

Minor 2-Suiters after a 1N Opening Bid

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Overview

Consider responding hands that are 2-suited in the minors, with:

- at least 5-4 in ♣ and ♦,
- minor suit lengths differing by no more than 1,
- no more than 3 cards in either major suit.

Grouped by shape, these are

5-4: 3=1=5=4, 3=1=4=5, 1=3=5=4, 1=3=4=5, 2=2=5=4, 2=2=4=5

5=5: 3=0=5=5, 0=3=5=5, 2=1=5=5, 1=2=5=5

6-5: 2=0=6=5, 2=0=5=6, 0=2=6=5, 0=2=5=6, 1=1=6=5, 1=1=5=6

6=6: 1=0=6=6, 0=1=6=6

7-6: 0=0=7=6, 0=0=6=7 (*don't hold your breath!*)

The goal is to describe a system of exploring minor-suit fits at game and (especially) slam levels after a 1N opening bid. At the same time, even weak 2-suiters offer the possibility of improved part-score contracts and shouldn't be ignored.

Part-Score Minor-Suited Hands

With **5-4** or **5-5** distributions, responder should consider passing to allow opener to play in 1N. With 3-0=**5=5**, or with any **6-5** or better, and little chance of game, responder should suggest the possibility of a minor suit part-score. The description of these hands may be overloaded with a minor-suit transfer. For example, if 2N otherwise transfers to 3♦, then opener with a ♣ preference may bid "the gap", 3♣. Responder will pass 3♣ with the weak two-suiter, correct to 3♦ with the weak transfer, or make some other bid with the strong transfer. Responder will pass 3♦ with either the weak 2-suiter or weak transfer, otherwise make another bid.

Game-Invitational Minor-Suited Hands

These are notoriously difficult to evaluate after a 1N opening. The 3♣ bid, if available, may be used to describe these hands. Opener may pass to play 3♣, correct to 3♦ which responder will pass, or make any other bid to accept the game invitation. The partnership must define their *acceptance* bids. If the 3♣ bid is already assigned (e.g. Puppet Stayman), and if no other response to the 1N opening is available, responder must either downgrade and take a below-game action, or upgrade and force to game.

Game-Forcing / Slam-Interest Hands

Hands with a 3-card major-suit fragment offer the possibility of a 5-3 fit in ♥ or ♠ and are treated separately. These shapes are ♠-fragment: 3=1=5-4, 3=0=5=5, and ♥-fragment: 1=3=5-4, 0=3=5=5. The methods described here employ 2 conventions:

1. 3♦ *Minor Suit Stayman* for hands with **no major-suit fragment**;
2. 3♥ or 3♠ *Major Fragment* (you may prefer to bid the splinter).

Below-Game Minor 2-Suiters

Qualifying hands are 2-suited in the minors, at least 5-4, and will usually have at least one singleton or void. With 2=2=5-4 shapes, it's often best to pass 1N.

When the 2N response to a 1N opening is a transfer to ♦, the 2N transfer bid can be overloaded to include weak minor 2-suiters.

- With a preference for ♣, at least 3 cards, opener **bids the gap**, 3♣. Otherwise opener simply **completes the transfer**, 3♦.
- With the weak minors 2-suiter responder always passes opener's 3♣ or 3♦ bid. The worst-case scenario is a 4-3 minor suit fit.
- With the weak ♦-transfer responder corrects a 3♣ preference to 3♦ and opener must pass; responder simply passes opener's 3♦.
- With the strong ♦-transfer responder continues with any bid higher than 3♦, per partnership's ♦-transfer agreement.

Opener's initial response to 2N, ♦-transfer or weak minors		
1N	2N	♣-preference: Opener has longer ♣ than ♦.
3♣		
1N	2N	♦-preference or no preference. Opener's ♦s are at least as long as the ♣s.
3♦		

Responder's continuations with a weak minor 2-suiter		
1N	2N	Opener shows a ♣ preference. Responder must pass to play 3♣.
3♣	pass	
1N	2N	Opener has at least as many ♦s as ♣s. Responder must pass to play 3♦.
3♦	pass	

When responder's 2N is a ♦-transfer, it may be *weak* intending to play 3♦, or it may be *strong*, at least a mild slam-try. If weak, responder must end the bidding at 3♦. By continuing beyond 3♦, responder shows a strong transfer, a slam-try. The continuations described below are illustrative only as a partnership will have formulated their own transfer response structure.

Responder's continuations with a ♦-transfer		
1N	2N	Responder <i>corrects</i> to 3♦ weak . Opener must pass. Splinter, strong ♦-transfer, slam try Semi-balanced, strong ♦-transfer, mild slam try Splinter, strong ♦-transfer, slam try Semi-balanced, strong ♦-transfer, strong slam-try
3♣	3♦	
	3M	
	3N	
	4♣	
	4♦	
1N	2N	Responder's pass indicates a weak ♦-transfer. As above; strong ♦-transfer
3♦	pass other	

Inviting Game, Minor 2-Suiters

Responder's 3♣ is a strong game-try, at least 5-4 in the minors. The 5-4 and 5-5 hands may include a 3-card major. Opener may

- pass 3♣ or bid 3♦ to decline the game-try;
- bid 3M with a 5-card major; responder raises to 4M with 3, or bids 3N with a half-stopper in the other major, else bids 4♣;
- bid 3N, to play, with stoppers in both majors;
- bid 4♣ to accept the game-try in responder's better minor;
- bid 4♦ or 4♥, Kickback, to accept the game-try in ♣ or ♦

