Long Clubs start of scheme

5 Minor Scheme

- 2♥ Short hearts
- 24 22 in hearts and om, ->3C/D 42(52)/32(62)
- 2N Start of shapes, short om

5 Minor Shapes

Note spade length, 33 44 34 34

2N 3 ★ 5m 32

3♣ 3♠ 5m 41

3♥ 4 5m 40

3♠ 3♠ 6m 31

3N 4♠ 6m 21

- 4♣ 3♠ 6m 40?
- 4♦ 4 6m 30?

Balanced Hands

The relay scheme is exactly the same one used over These occur after 1 - 1 - 1 = 1 but without range definitions – 11-13 is assumed for all but the 4441s.

- 2 3 spades exactly 11-13, now then,
 - 3**♣** 3S(433), 3**♥**...= 4**♣**/**♦**/**♥**
 - 3♦... CRO.
- 2N 4 spades, '33-23' (33 or doubleton outranks tripleton) then 4-3-3-3, CRO
- 3. 4 spades, '32', then CRO
- 3♦.. 4441, CRO

One Major Structure

Overview

Openings of one of a major show at least five cards in the suit; strength is from a lightish opening bid up to a 1* opening (nominally 17+). A longer minor is not permissible given the relay structure in use - these hands must be opened at the two-level. Balanced hands with a five card major may be opened either one major or 1NT.

Ranges for responder are expressed in points. These should be interpreted loosely, with 8 meaning "worth responding, might make game", 11 meaning "willing to go past two major, good chances of game", 14 meaning "gameforcing", and so on into the slam-interested hands.

Summary of Responses

1♥- 1♠ 1NT		Weak relay - 8-13, not five spades, not three hearts Game-forcing relay			
1 ∀ - 2 *	1 . - 2♦	8-13, five or more cards in the other major			
1 ∀ - 2♦	1 . - 2 ∀	8-13, three card support			
2м		8-10, doubleton support, not four cards in the other major			
3м		Pre-emptive, 0-7 with four card support			
4м		To play, may be quite strong with limited support, or may be weak			
Others		Descriptive with four card support and 8+ (see later section)			

Passed Hand Responses

We switch to a fairly natural structure, with the exception of the interchange opposite $1 \, \forall$, so that $1 \, \blacktriangle$ is catchall (continuations as NPH), and 1NT shows five spades. Simple 2/1s are natural and non-forcing, showing a fair six card suit rather than a good hand. $1 \, \blacktriangle \, -1 \, \text{NT}$ is natural and non-forcing; continuations are natural.

There is no Drury or similar; the available raises are:

Step One	Includes weak hands with three card support if desired
1м-2м	8-10, usually only three card support, but four is permissible
Step	8-10, four card support, balanced or a mini-splinter
Five	[NGF after R, first step doubling up; balanced coming first on the next round, $% \left(\frac{1}{2}\right) =\frac{1}{2}\left(\frac{1}{2}\right) +\frac{1}{2}\left(\frac{1}{2}$
	so $1 - 2NT - 3 = NT - 3 = NT - 3 + SPL (3 + NT - 3 + $
Jumps	Natural fit-showing (1♥-2NT shows spades)
3м	Non-constructive.

Hands with Four Card Support

Departing from the stated policy above, point numbers here are intended to be more or less HCP, so four card support, a singleton, and a raise to game is called 10 rather than the 14 suggested above; apologies for any confusion. First, the $1 \forall$ scheme:

2. Balanced limit raise (assuming that better hands start with 1NT - this is easily changed)

Opener will mostly bid 3♥ or 4♥ to play; three-level calls show shortage and are invitational

3♠/3NT suggest playing 3NT from the relevant side of the table

4m shows a second five card suit and slam interest opposite three (of six) key-cards

2NT Short in spades; 3* is a game-forcing enquiry, now:

 $3 \, \blacklozenge \,$ Void - now relay for range (7-9 / 10-12 / 13-15 / etc.) then keycards

3♥+ Singleton, 7-9 / 10-12 / 13-15 etc. then keycards

3♦ game-forcing, but no desire to take control - natural continuations

3♥ shows a misfit - responder can pass, bid game or start cue-bidding

3m Splinters, either invitational (7-9) or serious slam interest (16+); opener bids 3♥ if weak, and the cheapest other step or 3NT on all acceptances, now cue-bidding if responder is strong

