

Bolish Club

A system that has evolved from EHAA+ (my version of EHAA, Every Hand An Adventure), and is now more similar to Polish Club. Other sources of inspiration are Keri by Ron Klinger, Ambra by Benito Garozzo, and Einari Club (a local Blue-team-like system, something of a standard in Turku). BC includes natural or strong 1♣, 5-card majors, 2-over-1 game forcing, and responders 2♣ as relay in most situations. By Jari Böling, some based on ideas and discussions with Kurt-Erik Häggblom, Jyrki Lahtonen, and Ensio Lehtinen, last updated January 5, 2007

Contents

1	The 1♣ opening	2
1.1	Interference over 1♣	8
2	The 1♦ opening	10
3	Major openings	10
3.1	Choosing response in borderline cases	12
3.2	The semi-forcing 1NT response	12
3.3	The 1M-2♣ relay	14
3.3.1	After interference	15
3.3.2	A natural alternative	15
4	The weak twos	16
4.1	New suit bids ask for stoppers and length	16
4.2	Jump shifts are control asking bids	17
4.3	2NT is an invitational or better raise	17
4.4	The weak 2♣ opening	18
4.5	Competition	18
4.5.1	The McCabe convention	19
5	The 2♣ opening as 17–18 balanced	19
6	2♦ Wilkosz	20
7	2♣ Multi-Wilkosz	20
8	Semi-balanced 2M	21
9	2♦ multi	22
10	The 2NT opening	22

BC Opening Bids				
Opening	strength	description	conventional response	frequency
1♣	a) 11–17 b) 18+	2+ clubs any shape (excluding 23-24 bal.)	2♣, 2♦, 2NT, 3♦ 1♦=0–5 hcpts	8.5(9.7)% 3.2%
1♦	11–17	4+ diamonds	2♣, 2♦, 2NT, 3♣	8.6(9.5)%
1♥	11–17*	5+ hearts	2♣, 2♦, 2NT	6.7%
1♠	11–17*	5+ spades	2♣, 2♥, 2NT	6.9%
1NT	a) 9–12 nvul b) 14–16 vul	balanced, no 5c M balanced, no 5c M		14.0% (5.4)%
2♣**	17–18	balanced, no 5c M	transfers, 2NT	1.6 %
2♦**	5–10	M+other two-suiter	2NT, 3♣, 3♦, 3♠	2.2 %
2♥	5–10	5+ hearts	2NT	7.5 %
2♠	5–10	5+ spades	2NT	7.5 %
2NT	a) 5–10 b) 23–24	6+ minor balanced	3♦=GF relay	6.6 % 0.08%
3♣	5–10	6+ clubs, 2/3 top honors (AJ ok in freq.)		1.0%
3♦	5–10	6+ diamonds, 2/3 top honors (AJ ok in freq.)		1.0%

*5332 hands with 18 points are opened 1M

** Could be used as a weak two, likelihoods 6.6 and 7.0% respectively

(n.n) = likelihood in parenthesis is under the assumption that 1NT is 14–16

BC is essentially a natural system, except for the $1\clubsuit$ opening, so you may add your favorite conventions on top of the other openings. System after 1NT opening is left open (although Keri, book version, is recommended), the major openings are designed so that one never have to open 1NT (or $2\clubsuit$) with a 5 card major. No particular cue-bidding or control asking method is assumed, use your own. It is also possible simplify the openings in at least the following ways:

1. Weak twos in all suits, when the system could be called EHAA++. Notice that $2\clubsuit$ as 17–18 balanced helps competitive bidding after $1\clubsuit$ opening. And $2\diamond$ Wilkosz handles the 5-5 distributions nicely.
2. Open 1NT with 14–16 all the time. Makes the system easier, but less aggressive. Ultra-weak NT should on average be a big winner nonvulnerable, but it often results in anti-field contracts and results.

A more complex alternative, which is how I play myself at the moment, is

1. $2\clubsuit$ is Multi-Wilkosz, Wilkosz or 17-18 balanced, see section 7.
2. $2\diamond$ is regular Multi, with or without 23-24 balanced, depending on if you want them in 2NT or not. see section 9.
3. $2\heartsuit$ and $2\spadesuit$ are semibalanced, see section 8.
4. 2NT can include 23–24 balanced, or not if you move them to $2\diamond$ Multi.

1 The $1\clubsuit$ opening

The $1\clubsuit$ opening is either strong or natural. Responder responds as to a natural opening, except for that he may not pass, he bids $1\diamond$ with weak hands. The more complicated parts in the system comes from opener describing various handtypes after $1\clubsuit$ - $1\diamond$, and when responder has to do something with the hands that in a natural hand would respond $1\diamond$. Then opener shows immediately if he has 18+ or a natural opener. After interference one have to use ambiguous rebids sometimes, for example double can be both natural or strong.

Responses to $1\clubsuit$				Likelihood if		Likel. for
Resp.	Str.	Description	Openers 18+ rebids	weak (vuln)	strong	strong op.
$1\diamond$	0–5	any shape	$2\clubsuit$ +	18.1 (16.3)	33.8	38 (44)
$1\heartsuit$	6+	4+ hearts	$2\clubsuit$, $2\spadesuit$ + excluding raises	30.4 (31.3)	22.8	20 (22)
$1\spadesuit$	6+	4+ spades	$2\clubsuit$, $2\heartsuit$ + excluding raises	26.3 (27.1)	19.8	20 (22)
1NT	6–9	bal. or \diamond	$2\clubsuit$, $2\heartsuit$ +	9.2 (8.9)	10.7	27 (32)
$2\clubsuit$	10+	puppet to $2\diamond$	$2\heartsuit$ +	9.6 (10.1)	4.9	14 (15)
$2\diamond$	10–11	6+ diamonds	$3\heartsuit$ +	0.9 (0.9)	0.5	16 (18)
$2\heartsuit/\spadesuit$	3–7	6+ suit	All exc. raises, 2NT inv+ raise	1.9 (1.9)	2.6	30 (34)
2NT	12+	5+ \clubsuit	all but 3NT (=4432 shape) can be	1.1 (1.2)	0.8	20 (20)
$3\clubsuit$	6–9	6+ \clubsuit	$3\diamond$ +, 3NT to play	0.6 (0.5)	1.7	46 (55)
$3\diamond$	12+	5+ \diamond , 4+ \clubsuit	all but 3NT can be	0.4 (0.4)	0.2	14 (15)

The main principle after $1\heartsuit/\spadesuit$ /NT responses is that openers rebids $2\clubsuit$ and $2\diamond$ are artificial (the latter is limited in strength), 1-level and raises are natural and weak, and the rest is strong and natural.

The new response $2\clubsuit$ solves a lot of problems with higher bids, opener bids $2\diamond$ with all limited hands, and uses higher bids for showing a 18+ hand. The other bids may then be more clearly defined, which makes life easier for opener. The response $3\diamond$ shows hands that does not fit into any other bid. Note that the response structure after $1\diamond$ opening is very similar.

One interesting observation of the $3\clubsuit$ response, opener has the strong alternative in about half of the cases. Furthermore, if opener has the weak alternative it is very likely that the opponent sitting in between opener and responder is going to interfere, so when the auction actually goes $1\clubsuit$ - $3\clubsuit$ the likelihood for that opener has the strong hand is even higher.

The system after $1\clubsuit$ - $1\diamond$ is now inspired by the natural strong $2\clubsuit$ opening. $2\clubsuit$ is artificial game force and puppet to $2\diamond$ with natural continuations, and $2\heartsuit$ and up to 3NT are natural and nonforcing. Strong hands that are difficult to bid naturally can bid $2\diamond$, which asks for a) strength b) four card majors c) minor preference d) stoppers for 3NT. On the four level we show strong two-suiters.

