NOTE: 16

1 * : NAT 15+PC; NT 12-14PC; 4414 12+PC; NT 18+PC; 18-21PC 5+v/* Acol any hand

```
responses:
                1 \blacklozenge =  negative to 7; with 4M5+m shape to an ugly 8;
                    with both minors to 11; with one 6-card minor to 11 (if 9-11 then the suit is weak);
                   NT shape without 4M and without at least one M stopped 13-15PC; NT shape without 4M 16+PC
           1 ♥ ♠ = NAT 4+; 7+PC; with 7-11PC preference for major
           1NT = 7-10 PC, without 4M
                                                          further 2 \leftarrow = \text{relay}(2 \checkmark = 4\text{C}; 2 \Leftarrow = 4\text{D}; 2\text{NT} = 44\text{m}; 3 \Leftarrow = 5\text{C}; 3 \Leftarrow = 5\text{D})
           2 \clubsuit ♦ = FG, NAT 5+, can have a four-card major
           2♥♠ = FG, NAT 6+, good suit, can have a four-card side suit
                     by a passe hand= INV, NAT 5+ and 4C
           2NT = 11-12PC, without 4M
                                                           further 3 \leftarrow = \text{relay}(3 \leftarrow = 4\text{C}; 3 \leftarrow = 4\text{D}; 3\text{NT} = 44\text{m}; 4 \leftarrow = 5\text{C}; 4 \leftarrow = 5\text{D})
           3 . \bullet = NAT INV with a good 6-card suit
           3 \checkmark = INV \text{ to } 3NT \text{ with a solid } 6+ \text{ minor suit}
           3 \spadesuit = TRF \text{ to } 3NT 13-15
                                                       further 4 \leftarrow = relay(4 \leftarrow = 4C; 4 \leftarrow = 4D; 4NT = 44m - 5 , 4 \leftarrow = RKCB)
           3BA = to play 13-15
                                                       further 4 \leftarrow = relay(4 \leftarrow = 4C; 4 \leftarrow = 4D; 4NT = 44m -> 5 \leftarrow, 4 = RKCB)
Further responses after : 1 ♣ - 1 ♦
                1♥/♠/ = NF, can be a 3-card suit (even with 4 spades):
                               1♠,1BA/1BA/ = maximum negative hand (to 7HCP)
                               2♣,2♦= max 8PC NAT 5+
                               2♥ = NAT max neg. or 9-11PC 54m
                               2♠ = 9-11PC 54m or NAT max neg
                               2NT = 16+ PC with both majors stopped or with only the other major stopped
                               3♣/♦= 9-11PC NAT 6 bad suit
                               3♥ = 13+PC, 3H with a spade stopper/without a heart stopper
                               3 = 13 + PC, without a spade stopper/3S without a heart stopper
                               3NT= 13-15PC with a spade/heart stopper
               1NT = 18-20 PC, balanced, can be with a 5-card major
                2♣= 15-20 6C without 4M or 17-20 5C4D -> 2♦=artificial force
                2♦ = Acol
               2\Psi/\Phi = good 6 card suit or 5 with 4 clubs, 18+HCP
               2NT = 21-23PC, can be with 5-card major or 54, Puppet St.
                          - 3♣= Puppet STAY
                                    → after the sequence : 1 • - 1 • - 2NT - 3 • - 3 •
                                        3♠ =TRF; 3NT=5S+4H; 4♣=55M good hand; 4♦=55M bad; 4♥=5H+4S
                                    \rightarrow after the sequence: 1 - 1 - 2NT - 3 - 3 - 3 - 3NT
                                         4.4/♦=NAT 5; 4.4/♦=4441 singleton in the other major
                          - 3♦=TRF
                                               -> 3NT=3-card fit; 3♠= 5♠; 3♥=without 3♥ i 5♠
                                               -> 3NT=3-card fit; 3♠=without a ♠ fit
                          - 3♥=TRF
                          - 3♠= 3-7pc, TRF to NT or min 5PC, with 54+m shape
                               -> further after 3NT(to play): 4 = 5C + 4D; 4 = 5D + 4C; 4 = 4D + 4D; 4 = 4D + 4D
                          -3NT = TRF to clubs -> 4. = fit; 4BA = without fit
                          -4 = TRF to diamonds → 4 = fit; 4BA=without fit
                          -4♦/♥ = TRF to hearts/spades, 6+ suit with A or K -> 4NT=asks about D / length
                          -4 = 0-4PC 66/56/55m clubs not sorter than diamonds -> 4NT, 5♣,5♦=to play
                          -4BA= 0-4PC 65m diamonds longer than clubs->5♣,5♦=to play
                         just below Acol (9 tricks), good 6+ suit
        3♣/♦/ ♥/♠ =
                3BA=
                         Gambling (9-10 tricks), 7222
        4♣/♦/♥/♠=
                         Acol (10 tricks), good 8+ suit without a void
After the sequence: 1♣ - 1NT
                              = 3334 shape with 4C
                                                            -> further bids natural
                             = 3343 shape with 4D
                                                           -> further bids natural
```

-2NT = 44m

-> further: 3 4/4 = agrees suit, asks for tripleton, then cue

other=natural

-3♣ = 5C -> further: 3♠=relay, (see NOTE 20)
other=natural

-3♠ = 5D 2C -> further bids like NOTE 20
-3♠ = 5D 2H -> further bids like NOTE 20
-> further bids like NOTE 20
-> further bids like NOTE 20

After the sequence: 1♣ - 2♣/♦/♥/♠

2X = NAT 4

2NT = 12-14 PC then later sign-off in game; 18+ PC then cue-bid or INV 4/5NT

 $3 \div / \bullet / ♥ / \bullet$ = NAT 5+ when a new suit without a jump;

3♣/♦/♥/♠ = NAT 5+ when a new suit without a jump; fit, with a good hand when a simple suit raise;

SPL when a new suit with a jump

3NT = 4414 shape with a singleton diamond and 15-17 then:

- after 1C-2D-3NT responder agrees a suit with a transfer.

- after 1C-2C/2H/2S-3NT later bids are cue bids

4 . √ √ / √ / ♦ = after 2 . √ √ fit, with a good hand (when a raise);

after 2♥/♠ fit, with a Bad hand (when a raise);

SPL when a new suit with a jump

ARTIFICIAL 2♦

After the sequence : $1 - 1 \neq /1 \neq /1$ NT- $2 \neq -2 \neq = FG \min 9PC$

Responses:

2♥= 15-17 PC, 2245 further bids natural
2♠= 18-20 PC further bids natural
2NT =15-17PC, 6322 further bids like NOTE 21
3♠= 15-17 PC, 6331 further bids like NOTE 21
3♦= 15-17 PC, 6C+4D further bids like NOTE 21
3♥= 15-17 PC, 1345, 0346 further bids like NOTE 21
3♠= 15-17 PC, 3145, 3046 further bids like NOTE 21
3NT = 15-17 PC, 5C+4D with stoppers further bids like NOTE 21

ARTIFICIAL 2♦

After the sequence : 1♣-1♠-2♣-2♦= FG min 9PC

Responses:

2♥= 15-17 PC, 4hearts or 2245 shape without a heart stopper -> 2♠=relay without a heart stopper:

resp. 2NT=2245 -> further bids natural other bids like NOTE 21
2NT=relay with a heart stopper resp. 3NT=2245 -> further bids like NOTE 21 other bids like NOTE 21

RELAY TO ASK ABOUT RESPONDER'S SHAPE WITH BOTH MAJORS

After the sequence: 1 \bullet - 1 \bullet - 2 \bullet - 2NT = CUE-BID RELAY Resp.: 3 \bullet /3 \bullet = NAT 4+; 3 \bullet = 4522; 3 \bullet = 4423; 3NT=4432; 4 \bullet / \bullet = SPL with 5 hearts

RELAY TO ASK ABOUT SHAPE AFTER A FIT SHOWING 3-LEVEL JUMP

After the sequence : 14 - $1\sqrt[4]{}$ - $3\sqrt[4]{}$ - $3\sqrt[4]{}$ - $3\sqrt[4]{}$ = CUE-BID RELAY

ARTIFICIAL FORCING 2.

