

SCUD with Relays by Bruce Watson

SCUD has been optimized for matchpoints. For team play, with “IMP” scoring, many pairs use some kind of relay structure to improve game and slam bidding. This chapter shows how symmetric-style relays can be added to SCUD without compromising the main system too much.

In a relay sequence one partner (the Asker) poses a series of questions and partner (the Teller) provides answers. The 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.

It is useful to imagine every relay sequence as having two parts. In the first part the teller reveals his exact shape. He might be 3=5=2=3 or 1=2=4=6 for example. He does this with an exact shape showing bid or ESS. In the second part teller says how many aces, kings, queens, and sometimes jacks in his hand and where they are located. Then asker can place the contract.

In the first stage, teller’s basic strategy is to show hand type then shortages then exact shape. The hand types are balanced, one-suited, two-suited and three-suited. The two-suiters are divided into short two-suiters and long two-suiters making a total of five hand types. A **balanced** hand is 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 two-suiter (**2S**) can be a **short two-suiter (S2S)** or a **long two-suiter (L2S)**. An **S2S** hand 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, singleton or doubleton. If opener’s LHO intervenes, relays are off except over a double.

Once teller has shown his essential shape (ESS) asker can sign off in game or continue the relay sequence to part 2 and ask for further information like the number of 2-1-points and their location. Further, teller can show the location of important cards like queens or even jacks. Hopefully, asker receives the information needed to bid a good slam. What happens after ESS has its own section.

Learning relays requires some memory work. A lot of memory work actually! For starters you will need to know the possible distributions within each of the five hand types. In **1S**, for example, there are five distributions with a unique shortest suit. With relays, a shortage can be a doubleton as well as a singleton or void.

The **1S** distributions with a unique shortest suit are 5-3-3-2, 6-3-3-1, 7-2-3-1 (the 2 outranks the 3), 7-3-2-1 (the 3 outranks the 2), and 7-3-3-0.

There are four more 1S distributions with no unique shortest suit. These are:

6-2-2-3 (low 3), 6-2-3-2 (middle 3), 6-3-2-2 (high 3) and 7-2-2-2.

The above nine shapes are just the one-suiters. For **S2S** the shapes to remember are:

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

In addition, with no unique shortest suit (equal shortages) there are:

5-4-2-2 and 7-4-1-1.

For **L2S**, the shapes are:

5-5-2-1, 5-5-3-0, and 6-5-2-0.

With equal shortage in **L2S** there is only 6-5-1-1 to worry about.

Here are the three situations where we use relays in SCUD.

- After a **1♦** opening, a **1M** response and a rebid by opener of **2♦** or below.
- After a **1♣** opening, a **1M** response and a **2♣** rebid by opener.
- After a 1M opening and a **2♣** response.

Scudzilli and Relays after 1♣ - 1M - 2♣

When responder's first bid over 1♣ is 1M (rather than 1♦) then opener's rebid of 2♣ is Scudzilli, a SCUD-specific version of Gazzilli. 2♣ may be either natural or artificial, and requires an alert.

If 2♣ is artificial, it shows one of the following game-forcing Birthright (BR) hands:

- (i) 20+ HCP with 5-4 or 6-4 in the majors,
- (ii) 4-4-4-1 or 4-4-5-0 with shortness in oM (responder's major), or
- (iii) balanced or semi-balanced with 24-27 HCP.

If 2♣ is natural, it shows 15-19 HCP with clubs and another place to play, usually:

- (i) a 4-4-4-1 or 5-4-3-1 hand with the singleton in oM, or
- (ii) a 5-4-3-1 hand with the three-card fragment in oM.

Opener's next bid will clarify her holding.

<p>1♣ 1♥ 2♣ ?</p>	<p>2♦ is artificial, game-forcing and initiates a relay sequence. It requires an alert. Any other response is at least a WQGF.</p> <p>2♥: 4=4 in the majors, 6+ HCP. 2♠: 5 spades, 6+ HCP. 2NT: Weak. 6-7 HCP. 3♣: 3+ clubs and 8-9 HCP. 3♦: 4+ diamonds and 8-9 HCP.</p>
<p>1♣ 1♠ 2♣ ?</p>	<p>2♦ is artificial, game-forcing and initiates a relay sequence. It requires an alert. Any other response is at least a WQGF.</p> <p>2♥: 5 hearts, 6+ HCP. 2♠: 4=5 majors, 6+ HCP. 2NT: Weak. 6-7 HCP. 3♣: 3+ clubs and 8-9 HCP. 3♦: 4+ diamonds and 8-9 HCP.</p>
<p>1♣ 1M 2♣ 2♦ ?</p>	<p>Responder has taken control with some slam interest. He is the Asker and opener is the Teller in a relay sequence. Opener responds as follows with BR short for Birthright.</p> <p>2♥: S2S with diamonds. 2♠: BR or 3S 2NT+: S2S with the other major. Running on using HEL encoding.</p>