Opener's continuations following a MSS 3♣ game-try		
1N	3♣	Declines, opener passes to play 3♣.
pass		
1N	3♣	Declines, corrects to 3♦. Responder must pass 3♦.
3♦		
1N	3♣	Shows a ♥ suit. Responder will 1) raise with 3♥s, 2) bid 3N with a ♠ 1/2-stopper, 3) bid 4♣.
3♥		
1N	3♣	Shows a ♠ suit. Responder will 1) raise with 3♠s, 2) bid 3N with a ♥ 1/2-stopper, 3) bid 4♣.
3♠		
1N	3♣	NT Sign-Off: opener has at least a 1/2-stopper in both majors.
3N		
1N	3♣	<u>Minor-Suits Puppet</u> : Opener has equal length minors and asks for responder's better minor.
4♣		
1N	3♣	<u>♣ Acceptance</u> : 4♦ is a Kickback keycard-ask for ♣.
4♦		
1N	3♣	<u>♦ Acceptance</u> : 4♥ is a Kickback keycard-ask for ♦.
4♥		

Opener declines directly via *pass* or *correct*, or after a 3M try:

Declining the invitation		
1N	3♣	Declines, will play 3♣ (above), Weak ♣ preference.
pass		
1N	3♣	Declines, will play 3♦ (above), Weak ♦ preference.
3♦	pass	
1N	3♣	The retreat to 4♣ denies support for opener's major or a stopper in the other major.
3M	4♣	Pass = Weak ♣ preference.
pass		
1N	3♣	The retreat to 4♣ denies support for opener's major or a stopper in the other major.
3M	4♣	4♦ correction = Weak ♦ preference.
4♦	pass	

Opener may accept the game-try in NT by bidding 3N directly, or by passing 3N after a 3M fragment-ask:

Bidding game in No-Trump		
1N	3♣	Direct acceptance, 3N.
3N	pass	
1N	3♣	Indirect acceptance. Opener shows one major, and at least a half-stopper in the other. Responder controls the minors and the other half-stopper.
3M	3N pass	

Opener may accept a minor-suit game-try **via Kickback** in direct response to 3♣. With equal preference for either minor, opener puppets via 4♣ to defer to responder; then, responder must make a Kickback ask to set the trump suit (or bid 5 directly):

Accepting the Game-Try in a Minor		
1N	3♣	Indirect acceptance via 4♣ (puppet). Responder bids game directly - tactical.
4♣	5m	
1N	3♣	Indirect acceptance via 4♣ (puppet). Responder chooses ♣; 4♦ is Kickback for ♣. Responder chooses ♦; 4♥ is Kickback for ♦.
4♣	4♦ 4♥	
1N	3♣	Direct acceptance. 4♦ is Kickback for ♣.
4♦		
1N	3♣	Direct acceptance. 4♥ is kickback for ♦.
4♥		

After opener's attempt to land in 4M or 3N, responder makes a negative response via 4♣. Opener's 4♦ is a below-game correction and responder must pass. To accept the game-try in a minor suit, opener must re-bid above 4♦: 4♥, 4♠, or 4N show ♣-preference, ♦-preference or equal preference respectively, and responder is expected to bid game in a preferred minor suit:

Accepting in a Minor after trying for 4M		
1N	3♣	Responder denies values in <i>the other major</i> . Opener's 4♥ forces 5♣ by responder.
3M	4♣	
4♥	5♣	
1N	3♣	Responder denies values in <i>the other major</i> . Opener's 4♠ forces 5♦ by responder.
3M	4♣	
4♠	5♦	
1N	3♣	Responder denies values in <i>the other major</i> . Opener's 4N forces responder to choose a minor.
3M	4♣	
4N	5m	

Game-Forcing / Slam-Interest Hands

Hands that include a major suit fragment are distinguished from hands without a fragment. This system employs three slam-tries.

- 3♦: no ♥ or ♠ fragment Minor-Suit Stayman
- 3♥: 1=3=5-4 or 0=3=5=5 ♥-Fragment (*Splinter if preferred*)
- 3♠: 3=1=5-4 or 3=0=5=5 ♠-Fragment (*Splinter if preferred*)

Common Features

Each of the responses, 3♦, 3♥ or 3♠, is a slam try with a minor two-suiter. The responses to these bids have much in common:

- Opener may suggest playing in no-trump by responding 3N with at least 1½ stoppers in each major suit. Responder will pass 3N only when making just a mild slam try.
- Opener may show a strong preference for either ♣ or ♦ via a direct keycard-ask. This description assumes Kickback, so 4♦ and 4♥ agree ♣ and ♦ respectively.
- Opener may show a hand that is suitable for minor suit play, but with equal length in ♣ and ♦, via 4♣ Minor Suits Puppet.

A 6-Keycard structure is employed in response to a 4N Keycard-ask, and is adapted to Kickback, 4♦ and 4♥, responses as well.