After the sequence : $1 \div -1 \checkmark / -1 \text{NT} - 2 \div$;

Resp: 2♦=bad hand without a fit; 2M=bad with a fit; 2OM=good with a fit; 2NT=good without a fit

After the sequence : 1 - 1 - 1 - 1 - 2

Resp: 2♦=NT shape, 12-14PC without a fit or 18+PC with a fit; 2♥=NT shape, 12-14PC with a fit;

```
2♦=5S; 2NT=18+PC without a fit; 3♣=15+PC,5C without a fit; 3♦=15+PC, 4135;
               3♥=15+PC, 4315; 3♠=14+PC,5S+6C
After the sequence: 1♣-1♦-2♦
```

```
Resp: 2♥=0-7pc,double negative, all hands without a good 6-card suit;
     2 = 8-11pc, 54+m or 6m
           further 2NT=asks:
                                        -> 3 \neq /3 \neq = agrees suit, asks for shortness
                      - 3♣=5C+4D:
                      - 3♦=5D+4C:
                                       -> 3♥/3♠= agrees suit, asks for shortness
                      - 3 = \text{shortness} with 55m,
                      - 3♠= shortness with 55m
                     - 3NT=6C
                      - 4♣=6D
     2NT=13+pc, NT shape without 4M,
            further: 3♣=relay (3♦=3343, 3♥=2344, 3♠=3244, 3NT=3334)
                      the next suit bid =SOUTH AFRICAN ASKING BID see NOTE, NT=BLACKWOOD
                  3 \diamond 3 \diamond 3 \diamond 4 \diamond = BLACKWOOD with a void \diamond \diamond \diamond \diamond \diamond
                      the next suit bid=SOUTH AFRICAN ASKING BID see NOTE,
                                bidding the void suit= asks for the number of quick tricks in the void suit
                  3NT = BLACKWOOD
```

the next suit bid=SOUTH AFRICAN ASKING BID see NOTE

3 + 3 + 3 + 3 = TRF to a good 6+ suit

Further bids after a double negative

ACOL

```
1 4 - 1 4 - 2 4 - 2 V
2♠
               = 4441 or 5431 or 5440
2NT
               =24+ balanced or semi-balanced (singleton ace OK.)
3.43 ♦ 3 ♥ 3 ♠
               =NAT 6+; can be with a 5-card side suit
3NT and higher
                 =two-suiter 55 (level of bidding depends on the number of tricks):
               3NT=**; 4*=*M(4*) asks for the M); 4*=**; 4*=**; 4*=**; 4NT=**; etc.
                The weak hand cue bids with an ace or shortness in a side suit, with a trump honor invites
```

Further bids after the sequence

```
1.-1.-2.-2.
2♠
                  = 4441 or 54 31 or 5440 or 5530
    - 2NT
                  = stoppers in both majors or at least (43) M length ->
                    3 ♣=relay(3 ♦ /3 ♥=TRF min 4+, 3 ♠=no 4M, 3NT =44M, 4 ♣=min 55M);
                    3 \bullet = TRF \rightarrow 3 \bullet = 3H, 3 \bullet = 5S, 3NT=2H, other bids are nat with a 4/5-card fit
                    3♥=TRF -> 3♠ =3S, 3NT=2S, other bids are nat with a 4/5-card fit
                    3$/3NT=0355/3055
    - 3 🌲
                  = min. 44 m shape, or a hand with one minor 5+m ->
                    3♦=TRF -> 3♥=3H, 3♠=SPL, 3NT=0-2H, 44+m, other bids NAT 5+, 0-2 hearts
                    3 \checkmark = TRF \rightarrow 3 \land = 3S, 3NT=0-2S, 44+m, 4 \checkmark = SPL, other bids NAT 5+, 0-2 spades
                    3♠=TRF (4-5 clubs), responder accepts the transfer only with 4-card fit
                    3/4NT= 4-5 diamonds, club shortness
    -3♦
                  = TRF 4+, max 2S without a stopper -> 3♥=3H, 3♠=5S, 3NT=0-1H, other bids= fit 4/5H
    - 3♥
                  = TRF 4+, max 2H without a stopper -> 3 \spadesuit = 3S, 3NT=0-1S, other bids= fit 4/5S
    -3♠
                  = 4-7pc, 4333 without 4M \rightarrow 3NT/4\clubsuit/\blacklozenge/\blacktriangledown = TRF
     -3NT
                  = 0-3PC 4333 without 4M -> further bids are natural and NF
```

Further bids after the sequence

```
1 . -1 . -2 . - 2 .
2NT
               =24+ shape or semi-balanced (singleton ace OK.)
               = Puppet STAY (can be 54,55M);
     - 3*
                        → further sequence : 1  - 1  - 2NT - 3  - 3  •
                            3♠ =TRF; 3NT=5S+4C; 4♣= 55M good hand; 4♦=55M bad; 4♥=5C+4S
```

```
4 \clubsuit / ♦ = NAT 5; 4 ♥ / ♠ = 4441 single in the other major
                    = TRF (opener accepts the transfer only with a min 3-card fit)
         -3♦3♥
         - 3
                    = 2-7PC, min. Dxxxx
         -3NT
                    = 0-3PC without 4M or a 5-card suit with an honor \rightarrow 4*/4*=NAT asks:
                            further bidding like after 3♠
          - 4.
                    =TRF 6D with an honor
          -4♦/4♥
                   =TRF 6H/S with an honor
                    =TRF 6C with an honor
          -4
Further bids after the sequence
  2NT - 3♠
                         = 2-7PC, min. Dxxxx ->
  3NT
                         = max bad 26PC, to play, partner bids on only with a max negative hand and shape
   4.
                         =NAT 4+ attempt to agree clubs, denies 4D ->
                                4 \Leftrightarrow = \text{denies } 4C \rightarrow 4 \checkmark /4 \triangleq = \text{NAT } 5; 4/5 \text{NT} = \text{INV};
                                other bids= 4+C, cue-bid, 4NT=diamond cue-bid
   4♦
                         = NAT 4+ attempt to agree diamonds, doesn't deny 4C ->
                                 4 =denies 4D-> 4♠=NAT 5; 4/5NT=INV; 5♣=RKCB(♣);
                                 other bids= 4+D, cue-bid, 4NT=heart cue-bid
   4♥/4♠
                         = F1. NAT 5 further bids 5332 with a doubleton in the OM ->
                                 4♠/5♥ = shortness with at least a 2 card-fit
                                 4BA = honor cue bid in the OM
                                 5♣/5♦= NAT 5+, denies cue in the OM
   4NT
                        = INV -> pass or bid on : 5 4/5 = NAT 6; 5 \sqrt{5} = 5C/5D;
                                                        5NT=balanced hand
   5NT
                        = INV to 7-> 6 4/6 = NAT 6; 6 4/6 = 5C/5D; 6NT = negative
Further bids after the sequence
1♣- 1♦- 2♦- 2♥
3♣/3♦
                             =NAT 6+ further bids natural by both partners
                                      3 \diamond 3 \diamond 3 \diamond 3 \diamond 4 \Rightarrow = NAT 4+; doesn't deny a fit
                                      3NT=shows fit and a yarborough -> 4 4/4 = 10 to play
                                                                     4♥4♠=NAT 4
                                      4♣/4♦=agrees suit, promises cue-bid
                                      4 \diamond 4 \checkmark 4 \diamond 4 \checkmark 4 \diamond 5 \Leftrightarrow = SPL + 1 cue bid
                                      5♣/5♦= big shape without honor cue bid
3♥/3♠
                             =NAT 6+ further bids natural by both partners:
                                      3♠ =NAT 4+
                                      3NT = fit + min 1 cue-bid
                                      4♣4♦/4♣4♦4♥== NAT 5+
                                      4 \checkmark /4 = without a cue bid
```