Rebids after 1♣-1♦			
Rebid	Next	Strength	Description
1M 1NT 2♣		11-20 11-20 GF	4+ M, most rebids* shows 18-20 no 4M, responders all bids natural, openers most rebids are strong puppet to 2♦ (one could allow other bids, showing maximum and long suits)
	2M 2NT 3m 3M 3NT 4♣ 4♦ 4♥ 4♠ 4NT	GF 25+ GF GF GF+ GF+ GF+ GF+ GF+ GF+	5+M bal. or 5m422; NT system on 6+m singlesuiter 7+M, sets trumps 10-11 tricks, solid minor. I had once AQx-A-AKQT9xxx-x. ♣+M 55+; 4♦ asks for M (cf. 2♦ Wilkosz) ♦+♥ 55+ ♥+♠ 55+, almost forcing** ♠+♦ 55+, almost forcing** minors 55+, forcing
2♦		20+	asking, all three-suiters with no 5M, all 6m-4M hands, below GF with minors 5-5
	2♥ 2♠ 2NT 3♣ 3♦ 3♥ 3♠ 3NT	0-3 0-3 0-3 0-3 4-5 4-5 4-5 4-5	4+♥ 4+♠, denies 4♥ 4+♦, denies 4M (need ♦ preference below 3♣) 4+♣, denies other 4 card suit no 4 card major, openers 3M asks for stoppers in other major 4+♥, could have 4♠ 4+♠ majors 4-4, stopper in ♠ (might miss 3NT when opener has the minors)
2M 2NT 3m 3M 3NT 4♣ 4♦ 4♥ 4♠		18-22 21-22 18-22 20-22 GF GF GF GF GF	5+M, nonforcing bal or 5m422; NT system on 6+m, nonforcing 7+M, nonforcing 8-9 tricks, typically solid minor. Resp. should pass with most hands ♣+M 55+, 4♦ asks for M (cf. 2♦ Wilkosz) ♦+♥ 55+ ♥+♠ 55+, nonforcing ♠+♦ 55+, nonforcing

* NT = 19-20; M rebid = 5M, 18-19; ♦ or jump rebid in ♣ = 18-19, 4M, 5+m

** Responder may pass or correct with really bad hand, cuebid if he has one. Opener may have to bid 5M with super strong.

Some observations and guidelines:

- 1♣-1♦-2♣-2♦ is similar to natural 2♣-2♦, except both hands are better limited
- direct bids 2♥+ are same as after 2♣-2♦, but they are weaker and nonforcing (except 4♣, 4♦ and 4NT).
- Two-suiters are shown as after Wilkosz 2♦ opening and 2NT asking.
- 1♣-1♦-...-2NT-3♦ always asks for four card major(s). 3♣ is used as weak transfer (Gladiator) or strong asking if opener has made a GF against 0 points.

One can order the bids according to hand type too:

1♣-1♦ followups with a strong hand, according to hand type		
Type	Strength	Bids
Balanced, including 5422 with 5c minor	19-20 21-22 23-24 25+	Bid 1M or 1NT Bid 2NT Open 2NT (or 2♦), not 1♣ Bid 2♣-2♦-2NT
5 card M	18-19 20-22 GF	1M 2M 2♣-2♦-2M
6+ single-suiter	18-22 GF	2M/3m/3M 2♣-2♦-2M/3m/3M
6+m 4M	18-19 20+	1M, bid ♦ or jump in ♣ next (you usually get a chance) 2♦
55+ two-suiter	18-19 20-22 GF GF+	Bid 2M with a major, 1NT with minors 2M with a major, 2♦ with minors 4x/4NT 2♣-2♦-4x/4NT
three-suiter, no 5c major	18-19 20+	1M or 1NT 2♦

Let us review how opener shows the various handtypes after 1♣-1♦-2♦. The main guideline is to bid natural, except that openers 4-level bids are splinters. Raise of a major to 3 level shows exactly 3 card support and asks for a stopper in the other major and/or extra length. With 4 card support you can splinter or with a bad hand just raise to game.

Bidding after 1♣-1♦-2♦			
Response	Next	Strength	Description
2♥		0-3	4+♥
	2♠	20-22	4♠, 0-3 ♥, minors 4-4 or one 5+ (2NT = ♦ pref, 3♣= ♣ pref)
	2NT	20+	asks for minor preference, at most 2 card support
	3♣/♦	23+	6+♣/♦, 4♠, forcing
	3♥	22+	3♥, short ♠, minors 5-4
	3♠	23+	4♠, 0-3 ♥, forcing
	3NT	23-28	to play
	4♣/♦/♠	22+	4♥, short ♣/♦/♠
	4♥	20-21	4♥, to play
2♠		0-3	4+♠
	2NT	20+	asks for minor preference, at most 2 card support
	3♣/♦	20-22	5+♣/♦, nonforcing
	3♥	23+	4♥, 0-3♠, forcing
	3♠	22+	3♠, short ♥
	3NT	23-28	to play
	4♣/♦/♥	22+	4♠, short ♣/♦/♥
	4♠	20-21	4♠, to play
2NT		0-3	4+♦
	3♣	20-23	5+♣, 0-3♦, nonforcing
	3♦	20-22	4+♦, nonforcing
	3♥/♠	23+	4♥/♠, 6+♣
	3NT	24-28	to play (stoppers in majors)
	4♣/♥/♠	23+	4♦, short ♣/♥/♠
3♣		0-3	4+♣
	3♦	20-23	4+♦, 0-3♣, nonforcing (if 2-3 ♣ then 6+♦)
	3♥/♠	23+	4♥/♠, 6+♦
	3NT	24-28	to play (stoppers in majors)
	4♦/♥/♠	23+	4♣, short ♣/♥/♠

Bidding after 1♣-1♦-2♦, continued			
Response	Next	Strength	Description
3♦		4-5	no 4 card major
	3♥/♠ 3NT 4♣/♦ 4♥/♠ 4NT	20+ 20-25 23+ 23+ 20+	stopper in bid suit, not in other major to play 6+♣/♦, slam going short suit, both minors, slam going Minors 5-5
3♥		4-5	4+♥
	3♠ 3NT 4♣/♦/♠ 4♥ 4NT	20+ 20-25 20+ 20-21 20+	4♠, forcing minors 54 or 55, preferably a stopper in ♠ 4♥, short ♣/♦/♠ 4♥, logically short ♠ Minors 5-5, short ♥
3♠		4-5	4+♠
	3NT 4♣/♦/♥ 4♠ 4NT	20-25 20+ 20+ 20+	typically short ♠, stopper in ♥ 4♠, short ♣/♦/♥ Could be minors, 2 card ♠, nonforcing Minors 5-5, short ♠

My simulations indicate that a 4-4 major fit is enough for that we should be in game, also when responder has 0-3 points. This means also that you should always show your shortness when you find a 4-4 fit and 4-5 points with responder.

After 1♣-1M we again use one-level as natural, 2♣ and 2♦ are artificial, and 2♥+ are natural and strong (except raises).

Rebids after 1♣-1M			
Response	Next	Strength	Description
1♠ 1NT 2♣		11-17 11-15 18+	4 spades all without support or 4♠ a) support b) special hands without support, puppet to 2♦
	2OM 2M 2NT 3M 3other	18+ 18+ 18+ 18+ 18+	4441 or 5440 with short M (M-suit might need lead protection in 3NT) support with shortness, relay asks 55+ without M, 3♣ asks, 3♦=♦+OM, 3OM=OM+♣3M=♣+♦ support without shortness or 5-card side-suit support and 5+ side-suit
2♦ 2M 2OM 2NT 3m 3M 3OM/4♦ 4♣		16-17 11-15 18+ 19+ 18+ 16-17 16-17 16-17	all without 4M or 4♠, nat. cont. 4M 5+OM bal 5+m 4M, no shortness 4M, shortness 4M, good 6+ ♣suit

Rebids after 1♣-1NT			
Response	Next	Strength	Description
pass 2♣		11-15 18+	all special hands, puppet to 2♦
	2♥ 2♠ 2NT 3-level	18+ 18+ 18+ 18+	55+ with ♥+other (2♠ asks, NT=♠) 55+ with ♠+minor (2NT asks) 55+ with minors threesuiter, Keri 5431-like
2♦ 2M 2NT 3m 3M		16-17 18+ 19+ 18+ 18+	all 5+M bal (19-20 or 25+), 3♣=max bal, 3♦=unbal with ♦, 3NT = min bal 6+m 7+M

Keri is a system developed by Ron Klinger (Bid better, much better after 1NT opening), which includes 3-level self splinters describing three-suited hands. There is also a Polish convention denoted 5431, which is

similar, except for that in Keri you bid below your short suit and in 5431 you bid it directly. In both cases the splinter denies a 5 card major. The main benefit with Keri is that you may use the short suit bid as strong bid, showing no or little wasted values in the short suit. The 5431 convention is better in rightsiding contracts, and it is easier to explore for 4-4 major contracts with short clubs. You can use 5431 in all places where you can use Keri self-splinters.