S2S with Diamonds

<p>1♣ 1M 2♣ 2♦ 2♥ 2♠ ?</p>	<p>2NT: S2S with diamonds and High shortage. 3♣: S2S with diamonds and Equal shortage. 3♦+: Running on shows S2S with diamonds and Low shortage.</p>
<p>1♣ 1M 2♣ 2♦ 2♥ 2♠ 2NT 3♣ ?</p>	<p>3♦: Generic 5-4-3-1. Pivot Point. 3♥: Generic 6-4 2-1. 3♠: Generic 6-4-3-0. 3NT: Generic 7-4-2-0. EOL.</p>
<p>1♣ 1M 2♣ 2♦ 2♥ 2♠ 3♣ 3♦ ?</p>	<p>3♣ showed S2S with equal shortage.</p> <p>3♥: Generic 5-4-2-2. Pivot Point. 3♠: Generic 7-4-1-1. EOL.</p>

1♣	1M	Running on with low shortage. 3♦: Generic 5-4-3-1. Pivot Point. 3♥: Generic 6-4 2-1. 3♠: Generic 6-4-3-0. 3NT: Generic 7-4-2-0. EOL.
2♣	2♦	
2♥	2♠	
?		

BR (Birthright) or 3S

1♣	1M	2♠ showed a Birthright hand or 3S. 3♣: A Birthright hand. 3♦: Running on shows 3S and generic 4-4-4-1 with shortness in responder's major. Pivot Point. 3♥: Running on shows 3S and generic 4-4-5-0 with shortness in responder's major. EOL.
2♣	2♦	
2♠	2NT	
?		
1♣	1M	3♣ confirmed a 20+ HCP Birthright hand. Probably will not arise. If it does you belong in a slam. 3♥: 4-4-4-1 with shortness in responder's major. 3♠: 5-4 or 6-4 with the 4 in responder's major. 3NT: 5-4 or 6-4 with the 5+ in responder's major. 4♣: 24-27 HCP, balanced.
2♣	2♦	
2♠	2NT	
3♣	3♦	
<u>3♥+</u>		

S2S with the Other Major

1♣	1M	Running on confirms S2S with clubs and four cards in M (not responder's major). Opener's rebids using HEL encoding. 2NT: S2S club-M with High shortage. 3♣: S2S club-M with Equal shortage. 3♦+: Running on shows S2S club-M with Low shortage.
2♣	2♦	
<u>2NT+</u>		
1♣	1M	2NT showed high shortage. Then: 3♦: Generic 5-4-3-1. Pivot Point. 3♥: Generic 6-4 2-1. 3♠: Generic 6-4-3-0. 3NT: Generic 7-4-2-0. EOL.
2♣	2♦	
2NT	3♣	
?		
1♣	1M	3♦ showed S2S with clubs-M and equal shortage. 3♥: Generic 5-4-2-2. Pivot Point. 3♠: Generic 7-4-1-1. EOL.
2♣	2♦	
3♣	3♦	
?		

1♣	1M	Running on with S2S clubs-M and low shortage.
2♣	2♦	
3♦+		
		3♦ : Generic 5-4-3-1. Pivot Point. 3♥ : Generic 6-4-2-1. 3♠ : Generic 6-4-3-0. 3NT : Generic 7-4-2-0. EOL.

Relays After a 1M Opening

After a **1M** opening, relays start with **2♣**. Opener (the Teller) assumes responder has 15+ HCP. The strategy is to show the hand type, other suits if applicable, shortness, then exact distribution. Opener cannot be balanced and open **1M**. So, hand types can only be one-suiters, two-suiters (S2S or L2S) or three-suiters.¹

1M	2♣	Opener first shows 2S or 3S then runs on to 1S starting with 2NT. For a one-suiter, “funny” means equal shortage 6-2-2-3, 6-2-3-2, 7-2-2-2 or 6-3-2-2.
?		
		2♦ : 2S with diamonds, L2S with clubs, or 3S. 2♥ : 2S with oM. 2♠ : S2S with clubs. 2NT : 1S with high shortage or funny. 3♣ : 1S with middle shortage. 3♦ : Funny. 3♥ - 4♦ : All show 1S with low shortage when running on. 3♥ : Generic 5-3-3-2. Pivot Point. 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.

1S

1♥	2♣	An example of running on and showing generic shape with a one-suiter and a single shortest suit.
2NT	3♣	
3♠		
		2NT showed a one-suiter (1S) with high shortage (spades) or funny. 3♠ showed a generic 6-3-3-1 or exactly 1=6=3=3.

¹ The groups of distributions to include in the **2♦**, **2♥**, and **2♠** responses was suggested by Rahul Chandra.