'ODWROTKA' ARTIFICIAL 3+ FORCING RAISE

After the sequence: 1♣-1♥/♠-2♦

Resp.:

2♥ - 10+PC, all hand types except 4M5+m. Further see (1) below 2♠ - 9-12PC 4M5+m or 7-9 NT shape without 4m Further see (2) below

All other shapes with 7-9PC:

2BA – 4M without 5m, can be 4441

Further: 3♣ = relay, attempt to find a 4m fit 3♦ =4 diamonds, denies 4 clubs 3M=denies 4m, 3OM=shortness, 3NT=4clubs

further: 4m=RKCB(m)

 $3 \Rightarrow = NAT 5 +$

3M=diamond fit, without shortness 3OM/4♣=shortness, 3NT=4clubs

further :4m=RKCB(m)

3M = agrees M, cue-bid relays

3♣ -5 M and 4+ diamonds Further: $3 \Rightarrow /3M = \text{relay}$ 3♦ - after 1♥ = 6 hearts Further: $3 \checkmark = \text{relay}$ after 1♠ = 5spades and 4+ hearts Further: $3 \checkmark /3 \triangleq \text{relay}$ 3 **v** - after 1 **v** = 5hearts and 4+clubs Further: **3**♠ =relay after $1 \triangleq 6$ spades Further: 3 = relayFurther: 3NT = relay3♠ - after 1♥ = 5hearts and 4spades after 1♠ = 5spades and 4+clubs Further: 3NT = relay**3NT – shape** 5332 Further: cue-bids

4♣/♦ - NAT, at least min 55 shape, without side suit cues Further: cue-bids, 4NT=RKCB

4♥ - after 1♥ - 7-card suit

after 1♠ - at least min 55 shape, without side suit cues Further: cue, 4NT=RKCB

4♠ - after **1**♠ - 7-card suit

1. Further bids after the response of 2♥:

1**.**-1**∀**/**.**;

2♦-2♥;

2♠ - asks abort shape (can be a 3-card fit) Further bids like above with strength 7-9

2NT – balanced with 3-card fit Further bids natural other bids – natural 5+ with 3-card fit Further bids natural

2. Further bids after the response of 24: 2NT -asks about shape and strength

1**♣**-1**∀**/♠;

2♦-2♠;

2NT =asks about shape and strength -3♣ -9-12PC 4M+5clubs

-9-12PC 4M+5clubs Further : 3M/3 ← = agrees.M/m, relay

3NT=to play;

-3♦ - 9-12PC 4M+5diamonds Further : 3M/3OM = agrees.M/m, relay

3NT=to play

-3♥ -8-11PC 4M+6clubs Further: 3♠ /4♠ = RKCB (♠/M)

unprotected doubleton in the Om 3NT/4M/5♣ = to play

-3\(\delta\) - 8-11PC 4M+6diamonds. Further: $4\(\delta/4\) = RKCB (\(\delta/M\))$ $unprotected doubleton 3NT/4M/5\(\delta\) = to play$

- 7-9 PC balanced hand without 4m Further: cue-bids

-4. - 9-12PC 4M+6clubs . Further : $4 \div /40M = RKCB(\div /M)$

unprotected doubleton in the OM 4M/5 = to play

-4 \bullet - 9-12PC 4M +6diamonds Further : 4OM/4BA = RKCB (\bullet /M)

unprotected doubleton in the OM 4M/5 = to play

Rules:

-3BA

- 1. with 4 spades bid 1 spade after partner's 1 heart response if a spade fit is deemed important.
- 2. 3NT is to play only in the case of a weak responder, balanced or 4M5m
- 3. If responder bids that he has a balanced hand 2NT:

bidding 3m is natural and trying to find a fit

bidding 3M agrees trump and invites honor cue-bidding

(if hearts are agreed, after bidding 3hearts, 3spades=denies a spade cue-bid, 3NT=promises spade cue-bid bidding a suit above 3M is a SPL

bidding 3NT or 4M means opener has a minimum for his 17HCP

- 4. Relay at the 2 level always asks about shape and strength
- 5. Relay at the 3 level always asks about shortness and responses are given in steps.
- 6. If responder shows min 54 shape and both suits are known:

- bidding 4m = RKCB(m).
- Bidding 3M or the next higher step (to 3BA) is a relay and agrees the major suit
- Bidding 3OM is a relay and agrees the minor suit.
- After relay responses 4NT = RKCB. If 4NT was a relay response then the first free step is RKCB Relay responses: the first step is negative (=without shortness), the next 2 steps are shortness bids.

If neither of the next 2 steps are one of the suits where the shortness is, then the shortness is shown according to increasing suit rank. The next 2 steps are shortness bids with 5/5 or 6/4 shape

IE, 1C-1H-2D-2S-2NT-3C-3D=? (RESP: 3H=no short.; 3S/3NT=short. S,D shape 45 4C,4D=shORT. S,D shape 46+ cb D,S)

1C-1H-2D-2S-2NT-3C-3H=? (RESP: 3S=no short.; 3NT,4C=short. S,D shape 45

4D,4H=short. D,S shape 46 + cb S,D)

1C-1H-2D-2S-2NT-3D-3H=? (RESP: 3S=no short.; 3NT,4C=short. S,C shape 45 4D,4H=short. C,S shape 46 + cb S,C)

1C-1H-2D-2S-2NT-3D-3S=? (RESP: 3NT=no short.; 4C,4D=short. C,S shape 45 4H,4P=short. C,S shape 46 + cb S,C)

1C-1H-2D-3H-3S=? (RESP: 3NT=no short; 4C,4D=short. S,D shape 54; 4H,4S=short. D,S shape 55)

1C-1S-2D-3S-3NT=? (RESP: 4C=no short..4D,4H=short D,H shape 54;

4S,4NT=short D,H shape 55)

1C-1S-2D-3D-3H=? (RESP: 3S=no short; 3NT,4C=short. D,C shape 54; 4D,4H=short. D,C shape 55)

1C-1S-2D-3D-3S=? (RESP: 3NT=no short.4C,4D=short C,D shape 54;

4H,4P=short C,D shape 55)

- 7. If after the sequence 1C-1M-2D-2S-2NT responder shows 4M6m shape with one of these bids: 3H,3S,4C,4D then the first 2 free steps are RKCB, the first step agrees the m suit, the step agree the M suit.
- 8. If the opener after bidding 2D doesn't ask about shape, but agree the major suit by bidding 3M, then this is an invitation to cue bid, and the first cue bid is shortness.

Resp: first step= negative, next 3 steps = shortness

IE,. 1C-1H-2D-2NT-3H=? (RESP: 3S=no short.; 3NT,4C,4D=short S,C,D)

1C-1H-2D-2S-3H=? (RESP: 3S=no short,; 3NT,4C,4D=short S,C,D)

1C-1H-2D-3D-3H=? (RESP: 3S=no short.; 3NT,4C,4D=short S,C,D)

1C-1S-2D-3H-3S=? (RESP: 3NT=no short.; 4C,4D,4H=short C,D,H)

NOTE: 17

1 → = NAT 5+ or any 4441 shape with diamonds 12-21 PC

(! Hands with 4♦,5♣ 12-14 we pass if the hand can't rubid 1NT after partner's response)

Resp: 1♥ ♠= NAT 4+, 5+ HCP

1NT = NF without 4M, can be with shortness ♦♥♠, promises only strength 6-9PC

2. = FG: NAT 5+ can be 4M; NT shape without 4M; all hands with diamond fit. INV: NAT 6, good suit.

