Standard with Transfer Responses to 1♣

Bruce Watson, Sept 4/2024

Introduction:

This system is based on a 15-17 notrump with 5-card majors. Our abbreviation for it is SOS which is short for "Standard on Steroids."

The 1♣ opening borrows heavily from Transfer Responses to 1♣ with Relays by Lyle Poe. We extend the transfer idea to responder's rebid.

Other influences are from Polish Club International (Jassem) and transfer Walsh (T-Walsh). Many of the other responding structures are found in the author's book, "Strong Club, Unbalanced Diamond" which is referred to as SCUD here. They are used either exactly as written in SCUD or modified slightly. These include:

- The SCUD responding structure to 1M openings.
- TAPS when responding to 1NT/2NT.
- A modified TARC when opener rebids 2NT after a 1♣ start and a 1red transfer response.
- Pick-a-Minor lebensohl and transfer lebensohl where appropriate.
- Kickback RKB as in SCUD.
- Transfer Advances as in SCUD.
- After 1M openings, transfer responses in competition as in SCUD.

After a 1m opening, a 1-level response and a 1-level rebid by opener, responder rebids using an extended version of XYZ called EXYZ.

SOS can be played with relays. However, they are optional.

Opening Bid Overview

1♣: There are six possible hand types. Arranged for memory purposes:

Balanced1: 12-14 HCP weak notrump. No 5-card M.
Balanced2: 18-19 HCP. Notrump shape. May have 5 M.
Unbalanced1: 11-19 HCP with 5 clubs and another 4-card suit (but not 0=4=4=5 with 11-14 HCP).
Unbalanced2: 15-19 HCP with 6+ clubs.
Special1: 11-19 HCP, 1-4-4=4 (always four clubs).
Special2: Any strong 2-bid.

1♦: Four possible hand types:

Unbalanced1: 11-14 HCP unbalanced (2-4=5=2, 4=0=5=4 or 0=4=4-5).
Unbalanced2: 11-19 HCP, 6+ diamonds, 5=5 minors or 5-4-3-1 with five diamonds.
Special1: 11-19 HCP. 4=4=4=1 with a singleton club.
Special2: 15-19 HCP, 0=4=5=4 or 4=0=5=4.

1M: 5+ card suit and 10-19 HCP. With both majors open the longer. With 5M and 6m open 1♣, 1♦, 1M or 2♣ as appropriate. While 1M shows 10-19 HCP and a 5+ suit, if 15-19 then not 5-3-3-2. The hand is 2-suited or a 6+ suit in the 15-19 range.

1NT: 15-17 HCP (4-3-3-3, 4-4-3-2, 5-3-3-2, 2-4=2-5, 2=2=4-5).

2♣: 6+ clubs with 10-14 HCP. May have another 4-card suit or 5 diamonds.

2NT: 20-21 HCP (4-3-3-3, 4-4-3-2, 5-3-3-2, 2-4=2-5 or 2=2=4-5).

Your choice for remaining opening bids.

The 1♣ opening requires an alert. The explanation should be something like “3-way. A balanced hand out of range for 1NT with 2+ clubs, natural with 4+ clubs or any strong 2-bid (with 0+ clubs).”

Opening Bid and First Response

O1	R1	Description
1♣	Requires an alert. Explain “Forcing. 3-way. Either 2+ clubs in a balanced hand, 4+ clubs with an unbalanced hand or a strong 2-bid (0+ clubs).”	
	1♦	Transfer. 4+ hearts. Any strength. Could be 4=4 in majors. With 5=4 or 5=5 show spades first.
	1♥	Transfer. 4+ spades.
	1♠	No 4-card major and possibly weak. Catchall. Denies any other call.
	1NT	Transfer. 1NT shows a GF hand with 5+ clubs and another 4-card suit.
	2♣	Transfer. GF with 5+ diamonds. May have another 4-card suit.
	2♦/2♥	Shows 6+ hearts/spades respectively. Weak (0-5 HCP).
	2♠	Invitational or better with 6+ clubs. No major.
	2NT	Invitational. No major. 11-12 HCP with at least partial stoppers outside clubs.
	3♣/3♦	Very weak, 0-5 HCP, with a 6- or 7-card suit.
	3♥/3♠	Splinter. Shortness in the major with club support. GF.
	3NT	No major. 13-15 HCP with at least partial stoppers outside clubs.
1♦	4+ diamonds with 11-19 HCP. Will only have 4 diamonds with exactly 4=4=4=1 or 11-14 and 0=4=4=5. Unbalanced. Notrump hands are bid with a notrump sequence.	
	1♥/1♠	Natural, four-card or longer suit (standard). 6+ HCP.
	1NT	Artificial GF with slam interest.
	2♣	Not forcing. No 4-card major and no diamond tolerance. Opener can pass with a doubleton club and a minimum.
	2♦	Limit raise in diamonds with no major. About 12-14 support points.
	2♥/2♠	Weak jump shift. Not forcing. 6+ suit.
	2NT	Invitational. No major. 11-12 HCP with at least partial stoppers outside diamonds.
	3♣	Constructive raise in diamonds. So, about 9-11 support points.
	3♦	Preemptive diamond raise. About 5-8 support points.
	3M	Splinter raise of diamonds.
	3NT	To play. 13-15 HCP with stoppers outside diamonds.
1♥	5+ hearts, 10-19 HCP. Usually 10-14 HCP. If 15-19 then not 5-3-3-2. Those hands are shown with a notrump sequence.	
	1♠	4+ spades (5+ if playing Flannery), 6+ HCP. One-round force.
	1NT	6-11 HCP. Not forcing. May have three-card heart support with 6 or 7 support points.
	2♣	Artificial GF, 15+ HCP, at most three hearts.

O1	R1	Description
1♥	2♦	3+ diamonds, 12-14 HCP, one-round force. May have three hearts or longer clubs with, for example, 3=2=3=5.
	2♥	[raise] 8-11 support points, three-card support exactly. 3=4=3=3 counts as three-card support.
	2♠	Constructive raise. 9-11 support points, four-card or better support. "3M-2" raise.
	2NT	Jacoby. Four-card or better support. Either a 12-14 point limit raise, a 15-17 forcing raise or 18+ with slam interest.
	3♣	6+ clubs, 12-14 HCP, one-round force. May have three hearts.
	3♦	"3M-1" raise. 6-8 support points and 4+ heart support.
	3♥	Weak raise. 3-5 support points with 4+ support.
	3♠/4m	Void showing splinter raise. 15-17 support points. 4+ trump support.
1♠	5+ spades, 10-19 HCP. Usually 10-14 HCP. If 15-19 then not 5-3-3-2.	
	1NT	6-11 HCP. Not forcing. May have 3 spades with 6-7 support points.
	2♣	Artificial GF, 15+ HCP, at most three spades.
	2♦	3+ diamonds, 12-14 HCP, one-round force. May have three spades or longer clubs with, for example, 2=3=3=5.
	2♥	5+ hearts, 12-14 HCP, one-round force.
	2♠	[raise] 8-11 support points, three-card support exactly. 4=3=3=3 counts as three-card support.
	2NT	Jacoby. Four-card or better support. Either a 12-14 point limit raise, a 15-17 forcing raise or 18+ with slam interest.
	3♣	6+ clubs, 12-14 HCP, one-round force. May have three hearts.
	3♦	Constructive raise. 9-11 support points, four-card or better support. "3M-2" raise.
	3♥	"3M-1" raise. 6-8 support points and 4+ heart support.
	3♠	Weak raise. 3-5 support points with 4+ support.
	4m, 4♥	Void showing splinter raise. 15-17 support points. 4+ trump support.
1NT	15-17 HCP. Balanced or semi-balanced with any five-card suit. Use TAPS in responding.	
2♣	10-14 HCP with 6+ clubs. May have another 4-card suit. 2♦ by responder is asking.	
2♦	Negotiable. Weak or Flannery are options. Assume Flannery for now: 10-14 HCP, 4 spades and 5 or 6 hearts. 2NT is asking.	
2♥/2♠	Negotiable. Assume weak for now: 6-9 HCP, usually a six-card suit. 2NT asks for a feature.	
2NT	20-21 HCP. Balanced or semi-balanced with any five-card suit. Use TAPS in responding.	
3m/3M	Aggressive rule of one, two, three. Seven-card suit expected.	
3NT	Preemptive with an unspecified eight-card minor. Not forcing. Club responses are pass-or-correct.	
4♣/4♦	Namyats. A strong preempt to 4♥/4♠ respectively.	
4♥/4♠	Aggressive rule of one, two, three. Eight-card suit expected. Weaker than Namyats.	