1N - 3♦: Minor Suit Stayman

3♦ is a slam try, at least 5-4 in the minors, without a fragment (3 cards) in either major. Responder's shape will be one of:

2=2=5-4, 2-1=5=5, 2-0=6-5, 1=1=6-5, 1-0=6=6 or 0=0=7-6

The common responses described above are adopted. In addition, opener may puppet through 3♥ to ask for responder's shape:

Opener's continuations following a MSS 3♦		
1N	3♦	<u>Shape-Ask</u> : Asks for responder's distribution.
	3♥	(See responses below)
1N	3♦	Unassigned: partnership agreement.
	3♠	
1N	3♦	<u>NT Sign-off</u> : Good controls in both majors. Opener suggests playing in 3N. Responder may override.
3N		
1N	3♦	<u>Minor Suits Puppet</u> . Opener has equal length minors and asks for responder's better minor. See below.
4♣		
1N	3♦	<u>♣ Acceptance</u> : 4♦ is a Kickback keycard-ask for ♣.
4♦		
1N	3♦	<u>♦ Acceptance</u> : 4♥ is a Kickback keycard-ask for ♦.
4♥		

Responding to the 3♥ Shape-Ask		
1N	3♦	
3♥	3♠	2=2=5-4 or 2-1=5=5
	3N	2-0=6-5 or 1=1=6-5
	4♣	1-0=6=6
	4♦	0=0=6=7
	4♥	0=0=7=6
1N	3♦	
3♥	3♠	2=2=5-4 or 2-1=5=5:
3N		3N shape relay
	4♣	2=2=4=5 4♦ Kickback; 4♠ → 4N; 4N Keycard-ask.
	4♦	2=2=5=4 4♥ Kickback; 4♠ → 4N; 4N Keycard-ask.
	4♥	2-1=5=5 4♠ → 4N; 4N Keycard-ask.
1N	3♦	
3♥	3♠	2=2=5-4 or 2-1=5=5:
4♣		4♣ Minor Suits Puppet. <i>See below.</i>
4♦		4♦ Kickback for ♣.
4♥		4♥ Kickback for ♦.
4♠		4♠ → 4N, Sign-off Relay. <i>See below.</i>
4N		4N 6-Aces Keycard ask.
1N	3♦	
3♥	3N	2-0=6-5 or 1=1=6-5:
4♣		4♣ Minor Suits Puppet. <i>See below.</i>
4♦		4♦ Kickback for ♣.
4♥		4♥ Kickback for ♦.
4♠		4♠ → 4N, Sign-off Relay. <i>See below.</i>
4N		4N 6-Aces Keycard ask.
1N	3♦	
3♥	4♣	1-0=6=6:
4♦		4♦ Kickback for ♣.
4♥		4♥ Kickback for ♦.
4♠		4♠ → 4N, Sign-off Relay. <i>See below.</i>
4N		4N 6-Aces Keycard ask.
1N	3♦	
3♥	4♦	0=0=6=7:
	4♥	0=0=7=6:
4♠		4♠ → 4N, Sign-off Relay. <i>See below.</i>
4N		4N 6-Aces Keycard ask.

Note the common continuations available to opener following the shape-ask; when available, 4♣ is always Minor Suits Puppet; 4♦, 4♥ and 4N are always Keycard-asks; 4♠ the Sign-off Relay. Minor Suits Puppet and the Sign-off Relay are described below. The partnership must define continuations to the 7-6 responses.

1N - 3♥/3♠: Major-Suit Fragments

Opener's continuation following a Major Fragment Slam-Try		
1N	3♥	Forces 4♥. Sign-Off.
3♠		
1N	3♥	Strong ♥-preference: 4♠ is a Keycard-ask for ♥.
4♠		
1N	3♥/♠	NT Sign Off: Good controls in both majors.
3N		Responder passes only with a mild slam try.
1N	3♥/♠	Minor Suits Puppet. Opener has equal length minors and asks for responder's better minor. <i>See below.</i>
4♣		
1N	3♥/♠	Strong ♣-preference: 4♦ is a Keycard-ask for ♣.
4♦		
1N	3♥/♠	Strong ♦-preference: 4♥ is a Keycard-ask for ♦.
4♥		
1N	3♠	Sign-Off in 4♠.
4♠		
1N	3♠	Strong ♠-preference: 4N is a Keycard-ask for ♠.
4N		

Minor-Suits Puppet

The 4♣ Minor Suits Puppet handles two cases:

- Suggested sign off in 4N or in 5♣ or 5♦,
- Slam-try cooperation with equal lengths in ♣ and ♦.

To cater for both cases, responder with only mild slam interest must relay via 4♦ allowing opener to clarify. With a strong try, responder may relay, or may opt to bypass the relay

Minor Suits Puppet		
1N	3♦/♥/♠	
4♣	4♦	4♣ Minor Suits Puppet, 4♦ Relay
	4♥	Strong slam-try: ♥-exclusionary Keycard-ask.
	4♠	Strong slam-try: ♠-exclusionary Keycard-ask.
	4N	Strong slam-try: Inclusive 6-Ace Keycard-ask.
1N	3♦/♥/♠	
4♣	4♦	Relay
4♥		Slam try cooperation; equal lengths ♣ and ♦.
4♠		4♠ → 4N, Sign-off Relay.

The Sign-off Relay

Opener may decline a slam-try by bidding 4♠ to signal a sign-off attempt:

- Responder bids 4N to accept the sign-off. Opener will pass to play 4N, or correct to 5♣ or 5♦ which responders must pass.
- Responder rejects the sign-off by giving a 4N Keycard response and slam will be reached.

Special Considerations

Simplification

As outlined in the following section, the responses to 4♥ and 4♠ exclusionary asks are identical to the 4N inclusive responses. In the present context, the intent of a major-suit exclusionary ask is solely to discount an Ace opposite a void. Maintaining an identical structure for both exclusionary and inclusive asks is a valid simplification since specific King-ask continuations are seldom useful with extreme 2-suiters.

This is an optional treatment; a partnership may reasonably keep their standard response structures.