Other bids than the relay and bidding after the relay is natural, you bid your 4-card suits up the line. The most common bid is 3NT, which shows good stoppers for NT and thus wasted values for other contracts. Let us review how Keri is used after 1♣-1NT:

Bidding after 1♣-1NT-2♣-2♦-?			
Response	Next	Strength	Description
3♣		18+	0-1 ♦, 4-5♣, 3-4♥, 3-4♠
	3♦	7-9	no wasted values in ♦
	3♥/♠	6-9	3♥/♠, minimum or wasted values in ♦, at most 6 working points
	3NT	6-9	♦ well stopped
3♦		18+	0-1 ♥, 3-5♣, 3-5♦, 3-4♠
	3♥	7-9	no wasted values in ♥
	3♠	6-9	3♠, minimum or wasted values in ♥, at most 6 working points
	3NT	6-9	♥ well stopped
	4♣/♦	6-9	4+♣/♦, minimum or wasted values in ♥, at most 6 working points
3♥		18+	0-1 ♠, 3-5♣, 3-5♦, 3-4♥
	3♠	7-9	no wasted values in ♠
	3NT	6-9	♠ well stopped
	4♣/♦	6-9	4+♣/♦, minimum or wasted values in ♠, at most 6 working points
3♠		18+	0-1 ♣, 4-5♦, 3-4♥, 3-4♠
	3NT	6-9	♣ well stopped
	4♣	7-9	no wasted values in ♣
	4♦/♥	6-9	4+♦/3♥, minimum or wasted values in ♣, at most 6 working points

Rebids after 1♣-2♣			
Opener	responder	Strength	Description
2♦		a) 11-17 b) 19+ c) 18+ d) 18+	all balanced, rebid 4NT 6+♣, rebid 4♣ minors 5-5, rebid 4♦
	2M 2NT 3♣ 3♦ 3♥ 3♠ 3NT	12+ 10-11 10-11 12+ 12-14 or 17+ 12-14 or 17+ 15-16	4M, 5+♦ balanced or both minors 6+♣ 6+♦ 4♣, balanced 4♦, balanced balanced
2M 2NT		18+ 18+	5+M 5+♦
	3♣ 3♦ higher	10-11 10-11 12+	5+♣, 0-2♦ 3+♦ 3+♦, cue with diamonds as trumps
3-level 4m		18+ 18+	Keri 5431-like 6+m (two ways to show this)

Here we have included some strong hands in the 2♦ puppet, the idea is to include the shapes about right for the natural version. After all one level openings you bid 2NT with 5+ ♣ and gameforcing strength, and each time opener rebids 3♣ with 3+ support. Other rebids denies 3♣, and are otherwise natural.

Openers rebids after 1♣-2NT		
3♣		3+♣, responders bids below
	3♦/♥/♠ 3NT 4♣ 4♦ 4♥/♠	shortness a 5332 or 5♣4♦22, 12-14 a 5332 or 5♣4♦22, 15+ 5+♣, 5+♦, both majors short 5+♣, 5+♦, short suit
	3♦/♥/♠ 3NT 4♦ 4♥ 4♠ 4NT	5+suit, 18+hcp 4432, NT-complement, 11-13 or 13-16 3442 or 4441, 19+hcp 4432, 19+hcp 4342, 19+hcp 4432, 17-18 if not opened 2♣

The 3♣ response is handled like a weak two, and thus opener can use the same conventions as then. New suits asks for stoppers and length in suit, jump shifts are control asking bids:

Openers rebids after 1♣-3♣		
3♦/♥/♠		Asks for stopper or length, after 3♦:
	3♥ 3♠ 3NT 4♣ 4♦	0 or 1 cards in ♦ 2 cards in ♦ stopper in ♦ 3 cards in ♦ 4 cards in ♦ (If you have more, you have a likely stopper...)
3NT 4♣ 4-level		to play, can be trick based or strong could be Minorwood (RKCB in clubs), CAB in clubs does not make sense control asking bid, after 4♦:
	4♥ 4♠ 4NT 5♣ 5♦	No first or second round control singleton Guarded King Ace void

The logic for the response scale in control asking bids is: Step 1 = no control in suit, lowest NT = guarded King, Step 2 = singleton, Step 3 = Ace, Step 4 = void.

A simpler alternative is new suits are natural forcing, jump shifts are cue bids setting clubs as trumps

The response 3♦ covers handtypes that is not included in other bids, hands with 5+♦ and 4+♣. Opener may check for stoppers in the majors, and thus one can also bid 3♦ with 5+♣, in order to rightside a likely 3NT contract. Furthermore he can use the same bids for checking for a major fit with a strong hand, by rebidding the major. And it is possible to find 4-3 major fits when 3NT is not possible, for example 1♣-3♦-3♠-4♠, = 3 card spades, no stopper in hearts.

Openers rebids after 1♣-3♦		
3♥		Length and/or a stopper in ♥, asks to bid 3NT with a stopper in ♠
	3♠ 3NT 4♣ 4♦ 4♥	3 card ♠, but no stopper stopper in ♠ 5+♣ 6+♦ or exactly 2254 distribution, no stopper 3♥, short ♠
3♠ 3NT 4♣/♦ 4♥/♠		Length and/or a stopper in ♠, asks to bid 3NT with a stopper in ♥ to play, both majors stopped, about 13-16 hcp nonvulnerable and 11-13 vulnerable sets trumps (could be Minorwood) cue-bid, ♣ is trumps, logically missing control in the other major

After 1♣-1♥/♠/NT-2♦ it might not be totally clear what different bids mean or even which are forcing, so this is how it goes: All bids are natural, and responders 3-level and reverse bids are game forcing, and other bids are weak. If one opens 2♣ with 17-18 balanced the 2♦ rebid shows always an unbalanced hand, and at least 4+♣.

Responders rebids after 1♣-1♥-2♦ (promises 5+♣)		
Rebid	Strength	Description
2♥	6-7	5+♥, non-forcing
2♠	8+	4♠, 5+♥, GF
2NT	6-7	non-forcing
3♣	8+	3+♣, 4+♥, GF
3♦	8+	3+♦, 5+♥, GF
3♥	8+	6+♥, GF
3NT	8-13	to play

Responders rebids after 1♣-1♠-2♦ (promises 4+♣)		
Rebid	Strength	Description
2♥	6-7	4+♥, 5+♠, nonforcing
2♠	6-7	5+♠, nonforcing
2NT	6-7	nonforcing
3♣	8+	3+♣, 4+♠, GF
3♦	8+	3+♦, 5+♠, GF
3♥	8+	4+♥, 5+♠, GF
3♠	8+	6+♠, GF
3NT	8-13	4♠, 2-3♥, 4-6♦, 0-2♣

After 1♣-1NT responder has denied 4-card majors, and thus one can use 2M bids as weak "transfers" to minors, and preserve the principle that 3-level bids are game-forcing. If responder has an unbalanced hand he must have 54 in the minors or 6+ in diamonds. With 6+ clubs he bids 3♣ directly on the 1♣ opening. With GF strength it is good to show support using 3♣, also with a balanced hand.

Responders rebids after 1♣-1NT-2♦ (promises 4+♣)		
Rebid	Strength	Description
2♥	6-7	unbalanced, minors 54 or better
2♠	6-7	unbalanced, 6+♦
2NT	6-7	balanced, nonforcing
3♣	8-9	GF, 4+♣
3♦	8-9	unbalanced GF, 6+♦
3M	8-9	GF, 4+♣, short M
3NT	8-9	to play

Here opener could have a balanced hand and 16 hcp, so he could be interested in bidding 2♦. But as there is almost certainly a misfit, one should probably pass. With 25 hcp and a misfit one can gain a lot by being the only pair playing 1NT. Or lose a lot by being the only pair playing 2NT with 22 hcp and a misfit.

1.1 Interference over 1♣

As 1♣ is natural in about 3 of 4 cases, the opponents probably will (and should) use the same conventions as against a natural opening. Responder assumes that the 1♣ opening is the natural alternative, and he may now of course pass as he would have after a natural 1♣. After 1♣-(dbl) 1♦ is natural and forcing and redouble is penalty oriented, and all other responses are as without the double (although 2♣ logically always is a limit raise in clubs). After all other interference bids all conventional responses are off and all bids are natural. Double is negative (or any strong) up to 4♥, although on 3-level and especially 4-level the double always includes some interest in a penalty double. I prefer that responders new suit bids on the 1-level to be round-forcing, 2-level they are non-forcing, and on the 3-level they are game-forcing. Raises are preemptive, a cue-bid is a invitational or better raise.