<p> 1♠ 2♣ 2NT 3♣ 3♦ 3♥ ? <u> </u> </p>	<p>Examples of running on and showing generic shape with a funny (no unique shortest suit) one-suiter.</p> <p>The slow route (top) to the funny 3♦ shows generic 6-2-2-3 or 6-2-3-2 with one of the doubletons in the highest suit, oM.</p> <p>3♠: 6-2-2-3 3NT: 6-2-3-2. 223 is less than 232 numerically.</p>
<p> 1♠ 2♣ 3♦ 3♥ ? <u> </u> </p>	<p>The fast route (bottom) to the funny 3♦ shows 7-2-2-2 or 6-3-2-2 with the “3” in oM.</p> <p>3♠: 7-2-2-2 3NT: 6-3-2-2</p>

2S with diamonds, L2S with clubs, or 3S

<p>1M 2♣ 2♦ 2♥ ? <u>?</u></p>	<p>2♦ showed 2S (S2S or L2S) with diamonds, L2S with clubs, or 3S.</p> <p>2♠: L2S with clubs or 3S. 2NT: L2S with diamonds. 3♣ - 3♥: S2S with diamonds. Runs on to shortness using High-Equal-Low (HEL) encoding as follows.</p> <p>3♣: High shortness. 3♦: Equal shortage. 3♥ - 4♣: Direct calls above 3♦ show low shortness and run on to exact shape.</p> <p>With a single short suit teller shows exact shape as follows.</p> <p>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. EOL.</p> <p>With equal shortage teller shows exact shape over asker's 3♥ by:</p> <p>3♠: Generic 5-4-2-2. Pivot Point. 3NT: Generic 7-4-1-1. EOL.</p>
<p>1♠ 2♣ 2♦ 2♥ 3♣ 3♦ <u>3♠</u></p>	<p>A spade-diamond S2S example of running on and generic shape.</p> <p>3♣ showed high shortness (hearts) and 3♠ showed exactly 6=1=4=2.</p>
<p>1M 2♣ 2♦ 2♥ 2♠ 2NT <u>3♣</u></p>	<p>2♠ showed L2S with clubs or 3S. Then 3♣ showed 3S.</p> <p>After opener relays with 3♦, 3♥: Generic 5-0-4-4. Pivot Point. 3♠: Generic 5-4-0-4. 3NT: Generic 5-4-4-0. EOL.</p>

<p>1M 2♣ 2♦ 2♥ 2♠ 2NT <u>3♦+</u></p>	<p>2♠ showed either L2S with clubs or 3S. Then, running on to 3♦ or higher shows L2S with clubs and uses HEL encoding.</p> <p>3♦: High shortage. 3♥: Equal shortage. 3♠ - 4♦: Low shortage.</p> <p>3♣: Generic 5-5-2-1. Pivot Point. 3NT: Generic 5-5-3-0. 4♣: Generic 5-6-2-0. 4♦: Generic 6-5-2-0. EOL.</p> <p>After 3♥ showing equal shortage, asker relays with 3♠. Then</p> <p>3NT: generic 5-6-1-1. Pivot Point. 4♣: generic 6-5-1-1. EOL.</p>
<p>1M 2♣ 2♦ 2♥ 2NT 3♣ <u>3♦+</u></p>	<p>2NT showed L2S with diamonds. Encoding now as above.</p> <p>3♦: High shortage. 3♥: Equal shortage. 3♠ - 4♦: Low shortage.</p> <p>3♣: Generic 5-5-2-1. Pivot Point. 3NT: Generic 5-5-3-0. 4♣: Generic 5-6-2-0. 4♦: Generic 6-5-2-0. EOL.</p> <p>After 3♥ showing equal shortage, asker relays with 3♠. Then</p> <p>3NT: generic 5-6-1-1. Pivot Point. 4♣: generic 6-5-1-1. EOL.</p>

2S with oM

<p>1M 2♣ 2♥ 2♠ 2NT 3♣ <u>3♦+</u></p>	<p>The 2♥ bid showed S2S or L2S with the other major. 2NT confirmed both majors and L2S. Encoding now as above.</p> <p>3♦: High shortage. 3♥: Equal shortage. 3♠ - 4♦: Low shortage.</p> <p>3♠: Generic 5-5-2-1. Pivot Point. 3NT: Generic 5-5-3-0. 4♣: Generic 5-6-2-0. EOL.</p> <p>With L2S, when 6-5-2-0 or 6-5-1-1 teller must have the “6” in M and “5” in oM. Teller opens the longer major always.</p>
<p>1M 2♣ 2♥ 2♠ <u>3♣+</u></p>	<p>2♥’s showed S2S or L2S with the other major. Running on to 3♣ and higher shows S2S.</p> <p>3♣: High shortness. 3♦: Equal shortage. 3♥ - 4♣: Direct calls above 3♦ show low shortness and run on to exact shape.</p> <p>With a single short suit teller shows exact shape as follows.</p> <p>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. EOL.</p> <p>With equal shortage teller shows exact shape over asker’s 3♥ by:</p> <p>3♠: Generic 5-4-2-2. Pivot Point. 3NT: Generic 7-4-1-1. EOL.</p>

