Modified 2♦ Walsh Relay

Opener always assumes a normal transfer and either completes the transfer, 2♥, or bypasses the transfer, 2♠, with a maximum 1N opening and 4+ ♥s:

1N	2♦	♥-transfer or strong 5-4 Minors
2♥		accepting the transfer
2♠		bypassing the transfer, 4+ ♥'s, maximum

After Simple Acceptance 2♥

Responder indicates the 5-4 minors via 2♠, an artificial puppet to 2N. Any continuation other than 2♠ is a normal transfer continuation. Loss of the natural 5=5 majors invitational sequence, 1N - 2♦; 2♥ - 2♠, is replaced within the modified Walsh relay (**MWR**).

1N	2♦	
2♥	pass	Weak ♥-transfer
	2♠	2♠ is an artificial puppet to 2N, starting a **MWR**, slam-try with 5-4 minors
	any	Usual continuations after a ♥-transfer

Modified Walsh relay

The relay is used primarily to described game forcing responding hands with specifically a 5-4 distribution in the minors and at least a mild slam-try. Responder's 2♠ forces 2N by opener:

1N	2♦	
2♥	2♠	**MWR**
2N	3♣	**4=5** minors (longer ♣): 3=1=**4=5**, 1=3=**4=5**
	3♦	**5=4** minors (longer ♦): 3=1=**5=4**, 1=3=**5=4**
	3♥	5=5 Majors, invitational
	3♠	any *balanced* 2=2=**4=5** or 2=2=**5=4**
	3N	5=6 Majors, game-forcing

Continuations when responder shows a *balanced* **4=5** or **5=4**

1N	2♦	
2♥	2♠	**MWR**
2N	3♠	any balanced 2=2=**4=5** or 2=2=**5=4**
3N		suggests sign-off when responder has a mild slam-try only
4♣		slam try in responder's <u>longer minor</u>; responder bids 4♦ or 4♥, Kickback
4♦		Kickback, agreeing ♣, slam try
4♥		Kickback, agreeing ♦, slam-try

Responder may pass the suggested 3N sign-off with a mild slam-try only. Otherwise, responder cue-bids the longer minor and surrenders captaincy to opener:

1N	2♦	
2♥	2♠	**MWR**
2N	3♠	any balanced 2=2=**4=5** or 2=2=**5=4**
3N	pass	mild slam try only
	4♣	2=2=**4=5**, serious slam-try
	4♦	2=2=**5=4**, serious slam-try

<u>Continuations when responder shows an *unbalanced* 4=5 or 5=4</u>
With no slam interest, opener bids 3N to suggest signing-off. With slam interest in either minor, opener should make a Keycard-ask, via Kickback, immediately. Otherwise, opener continues the relay, via the next available bid, to ask for responder's exact distribution:

4=5 Relay:

1N	2♦	
2♥	2♠	**MWR**
2N	3♣	**4=5** minors (longer ♣)
3♦	3♥	1=3=**4=5**, ♥-fragment, ♠-splinter
	3♠	3=1=**4=5**, ♠-fragment, ♥-splinter

5=4 Relay:

1N	2♦	
2♥	2♠	**MWR**
2N	3♦	**5=4** minors (longer ♦)
3♥	3♠	3=1=**5=4**, ♠-fragment, ♥-splinter
	3N	1=3=**5=4**, ♥-fragment, ♠-splinter

Now responder's complete distribution is known. Suit contracts are available in either minor or in the fragment major. A partnership should decide how to continue. For example, opener may **a**) take preference for either minor or the fragment major, **b**) cue-bid the splinter major as an escape to 4N, **c**) bid 4N as a 6-Ace Keycard-ask.

After the Bypass 2♠

1N	2♦	♥-transfer or strong 5-4 Minors
2♠	2N	Artificial puppet to 3♣, indicating the original 2♦ as a <u>♥-transfer</u>
	any	All MWR sequences described above (starting at 3♣) are available

Responder's artificial 2N confirms a ♥-transfer. Opener has shown a maximum 1N opening with 4+ ♥'s. With a weak transfer, responder may re-transfer via 3♦, then pass. Partnership may choose to define other continuations following a re-transfer. All other <u>direct</u> continuations after the relay 2N/3♣ are game-forcing, e.g.:

1N	2♦	♥-transfer or strong 5-4 Minors
2♠	2N	Artificial, forcing 3♣, ♥-transfer
3♣	3♦	Re-transfer, may be weak
	3♥	6+ ♥'s
	3♠	♠-splinter, slam-try
	3N	Choice of game, 3N or 4♥.
	4♣	♣-splinter, slam-try
	4♦	♦-splinter, slam-try
	4♥	Sign-off, to play 4♥
	4♠	Kickback for ♥