

FORCING PASS SYSTEM

(played by Don Allen and Trevor Fuller)

OPENING BIDS

PASS	13+	HCP	Any shape
1C	8-12	HCP	4+ hearts
1D	8-12	HCP	4+ spades (not 4 hearts)
1H	8-12	HCP	6+ in either minor, or 5-4+ in both minors
1S	0-8	HCP	Any shape
1NT	9-12	HCP	Balanced with no 4 card major
2C	8-12	HCP	5+ hearts and a 4+ minor
2D	8-12	HCP	5+ spades and a 4+ minor
2H	8-12	HCP	5/4 hearts and spades
2S	4-7	HCP	Natural, 6+ suit
2NT			Pre-emptive in either minor. Denies 2 of top 3 honors
3C,D,H,S			Pre-emptive. The 3C/D bid specifically promises 2 of top 3 honors
3NT			Specific Ace Ask
4C,D,H,S			Pre-emptive
4NT			Pre-emptive with both minors

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BIDDING OVER PASS

1C	11+	HCP	Game forcing relay
1D	0-7	HCP	Any shape 0-6, or balanced 6-7
1H	7-10	HCP	4+ hearts
1S	7-10	HCP	4+ spades
1NT	8-10	HCP	Balanced, may have a 4 card major
2C/D	7-10	HCP	5+ suit
2H	7-10	HCP	4441 or 5440 shape with short major
2S up	7-10	HCP	Both minors

RELAYS

Pass	1NT	
2C		Relay
2D/H/S/NT		Transfers
3C/D/H/S		Natural, 6 card suit, invitational
4C/D		Minor suit key card

Pass	1C	
1D		16+ HCP; Reverses the relay

Pass	1D	0-7 HCP any
1H	1S	1H = relay; 1S = second negative
2C		Game force

Pass	1D	0-7 HCP any
1H	1NT up	5-7 HCP and relay (2 steps up)

Pass	1D	
1NT		13-18 balanced

Pass	1H/S, 2C/D	
next suit		Relay. Responses are as per normal Symmetric Relay.

Pass	1C	
2H		short major, 4441 or 5440 shape

Pass	1C	
1H	1S	
1NT	2C	
2D		short minor, 4441 or 5440 shape

BIDDING OVER 1C

1D		Invitational relay
1H		Game forcing relay
2H		3 card raise, non forcing
3H		Pre-emptive
2NT		Invitational with 4 hearts
All others		Natural, non forcing

RELAYS

1C	1D	Invitational
1H		Any minimum
1S		Max, 4432, 4423, 4450 or 4405
1NT		Max, 3433 or 4432 without spades
2C		Max, 4 hearts and 4+ clubs (contains the 0445 and 0454 shapes)
2D		Max, 4 hearts and 5+ diamonds
2H		Max, 4441 shape (3 options)
2S upwards		Max, normal symmetric relay for single suited hands

1C	1H	Symmetric relay as described for the 1C,1D sequence applies
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1C	1H	
1S	1NT	
2C		High shortage, 4423 shape
2D		Low shortage, 4432 shape
2H		4450 or 4405 shape

1C	1H	
1NT	2C	
2D		4 hearts and 4 clubs
2H		4 hearts and 4 diamonds
2S		3433 shape

1C	1H	
2C	2D	
2H		0445 or 0454 shape
2S		High shortage (4H and 5C+)
2NT		Even shortage
3C		5431
3D		6421
3H		7420
3S		6430

1C	1H	
2D	2H	
2S		High shortage (4H and 5D+)
2NT		Even shortage
3C		5431, and so on

The three 4441 shaped hands (ie 4441, 4414, 1444) are shown by

1C	1H	
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2H

Then step responses define the shape:

1	step	1444	ie	high	shortage
2		4414		mid	shortage
3		4441		low	shortage

BIDDING OVER 1D

1H Invitational relay
1S Game forcing relay
Others as for 1C

RELAYS

1D	1H	Invitational
1S		Any minimum
1NT		Max, 4432 shape or 4333
2C		Max, 4 spades and 4+ clubs (contains the 4045 and 4054 shapes)
2D		Max, 4 spades and 5+ diamonds
2H		Max, specifically 4144 shape
2S upwards		Max, normal symmetric relay for single suited hands
1D	1S	Symmetric relay as described for the 1D,1H sequence applies
1D	1S	
1NT	2C	
2D		4 spades and 4 clubs
2H		4 spades and 4 diamonds
2S		4333 shape
1D	1S	
2C	2D	
2H		4045 or 4054 shape
2S		High shortage (4S and 5C+)
2NT		Even shortage
3C		5431 and so on