If responder passes or bids 1♦ opener acts very much as if he is doing the interference. 1 level suit bids and 2♣ are natural, double is for takeout, 1NT is natural but stronger than usual (19-22). If opener bids again after a takeout double he shows a very strong hand. Furthermore he can show a strong 5-5 with Micheals cue-bids. Here are all ways for opener to show 18+ hands:

1. Cue bid, is after responders pass always a two-suiter and 18+. Works like Micheals cue-bid, if one can jump to 2NT it shows the lowest two suits and the cue bid shows highest + other. After responders suit bid it can also be 18+ and support.
2. 1NT or non-jump 2NT against a passed partner is 19-22 balanced. If partner has bid a suit NT bids are natural, double or cue-bid with 18+.

3. Jump shifts, as a new suit is always reverse. 2 or 3-level jump shifts against a passed partner shows about 18–21 unbalanced and responder may pass with a bad hand.
4. New suits are natural nonforcing, but can include hands with 18–19 points. The higher the level the higher the likelihood for a strong hand, 4♦ or higher are always 18+.
5. Double, which is very much like a ordinary takeout. Can be quite balanced with no wasted values in oppos suit. Can be any strength, openers voluntary suit bids show a singlesuiter and 22+, and is roundforcing unless in game already. Double become more for penalties if opps are at a higher level, same rules as for takeout doubles. Double and NT-bid shows 25+ balanced hand, but that is probably never going to happen.
6. Redouble of 1♣ doubled is standard SOS, that is asks for responders best suit. But if opener voluntarily bids on, he is strong.

The level of interference has some natural implications, let us review some examples:

1♣-(1x)-pass-(pass)-? or 1♣-(pass)-1♦-(1x)-?

pass = NT-complement, up to 16 hcp when nonvuln. with values in opponents suit. Responder typically takes some action with 8+ points, and should do so especially when nonvulnerable.

double = takeout, nonvuln. it can be a balanced hand without stopper. Voluntary rebids show strong hand.

1y = natural nonforcing

1NT = 19-22 balanced

2♣ = unbalanced with clubs, slightly more than minimum

2z (non-jump) = natural balancing reverse

2x (cue) = strong two-suiter, highest + other suit

2y (jump) = strong natural, nonforcing

2NT = 18+ two-suiter, two lowest suits.

3z (jump) = strong natural, nonforcing

higher suit bids = strong single-suiter, GF

3NT = trick based, to play

1♣-(2x)-pass-(pass)-? or 1♣-(pass)-1♦-(2x)-?

pass = most hands too weak to bid

double = takeout, voluntary rebids show strong hand.

2y = natural nonforcing, may include 18-19 hands too weak for 3y. If we are stronger, partner is going to be weaker.

2NT = 19-22 balanced

3♣ = unbalanced with clubs

3z (non-jump) = strong natural, nonforcing

3x (cue) = strong two-suiter, now any of 3 available combinations

3y (jump) = strong natural, nonforcing

3NT = trick based, to play

higher suit bids = strong single-suiter, GF

1♣-(3x)-pass-(pass)-? or 1♣-(pass)-1♦-(3x)-?

pass = most hands too weak to bid

double = take-out, including balanced 19+ hands, some interest in penalizing the oppos for their rudeness, voluntary rebids show strong hand.

3y, 4♣, natural, nonforcing, obviously very distributional hand.

3NT = to play

4x (cue) = strong two-suiter

4z = strong, nonforcing if 4♥

jump shift = strong singlesuiter

Some more examples:

1♣-(1♠)-pass-(pass)-?, double = takeout, natural or 18+; 2♠=strong two-suiter, ♥+minor; 1NT = 19-22 balanced with stopper; 2♣, 2♦ and 2♥ are natural; 2NT=both minors, 18+; 3♣+ are all strong but nonforcing.

1♣-(1♠)-2♥-(pass)-?, 2♠ is 18+ with support or asking about stoppers, 2NT, 3♣, 3♥, 4♥, 3NT are all natural and nonforcing, 3♦ (can be 18+ with minors), 4♣ are natural and forcing.

1♣-(1♠)-2♥-(2♠)-?, Opener cannot have a strong hand in this sequence, so here you bid as you do normally after a natural 1♣. Cue-bid and double (which is for penalty, support double usually on up to 2♥) are available if someone is psyching (hopefully not pard!).

1♣-(3♦)-pass-(pass)-? Dbl is takeout with some penalty interest, may be strong. 3♥, 3♠, and 4♣ are natural and nonforcing. 3NT, 4♥, 4♠ are 18+ and nonforcing, not expecting too much help though. 4♦ is a 18+ two-suiter.

1♣-(2♦)-pass-(3♦)-? pass = minimum, typically balanced, partner now has a chance to bid, less reason to act than in the previous case. Dbl is takeout, now more often strong. 3♥, 3♠, and 4♣ are natural and nonforcing. 3NT, 4♥, 4♠ are 18+ and nonforcing. 4♦ is 18+ and two-suited.

2 The 1♦ opening

The 1♦ opening is a natural opening promising 4+♦. With 4-4 in the minors we open 1♦, as 1♦ is much more descriptive than 1♣. The response structure is copied from the 1♣ opening (with more or less obvious adjustments), in order to make it easier to remember.

Responses to 1♦			
Response	Strength	Description	Conventions
1♥	6+	4+ hearts	see table below
1♠	6+	4+ spades	
1NT	6-9	natural, may have 4♦	
2♣	10+	puppet to 2♦	
2♦	10-11	4+ diamonds	
2♥/♠	0-7	6 card suit	
2NT	12+	5+♣	
3♣	12+	minors 54 or better	
3♦	6-9	5+♦	

Here we have almost same response structure as after 1♣ opening, all initial responses 1♥-2NT are actually identical. The difference comes from the fact that responder can only have a 4-card major if you have the other minor (and game-forcing strength). So when you show support, later major bids shows shortness, while when you show the other minor you must be able to show 4 card majors.

Responses to 1♦-2♣-2♦		
Response	Strength	Description
2M	12+	short M, 4+♦
2NT	10-11	bal
3♣	10-11	6+♣
3♦	12+	4+♦
3♥	12-14 or 17+	4♣, balanced
3♠	12-14 or 17+	4♦, balanced
3NT	15-16	balanced

Openers rebids after 1♦-2NT		
3♣		3+♣, responders bids below
	3♦/♥/♠	4+suit
	3NT	5332, weak slam invitation
3♦		0-2 ♣, 4+♦
3♥/♠		0-2 ♣, 4+suit, 5+♦
3NT		5♦332♣, minimum

The response 1♦-3♣ is used for showing support and a club suit, and it has one clear advantage to bidding 2NT: One can rightside a likely 3NT contract. Opener can investigate for stoppers in the majors using the rebids 3♥ and 3♠. The 3♦ rebid sets diamonds as trumps, and asks for cue-bids.

3 Major openings

You can use any of your favorite conventions with the major openings, as they are natural 5-card major openings, only the upper strength limit is lower than usual. Below you can find my suggestions:

Responses to 1♠				
Response	Next	Strength	Description	Likelihood
pass		0-6	None of the below	12.1
1NT		6-11	Semiforcing, denies 3-card support (but 3433 ok)	26.4
2♣		11+	relay, see Section 3.3, promises 2+♣	13.2
2♦		12+	5+suit, GF	5.2
2♥		5-7 or 12+	weak raise or 5+♥, GF	9.7+5.5
	2♠ other		to play against a weak raise game trials against a weak raise	
2♠		8-10	3+ card support	14.3
2NT		12+	5+♣	4.7
	3♣ 3♦ 3♥ 3♠ 3NT	11-14	3+♣ 0-2♣, 3+♦(3♦ only with 5332 and 15-18) 0-2♣, 4+♥ 0-2♣, 6+♠ 5332	
3♣/♦/♥		8-10 or 14+	support + shortness	2.1+0.3
3♠		0-4	4+ support	2.6
3NT		10-12	support + a void, 4♣ asks where	0.3
4♣/♦/♥		11-13	support + singleton	0.4
4♠		0-7	4+ support, non-slammish	

The mini-splinters are weak or strong, opener assumes it is weak, 3M=negative, NT=positive, other = super positive, cue bid. Responder passes or raises/corrects to game with a weak hand, rebids his short suit or bids NT (4NT asks for other aces) with a 14+ void, bids a cuebid with a 15+ singleton. If opener is super positive and bids a cue, one might want to explore for slams also with 9-10, so how to tell the difference? Can a super-positive and a 15+ hand lack any controls in any side suit? No, because a super-positive hand should show about 14+ points in the other three suits, and responder has 15, responder can jump to 6M with a singleton and 7M with a void. I think that the opener with ace in the responders short suit should settle for 3NT. Or what is one supposed to bid with Axxxx-AQx-Ax-Axx? You do have 14 points in the side suits, and an extra ace, so in this and similar extreme cases you should bid super-positively, and raise partners jump to 6M with one step.

