FORCING PASS SYSTEM (played by Trevor Fuller and Don Allen)

OPENING BIDS RESPONSE

OPENING BIDS	RESPUNSE	
PASS	13+ HCP, any shape	
11100	1.	11+ HCP, game forcing relay
	1♦	0-7 HCP, any shape
	1♥/♠	7-10 HCP, 4+ suit.
	1NT	8-10 HCP, balanced
	2♣/♦	7-10 HCP, 4+ suit
	2 ♥ / V	7-10 HCP, 4441 shape with short major
	2 ♦ up	7-10 HCP, both minors, at least 5/4
	2 up	7-10 Her, both lillions, at least 3/4
1C	8-12 HCP with 4+ hearts	
	1♦	Game invitational relay
	1♥	Game forcing relay
	1♠ to 2♥	0-12 HCP, natural and not forcing
	1NT	8-12 HCP, balanced
	2NT	Invitational with 4+ hearts
	2 ♠ up	0-12 HCP, pre-emptive
1D	Q 12 ЦСD	with A : snodes
ıν		with 4+ spades
	1♥	Game invitational relay
	1	Game forcing relay
	1NT	8-12 HCP, balanced
	2* to 2*	0-12 HCP, natural and non forcing
	2NT	Invitational with 4+ spades
	3 ♣ up	0-12 HCP, pre-emptive
1H	H $8-12$ HCP, $6+$ in either minor, or $5+/4+$ in both	
	1 🖍	Game invitational relay
	1NT	Game forcing relay
	2♣/♦	Correctible
	2♥/♠	Natural, non forcing
	2NT	Pick your best minor
	3♣/♦	Correctible and pre-emptive
	3♥/♠	Natural with a 6+ suit, invitational
1S	0-8 HCP, any shape	
10		
	1NT	15-17 HCP, balanced
	2.	18+ HCP, artificial, forcing
	2♦/♥/♠	12-17 HCP, natural and non forcing
	2NT	20-22 HCP, balanced
	3♣	Pre-emptive
1NT	9-12 HCP, balanced with no 4 card major	
	2.	Relay, at least invitational to game
	2♦ to 2NT	Transfers
	2 - 4 2 -	D (*

Pre-emptive

To play

3♣ to 3♠ 3NT

2C 8-12 HCP, 5+ hearts and 4+ in either minor

2♦ Relay, at least invitational to game

2♥ Signoff

2NT Invitational with a fit

3♣/♦ Correctible

2D 8-12 HCP, 5+ spades and 4+ in either minor

2♥ Relay, at least invitational to game

2♠ Sign off

2NT Invitational with a fit

3♣/♦ Correctible

2H 8-12 HCP, 5/4 hearts and spades (either way)

2 Signoff 2NT Relay

3♣/♦ Natural, non forcing

2S 4-7 HCP, natural 6+ suit

2NT Pre-empt in either minor, and denies 2 of top 3 3C/D/H/S Pre-empt (with 2 of top 3 honours if a minor)

3NT Specific Ace Ask

Competitive Auctions

Michaels Cue Bids, either weak or strong

Weak jump overcalls, 6+ suit, may be undisciplined

1NT overcall is 15-18 HCP (in passout seat is 10-14 HCP)

Double for takeout over pre-emptive bids up to and including 4♥

Responsive doubles to 3.

Over weak two bids a 2NT overcall is 15-18 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 1.4 opening use CRASH

Agreements and Conventions

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

Leads and Signals

4th 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.