Precaution

The location of a void may be critical. Contrast the following:

<p>A</p> <p>♠:T983 ♥:AKT6 ♦:KQ3 ♣:KT</p> <p>♠: ♥:72 ♦:AJ975 ♣:AQJ643</p> <p>13 tricks</p>	<p>B</p> <p>♠:T983 ♥:AKT6 ♦:KQ3 ♣:KT</p> <p>♠:7 ♥:2 ♦:AJ975 ♣:AQJ643</p> <p>12 tricks</p>	<p>C</p> <p>♠:T983 ♥:AKT6 ♦:KQ3 ♣:KT</p> <p>♠:72 ♥: ♦:AJ975 ♣:AQJ643</p> <p>11 tricks</p>
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Accordingly:

- An opener with an unguarded major should not ask for Keycards opposite unknown distribution. The 3♠ and 3N responses to a 3♥ shape-ask describe responding hands that may include a 2-card major suit; now, opener with an unguarded major may employ the 4♣ Minor Suits Puppet to force responder to be the asker.
- Responder should employ an exclusionary Keycard ask as a means of alerting opener to a major suit void; similarly responder's Kickback 4♦ or 4♥, or 6-Aces 4N, should deny a void major.

Modified Two-Suited (6 Ace) Keycard-Ask

In the contexts described above:

- The K♣ and K♦ are counted as the 5th and 6th Keycards.
- There are 2 trump Queens: Q♣ and Q♦; 2 side Kings: K♥ and K♠.

Keycard-Ask

4N: Minor Suits 6 Ace Keycard Responses	
Response	Description
5♣	0 or 3 Keycards
5♦	1 or 4 Keycards
5♥	2 or 5 Keycards & 1 trump Queen; 5♠ to ask 5N: Q♣ 6♣: Q♦
5♠	2 or 5 Keycards & 0 or both Q♣ and Q♦
5N	Void and 0 or 2 or 4 Keycards (even #) **Optional
6♣	Void and 1 or 3 or 5 Keycards (odd #) **Optional

** These are optional and should be agreed by the partnership. Usually, showing trump Queens should take precedence over voids.

Queen-Ask

After a 5♣ or 5♦ Keycard response, 5♥ is the Queen-ask:

5♥: Minor Suits Queen-Ask following a 1 st or 2 nd Step Response	
Response	Description
5♠	No trump Queen
5N	Q♣ only
6♣	Q♦ only
6♦	Both Q♣ and Q♦, no side King
6♥	Both Q♣ and Q♦, K♥ only
6♠	Both Q♣ and Q♦, K♠ only
6N	Both Q♣ and Q♦, Both K♥ and K♠

King-Ask

When available, 5N is the specific King ask:

5N: Specific King Ask	
Response	Description
6♣	Neither side King
6♦	Both K♥ and K♠
6♥	K♥ only
6♠	K♠ only

Exclusionary Keycard-Asks

Responses to exclusionary 4♥ or 4♠ keycard-asks are identical to the 4N responses above. Since one suit is excluded, the Queen-ask responses end at 6♥/6♠; the King-ask has only 2 responses, 6♣ denies a side King, 6♦ shows the King of the included major.

Kickback: 4♦ (♣ agreed), 4♥ (♦ agreed)

Responses to the 4♦ and 4♥ keycard-asks are adjusted to account for 6 Keycards and the Q♣ and Q♦ in identical fashion to 4N:

- 1st Step 0 or 3 Keys
- 2nd Step 1 or 4 Keys
- 3rd Step 2 or 5 Keys and 1 trump Queen (next step to ask)
- 4th Step 2 or 5 Keys and 0 or 2 trump Queens
- 5th Step even number of Keycards and some void (♥ or ♠)
- 6th Step odd number of Keycards and some void (♥ or ♠)

4N: Minor Suits 6 Ace Keycard Responses		
♣ Agreed	♦ Agreed	
4♦	4♥	
Kickback	Kickback	Response Description
4♥	4♠	0 or 3 Keycards
4♠	4N	1 or 4 Keycards
4N	5♣	2 or 5 Keycards & 1 trump Queen; 1 st Step asks 2 nd Step: Q♣ 3 rd Step: Q♦
5♣	5♦	2 or 5 Keycards & 0 or both Q♣ and Q♦
5♦	5♥	0 or 2 or 4 Keycards, void **Optional
5♥	5♠	1 or 3 or 5 Keycards, void **Optional

The Queen-ask is always the 3rd Step, 4N or 5♠:

Queen-Ask with 2-Suit Responses		
♣ Agreed	♦ Agreed	
4N	5♣	
Queens?	Queens?	Response Description
5♣	5♦	No trump Queen
5♦	5♥	Q♣ only
5♥	5♠	Q♦ only
5♠	5N	Both Q♣ and Q♦, no side King
5N	6♣	Both Q♣ and Q♦, K♥ only
6♣	6♦	Both Q♣ and Q♦, K♠ only
6♦	6♥	Both Q♣ and Q♦, Both K♥ and K♠

When available, the 5th step is a specific King-ask:

Specific King Ask		
♣ Agreed	♦ Agreed	
5♦	5♥	
Kings?	Kings?	Response Description
5♥	5♠	Neither side King
5♠	5N	Both K♥ and K♠
5N	6♣	K♥ only
6♣	6♦	K♠ only

Examples

Example 1: Minor Suit Stayman, Minor Suits Puppet		
♠: AK87 ♥: AJ3 ♦: Q43 ♣: K82 ♠: J543 ♥: T9842 ♦: T9 ♣: 95 ♠: 2 ♥: Q ♦: AK865 ♣: AQJT73	1N 3♦ <u>Minor Suit Stayman</u> 4♣ 4N MS Puppet; Keycard-ask 5♣ 5♥ 3 Keycards; Queen-ask 6♣ 6N Q♦ only	♠: QT96 ♥: K765 ♦: J72 ♣: 64
<p>This hand is particularly easy to bid as South has all the right answers. South can count 12 top tricks, or 13 if the adverse ♦s break 3-2. 7♣ needs the ♦s to break 3-2 also.</p>		

