Zheng-Pan Supplementary Notes

1 Shape Relays

1.1 1**4** Relay

Suit-Showing

1	$1\diamondsuit$	Neg
	$1\heartsuit$	$4+\spadesuit$
	$1 \spadesuit$	Bal or $\diamond + \heartsuit$
	1NT	$4+\heartsuit$
	2 4	$4+\diamondsuit$
	$2\diamondsuit$	$5+\clubsuit$

Exceptions:

 $\diamond + \heartsuit$, 1 \blacklozenge followed by 2 \clubsuit (*cf.* Balanced Hands); $\clubsuit + \diamondsuit$, R1 IMPLICATION; $\heartsuit / \diamondsuit + \clubsuit$, R2 IMPLICATION

Single-Suiters

$2 \spadesuit$	HS—		
2NT	MS		
3♣			6322
$3\diamondsuit$	5332		
$3\heartsuit$	6331	6322	6223
3♠	7321	7222	6232
3nt	7330		

Two-Suiters

$2\heartsuit$	Rev		
2♠	Long-		
2nt	$_{\mathrm{HS}}$		
3♣	5422	$_{\rm HS}$	
$3\diamondsuit$	5431	ES-	
$3\heartsuit$	6421	5521	
3♠	6430	5530	5611
3nt	7420	5620	6511
4		6520	

Three-Suiters

1	$1\heartsuit$		
$1 \spadesuit$	1NT		
2	$2\diamondsuit$		
$2\heartsuit$	$2 \spadesuit$	HS—	
	2NT	4441	
	3♣	4450	4414
	$3\diamondsuit$	4540	4405
	$3\heartsuit$	5440	4504
	3♠		5404

1	2		
$2\diamondsuit$	$2\heartsuit$		
$2 \spadesuit$	2NT	HS—	
	3♣	4144	
	$3\diamondsuit$	4045	1444
	$3\heartsuit$	4054	0445
	3♠	5044	0454
	3NT		0544

Balanced Hands

1	$1 \spadesuit$			
1NT	$2\diamondsuit$	2=Col-		
	$2\heartsuit$	2=Rank		
	$2 \spadesuit$	4333		4333
	2NT	2=		
	3♣	2=♣	3433	3334
	$3\diamondsuit$	$2 = \diamondsuit$	4333	3343
	$3\heartsuit$	$2=\heartsuit$		

1.2 $1\diamondsuit$ Relay

Major/Minor Two-Suiters

$1\diamondsuit$	1nt		
2 ♣	40		
$2\diamondsuit$	$+\diamond$		
$2\heartsuit$	♦+♣ —		_♡+♣
2♠	♠+♣ +?		$\heartsuit + \diamondsuit +?$
2NT	$+\diamond$	HS	$\heartsuit + \diamondsuit$
3♣		5422	
$3\diamondsuit$		5431	
$3\heartsuit$		6421	
3♠		6430	
3nt		7420	

Minor Two-Suiters

Relay as in 1. Relay, except one step higher. Again, most extreme shapes may bypass 3NT.

$1\diamondsuit$	1nt		
$2\diamondsuit$	$2\heartsuit$		
2♠	Rev		
2NT	Long-		
3♣	HS		
$3\diamondsuit$	5422	HS	
$3\heartsuit$	5431	ES-	
3♠	6421	5521	
3nt	6430	5530	56'11
4	7420	5620	6511
$4\Diamond$		6520	

Three-Suiters

$1\diamondsuit$	1NT	
(2♣)	$(2\diamondsuit)$	
2♠	2NT	
3♣	HS—	
$3\diamondsuit$	4441	
$3\heartsuit$	4450	4414
3♠		4405
3nt		4504

1.3 $1 \heartsuit / 1 \blacklozenge \text{Relay}$

Structurally identical, only differs in terms of long suit.

Single-Suiters

$1\heartsuit/\clubsuit$	1nt		
2♠	HS—		
2nt	MS		
3♣			6322
$3\diamondsuit$	5332		
$3\heartsuit$	6331	6322	6223
3♠	7321	7222	6232
3nt	7330		

Two-Suiters

$1\heartsuit/1\spadesuit$	1NT			
2♣	$4 + \diamondsuit$			
$2\diamondsuit$	$4+\clubsuit$			
$2\heartsuit$	4+oM			
$2 \spadesuit$	Long-			
2nt	$_{\mathrm{HS}}$			
3♣	ES		Hs	
$3\diamondsuit$	5431		ES-	
$3\heartsuit$	6421	5422	5521	
3♠	6430	7411	5530	56'11
3nt	7420		5620	6511
4			6520	

