

TresBoof2003

Most everything remains intact from Tresboof but a new 2-level bidding structure is introduced. Also, some more notes added to clear up some sequences.

P: 14+, any shape.

1C: 8-13, 4+ hearts, h>=s, possibly longer minor, possibly 4-4 majors.

1D: 8-13, 4+ spades, s>h, could contain 4+ hearts, possibly longer minor.

1H: 0-8, any shape. Usually no 5-card suit except possibly clubs.

1S: 9-13, balanced, no 4cM unless 4-3-3-3.

1N: 9-13, 5+ diamonds, no 4cM. (Implies 6+ diamonds and/or 4 clubs).

2C: 9-13, 5+ clubs, no 4cM. (Implies 6+ clubs and/or 4 diamonds).

2D: Wilkosz

2H: weak 2 in a major

2S: both minors, 9-13

2N: both minors, 0-8

Bids in "()" indicate an opponents intervening bid.

Keep in mind for 5-4-4-0 hands that one of the suits that you show before the S2 scheme has to be the 5 carder.

P: 14+, any shape.

(1C):

P: Forces X

X: Forced

P: penalty

1D: shows 11+ with "something extra", denies 4+ spades.

1H: 11+, see P-1H

1S: 11+, see P-1S

1N: 11+, see P-1N

2C: 11+, see P-2C

2H+: shows 6-9 and a good 6 card suit

X: 8-10

1D: 5-7, natural.

1H: 5-7, natural.

1S: 5-7, natural.

1N: 0-4, any shape.

P: minimal balanced hand.

2C: please pick a suit pd

2D: signoff

2H: signoff

2S: signoff

2N: invite

Cue bid of enemy suit is the only forcing bid.

3C: invitational

3D: invitational

3H: invitational

3S: invitational
 2C: 5-7, natural.
 2D: shows < 6 and a good 6 card suit
 (1D):
 P: Forces X
 X: Forced
 P: penalty
 1H: 11+, see P-1H
 1S: 11+, see P-1S
 1N: 11+, see P-1N
 2C: 11+, see P-2C
 2H+: shows 6-9 and a good 6 card suit
 X: 8-10, denies 4+ spades.
 1H: 8-10, 4+ spades.
 1S: 5-7, natural.
 1N: 0-4, any shape. See P-(1C)-1N.
 2C: 5-7, natural.
 2D: 5-7, natural.
 2H: 5-7, natural.
 2S+: shows < 6 and a good 6 card suit
 (1H):
 P: 8+, denies 4+ hearts, X relay, Moscito switching H & S.
 X: 8+, 4+ hearts, 1S relay, Moscito switching H & S.
 1S: 5-7, natural.
 1N: 0-4 any shape. See P-(1C)-1N.
 2C: 5-7, natural.
 2D: 5-7, natural.
 2H: 5-7, natural.
 (1S):
 P: 8+, denies 4+ spades.
 X: Relay
 1N: 4+ hearts, denies S or D.
 2C: HD 2-suiter.
 2D: C or D one suiter (relays off)
 2H+: shows CD 2 suiter
 X: 8+, usually 4 spades. Natural responses.
 1N: 0-4 any shape. See P-(1C)-1N.
 2C: 5-7, natural.
 2D: 5-7, natural.
 2H: 5-7, natural.
 2S: 5-7, natural.
 (1N):
 X: 8+
 Others: 5-7, natural.
 (2C):
 X: Optional, 8+, 3+ decent cards in their suit.
 2D: Takeout -- leaning towards majors. New suits by responder are forcing.
 2H: 8-10 points, good suit, non-forcing
 2S: 8-10 points, good suit, non-forcing
 2N: Diamonds, 8+, good suit

Jump bids are natural, GF.

(2D):

(2H):

(2S):

X: Optional, 8+, 3+ decent cards in their suit.

2 suit: 8-10 points, 4+ card suit.

2N - 3S: Transfers. Transfers to a lower suit than the opps
bid is 8+. Transfer into their suit is 11+, 3-suiter.

Transfer above their suit shows a game force and an
excellent suit.

(Others):

X: Penalty

Others: GF

1C: 8-10 pts, 2+ controls, any shape.

(X):

P: GF relay.

XX: 14-16 take out.

1D: 14-16, natural.

1H: 14-16, natural.

1S: 14-16, natural.

1N: 14-16, balanced.

2C: 14-16, natural.

(1D):

(1H):

(1S):

P: GF relay.

X: 14-16 takeout.

Suits: 14-16, natural.

2Z: Michaels, 14-16.

(1N): Are they insane?

P: Forces X then any bid is GF.

