

Note...1: Transfer responses to 1C opening

1C-1D, 4cH, 6+HCP

1H 4cS, unbalanced  
1S 3cH, unbalanced  
2H 4cH, C+H, minimum, or 15-16 poor balanced  
2S 5-5 in the black suits or splinter with 4cH  
2NT 18-19 bal or extremely good hand with H-support  
3D Splinter  
3S Void, H-support  
4D Void

1C-1D,

1H-1S 4th suit, exactly invitational or slammy with S  
2D 4th suit, Gameforce  
3D 4cH, 6cD Invitational

1C-1D

1S-1NT Forcing  
2S GF with H  
3H Preemptive  
3S/4C/D Void

1C-1H 4S, 6+HCP

1S 3cS, unbalanced  
2S 4cS, C or 15-16 bal  
3D/H Splinter

1C-1H

1S-1NT Forcing  
2D 4th suit, gameforce  
2H GF with S  
3D/H Splinter  
3S Preemptive

1C-1S 1.0-5 any distribution 2. 6+ with D and no 4-card major

1C-1S

1NT 15-19 BAL  
2C NAT, 10-15/16  
2D/H/S reverse  
2NT/3NT strong 3C-rebid with stoppers in both majors 17-20HCP

1C-1S

1NT-2C relay  
2D/H transfers 0-5HCP  
2S weak with both minors  
2NT invitational, with 5+D and 4+C

3C/H/S void, slammy with 6+D  
3D slammy, 6+D, no splinters

1C-2C Inverted minor, 10+ with C

1C-2C

2D Relay, GF with 4+C  
2H/S/3D Splinter, 11-15HCP  
2NT 15-19BAL without 4 C  
3C Minimum, no shortage  
4C 5-5 in C+S, 11-13HCP

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Note...2: 1D-2D, 12+ with diamond support and usually no 4-card major

1D-2D  
2H Relay, gameforce ask for splinters  
2S/3C/3H Splinters 11-14HCP

After 1D-1MAJ we play transfers:

1D-1H  
1NT 4c C  
2C 6c D  
2D 3c H

1D-1S  
1NT 4c C  
2C 6c D  
2D 4c H, not strong enough for 2H

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Note...3: 1H-1NT 6-9 or 10-12 with C

2C Relay, 15+ or minimum with C+H  
2D Natural, but limited  
2S Natural, non-forcing  
2NT 5-5 in H+C  
3C 5-5 in H+D  
3D A 3H rebid or stronger with interest of 3 NT

1H-2C GFR  
2D Denies 10 cards in two suits  
2H 6+H and 4card in any other suit  
2S 5+H and 5+C  
2NT 5+H and 5+D  
3C 5S and 6H  
3D Splinter with 7c H  
3H Splinter in C, 7c H  
3S Splinter with 7c H  
3NT Solid 6+suit with no outside ace or king  
4C/D Solid 6+suit, and ace or king in the bidden suit  
4H Solid 6+suit with ace or king in spades

After opener's second bid the relay is 18+HCP and opener give his exact distribution and responder can now ask for number and

location of controls.

1H-2H is constructive 7-11HCP with 3c H-supp

1H-2S 3cH and 4+C, 10+HCP  
2NT GF, ask for further information  
3C/D Gametry  
4C/D Splinter

1H-2NT 10-12 with 4cH

1H-3C Natural 10-12 with strong C-suit, invitational for 3 NT

1H-3D 7-9 with 4cH

1H-3H Preemptive, 9-10 losers

1H-3S Unknown single, H-supp 9-12HCP. Opener can ask with 3NT if he's slammy.  
3NT S-void, 9-12 HCP  
4C/D Void, 9-12HCP

If opp. overcall, 2NT is at least inv. with 4c supp. and cuebid is at least inv. with 3c support  
If opp. takeout double, please see NOTE 15

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Note...4: 1S-1NT =6-9 or 10-12 with C

2C RELAY, 15+ or minimum with S+C  
2D/H Natural but limited  
2NT 5-5 in S and C  
3C 5-5 in S and D  
3D 5-5 in S and H  
3H 3S rebid or stronger with interest in 3 NT