Example 2: Minor Suit Stayman, Shape-Ask, Strong Preference		
♠: KQJ7 ♥: 85 ♦: AK92 ♣: A72 ♠: 8654 ♥: KQT73 ♦: ♣: JT85 ♠: A2 ♥: A6 ♦: QT874 ♣: KQ63	1N 3♦ <u>Minor Suit Stayman</u> 3♥ 3♠ Shape-Ask; 2=2=5=4 or 2=2=4=5 3N 4♦ Shape-Ask; 2=2=5=4 (5♦s) 4♥ 4♠ Kickback ♦; 0 or 3 Keycards 5♣ 5N Queen-Ask; 2 Queens, no side Kings 7N	♠: T93 ♥: J942 ♦: J653 ♣: 94
<p>A shape-ask uncovers South's 2=2=5=4. Despite the ♥ flaw, North confirms ♦ via Kickback (4♥), then a Queen-ask, and can count 13 tricks off the top. (The 2-way ♦ finesse will be marked)</p>		

Example 3: ♥ Fragment, ♦ Preference		
♠: AJ4 ♥: KJ95 ♦: AQJ5 ♣: 65 ♠: KT952 ♥: Q873 ♦: 8 ♣: T74 ♠: ♥: A42 ♦: KT762 ♣: AKQ32	1N 3♥ ♥ fragment 4♥ 5♥ Kickback ♦; 2 or 4 & ♠-void 5♠ 6♣ Queen-ask; Q♣ 7♦	♠: Q8763 ♥: T6 ♦: 943 ♣: J98
<p>South shows 4 Keycards - 2 would not justify a slam try - and the ♠ void. Too, South's shape is known: 0=3=5=5. South's 3rd ♥ can be discarded on A♠. With a dummy reversal, the grand is sure if the ♣s are no worse than 4-2.</p>		

Example 4: ♠ Fragment

<p>♠: A 3 ♥: A Q 6 2 ♦: K 9 3 ♣: A 8 4 2</p> <p>♠: Q T 8 4 ♥: T 7 5 4 3 ♦: 6 5 4 ♣: T</p> <p>♠: J 9 6 5 ♥: J 9 8 ♦: 8 7 2 ♣: J 7 6</p> <p>♠: K 7 2 ♥: K ♦: A Q J T ♣: K Q 9 5 3</p>	<p>1N 3♠ ♠-fragment 4♦ 5♣ 2 or 5 Keycards, 0 or 2 Queens 5♦ 6♦ Both side Kings, K♥ & K♠ 7N</p> <p>North counts: A K A K Q A K Q 9 A K Q 8 8 additional unknown cards in ♣ & ♦</p>
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Example 5: Minor Suits Puppet – Responder bypasses the Relay

<p>♠: A K Q ♥: J 9 8 3 ♦: J T 3 ♣: A 9 6</p> <p>♠: T 4 2 ♥: K Q T 6 5 ♦: 6 4 ♣: J 8 7</p> <p>♠: J 9 8 7 6 ♥: A 7 4 2 ♦: 9 5 ♣: T 4</p> <p>♠: 5 3 ♥: ♦: A K Q 8 7 2 ♣: K Q 5 3 2</p>	<p>1N 3♦ 4♣ 4♥ Minors Puppet; ♥-exclusion bypass 5♠ 5N 2 or 5 Keycards, no Q; King ask 6♦ 7♦ Yes, K♠;</p> <p>Not a good grand. Needs ♦s 2-2, or ♣s 3-2 if ♦s are 3-1.</p>
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Example 6: Sign-off Relay – Override

<p>♠: Q J 8 7 ♥: A K J 9 ♦: 6 2 ♣: A J 3</p> <p>♠: A 9 2 ♥: T 4 3 2 ♦: T 9 7 ♣: 9 8 5</p> <p>♠: T 6 5 4 ♥: Q 8 7 6 ♦: J 4 3 ♣: 6 4</p> <p>♠: K 3 ♥: 5 ♦: A K Q 8 5 ♣: K Q T 7 2</p>	<p>1N 3♦ 3♥ 3♠ 3♦ Shape-ask; =5-4 or 5=5 4♠ 5♣ Sign-off Relay; Override, 3 Keycards 5♥ 6♠ Queen-ask; Q♣, Q♦ and K♠ 6N</p> <p>North's worthless ♥s suggests signing off in 4N, but South can override with excellent cover for any suit.</p> <p>Laydown 6N!</p>
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Example 7: Extreme 6=6, ♥-void

♠: A Q 7 5 2 ♥: A K 2 ♦: 5 3 ♣: K 8 5 ♠: K 8 6 ♥: 8 7 5 4 3 ♦: 9 8 2 ♣: J T ♠: T ♥: ♦: A K J T 7 4 ♣: A Q 9 7 4 3	1N 3♦ 3♥ 4♣ 4N 5♣ 5♥ 5N 7♣ .	Shape-ask; 6=6 Keycard-ask; 3 Keycards Queen-ask; Q♣ only
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Example 8: Extreme 6=6, ♠-void

♠: K 9 5 4 3 ♥: A K 4 ♦: J 3 ♣: A 6 5 ♠: A J 8 7 ♥: 9 6 5 3 2 ♦: K 9 ♣: J 8 ♠: ♥: J ♦: A Q T 8 5 2 ♣: K Q T 4 3 2	1N 3♦ 3♥ 4♣ 4♦ 5♣ 6♣	Shape-ask; 6=6 Keycard-ask; 2 Keycards, 2 Queens
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Example 9: Extreme 7-6