BIDDING OVER 1H

1S		Invitational relay
1NT		Game forcing relay
2C/D		Correctible
3C/D		Correctible and pre-emptive
2H/S		Natural and non forcing
2NT		Pick your minor, non forcing
3H/S		Pre-emptive

RELAYS

1H	1S	Invitational
1NT		Any minimum
2C		Maximum, single suited clubs
2D		Maximum, single suited diamonds
2H		Maximum, reverser, more D than C
2S		Maximum, 5+/5+ in minors
2NT upwards		Maximum, high shortage, more C than D

1H	1S	
1NT	2C	} Sign off, but can raise with 3 card major support
	2D	
	2H	
	2S	

1H	1NT	Game force relay
2C	2D	2C is single suited clubs
2H		High shortage
2S		Mid shortage
2NT		Even shortage (and continuations)
3C		6331
3D		7+ with singleton
3H		7+ with void

BIDDING OVER 1S

1NT	15-17 HCP	To play; Stayman and transfers to follow
2C	18+ HCP	Artificial and forcing
2D/H/S	13-17 HCP	Natural and non forcing
2NT	20-22 HCP	Balanced
3C	13-17 HCP	Natural and non forcing
3D+		Pre-emptive

RESPONSES

1S	2C	18+ and forcing
2D		Minimum (0-4 HCP)
2H/S		5 card suit or 4441 (5-7 HCP)
3C		5 card suit (5-7 HCP)
2NT		Balanced (5-7 HCP) Stayman
1S	2C	
2D	2H	Game force
	2NT	23-24(5card major asks/transfers)
	2S,3C/D	Natural, but not forcing
	3H/S	Sets trumps. Partner bids where values are. 3NT shows no values.
1S	2C	
2D	2H	
2S		A second negative (0-2 HCP). All other bids are natural.
1S	2C	
2D	2H	
2S	3H	This can be dropped if you have a real shocker.
1S (X)	Pass	Automatic
XX		Other 3 suits
1NT		C+D or C+H; when doubled, redouble shows C+D
2C		C or D+H; when doubled ,redouble shows D+H
1S (X)	XX	Strong 18+ HCP
1S	2H	
2S		5-7 HCP, natural, denies a primary fit
2NT		5-8 HCP, 3 card support, may be unbal.
3C/D		5-7HCP,shows shortage + 4 card support
3H		5-8 HCP, balanced with 4 card support

BIDDING OVER 1NT

2C			Relay
2D/H/S/NT			Transfer
3C/D/H/S			Pre-empt

RELAYS

1NT	2C		Symmetric relay
2D			Any minimum
2H			Max, clubs, not 4/4
2S			Max, 4/4 in minors
2NT			Max, diamonds 4333
3C			Max, diamonds 5332, high shortage
3D			Max, diamonds 5332, mid shortage
3H			Max, diamonds 5332, low shortage

1NT	2C		
2D	2H		
2S			As above, however now all responses are up one step .

1NT	2C		
2H	2S		
2NT			Clubs 4333
3C			Clubs 5332 high shortage
3D			Clubs 5332 mid shortage
3H			Clubs 5332 low shortage

1NT	2C		
2S	2NT		
3C			2344
3D			3244 (and 0-2 controls)

1NT	X	XX	Both minors
		2C	C or D+H or D+S. If doubled, then redouble shows D+H, and 2D shows D+S
		2D	Diamonds or both majors
		2H/S	Natural

BIDDING OVER 2C

2D		Relay, at least invitational
2H		Sign-off
2S		Natural, non forcing
2NT		Invitational with H fit (opener bids
other suit		if maximum or extreme shape)
3C/D		Correctable
3H,4H		Pre-emptive
3S		Invitational with 6 card suit

To bid own suit go via 2D

RELAYS

2C	2D	Relay
2H		Min, specifically 5H
2S		Min, with 6+H
2NT		Max, 5 hearts and 4/5 of either minor
3C		Max, 6+ hearts and 4 clubs
3D		Max, 6+ hearts and 4 diamonds
3H		Max, 6+ hearts and 5+ clubs
3S		Max, 6+ hearts and 5+ diamonds
3NT		Max, 5422 shape (either minor)
4C		Max, 5 hearts and 6+ clubs
4D		Max, 5 hearts and 6+ diamonds

2C	2D	
2H	2NT	Relay
3C		4C and 5H
3D		4D and 5H
3H		5C+ and 5H
3S		5D+ and 5H

2C	2D	
2NT	3C	Relay
3D		5431 shape with hearts and clubs
3H		5431 shape with hearts and diamonds
3S		5521 shape with hearts and clubs
3NT		5521 shape with hearts and diamonds
4C		5530 shape with hearts and clubs
4D		5530 shape with hearts and diamonds
4H		0544 shape specifically

After 2C/2D/2NT/3C/3H or (3S) the next bid up asks for further clarification. First step shows high shortage and second step shows low shortage.

