

# Superlambda

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Source: [www.bridge-forum.pl](http://www.bridge-forum.pl)

Dan-note: No notes on interference in relays or on many non-relays.

## Openings

Pass = any 13+ HCP hand (pass with 3 aces too; also, 13-14 balanced may open either 1♣ or 1NT)

1♣ = multi-meaning

- 8-12 balanced (all 5332 included)
- 10-12 any 7-crd suit

1♦ = any 0-7 (not Ace and King) that can't preempt

1♥ = 8-12 HCP, multi-meaning

- 5-4+ black-red
- any 4441
- 5440 where void is same rank as 5-crd suit

1♠ = 8-12 HCP 5-4+ in same color

1N = 12-14 balanced

2♣ = 5-9, one 6-crd minor

2♦ = 10-12, one 6-crd major with no side suit

2♥ = 5-9, one 6-crd major

2♠ = 10-12, one good 6-crd minor with no side suit

2N = 5-7 HCP, 5-5 minors *or* 7+crd major 8.5 tricks

3Y = preemptive

3N = gambling

4♣/♦ = 9 tricks in ♥/♠

4♥/♠ = preemptive

### *Opening Pass (13+ HCP, any hand\*)*

**\* 13-14 Balanced can choose to open 1♣ or 1NT**

Responses:

1♣ = multi-meaning

- 7-11 balanced
- 9-11 any solid 6-crd suit
- 9-11 any 7-crd suit
- any 12+ hand

1♦ = 13-17 NT, or 15-17 any 7-crd suit, or any 18+ HCP

1♥ = 12+ any dist  
     1♠ = any 18+ dist  
         1N = balanced, even 5332  
             2♣ = asks  
                 2♦ = any 5332  
                     2♥ = asks  
                         2♠/N/3♣ = 5♣/♦/♥  
                             relay = asks l/m/h doub.  
                         3♦/♥/♠ = 5♠ l/m/h doubleton  
             2♥ = any 4333  
                 2♠ = asks ascending 4-crd'ers  
             2♠ = 4-4 non-touching (2N asks bid tripleton)  
             2N = 4-4 colored (3♣ asks ascending tripleton)  
             3Y = tripleton in 4432 same rank  
     2Y = 5+ suit, not 5332  
     2N = any 4441 (3♣ asks ascending singleton)  
     3Y = solid 7-crd suit  
 1N = 13-17 NT, no 5-crd  
     2♣ = asks  
         2♦ = 13-15 any 4432 (2♥ asks for shapes as below)  
         2♥ = 13-17 any 4333  
         2♠ asks  
             2N = 13-15 (3♣ asks ascending 4-crders)  
             3Y = 4-crd 15-17  
         2♠ = 15-17 4-4 non-touching (2N asks ascending 3-crd)  
         2N = 15-17 4-4 reds or blacks (3♣ asks ascending 3-crd)  
         3Y = 15-17 tripleton of 4-4 same rank  
 2Y = 13-17 5332  
     2♦ (in case of clubs, step up for others) = asks  
     2♥ = 13-15 (2♠ asks l/m/h doub)  
     2♠/N/3♣ = 15-17 l/m/h doub  
     2N = 15-17, any weak 7-crd suit  
     3Y = 15-17, good 7-crd suit  
 1♠ = 7-11, xfer to NT (no 5-crd)  
     2♣ = asks  
         2♦ = 7-9 any 4432 (2♥ asks shapes as below)  
         2♥ = 7-11 any 4333  
         2♠ = asks  
             2N = 7-9 any 4333 (3♣ asks ascending 4-crd)  
             3Y = 9-11 4-crds in suit bid  
         2♠ = 9-11 4-4 non-touching (2N asks bid tripleton)  
         2N = 9-11 4-4 colored (3♣ asks ascending tripleton)