3♠ Minor suit void splinter, 10-15 [3NT R: 4♣ NAT SPL; 4 ♦ / ♥ = ♦ SPL, MIN /MAX]

3NT Minimum minor suit splinter (10-12); opener bids 4m to show interest opposite that shortage

4m Sound game-raise splinter (13-15)

The 1 scheme is the same, but shifted a step and with the suits rotated in the "obvious" way:

2NT Balanced limit raise; no right-siding of 3NT; 4♥ also shows a two-suiter

3♣ Short in clubs

3♦/♥ Mini-splinters or slam-interest

3NT Red suit void splinter

4. Minimum red-suit splinter (10-12)

4♦/♥ Sound game-raise splinter (13-15)

Easy enough, except for the 4* response, which looks capable of being forgotten.

The Strong Relay – 1M-1NT

This is as per the strong club relays, except for two wrinkles relating to 5/5 hands:

- 1 v is not opened with five/five in the majors, so the final shape in v&A, DO/♦1, is compressed
- 2. Both 5521 and 5530 hands will be opened with the higher suit (in the strong club scheme, only 5521 hands start with the higher suit), so an extra step is inserted into the D0/♦1 scheme:

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2♠
        LS3. Then relay to 3....
2<sub>NT</sub>
        Balanced 5332
3♣
        (HS3) 5431
3♦
        (HS3) 6421
3♥
        (HS3) 5521
         (HS3) 5530
3♠
         (HS3) 6430
3NT
        (HS3) 7321
4.
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The Weak Relay - 1 ♥-1 ♠

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Balanced or diamonds or an extra-values one-suiter [2 = 11-13 relay, 2 / 2 = 8-10]
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- 2. Clubs [natural continuations; 2NT/3. NAT INV]
- 2♦ Spades [2NT/3m/3M NAT INV]
- 2♥ Minimum one-suiter
- 2. Five clubs, extras [2NT asks for further natural description, e.g. fragment]
- 2NT Five diamonds, extras [3* ART FG, as above]
- 3m Five/five, completely pure

The Weak Relay - 1 ♠ - 2 ♣

- 2♦ Most hands, now:
 - 2♥ 8-13 with precisely 4♥ (may canapé out over 2♠ or 2NT)
 - 2♠ 8-13 with both minors and at most one spade [2NT = bad, 3m = good]
 - 2NT 11-13 balanced without 4♥ (or 3♠)
 - 3m Invitational, good six card suit
- 2♥/3m Five-five (but minimum 5♠+5m hands should bid 2♦ then 3m)
- 2. Very minimum one-suiter
- 2NT Extra-values one-suiter, good suit

Other Actions

The Other Major

No comment, except that opener should bid two of partner's suit with as little as two small rather than repeat a mediocre suit or introduce a mere four card minor.

Raising Directly to Game

As mentioned elsewhere, a raise of one major to four by an unpassed hand may either be a weak pre-emptive action, or a tactical call with a strong hand, perhaps with as little as H-x support. To cater to both of these hand-types, if the next hand bids, so that the opening bidder is acting in front of his partner, double is 'action' meaning, "I would like to bid on opposite a shapely weak hand, but will defend opposite the strong defensive type". Opener cannot double for penalties unless his partner has already passed up the opportunity to do so.

Next Hand Doubles

In view of the likelihood of further intervention, we abandon the relay scheme, and switch to transfer responses from 1NT through to 2M-1. We retain the 2M

"poker raise", and 2M+1 is still a four card limit raise, but may now include stronger hands. Jumps to the three and four levels are natural and fit-showing.

Next Hand Overcalls

Simple bids in new suits are natural and forcing - at the three-level or higher, to game. Double is for takeout, guaranteeing four cards in the other major when their overcall is 2m. When available, 2NT is a four card limit raise or better, and a three-level cue-bid shows a three-card limit raise or better. A jump four-level cue-bid is a splinter. A simple four-level cue-bid simply shows a sound raise to game. A direct bid of four major is two-way when a cue-bid is available. Jumps in new suits are natural and fit-showing, except game bids, which are to play.