♠: K Q J ♥: K Q 8 5 ♦: A T 8 ♣: T 8 4 ♠: A T 8 5 3 ♥: T 7 6 3 2 ♦: 9 5 ♣: 2 ♠: ♥: ♦: K J 7 4 3 2 ♣: A K Q J 9 6 3	1N 3♦ 3♥ 4♦ 4N 5♣ 5♥ 5♣ 6♣ 7♣ makes because of the 2-2 ♦ split.	Shape-ask; 0=0=6=7 Keycard-ask; 3 Keycards (♣ & ♦) Queen-ask; Q♣ only
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<p>1</p> <p>♠: T983 ♥: AKT6 ♦: KQ3 ♣: KT</p> <p>♠: AKQ7642 ♠: J5 ♥: 543 ♥: QJ87 ♦: 82 ♦: T64 ♣: 8 ♣: 9752</p> <p>♠: ♥: 92 ♦: AJ975 ♣: AQJ643</p>	<p>2</p> <p>♠: AK87 ♥: AJ3 ♦: Q43 ♣: K82</p> <p>♠: 543 ♠: QJT96 ♥: T98 ♥: K76542 ♦: T972 ♦: J ♣: 954 ♣: 6</p> <p>♠: 2 ♥: Q ♦: AK865 ♣: AQJT73</p>	<p>3</p> <p>♠: J42 ♥: AK865 ♦: K5 ♣: AT2</p> <p>♠: AK65 ♠: QT873 ♥: T973 ♥: QJ4 ♦: QT2 ♦: 984 ♣: J3 ♣: 87</p> <p>♠: 9 ♥: 2 ♦: AJ763 ♣: KQ9654</p>
<p>4</p> <p>♠: AQ76 ♥: AQJT ♦: Q2 ♣: Q72</p> <p>♠: KT8543 ♠: 2 ♥: K8743 ♥: 9652 ♦: 63 ♦: T74 ♣: ♣: J9863</p> <p>♠: J9 ♥: ♦: AKJ985 ♣: AKT54</p>	<p>5</p> <p>♠: AT83 ♥: AQ5 ♦: QJ ♣: K854</p> <p>♠: K9762 ♠: QJ4 ♥: J842 ♥: K9763 ♦: 652 ♦: 874 ♣: Q ♣: J6</p> <p>♠: 5 ♥: T ♦: AKT93 ♣: AT9732</p>	<p>6</p> <p>♠: KQJ7 ♥: 94 ♦: A6 ♣: AQ984</p> <p>♠: AT98 ♠: 6432 ♥: AKQJT75 ♥: 832 ♦: 7 ♦: JT95 ♣: T ♣: 73</p> <p>♠: 5 ♥: 6 ♦: KQ8432 ♣: KJ652</p>
<p>7</p> <p>♠: K6 ♥: AKT3 ♦: Q532 ♣: A42</p> <p>♠: QT842 ♠: AJ73 ♥: Q74 ♥: J98652 ♦: 7 ♦: K4 ♣: T876 ♣: 3</p> <p>♠: 95 ♥: ♦: AJT986 ♣: KQJ95</p>	<p>8</p> <p>♠: AQT73 ♥: QT8 ♦: Q4 ♣: AQJ</p> <p>♠: KJ9842 ♠: 6 ♥: A642 ♥: J9753 ♦: 83 ♦: T52 ♣: 2 ♣: K984</p> <p>♠: 5 ♥: K ♦: AKJ976 ♣: T7653</p>	<p>9</p> <p>♠: K72 ♥: KQ ♦: 982 ♣: AK963</p> <p>♠: QT963 ♠: AJ854 ♥: A932 ♥: T7654 ♦: 6 ♦: QJ3 ♣: J42 ♣:</p> <p>♠: ♥: J8 ♦: AKT754 ♣: QT875</p>
<p>10</p> <p>♠: KJ5 ♥: AK7 ♦: AT4 ♣: QT97</p> <p>♠: QT986 ♠: A732 ♥: T983 ♥: J6542 ♦: 853 ♦: Q9 ♣: J ♣: 86</p> <p>♠: 4 ♥: Q ♦: KJ762 ♣: AK5432</p>	<p>11</p> <p>♠: AKT3 ♥: A76 ♦: QJ6 ♣: J43</p> <p>♠: J962 ♠: Q75 ♥: QJ432 ♥: KT985 ♦: 92 ♦: T4 ♣: 82 ♣: A76</p> <p>♠: 84 ♥: ♦: AK8753 ♣: KQT95</p>	<p>12</p> <p>♠: AJ3 ♥: AQ965 ♦: KT6 ♣: K6</p> <p>♠: KQ72 ♠: T9854 ♥: KJT432 ♥: 8 ♦: 9 ♦: 5432 ♣: Q9 ♣: T82</p> <p>♠: 6 ♥: 7 ♦: AQJ87 ♣: AJ7543</p>
<p>13</p> <p>♠: AQ85 ♥: KQT ♦: Q543 ♣: Q8</p> <p>♠: T94 ♠: KJ732 ♥: 762 ♥: AJ9853 ♦: 8 ♦: T6 ♣: J97654 ♣:</p> <p>♠: 6 ♥: 4 ♦: AKJ972 ♣: AKT32</p>	<p>14</p> <p>♠: AKJ8 ♥: A76 ♦: JT6 ♣: K42</p> <p>♠: QT9732 ♠: 654 ♥: K932 ♥: Q854 ♦: 8 ♦: K952 ♣: T7 ♣: Q3</p> <p>♠: ♥: JT ♦: AQ743 ♣: AJ9865</p>	<p>15</p> <p>♠: AJT6 ♥: QT64 ♦: K83 ♣: AK</p> <p>♠: Q ♠: K987532 ♥: AKJ87532 ♥: ♦: T ♦: J94 ♣: 842 ♣: 973</p> <p>♠: 4 ♥: 9 ♦: AQ7652 ♣: QJT65</p>