1♣ Auctions

O1	R1	O2	R2	O3	R3	Description
1♣	0+ clubs in a strong two-bid, 2+ clubs in a notrump hand, exactly four clubs in a 4-4-1-4 with four clubs, 5+ clubs with primary clubs.					
	1♦	4+ hearts. Any strength. With 4=4 majors show hearts first. With 5=4 or 5=5 show spades first.				
		1♥	Exactly three hearts. Opener does not have a strong 2-bid.			
			Pass	Weak. Responder is in the 0-5 range.		
			1♠/1NT	To play. May improve a 4-3 fit. About 6-10.		
			2♣	Asks opener to bid 2♦. As in XYZ, responder has some kind of invitational hand or is less than invitational with clubs or diamonds. After 2♦, responder passes with diamonds, bids an invitational 2M with appropriate length, or bids 2NT which asks opener to bid 3♣ to play.		
			2♦	Transfer. To play or GF with hearts (1-under).		
			2♥	Transfer. GF with spades (1-under).		
			2♠	Invitational range ask or GF with clubs (2-under). Opener rebids 2NT with a minimum or 3♣ with a maximum.		
			2NT	GF with diamonds (2-under).		
		1♠	Opener has 2 or fewer hearts but does have four spades.			
			1NT	Less than invitational opposite a minimum. No fit.		
			2♣	Asks opener to bid 2♦. Responder has some kind of invitational hand or is less than invitational with clubs or diamonds. After 2♦, responder passes with diamonds, bids an invitational 2M with appropriate length, or bids 2NT which asks opener to bid 3♣ to play.		
			2♦	Transfer. To play or GF with hearts (1-under).		
			2♥	Transfer. To play or GF with spades (1-under).		
			2♠	Invitational range ask or GF with clubs (2-under). Opener rebids 2NT with a minimum or 3♣ with a maximum.		
			2NT	GF with diamonds (2-under).		
		1NT	Shows a weak NT or the equivalent. Fewer than 3 hearts and fewer than four spades. Extended transfer continuations.			
		2♣	Opener has a strong 2-bid. Asks for controls in steps. 2♦: 0 or 1 control, 2♥: 2 controls, 2♠: 3 controls, 2NT: 4+ controls, 3s: 4+ controls with length in suit s.			

O1	R1	O2	R2	O3	R3	Description
1♣	1♦	2♦	Standard reverse with longer clubs.			
		2♥	A minimum with 4-card heart support.			
		2♠	A standard 18-19 HCP jump shift with longer clubs.			
		2NT	18-19 HCP with a doubleton heart. May have 4- or 5-spades.			
			3♣	TARC. “Transfers and Relay Checkback”		
				3♦	Forced.	
					3♥	3 spades, 4 or 5 hearts.
					3♠	4 spades, 4 or 5 hearts.
					3NT	4=6 in majors.
			3♦	Transfer. Shows 6 hearts. Opener bids 3♠ with 5 spades. Otherwise, opener accepts the transfer.		
			3♥	Shows 5=6 in the majors. Opener picks a game.		
		3♣	Jump rebid. 6+ clubs with 15-19.			
		3♦	Mini-splinter. 4-card heart support, shortness in diamonds or spades, 15-17 support points.			
		3♥	4-card heart support with 18-19 points.			
		3♠/4♦	Strong splinters. 18-19 in support.			
		4♣	Good clubs, 4-card heart support. Strong hand like possibly a swan 1=4=1=7.			
		4♥	Strong hand but not a splinter.			
	1♥	4+ spades. Any strength.				
		1♠	Opener has exactly three spades and less than a strong 2-bid.			
			Pass	Weak. No game in responder’s view.		
			1NT	To play. May improve a 4-3 fit. About 6-10.		
			2♣	Asks opener to bid 2♦. Responder has some kind of invitational hand or is less than invitational with clubs or diamonds. After 2♦, responder passes with diamonds, bids an invitational 2M with appropriate length, or bids 2NT which asks opener to bid 3♣ to play.		
			2♦	Transfer. GF with hearts (1-under).		
			2♥	Transfer. To play or GF with spades (1-under).		
			2♠	Invitational range ask or GF with clubs (2-under). Opener rebids 2NT with a minimum or 3♣ with a maximum.		
			2NT	GF with diamonds (2-under).		
		1NT	Shows a weak NT or the equivalent. Fewer than 3 spades. Extended transfer continuations.			

O1	R1	O2	R2	O3	R3	Description
1♣	1♥	2♣	Opener has a strong 2-bid. Asks for controls in steps. 2♦: 0 or 1 control, 2♥: 2 controls, 2♠: 3 controls, 2NT: 4+ controls, 3s: 4+ controls with length is s.			
		2♦	Standard reverse with longer clubs.			
		2♥	Standard reverse with longer clubs.			
		2♠	A minimum with 4-card spade support.			
		2NT	18-19 HCP with two spades.			
			3♣	TARC. “Transfers and Relay Checkback”		
				3♦	Forced.	
					3♥	4=3 or 5=3 majors.
					3♠	5=4 in majors.
					3NT	6=4 in majors.
			3♦	Transfer. Shows 5=5 in majors.		
			3♥	Shows 6 spades. Opener bids 3NT with 5 hearts. Otherwise, opener accepts the transfer.		
		3♣	Jump rebid. 6+ clubs with 15-19.			
		3♦	Mini-splinter. 4-card spade support, shortness in diamonds, 15-17 support points.			
		3♥	Mini-splinter. 4-card spade support, shortness in hearts, 15-17 support points.			
		3♠	4-card spade support with 18-19 points.			
		4♣	Good clubs, 4-card spade support. Strong hand like possibly a swan 4=1=1=7.			
		4♥/4♦	Strong splinters. 18-19 in support.			
		4♠	Strong hand but not a splinter.			
	1♠	Shows no 4-card major and is possibly weak (assuming 1NT is not a relay). Denies the ability to make any other call.				
		1NT	Some minimum opener. Often the weak NT. XYZ.			
		2♣	Opener has a strong 2-bid. Asks for controls in steps. 2♦: 0 or 1 control, 2♥: 2 controls, 2♠: 3 controls, 2NT: 4+ controls, 3s: 4+ controls with length in suit s.			