S2S with clubs

<p>1M 2♣ 2♠ 2NT <u>?</u></p>	<p>2♥'s showed S2S with clubs. Running on to 3♣ and higher shows S2S. Encoding as with other S2S hands with a major.</p> <p>3♣: High shortness. 3♦: Equal shortage. 3♥ - 4♣: Direct calls above 3♦ show low shortness and run on to exact shape.</p> <p>With a single short suit teller shows exact shape as follows.</p> <p>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. EOL.</p> <p>With equal shortage teller shows exact shape over asker's 3♥ by:</p> <p>3♠: Generic 5-4-2-2. Pivot Point. 3NT: Generic 7-4-1-1. EOL.</p>
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Relays After a 1♦ Opening

Relays after a 1M Response and 1-level Rebid

After 1♦ - 1♥ - 1♠ or 1♦ - 1M - 1NT relays start at 2♦. After any of these three starts, opener must be S2S or 3S. Opener cannot be L2S with, say, 5-5 in the minors. And, if S2S with two suits of the same rank they must be the minors. Depending upon responder's major, additional information about opener's distribution will be available. For example, after 1♦ - 1♠ - 1NT, opener cannot be 0=4=4-5. Or, after 1♦ - 1♥ - 1NT, opener must be either 3=1=4=5 or 3=1=5=4.

1♦	1♥	In the top auction opener can only be 3=1=4=5 or 3=1=5=4. In the middle auction opener can be 1=4=4=4, 1=3=5=4, 1=4=5=3, 2=4=5=2. The bottom auction has the most possibilities. Opener could be 4=1=4=4, 4=1=5=3, 4=2=5=2, 4=6 or 4-7.
1NT	2♦	
?		
1♦	1♠	The bottom auction has the most possibilities. Opener could be 4=1=4=4, 4=1=5=3, 4=2=5=2, 4-6 or 4-7.
1NT	2♦	
?		
1♦	1♥	
1♠	2♦	
?		

The first relay above resolves to ESS quickly. This allows teller to run on to **kontrols**. Kontrols are the aces and kings in the hand with a different numerical counting method. An ace = 2 and a king = 1. The only exception is a singleton king which counts zero. Teller gives his number of kontrols in steps above the ask. Step 1 = 1-2, Step 2 = 3, Step 3 = 4, Step 4 = 5, ..., Step 7 = 8 kontrols.

After 1♦ - 1♥ - 1NT

1♦	1♥	Relays show distribution and run on to kontrols. 2♥: 3=1=4=5. 2NT+: 3=1=5=4 running on to kontrols. 2NT shows 1-2 kontrols, 3♣ shows 3 kontrols, etc.
1NT	2♦	
?		

After 1♦ - 1♠ - 1NT

1♦	1♠	Opener can be S2S (1=3=4=5, 1=3=5=4, 1=4=3=5, 1=4=5=3, 2=4=2=5, 1=4=5=2) or 3S (1=4=4=4). 2♥: Hearts and diamonds (S2S). Show numerically. 2♠: Both minors, 1=3=4=5 or 1=3=5=4 (S2S). 2NT: Funny. 1=4=4=4. 3♣-3♦: Hearts and clubs (S2S). Show numerically. Run on to ESS. 3♣: Generic 5-4-2-2 if hearts and diamonds or hearts and clubs. 1=3=4=5 if both minors. Pivot Point. 3♦: Generic 5-4-3-1 if reds or rounded. 1=3=5=4 if both minors. EOL.
1NT	2♦	
?		

After 1♦ - 1♥ - 1♠

<p>1♦ 1♥ 1♠ 2♦ ?</p>	<p>Opener can be S2S (spade-minor) or 3S (4=1=4=4).</p> <p>2♥: Spades and diamonds (S2S). 2♠: Funny. 4=1=4=4. 2NT-3♦: S2S with spades and clubs. High shortness (HEL). 3♣: Equal shortness, 5-4-2-2 or 7-4-1-1. 3♦-3NT: Low shortness. Run on to ESS.</p> <p>3♦: Generic 5-4-3-1. Pivot Point. 3♥: Generic 6-4-2-1. 3♠: Generic 6-4-3-0. 3NT: Generic 7-4-2-0. EOL.</p> <p>After 3♣ showing equal shortness followed by a 3♦ ask,</p> <p>3♥: Generic 5-4-2-2. 3♠: Generic 7-4-1-1.</p>
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Relays after a 1M Response and 2m Rebid

After either **1♦ - 1♥ - 2♣** or **1♦ - 1♠ - 2♣** relays start at **2♦**. In the first auction opener can only be 1S or S2S with the minors but could be 1S, S2S with hearts and clubs or S2S with both minors in the second.

