

SYSTEMI 2/1

05052011 v.1.2

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1C	11+	2+k		siirtotarjouksia
1D	11+	5+k (4441)	epätas.	kään. korotus
1H/S stenberg,	11+	5+k		2C= FG nat or bal or bal inv. or 6c C inv.,
1NT	15-17			2 way stayman
2C	tpv / tai	22-23	tas	2D neg/ rele
2D	1&2 k. 4-11	6-k H		2 NT kysyy
	3&4 k. 4-12	5-5 värit		max 6,5 menevää, 2 NT kysyy
2H	1&2 k. 4-11	6-k S		2 NT kysyy
	3&4 k. 4-11	(5)6-k H		2 NT kysyy
2S	1&2 k. 4-12	5-5 värit max 6	menevää, 2 NT kysyy	
	3&4 k. 4-11	(5)6-k S		2 NT kysyy
2NT	20-22			Baron, siirrot
3C/D/H/S	ehkäisyjä	hyvin käsi-	ja vyöhykeriippuvaisia	
3NT	passannutta	partneria vastaan	tikkiin perustuva tarjous, muuten av-esto	
4C/D	passannutta	partneria vastaan	esto, muuten namyats	

Konventiot: xyz, spl 4:n tasolla usein reno, supp-x >2h, power sputnic, SWINE, lightner

Lähtökortit: 1/3/5

Merkinannot:

- Sangipelissä: 1. sak italialaiset, malmö italian Q
- Valttipelissä: Pieni pyytää
- pieni-iso parillinen

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Avaus 1C

1C 1D = 4+H 5+p F.1NT/2H
 1H = 4+S 5+p F.1NT/2S
 1S = 4+ D 5+p F.1NT
 1N = 4+C 4-9p tai 3334
 2C = 4+C 10+p F.2NT
 2D = 6+H 6-9p/ 13+ FG
 2H = 6+S 6-9p/ 13+ FG
 2S = 5+C + 4D inv 10-12 p
 2N = bal.inv
 3C = C-pre
 3D = D-pre sound
 3H,S = short 5+C GF

1C – 1D,H

1H,S = 3/4 supp
2H,S = 4-supp Also13 and 4333
2NT = 17-19 no 3/4 supp bal
3H = 17-19 4-supp bal
3S = 17+ 4-supp and some shortness
3NT = 17+ 4-6 ja D-reno
4C = 17+ 4-6 and OM-reno
3X = nat.with 4-supp and 15-16
else = nat w/o 3/4 supp

1C - 1D

1H - 1S = = 4-c less than inv. values

1C - 1D

1H - 2S = 4-4 Ms inv.

1C - 1S

1N = 11-14 bal tai lyhyt ruutu
2C = 5+C
2D = 4+D 11-14
2H = 4+H reverse 17+
2S = 4+S reverse 17+
2N = 18-20 bal
3C = 6+C 18+
3D = 4+D 15+
3H,S = short, 5+C ja 4+D GF

1C - 1S
 1NT - 2C xy
 2D xy
 2H/S 4k + 6k D, ei vaatimus
 2NT inviitti, usein 6k D
 3D S/O
 3C xx63 heikko
 3D 7k 2/3 honours
 3H 5+ ja 6+D inviitti
 3S 5+ ja 6+D inviitti

1C – (1X) –

- §1** The meaning of 1S changes to trf. C (or rarely to 1NT)
§2 It is always possible to transfer to each unbid suit on the lowest level (incl. X)
§3 Trf. to opponents suit on the lowest level is FG without 4 card M (oM)
§4 Trf. to 2M (oM) or 3C (2S) is always available and either weak or strong with a 6 card suit
§5 NT is always natural
§6 Available bids on the 3 level are natural and invitation with a 6 card suit under opponent's suit and traf. from opponent's suit on
§7 3S is always trf. to 3NT **asking** for a stopper

Note: 1C - (1X) - 2T - (pass); - 2NT is an asking bid, 2T being a trf. bid. Responses are (independent of suit): 3C = weak, but willing to investigate slam, whereas retransfer = seriously weak.

Note: New suits bid by responder after a 2T and accept show shortness or ask for stopper in case of opponent's suit.

Avaus 1D

1D - 3C is 10-12 6+C

Inverted minor suit raises (IMSR)

1D - 3D is PRE promising such values that opener could bid 3NT with 18-19 BAL.