O1	R1	O2	R2	O3	R3	Description
1♣	1♠	2♦	Standard reverse with longer clubs.			
		2M	Standard reverse with longer clubs.			
		2NT	18-19 HCP. Responder uses TAPS now.			
		3♦/3M	Autosplinter. Opener is strong enough to play 4♣.			
		3NT	Expects to make nine tricks with running clubs.			
	1NT	Transfer. Shows a GF hand with 5+ clubs and another 4-card suit.				
	2♣	Transfer. GF with 5+ diamonds. May have another 4-card suit.				
		2♦	Opener accepts the transfer unless holding an unexpected hand.			
	2♦/2♥	Shows 6+ hearts/spades respectively. Weak (0-5 HCP).				
	2♠	Invitational or better with 6+ clubs. No major.				
	2NT	No major. 11-12 HCP invitational to 3NT.				
	3m	0-5 HCP with 6+ suit. Opener picks a contract.				
	3♥/3♠	Splinter. Shortness in the major with club support. GF.				
	3NT	No major. 13-15 HCP with at least partial stoppers outside clubs.				

O1	R1	O2	R2	O3	R3	Description
1♣	1♦/1♥	1NT	Responder can pass if weak.			
			2♣	Asks opener to bid 2♦. Responder has some kind of invitational hand or is less than invitational with clubs or diamonds. After 2♦, responder passes with diamonds, bids 2M with appropriate length, or bids 2NT which asks opener to bid 3♣ to play.		
			2♦	Transfer. If responder showed hearts then to play or GF with 6+ hearts (1-under). If responder showed spades then GF with 4+ hearts.		
			2♥	Transfer. If responder showed hearts then GF with 4+ spades (1-under). If responder showed spades then to play or GF with 6+ spades.		
			2♠	Invitational range ask or GF with clubs (2-under). Opener rebids 2NT with a minimum or 3♣ with a maximum.		
			2NT	GF with diamonds (2-under).		

1♦ Auctions

O1	R1	O2	R2	O3	R3	Description
1♦	4+ diamonds and 11-19 HCP. Exactly four diamonds only when opener is 4-4-4=1 with a singleton club or a minimum 0=4=4=5. Usually unbalanced since notrump hands are bid starting with 1♣, 1NT or 2NT.					
	1♥/1♠	Natural, 4+ suit (standard). No transfers.				
		1♠	[over 1♥] natural, four-card suit, responder assumes a minimum. EXYZ applies at responder's rebid.			
		1NT	To play. Opener may be unbalanced. EXYZ applies at responder's rebid.			
	1NT	Artificial GF with slam interest. 15+ HCP. Opener rebids naturally with 2NT being a minimum. Responder has a 5- or 6- card suit of his own, a big notrump hand or some interest in diamonds.				
	2♣	Not forcing. No 4-card major and no diamond tolerance. Opener can pass with a doubleton club and a minimum.				
	2♦	Weak diamond raise.				
	2♥/2♠	Weak jump shift. Not forcing. 6+ suit.				
	2NT	Invitational. No major. 11-12 HCP with at least partial stoppers outside diamonds.				
	3♣	Constructive raise or better in diamonds. Opener assumes about 9-11 initially. A rebid by responder shows 12+.				
	3♦	Mixed diamond raise. About 5-8 support points.				
	3M	Splinter raise of diamonds. GF.				
	3NT	To play. 13-15 HCP with stoppers outside diamonds.				

O1	R1	O2	R2	O3	R3	Description
1♦	1M	1♠/1NT	Responder can pass or correct to 1NT. EXYZ applies.			
			2♣	Asks opener to bid 2♦. Responder is invitational or is less than invitational with clubs or diamonds. After 2♦, responder passes with diamonds, bids 2M with appropriate length, or bids 2NT which asks opener to bid 3♣ to play.		
			2♦	Transfer. If M=hearts then to play or GF with 5+ hearts. If M=spades then GF with 4+ hearts.		
			2♥	Transfer. If M=hearts then GF with spades. If opener rebid 1♠ then to play or GF.		
			2♠	Invitational range ask or GF with clubs (2-under). Opener rebids 2NT with a minimum or 3♣ with a maximum.		
			2NT	GF with diamonds (2-under).		

1♥/1♠ Auctions

O1	R1	O2	R2	O3	R3	Description
1♥/1♠	5+ cards in M, 10-19 HCP. If 15-19 then not 5-3-3-2. Those hands are shown with a notrump sequence. With both majors open the longer. With 5M and 6m open 1M.					
	1♠	[after 1♥] 4+ spades, 8-14 HCP. One-round force. 5+ spades if playing Flannery. 3m now by opener shows 18-19 with a 2-suiter.				
		1NT	Minimum. EXYZ applies now.			
	1NT	6-11 HCP. Not forcing. Opener passes unless one of the following applies. Responder may have three-card support for M with 6-7 points.				
		2m	4+ suit. Not forcing.			
		2♥	[after 1♠] 4+ suit. Not forcing.			
		2♠	[after 1♥] normal reverse.			
		2M	A repeat bid of 2M shows six or more cards in M.			
		2NT	18-19 and a good 6-card suit.			
		3M	A jump rebid of M shows 6+ cards in M and 15-17.			
		3m	18-19 with a 2-suiter.			
		3♥	[after 1♠] 18-19 with a 2-suiter.			
	2♣	Artificial GF, 15+ HCP. Shows a good suit (which may or may not be clubs), slam interest with a big balanced hand or a three-card fit for M.				
		2♦	Catch-all, none of the following apply.			
		2♥/2♠	[new suit] natural, 4+ suit.			
		2♥/2♠	[repeat of suit opened] six or more cards.			
		3♣/3♦	4+ suit. 15-19 HCP.			
	2♦	12-14 HCP, 3+ diamonds, one-round force, may have longer clubs (2=4=3=4 over 1♠ or 3=2=3=5 over 1♥).				
		2♥/2♠	[repeat of major opened] five-card suit exactly. 10-12 HCP. Not forcing.			
		2NT	six or more cards in major opened.			
		3m	Natural. 4+ cards in suit.			
		3NT	13-14 HCP. To play.			
	2♥	[Over 1♠] 12-14 HCP, 5+ suit, one-round force,				
		2♠	Rebidding major opened shows a five-card suit exactly. 10-12 HCP. Not forcing.			
		2NT	six or more cards in major opened.			
		3NT	13-14 HCP and exactly two hearts.			
	2♥/2♠	[raise] 8-11 support points with exactly three-card support. Lead directing.				
	2♠	[over 1♥] Constructive raise. four-card heart support and 9-11 points.				