1S-2C =GFR  
2D Denies 10 cards in two suits  
2H 6+S and exactly 4 in another  
2S 5+-5+ in the majors  
2NT 5+-5+ in the black suits  
3C 5+S and 5+D  
3D/H Splinter with 7c S  
3S C-splinter with 7c S  
3NT Solid 6+ suit with no outside ace or king  
4C/D/H Solid 6+ suit with ace or king in the bidden suit

Responder can with new relays ask for exact distribution, and later for number and location of controls

1S-2H  
3H Forcing  
4C/D Splinter, 11-14HCP

1S-2NT 10+ with 3cS and 4+C  
 3C Relay, ask for further information  
 3D/H Gametry  
 4 ANY Splinter

1S-3C 10-12, strong C-suit with interest in 3NT

1S-3D 7-9, 4cS-supp

1S-3H 10-12, 4cS-supp

1S-3S Preemptive, 9-10 losers

1S-3NT 9-12, unknown single, opener can ask for it if slammy opposite right splinter  
 4ANY Void

1S-2S Constructive with 3c-supp

If opp. overcall cue is at least invitational with 3c-supp, while 2NT is at least invitational with 4c-supp.

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Note:..5: Subsequent auction after 1NT opening:

1NT-2C  
 2D- 2H Weak with both majors  
   2S Game force relay, asking for distribution  
 2NT Natural, normally with at least one 4c-major  
 3C/D GF  
 3H 5-5 in the majors, invitational  
 3S 5-5 in the majors, minorvalues  
 4C Slammy with 5-5 in the majors  
 4D 5-5 in the majors, partners picks a game, if responder bids new minor it's a void

1NT-2D/H Transfers  
   2S Transfer to 2 NT. One or two suited minorhand

1NT-3C/D Invitational

1NT-3H/S Slammy, no splinters

1NT-4C Transfer to 4H

1NT-4D Transfer to 4S

If 1 NT is doubled we play:

pass is transfer to RD

RD is transfer to 2C

2C = C+D

2D = D+H

2H = Natural,constructive, opener can compete is

2S = Same

2NT = GF, very unbalanced 1- or 2-suiter

3 ANY = Preemptive

After 1NT X p p

RD p p = to play

2C is C+ a major

2D is D+S

2H is both majors

After 1NT X XX p

2C p p = C, onesuiter

2D = D, onesuiter

2H = H, onesuiter, weaker than 2 H directly

2S = S, onesuiter, weaker than 2 S directly

After opp. overcall we play transfer from 2NT to 3H

We play takeout double of overcalls at the 2-level and High-Low at the 3-level. If 4th hand competes we play penalty doubles.

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Note...6: Controlresponses A=2, K=1

2C-2D = 0-1 control

2H = 2 controls

2S = 3 controls

2NT = 4 controls

3C = 5 controls

3D/H/S = 6 or 7-card suit with 2 of 3 top honours.

3NT = 6-7 C with 2 of three top honours

If opener responds a new suit after the controlresponse, the relay from responder denies good support and own strong 5-card suit. NT shows the relay suit. When opponents disturb pass is negative D shows 2 controls, new suit is natural with 1-2 controls and NT is 3 or more controls.

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Note...7: 2D-2H Pass or correct

2S Invitational if H

2NT Strong relay

3C/D Natural, non forcing

3H Correctable, preemptive

3S Forcing with own majorsuit

4C/D Preemptive

4H Correctable

If opponenets double pass is neutral, and 2H is competitive in partners suit. RD is to play, and willingness to penalize opp. If opponents overcall double is penalty, 2NT is still a strong relay, and 2H/3H is correctable.