Three-Suiters

$1\heartsuit/1\spadesuit$	1nt
2	$2\diamondsuit$
$2\heartsuit$	$2 \spadesuit$
2NT	5044
3♣	5404
$3\diamondsuit$	5440

1.4 $2\clubsuit/2\diamondsuit$ Relay

2 2	
$2\heartsuit$ Rev	
2 hs	
2NT MS HS	
3♣ ES— 63¦32 114	7
$3\diamondsuit$ 6331 6422	1
$3\heartsuit$ 7321 3226 2236 6430	0
3♠ 7330 2227 2326 7420	0
3nt	

$2\diamondsuit$	$2\heartsuit$		
2	HS—		
2NT	MS		
3♣	ES-		
$3\diamondsuit$	6331		2272
$3\heartsuit$	7321	2263	
3♠	7330	2362	
3NT		3262	

1.5 2NT Relay

2nt	3♣	
$3\diamondsuit$	$_{\rm HS}$	
$3\heartsuit$	ES-	
3♠	5521	
3nt	5530	5611
4	5620	6511
$4\Diamond$	6520	

2 Psychics

Some mild systemic 'protection' for potential psyches:

- Almost all GF responses start with 1NT. Passing 1NT exposes a psychic opener.
- Suit-change responses are frequently NF and deny strength. Psyches are possible in auctions such as 1 \diamond -DBL-1M as opener is unlikely to bid beyond 2M.
- New suits are often fit-showing in competition (when opponents show values or by a PH), and aggressor will usually revert to original suit.

3 Advances

Overcalls

- Since 2-level advances are NF, CUE represents the only forcing advance and is nebulous in intention (except by PH, then always shows support). NAT continuations by overcaller, default to rebidding own suit if weak (6-10) and lacking space.
- **Defensive** raises of 1M go through CUE, typically 3-card support with BAL or values in opponents' bid suit
- Offensive raises of 1M go through 2NT, typically 4-card support or 3-card support with good shape (e.g. useful shortage)
- Mixed raises of 1M go through a jump cue when possible (e.g. (1♣)-1♡-3♣). If unavailable, may choose between 3M (PRE) and 2NT (offensive) raise
- **Pre-emptive** raises of 1M jump directly to the 3-level, typically 4+ but may be 3 when FAV

Takeout Double

- Bid by advancer may be forced, single jump shows some game interest (4+ suit), double jump shows 6+ suit, 6-10
- T/O DBL when NV can be very light, as such responses may be fairly heavy (e.g. 2NT invite may be up to 14)
- Any raise out of competition by doubler suggests mild extras, jump raise is invitational
- CUE by doubler suggests a strong (17)18+ hand investigating strain, usually 3-card support for advancer's bid suit. Natural continuations, m bids may be canapé
- Jump CUE by doubler agrees advancer's suit and suggests mild slam interest

4 Defence to 2M

DBL T/O

- 2♠ 10+ HCP, 5+♠
- 2NT 16-18 HCP, BAL, stopper in M
- 3x = 12 + HCP, NAT, likely to be 6 + cards
- CUE Asking for stopper for 3NT
- 3NT TO PLAY
- 4♣ 5+♣, 5+oM
- $4\diamondsuit$ 5+ \diamondsuit , 5+oM
- 4♡ To Play
- 4 To Play

Over DBL, advancer's options:

- 2NT Asks for better minor, may then pass or correct to show weak T/O, subsequent 3NT shows stopper
- 3x Nat, 8-11
- 3NT GF, no stopper

Else, NAT to play.

5 Defence to 1NT Interference

DBL from responder promises exactly a doubleton in the bid suit, regardless of if the bid suit is natural (e.g. DBL of 2. showing MM shows & doubleton) and reasonable values (10+ over 11-14 NT). Interest in penalising opponents when they do not have a fit.

1NT opener DBLs aggressively in order (especially to reopen) to protect potential penalty interest from responder.

Non-DBL continuations are transfer Lebensohl:

- 2NT Puppet to $3\clubsuit$, subsequent 3NT shows stopper
- $3\clubsuit$ INV+ TRF \diamondsuit
- $3\diamondsuit$ INV+ TRF \heartsuit
- $3\heartsuit$ INV+ TRF \blacklozenge
- 3♠ GF ♣
- 3NT GF, no stopper

Transfers 'into' the opponents' suit are GF with 40M and no stopper. CUE after 2NT the same with a stopper.