O1	R1	O2	R2	O3	R3	Description
1♥/1♠	2NT	Jacoby 2NT. 4+ support. Either a 12- to 14-point limit raise, a 15-17 forcing raise or 18+ with slam interest.				
		3♣	15-19 HCP. GF. Either a 5-4 hand or 6+ cards in M.			
			3♦	Asks opener for the second suit or extra length in M. Then opener's 3M shows 6+ in M. 3oM, 4m show a second suit.		
			3NT/4♣/4♦	Show shortness in next suit.		
			4M	[raise] To play.		
		3♦	13-14 HCP. Creates a GF.			
			3oM	Asks for shortness. Opener's 3NT/4♣/4♦ show shortness in ♣/♦/oM respectively. Bid 3M or 4M with no shortness.		
			3M	To play with the limit raise.		
			3NT/4♣/4♦	Show shortness in next suit.		
			4M	[raise] To play.		
		3M	Weakest response. Shows 10-12. Not forcing.			
		3oM/4♣/4♦	Opener has ten or more cards in the two suits. Needs fillers.			
	3♣	6+ clubs, 12-14 HCP, one-round force. May have three hearts.				
	3♦	[Over 1♠]: Constructive raise. 9-11 support points, four-card support for spades.				
	3♦	[Over 1♥]: 3M-1 raise. 6-8 support points, four-card support for hearts.				
	3♥	[Over 1♠]: 3M-1 raise. 6-8 support points, four-card support for spades.				
	3♥	[Over 1♥]: Weak raise. 3-5 support points, 4+ support for hearts.				
	3♠	[Over 1♠]: Weak raise. 3-5 support points, 4+ support for spades. [Over 1♥]: splinter, 15-17.				
	4m	Splinter, 15-17 support points.				
	4M	[raise]: To play. Weak, strong or tactical. But 4♥ over 1♠ is a splinter.				

2♣ Auctions

O1	R1	O2	R2	O3	R3	Description
2♣	6+ clubs with 10-14 HCP. May have another 4-card suit.					
	2♦	Asking.				
		2M	4-card suit in M.			
		2NT	A maximum 13-14 HCP with no secondary 4-card suit.			
		3♣	If unable to make any other bid.			
		3♦	4-card diamond suit.			
		3M	Shows a 6-5 hand with longer clubs.			
		3NT	No secondary 4-card suit but solid clubs.			
	2M	Natural and non-forcing.				
	2NT	GF. Interested in a club slam.				
	3♣	Natural and not forcing.				
	3♦	Transfer to hearts showing 6+. GF.				
	3♥	Transfer to spades showing 6+. GF.				
	3♠	Transfer to diamonds showing 6+. GF.				
	3NT	To play.				

Transfers and Puppet Stayman (TAPS)

O1	R1	O2	R2	O3	R3	Description
1NT						
	2♣	Puppet Stayman. Promises invitational strength or better.				
		2♦	Shows a four-card major or three spades (3=2 or 3=3, majors).			
			2♥	Responder has four spades (without four hearts) or a balanced raise to 2NT or 3NT. Opener bids 2♠ with four or 2NT/3NT otherwise.		
			2♠	Shows four hearts but not four spades.		
			2NT	4=4 majors. Invitational.		
			3♦	5=4 or 5=5 in the majors. Opener picks a contract.		
			3NT	4=4 majors. Opener picks a game.		
			4NT	4=4 majors. Invites slam.		
			5NT	4=4 majors. Opener picks a slam.		
		2♥	Opener shows 2=2 or 2=3 in the majors.			
			2♠	Shows 5=5 majors, forcing to 2NT.		
			2NT/3NT	Invitational/to play.		
		2♠	Shows five spades. Responder invites with 2NT, 3♠ or bids game with 3NT, 4♠.			
		2NT	Shows five hearts. Now, 3♦ is an invitational or better transfer to hearts.			
	2♦	Transfer to hearts. 5+ suit. Any strength.				
		2♥	Opener accepts the transfer.			
			pass	Weak hand with 5+ hearts.		
			2♠	Shows 5 hearts and fewer than 4 spades. Forcing to 2NT.		
			2NT	4=5 majors. Invitational.		
			3NT	4=5 majors. GF.		
	2♥	Transfer to spades. 5+ suit. Any strength.				
		2♠	Opener accepts the transfer.			
			pass	Weak hand with 5+ spades.		
			2NT	Invitational.		

O1	R1	O2	R2	O3	R3	Description
1NT	2♥	2♠	3m	Natural. GF.		
			Games	To play.		
	2♠	Either a transfer to clubs (any strength) or an invitational hand with diamonds.				
		2NT	Opener would not accept an invite in clubs.			
			3♣	To play. Weak.		
			3♦	Invitational with diamonds.		
			3M	Shortness in M, confirms clubs, GF.		
			3NT	To play. Confirms clubs.		
		3♣	Opener would accept an invite in clubs.			
			pass	Weak with clubs.		
			3♦	Invitational with diamonds.		
			3M	Shortness in M, confirms clubs, GF.		
			3NT	To play. Confirms clubs.		
	2NT	Standard invitational raise.				
	3♣	Weak or game-forcing transfer to diamonds. Opener accepts transfer. Then responder's pass, 3M and 3NT as above, but confirming diamonds.				
	3♦	5=5 minors. GF.				
	3M	3♥ is 3=1=5=4 or 3=1=4=5. 3♠ shows 1=3=5=4 or 1=3=4=5. GF.				
	3NT	To play.				
	4♣	Gerber.				

O1	R1	O2	R2	O3	R3	Description
2NT						
	3♣	Puppet Stayman. GF.				
		3♦	Shows a four-card major or exactly three spades (3=2 or 3=3, majors).			
			3♥	Responder has four spades or a balanced raise to 3NT. Opener bids 3♠ with four or 3NT otherwise.		
			3♠	Shows four hearts but not four spades.		
			3NT	4=4 majors. Opener picks a game.		
			4♣	Gerber.		
			4♦	5=4 or 5=5 in the majors. Opener picks a contract.		
			4NT	4=4 majors. Invites slam.		
			5NT	4=4 majors. Opener picks a slam.		
	3♣	3♥	Shows 2=2 or 2=3 in the majors.			
			3♠	Shows 5=5 majors. Opener picks a contract.		
			3NT	To play.		
		3♠	Shows five spades. Responder bids 3NT or 4♠.			
		3NT	Shows five hearts. Now, responder's 4♦ is a transfer to hearts.			
	3♦	Transfer to hearts. 5+ suit. Any strength.				
		3♥	Opener normally accepts the transfer. But, with a doubleton heart and five spades, opener can bid 3♠ here in case responder is 3=5 in the majors. 4♣ is a superaccept of hearts with 4+ hearts. 4♥ is a superaccept with exactly 3 hearts.			
			pass	Very weak. Should not arise.		
			3♠	Shows five hearts and fewer than four spades. Forcing to 3NT.		
			3NT	4=5 majors. Opener places the contract.		
			4m	Natural. GF.		
			4♥	To play.		

O1	R1	O2	R2	O3	R3	Description
2NT	3♥	Transfer to spades. 5+ suit. Any strength.				
		3♠	Opener accepts or superaccepts the transfer. But, with a doubleton spade and five hearts, opener can bid 3NT here in case responder is 5=3 in the majors. 4♣ is a superaccept with 4+ spades. 4♠ is a superaccept with exactly 3 spades.			
			4m	Natural. GF.		
			Game	To play.		
	3♠	Transfer to clubs. Either very weak or a slam-try.				
		4♣	Opener accepts the transfer.			
			4♦	RKB for clubs (Kickback).		
			4M	Shortness in M.		
	3NT	To play.				
	4♣	Transfer to diamonds. Either weak or a slam-try.				
		4♦	Opener accepts the transfer.			
			4♥	RKB for diamonds (Kickback).		
			4♠	Shortness in spades.		
	4♦	5=5 minors. GF. Then opener's 4♥ is KRKB for clubs, 4♠ is KRKB for diamonds and 4NT is to play.				