Responses to 1♥				
Response	Next	Strength	Description	Likelihood
pass		0-6	None of the below	12.2
1♠		6+	4+ ♠, unlimited	28.7
1NT		6-11	semiforcing, denies 3 card support (3334 ok)	9.9
2♣		11+	relay, see Section 3.3, promises 2+♣	12.1
2♦		5-7 or 12+	weak raise or 5+♦, GF	9.7+5.0
	2♥ others		to play against a weak raise game trials against a weak raise	
2♥		8-10	3+ card support	11.1
2NT		12+	5+♣, GF	4.6
	3♣ 3♦ 3♥ 3♠ 3NT	11-14	3+♣ 0-2♣, 3+♦(3♦ only with 3532 and 15-18) 0-2♣, 6+♥ 0-2♣, 4+♠ 3532	
2♠/3♣/♦		8-10 or 14+	support + shortness	2.1+0.2
3♥		0-4	4+ support	2.6
3♠		10-12	support + a void, 3NT asks where	0.3
3NT/4♣/♦		11-13	support + singleton, 3NT=♠	0.5
4♥		0-7	4+ support, non-slammish	

Game trials can be used both after weaker and stronger raise:

Game trials after 1♠-2♥ or 1♠-2♠	
2NT	shortness, 3♣ asks where, 3♠=♣ shortness
3♣/♦/♥	4+ side suit
3♠	5332

After 1♥-opening 2♠ is used as shortness trial, 2NT shows ♠ sidesuit. And 1♥-2♥-2♠-2NT-3♥ shows ♠ shortness.

If you have a gameforcing hand instead of the weak raise, opener will most likely try to sign off with 2M, when continuing shows the strong alternative and is otherwise natural:

1♠-2♥-2♠	
pass	weak raise, all other show 5+♥ and GF
2NT	2533
3♣/♦	4+ side suit
3♥	6+♥
3♠	3+♠ support

Sometimes opener will surprise by doing a game trial, two examples are given below:

1♠-2♥-2NT	
3♣	asks, may be strong with support (later cue bids or 3NT shows strong)
3♠	weak and negative to all shortness
4♠	weak and positive to all shortness
3♦	4+♦, 5+♥
3♥	6+♥, strong
3NT	minimum strong, typically 2533, but may have 4♣, nonforcing (suspecting ♥ shortness)
4♣	4+♣, 5+♥, not minimum

1♠-2♥-3♦	
3♠	weak and negative to diamonds
4♠	weak and positive to diamonds
3♥	5+♥, more than minimum, may have support
3NT	minimum strong, misfit, nonforcing
4♣	4+♣, 5+♥, not minimum
4♦	4+♦, 5+♥

3.1 Choosing response in borderline cases

With 3 card support and 4 cards in the other major: After 1♥ opening you bid 1♠ with less than game forcing strength, otherwise you can miss a 4-4 fit in spades. With game forcing strength you can bid 2♣. After 1♠ opening and with less than 11 hcp you show support and potentially miss a 4-4 fit in hearts. With 3433 it is probably ok to bid 1NT, but keep in mind that it denies 3-card support.

With 4 cards in the other major: With less than game-forcing strength you always bid 1♠ with ♠ and 1NT with ♥. With gameforcing strength you bid a 2-over-1 if you have a 5-card suit or else 2♣. If opener has maximum you can relay once or twice to learn whether he has a 4-card fit for you, or if he shows minimum you can bid 3♠ to show GF and 4 cards in the other major (see Section 3.3).

With support: You have a wide range of splinters and raises at hand. The intermediate 2M raises does not need 8–10 hcp, you can count 3 points for singletons and 5 points for voids. One should also consider 4M with unbalanced hands, for example with 4-card support, a void, and 0–5 hcp. With a void and more points it is probably better to minisplinter and raise a signoff to game. Or cooperate for a slam, just avoid 3NT and direct rebids of the shortsuit, which shows 15hcp + singleton and 14hcp + void respectively. With support and a good 5-card suit start by bidding the side suit. After a gameforcing 2-over-1 this is no problem, while after 1♥-1♠ you might have to use new minor forcing (NMF), fourth suit forcing (FSF) or bid a side suit on three level. The 2♣ relay denies 5-card side suits.

With a balanced hand: With 10 or less hcp you bid 1NT, with more you bid 2♣.

With an unbalanced hand: Bid a 2-over-1 (or 1♠) with gameforcing values, or 2♣ with invitational values and 6+♣, or 1NT in all other cases. More about semi-forcing 1NT in the next section.

3.2 The semi-forcing 1NT response

In BC there is no reason for 1NT response to 1M opening to be forcing, as one have other bids available when one have support, and thus 1NT denies 3 card support. I have played the 1NT response as support with 5-7 points, leaving the one-under 2-over-1:s as 2-over-1:s only, I actually prefer it that way nowadays. Furthermore, one can also bid 2♣ with balanced hands with 11-12 points. This does change the 1NT response a bit, let us see how it works. Last section did describe when to bid 1NT, with stronger hands, but how about weaker hands? The BC 1M openings are more limited than in a natural system, so it is ok to pass

more often. Especially with a balancedish hand with 2-card support and 6 points you are actually supposed to pass, as the 2M rebid shows 7–10 points and 2 card support (opener invites with 15-16).

But let us now focus on further bidding:

Showing side suits: Jump shifts promise a 5 card suit and maximum, with all other hands you bid on the two-level. Responder will only pass with minimum and a singleton or a void in your major, and after responders likely 2M rebid you can invite with a descriptive bid, often 2NT. With 4♠ and 5♥ you are sure about misfit and you should pass very often. With 4522 distribution your alternatives are pass and 2♠. My recommendation is to pass with up to a bad 15 points and rebid 2♠ with 16–17.

What does opener bid with a 5332 distribution? With up to a bad 14 hcp you pass. With 14–16 you bid a 3-card minor, and with 17–18 you bid 2NT. The sequence 1M-1NT-2m-2M-2NT shows 15–16 points, responder has 7–10 and raises with 9–10.

When can opener rebid his suit? Only with 6 or more cards in his opening suit, jump rebid shows maximum (16–17).

What does opener bid with 6-4 distribution? Normal recommendation is to rebid the opening suit with minimum, and bid the side suit with stronger hands. The idea is to limit the hand when possible, and avoid that responder makes an invitation that opener would anyway decline. In BC both openings and the 1NT response are more limited from the start, so it seems to be quite ok to bid the side suit in most cases. You may conceal a weak minor suit when the hand is otherwise also bad. With 4♥ I recommend bidding 2♥ always. Bidding the side suit naturally leads to more accurate hand evaluation, and with a double fit your chances for game improves a lot. In BC, we have a special sequence for showing an invitation with a double fit, you jump raise partners major suit. In standard 2-over-1 this shows a balanced limit raise with 3-card support, a hand which responds 2♣ in BC.

