# FORCING PASS SYSTEM 

(played by Trevor Fuller and Don Allen)

\section*{OPENING BIDS <br> PASS <br> | 1\% |
| :---: |
| 1 |
| $1 \vee / \sim$ |
| 1NT |
| $2 \%$ |
| $2 \downarrow$ |
| $2 \wedge$ up |

## RESPONSE

13+ HCP, any shape
$11+\mathrm{HCP}$, game forcing relay
$0-7 \mathrm{HCP}$, any shape
7-10 HCP, 4+ suit.
$8-10 \mathrm{HCP}$, balanced
7-10 HCP, 4+ suit
$7-10 \mathrm{HCP}, 4441$ shape with short major
$7-10 \mathrm{HCP}$, both minors, at least $5 / 4$

1C
8-12 HCP with 4+ hearts

| 1 | Game invitational relay |
| :--- | :--- |
| 1 | Game forcing relay |
| $1 \uparrow$ to $2 \vee$ | $0-12$ HCP, natural and not forcing |
| 1NT | 6-12 HCP, balanced |
| 2NT | Invitational with 4+ hearts |
| 2 up | $0-12$ HCP, pre-emptive |

1D
8-12 HCP with 4+ spades

| $1 \bullet$ | Game invitational relay |
| :--- | :--- |
| 1 | Game forcing relay |
| 1NT | 6-12 HCP, balanced |
| 2* to $2 \uparrow$ | $0-12$ HCP, natural and non forcing |
| 2NT | Invitational with 4+ spades |
| 3* up | $0-12$ HCP, pre-emptive |

1H 8-12 HCP, 6+ in either minor, or 5+/4+ in both

1. Game invitational relay

1NT Game forcing relay
$2 * / \quad$ Correctible
$2-\uparrow \quad$ Natural, non forcing
2NT Pick your best minor
$3 * / \quad$ Correctible and pre-emptive
$3 / \wedge \quad$ Natural with a 6+ suit, invitational
1S 0-8 HCP, any shape
1NT $\quad 15-17 \mathrm{HCP}$, balanced
2* $18+\mathrm{HCP}$, artificial, forcing
$2 \bullet / \uparrow \quad 13-17 \mathrm{HCP}$, natural and non forcing
2NT $\quad 20-22 \mathrm{HCP}$, balanced
3\% Pre-emptive
1NT $\quad \begin{aligned} & \text { 9-12 HCP, } \\ & \\ & \\ & \\ & 2 * \\ & 2 * \text { to } 2 \mathrm{NT} \\ & 3 *\end{aligned} \quad \begin{aligned} & \text { Relay, at least invitational to game } \\ & \text { Transfers } \\ & \text { Pre-emptive }\end{aligned}$

| $2 \downarrow$ | Relay, at least invitational to game |
| :--- | :--- |
| $2 \downarrow$ | Signoff |
| 2 NT | Invitational with a fit |
| $3 \star /$ | Correctible |

2NT Relay
$3 \uparrow \quad$ Natural, non forcing

## 4-7 HCP, natural 6+ suit

Pre-empt in either minor, and denies 2 of top 3
Pre-empt (with 2 of top 3 honours if a minor) Gambling

## Competitive Auctions

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

## Agreements and Conventions

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

## Leads and Signals

$4^{\text {th }}$ highest
Overlead sequences
MUD
Lead of an A to NT asks for attitude
Lead of a K to NT ask partner to unblock, otherwise to give count
Lead of a 10 to NT promises an honour higher than the $J$
When following suit we primarily give natural present count. However attitude and McKenny may be given in certain circumstances.

When discarding we give natural present count with McKenny overtones.