Extended XYZ (EXYZ)

XYZ is a convention (like 2-way Checkback) that kicks in on responder's rebid after three consecutive 1-level bids by us. It assumes the opponents have passed. Those three 1-level bids are called **X**, **Y** and **Z** respectively. In traditional XYZ, a rebid of **2♦** is a GF and responder's 2♣ rebid indicates an invitational hand or a weak hand with a minor. In EXYZ the 2♣ rebid is mostly unchanged whereas rebids of **2♦** through 2NT are transfers.

O1	R1	O2	R2	O3	R3	Description
1♣	1♦	1♥	2♣	Forces opener to bid **2♦**.		
				2♦		
					Pass	Weak. 4 hearts and 6 diamonds.
					2♥	Invitational. 5 hearts.
					2♠	Invitational. 4 spades.
					2NT	"Double Relay." Asks opener to rebid 3♣ which responder will pass.
					3m	Inv. 4 hearts, 5+ m.
					3♥	Inv. Solid 6-card suit.
			2♦	Transfer to hearts. To play or GF. 5 hearts.		
			2♥	Transfer. Shows 4+ spades. GF.		
			2♠	Range ask or GF 2-under transfer to clubs.		
			2NT	2-under transfer to diamonds. GF.		
			3m	5-5 in hearts and m. Invitational.		
		1♠	2♣	Forces **2♦**.		
				2♦		
					Pass	Weak. 4 hearts and 6 diamonds.
					2♥	Invitational. 6 hearts.
					2♠	Inv 4-card spade raise.
					2NT	Double Relay. Asks opener to bid 3♣ to play.

O1	R1	O2	R2	O3	R3	Description
1♣	1♦	**1♠**	2♣	**2♦**	3m	Inv. 4 hearts, 5+ in m.
					3♥	Inv. Solid 6-card suit.
			2♦	Transfer to hearts. To play or GF. 6+ hearts.		
			2♥	Shows 4 spades. To play or GF.		
			2♠	Range ask or GF 2-under transfer to clubs.		
			2NT	2-under transfer to diamonds. GF.		
			3m	5-5 in hearts and m. Invitational.		
1♣	1♦	1NT	2♣+	As above.		
1♣	1♥	**1♠/1NT**	2♣+	As above.		
1♣	**1♠**	**1NT**	2♣+	As above.		

O1	R1	O2	R2	O3	R3	Description
1♦	1♥	**1♠/1NT**	2♣	Forces opener to bid **2♦**.		
				2♦		
					Pass	To play.
					2♥	Invitational. 5 hearts.
					2♠	Invitational. 4 spades.
					2NT	"Double Relay." Asks opener to bid 3♣ which responder will pass.
					3m	Inv. 4 hearts, 5+ m.
					3♥	Inv. Solid 6-card suit.
			2♦	Transfer to hearts. To play or GF.		
			2♥	Shows 4+ spades. To play or GF.		
			2♠	Range ask or GF 2-under transfer to clubs.		
			2NT	2-under transfer to diamonds. GF.		
			3m	5-5 in hearts and m. Invitational.		
	1♠	**1NT**	2♣+	As above.		

Other Extended XYZ Sequences/Examples

O1	R1	O2	R2	O3	R3	Description
1♣	1♦	1♥	3♣/3♦	Invitational. Responder is 5-5 in the two suits.		
1♣	1♥	**1♠/1NT**	3♥	Responder is 5-5 in the majors. Invitational.		
1♥	**1♠**	**1NT**	2♣+	Same as after a 1♦ opening.		
1♣	1♦	1♥	**2♠**	Range ask. Opener rebids 2NT with a minimum or **3♣** with a maximum. Any bid over 2NT shows a GF with clubs. Over **3♣** any bid but 3NT is a slam try with clubs.		
1♦	1♥	**1NT**	**2NT**	4 hearts and 4+ diamonds. GF		
1♦	1♥	**1NT**	**2♦**	**2♥**	**2NT**	5 hearts, 4+ diamonds. GF.

Interference after a 1♣ Opening

O1	I1	R1	A1	O2	I2	R2	A2	Description
1♣	X	Takeout, conventional or penalty double. Same responses.						
		Pass	Weak or no good bid. Some tolerance for clubs.					
		XX	4+ diamonds.					
		1♦	4+ hearts.					
		1♥	4+ spades.					
		1♠	Denies any 4-card suit except clubs. Shows clubs by inference. Invites 1NT. Usually 9-11.					
		1NT	Shows 9-11. Stoppers or partial stoppers outside clubs.					
		2♣	To play. 5 clubs.					
		2♦	Transfer. 6+ hearts. To play or GF.					
		2♥	Transfer. 6+ spades. To play or GF.					
		2♠	2-under transfer. 6+ clubs. To play or GF.					
		2NT	2-under transfer. 6+ diamonds. To play or GF.					
		3♣	Weak.					
		3♦/3♥/3♠	Normal preempt. 7-card suit expected.					
1♣	1♦	Natural overcall.						
		Pass	Weak or no good bid.					
		X	4+ hearts.					
		1♥	4+ spades.					
		1♠	Denies a major. Invites 1NT. Usually 9-11.					
		1NT	9-11. Stopper or partial stopper in diamonds.					
		2♣	To play. 5+ clubs.					
		2♦	6+ hearts. To play or GF.					
		2♥	6+ spades. To play or GF.					
		2♠	6+ clubs. To play or GF.					
		2NT	GF. Functions as a diamond cue-bid.					
		3♣	Weak.					
		3♥/3♠	Normal preempt. 7-card suit expected.					

O1	I1	R1	A1	O2	I2	R2	A2	Description
1♣	1♥	Natural overcall.						
		Pass	Weak or no good bid.					
		X	4+ spades.					
		1♠	Denies spades. Invites 1NT. Usually 9-11.					
		1NT	9-11. Stopper or partial stopper in hearts.					
		2♣	To play. 5+ clubs.					
		2♦	GF. Functions as a heart cue-bid.					
		2♥	6+ spades. To play or GF.					
		2♠	6+ clubs. To play or GF.					
		2NT	6+ diamonds. To play or GF.					
		3♣	Weak.					
		3♦/3♠	Normal preempt. 7-card suit expected.					
1♣	1♠	Natural overcall.						
		Pass	Weak or no good bid.					
		X	4+ hearts.					
		1NT	9-11. Stopper or partial stopper in spades.					
		2♣	To play. 5+ clubs.					
		2♦	6+ hearts. To play or GF.					
		2♥	GF. Functions as a spade cue-bid.					
		2♠	6+ clubs. To play or GF.					
		2NT	6+ diamonds. To play or GF.					
		3♣	Weak.					
		3♦/3♥	Normal preempt. 7-card suit expected.					
1♣	1NT	Strong notrump overcall.						
		Pass	Weak or no good bid.					
		X	Penalty.					
		2♣	To play. 5+ clubs.					
		2♦	6+ hearts. To play or GF.					
		2♥	6+ spades. To play or GF.					
		2♠	6+ clubs. To play or GF.					
		2NT	6+ diamonds. To play or GF.					
		3♣	Weak.					
		3♦/3M	Normal preempt. 7-card suit expected.					
1♣	2m/2M	Natural overcall.						
		Pass	Weak or no good bid.					
		X	Normal negative double.					
		2♠/3♥	[over 2♥/2♠ respectively] 5+ suit. One round force.					
		2NT	12+ HCP. Shows a stopper. GF.					
		3m/3M	[Cue-bid]: GF.					