X: 14-16.

Suits: natural.

2N: Unusual.

(2C):

P: Forces X.

X: Forced

P: Penalty

2D: takeout

3C: stronger takeout

X: Optional.

2D: 14-16 takeout.

2N: Invitational.

others: 14-16, natural.

(2D+):

P: 14-16

X: Optional.

Others: GF, natural.

1D: 17+ GF relay

Responder bids the first-round response structure below, 1H-2C.
 others: 14-16 followed by natural bidding
 1D: 0-7 pts, any shape.
 (Anything): Pretend he opened the bidding. Use normal defensive methods except our point count is known.

1H: 17+ any shape
 1S: 0-4 any shape
 1N: 17-19
 2N:
 2C: 5-7, GF
 1S: 14-16 w/ spades
 1N: 14-16 bal
 2C: 14-16 w/ clubs
 2D: 14-16 w/ diamonds
 2H: 14-16 w/ hearts
 2N: 22-24 bal
 others: GF
 1H: 11+ pts, 4+ spades.
 1S: Relay
 1N: 4+ hearts. Opener relays 2C:
 2D: 3-suited, both majors. Opener relays 2H:
 2S: Low (club) shortage. 4441, 5440, 4540, 4450.
 2N+: High (diamond) shortage. 4441, 5404, 4504, 4405.
 2H+: S2 scheme.
 2C: 4+ diamonds. Opener relays 2D, then 2H+ is S2 scheme.
 2D: Spade 1-suiter or 4144, S1 scheme.
 2H+: 4+ clubs, S2 scheme.
 2C: 14-16, 4+ hearts, denies 4+ spades, 4+ diamonds.
 Responder relays then 2H+ is the S2 scheme.
 2D: 14-16, 5+ hearts, denies 4+ spades.
 Responder relays then 2S+ is the S1 scheme.
 2H+: 14-16, 4+ hearts, denies 4+ spades, 4+ clubs as in the S2 scheme.
 1S: 11+ pts, 4+ diamonds, denies 4+ spades.
 1N: Relay
 2C: 4+ hearts. Opener relays 2D, then 2H+ is S2 scheme.
 2D: Diamond 1-suiter or 1444, S1 scheme.
 2H+: 4+ clubs, S2 scheme.
 2C: 14-16, 4+ spades, denies 4+ hearts, 4+ diamonds.
 Responder relays then 2H+ is the S2 scheme.
 2D: 14-16, 5+ spades.
 Responder relay then 2S+ is the S1 scheme.
 2H+: 14-16, 4+ spades, 4+ clubs as in the S2 scheme.
 1N: 11+ pts, 4+ hearts, denies spades or diamonds.
 2D: Heart 1-suiter, S1 scheme.
 2H+: 4+ clubs, S2 scheme.
 2C: 11-13 pts, balanced (4-3-3-3, 4-4-3-2, or 5-3-3-2 with no 5-card major).
 If responder doesn't respond 2C but later shows balanced he promises 14+ pts.
 2D: 11+ pts, club 1-suiter, S1 scheme.
 Others: 6-9 pts, good 6-card suit (7 if 3-level, 8 if 4-level). Everything natural afterwards (raise is invitational, everything else GF).

1C: 8-13, 4+ hearts, $h \geq s$, possibly longer minor, possibly 4-4 majors.

(X): XX shows 3 card heart support

(1D): X is stolen bid, others are normal, see 1C-1H+.

(1H-2D): Negative doubles, like a normal 1D response. New suits forcing.

Cheapest heart bid is signoff. Cue bid of opponent's suit shows invite+ strength and 4 hearts.

(2H+): Penalty X's. New suits forcing. Cheapest heart bid is signoff.

Cue bid of opponents' suit shows invite+ strength and 4 hearts.

P: Any really weak hand, with or without clubs.

1D: No other bid available. Starts a totally natural sequence. Could be a nondescript hand barely worth a response, could be a mediocre hand looking for a fit, could be almost worth an invitation but wants to find out more about partner's hand before evaluating.

1H: 5+ hearts

1S: 4 spades, 4 hearts

1N: balanced

2m: longer minor suit

others: distributional max

1H: Either an invitation or a game-force.

1S: minimum, denies 4+ spades

1N: GF relay, Moscito

2C: 4+ diamonds. Opener relays 2D, then 2H+ is S2 scheme.

2D: heart 1-suiter or 4144, S1 scheme.

2H+: 4+ clubs, S2 scheme.

others: natural, invitational

1N: 4+ spades

2C: GF relay, Moscito

2D: 3-suited, both majors. Responder relays 2H:

2S: Low shortage. 4441, 5440, 4540, 4450.