 $2 \bullet = INV$, min 4 diamonds, without 4M, without stopper in at least 1 other suit

2♥♠ = NAT 6 good suit, FG

by passed hand, INV NAT 5+ with a 4-card diamond fit

2BA = INV without 4M with stoppers

3♣ = INV suit+fit

3♦ = PREEMPTIVE

 $3 \checkmark \spadesuit = SPL$ strength INV, forcing to $4 \diamondsuit$

After the sequence: 1♦ - 1♥

```
1♠ = F1, 12-21PC, NAT 4 -> 2♣ = RELAY (4th suit 10+PC)
1NT = NF
```

2♣ = NF, 12-16PC NAT 4+ 2♦ = NF, 12-16PC NAT 6+

2♥ = NF

```
= F1,17-21PC, unbalanced, further:2NT=relay.
                2♠
                                       Resp. 3 \triangleq 1C, 3 \triangleq 1H, 3 \triangleq 1S + 3H, 3 \triangleq 1S + 2H, 3NT = 2272
                2NT
                                 = F1, 17-21 PC, 6 diamonds without shortness, or 18-21 PC, with 4 hearts, 2452
                                       -> 3♣= RELAY( resp.: 3 ♦ 3 ♥= NAT, 6322,
                                                        3 \triangleq 2452 invitation to cue-bid)
                                 = F1. 17-21PC NAT 4+
                3.
                 3♦
                                 = NF, 14-16PC, NAT 6 good suit
                 3♥
                                  = 15-17PC, NAT 4
                 344*
                                  = 18-21PC, SPL
                                 = to play with 6+ solid diamonds
                 3NT
                                  = F1, 18-21PC, 2452 without side suit cue-bids
                 4♦
                 4♥
                                  = NF, weak, shape min 64, diamonds and hearts
After the sequence:
                            1♦ - 1♠
                 1NT
                                 = NF
                 2.
                                 = NF, 12-16PC NAT 4+
                            - 2♥ =RELAY ( weak with 5+spades, or FG any)
                                       resp. 2 = NF, 2-3p; 2NT = NF, 1354; 3 = 1255; 3 = 1264;
                                            - other bids =NAT INV
                2♦
                                = NF, 12-16PC NAT 6+ or 5 diamonds and 4 hearts
                            - 2♥ =RELAY( weak with 5+spades, or FG any)
                                       odp. 2♠=NF,2-3S; 2NT=NF,1S
                           - other bids =NAT INV
                 2♥
                                 = F1, can be only 3 hearts if with short clubs
                                 = NF
                 2
                2NT
                                 = F1.
                                         17-21 PC, 6 diamonds balanced (can be short spade),
                                     or 18-21 PC, with 4 spades 4252
                                        -> 3 \triangleq RELAY( resp.: 3 \spadesuit 3 \triangleq NAT, 6322,
                                                        3NT= 4252 invitation to cue-bid)
                 3.
                                  = F1, 17-21PC NAT 4+
                 3♦
                                  = NF, 14-16PC, NAT 6 good suit
                 3♥
                                  = F1, 17-21PC 3163
                                  = NF, 15-17PC NAT 4
                 3♠
                4.4.4♥
                                  = 18-21PC, SPL
                 3NT
                                  = to play with solid 6+ diamonds
                                 = F1, 18-21PC 4252, with side suit cue-bids
                 4♦
                 4
                                 = NF, weak, min 64 diamonds and spades
After the sequence: 1♦ - 2♣
                        12-14 PC -> 3&=NF, other bids NAT =FG, 2NT=relay, jump=SPL
               2♦ =
           2.♥/♠ =
                        15+PC NAT 4
             2NT =
                        12-14 or 18+ PC 4441 with short clubs
                        15+ PC NAT 4+
              3♣ =
                        15+ PC NAT 6+ without major suit shortness
              3♦ =
           3 ♥/ ♠ =
                        15+ PC AUTO SPL
             3NT =
                        15-17PC 4441 with short clubs -> suit agreement with TRF
RELAYS
Further bids after the relay: 1 \leftarrow -1 \leftarrow -1 \leftarrow -2 \Rightarrow (10+PC, 4th suit)
  2 + 12 - 14PC, without a heart fit->; 2 = 10 - 12PC, 5+H, without a club stopper
                                        2♠=FG, RELAY ->
                                            2/3NT=with club stopper, 4252/4153;
                                            3♣=4144; 3♦=6 diamonds;
                                            3♥=heart honor, 4252;
                                            3♠=without club stopper,4252
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further 4 ←= relay sign-off
                                       2NT=10-12PC, 5+h, with a club stopper
                                         OTHER BIDS=FG, natural
  2♥=12-14PC, with a heart fit;
  2 = 15 + PC, 54 shape without a heart fit or club stopper;
  2NT/3NT=18-21/15-17PC, 54 shape without a heart fit with a club stopper;
  3 = 15 + PC, 4144; 3 = 15 + PC, 6 + D, 4S; 3 = 15 + PC, 4351;
  3♠=15+PC, 5S6D; 4♣=18-21PC, 4054; 4♦=18-21PC, 4441;
  4♥=15-17PC, 4441
Further bids after the relay 1 \diamondsuit -2 \diamondsuit -2 \lor -2 \lor T (relay without 4M):
  3 \clubsuit = 4 + C; 3 \spadesuit = 5 + D; 3 \heartsuit / \spadesuit = 6 + D, AUTO SPL
After the sequence : 1 - 1 - 2 - 2 = \text{relay asking for shortness/strength}
  2NT= short S; 3♣=short C; 3♦= good hand without shortness; 3♥= bad hand without shortness
After the sequence : 1 - 1 - 2 - 2NT = \text{relay asking for shortness/strength}
 3♣=short C; 3♦= good hand without shortness; 3♥=short H; 3♠=bad hand without shortness;
After the sequence : 1 \leftarrow 1 \sqrt[4]{-3} \sqrt[4]{-3} \sqrt[4]{-3} = \text{cue-bid RELAY}
NOTE: 18
1 v = NAT 5+ 12-18
        1♠=F1, NAT4+
             Further -> 2. = relay(weak with 5H and 4+C, INT with 3S, FG 6H, FG 5332, FG 5H and 4+ other suit),
                      other bids = NAT, jump(1)=55, double jump(2)=SPL
                after the sequence : 1 \checkmark -1 -2  -> 2 \checkmark = waiting bid (up to 8PC pr 12+)
                                                  other bids=9-11PC:
                                                   2v=2 hearts; 2e=NAT 5; 2NT=0-1heart;
                                                   3♣=5S4+C; 3♦=5S5D; 3♥=NAT 3+; 3♠=NAT 6
               after the sequence : 1 ♥-1♠ -2♥ -> 2♠= relay FG with a fit;
                                                2NT= relay FG without a fit
                                                 other= NAT INV.
                                   1 \nabla-1 \delta -2 \delta -> 2NT= relay asking for shortness;
                                   1 \nabla-1♠ -3♠ -> 3NT= relay asking for shortness;
        1NT=NF, to 11pc, without a fit, INV without a good 6+ suit
             Further → 2♣=relay(weak 5H with 4+C, FG 6H, FG 5332, FG 5H and 4+ other suit)
                         other bids = NAT, jump(1)=55, double jump(2)=AUTOSPL with a void
               after the sequence : 1 ♥-1NT -2♣ -> 2♦=waiting bid up to 8PC
                                                   other bids=9-11PC:
                                                    2♥=2 hearts; 2♦=31(54); 2NT=2155;
                                                    3♣=NAT 6+: 3♦=NAT 6+
       2 = NAT 5+, 12+ doesn't deny a fit,
              NAT 6 INV good suit,
              NT 12+, doesn't deny a heart fit
                Further -> 3♣=NF, other NAT =FG, 2NT=relay, jump=SPL
                By passed hand: Drury with a 3-card fit
       2 \Rightarrow = NAT 5+, 12+ doesn't deny heart fit or 4 spades
              NAT 6 INV good suit
             Further \rightarrow 3 \Rightarrow =NF, other NAT =FG, 2NT=relay, jump=SPL
       2 \checkmark = 6-9 PC with a fit
        2 = FG NAT 6 + good suit
              By a passe hand: INV NAT 5+, with a 4-card heart fit
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2NT=INV with a 4-card fit,
                                                further -> 3♣= relay
        3 = INV suit + 3-card fit