O1	I1	R1	A1	O2	I2	R2	A2	Description
1♣	3m	Natural overcall.						
		Pass		Weak or no good bid.				
		X		10+ HCP. Negative.				
		3♦		5+ suit. GF.				
		3M		5+ suit. GF.				
1♣	3M	Natural overcall.						
		Pass		Weak or no good bid.				
		X		Negative double at this level. 12+ HCP. GF.				
		3NT		To play.				
		3♠ or 4m		Natural. GF.				
1♣	4m or 4M	Natural overcall.						
		X		Shows cards.				
		4♦		Natural. GF.				
		4M		Natural. To play				
		4NT		[over 4M] Pick a minor.				

Note: When the opponents interfere over our 1♣ opening, if 2♣ is available at opener's second turn it shows a strong 2-bid. If not, opener should double for takeout, cue-bid or bid a game.

Meep, Meep: When the Opponents use Transfer Responses to 1♣

We have a special defense when the opponents use transfer responses to their 1♣ opening bid. This applies against natural systems like T-Walsh or Roadrunner or against strong club systems. In T-Walsh or Roadrunner a 1♦ response shows 4+ hearts, 1♥ shows 4+ spades and **1♠** denies a major. Whereas, in SCUD, 1♦ is negative and a 1♠ response shows hearts. The 1♣ opening could be artificial and forcing, guarantee 1+ or 2+ clubs, or be natural with a 3+ minimum. Meep, meep borrows from Ghestem. Details follow.

(1♣) pass (1♦) <u>?</u>	**1♦** shows 4+ hearts. Then: **X**: Diamond length with values. **1♥**: Normal takeout double of 1♥. **1♠/1NT/2♣/2♦**: Normal overcall. **2♥**: Top and bottom. Spades and clubs. 5-5. **2♠**: 5 spades and a 4-card minor. Then 3♣ is pass-or-correct by advancer while 2NT is reserved for invitational+ hands. **2NT**: Clubs and diamonds. 5-5. **3♣**: Exclusion. Spades and diamonds. 5-5.
(1♣) pass (1♥) <u>?</u>	**1♥** shows 4+ spades. Then: **X**: Heart length with values. **1♠**: Normal takeout double of 1♠. **1NT/2♣/2♦**/2♥: Normal overcall. **2♠**: Top and bottom. Hearts and clubs. 5-5. **2NT**: Clubs and diamonds. 5-5. **3♣**: Exclusion. Hearts and diamonds. 5-5.
(1♣) pass (1♠) <u>?</u>	**1♠** denies a 4-card major. Then: **X**: Shows a strong notrump. Suggests a spade lead. **1NT**: Takeout for the majors. **2♣/2♦/2♥/2♠**: Normal overcall.

(1♣) pass (1♠) <u>?</u>	**1♠** shows 4+ hearts. Then: **X**: Spade length with values. **1NT/2♣/2♦/2♠**: Normal overcall. **2♥**: Top and bottom. Spades and clubs. 5-5. **2NT**: Clubs and diamonds. 5-5. **3♣**: Exclusion. Spades and diamonds. 5-5.

Interference after a 1♦ Opening

O1	I1	R1	A1	O2	I2	R2	A2	Description
1♦	X	Takeout, conventional or penalty double. Same responses.						
		Pass	Weak or no good bid.					
		XX	4+ hearts.					
		1♥	4+ spades.					
		1♠	Denies a 4-card major. A 2-under transfer showing 4-5 clubs by inference. Invites 1NT. Usually 9-11.					
		1NT	9-11. Stoppers or partial stoppers.					
		2♣	Transfer to 2♦. “Courtesy” 3-card raise (but could be 12+).					
		2♦	6+ hearts. To play or GF.					
		2♥	6+ spades. To play or GF.					
		2♠	6+ clubs. To play or GF.					
		2NT	4+ diamonds. To play or GF.					
		3♣	Constructive (9-11) 4-card diamond raise.					
		3♦	Weak raise with 4+ card support.					
		3♥/3♠	Normal preempt. 7-card suit expected.					
1♦	1♥	Natural overcall.						
		Pass	Weak or no good bid.					
		X	4+ spades.					
		1♠	Denies spades. Invites 1NT. Usually 9-11.					
		1NT	9-11. Stopper or partial stopper in hearts.					
		2♣	Transfer to 2♦. Courtesy raise.					
		2♦	GF. Functions as a heart cue-bid.					
		2♥	6+ spades. To play or GF.					
		2♠	6+ clubs. To play or GF.					
		2NT	4+ diamonds. To play or GF.					
		3♣	Constructive (9-11) 4-card diamond raise.					
		3♦	Weak raise with 4+ card support.					
		3♠	Normal preempt. 7-card suit expected.					
1♦	1♠	Natural overcall.						
		Pass	Weak or no good bid.					
		X	4+ hearts.					
		1NT	9-11. Stopper or partial stopper in hearts.					
		2♣	Transfer to 2♦. Courtesy raise.					
		2♦	6+ hearts. To play or GF.					
		2♥	GF. Functions as a spade cue-bid.					
		2♠	6+ clubs. To play or GF.					
		2NT	4+ diamonds. To play or GF.					
		3♣	Constructive (9-11) 4-card diamond raise.					
		3♦	Weak raise with 4+ card support.					
		3♥	Normal preempt. 7-card suit expected.					

O1	I1	R1	A1	O2	I2	R2	A2	Description
1♦	1NT	15-18 HCP notrump overcall.						
		Pass	Weak or no good bid.					
		X	Penalty.					
		2♣	Transfer to 2♦. Courtesy raise.					
		2♦	6+ hearts. To play or GF.					
		2♥	6+ spades. To play or GF.					
		2♠	6+ clubs. To play or GF.					
		2NT	4+ diamonds. To play or GF.					
		3♣	Constructive (9-11) 4-card diamond raise.					
		3♦	Weak raise with 4+ card support.					
		3M	Normal preempt. 7-card suit expected.					
1♦	2m/2M/3m	Normal overcall or preemptive overcall.						
		X	Negative doubles through 3♦. Low Power or High Power.					
		2♦	After a 2♣ overcall, 2♦ is to play.					
		2M	Negative free bid (not forcing). 5+ suit.					
		2NT	9-11 HCP with stopper(s).					
		3♣	Constructive raise in diamonds.					
		3♦	Preemptive.					
		3M	Forcing if not a jump. 6+ suit.					
1♦	pass	1M	O'call/X					
					X/XX	Support through 2♥.		
					2M	Raise guarantees four-card support.		
1♦	pass	1♥	2♠	Natural overcall.				
					X	Takeout double. Both minors. Auction is above 2♥ so not a support double.		
1♦	1M	pass	2♦	Assume that 2♦ is a cue-bid and not natural.				
					X	Shows a six-card diamond suit.		

