

# FORCING PASS SYSTEM

(played by Trevor Fuller and Don Allen)

## OPENING BIDS

## RESPONSE

### PASS

#### 13+ HCP, any shape

1♣	11+ HCP, game forcing relay
1♦	0-7 HCP, any shape
1♥/♠	7-10 HCP, 4+ suit.
1NT	8-10 HCP, balanced
2♣/♦	7-10 HCP, 4+ suit
2♥	7-10 HCP, 4441 shape with short major
2♠ up	7-10 HCP, both minors, at least 5/4

### 1C

#### 8-12 HCP with 4+ hearts

1♦	Game invitational relay
1♥	Game forcing relay
1♠ to 2♥	0-12 HCP, natural and not forcing
1NT	6-12 HCP, balanced
2NT	Invitational with 4+ hearts
2♠ up	0-12 HCP, pre-emptive

### 1D

#### 8-12 HCP with 4+ spades

1♥	Game invitational relay
1♠	Game forcing relay
1NT	6-12 HCP, balanced
2♣ to 2♠	0-12 HCP, natural and non forcing
2NT	Invitational with 4+ spades
3♣ up	0-12 HCP, pre-emptive

### 1H

#### 8-12 HCP, 6+ in either minor, or 5+/4+ in both

1♠	Game invitational relay
1NT	Game forcing relay
2♣/♦	Correctible
2♥/♠	Natural, non forcing
2NT	Pick your best minor
3♣/♦	Correctible and pre-emptive
3♥/♠	Natural with a 6+ suit, invitational

### 1S

#### 0-8 HCP, any shape

1NT	15-17 HCP, balanced
2♣	18+ HCP, artificial, forcing
2♦/♥/♠	13-17 HCP, natural and non forcing
2NT	20-22 HCP, balanced
3♣	Pre-emptive

### 1NT

#### 9-12 HCP, balanced with no 4 card major

2♣	Relay, at least invitational to game
2♦ to 2NT	Transfers
3♣ to 3♠	Pre-emptive

<b>2C</b>	<b>8-12 HCP, 5+ hearts and 4+ in either minor</b>
2♦	Relay, at least invitational to game
2♥	Signoff
2NT	Invitational with a fit
3♣/♦	Correctible
<b>2D</b>	<b>8-12 HCP, 5+ spades and 4+ in either minor</b>
2♥	Relay, at least invitational to game
2♠	Sign off
2NT	Invitational with a fit
3♣/♦	Correctible
<b>2H</b>	<b>8-12 HCP, 5/4 hearts and spades (either way)</b>
2♠	Signoff
2NT	Relay
3♣/♦	Natural, non forcing
<b>2S</b>	<b>4-7 HCP, natural 6+ suit</b>
<b>2NT</b>	<b>Pre-empt in either minor, and denies 2 of top 3</b>
<b>3C/D/H/S</b>	<b>Pre-empt (with 2 of top 3 honours if a minor)</b>
<b>3NT</b>	<b>Gambling</b>

### Competitive Auctions

Michaels Cue Bids, either weak or strong  
 Weak jump overcalls, 6+ suit, may be undisciplined  
 1NT overcall is 15-18 HCP (in passout seat is 10-14 HCP)  
 Double for takeout over pre-emptive bids up to and including 4♥  
 Responsive doubles to 3♠  
 Over weak two bids a 2NT overcall is 15-18 HCP and balanced  
 Over weak two bids with an anchor suit, double is takeout  
 Over weak two bids without an anchor suit, double shows 16+ HCP  
 Cue raises  
 DONT over 1NT openings  
 Lebensohl  
 Over strong 1♣ opening use CRASH

### Agreements and Conventions

Roman Key Card Blackwood  
 Denial cue bidding  
 Long suit trial bids  
 Extensive use of relays

### Leads and Signals

4<sup>th</sup> highest  
 Overlead sequences  
 MUD  
 Lead of an A to NT asks for attitude  
 Lead of a K to NT ask partner to unblock, otherwise to give count  
 Lead of a 10 to NT promises an honour higher than the J

When following suit we primarily give natural present count. However attitude and McKenny may be given in certain circumstances.

When discarding we give natural present count with McKenny overtones.