1D - 2D is inverted promising at least invitational values. In the subsequent auction:

- 2NT = minimum BAL
 - 2NT to 3D to play
- 3D = minimum UNBAL.
- 2M = FG and stopper.
- 3C = FG values and a real minor two-suiter where showing length is more important than showing a shortness
- 3M = splinter with FG values

- 4C = splinter after 1D - 2D with substantial extra values; with FG values but not much extras opener starts with 2M
- Responder's 3 new after opener's 2NT is splinter with substantial extra values. (More than direct splinter after opening)

1D - 2D
4D = RKCB

1D - 2D
2NT - 4D = RKCB

NT-responses

1D - 2NT shows 11-12 BAL without 4 card majors. In the subsequent auction:

- 3D = to play
- 4 D = RKCB 1D - 3NT = 13-15(16) BAL without 4 card majors. In the subsequent auction:
- 1D - 4NT = quantitative 18-19 BAL

Weak jump responses (WJR)

1D - 2M = weak jump 6-7 C, 3-6 hcp. This has no effect to other sequences involving responder's limited one-suiters.

After 2-level WJR opener can make an Ogust 2NT ask. The responder adjusts the responses to context.

Avaus 1H / 1S

1M-2M 4-9p 3k tuki
1M-3D 4-9p 4k tuki
1M-2C
? - 2M 10-12p 3k tuki
1M-3C 10-12p 4k tuki
1M-2NT 12+ TPV 3+k tuki

1H-

1N = semi-forcing, less than invite

2C = art, invit bal, or 6+C limit or 9-11 with 2-3H, or any GF

2D = min, 11-15

2H = limit, 3H

2S = GF relay

2N = invit, 0-2 H

3C = 6+C, limit

2H = 6-crd, any strength

2S = 16+, 4-crd S
2N = GF, bal
3C = 16+, 5H-5C
3D = 16+, 5H-5D
3H = 16+, good 6+ suit
3S = ?

1S Opening:

Responses

1N = semi-forcing, less than invite

2C = relay, either 9-11 blob, or limit C 1-suiter, or nat/bal GF

2D = 11-15, denies exactly 4H

2H = GF relay

2S = 9-11, 2-3S, NF (2N GF, 3S invite, else GF)

2N = 9-11, 0-1S

3C = 6+C, limit

2H = exactly 4H, any strength miten halusit nämä?

2S = 9-11, 3S

2NT = 9-11, 1-2S

3H = 9-11, limit

3D = FG

3S = , 3-4 crd raise with C

2S = 6-crd, any strength

2N = GF, bal

3C = 16+, 5S-5C

3D = 16+, 5S-5D (3H = GAR, 3S = GAR setting S)

3H = 16+, 5S-5H

3S = 15-16, good 6+ suit

2/1 forcing to game

Responder's 2/1 is unconditionally forcing to game requiring, in general, at least 12 hcp.

Opener tries to describe and limit his hand as convenient. The following applies:

- New suit lower than the suit opened shows 4+ cards and does not define the strength.

Opener can be 55 with good suits; the jump in a new suit is a splinter.

- Rebid in the suit opened shows either any minimum or 6+ card suit (with a minimum hand opener selects the most descriptive bid from rebid of the suit opened and 2NT)

 - opener rebids the 6+ card suit later if possible

- 2NT shows a balanced or semibalanced minimum suitable for NT or 18-19 BAL (with a minimum hand opener selects the most descriptive bid from suit rebid and 2NT)

 - opener goes above game with 18-19 BAL

- Reverse or high reverse shows extra strength (a good looking 15 is enough)

- Jump rebid in the suit opened shows a good hand (a good looking 15 is enough) with a solid or semisolid 6+ card suit
- Raise of responder's minor suit promises four card support but does not specially limit the hand
- Jump raise of responder's minor suit promises 5422 with substantial extra values
- Raise of 2H to 3H shows 3+ support and does not limit the hand
- Raise of 2H to 4H shows 5422 with concentrated minimum values (picture bid)
- Jump in a new suit is a splinter (a good looking 15 is enough)
- Double jump in a new suit is a void splinter with substantial extra values
- Jump to 3NT shows a bad looking 18-19 5332 with doubleton in the responder's suit. Responder tries to describe and limit his hand as convenient with his 2nd call. The following applies:
 - Jump to game shows a minimum and no interest to learn more about opener's hand
 - 2NT is descriptive with stoppers. Opener makes a descriptive bid.
 - The 4th suit is artificial and shows doubt about strain
 - Jump in the 4th suit is splinter agreeing opener's 2nd suit

Invitational jump responses at the three level

As 2/1 is unconditionally forcing to game responder needs a way to show an invitational hand with 6+ card suit. Thus, a single jump in a new suit to the three level shows about 10 hcp and a decent, at least six card suit. All opener's non game bids are forcing, including opener's single rebid of the suit opened.