<p>1♦ 1♥ 2♣ 2♦ ? <u> </u></p>	<p>Opener can have 6+ clubs in a 1S hand or S2S (6-4 or 7-4 minors).</p> <p>2♥: S2S with both minors. 2♠: 1S (6+ clubs) with high shortage (spades). Or funny (6-2-2-3 or 6-2-3-2). 2NT: 1S with middle shortage (hearts). 3♣: Funny. 3-2-2-6 or 2-2-2-7. 3♦ - 3NT: 1S with low shortage (diamonds).</p> <p>3♦: Generic 3-3-1-6. Pivot Point. 3♥: Generic 2-3-1-7. The 2 outranks the 3. 3♠: Generic 3-2-1-7. The 3 outranks the 2. 3NT: Generic 3-3-0-7. EOL.</p> <p>Responses after the slow funny, 3♣ and then 3♦, are: 3♥: Generic 2-2-3-6 3♠: Generic 2-3-2-6,</p> <p>while the fast funny is 3♥: Generic 2-2-2-7 3♠: Generic 3-2-2-6.</p>
<p>1♦ 1♥ 2♣ 2♦ 2♥ 2♠ ? <u> </u></p>	<p>With S2S and both minors, run on to HEL for shortage then exact shape.</p> <p>2NT: High shortage. 3♣: 1-1-4-7. 3♦-3♠: Low shortage.</p> <p>3♦: Generic 1-2-4-6. 3♥: Generic 0-3-4-6. 3♠: Generic 0-2-4-7.</p>

1♦ 1♠ 2♣ 2♦ <u>?</u>	<p>Opener can have 6+ clubs in a 1S hand or S2S (6-4 or 7-4 only).</p> <p>2♥: S2S. See next panel. 2♣: 1S (6+ clubs) and high shortage (spades). Or funny (6-2-2-3 or 6-2-3-2). 2NT: 1S with middle shortage (hearts). 3♣: Funny. 2-2-2-7 or 3-2-2-6. 3♦ - 3NT: 1S with low shortage (diamonds).</p> <p>3♦: Generic 3-3-1-6. Pivot Point. 3♥: Generic 2-3-1-7. The 2 outranks the 3. 3♣: Generic 3-2-1-7. The 3 outranks the 2. 3NT: Generic 3-3-0-7. EOL.</p> <p>After a funny 3♣ and then 3♦, the slow funny is: 3♥: Generic 2-2-3-6 3♣: Generic 2-3-2-6,</p> <p>while the fast funny is 3♥: Generic 2-2-2-7 3♣: Generic 3-2-2-6.</p>
1♦ 1♠ 2♣ 2♦ 2♥ 2♠ <u>?</u>	<p>With S2S, show the second suit then shortage using HEL then exact shape.</p> <p>2NT: High suit (hearts). 3♣: Placeholder. Not assigned. 3♦: Low suit (diamonds). High shortage. 3♥: Low suit, equal shortage 1=1=4=7. 3♠-4♣: Run on to ESS.</p> <p>3♣: Generic 1-2-4-6. Pivot Point. 3NT: Generic 0-3-4-6. 4♣: Generic 0-2-4-7. EOL.</p>

After either **1♦ - 1♥ - 2♦** or **1♦ - 1♠ - 2♦** relays start at **2♣/2♥** respectively. In the first auction opener can be 1S or S2S with the minors but could be 1S, S2S with hearts and diamonds or S2S with both minors in the second.

<p> 1♦ 1♥ 2♦ 2♠ ? <u> </u> </p>	<p> Opener can have 6+ diamonds in a 1S hand or S2S with 6-4, 7-4 and both minors. </p> <p> 2NT: S2S with both minors. See next panel. 3♣: 1S (6+ diamonds) and high shortage (spades). Or funny (6-2-2-3 or 6-2-3-2). 3♦: 1S with middle shortage (hearts). 3♥: Funny. 2-2-2-7 or 3-2-2-6. 3♠ - 4♦: 1S with low shortage (clubs). </p> <p> 3♠: Generic 3-3-1-6. Pivot Point. 3NT: Generic 2-3-1-7. The 2 outranks the 3. 4♣: Generic 3-2-1-7. The 3 outranks the 2. 4♦: Generic 3-3-0-7. EOL. </p> <p> After a funny 3♥ and then 3♠, the slow funny is: 3NT: Generic 2-2-3-6 4♣: Generic 2-3-2-6, </p> <p> while the fast funny is 3NT: Generic 2-2-2-7 4♣: Generic 3-2-2-6. </p>
<p> 1♦ 1♥ 2♦ 2♠ 2NT 3♣ ? <u> </u> </p>	<p> With S2S and both minors, run on to HEL encoding. </p> <p> 3♦: High shortage. 3♥: 1-1-4-7. 3♠-4♣: Low shortage. </p> <p> 3♠: Generic 1-2-6-4. Pivot Point. 3NT: Generic 0-3-6-4. 4♣: Generic 0-2-7-4. EOL. </p>