               By a passed hand: 12-14PC shape 5clubs+4diamonds without a heart fit
        3 \bullet = INV suit + 3-card fit, by passed hand 4-card fit
        3♥ = PREEMPTIVE
        3 \spadesuit = SPL with unknown suit
                                                   further -> 3NT=asks for shortness
        3BA.4 .4  = SPL with a void
        4♥ = shapely weak hand
Opener's reverse after partner's 2 over 1,
-a new suit or raise of partner's suit show 4+ card, strength 14=18PC
-jump rebids show good 6+ suit, or 6-card suit with honors in partner's suit.
When a minor suit has been agreed RKCB is bid at the lowest level.
Bidding 4m (from either hand or after cue-bid) is RKCB in the minor.
The first free step after RKCB that isn't queen-asking or king-asking is a South African asking bid in hearts.
IE.: 1 ♥-2 ♦ -3 ♦ -4 ♦ (RKCB)
                                      Resp. -4\nabla=0.3 aces further: 4\triangle= asks for diamond queen
                                                  4NT= asks for kings
                                                   5♣ = asking bid in hearts
RELAYS
Further bids after the relay 1 \lor -1 -2 -2 \lor (waiting bid weak or strong)
      2♥=weak 5H,4+C Further: 2♠=5+S NF, 2NT=4153 NF, 3♣=NAT 4+ NF, other=NAT FG;
      2♠=interrmediate with 3S;
     2NT=FG without 3S(3\clubsuit=asks: 3\spadesuit=6H; 3\checkmark/3\spadesuit/3BA=4C/4D/2533 -> 4\spadesuit=relay sign-off);
     3♣, ◆ = FG, with a spade fit, NAT ->3M=agrees suit, 4m=RKCB;
     3♥.♠ =FG, with a spade fit, NAT -> 3♠.3Nt= agrees ♥.♠ cue-bid relay;
     3NT =FG, with a spade fit, NAT \rightarrow 4\blacklozenge=relay sign-off
Further bids after the relay 1 ♥-1♠ -2♥-2♠=asks for shortness with a heart fit
                             Resp: 2NT=no shortness; 3♣3♦3♥=short C,D,S
Further bids after the relay 1 ♥-1♠ -2♥-2NT=asks for shortness without a heart fit
                                Resp: 3♣3♦=short C,D with 3spades; 3♥=good suit;
                                          34=3S without shortness; 3NT=all other hands
Further bids after the relay 1 - 1 - 2 - 2NT (asks for shortness)
 3♣=short C; 3♦ =short D; 3♥= good hand no shortness; 3♠ =bad hand no shortness;
Further bids after the relay 1 - 1 - 3 - 3NT (asks for shortness)
 4♣=short C; 4♦ =short D; 4♥= good hand no shortness; 4♠ =bad hand no shortness;
Further bids after the relay 1 ♥-1NT-2♣-2♦ (waiting bid with weak hand)
    2 ♥=weak 5H,4C; 2♠=intermediate with 3 spades; other bids=FG, natural
Further bids after the sequence: 1 \, \checkmark -2 \, -2 \, = \text{RELAY } 10-steps (shortness showing)
    2♠=2542 with a side cue-bid; 2NT/3♣=54, short. S/Ct; 3 ♦ /3 ♥=64, short. C/S;
    3♦/3NT=55, short. S/C; 4$/4$\Display= void C/S; 4$\Display=2542 without side cue-bid.
Further bids after the relay 1 ♥-2♣-2♦-2NT
    3♣=5H+5D; 3♦ =6 hearts; 3 ♥=5H+4D+4C; 3♠/3NT=5H good/bad hand
Further bids after the relay 1 ♥-2♣-2♥-2NT
    3♣=6H+4C; 3♦ =6 hearts; 3 ♥=5H+4C; 3♠/3NT=5H good/bad hand
Further bids after the relay 1 ♥-2♣-3♣-3♦ cue-bid RELAY agreeing clubs
     3♥=denies spade stopper -> 3♦=asks (3NT=3514; 4♦=2524; 4♦=64; 4♥=55);
       3♠=with a half spade stopper (Dxx, Wxx) -> 4♣=RKCB;
       3NT=with a spade stopper -> 4♣=asks( 4 \leftarrow RKCB(♣) cue-bid S; 4 \neq=0D cb S; 4 \checkmark/4NT=no cb S);
       other bids with spade shortness: 3♠=54; 4♦=64; 4♥=55; 4♠=void
Further bids after the relay 1 ♥-2♣-3♣-3♥
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3 \triangleq 2524; 3NT/4 \triangleq \text{short S/D}; 4 \lozenge / 4 \triangledown = \text{void D/S}
Further bids after the relay 1 ♥-2♣-3♣-3♠ cue-bid RELAY agreeing clubs
      3NT=with diamond stopper -> 4♣=asks( 4♠= RKCB(♣) cue-bid D; 4♠=void with cb D; 4♥/4NT=denies cb D)
       4♣= RKCB:
       4♥/5♣= denies cue-bid D
       other bids with diamond shortness: 4♦=void; 4♠=1D void S
Further bids after the relay 1 ♥-2♦-2♥-2NT
    3♣=NAT 4+; 3♦ =6 hearts; 3 ♥=5H+4D; 3♠/3NT=5H good/bad hand
Further bids after the relay 1 \lor -2 \lor -3 \lor -3 \lor
      3 \triangleq 2542; 3NT/ 4 \triangleq \text{short S/C}; 4 ♦ / 4 \blacktriangledown = \text{void C/S}
Further bids after the relay 1 \, \checkmark -2 \, 4 - 3 \, 4 \, \text{cue-bid RELAY agreeing diamonds}
      3NT=with club stopper -> 4.4=asks (4.4= RKCB(\bullet) cue-bid C; 4.2=void S, cb C; 4.4/4NT= denies cb C);
       4 ♦ = RKCB
        4♥/5 ♦= denies cue-bid C
       other bids with club shortness: 4♣=void; 4♠=spade void;
Further bids after the relay 1 ♥-2♦-3♦-4♣ cue-bid RELAY agreeing diamonds
      4♦=RKCB; 4♥/4BA=brak cb pik; 4♠=renons p
Further bids after the relay 1 ♥-2♥-2♠(I have shortness)- 2NT=asks
    3♣=short C; 3♦ =short D; 3♥= short S
Further bids after the relay 1♥- 2NT - 3♣
  3 ♦ =no shortness, good hand; 3♥= no shortness, bad hand; 3♠ =any shortness; 3NT/4♣/4♦=void S/C/D
NOTE: 19
1 4 = NAT 5+ 12-18
        1NT=NF, to 11pc, without a fit, INV strength without a good 6+ card suit
              Further -> 24=relay(weak 5S with 4+C, intermediate with 3H, FG 6S, FG 5332, FG 5S and 4+ other suit),
                           other bids = NAT, jump(1)=55, double jump(2)=AUTOSPL
                                  1 - 1NT - 2  → 2 =  (waiting bid max 8PC)
                                                     other bids=9-11PC:
                                                       2♥=NAT 5; 2♠=2S; 2NT=0-1S;
                                                       3♣=NAT 4+; 3♦=NAT 6; 3♥=NAT 6
        2 = NAT 5+, 12+ doesn't deny a spade fit,
               NAT 6 INV good suit,
               NT 12+, doesn't deny a spade fit,
              Further -> 3 = NF, other bids NAT = FG, 2NT = relay, jump = SPL
               By a passed hand: Drury with a 3-card fit
        2 \bullet = NAT 5+, 12+ doesn't deny a spade fit
              NAT 6 INV good suit
              Further \rightarrow 3 \Rightarrow =NF, other bids NAT =FG, 2NT=relay, jump=SPL
        2♥ = NAT 5+, 12+ doesn't deny a spade fit
              NAT 6 INV good suit
              Further \rightarrow 3\heartsuit=NF, other bids NAT =FG, 2NT=relay, jump=SPL
        2 = 6-9 \text{ PC} with a fit
        2NT=INV with a 4-card fit,
                                          Further -> 3 = \text{relay}
        3 = INV suit + 3-card fit
              By a passed hand: 12-14PC 5clubsi+4diamonds denies spade fit
        3 \spadesuit , 3 \heartsuit = INV suit + 3-card fit by passed hand 4-card fit
        3 \spadesuit = PREEMPTIVE
3NT = SPL suit unknown
        4 . 4 . 4  = SPL  void
        4 \spadesuit = weak hand with shape
                                         Further -> directed cue bid asking about cue in the next highest suit
OPENER'S REVERSE
After partner's 2 over 1 response,
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- raising partner's suit or reversing into a new suit shows 4+, 14-18PC
- jump rebidding opener's suit shows a good 6+ suit, or a 6+ suit with honor fit for partner's suit