1M- 2NT

- A) A positive suit bid is natural, promising 4+ cards
- B) 3NT is always serious
- C) If one player did not have the opportunity to bid 3NT, his cue bid is cooperative but not necessarily strong
- D) Responder may (but is not obliged to) show his side suit on the next bidding round unless either part bids Serious 3NT (or opener void showing 4 bids)

1S - 2NT

3C = Asking, F3M (usually with a minimum opening or a positive 4+ C side suit)

3D = Accept against any hand with 4+ D side suit 3H = Accept against any hand with 4+ H side

suit 3S = Positive one suiter 3NT= 18-20 HCP, balanced, (NF) 4C/D/H = Void, Positive

1S - 2NT

3C -

3D = FG with 4+ D suit

3H = FG with 4+ H suit

3S = Limit

3NT = Serious NT, BAL
4C = FG with 4+ C suit, Serious
4D/H = Source of tricks against one top honour
4S = To Play

Note that:

1S - 2NT
3C - 3H
3NT indicates a club suit and possible slam interest

whereas:

1S - 2NT
3C - 3H
4C indicates a Cue in clubs with remote dreams of slam (weakish hand cannot show side suits)

Note also that:

1S - 2NT
3C - 3S
4S does not promise substantial extras (nor a club suit even if it easily could include one)

Examples:

1S - 2NT
3H - 3NT = Serious - both hands show extras 4C = Cue

1S - 2NT
3C - 3NT = Serious - wants to probe for slam against a decent minimum

1S - 2NT
3NT - 4C = Cue. Ambiguous regarding strength as slam could have play even having an unbalanced minimum

1S - 2NT
3C - 3H
3S = Nothing further to report expecting 3NT or 4S from responder

Drury-Fit

Passed hand 2C is Drury-Fit promising at least 3 card trump support and game invitational values.

The following applies to opener's rebids:

- Rebid in the suit opened is weak and can be only 4 card suit. Responder shall pass.
- New suit without jump is a help suit game try. Responder may re-invite with a descriptive bid even though immediate decision is often the best.
- Jump in a new suit shows a side suit with slam-invitational values
- Double jump in a new suit is void with slam invitational values

- 2NT is a balanced invitation with about 14 hcp
 - 3NT is a suggestion to play there, often with 18-19 BAL
- As a corollary to Drury-Fit the following applies:
- Passed hand 2NT shows an invitational hand
 - Passed hand 3C is weak jump response

Transfer rebids after 1m-1(M)-2NT

After a minor suit opening, major suit response and 2NT rebid, you can apply transfer rebids, which have the same benefits as they do over a 1NT opening. Since opener's rebids are then forced, responder can sign off with weak hands or bid out his pattern with game or slam hands.

1♦ - P - 1♥ - P
2NT - P - ?

3♣ - shows 4+ diamonds and forces opener to rebid 3♦. Responder may have a weak hand like ♠xx ♥Q10xx ♦Q10xxx ♣xx and intend to pass 3♦, or a strong hand like ♠Kx ♥AKxx ♦Kxxx ♣xxx where the third bid will be 4NT (natural, inviting slam);

3♦ - transfer to hearts, showing 5+ hearts. Responder may be weak like ♠xx ♥QJxxxx ♦Jxx ♣xx and intend to pass 3♥, or game going with ♠xx ♥AQxxx ♦J10x ♣Qxx where he will rebid 3NT on his third turn to offer a choice of games. He may also have 45 in the majors, intending to rebid 3♠ on his third turn.

3♥ - shows 4 spades but denies 5 hearts, opener accepts this transfer only with 4 cards in spades, otherwise he usually rebids 3NT. Normally responder is offering a choice of game in spades or no trump.

3♠ - shows length in clubs (usually 5) but denies 5 hearts, 4 diamonds or 4 spades (since with any of those holdings he would have used a lower transfer rebid. A possible hand is ♠x ♥Jxxx ♦Qxx ♣KJxxxx. Opener will usually continue with 3NT, however he may rebid 4♣ or 4♦ if he has a weak spade stopper.

3NT - to play, no extra shape worth showing.