Let us summarize all this in a table:

1M-1NT-?		
bid	strength	description
pass	11–13(14)	5332 or 4522, sometimes 5242 and 5224
2m	11–17	3+ m
2♥	11–17	4+ ♥
2M	11–15	6+ M,
2♠	16–17	4+♠
2NT	17–18	5332
3m/♥	16–17	5+ m/♥
3M	16–17	6+ M
3♠	16–17	5+♠, 6+♥
3NT	14–17	6+M, solid suit

How can responder show invitational hands? Jump in your suit to the 3-level, or bid 2NT if you have two suits or if a jump would mean bidding on the 4-level, or raise responders second suit. An exception to 2NT being strong is the auction 1♥-1NT-2♠-2NT, where opener shows a weak misfit. Most strong hands will just bid 3NT. At other times, the 2NT rebid is strong, and in BC it actually rarely shows a balanced hand. For example, 1♠-1NT-2♥-2NT shows a maximum with 5-4 or better in the minors, or 6+♦. A balanced hand has 2-card support and bids 2M, showing 7–10 hcp. And with more points you start with the 2♣ response. The only exception is when responder has 11 points and 4-5 cards in ♥, when he may choose to bid 2NT instead of 2♠. The bids 3♣ and 3♦ does show a 6+ suit and 6–9 points. With 1255 distribution and 6–8 points one have to choose between pass, 2♠, 3♣ and 3♦. After 2♠ opener can invite with 2NT, when you can bid 3♣, logically asking for minor preference.

What does responders ♠ rebid after 1♥-1NT mean? He can't have 4 spades, so it has to be artificial. Recommended meaning in many systems is super-maximum and good support for openers second suit, and this is what is recommended here too. But what is 1♥-1NT-2/3♥-2/3♠? No need to change meaning, 2-card support and super maximum.

What does 1M-1NT-2x-3M mean (x<M)? In standard 2-over-1 it means a limit raise with 3 card support, but in BC we bid 2♣ with these hands. So it means maximum, 2 card support for openers major, and excellent support for openers second suit. Note that 1♠-1NT-2♥-3♠ is a bit different, as it is logically game forcing, bid 3♥ when you want to keep the partial contract option open.

What to rebid with 11hcp and two card support? This is actually possible, if you have 4 hearts or a 5-card minor you are supposed to respond 1NT. And if partner does not bid one of your suits you do not have a rebid, you are too strong to bid 2M, and you do not have a suit to bid. So you have to bid what feels like the smallest lie, 2M, 2NT or even 3NT can be right.

3.3 The 1M-2♣ relay

You respond 2♣ with the following handtypes:

1. Balanced hands with support, 11+ hcp.
2. Hands without support or 5-card suits, 11+hcp.

Used to have a third alternative, hands with 6+♣ and invitational strength. Thus one have to respond 1NT with these hands. This alternative is needed when opening 4 card majors.

The 2♣ relay is loosely based on J-Moscito, my version of Moscito. Opener shows minimum with 2♦, all other responses establishes GF. As there is slightly less space in this case than in J-Moscito, the system becomes slightly less accurate and also slightly more complicated. The latter concerns the responses 2♥ and 2♠, which are multiply defined:

Responses to 1M-2♣, invitational+ relay		
2♦		minimum, relayers responses shown separately
2♥		4+ ♠/♦ or balanced hand, 2♠ is relay
	2NT	balanced, a 5332, when
	3♣	3♣ asks for 2c suit (♦-♥-♠=lo-mid-hi), 3♦ asks for range (♥-♠-NT=lo-mid-hi)
	3♦	5440 with 4 ♠/♦, 3♦ asks for void, 3♥=low void, 3♠=hi void
	3♥	5+ second suit, 3♥ asks for more
	3♠	5422
	3♠	low suit singleton, 5+M
	3NT	high suit singleton, 5+M
	4♣	low suit void, 6+M
	4♦	high suit void, 6+M
	2♠	4+ ♦/♥, 2NT is relay
	3♣	0544/5404
	3♦	5+ second suit, 3♥ asks for more
	3♥	5422
	3♠	low suit singleton, 5+M
	3NT	high suit singleton, 5+M
	4♣	low suit void, 6+M
	4♦	high suit void, 6+M
	2NT	4+ ♣, 3♣ is relay
	3♦	5+ second suit, 3♥ asks for more
	3♥	5422
	3♠	♦ singleton, 5+M
	3NT	OM singleton, 5+M
	4♣	♦ 6+M
	4♦	OM void, 6+M
	3♣	singlesuiter with a void, 3♦ asks which
	3♥	♣ void
	3♠	♦ void
	3NT	OM void
	3♦	a 6322 or 7222
	3♥	6+M, ♣ singleton
	3♠	6+M, ♦ singleton
	3NT	6+M, OM singleton

Note that side-suits are shown by transfers, although you don't waste space so you do not use real transfers in half of the cases. The simplest rule to remember is 2NT=♣, 2M=OM, 2OM=♦. Shortness is always shown in steps, starting with the lowest ranking suit.

After relaying out opener's shape responder is naturally interested in controls. For this you may use your favorite technique, control asking bids, denial cuebids, or natural cue-bids and RKCB works also fine. In the latter case it is not totally clear which suit is going to be trumps. It can be the opening suit or any of the 4+ card side suits that opener has shown. Default is the opening suit, and minor suits can typically be set as trumps by bidding them at the 4 level. Most problematic is the other major, which cannot be set on the 4 level. One alternative is to after responder's first response use 3♦ as an alternative relay setting the other suit as trumps (3♣ is the invitational ♣ hand). Responses to that would be as to the first relay, 3♥=5422,

higher = showing singleton or void in the side suits. But there is one more problem, 1M-2♣-2♥ is usually a 5332 hand. So in that case we do not relay 3♦, we can use 2NT. 3♣ is then the 5332 hand, 3♦ is a 55+ hand, and 3♥+ is as above.

After the minimum response there is not enough space for relays, so using a Jacoby-2NT-like convention seems like a good idea:

Relayers responses to 1M-2♣-2♦		
2M		Invitational strength, 3+ support, passable
2OM		Game forcing relay, 3+support, Jacoby-like responses
	2NT	5332 or 5422, most balanced alternative
	3♣/♦/OM	singleton or void in suit
	3M	6322 or 7222
	3NT	undefined
	4♣/♦	5-card side suit
	4♥	5-card OM
2NT		Balanced invitation (can be 1444, shows 1-2 card M)
3♣		4♣, looking for a 4-4 fit, slam oriented
3♦		4♦, looking for a 4-4 fit, slam oriented
3♥		three card support, choice of game (3♠ is transfer to 3NT)
3♠		four card OM, unlimited
3NT		denies 3 card M (could be 4333) and 4 card OM, to play

Furthermore, you can relay for more information if opener shows a 5-5, which is always done with the bid 3♦:

The 55-scheme	
Responses to 1M-2♣-2♥/♠/NT-relay-3♦-3♥	
3♠	low singleton, 5521
3NT	high singleton, 5512
4♣	low void, 5530 or 6520
4♦	high void, 5503 or 6502
4♥	6511

Note that all 3NT response that not have been stated to be non-forcing are forcing. In these cases opener has shown a quite unbalanced hand with 3NT, so responder will only rarely want to pass it.

3.3.1 After interference

After third seat interference (1M-(pass)-2♣-(2x)-? we essentially bid naturally:

- pass = minimum, or just nothing to add, some interest in a penalty double
- double is for penalties
- rebid of opening suit = minimum, extra length
- new suit = natural
- cue bid = short in oppos suit

Responder has two cards oppos suit, so Opener thus never has any use for a natural NT bid, so one should figure out some useful definition. Thought about using for distinguishing between singleton and void, but that would wrongside an eventual NT contract. You rarely want to play NT if you have a void, so that would probably be the best meaning.

3.3.2 A natural alternative

The natural alternative does not allow responding 2♣ with a balanced invitation, without support you need GF strength:

1. Balanced hands with support, 11+ hcp.
2. Hands without support or 5-card suits, GF strength.

Responses to 1M-2♣, natural alternative		
2♦		minimum
	2M 2NT 2OM/3♣/♦	3+M, invitation 3+M, GF, Jacoby-like responses 4OM/♣/♦, GF
2M		non-minimum, 4+ minor, 3m = 4card m looking for a fit, 2NT = Jacoby:
	3♣/♦ 3♥ 3♠ 3NT 4♣/♦	shortness, 4+ other minor short OM, 4+♣ short OM, 4+♦ 5422 6511
2OM		non-minimum, 4+ OM, 3OM agrees trumps, 3m = 4card m, 2NT = Jacoby:
	3♣/♦ 3M 3OM 3NT 4♣/♦	shortness, 5431 7411 6511 5422 shortness, 5521
2NT 3♣/♦/OM 3OM		non-minimum, 5332 6+M, short suit 6322 or 7222

4 The weak twos

This section has been copied from EHAA+ system notes, and in EHAA+ a very undisciplined bidding style is used. BC is supposed to be a more solid system, so one should probably also use a more disciplined style on the weak twos. Here it helps that 1-level openings are weaker in BC, so the upper hcp limit is reduced to about 10 with a 5-card suit and 9 with a 6-card suit. Furthermore, if 2♦ is used as Wilkosz you never have any 5-5 or better two-suiters in BC.