If the minor suit has been agreed, then RKCB is bid at the lowest level. The first free step that is not queen-asking or king-asking is a South African asking bid in spades. **IE** 1 **♦**-2 **♦** -3 **♦** -4 **♦** (RKCB) Resp. $-4\nabla=0.3$ aces further: 4BA = asking about diamond queen5♣ = asking about kings 5♥= asking about spades Further bids after the relay 14-1NT-24-2♦ 2 ♥= intermediate with 3H; 2♠= weak 5S,4+C; 2NT=FG without 3H, further: natural 3 , , , , , , ,, NT = FG, with a heart fit, NAT **After the sequence:** 1 - 2 - 2 - 2 = RELAY 10-steps (asking about shortness) 2NT=5242, with a side suit cue-bid; 3 4/3 = 54 short C/H; 3 4/3 = 64, short H/C 3NT/4♣=55, short H,C; 4♦/4♥= void C,H; 4\$=5242 without a side suit cue-bid.. After the sequence: 1 - 2 - 2 - 2 = RELAY3♣=5S+5D; 3♦ =5S+4D+4C; 3 ♥=6 spades; 3♠/3ba=5S good/bad hand After the sequence: 1 - 2 - 2 - 2 = RELAY 10-steps (asking about shortness) 2NT=5242 side cue-bid; 3 4/3 = 54 short C/D; $3 \sqrt{3} = 64$, short C/D; 3NT/4 = 55, short D,C; $4 \neq /4 = \text{void D,C}$; 4 = 5242 without a side cue-bid. After the sequence: 1 - 2 - 2 - 2 = RELAY3♣=5S+4H+4C; 3♦ =5S+5H; 3 ♥=6 spades; 3♠/3NT=5S good/bad hand Further bids after the relay 1 **♦-2♣-2♦-2**NT 3♣=6S 4+C; 3♦ =5S 4+C; 3♥=6 soades; 3♠/3NT=5S good/bad hand Further bids after the relay 1 - 2 - 3 - 3 = cue-bid, RELAY agreeing clubs 3♥= half heart stopper (Dxx,Wxx) -> 4♣=RKCB 3♠= denies heart stopper 5314 -> 4♣=RKCB 3NT= with a heart stopper -> 4=asks (4 =0D cue-bid H, 4*=RKCB(4*) cue-bid H, 4*/4NT=denies cb H) 4♠/5♣=denies cue-bid H other bids with heart shortness: 4 = RKCB; 4 = 0D; 4 = void; Further bids after the relay 1 ♠-2♣-3♣-3♥= cue-bid, RELAY agreeing clubs 3♠=without a diamond cue-bid 5134-> 4♣=RKCB 3NT=with a diamond stopper -> 4=asks (4 = RKCB(4) cb D, 4=0H cb D, 4/4NT=denies cb D) 4♠/5♣=denies diamond cue-bid other bids with diamond shortness: 4 = RKCB; 4 = 0D; 4 = 0HFurther bids after the relay 1 ♠-2♣-3♠-3♠ agreeing spades 3BA=5224; 4♣=1H; 4♦=1D; 4♥=0H; 4♠=0D; 4BA=RKCB After the sequence: 1 - 2 - 2 - 2 = RELAY 10-steps (asking about shortness) 2NT=5422. with side suit cue-bids 3 4/3 = 54 short C/D; $3 \sqrt{3} = 64$, short C/D; 3NT/4 = 55, short D,C; $4 \neq /4 = void$ D,C; 4 = 5422 without side-suit cue-bids After the sequence: 1 - 2 - 2 - 2 = RELAY3♣=5S+4H+4D; 3♦ =5S+5H; 3 ♥=6 spades; 3♠/3NT=5S good/bad hand Further bids after the relay 1 **♦-2 ♦-2 •-2 NT** 3♣=NAT 4+; 3♦ =NAT 4+; 3 ♥=6S; 3♠/3NT=5S good/bad hand Further bids after the relay 1 ♠-2 ♦-3 ♦-3 ♥= cue-bid, RELAY agreeing diamonds 3♠=without a club cue-bid 5143 -> 4♦=RKCB 3NT=club stopper -> $4 = asks (4 = RKCB(\bullet) cb C; 4 = 0H cb C; 4 / 4NT=denies cb C)$ 4**♦**/5 ♦ = denies club cue-bid other bids with club shortness: 4♣=0C; 4♦=RKCB; 4♥=0H Further bids after the relay 1 ♠-2 ♦ -3 ♦ -3 ♦ 3NT=5224; 4♣=1C; 4♦=1H; 4♥=0H; 4♠=0C; 4NT=RKCB Further bids after the relay 1 - 2 - 3 - 44♦=RKCB; 4♥=0H; 4♠/5♦= denies cb H; 4NT=honor cue-bid H Further bids after the relay 1 ♠-2♥-2♠-2NT 3♣=NAT 4+; 3♦ =NAT 4+; 3 ♥=6S; 3♠/3NT=5S good/bad hand

Further bids after the relay 1 ♠-2♥-3♥-3♠

3NT=denies shortness; 4 = 1C; 4 = 1D; 4 = 0C; 4 = 0D; 4NT=RKCB

Further bids after the relay 1 ♠-2♠-2NT(with unknown shortness)-3♣=asks.

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3♦ =short D; 3♥=short H; 3♠=short C
Further bids after the relay 1 ♦-2NT-3♣=asks
                  3 ♦ =no shortness, good hand; 3 ♥=NAT 5 bad hand; 3♠=no shortness bad hand; 3NT=unknown shortness;
                  4♣=void C; 4♦ =void D; 4♥=void H; 4♠=usually 5-card fit
NOTE: 20
1NT = 15-17
       2♣ = STAYMAN, after starting a relay sequence 4♦= relay sign-off
      2 \diamondsuit \heartsuit \blacktriangle NT = TRF
      3 \clubsuit \spadesuit = NAT 6 NF 2 honors without a side entry
      3 \checkmark \spadesuit = \text{shortness}, 45 \text{m}
      4♣ - = 2 suited hand with 2MM without slam aspirations (with slam aspirations we bid 2♣, and after 2♦ -
                   jump in the shortness suit -4♣/♦)
      4 \spadesuit \Psi = TRF weak or slammish hand
      4 = 55 \text{ mm}
      4NT = INV, accepting the invitation answers aces
Relay after the Stayman response
After resp. 2 = \text{without } 4M, further : 2 = NF \min 44M;
                                                            2 = \text{relay}
                                                                 resp. 2NT=without 5m, further 3 = \text{relay}(3 = 3343; 3 = 2344; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3 = 3244; 3
                                                                              3♣=5clubs, further 3♦=relay (3♥=3235; 3♠=2335;3NT=3325);
                                                                              3♦=3352; 3♥= 3253; 3♠=2353
                                                             2NT=INV;
                                                            3.4/◆ = FG, NAT 5+ with side suit shape (41)M
                                                            3♥/♠= FG, 54M, SMOLEN
   After the resp. 2 \lor = NAT, further : 2 \diamond = relay (2NT=4spades 3 \diamond = R(3 \diamond = 4432; 3 \lor = 4423));
                                                                                 3 = 4 \text{clubs}(3 = R(3 = 2434; 3 = 3424));
                                                                                 3 = 4 \text{diamonds}(3 = R(3 = 3442, 3NT = 2443));
                                                                                 3♥=3433)
                                                         2NT=INV with 4 spades; 3♣=FG, 4315; 3♦=FG, 4351
 After the resp. 2♠ = NAT, further: 2NT=INV with 4 hearts; 3♠=FG, 3451; 3♥=FG, 3415
                                                         3 = \text{relay} (3 = 4(3 = 4243; 3NT = 4342)); 3 = 4324; 3 = 4333; 3NT = 4234)
NOTE: 21
2 = PREC
               2 ♦ = asking, after starting a relay sequence 4 ♦ = relay sign-off;
                2♥,2♠=NAT NF;
                2NT=TRF (further: pass, 3 \leftarrow =55M INV, 3 \checkmark /3 \triangleq =NAT6 INV, 3NT=16-17PC);
                3♣=INV;
                3 ♦ ,3 ♥ ,3 ♦ =NAT FG
Relays after the response to the asking bid of 2 ♦
After the resp. 2 \lor = NAT, further : 2 \triangleq relay (2NT=4spades 4405;
                                                                                 3 = 6 \text{clubs}(3 = R(3 = 2416; 3 = 1426));
                                                                                 3♦=1435; 3♥=2425; 3♠=3451; 3NT=0445)
                                                        further : 2NT=relay(3  =6clubsi(3  =R(3  =4126;3  =4216));
After the resp. 2 \triangleq NAT,
                                                                                 3♦=4135; 3♥=4315; 3♦=4225; 3NT=4045)
After the resp. 2NT
                                                        further : 3 \neq = \text{relay}(3 \neq = 2326; 3 \neq = 3226; 3NT = 2236; 4 \neq = 2227)
After the resp. 3.
                                                        further : 3 \leftarrow = relay(3 \leftarrow = 3136; 3 \triangleq = 1336; 3NT = 3317)
After the resp. 3 \neq = 6C + 4D
                                                        further : 3♥=relay( 3♠=1246; 3NT=2146)
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NOTE: 22

2+ = MULTI 6-10pc 6-card major

Resp: 2♥ pass or correct to spades, 2 pass or INV in hearts; 2NT=asking bid; 3♣,3♦=NAT F1; 3♥=Preemptive; 4♣,4♦=asking for the M via transfer Further bids after. 2NT:

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3♣=weak hand
                                 further:
                                                 3 ♦ = asks ( resp. 3 ♥=6S; 3 ♠=6H 6322; 3NT,4 ♣,4 ♦ = singleton S,C,D);
                                               3♥, 3♠= NF pass or correct to other M;
                                               4♣,4♦=asks for the M via transfer
3♦=6H good hand
                                 further: 3♥=relay (agrees hearts); 3NT,4♥= to play
3♥= 6S good hand
                                 further: 3♠=relay (agrees spades); 3NT,4♠= to play
3♠ = 6H 5m spade void
                                  further: 4 = asks about m suit; 3NT, 4 = to play
                                    Resp.: 4 \neq =0652 \rightarrow 4 \triangleq =RKCB(\spadesuit); 4NT=RKCB(\heartsuit); 4 \checkmark 5 \clubsuit 5 \spadesuit = to play
                                            4 = 0625 \rightarrow 4 = RKCB(\clubsuit); 4NT = RKCB(\heartsuit); 5 \clubsuit, 5 \spadesuit = to play
3NT= 6H 5m singleton spade further: 4♣= asks about m suit; 3NT, 4♥=to play
                                    Resp.: 4 \neq =1651 \rightarrow 4 \triangleq = RKCB(\Rightarrow); 4NA=RKCB(\Rightarrow); 4 \neq 5 \Rightarrow 5 \Rightarrow = to play
                                            4♥= 1615 \rightarrow 4♦=RKCB(\clubsuit); 4NA=RKCB(♥); 5♣,5♦= to play
4.= 2605
                  <u>doubleton spade</u> further: 4 \Rightarrow = RKCB(\clubsuit); 4NT = RKCB(♥); 4 ♥ 4 ♠ 5 ♣ = to play
 4 = 2650
                  doubleton spade further: 4NT = RKCB(\bullet); 5 \triangleq =RKCB(\bullet);
                                                                                                  4 \checkmark , 4 4, 5 \diamond = \text{to play}
```