2C	2D	Relay
2H	3C/D	Correctible, as this is a minimum response

BIDDING OVER 2D

2H		Relay
2S		Signoff
2NT		Invitational. Opener bids minor if maximum or extreme shape
3C/D		Correctable
3H		Invitational with 6 card suit
3S, 4S		Pre-emptive
4C/D		Correctable
4H		To play

RELAYS

2D	2H	Relay
2S		Any minimum
2NT		Max, 5 spades and 4/5 of either minor
3C		Max, 6+ spades and 4 clubs
3D		Max, 6+ spades and 4 diamonds
3H		Max, 6+ spades and 5+ clubs
3S		Max, 6+ spades and 5+ diamonds
3NT		Max, 5 spades and 4 of either minor
4C		Max, 5 spades and 6+ clubs
4D		Max, 5 spades and 6+ diamonds

2D	2H	
2S	2NT	Relay
3C		Responses as for the 2C opening

2D	2H	
2NT	3C	Relay
3D		5431 shape with spades and clubs
3H		5431 shape with spades and diamonds
3S		5521 shape with spades and clubs
3NT		5521 shape with spades and diamonds
4C		5530 shape with spades and clubs
4D		5530 shape with spades and diamonds
4H		specifically 5044 shape

After 2D/2H/2NT/3C/3H (or 3S) the next bid up asks for further clarification. First step shows high shortage and second step shows low shortage.

NOTE: If there is intervention over 2C or 2D openings then 2NT is a game forcing bid. The responses over the 2D opening are:

3C	5S+ and 4C
3D	5S+ and 4D
3H	5S+ and 5C+
3S	5S+ and 5D+
3NT	6S and at least 5 of a minor

Similar responses follow over the 2C opening

BIDDING OVER 2H

2S		Signoff
2NT		Relay
3C/D		Natural, non forcing
3H/S		To play, not invitational

RELAYS

2H	2NT	
3C		Minimum, more hearts than spades
3D		Minimum, more spades than hearts
3H		Minimum, 5+/5+
3S		Maximum, 5+ hearts and 4 spades
3NT		Maximum, 5+ spades and 4 hearts
4C		Maximum, 6+/5+ more hearts than spades
4D		Maximum, 6+/5+ more spades than hearts
4H		Maximum, specifically 5/5

BIDDING OVER 2S

2S	2NT	* Ogust and is game forcing on opener 3C = Bad points, bad trumps 3D = Bad points, good trumps 3H = Good points, bad trumps 3S = Good points, good trumps 3NT = Two of top three
	New suit	Natural and forcing

BIDDING OVER 2NT

2NT	3C/D	Correctible
	3H/S	Natural and forcing
	3NT	To play
	4C/D	Correctible

Bidding over 3NT

3NT	4C	No aces
	4D	Diamond ace only
	4H	Heart ace only
	4S	Spade ace only
	4NT	Club ace only
	5C	Two aces, clubs + another
	5D	Two aces, diamonds + a major
	5H	Two aces, hearts and spades

3NT	4C/D/H/S	
4NT		Asks for kings in the same manner

INTERFERENCE

Pass	1C - 1D	<ul style="list-style-type: none">* Pass shows zero to a bad 7* 1D (if available) shows 4-6 HCP* Double shows 11+ HCP, any shape, GF* Any suit or NT bid shows 7-10 HCP and is the normal symmetric relay.
Pass	1H - 1S	<ul style="list-style-type: none">* Double shows 7-10 HCP, any shape* Any suit or NT bid shows 11+ HCP and is the start of a relay sequence
Pass	1NT	<ul style="list-style-type: none">* Double is GF if artificial.* 2 bids are natural and invitational
Pass	2C - 2S	<ul style="list-style-type: none">* Double is takeout or game force. However if the bid is artificial then it is GF.* 2 level bids invitational* 3 level bids as an overcall are inv.* 3 level bids forcing only as a jump* 2NT is Lebensohl* 3NT is bal 11-15 with double stopper
Pass	2C-2S	2NT
3C		3D/H/S is to play (signoff)
3NT		balanced with single stopper
(NOTE: 3D is the only forcing bid after the 2NT overcall)		
Pass	2C/D	3C/D is michaels, game forcing
Pass	2H/S	3H/S is michaels, game forcing
Pass	3C/D/H/S	<ul style="list-style-type: none">* Double is takeout or game forcing* Suit bid is game forcing
1C	X	<ul style="list-style-type: none">* XX = invitational* 1D = game force* All other bids natural non forcing
1C	1D	<ul style="list-style-type: none">* Double = invitational* 1H = game force* cue = invitational raise with 3H* 2NT = invitational raise with 4H
1C	1H	<ul style="list-style-type: none">* Double = game force* 2 level bids invitational