The principle to keep in mind is that responder's second bid is a transfer into the cheapest suit he has not bid (showing 4+ length) or into his own suit (5+ length). The third bid by responder is always natural.

After 1m-"1♠"-2NT, a rebid of 3♦ is a transfer showing 4 hearts and 5 spades (since with 44 in majors you would have responded "1♥" initially). Opener rebids 3♥ with four hearts, or 3♠ with 3 spades (rarely strong 2) or 3NT with the minors well stopped.

After 1♣-"1M"-2NT, a rebid of 3♣ shows diamond length. A rebid of 3♠ shows club support and interest in game or slam in clubs rather than 3NT.

Avaus 1NT

1NT opening promises 15-17 BAL or SEMIBAL. All these are possible: 5 card major, 6 card minor or 5m4M22.

Two-way Stayman

The NT-mechanism is two-way Stayman with SA-Texas, which is practically standard in Finland.

Avaus 2C

Opening 2C shows 22-24 BAL or any FG. Responder's 2D is negative or a waiting move. No second negatives, nothing fancy.

If 2C is overcalled, responder's X=PEN, pass = negative or waiting and the rest is natural.

Avaus 1&2 käsi 2D/H tai 3&4 käsi 2H/S

Opening 2D/H is a weak two showing 4-11 and 5-7 card suit. In 3rd position the opening has even wider ranges. In 4th position the opening is disciplined 10-13 with 6 card suit. The following table describes the expectancies as function of vulnerability and position:

	<i>1st hand</i>	<i>2nd hand</i>	<i>3rd hand</i>	<i>4th hand</i>
<i>NV vs VUL</i>	5-6 cards, bad-good	5-6 cards, bad-good	Random	10-13, 6 cards
<i>NV vs NV</i>	5-6 cards, bad-good	6+ cards, bad-good	Random	10-13, 6 cards
<i>VUL vs VUL</i>	6+ cards, bad-good	6+ cards, not bad	Random	10-13, 6 cards
<i>VUL vs NV</i>	6+ cards, not bad	6+ cards, good	Random, not bad	10-13, 6 cards

Responses

New suit is F1R, jump in new suit is splinter. 2NT is Ogust ask promising INV+ and F3M.

Responses to Ogust 2M - 2NT are:

- 3C = bad suit and weak hand (F3M)
3D ask singleton
- 3D = good suit and weak hand (F3M)
- 3M = bad suit and strong hand (FG)
- 3OM = good suit and strong hand (FG)
- 3NT = AKQxxx

Häirintä

2D -(x) tai 2H-(x)

RD = voimaa rankaisukiinnostusta

pass = pyytää tarjoamaan 4-k alavärin, jos on.

Avaus 1&2 käsi 2S tai 3&4 käsi 2D

4-11 p 5-5 värit max 6 menevää

2S - 2NT

3C = C + Major
3D kysyy yv
 3H = H
 3S = S
3D = D + H
3H = H + S
3S = S + D
3NT = C + D

Opening 2NT

Opening 2NT shows 20-21 BAL (any 4333, 4432 or 5332). In 3rd or 4th position 6 card minor or 5422 shape are possible but not recommended.

Responses

The responses to 2NT are:

3C= Baron

Responder bids 3 Clubs, which asks opener to bid his four card suits in ascending order. If clubs are the only 4 card suit then opener bids 3NT. If there are two 4 card suits, one being clubs, opener bids the higher first then 3NT for the clubs if no fit is found. Opener's 2NT is a limited bid and responder has not shown the strength of his hand, therefore responder will control how high the bidding goes, game or prospecting for a slam, and the suit to be played.

3♦ = Transfer, at least 5 hearts =>

- 3♥ = neutral =>
 - 3♠ = at least 45, longer hearts =>
 - 3NT = no support
 - 4m = Lisbon
 - 4M = unsuitable for slam
 - 3NT = choice of contracts
 - 4m = 4+ cards, slam-try
 - 4♥ = to play
 - 4♠ = at least 55, slam-try, F1R =>
 - 4NT = RKCB for spades
 - 5m = Lisbon
 - 5M = unsuitable for slam
 - 4NT = Quantitative
 - 5♥ = Slam-try, good suit
- 3NT = Good 4+ support, bad controls, maximum =>
 - 4♦ = re-transfer
 - 4♥ = to play, forgot the re-transfer
- 4♥ = Good 4+ support, good controls, maximum