<p>1</p> <p>♠:KQT6 ♥:KQ4 ♦:AK ♣:9876</p> <p>♠:J53 ♠:9842 ♥:J872 ♥:T965 ♦:Q97 ♦:T83 ♣:T54 ♣:32</p> <p>♠:A7 ♥:A3 ♦:J6542 ♣:AKQJ</p>	<p>2</p> <p>♠:AJ97 ♥:KJ7 ♦:8653 ♣:AK</p> <p>♠:T8653 ♠:42 ♥:AT864 ♥:Q932 ♦: ♦:JT42 ♣:T52 ♣:J96</p> <p>♠:KQ ♥:5 ♦:AKQ97 ♣:Q8743</p>	<p>3</p> <p>♠:AKT76 ♥:AKQ ♦:93 ♣:JT7</p> <p>♠:8 ♠:QJ5432 ♥:98742 ♥:J63 ♦:JT54 ♦:87 ♣:K64 ♣:53</p> <p>♠:9 ♥:T5 ♦:AKQ62 ♣:AQ982</p>
<p>4</p> <p>♠:A8 ♥:AJ764 ♦:QJ7 ♣:A75</p> <p>♠:T9654 ♠:J732 ♥:K5 ♥:Q982 ♦:53 ♦:T862 ♣:QT82 ♣:J</p> <p>♠:KQ ♥:T3 ♦:AK94 ♣:K9643</p>	<p>5</p> <p>♠:A86 ♥:KQ9 ♦:AKJ85 ♣:43</p> <p>♠:KT42 ♠:9753 ♥:J7543 ♥:T82 ♦:T7 ♦:62 ♣:JT ♣:9862</p> <p>♠:QJ ♥:A6 ♦:Q943 ♣:AKQ75</p>	<p>6</p> <p>♠:K85 ♥:AJ643 ♦:A73 ♣:K6</p> <p>♠:QT3 ♠:97642 ♥:T95 ♥:K72 ♦:865 ♦:Q4 ♣:7542 ♣:T83</p> <p>♠:AJ ♥:Q8 ♦:KJT92 ♣:AQJ9</p>
<p>7</p> <p>♠:K9653 ♥:JT8 ♦:AK ♣:KJ6</p> <p>♠:A4 ♠:Q872 ♥:9753 ♥:Q642 ♦:953 ♦:T862 ♣:9854 ♣:2</p> <p>♠:JT ♥:AK ♦:QJ74 ♣:AQT73</p>	<p>8</p> <p>♠:K964 ♥:AKJ6 ♦:KQ7 ♣:T9</p> <p>♠:J873 ♠:T52 ♥:843 ♥:T975 ♦:AT4 ♦:J53 ♣:J82 ♣:543</p> <p>♠:AQ ♥:Q2 ♦:9862 ♣:AKQ76</p>	<p>9</p> <p>♠:QT98 ♥:QJ2 ♦:A98 ♣:AK9</p> <p>♠:J62 ♠:K753 ♥:KT8765 ♥:93 ♦:J4 ♦:T632 ♣:T8 ♣:532</p> <p>♠:A4 ♥:A4 ♦:KQ75 ♣:QJ764</p>
<p>10</p> <p>♠:A643 ♥:AKQ ♦:KT32 ♣:J8</p> <p>♠:9 ♠:QJT852 ♥:T98765 ♥:J2 ♦:Q75 ♦:86 ♣:T64 ♣:953</p> <p>♠:K7 ♥:43 ♦:AJ94 ♣:AKQ72</p>	<p>11</p> <p>♠:AQ5 ♥:AT93 ♦:T42 ♣:AJ8</p> <p>♠:987642 ♠:JT3 ♥:KQ8765 ♥:4 ♦: ♦:Q9653 ♣:5 ♣:T762</p> <p>♠:K ♥:J2 ♦:AKJ87 ♣:KQ943</p>	<p>12</p> <p>♠:AKJ74 ♥:AJ3 ♦:T82 ♣:K6</p> <p>♠:Q92 ♠:T865 ♥:Q987542 ♥:T ♦:4 ♦:J953 ♣:72 ♣:9854</p> <p>♠:3 ♥:K6 ♦:AKQ76 ♣:AQJT3</p>
<p>13</p> <p>♠:AKJ3 ♥:J6 ♦:QJ98 ♣:A63</p> <p>♠:762 ♠:T954 ♥:AQT754 ♥:932 ♦:T2 ♦:653 ♣:J4 ♣:752</p> <p>♠:Q8 ♥:K8 ♦:AK74 ♣:KQT98</p>	<p>14</p> <p>♠:Q872 ♥:A95 ♦:AQ ♣:KQ72</p> <p>♠:KJT965 ♠:43 ♥:4 ♥:QT87632 ♦:9754 ♦:63 ♣:J3 ♣:95</p> <p>♠:A ♥:KJ ♦:KJT82 ♣:AT864</p>	<p>15</p> <p>♠:KQJ7 ♥:85 ♦:AK92 ♣:A72</p> <p>♠:8654 ♠:T93 ♥:KQT73 ♥:J942 ♦: ♦:J653 ♣:JT85 ♣:94</p> <p>♠:A2 ♥:A6 ♦:QT874 ♣:KQ63</p>