1C	1S upwards	<ul style="list-style-type: none"> * Double = take-out or game force * 2 and 3 level bids invitational * cues are invitational raises * 2NT is unbalanced and invitational with a heart fit
1C	1NT	<ul style="list-style-type: none"> * Double = GF (if art.), otherwise pen. * 2NT = inv. with 4+ hearts * 2C/D/S natural and inv.
1D	intervention	<ul style="list-style-type: none"> * Same as over 1C opening
1H	X	<ul style="list-style-type: none"> * XX = invitational * 1S = Game force * 1NT = natural non forcing
1H	1S	<ul style="list-style-type: none"> * X = invitational * 1NT = game force
1H	2C upwards	<ul style="list-style-type: none"> * Double is game force * 2 level in majors is invitational * 2NT asks to pick your best minor * 3C/D or 4C/D are all correctable * 3 level in majors is forcing
1NT	2C/D/H/S/NT	<ul style="list-style-type: none"> * Double over 2C is relay * Double over 2D/H/S is game force * Double over 2NT upwards is penalty * 2 level bids are signoff * 3 level bids are invitational * 2NT is inv. with a stopper
2C/D	2D/H/S	<ul style="list-style-type: none"> * Double over 2D is relay * Double over 2H/S = invitational without a fit, or just game forcing (next bid up is minimum, other bids are maximum), Eg. 2C (2S) X <ul style="list-style-type: none"> 2NT = any minimum 3C = max with 4C 3D = max with 4D 3H = max with 5C 3S = max with 5D 3NT = max with 6H * 2NT = invitational with a fit * Minor suit bids are correctable
2C/D	X	<ul style="list-style-type: none"> * XX = has a long suit of own * 2D/H = normal relay * 2NT = invitational with a fit * Any suit bid is correctable
2C/D	2NT upwards	<ul style="list-style-type: none"> * Double = penalty

2H/S

X

* XX = looking to penalise them

Competitive bidding by the 1H opener is further defined as follows:

If in a game forcing situation and there is intervention at the 3 level then:

Pass =single suited without a stopper
X =minors without a stopper
3NT =minor(s) with a stopper

If in an invitational situation and there is intervention at the 3 level the:

Pass =any minimum
X =maximum without a stopper
3NT =maximum with a stopper

ASKING FOR CONTROLS

After shape has been shown, the next 6 steps (or as many as available up to and including 4D) are control asks:

STEP 1

Asks for king based controls:

Ace	2
King	1

The Base Value (or first step response) for controls is:

5-7 HCP	0-1 controls
8-12 HCP	0-2
11+ HCP	0-3

STEP 2 (WEAK RELAY)

A Weak Relay (WR) may be used either after shape has been shown, or after controls have been shown.

If used after shape has been shown the WR says slam may be on but you need good controls and good fillers. The responses are:

1 step	Denies Base + 3 controls and good fillers
2 steps	Shows Base + 3 controls plus good fillers
3 steps	Shows Base + 4 controls

NOTE:

1) If a control ask is made and the answer is Base + 2 or higher, then a subsequent skip bid is a weak relay. If the answer is less than Base + 2 then a skip bid is only a weak relay if it is 4D or lower.

2) When denial cue bidding we show on doubletons twice. That is on the second ask the responders shows queens.

PARTNERSHIP AGREEMENTS

Negative doubles to 4H

Micheals cue bids, either weak or strong
(note that 1H - 3H means four spades with a 6+ minor)

Roman Key Card Blackwood

1NT overcall is 15-18 HCP in second and 10-14 HCP in fourth position

Over opponents 1NT, use DONT

Over weak two bids with anchor suit; double is takeout

Over weak two bids without anchor suit; double is 16+ HCP

Over strong 1C opening use CRASH (starting at 1NT)

LEADS AND SIGNALS

Fourth highest leads

Overlead

MUD

Natural count (primarily)

Natural count and McKenny otherwise

Against NT contracts lead of Ace asks for attitude, and the lead of King asks for unblock or count. Lead of the jack denies a higher honour.