I am still fond of Kent Feilers conventions <http://www.kentfeiler.com/bridge/system/catofcX.htm>, which are briefly summarized below. I have also adapted the system to the 2♣ opening, when 2♦ is used instead of 2NT as an asking bid, and also suggested an alternative meaning of the 3NT rebid after the 2NT asking bid.

Responses to 2♦/♥/♠	
Response	Description
new suit	Stopper/length-asking bid
2NT	Invitational or better asking bid, 2+ support
jump shift	control asking bid
raises	preemptive
games	to play

Standard EHAA uses single raises as constructive but non-forcing, which in practice could mean 3+ support and 12-14 hcpts. I have seen other similar suggestions, and my own experience supports this also. If you are weaker and have good support, and think that opps have a game, you should either pass or bid game.

4.1 New suit bids ask for stoppers and length

A new suit bid can be used both for finding support and checking stoppers. Opener responds:

Responses to 2any - new suit	
Response	Description
lowest NT	stopper
1st step	no stopper, 0 or 1 card
2nd step	no stopper, 2 cards
3rd step	no stopper, 3 cards
4th step	no stopper, 4 card
5th step	no stopper, 5 cards

You have to take into consideration that 3NT may be exceeded in some cases, in the worst case $2\spadesuit-3\heartsuit-4\clubsuit =$ no stopper, two cards in hearts. This might be a problem if you have three small of your own, and find out that opener has three small also, making the already exceeded 3NT playable. If opener bids NT, responders rebid at the 3-level asks for suit length. You can't make an invitation, but as responder must have been prepared for a singleton or a void and instead finds a fitting honor, it should be enough for responder to always want be in game.

After a new-suit bid, responders bids in another new suit is also a length asking bid, but without the stopper bid. This is so also after a NT-response to the first suit. This is responders way to show a two-suiter.

4.2 Jump shifts are control asking bids

Jump shifts are control asking bids (CAB) in an undisturbed auction (support+side suit after interference, as in McCabe). Opener responds:

Responses to 2any - jump shift	
Response	Description
lowest NT	guarded king
1st step	no first or second round control
2nd step	singleton
3rd step	Ace
4th step	void

4.3 2NT is an invitational or better raise

2NT always promise at least 2-card support, and asks for openers suit length, suit quality, and general strength. Without support, responder should be more interested in the other suits or notrump.

Responses to $2\heartsuit/\heartsuit/\spadesuit-2NT$			
Response	length	suit quality	strength
$3\clubsuit$	6	?	?
$3\heartsuit$	5	bad	? (6-9 if 3NT = 10-11)
$3\heartsuit$	5	good	min
$3\spadesuit$	5	good	max

A good suit includes 2 of the top 3 honors. The borderline case for minimum and maximum is 8 hcpts, which can be shown as min or max depending on other factors. Additionally opener can respond:

3NT = Solid 6 card suit.

4 in a new suit = 4-card side suit, 6-card opening suit, good hand

jump rebid = 7-card suit.

Bids beyond 3NT are not allowed after a minor opening, while it should be fairly safe after a major opening, as responder promise 2+ support (and opener with his bid beyond 3NT a 6+ suit). The auction $2\heartsuit-2NT-3\heartsuit$ is a bit problematic, as responder cannot invite. Of course, the chances for 3NT are quite low when opener has a bad 5-card suit, but what if opener has 10-11 hcpts! I thought about using 3NT for these hands, telling 10-11 hcpts and a bad 5 card suit instead of the traditional solid 6-card suit. It is actually only a problem after a $2\heartsuit$ opening, as it is possible to invite after the other bids. Kent Feiler suggests to use of a more narrow point range, 8-11 for 5-card suits, which also remedies the problem to some extent. However, the following simulation illustrates that the suggested use of 3NT could be better. If the bidding goes $2\heartsuit-2NT$, 2NT promising $2+\heartsuit$ and 14+ hcpts, the likelihoods for the different responses are:

Responses to $2\heartsuit-2NT$, frequencies		
Response	original	new
$3\clubsuit$	24.0 %	24.2 %
$3\heartsuit$	67.0 %	56.8 %
$3\heartsuit$	4.0 %	4.0 %
$3\spadesuit$	5.0 %	5.0 %
3NT	0.2 %	10.2 %

As can be seen, over 75% of all openings are with a 5-card suit, and the $3\heartsuit$ response is very frequent, and a solid suit is very rare. In most cases with a solid suit you have enough strength for a one-level bid. Furthermore, in over 70% of the new 3NT responses responder has 14-16 hcpts. That is, if you pass all

3♦ bids with 14–16, in 15 % of all cases you will have 24–27 hcpts, and you will be going against the field (playing 3NT) in about 7% of all 2♦ openings. And also, other conventions such as RKCB can be used for checking the trump suit. I am currently strongly for using 3NT in the suggested new way instead of the traditional way. The suggested use of 3NT response is also assumed in the sequel, and thus the 3♦ response is limited to 6–9 hcpts.

After the 3♣ response opener may GF and ask with the lowest non-raise. A 2NT followed by a raise is invitational.

Responses to 2♥/♠-2NT-3♣-3♦			
Response	length	suit quality	strength
3♥	6	bad	?
3♠	6	good	min
3NT	6	good	max

Responses to 2♦-2NT-3♣-3♥			
Response	length	suit quality	strength
3♠	6	bad	?
3NT	6	good	?

Similarly after the 3♦ response:

Responses to 2♦/♠-2NT-3♦-3♥			
Response	length	suit quality	strength
3♠	5	bad	min (6–7)
3NT	5	bad	max (8–9)

After 2♥ opening you have to relay with 3♠, as 3♥ is invitational.

Responses to 2♥-2NT-3♦-3♠			
Response	length	suit quality	strength
3NT	5	bad	min (6–7)
4♣	5	bad	max (8–9)

4.4 The weak 2♣ opening

After the 2♣ opening it is better to use 2♦ as asking bid, and 2NT is a natural invitation to 3NT. If you want to ask about diamond stoppers, you bid 3♦, and 4♦ is control asking bid in diamonds.

Responses to 2♣-2♦				
Response	length	suit quality	strength	major length
2♥	?	?	?	4 ♥
2♠	?	?	?	4 ♠
2NT	6	?	?	<4
3♣	5	bad	5–9	<4
3♦	5	good	min	<4
3♥	5	good	max	<4
3♠	6	solid	max	<4
3NT	5	bad	10–11	<4

Here there is enough space to both show a solid suit and a bad 5-card suit and 10–11 hcpts, with 3♠ and 3NT. With a solid suit it is quite essential that responder becomes declarer in the most likely contract 3NT (as opener can't have any stoppers), so the proposed meanings of 3♠ and 3NT should be better this way than the other way.

After the 2M rebids, 2NT asks again about the club suit, responses as after other 2-openings. In the auction 2♣-2♦-2♥-2♠, 2♠ shows a 4-card suit, hoping for a 4-4-0-5 distribution. Three level bids are invitational in clubs and the shown major, and the other two are CAB:s, setting the major as trumps.

4.5 Competition

In most competitive auctions responder will pass or raise openers suit. After a double, the McCabe convention (see below) can be used, as after all other preemptive openings.

Responses to 2♣/♦/♥/♠-(non-jump)-?	
Response	Description
double	penalty
2NT	usual asking bid, also after 2♣
Cue bid	good raise, not preemptive
Raises	preemptive
New suit	Natural and forcing
Jump shift	Raises showing a good side suit

The jump shift is supposed to let opener make a good decision when opps bid their game. A double by opener demands a lead in the shift suit.

4.5.1 The McCabe convention

The McCabe convention allows distinction between two handtypes after opponents double: a) A hand with a long good suit and no support to openers suit, and b) a hand with support and a good side suit, as a jump shift after suit bids by the opponents.