3♥ = Transfer, at least 5 spades =>

- 3♠ = neutral =>

- 3NT = choice of contracts
- 4m = 4+ cards, slam-try
- 4♥ = at least 55, no slam interest
- 4♠ = to play
- 4NT = Quantitative
- 5♠ = Slam-try, good suit
- 3NT = Good 4+ support, bad controls, maximum =>
 - 4♥ = re-transfer
 - 4♠ = to play, forgot the re-transfer
- 4♠ = Good 4+ support, good controls, maximum
- 3♠ = 5+ spades, 4+ hearts
 - 3NT = to play =>
 - 4m = Lisbon
 - 4M = unsuitable for slam
- 3NT = forces opener to display a green card
- 4m = 6+ cards, RKCB
- 4M = 6+ cards, slam-try, weak suit having at least 2 losers against xx(x)
 - 4NT = quantitative

Opening 4m (1st and 2nd hand)

Opening 4m is Namyats showing a good 4M opening with the anchor suit having AKQ, AKJ10 or AQJ10 on top. If the anchor suit is not solid, a side ace is required. The opening is forcing to four of the anchor suit but does not declare the ownership of the hand.

Responses

The relay is a slam try asking opener to start cue bidding.
4NT is RKCB.

Opening 4NT

Opening 4NT is a specific ace ask.

Responses

The responses are the modern responses instead of the old Acol responses:

- 5C = no aces
- 5D = the ace of diamonds
- 5H = the ace of hearts
- 5S = the ace of spades
- 5NT = the ace of clubs
 - 6C = two aces

RKCB

The used version of RKCB is the standard 0314.

The following applies:

- When the RKCB response is 5C or 5D the relay asks for the queen of trumps. The relay is the lowest non-trump bid at the 5-level.
-

- Responder denies the queen of trumps by bidding the trump suit at the lowest level
- Responder promises the queen of trumps without side kings by bidding 5NT
- Responder promises the queen of trumps and a side king by bidding the cheapest of the side kings
-
- After any response to RKCB 5NT guarantees all six keys (4 aces and KQ of trumps) and asks for specific kings. The responder bids the cheapest king suit.
-
- After a specific king reply (either after 5NT or trump queen ask) a bid in a new suit asks king in that suit.
- Responder bids grand slam holding the king or six of the trump suit (or 6NT if six of the trump suit is already passed) without the king.
 -
-
- Response 5NT shows odd number of key cards and a useful void
- Six-level response below six of the trump suit shows two key cards and a void in the suit bid
- Response six of the trump suit shows two key cards and a (useful) void in a higher ranking suit than the trump suit
-

In competition

If RKCB is doubled, ROPI applies.

If RKCB is overcalled below five of the trump suit, DOPI applies.

If RKCB is overcalled with five of the trump suit or above, DEPO applies.

GSF

The generic response to 5NT GSF is:

- 7C = two of top three trump honours

All other responses are dependant of the trump suit. The generic feature is that six of the agreed trump suit shows the weakest holding. The responses with different trump suits are:

- C: 6C = 0-1 of top three trump honours
- D: 6C = A/K; 6D = weaker (0 or Q)
- H: 6C = A/K; 6D = Q; 6H = 0
- S: 6C = A/K; 6D = Q; 6H = 0 with extra length; 6S = 0

Defences

Against 1NT

X	= Penalty
2C	= Majors >>2D ask longer
2D	= 6-c major >> 2H play or correct, 2S invitational in H
2H	= 5c H 4+m or 6c H strong hand >> 2NT ask m
2S	= 5c S 4+m or 6c S strong hand >> 2NT ask m
2N	= least 5-5 minors

Against strong club

X =	D or C+S
1D =	H or D+S
1H =	S or H+D
1S =	C or S+H
1N =	C+D or C+H, at least 5-4
2C =	5+C 11+p
2D =	5+D 11+p
2H =	6+H 2-7p
2S =	6+S 2-7p
2N =	5-6 minors

Against Weak 2 H/S

Lebensohl after takeout double of their weak 2M (2NT reply puppet to 3C): not when doubler=PH
Cue FG, no stopper, not 4OM
3NT NAT, stoppers
2NT then cue FG, 4OM, no stopper
2NT then 3NT NAT, with 4OM
2NT then 4x RKCB-x (but only if doubler bids 3C over 2NT, not by PH)

Against Multi 2D

Against Ekren 2D

Against known two suiters 2 H/S

Against unknown two suiters 2 H/S