In general:

After shape-asking relays with a heart/minor 2-suiter, RKCB is the next free step 4NT or the lowest shortness suit, the lower bid is for the minor, the higher bid is RKCB for hearts.

NOTE: 23

2♥ = 5 hearts and 5 spades

```
Resp: 2♠= to play;

2NT=FG, asking;

3♣ ♦= NAT F1;

3♥♠= INV

3NT/4♥/4♠=to play (after all further bids)

4♣,4♠=RKCB(♥),RKCB(♠)
```

Further bids after the sequence : $2 \checkmark - 2NT$

```
3 = 2clubs -> 3 = relay
                    Resp.: 3♥=5512
                                             further -> 4 = RKCB(\forall);
                                                                             4 \leftarrow = RKCB(\triangle)
                             3♠=5602
                                             further \rightarrow 4 = RKCB(\mathbf{v});
                                                                              4 \Rightarrow = RKCB(\clubsuit)
                             3NT=6502
                                             further \rightarrow 4 = RKCB(•); 4 = RKCB(•)
3 \spadesuit = 2 \text{diamonds} \rightarrow 3 \blacktriangleleft = \text{relay}
                     Resp: 3♠=5521
                                              further \rightarrow 4 = RKCB(•); 4 = RKCB(•)
                             3NT=5620
                                              further \rightarrow 4 = RKCB(\mathbf{v});
                                                                              4 \Rightarrow = RKCB(\spadesuit)
                             4.=6520
                                              further \rightarrow 4 \leftarrow = RKCB(\heartsuit);
                                                                              4NT=RKCB(♠)
3 = 5611
               ->4=RKCB(\checkmark); 4$=RKCB(\diamondsuit)
3 = 6511
               ->4 = RKCB(\checkmark); 4 = RKCB(\spadesuit)
3NT = 76
                -> 4*=asks (4*=6S7H; 4*=7S6H) further -> 4NT= RKCB(*); 5*=RKCB(*)
4♣ = 6601
              -> 4♦=RKCB(♥); 4NT=RKCB(♠)
4 = 6610
              -> 4NT= RKCB(♥); 5♣=RKCB(♠)
```

General rules after relays:

- 1. After the 2NT asking bid, the first 2 steps show 2-3 card fragments (natural), without a fragment bids start at the 3 level.
- 2. After asking about shape and showing a fragment we bid exact shape (with or without void).
- 3. After complete showing of hand shape below the level of 3NT: 4♣=RKCB(♥): 4♦=RKCB(♠)
- 4. After complete showing of hand shape to the level 4♣ : 4♠=RKCB(♥); 4NT=RKCB(♠)
- 5. After complete showing of hand shape to the level of 4♦: 4NT= RKCB(♥); 5♣=RKCB(♠)

NOTE: 24

24 = 5 spades and 5 card minor

```
Resp:

2NT=FG, asking;

3♣ ♦ ♥ NAT F1;

3♠=INV

3NT/4♥/4♠/5♣/5♦=to play (after all further sequences)
```

Further bids after the asking bid: 2♠ - 2NT

```
3♣ = 5S +5/6C -> 3♠=asks (resp ♠♣♠♥: 3♥=5512; 3♠=5521; 3NT=5602; 4♣=5611; 4♠=5620);
3♠ = 5S +5/6D -> 3♥=asks (resp. ♠♠♠♥: 3♠=5512; 3NT=5521; 4♣=5602; 4♠=5611; 4♥=5620);
3♥ = 6S +5C -> 3♠=asks (resp. ♠♠♠♥: 3NT=6502; 4♣=6511; 4♠=6520);
3♠= 6S +5D -> 4♣=asks.( resp. ♠♠♠♥: 4♦=6502; 4♥=6511; 4♠=6520);
3NT= 6/7S + 6/7m -> 4♣=asks ( 4♦=687C; 4♥=687D; 4♠=786C; 4BA=786D)
4♣= 6S+6C with a D void -> 4♠=RKCB(♠); 4NT=RKCB(♠)
4♦= 6S+6D with a C void -> 4♥=RKCB(♠); 4NT=RKCB(♠)
4♥= 6S+6C with a H void -> 4NT= RKCB(♠); 5♠=RKCB(♠)
4♠= 6S+6D with a H void -> 4NT= RKCB(♠); 5♠=RKCB(♠)
```