<p> 1♦ 1♠ 2♦ 2♥ ? <u>1</u> </p>	<p>Opener can have 6+ diamonds in a 1S hand or S2S (6-4 or 7-4 only).</p> <p> 2♠: S2S. See next panel. 2NT: 1S (6+ diamonds) and high shortage (spades). Or funny (6-2-2-3 or 6-2-3-2). 3♣: 1S with middle shortage (hearts). 3♦: Funny. 2-2-2-7 or 3-2-2-6. 3♥- 4♣: 1S with low shortage (clubs). </p> <p> 3♥: Generic 3-3-1-6. Pivot Point. 3♠: Generic 2-3-1-7. The 2 outranks the 3. 3NT: Generic 3-2-1-7. The 3 outranks the 2. 4♣: Generic 3-3-0-7. EOL. </p> <p>After a funny 3♦ and then 3♥, the slow funny is: 3♠: Generic 2-2-3-6 3NT: Generic 2-3-2-6,</p> <p>while the fast funny is 3♠: Generic 2-2-2-7 3NT: Generic 3-2-2-6.</p>
<p> 1♦ 1♠ 2♦ 2♥ 2♠ 2NT ? <u>1</u> </p>	<p>With S2S, identify the second suit then run on to shortage with HEL.</p> <p> 3♣: High suit (hearts). 3♦: Placeholder. Not assigned. 3♥: Low suit (clubs). High shortage. 3♠: Low suit, equal shortage 1=1=7=4. 3NT -4♦: Run on to ESS. </p> <p> 3NT: Generic 1-2-4-6. Pivot Point. 4♣: Generic 0-3-4-6. 4♦: Generic 0-2-4-7. EOL. </p>

After Showing Shape

Teller has just made an exact shape-showing (ESS) bid. Now what? Asker will either sign off in game or continue relaying to investigate a slam. Here are asker's possibilities in Relay SCUD.

- Sign-off in game or slam.
- Ask for the number of 2/1 controls.
- Make a natural slam-try.
- Use a form of Roman Keycard Blackwood (RKB).
- Start denial cue-bidding (DCB).

Signing Off (SO)

How asker signs off depends on ESS, the exact shape showing bid. Other than breaking the chain, there are two signoff bids. One is **3NT** and the other is **4♦**. The latter is a "drop dead transfer" (**DDT**). It asks teller to bid **4♥** after which asker will pass or correct to the game contract asker wants.

Kontrol Ask (KA)

If asker does not sign off, he will often continue with a control ask. That is, he will ask Teller for aces and kings. There are many ways to count controls. KK Relay counts an ace = 2 and a king = 1. The only exception is a singleton king which counts zero. Because a control in bridge, or otherwise, can arise in different contexts, we refer to these as kontrol points (with a "k") or simply **kontrols**. In "Symmetric Relay" by Nick Hughes, he counts slam points. With slam points, an ace = 3, a king = 2 and a queen = 1. Relay SCUD will use **kontrols**.

Hands worth an opening bid or game forcing response in SCUD (excluding pre-emptive openings) are assumed to have at least one kontrol. That is, they will have at least one king and not a singleton king. While zero is possible, it is very unlikely. Teller gives his number of kontrols in steps above the ask. Step 1 = 1-2, Step 2 = 3, Step 3 = 4, Step 4 = 5, ... , Step 7 = 8 Kontrols. There are 12 possible kontrols. Without compensating shortness, a slam should have a minimum of 10. A rule of thumb is that if the combined hands have 10 kontrols plus some shortness then a slam should be at least investigated.

Natural Slam Try

A natural slam try is made when asker bypasses DDT and signs off in one of **4♥, 4♠, 4NT, 5♣** or **5♦**.

Woolberry and RKB

In certain cases, explained below, **4♣** by asker is Woolberry. It asks teller to bid **4♦** after which asker will set the suit for a keycard ask. What has priority depends on ESS, the final bid by teller giving her exact shape.

Case 1. ESS was **3♥** or below.

Next Step Above ESS: KA, the control ask.

3NT: To play.

4♣: Woolberry. This is a relay to **4♦**. Then **4♥** is RKB for teller's longest suit, **4♠** is RKB for teller's second longest suit, **4NT** for her third longest suit and **5♣** for her shortest suit.

4♦: DDT.

4♥, 4♠, 4NT, 5♣, 5♦: Natural slam try.

Case 2. ESS was **3♠** or **3NT**.

3NT or Pass: To play.

4♣: KA, the control ask.

4♦: DDT.

4♥, 4♠, 4NT, 5♣, 5♦: Natural slam try.

Case 3. ESS was **4♣, 4♦**.

ESS+1: KA, the control ask unless that call is teller's known 6-card or longer suit.

For example, if ESS is **4♣**, asker bids **4♦** as the control ask. The only exceptions are if ESS is **4♦** or **4♥** and the relay would be teller's known 6-card or longer suit. Then **ESS+1** is to play. In every case, before asking for controls, asker must know what he wants to do if teller responds one under where asker wants to play. That response is called the Death Response. Asker may just decide to sign off in game.

The Swan. We do not use the "Bell-Ringer" for the 7-4-1-1 Swan like they do in KK Relay. We show the shape directly. Because of the greater slam potential of the Swan over the 5-4-2-2, we prefer to know ESS before deciding whether to ask for controls.

When Teller Shows 1 or 2 kontrols

After teller has shown Step 1: 1-2 kontrols, there may be an extra step. If asker continues the relay it asks whether it is exactly one or two kontrols. The first step is one kontrol. With exactly two kontrols teller runs on to denial cue-bidding.