<p>1</p> <p>♠: QT43 ♥: KQ76 ♦: KJ9 ♣: KQ</p> <p>♠: 86 ♠: A975 ♥: T85432 ♥: J9 ♦: QT2 ♦: 654 ♣: 53 ♣: JT64</p> <p>♠: KJ2 ♥: A ♦: A873 ♣: A9872</p>	<p>2</p> <p>♠: AKQT ♥: AQ54 ♦: Q74 ♣: T9</p> <p>♠: 643 ♠: J98752 ♥: JT83 ♥: 96 ♦: KT2 ♦: 96 ♣: J85 ♣: 642</p> <p>♠: ♥: K72 ♦: AJ853 ♣: AKQ73</p>	<p>3</p> <p>♠: JT97 ♥: AK76 ♦: KQ ♣: A93</p> <p>♠: 842 ♠: Q65 ♥: JT83 ♥: Q952 ♦: T86 ♦: 973 ♣: 874 ♣: K65</p> <p>♠: AK3 ♥: 4 ♦: AJ542 ♣: QJT2</p>
<p>4</p> <p>♠: A6 ♥: AQT ♦: 874 ♣: AQ76</p> <p>♠: KQJT9 ♠: 87543 ♥: 652 ♥: 9874 ♦: 9653 ♦: 2 ♣: 93 ♣: 852</p> <p>♠: 2 ♥: KJ3 ♦: AKQJT ♣: KJT4</p>	<p>5</p> <p>♠: QJ75 ♥: A98 ♦: AJ ♣: A873</p> <p>♠: K964 ♠: AT32 ♥: J75 ♥: T632 ♦: T ♦: 87653 ♣: JT952 ♣:</p> <p>♠: 8 ♥: KQ4 ♦: KQ942 ♣: KQ64</p>	<p>6</p> <p>♠: A75 ♥: AK3 ♦: 965 ♣: AQ72</p> <p>♠: T6 ♠: QJ832 ♥: QJT642 ♥: 985 ♦: 843 ♦: Q7 ♣: 95 ♣: T43</p> <p>♠: K94 ♥: 7 ♦: AKJT2 ♣: KJ86</p>
<p>7</p> <p>♠: J86 ♥: AKQJ4 ♦: 52 ♣: A76</p> <p>♠: 754 ♠: T932 ♥: 963 ♥: T852 ♦: 763 ♦: QT4 ♣: J852 ♣: KT</p> <p>♠: AKQ ♥: 7 ♦: AKJ98 ♣: Q943</p>	<p>8</p> <p>♠: AQ2 ♥: AK96 ♦: 83 ♣: K985</p> <p>♠: JT7 ♠: 9864 ♥: JT854 ♥: Q73 ♦: J75 ♦: T92 ♣: T2 ♣: 643</p> <p>♠: K53 ♥: 2 ♦: AKQ64 ♣: AQJ7</p>	<p>9</p> <p>♠: A83 ♥: AQJ ♦: J75 ♣: AT96</p> <p>♠: T74 ♠: QJ96 ♥: 85 ♥: T976432 ♦: T942 ♦: Q3 ♣: J532 ♣:</p> <p>♠: K52 ♥: K ♦: AK86 ♣: KQ874</p>
<p>10</p> <p>♠: Q63 ♥: AT5 ♦: KQ94 ♣: AJ8</p> <p>♠: J84 ♠: T952 ♥: KQJ64 ♥: 9732 ♦: J52 ♦: T ♣: 93 ♣: T642</p> <p>♠: AK7 ♥: 8 ♦: A8763 ♣: KQ75</p>	<p>11</p> <p>♠: T532 ♥: AQT4 ♦: AK ♣: A75</p> <p>♠: 9876 ♠: J4 ♥: 9652 ♥: KJ83 ♦: 632 ♦: 9875 ♣: 62 ♣: 843</p> <p>♠: AKQ ♥: 7 ♦: QJT4 ♣: KQJT9</p>	<p>12</p> <p>♠: Q3 ♥: AQ62 ♦: K93 ♣: A842</p> <p>♠: AT84 ♠: J965 ♥: T7543 ♥: J98 ♦: 654 ♦: 872 ♣: T ♣: J76</p> <p>♠: K72 ♥: K ♦: AQJT ♣: KQ953</p>
<p>13</p> <p>♠: AQ3 ♥: KQJ8 ♦: A92 ♣: 865</p> <p>♠: T75 ♠: J964 ♥: 9754 ♥: T632 ♦: KT7 ♦: 63 ♣: J94 ♣: KT3</p> <p>♠: K82 ♥: A ♦: QJ854 ♣: AQ72</p>	<p>14</p> <p>♠: AJ ♥: KQT3 ♦: Q52 ♣: KQT3</p> <p>♠: 983 ♠: KQT42 ♥: J952 ♥: 8764 ♦: 643 ♦: J9 ♣: J82 ♣: 74</p> <p>♠: 765 ♥: A ♦: AKT87 ♣: A965</p>	<p>15</p> <p>♠: AKT5 ♥: AQ8 ♦: T6 ♣: Q754</p> <p>♠: 7643 ♠: 98 ♥: T9764 ♥: KJ52 ♦: QJ5 ♦: 9742 ♣: 2 ♣: JT3</p> <p>♠: QJ2 ♥: 3 ♦: AK83 ♣: AK986</p>