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Note...8: 2H Weak with both majors. Definition:

Green against red 0-7/8 HCP 7-10 losers 0-1 HCP, only if 5-5

Green against green 0-7/8 HCP 7-9 losers 0-1 HCP, only if 5-5

Red against red 3-9/10HCP 6-8 losers

Red against green 3-9/10HCP 5-8 losers

2H - 2 NT Strong relay

3 C/D	Natural, nonforcing. Opener only bids with good fit
3 H/S	Preemptive, but opener can raise with 5c-supp
4C/D	Natural, forcing
4 NT	Very strong 2-suiter in the minors

Note...9: 2S Poor preempt in any suit

Non Vulnerable 0-5HCP preempt in any suit, if S 5c is possible, if C/D/H usually 6+ card,  
2 S opener normally denies aces

Vulnerable 3-6HCP, unsound 3-preempt in any suit, e.g xxx,KJ109876,xx,x

2S-pass Non vulnerable responder almost always passes with less than 14, if he doesn't have own strong suit.

2S-2NT Non-vulnerable strong relay asking for the suit. Vulnerable responder usually asks for the suit, regardless of strength.

2S-3ANY Natural, strong hand and good suit but NF. Opener only bids with fit. This is a situation where psyches can occur if responder is weak and has his own strong suit somewhere else.

2S-4ANY To play, own suit. Opener can't bid again

If opponents disturb

2S-D-pas Wants to play in partners suit

2NT-4X As above

RD Would like to compete in partners suit. Opener can sacrifice if he has good shape.

2S-p-p-D

pas Shows S

3ANY Natural

2NT Two-suiter

Note...10: 2NT - 3C Stayman

3D/H Transfer

3S Slammy with one or both minors

4C/D Transfer to 4H/S

4H/S Nat.

Note...11: Preempts at 3-level shows NV against V app. 5 tricks

NV against NV app. 6 tricks

V against V 6 certain tricks and 7 possible

V against NV 7 certain tricks

NB! Preempts at the 3-level non-vulnerable against vulnerable in 3rd position can be any distribution at all, and responder is not allowed to bid.

3X-3Y Nat, forcing

3H-4C/D Artificial, slammy, ask for aces and control in that particular suit.

3S-4C/D Same

3S-4H Natural

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Note...12: 3NT=preemptive in C or D. Playing strength according to vulnerability

3NT-4/5/6C or 5D Correctable

3NT-4D Relay to play 4H/S or slammy with openers minorsuit

3NT-4H/S Natural, but the suit is not strong, and opener will correct with void or single

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Note...13: 4C/D Strong 4H/S-opening.

Description: 1 to 3 Aces, normally 7+c, with max 1 loser. At least one defensive trick.

4C-4D Slammy in H

4D-4H Slammy in S

4C/D - 4NT shows 3 of 5 aces

If opp. double opener is not obliged to bid his suit if next hand bids. RD creates a forcing pass-sequence.

Note ...14: After opp. Splinter our double is leaddirecting to the suit below the Splinter. Green against red the double only shows length and partner is welcome to sacrifice.

Note ...15: 1MI - D - 2NT = Preemptive in partners suit

1MI - D - 3MI = 10-12, invitational to 3 NT

1C - D - Anything else than above is the same as our offensive system

1D - D - 1 MAJ = F1

1D - D - 1 NT = C-suit, unlimited

1D - D - 2C = Good D-raise

1D - D - 2/3/4 in any new suit is preemptive

1H - D - 1NT/2C/2D = Transfer

1H/S- D - 2NT = 10+

1H/S- D - 3C = Natural preemptive if unpassed, good C and 4c-suit if passed hand

1H - D - 3D = 7-9, 4c-supp

1H - D - 3H = preemptive, 9-10 losers

1S - D - 3D = Preemptive if unpassedhand, good D and 4c-suit if passed hand

1S - D - 3H = 7-9, 4c-supp

1S - D - 3S = Preemptive, 9-10 losers

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Note...16: Danish asking bids.

1. step: No ctrl or ctrl and no Ace
  2. step: Ctrl and 1 or 4 Aces
  3. step: Ctrl and 2 or 5 Aces
  4. step: Ctrl and 3 Aces or void and no ace
  5. step: Void and 1 or 4 aces a.s.o
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Note...17: Trelde Suitpreference

- Low = ENC
- High even = S/P Low
- High odd = S/P High