The Super-Positive and Options When ESS = EOL

Situations may arise where Teller will show exact shape (ESS) at, or below, 3NT but has substantially more HCP or kontrols than Asker expects. Teller may know that a slam is likely because he has what is called a Super-Positive. If Asker may pass the ESS bid or attempts to sign off in 3NT, then Teller must override. He overrides Asker by running on to kontrols.

Teller can have a super-positive in two ways. A hand with 14+ HCP and 4+ kontrols is a super-positive and any hand with 5+ kontrols is always a Super-Positive regardless of HCP.

When Teller is allowed to override a signoff or potential signoff by Asker depends on ESS. If ESS is **4♣** or higher Teller never runs on. If ESS = EOL = 3NT then teller bids above 3NT with a super-positive. In this case **4♣** shows 4 kontrols, **4♦** shows 5 kontrols, etc. If ESS is below 3NT then Teller only overrides with a super-positive if Asker attempts to sign off in 3NT.

There is one additional situation where Teller may be able to show a better-than-expected hand. This is when ESS = EOL but is below 3NT. For example, if ESS = EOL = **3♠** then teller bids **3♠** with ESS shape and 1-2 kontrols, **3NT** with 3-4 kontrols and fewer than 14 HCP or **4♣+** with a super-positive. With fewer than 14 HCP teller cannot risk bypassing **3NT** even with 3 or 4 kontrols.

After Teller Shows kontrols

If asker relays and receives teller's number of kontrols, options are limited in most cases because of the level. Asker will sign off, bid a slam or initiate Denial Cue-Bidding (DCB).

If the auction is still at the 3-level as in either Case 1 or Case 2 in the table above, then **4♦** is DDT. But if the last bid was **4♣** then **4♦** is a request for denial cue-bidding. At the 4-level, if teller has made the Death Response, then the next bid in teller's known 6-card or longer suit is to play. The next bid above that game contract is denial cue-bidding. In all other cases a continued relay is denial cue-bidding.

One special situation may arise after teller gives his number of kontrols. Asker may know that the partnership holds all the aces and kings. She is only interested in queens and would like to proceed directly to the queen ask. A "breaking the chain" bid of 4NT may request queens if all of the following conditions are met.

- Asker has asked for kontrols,
- Teller has 4+ kontrols,
- Teller's bid showing number of kontrols was **4♣, 4♦ or 4♥**,
- Teller does not have a balanced hand.

If all four conditions are satisfied, asker's bid of 4NT asks directly for queens as described in the next section. In KK Relay this 4NT bid is called ETQ (Early Train to Queensland).

Denial Cue-Bidding (DCB)

After determining kontrols, denial cue-bidding starts unless asker bids

- **3NT, DDT** or Woolberry,
- **4, 5 or 6** of teller's 6+ major,
- **5 or 6** of teller's 6+ minor,
- **6NT** or
- **any grand slam.**

Teller scans, in order, her longest suit then her second-longest suit then her third-longest suit for first- or second-round kontrols (aces and kings only). Since asker knows teller's exact shape, he also knows the scan order. If teller responds in Step 1 it says she has no control in her longest suit. Step 2 confirms control of the longest suit but denies a control in the second-longest. Step 3 shows kontrols in the first and second-longest suits but not in the third. Similarly for Step 4. There are some additional rules about scanning.

- In DCB, a "Yes" is defined as exactly one of the ace or king. A "No" is both ace and king **or** neither ace nor king. Asker will be

able to work out which since he knows the total controls held by teller.

- If two suits have the same length the higher ranked suit has scanning priority.
- Singletons and voids are not scanned. Only doubletons or longer.
- Teller never scans her shortest suit for aces/kings even if it is a doubleton or tripleton.
- When teller has a singleton or void she doesn't scan her second shortest suit either. Similarly, holding two singletons or voids she doesn't scan her second longest suit. Asker can always work out if teller has a control in that suit since he already knows teller's total number of controls. If the first ask does not resolve aces and kings, a further relay asks teller to continue. Teller runs on to queens when aces and kings are known.
- With queens and jacks, scan from longest to shortest as with controls. All suits are scanned except singletons.
- If teller has shown 0-2 controls in response to KA, the DCB relay has a refinement. After asker continues the relay, step 1 by teller shows exactly 1 control. Steps 2 and above run on to DCB and guarantee 2 controls.

Examples - After Showing Shape

Next, some examples of follow-ups after ESS. Teller's hand is shown at the top of each example. If asker's hand is given it will appear at the bottom of the example.