Relays

Everything from this point on is optional. Systems based on relays are regarded as the most accurate for game and slam decisions. They are also regarded as the most complicated and memory intensive. The "symmetric" relay structures in SOS have been around since the early 1980s. They are regarded as the creation of Roy Kerr and Stephen Burgess. The relays here, except for those in response to 1♣, are based on ideas in "KK Relay" by Karen McCallum and Kit Woolsey published by Bridge Winners Press. The 1♣ relays are based on those in Poe's book.

In a relay system, one partner asks questions and their partner answers. It is useful to divide the asking and telling into two parts. In the first part Asker will try to get Teller's exact distribution or essential shape (ESS). After Teller's ESS is known there may be a second part. Asker may sign off in game or continue the investigation looking for information like number and location of important cards. Think of these two parts as "Up to ESS" and "Life after ESS."

An artificial relay creates a GF. At each stage, the next denomination by asker above teller's last response (except 3NT, some special sequence and game bids) continues the relay. A bid other than the next denomination breaks the relay chain. **3NT** by asker is always to play. The teller's basic strategy during "up to ESS" is to show suits then shortages then exact shape. There are five hand types. A **balanced** hand is either 4-3-3-3 or 4-4-3-2. A **one-suited hand** (**1S**) has one suit with 5+ cards and no other suit with four or more cards. A **short two-suiter** (**S2S**) is one where the shorter suit is exactly four cards and the longer suit is 5+ cards. If the 4-card suit is higher ranking it is called a reverser. A **long two-suiter** (**L2S**) is 5-5 or better. **2S** means S2S or L2S. A **three-suiter** (**3S**) is 4-4-4-1 or 5-4-4-0. Hands with an 8-card or longer

suit are not shown. Treat them as 7-card suits and improvise. Hands with 12+ cards in two suits are not shown either. Treat these as L2S (or S2S) and improvise. A shortage can be a void, a singleton or a doubleton. If opener's LHO intervenes, relays are off except over a double.

Learning any relay structure requires some memory work. For starters you will need to know the possible distributions within each of the five hand types.[1] In **1S**, for example, there are five distributions with a single shortest suit and four more distributions with two or three suits of equal length. With relay distributions, a shortage can be a doubleton as well as a singleton or void. We collect the main ones to be memorized in a table. And it needs to be memorized. If you have to reconstruct the table when necessary you will have a tempo problem.

1S	SS	5332, 6331, 7231, 7321, 7330
	ES	6223, 6232, 7222, 6322
S2S	SS	5431, 6421, 6430, 7420
	ES	5422, 7411
L2S	SS	5521, 5530, 6520
	ES	6511

In the table above, the first row in each category gives the distributions with a single shortest suit (SS). The second row in a category lists those distributions with equal short suits (ES). To make it worse, the order the distributions occur within each row

[1] This automatic recall of distributions will also help on defence.

also needs to be memorized. The balanced distributions and those corresponding to **3S** are listed when needed.

The next section includes the relay structures used in the "up to ESS" part. Similar ideas are used in each but there is a different structure corresponding to each of the 1♣, 1♦, 1M and 2♣ opening bids. We start with the structure after 1♦ since it is the easiest and will fix some of the ideas. Responder initiates the relay with 1NT. Then opener will show the hand type (including a second suit if applicable), shortness using HMEL or HEL encoding and then exact shape. If the relay continues, opener shows 2-1-points then location of honours with denial cue-bidding (DCB). Life after ESS requires a separate section.

Core System Changes Needed for Relays

1♣ - 1♠	If 1NT initiates relays then 1♠ is either weak with no major or shows a GF hand with 5+ clubs and another 4-card suit.
1♣ - 1NT	Initiates relays.

1♦ - 1NT	Initiates relays.

1M - 2♣	Initiates relays.

2♣ - 2♦	Initiates relays.

Relays After a 1♦ Opening

O1	R1	O2	R2	O3	R3	Description
1♦	1NT	Initiates the relay. Teller (opener here) starts by showing whether her hand type is 1S, 2S or 3S. A 1♦ opener cannot be 4-3-3-3 or 4-4-3-2.				
		2♣	2S with clubs or 3S			
			2♦	Relay continues.		
				2♥	S2S reverser or 3S. 4=5 in minors with longer clubs or funny 3S.	
					2♠	Relay continues.
						2NT — HEL. S2S.
						3♣ — Funny. 3S with 4=4=4=1, 4=4=5=0 or 0=4=4=5.
						3♦-3NT — S2S. Low short.
				2♠	L2S. At least 5=5 in minors. HEL but up a level.	
					2NT	Relay continues.
						3♣ — HEL. L2S.
						3♦ — L2S. Funny.
						3♥-4♣ — L2S. Low short
				2NT	HEL. High shortness. S2S.	
				3♣	S2S. Funny. 7-4-1-1.	
				3♦-3NT	S2S. Low shortage.	
		2♦	S2S with hearts. Reverser.			
			2♥	Relay continues.		
				2♠	S2S. HEL as above. High shortness.	
				2NT	S2S. Funny. Generic 5-4-2-2 or 7-4-1-1.	
				3♣+	S2S. Low shortage.	
		2♥	S2S with spades. Reverser.			
			2♠	Relay continues.		
				2NT	S2S. HEL as above. High shortness.	
				3♣	S2S. Funny. Generic 5-4-2-2 or 7-4-1-1.	
				3♦	S2S. Low shortage. Generic 5-4-3-1	
				3♥	Generic 6-4-2-1.	
				3♠	Generic 6-4-3-0.	
				3NT	Generic 7-4-2-0.	

O1	R1	O2	R2	O3	R3	Description
1♦	1NT	2♠	1S with HMEL. High shortage or funny (6-2-2-3 or 6-2-3-2)			
			2NT	Relay continues.		
				3♣	Slow funny. 6-2-2-3 before 6-2-3-2	
				3♦	Generic 5-3-3-2.	
				3♥ - 3NT	As last three rows of this table.	
		2NT	HMEL. 1S with middle shortage.			
			3♣	Relay continues.		
				3♦	Generic 5-3-3-2.	
				3♥ - 3NT	As last three rows of this table.	
		3♣	1S and fast funny. 7-2-2-2 before 6-3-2-2.			
		3♦	HMEL. 1S with low shortage and generic 5-3-3-2. Here, running on to 3=3=5=2 exact shape (ESS)			
		3♥	Generic 6-3-3-1.			
		3♠	Generic 7-2-3-1. “2 outranks 3.”			
		3NT	Generic 7-3-3-0. “3 outranks 2.” EOL.			