Responses to 2 or 3 any-(double)-?	
Response	Description
redouble	escape to responders suit, demands opener to keep the auction open
new suits	raises showing a good side suit, forcing

5 The 2♣ opening as 17–18 balanced

This bid is inspired by Mexican 2♦, which shows 18–19 balanced hand. Main reason is to reduce the load of the 1♣ opening.

Responses to 2♣			
Response	Next	Strength	Description
pass 2♦		0–6 0+	(3)5+♣ (you can gamble with 3-4 cards and 0–3 points) transfer to 2♥, (4)5+♥ (4 only with 0–3), same as after 1NT
	pass 2♠ 2NT 3♣/♦ 3♥ 3♠/4♣/♦ 3NT	0–6 5+ 6–7 7+ 5–6 7+ GF	to play 4+♠, round forcing 5♥, invite (or GF, may have 4m, no need to invite) 4+♣, GF (could be 5+ suit if 2NT is GF) 6+♥, invitation 6+♥, short suit 5♥, choice of games
2♥ 2♠		0+ 0+	transfer to 2♠, (4)5+♠ (4 only with 0–3), same as after 1NT transfer to 2NT
	pass 3♣ 3♦ 3♥ 3♠ 3NT	0–6 7–10 0–4 GF+ GF+ GF	to play asks for 4 card majors, no slam ambitions 6+♦, to play 6+♣, slam invitation 6+♦, slam invitation to play
2NT 3♣/♦ 3♥/♠ 3NT 4♣/♦ 4♥/♠		GF+ 5–6 GF+ GF 7+ 7+	Baron-like asking for four card suits. Invitation, 6+suit 5+suit to play Long major, SA-Texas to play

Note that there are some GF+ bids, which all have weaker alternatives. I have also designed another system with Keri-like self splinters, but as there is less room than after 1NT you have to drop some of the other features, or make it much more complicated.

6 2♦ Wilkosz

If one prefers, one can use 2♦ as Wilkosz, showing a 5-5 Major+other two-suiter. The below responses are mostly standard, 3♣ is mine

Responses to a 2♦ opening			
Response	strength	in the sequel	explanation
pass	0+		4+♦(may be 1147, otherwise 5+)
2♥	0+		2+suit, pass or correct
2♠	0+		2+suit, shorter hearts, pass or correct
2NT	15+		asking, GF for opener
		3♣	♣+M, 3♦asks for major
		3♦	♦+♥
		3♥	♥+♠
		3♠	♠+♦
3♣			three-suiter, short spades, invitational
		pass	♣+♠
		3♦	♦+♠
		3♥	♥+other, minimum
		3NT	minor+♠, maximum, hoping for a miracle
		4m	minor+♠, maximum, more distribution
		4♥	♥+other, maximum
		5m	minor+♠, maximum, no wasted values in spades
3♦			invitation with both majors
3♥			preempt, pass or correct
3♠			three-suiter, short hearts, invitation
		pass	♠+other (usually hearts), minimum,
		3NT	minor+♥, super-maximum
		4m	minor+♥, not-super-maximum
		4♠	♠+other (usually a minor), maximum
		5m	minor+♥, maximum, little vasted values in ♥
games			to play (4♥ is not pass or correct!)
4♣			8+♣, to play
4♦			bid longer major

The response 3♣ is defined as natural to play in the original system. You are then supposed to use 2♠ as a multi-like invitation-if-hearts, but in my version you are supposed to bid 3♣ with such a hand. Thus the response 2♠ actually promises shorter hearts.

7 2♣ Multi-Wilkosz

It is possible to combine Wilkosz with a strong balanced alternative, in BC it is natural to use the strength range 17–18.

Responses to 2♣ Multi-Wilkosz			
Response	Next	Strength	Description
pass 2♦		0-6 0-14	5+♣ asks for handtype, followups below
	2♥ 2♠ 2NT	17-18	♥+other; 2♠=P/C; 2NT=inv, ♥ supp, (3x/4♥=min/max); 3♣ = inv if ♠ ♠+minor; 2NT=inv, ♠ supp; 3♣=P/C 3♣=Stayman, 3♦ to play, 3♥/♠ natural GF
2♥/♠ 2NT		0-6 15+	5+♥/♠, to play, against both handtypes asking, GF for opener
	3♣ 3♦ 3♥ 3♠ 3NT		♣+M, 3♦asks for major ♦+♥ ♥+♠ ♠+♦ 17-18 bal
3♣			three-suiter, short spades, invitational
	pass 3♦ 3♥ 3♠ 3NT 4m 4♥ 4NT 5m		♣+♠ ♦+♠ ♥+other, minimum 17-18 bal (4NT is a safer alternative) minor+♠, maximum, or 17-18 with double stop in ♠ minor+♠, maximum, more distribution ♥+other, maximum 17-18 bal minor+♠, maximum, no wasted values in spades
3♦			invitation, majors 3-3 or better
	3♥/♠ 3NT 4♣ 4♦ 4♥/♠		minimum, to play 17-18 bal, no 4 card major 17-18 bal, 4♥ 17-18 bal, 4♠ maximum, to play
3♥			preempt, majors 4-4 or better, pass or correct
	3♠ 3NT 4♥/♠		minimum, to play 17-18 bal, no 4 card major 17-18 bal, 4 card suit
3♠			three-suiter, short hearts, invitation
	pass 3NT 4m 4♥ 4♠ 5m		♠+other (usually hearts), minimum, minor+♥, super-maximum or 17-18 with double stop in ♥ minor+♥, not-super-maximum 17-18 bal, not double stop in ♥ ♠+other (usually a minor), maximum minor+♥, maximum, little wasted values in ♥
games 4♣ 4♦			to play (4♥ is not pass or correct!) undefined (with ♣ you pass) bid longer major

In 3rd and 4th hand I prefer playing 2♣ as 17-18 balanced only, and 2♦ as Wilkosz only.

8 Semi-balanced 2M

If one like constructive bids, here is a good alternative: 2M opening promising 8-11 points and 5332 or 5422, 5 card M. The idea is that responder is well placed for deciding the final contract, also after competition. And the bid is also more frequent than one could imagine, it is slightly more common than a weak two promising 6 cards. One typically need to combine it with multi-2♦, so that one do not have to pass with 6-card majors.

Responses to 2M semibalanced		
Response	Next	Description
pass new suit 2NT		to play to play, opener has promised 2 card support asking, GF
	3♣ 3♦ 3♥ 3♠	any 5332 4 OM (double transfers, 3OM agrees trumps) 4♣ 4♦
3M games jumps		invitational to play (4♥ is not pass or correct!) splinter

In 3rd and 4th hand there is no need for constructive preempts, so it is better to let 2♥ and 2♠ be undisciplined and wide ranging (5+ cards, 0–12 points) in 3rd hand, and superconstructive in 4th hand (good 6 cards, 10–13 points).

9 2♦ multi

In BC you need multi if you use the semibalanced 2M openings. One can then choose if one prefer the balanced 23–24 in 2♦ or 2NT, and let the other be purely preemptive. From a preemptive point of view it is better to have the strong hands in 2NT, from a constructive point of view it is better to put it in 2♦.

Responses to 2♦ multi		
Response	Next	Description
pass 2♥ 2♠		5+♦, suspecting strong alternative pass or correct, typically shorter ♠ longer ♥, can be invitational
	2NT 3♣ 3♥	23–24 bal 6♥, maximum, 3♥ to play 6♥, minimum
2NT		asking, GF for opener
	3♣ 3♦ 3♥ 3♠	6♥, maximum 6♠, maximum 6♥, minimum 6♠, minimum
3♣/♦ 3♥/♠ games 4♣ 4♦		to play pass or correct, preemptive to play (4♥ is not pass or correct!) asks for transfer asks for suit

10 The 2NT opening

2NT is multiply defined, weak preempt in a minor (denying two of the top three honors) or balanced with 23–24.

Responses to 2NT opening			
pass 3♣	0-2 0+		assuming 23-24 bal, safe if not pass or correct
		pass 3♦ 3♥ 3♠ 3NT	clubs diamonds 4♥, 23-24 4♠, 23-24 no 4M, 23-24
3♦	GF		relay
		3♥ 3♠ 3NT	♣ ♦ 23-24
3♥/♠ 3NT			suit, invitational to play against a minor-hand

In 3rd and 4th hand 2NT should be just 23-24 balanced, no need for constructive minor preempts then.