DONT

DONT is used over the opponents INT. It occurs in all instances where there has not been a natural suit bid by the opponents. It does not apply whenever partner has made a take-out double.

DONT is defined as;

Double	10+ single suited
2C	Clubs plus another 5+/4+ either way
2D	Diamonds plus a major 5+/4+ either way
2H	Both majors, 5/4 either way
2S	6+ spades and a 4+ minor
2NT	Any big two suited hand
3C up	Pre-empt

Continuations are as follows:

1NT(opp)		
2C	2NT	Forcing
3C		Any minimum
3D		Maximum with clubs and diamonds
3H		Maximum with clubs and hearts
3S		Maximum with clubs and spades

1NT (opp)		
2D	2NT	Forcing
3C		Any minimum
3D		Max with good 5+ diamonds and 4 card major
3H		Maximum with 4+ diamonds and 5+ hearts
3S		Maximum with 4+ diamonds and 5+ spades

1NT (opp)		
2H	2NT	Forcing
3C up		Responses as per original 2H opening

1NT (opp)		
2S	2NT	Forcing
3C		Minimum with 4+ clubs and 5+ spades
3D		Minimum with 4+ diamonds and 5+ spades
3H		Maximum with 4+ clubs and 5+ spades
3S		Maximum with 4+ diamonds and 5+ spades

1NT (opp)		
2NT	3C/D	Correctible, with no game interest
	3H/S	Correctible, Game forcing

NOTE:

If we double the opponents 1NT, and then subsequently bid 2H over partners 2C response, then it is possible that the hand can actually contain a 4/5 card minor.

DEFENCE OVER FORCING PASS

Pass	1C	16+ Any shape
	1D/H/S	10-15 Natural and constructive
	1NT	Two suits same colour (4,4 or more)
	2C	Two suits same rank (4,4 or more)
	2D	Two suits same shape (4,4 or more)
	2H upwards	Weak single suited
	2NT	Strong two suiter (3D and up forcing)
1C	Double	16+, any shape
	1D/S,2C	11-15, natural and constructive
	1H	11-15, with take-out of hearts
	1NT	12-15, and balanced
	2D upwards	Weak jump overcalls
	2H/2NT	Micheals cue bids (weak or strong)
1D	Double	16+, any shape
	1H,2C/D	11-15, natural and constructive
	1S	11-15, with take-out of spades
	1NT	12-15, and balanced
	2H upwards	Weak jump overcalls
	2S/2NT	Micheals cue bids (weak or strong)
1H	Double	16+ any shape
	1S	11-15, with at least 4 spades, unbalanced
	1NT	12-15, and balanced
	2C	11-15, with at least 5 hearts
	2D	11-15, with at least 5 diamonds
	2H	11-15, 4 hearts + longer minor
	2S/3C/D	11-15, single suited
	2NT	11-15, 5,5 in minors

* Over 2C/D/H/S the only forcing bid is 2NT

* Over 2C/D/H/S a new suit is natural and non forcing.

1S	Double	16+, any shape
	1NT	12-15, and balanced
	2C	11-15, both majors, better hearts
	2D	11-15, both majors, better spades
	2H	11-15, at least 5 card suit
	2S	11-15, at least 5 card suit
	2NT	11-15, at least 5,5 in majors
	3C/D	11-15, single suited

* 2NT over 2C/D/H/S is invitational

* 3 level bids are all natural and forcing

1NT	Double	16+, any shape in second position or 12+, competitive in fourth position
	2C	11-15, both majors, better hearts (or could be 4/4)
	2D	11-15, both majors, better spades
	2H	11-15, at least 5 card suit
	2S	11-15, at least 5 card suit
	2NT	11-15, at least 5/5 in majors
	3C/D	11-15, single suited

* 2NT over 2C/D/H/S is invitational

* 3 level bids are all natural and forcing

2C/D	Double Any suit 2NT	11+, initially takeout 11-15, natural non forcing 15-18, balanced with a stopper
2H	Double Any suit 2NT	11+, initially takeout of hearts 11-15, natural non forcing 15-18 balanced
2S/NT or 3C	Double Any suit 2NT	16+, any shape 11-15, natural non forcing 15-18, balanced

NOTE: After a double showing 16+ HCP, the following applies:

Next suit up	0-7, negative
Any other suit	8+, natural with 5 card suit
Minimum NT	8-10, balanced
Jump NT	11-13, balanced

If opponents intervene after partners double showing 16+ then your responses now become:

Pass	0-7
Double	Penalties (unless suit is bid and supported)
Any suit	8+, natural and game forcing
Minimum NT	8-10, balanced

All auctions after these initial responses then become natural.