2N+: High shortage. 4414, 5404, 4504, 4405.

2H+: S2 scheme except that we know $H \geq S$ so we shift

2N (equal length suits) to 2S and make 2N-3D

to be lower suit longer, showing various shortness

as in the notes.

others: natural, invitational

2C: maximum, 4+ diamonds, Opener relays 2D, then 2H+ is S2 scheme.

2D: maximum, heart 1-suiter or 4144, S1 scheme.

2H+: maximum, 4+ clubs, S2 scheme.

1N: 4-card support and 10-12 points in support.

1S: 5-card suit, usually weak, but game might be possible if partner has a fit.

2C, 2D: Weak hand, good suit.

Others: Signoff, preemptive.

1D: 8-13, 4+ spades, $s > h$, could contain 4+ hearts, possibly longer minor.

(X): XX shows 3 card spade support

(1H): X is stolen bid, others are normal, see 1D-1S+.

(1S-2H): Negative doubles, like a normal 1H response. New suits forcing.

Cheapest spade bid is signoff. Cue bid of opponent's suit shows invite+ strength and 4 spades.

(2S+): Penalty X's. New suits forcing. Cheapest spade bid is signoff.

Cue bid of opponent's suit shows invite+ strength and 4 spades.

P: Any really weak hand, with or without diamonds.

1H: No other bid available.

Starts a totally natural sequence. Could be a nondescript hand barely worth a response, could be a mediocre hand looking for a fit, could be almost worth an invitation but wants to find out more about partner's hand before evaluating.

1S: 5+ spades

1N: to play

2X: invite since responder could have bid 2X directly to play

1N: balanced

2m: longer minor suit

others: distributional max

1S: GF relay. Opener rebids as in Moscito.

1N: 4+ hearts. Normal relays except that in the S2 scheme both 2S and 2N responses are impossible (we already know S>H) so we shift the normal 3C-3H responses down by 2 steps.

2C: 4+ diamonds. Opener relays 2D, then 2H+ is S2 scheme.

2D: Spade 1-suiter or 4144, S1 scheme.

2H+: 4+ clubs, S2 scheme.

1N: 4-card support and 10-12 points in support. Basically a raise which won't go anywhere unless partner really likes his hand.

2C, 2D: Weak hand, good suit.

Others: Signoff, preemptive.

1H: 0-8, any shape. Usually no 5-card suit except possibly clubs.

(X):

XX: SOS. Usually no 4-card heart suit and no convenient 5-card suit.

Could be a strong hand with a good suit and will jump next.

1S: Weak runouts. Decent 5-card suit.

1N: Normal. See 1H-1N.

2C: Weak runouts. Decent 5-card suit.

2D: Weak runouts. Decent 5-card suit.

Jumps: Weak.

2N: Unusual.

After the first round actions, 1N tends to show the most awkward suit that the bidder could hold. For example, 1H-X-1S-X-1N shows diamonds (opener can't have good enough hearts to override partner's decision, since he didn't open 2H). 1H-X-P-P-1S-X-1N shows hearts, since responder could have something like 6 hearts. XX, of course, is always SOS.

P: Almost any 0-10 hand, and decent hands with hearts as well.

1N: ~18+, artificial, forcing.

2C: 0-4 any shape, auction reverts to natural (responder must jump to force).

2D: 5-6, no 4cM

2H: 5-6, 4+ hearts

2S: 5-6, 4+ spades

2N: 7-8, GF

2N: 21-23, natural.

2M,3*: Preemptive.

1S,2m: General runout, probably decent hand (since most really lame hands

Responses to 2D Wilkosz

Pass = a) diamonds

b) hope partner has diamonds

c) tactical

if they balance with X, opener's pass = diamonds, XX = H-S, 2M = M

2H = P/C (2NT = 6S-5H max, 3m = 6m-5H max, 3H = 6H max)

2S = P/C (2NT = 5S-6m max[m p/c], 3M = 6M-5oM max)

3C = natural, NF

3D = both majors, invitational

3H = P/C

3S = S + minors P/C

3N = to play

4D = asks for M

4C/H/S = to play

2NT = strong relay

3C = C + higher [3D GF asks M, 3M = p/c, 4C = invite]

3D = D + H [4D = invite, 4M to play]

3H = H + S

3S = S + D [4M to play]

After 2 suits shown: set suit cheaply, else cue for higher suit

Intervention Handling:

2D-(Double)-

Pass = diamond tolerance or better (if passed around, pass = D, XX=H-S, 2M=M-C)

later X's for penalty

Rdble = run like hell; asks to bid suits up the line (even to 3m)