General rules after relays:

- 1. After a response to 2NT, the next free step (except 3NT) is a relay to ask for hand shape
- 2. When asking about shape (with the m suit now known) the free steps show the shape of the suits in the order:

 ▲-m-Om-♥.
- 3. After complete hand shape is known below the level of 3NT: 4♣=RKCB(m); 4♠=RKCB(♠)
- 4. After complete hand shape is known to the level of 4♣ : 4♦=RKCB(m); 4NT=RKCB(♠)
- 5. After complete hand shape is known above the level 4♦: RKCB is bid according to suit rank with 4NT or the next closest shortness suit.
- 6. After complete hand shape is known above the level of 4NT: RKCB is bid according to suit rank with the two closest shortness suits.

NOTE: 25

2NT - min. 55 minors

```
Resp:

3♠ ♦= NF;

3♥= FG, relay;

3♠= NAT F1;

4♣ ♦= INV;

3NT/4♥/5♣/5♦=to play (after all further sequences)
```

Further bids after the asking bid: 2NT -3♥

```
-3♠ = 2155, 20(65)

-> 4♣=agrees clubs, asks for a void (Resp. 4♦=no void> further 4♠=RKCB, 4♥/5♣/5♦=to play; other bids = responses to RKCB with a heart void);

4♦=agree diamonds asks for a void (Resp. 4♥=no void-> further 4♠=RKCB, 5♣/5♦=to play; other bids = responses to RKCB with a heart void);

3NT,4♥,5♣,5♦=to play; 4NT= INV to 6; 5NT=INV to 7

-3NT= 1255, 02(65)

-> 4♣=agrees clubs, asks for a void (Resp. 4♦=no void-> further 4♠=RKCB, 4♥/5♣/5♦=to play; other bids = responses to RKCB with a spade void);

4♦=agrees diamonds, asks for a void (Resp. 4♥=no void-> further 4♠=RKCB, 5♣/5♦=to play; other bids = responses to RKCB with a spade void);

3NT,4♥,5♣,5♦=to play; 4NT= INV to 6; 5NT=INV to 7

-4♣=1156

-> 4♦=RKCB(♦); 4♠=RKCB(♠); 4♥/5♣/5♦=to play
```

```
-4♦ = 1165

-4♦ = RKCB(♣); 4NT= RKCB(♦); 4♥/5♣/5♦ = to play

-4♥ = 0166

-4♠ = 1066

-4♠ = 1066

-5♣/5♦ = to play

-5♣/5♦ = to play

-> 4NT=Blackwood, the first free step is trump asking in clubs, the second in trump asking in diamonds, responses according to South African asking bids.
```

Conventions

NOTE: 26

2♣ Drury: 2♦=artificial 12-14; rebid of M is subminimum opening;2♥=NAT 12+;other=NAT 15+

NOTE: 27

```
PUPPET STAYMAN: 3♦ = I have at least one 4M, partner shows his M by bidding the M he doesn't have

3♥ = 4S, 3♠ = 4H; 3BA=44+M; 4♣= 55M good hand; 4♦=55M bad hand;

3♥ = I don't have a 4-card M, further bids:

3♠ = TRF (after 3NT: pass or 4♣/4♦ = NAT 5 or 4♥/4♠ = 4441 singleton in the OM);

3NT=5S4H; 4♣= 55M good hand; 4♦=55M bad hand; 4♥=5H4S

3♠ - I have 5 spades

3NT - I have 5 hearts
```

NOTE: 28

```
4NT Blackwood : 54=0-3 aces ,5♦=1-4 ace, 5♥=2 aces
```

4NT RKCB + the trump queen :

5♣=0-3 aces -> the next step asks about the trump queen and at the same time shows the number of kings; the second highest step asks about kings

5 = 1-4 aces -> the next steps as above

5♥=2-5 aces without the trump queen -> the next step= asks about kings

 $5 \triangleq 2-5 \text{ aces} + \text{the trump queen} + 0 \text{ kings}$

5NT=2-5 aces + the trump queen + 1 king, etc.

Further bids beyond the free step to ask for kings is a South African asking bid.

Free-step RKCB after relays: After the entire hand shape is known (after opening 1NT or 24) the first free step (excluding 3NT=to play and 4+=which is a relay sign-off) is RKCB for the longest suit, the next free step for the secondo longest suit, etc. If the suits are the same length then the lower ranking suit RKCB is bid first.

South African Asking Bids: used instead of or after RKCB asking for aces, the trump queen, or kings.

If the hand shape is known in a 2-suited hand or 3-suited hand, the first free step after the steps in RKCB (aces, queen and kings) is a South African Asking bid for the longest remaining suit or the lower ranking suit, the second step is a South African Asking bid for the remaining suit(s).

```
Resp. 1 step=nothing; 2 step=Q or AK; 3 step=K or AD; 4 step= A or KQ; 5 step= AKQ IE. 2♣-2♦-2♥-2♠-3NT 4♣=RKCB(♣) - 4♦(0-3A) -> 4♥=asks for the Q♣ 4♠=asks for kings 4NT/5♦= SAAB for ♦/♥
```

If side suit shape is unknown after RKCB(aces, trump queen, kings) the next free steps (non-trump suit) are SAAB's for the suit bid.

```
Resp. 1 step=nothing; 2 step=Q or xx or Hx; IE, 4 = RKCB(\clubsuit) - 4 \lor (0-3A) - 4 \lor (asks for Q\clubsuit) - 4NT(Q\clubsuit+0K) -> 5 \lor /5 \lor /5 \spadesuit = SAAB for \checkmark /\checkmark /\spadesuit 4 \clubsuit = RKCB(\clubsuit) - 4 \lor (0-3A) - 4 \spadesuit (asks for kings) - 5 \spadesuit (1K) -> 5 \lor /5 \lor /5 \spadesuit = SAAB for \checkmark /\checkmark /\spadesuit 4 \clubsuit = RKCB(\clubsuit) - 5 \diamondsuit (2A+Q\clubsuit+2K)
```

-> **5**♥/**5**♠/**5**NT= SAAB for ♥/♠/♦

NOTE: 29

Multiple game-tries bid

```
1. 1♣ - 1♥ or
                  1♥ - 2♥
   2♥ - 2♠
                            = SPL (suit unknown) -> 2NT=relay asking for shortness
                  2♠
                  2NT
        2NT
                             = INV, honors scattered or in spades
        3♣/3♦
                   3♣/3♦
                              = INV, from values
        3♥
                           = INV to 3NT, solid 6+ suit
                  3♥
   1♣ - 1♠
                   1♠ - 2♠
              or
   2♠ - 2NT
                   2NT
                              = SPL (suit unknown) -> 3♣= relay asking for shortness
       - 3♣/3♦3♥
                   3♣/3♦/3♥
                              = INV, from values
       - 3♠
                   3♠
                              = INV to 3NT, solid 6+ suit
2. 1♦ - 1♥
   2♥ - 2♠
                              = relay
      - 2NT
                              = INV, honors scattered or in spades
      - 3♣/3♦
                              = INV, from values
      - 3♥
                              = INV to 3NT, solid 6+ suit
   1♦ - 1♠
               or
                   1♥ - 1♠
   2♠ - 2NT
                    2♠ - 2NT
                                        = relay
       - 3♣/3♦3♥
                        - 3♣/3♦/3♥
                                       = INV, from values
      - 3♠
                                       = INV to 3NT, solid 6+ suit
                        - 3♠
```