Relays After a 1♣ Opening

O1	R1	O2	R2	O3	R3	Description
1♣	1NT	Initiates the relay.				
		2♣	4+ diamonds.			
			2♦	Relay		
				2♥	Generic 4-4-3-2 with red suits.	
					2♠	Relay.
						2NT High doubleton. Generic 4-4-3-2.
						3♣ Low doubleton. Generic 4-4-3-2.
				2♠	Any 4-4-3-2 with diamonds and spades.	
					2NT	Relay.
						3♣ High doubleton. Generic 4-4-3-2.
						3♦ Low doubleton. Generic 4-4-3-2.
				2NT	4-4-3-2 with diamonds and clubs.	
					3♣	Relay.
						3♦ High doubleton. Generic 4-4-3-2.
						3♥ Low doubleton. Generic 4-4-3-2.
				3♣	2=2=4=5.	
				3♦	Generic 5-3-3-2 with 5 diamonds. So, 12-14 or 18-19.	
				3♥	3=1=4=5. (Could have 6 clubs.)	
				3♠	1=3=4=5. (Could have 6 clubs.)	
		2♦	4+ hearts. Denies four diamonds.			
			2♥	Relay.		
				2♠	Generic 4-4-3-2 with both majors.	
				2NT	Generic 4-4-3-2 with hearts and clubs.	
				3♣	2=4=2=5.	
				3♦	3=4=1=5. (Could have 6 clubs.)	
				3♥	Generic 5-3-3-2 with 5 hearts. So, 18-19.	
				3♠	1=4=3=5. (Could have 6 clubs.)	

O1	R1	O2	R2	O3	R3	Description
1♣	1NT	2♥	4+ spades. Denies either four diamonds or four hearts.			
			2♠	Relay.		
				2NT	Generic 4-4-3-2 with spades and clubs.	
				3♣	4=2=2=5.	
				3♦	4=3=1=5. (Could have 6 clubs.)	
				3♥	4=1=3=5. (Could have 6 clubs.)	
				3♠	Generic 5-3-3-2 with 5 spades. So, 18-19.	
		2♠	Shows either 1-4-4=4 or 2-3-3=5.			
			2NT	Relay.		
				3♣	Generic 5-3-3-2 with 5 clubs. . So, 12-14 or 18-19.	
				3♦	4=4=1=4.	
				3♥	4=1=4=4.	
				3♠	1=4=4=4.	
		2NT	Any 4-3-3-3.			
			3♣	Relay.		
				3♦	3=3=3=4.	
				3♥	3=3=4=3.	
				3♠	3=4=3=3.	
				3NT	4=3=3=3.	
		3♣	1S. 6+ clubs and 15-19 HCP.			
		3♦	4=4=0=5.			
		3♥	4=0=4=5.			
		3♠	0=4=4=5.			

Relays After a 2♣ Opening

O1	R1	O2	R2	O3	R3	Description
2♣	2♦	Initiates the relay. Teller (opener here) starts by showing whether her hand type is 1S or 2S. If 2S, opener bids 2♥. 1S starts with 2♠ or higher.				
		2♥	Shows a 2nd suit. Opener reveals the suit using High, Middle, Equal, Low (HMEL).			
			2♠	Relay continues.		
				2NT	Spades or funny. Funny is 6 clubs and 5 diamonds. Open 1M with a 5-card major and 6 clubs.	
					3♣	Relay continues.
						3♥ High short
						3♠ Equal short. Generic 7-4-1-1
						3NT+ Low short
				3♣	Hearts	
					3♦	Relay continues.
						3♥ High short
						3♠ Generic 7-4-1-1
						3NT+ Low short
				3♦	Funny. Shows 6 clubs and 5 diamonds. Slow shows 1=1=5=6. Fast shows 0=2=5=6 then 2=0=5=6.	
				3♥	Diamonds. High short	
				3♠	Diamonds. Generic 7-4-1-1	
				3NT+	Diamonds. Low short. Generic 6-4-2-1	
				4♣	Diamonds. Low short. Generic 6-4-3-0	
				4♦	Diamonds. Low short. Generic 7-4-2-0	

O1	R1	O2	R2	O3	R3	Description
2♣	2♦	2♠	Use HMEL. 1S with high shortage or funny (6-2-2-3 or 6-2-3-2)			
			2NT	Relay continues.		
				3♣	Slow funny. 6-2-2-3 before 6-2-3-2	
				3♦+	As in last 4 rows below.	
		2NT	HMEL. 1S with middle shortage.			
			3♣	Relay continues.		
				3♦+	As in last 4 rows below.	
		3♣	1S and (fast) funny. 7-2-2-2 before 6-3-2-2.			
		3♦	HMEL. 1S with low shortage and generic 6-3-3-1. Here, running on to 3♦ after 2♦ shows 3=3=1=6 exact shape (ESS)			
		3♥	Generic 7-2-3-1. “2 outranks 3.”			
		3♠	Generic 7-3-2-1. “3 outranks 2.”			
		3NT	Generic 7-3-3-0. EOL			

Relays After a 1M Opening

O1	R1	O2	R2	O3	R3	Description
1M	2♣	Initiates the relay. Teller (opener) starts by showing whether her hand type is 1S, 2S or 3S. A 1M opener cannot be balanced.				
		2♦	Shows either 2S with clubs, L2S with diamonds or 3S.			
			2♥	Relay continues.		
				2♠	L2S with diamonds or 3S	
					2NT	Relay continues.
						3♣ 3S. Then after relay show 5-0-4-4, 5-4-0-4, 5-4-4-0. EOL.
						3♦-4♦ L2S with diamonds and HEL encoding.
				2NT	L2S with clubs	
					3♣	Relay continues.
						3♦-4♦ L2S with clubs and HEL encoding.
				3♣+	S2S with clubs and high shortness. Running on to shortness uses HEL.	
					3♦	Relay continues.
						3♥ Generic 5-4-3-1. Pivot Point.
						3♠ Generic 6-4-2-1.
						3NT Generic 6-4-3-0.
						4♣ Generic 7-4-2-0.
				3♦	S2S with clubs and equal shortness. After relay show 5-4-2-2 or 7-4-1-1.	
				3♥-4♣	Running on shows S2S with clubs and low shortness.	
		2♥	2S with oM.			
			2♠	Relay continues.		
				2NT	L2S with both majors.	
					3♣	Relay continues.
						3♦ L2S, High shortage.
						3♥ L2S, Equal shortage.
						3♠ Low, 5-5-2-1.
						3NT Low, 5-5-3-0.
						4♣ Low, 6-5-2-0.

O1	R1	O2	R2	O3	R3	Description
1M	2♣	2♥	2♠	3♣+	S2S with both majors, high shortage..	
				3♦	S2S with both majors, equal shortage..	
				3♥-4♣	Running on to low shortage..	
		2♠	S2S with diamonds.			
			2NT	Relay continues. Use HEL encoding.		
				3♣	High shortage.	
				3♦	Equal shortage. 5-4-2-2 or 7-4-1-1.	
				3♥-4♣	Running on to low shortage..	
		2NT	1S with high shortage or funny (equal shortage).			
			3♣	Relay continues.		
				3♦	Slow funny. 6-2-2-3 or 6-2-3-2.	
				3♥ - 4♦	Running on with high shortage. See below.	
		3♣	1S with middle shortage			
			3♦	Relay continues.		
				3♥ - 4♦	Running on with middle shortage. See below.	
		3♦	Funny. Equal shortage. Fast shows 7-2-2-2 or 6-3-2-2.			
		3♥+	Running on shows 1S with low shortage. Generic 5-3-3-2			
		3♠	Generic 6-3-3-1			
		3NT	Generic 7-2-3-1. The 2 outranks the 3.			
		4♣	Generic 7-3-2-1. The 3 outranks the 2.			
		4♦	Generic 7-3-3-0. EOL.			