---	1♠	♠ AJ10984 ♥ Q103 ♦ 4 ♣ AJ5
2♣	3♣	<p>Starting with 3♣, teller showed 1S with middle shortage (diamonds) then 6=3=1=3 ESS. 4♠ showed 4 controls and 5♦ was yes-no (spade control, no heart control). At this stage asker can place a barebones Axxxxx, xxx, x, Axx with teller. Facing a possible spade loser, asking about the heart queen may get the partnership too high. Maybe not the best hand for relays. Arranging to use keycard for hearts would have worked better here.</p> <p>The hand is Challenge the Champs #1, from the Bridge World Magazine, Oct 2021.</p>
3♦	3♠	
4♣	4♠	
4NT	5♦	
5♠	Pass	
		♠ Q6 ♥ AK752 ♦ AQ73 ♣ K6

<p>--- 1♥ 2♣ 3♣ 3♦ 3♥ 3♠ 4♦ 4♥ 4NT 5♣ 5♥ 6♥ Pass</p>	<p>♠ 1043 ♥ A10765 ♦ 72 ♣ AQ5</p> <p>Starting with 3♣, teller showed 1S with middle shortage (diamonds) then 3=5=2=3 ESS. Then 4♦ showed 4 kontrols, 4NT was yes-no (heart control, no spade control). 5♥ was yes-no (club control, no heart queen). Asker knows that, with teller's two aces and no wastage in spades, 6♥ is reasonable but may have a trump loser.</p> <p>The hand is #17 from The Common Game, Nov 8, 2021.</p> <p>♠ A ♥ KJ98 ♦ AK965 ♣ K42</p>
<p>--- 1♥ 2♣ 3♣ 3♦ 3♥ 3♠ 4♦ 4♥ 4NT 5♣ 5♥ 5♠ 5NT 6♠ Pass</p>	<p>♠ J74 ♥ KJ532 ♦ A10 ♣ KJ4</p> <p>Starting with 3♣, teller showed 1S with middle shortage (diamonds) then 3=5=2=3 ESS. Then 4♦ showed 4 kontrols, 4NT was yes-no (heart control, no spade control). 5♥ was yes-no (club control, no heart queen). 5NT denied the spade queen. Asker could afford to ask for the spade queen since a small slam is secure and, with that card, a grand slam would be reasonable.</p> <p>The is a fourth-quarter hand from the round of 16 in the 2021 Soloway Teams played in Austin, Texas.</p> <p>♠ AK10632 ♥ AQ7 ♦ 92 ♣ A5</p>
<p>--- 1♠ 2♣ 2♦ 2♥ 2NT 3♣ 3♥ 3♠ 3NT 4♣ 4♠ 6♦ Pass</p>	<p>♠ AQJ92 ♥ 4 ♦ AJ10974 ♣ J</p> <p>Starting with 2♦, teller showed either 2S with diamonds, L2S with clubs or 3S. Then 2NT showed L2S with diamonds. Next 3♥ showed equal shortage and 3NT was 5=1=6=1 ESS. When 4♣ revealed 4 kontrols asker knew teller had a barebones Axxxx, x, Axxxxx, x. Asker closed the auction with 6♦.</p> <p>The is a hand from bridgewinners.com reported on July 14, 2022.</p> <p>♠ 87 ♥ AQ83 ♦ K652 ♣ AQ6</p>

<p>--- 1♦ 1♥ 2♣ 2♦ 3♣ 3♦ 3♣ 4♣ 4♣ 4NT 5♥ 7♥ Pass</p>	<p>♠ K64 ♥ 64 ♦ K8 ♣ A108753</p> <p>Starting with 3♣, teller showed a 1S with 6+ clubs, fast funny (equal shortage) and 3=2=2=6 ESS. Then 4♣ showed 4 controls, 5♥ was yes-yes-no (club control, spade control, no heart control). Asker could infer that teller's barebones hand was Kxx, xx, Kx, Axxxxx. A grand slam was reasonable with normal breaks.</p> <p>The is a fourth-quarter hand from the quarter-finals in the 2021 Soloway Teams played in Austin, Texas.</p> <p>♠ AQ5 ♥ AKQJ53 ♦ A32 ♣ J</p>
<p>--- 1♦ 1♠ 2♣ 2♦ 3♣ 3♦ 3♣ 4♣ 4♣ 4NT 5♠ 7♠ Pass</p>	<p>♠ KJ9 ♥ K3 ♦ J6 ♣ A108752</p> <p>Starting with 3♣, teller showed a 1S with 6+ clubs, fast funny (equal shortage) and 3=2=2=6 ESS. Then 4♣ showed 4 controls, 5♠ was yes-yes-yes-no (club control, spade control, heart control, no club queen). Asker could infer that teller's barebones hand was Kxx, Kx, xx, Axxxxx. A grand slam was reasonable with a reasonable break in diamonds.</p> <p>The is a hand from bridgewinners.com on June 12/22.</p> <p>♠ AQ7643 ♥ AQ4 ♦ AK3 ♣ 4</p>
<p>--- 1♦ 1♥ 1NT 2♦ 2♥ 2♠ 3NT 4♣ 4♥ 7NT Pass</p>	<p>♠ A93 ♥ 2 ♦ AK42 ♣ A8653</p> <p>Starting with 2♥, teller showed 3=1=4=5. Then 3NT showed a surprising 7 controls and 4♥ was yes-no (club control, no diamond control or both ace and king). Asker can give teller a barebones hand of Axx, x, AKxx, Axxxx and count 13 tricks.</p> <p>The hand is Bidding Box #3, from the ACBL Bridge Bulletin, July 2022.</p> <p>♠ J64 ♥ AKQJ1085 ♦ QJ5 ♣ ---</p>