2H/S = to play, not correctable

2N = 3-suiter (asks bid lowest suit), may be weak

higher = as if undisturbed

2D-(2 major)-

Dble of 2M = asks for a suit, pass if suit bid [later 2N invit, 3C P/C]

2NT = both minors, should be sure partner does not have majors

3 suit = to play

cue = stopper-ask

2D-(2NT)-

dble = penalty

3C = p/c

3D/4D = asks major

4C/4M = to play

3NT = mega-p/c

2D-(3 minor)-

dble = penalty

3H = p/c

4D = asks major

4C = slam try both majors
4M = to play
2H: Weak 2 in either major
Normal weak 2 in either major. If 2H-(P), we have to guess what to do!

2H-(X)

P = P/C
2S = spades
2N = system on
3C/D = natural, NF
3H = P/C
3S = natural and forcing
4H = P/C

2H-(2S)

X = negative
3H/4H = to play in partners heart suit
2N = systems on
3C/D = natural, NF

2H-(3C/D)

X = penalty
3H = P/C
3S = Natural, forcing
4C/D = bid your suit
4H/S = to play

2H-(P)

2S = P/C
3H = P/C
4H = P/C

2S: 5-5 minors, 8-12

In response to 2N, 3m is a signoff, 4m is invitational to game, 4N is invitational to slam in a minor (opener bids 5C to reject, 5N or something else high to accept), and 5m, 6m, 7m are signoffs. 3M is forcing. 3N and 4M are signoffs, and opener should *not* pull.

2N: 5-5 minors, 0-7

3N: 8-13, solid 7-card or 8-card minor.

In response to 3N, pass is to play and should only be done with a couple of outside tricks and a couple of outside stoppers. Any club bid is a signoff in opener's minor. 4D asks for an outside second-round control (4H=H, 4S=S, 4N = other minor, 5m = none). In general, the cheapest N is natural, but a N raise or jump is forcing and invitational to slam in opener's minor if opener has undisclosed extras.

Others (?): Preempts of various sorts. Wild, both because of our general style, and because often the only alternative is a 1H opening.

2.3 S1 scheme

A good memory device is that the "1" in S1 stands for one-suited hands but it

will also handle the hands with 3 equal suits. The S1 scheme always starts with responder bidding 2D and opener relaying 2H, then:

2S: Either low shortage or 6-3-2-2. Opener relays 2N:

3C: 6-3-2-2.

3H: Low 3-card suit.

3S: Mid 3-card suit.

3N: High 3-card suit.

3D+: 5-3-3-2, 6-3-3-1, 7-3-2-1, 7-3-3-0

2N: Mid shortage. 5-3-3-2, 6-3-3-1, 7-3-2-1, 7-3-3-0.

3C: Three equal suits. 4-3-3-3, 4-4-4-1 (one major), 7-2-2-2.

3D+: High shortage. 5-3-3-2, 6-3-3-1, 7-3-2-1, 7-3-3-0.

2.4 S2 scheme

A similar memory device for this scheme is that the "2" in S2 corresponds to two-suited hands but this scheme also handles the rare unequal 3 suiters (5-4-4-0). The S2 scheme always starts with responder bidding 2H and higher:

2H: Lower suit longer. Opener relays 2S:

2N: Lower suit longer, low shortage.

5-4-3-1, 6-4-2-1, 6-4-3-0, 6-5-2-0, 7-4-2-0.

3C: Lower suit longer, 3-suiter (both minors) or equal shortage.

5-4-2-2, 5-4-4-0, 6-5-1-1, 7-4-1-1.

3D+: Lower suit longer, high shortage.

5-4-3-1, 6-4-2-1, 6-4-3-0, 6-5-2-0, 7-4-2-0.

2S: Equal-length suits. Opener relays 2N:

3C: Low shortage. 4-4-3-2, 5-5-2-1, 5-5-3-0, 6-6-1-0.

3D+: High shortage. 4-4-3-2, 5-5-2-1, 5-5-3-0, 6-6-1-0.

2N: Higher suit longer, low shortage.

5-4-3-1, 6-4-2-1, 6-4-3-0, 6-5-2-0, 7-4-2-0.

3C: Higher suit longer, 3-suiter (both minors) or equal shortage.

5-4-2-2, 5-4-4-0, 6-5-1-1, 7-4-1-1.

3D+: Higher suit longer, high shortage.

5-4-3-1, 6-4-2-1, 6-4-3-0, 6-5-2-0, 7-4-2-0.

2.5 Balanced scheme

Responder responded 2C, opener relayed 2D, then:

2H: 4 spades.

2N: 4 hearts. 4432, 4423.

3C: 4 diamonds. 4342, 4243.

3D: 4333.

3H+: 4 clubs. 4324, 4234.

2S: 4 diamonds.

3C: 4 hearts. 3442, 2443.

3D: 3343.

3H+: 4 clubs. 3244, 2344.
 2N: 4 hearts.
 3D: 3433.
 3H+: 4 clubs. 3424, 2434.
 3C: 5 diamonds. 3352, 3253, 2353.
 3D: 3334.
 3H+: 5 clubs. 3325, 3235, 2335.

2.6 Control relays

1) 3N is NEVER a relay. When relayer bids 3N, it is to play.

So, if responder bids 3S, 4C is the relay.

2) Relayer can always sign off by making a non-relay minimum game bid.

If relayer has determined that 3N or 4M is impossible, and is unsure that partnership values are sufficient for 5m, he can bid a non-relay 4m as strongly invitational, but not forcing.

If relayer is interested in slam but does not think further relays will help him, he can make a natural, invitational jump in a new suit.

3) The first relay after shape has been determined asks for controls.

An ace is two controls, a non-singleton king is one control.

Responder must have 3 controls for a bid promising 11+ points, so he skips no steps to show only 3, skips 1 step to show 4, skips 2 to show 5, etc.

Responder must have 2 controls for a bid promising 8+ points, so he skips no steps to show only 2, skips 1 step to show 3, skips 2 to show 4, etc.

4) After that, responder orders his suits by length, ignoring singletons and voids, breaking ties by rank. For example, for 3532 the order is

H-S-D-C, while for 1453 the order is D-H-C.

5) Responder then makes a list like:

A xor K of first suit (not both, opener can always distinguish

A xor K of second suit between 0 and AK)

* A xor K of third suit

* ** A xor K of fourth suit (if applicable)

Q of first suit

Q of second suit

Q of third suit

** Q of fourth suit (if applicable)

*** "something extra"

*** "something extra"

*** "something extra"

* if this suit is a doubleton, the check is reversed, and this should read

"0 or AK of nth suit"

** if the fourth suit is a singleton or void, it is completely ignored, so this item does not exist.

*** this is pure judgment. if nothing else is left on the list, responder can skip an extra step or two to show that he still has extra values that he hasn't shown yet. this could be the jack of a long suit, a singleton honor, etc.

6) Responder looks at the current list, and skips n steps to show that his hand meets the first n conditions on the list but not the (n+1)th. He then crosses off the n+1 conditions, to get a new, shorter list, starting with the (n+2)th condition. If responder knows that relayer knows that all of responders controls have been shown, then responder skips further A xor K steps and progresses to "Q of first suit" step.

3.4 Intervention after a game-forcing relay has been established

Double of responder: Relayer may redouble to play, or pass as the usual relay. Then redouble by responder shows extra values (14+ or compensating strength) (1-step relays), and a 1-step bid shows control in the doubled suit, no extras, and denies the cheapest response (2-step relays). Other bids by responder are as normal.

Double of relayer: Responder may pass to show extras (double relays), redouble to show a high card in that suit and deny the 1-step response (1-step relays) or make his normal response with neither of the above.

1-step interference over responder: Double by relayer is penalty. Pass relays, after which responder may either make his normal bid or double to show values in the doubled suit and deny the cheapest response (opener may pass for penalties or 2-step to relay).

1-step interference over relayer: Pass and double both show a 1-step response, but double shows a high card (for defense or N) in the opponent's suit while pass denies it. Opener may penalize the boofa or 2-step to relay. Other bids are as normal.

2-step interference, then we conduct our relay auction as normal, with pass substituting for the 1-step bid and double substituting for the 2-step bid.

3+ step interference over responder:

Relayer may double for penalty.

Pass resumes relays n-2 steps higher. Responder by use X as a step if they have denied 4+ of the opponents suit.

3+ step interference over relayer: Drop relays, bid naturally. Responder should either double with undisclosed defense or pass without, should not get in the way if relayer wants to double. Afterwards cheapest suit by relayer may be artificial (depending on how deep we are in relays) to give responder more room to say something.

Intervention in control relays over responder: Relayer may double for penalty, or pass to continue relays (X by responder subs for first step).

Intervention in control relays over relayer: Responder doubles to show an undisclosed control in that suit, or passes to deny such. Relayer may then bid the cheapest step to relay, the intervention suit being skipped over since we have the info already.

Notes

If relayer attempts to signoff in game without asking controls, responder may continue on and show controls starting with 4.