3Y = 9-11 tripleton in 4-4 same rank  
 1N/2♣/2♦/2♥ = transfers, 7-11 5♣/♦/♥/♠ -(332)  
     2♦ asks (club case, step up for other cases)  
     2♥ = 7-9 (2♠ asks l/m/h doubleton)  
     2♠/N/3♣ = 9-11 l/m/h doubleton  
 2♠ = 9-11, any solid 6-crd suit (2N asks which)  
 2N = 9-11, any weak 7-crd suit (3♣ asks which... 3N = ♣)  
 3Y = 9-11, good 7-crd suit  
 1♥ = 13-17 HCP and (5-4+ non-touching, or any 4441, or any 5440 with void of rank of 5-crder)  
     (see P-1♥ cont's)  
 1♠ = 13-17, any 5-4+ reds or blacks (see 1♠ opening cont's)  
 1N = 13-17 any 5-4+ majors or minors (see P-1N cont's)  
 2Y = 13-17 6-crder, no side suit (see P-2Y cont's)  
 2N = 13-15 any bad 7-crder  
 3Y = 13-15, good 7-crder  
 1♦ = 0-6 any hand (see 1♦ opener cont's)  
 1♥ = 7-11 HCP, with  
     - 5-4+ non-touching suits  
     - any 4441  
     - any 5440 with void same rank as 5-crder  
 1♠ = relay  
     1N = 4441's or 5440's  
     2♣ = asks  
         2♦/♥/♠/N = 7-11 short ♥/♠/♣/♦  
         2♥ (over 2♦, step up for others) = relay  
             2♠ = 7-9 4144  
             2N = 9-11 4144  
             3♣ = 7-9 5044? (see below)  
             3♦ = 9-11 5044  
         3♣/♦/♥/♠ = 9-11, 5-crder in 5440  
     2♣ = 7-11 5♣-4♥, or 7-9 6♣-4♥ (2N asks 5-4 scheme)  
     2♦ = 7-11 5♦-4♠, or 7-9 6♦-4♠ (2N asks 5-4 scheme)  
     2♥ = 7-11 5♥-4♣, or 7-9 6♥-4♣ (""")  
     2♠ = 7-11 5♠-4♦, or 7-9 6♠-4♦ (""")  
     2N = 7-11 5-5 nontouching (3♣ asks: cheap 2 suits are 7-9, higher 2 suits 9-11)  
     3♣ = 9-11 6♣-4♥ (rel for hising/losing/hivoid/lovoid)  
     3♦ = 9-11 6♦-4♠ (rel for hising/losing/lovoid and hivoid[4♥ endsignal])  
     3♥ = 9-11 6♥-4♣ (rel for hising/losing and hivoid/lovoid[4♠ RKC for ♥] or set ♣ with  
         4♣)  
     3♠/N = 9-11 6♠-4♦, h/l short  
         4♣ = sets ♠ (then ask yes/no void with non-4♠ relay RKC for ♠)  
         4♦ = sets ♦ (then ask yes/no void with 4♠ to play and 4N RKC for ♦)

1N = natural, discouraging  
 2♣/♦/♥/♠ = minimum, discouraging, NF  
 2N = fast ask for the cheapest suit  
 3Y = natural, invitational  
 3N = fast ask for the cheapest suit  
 1♠ = 7-11 5-4+ same color ( see 1♠ opener for rebids)  
 1N = 7-11 5-4+ majors or minors  
 2♣ = asks  
     2♦ = minors, not max 6-4  
         2♥ = asks  
             2♠ = 7-11 5♣-4♦ scheme  
             2N = 7-11 5-5  
                 3♣ = asks  
                     3♦ = 7-9, not 3055 (3♥ asks hising/losing/hivoid)  
                     3♥ = 9-11 3055 (3♠ asks min/max)  
                     3♠/N/4♣ = 9-11 hising/losing/hivoid  
                 3♣+ = 5♦-4♣ scheme  
 2♥ = 7-11 5♥-4♠ or 7-9 6♥-4♠  
     2N = asks  
         3♣ = 7-9 5-4 (3♦ asks shapes below)  
         3♦ = 7-9 6-4 (majors scheme)  
         3♥/♠/N = 9-11 5-4 n/h/l sing  
         4♣/♦ = 9-11 5440 hi void / lo void  
 2♠ = 7-11 5♠-4♥ or 7-9 6♠-4♥ (2N asks as after 2♥)  
 2N = 7-11 5-5 majors (3♣ asks as after 5-5 minors above)  
 3♣ = 9-11 6♣-4♦ (hs/ls/hv/lv)  
 3♦ = 9-11 6♦-4♣ (hs/ls/hv and lv[4♥ endsignal])  
 3♥ = 9-11 6♥-4♠ (relay sets ♦ and asks hs/ls/hv/lv [cheapest non-4♠ RKC for ♠],  
     others cue for ♥)  
 3♠/N = 9-11 6♠-4♥ h/l shortage (see 6-4 majors)  
 2♣/♦/♥/♠ = 7-11 6-crds, no side suit  
     2♦ (over 2♣, step up for others) = asks  
         2♥ = 7-9 (2♠ asks n/l/m/h shortage. After no shortage, rel asks l/m/h tripleton)  
         2♠ = 9-11 6322 (rel asks l/m/h tripleton)  
         2N/3♣/3♦ = 9-11 l/m/h sing  
 2N = 7-9, any weak 7-crd suit (3♣ asks for suit, NT = ♣)  
 3Y = 7-9, good 7-crd suit  
 3N = any solid 7-crd suit

## Opening 1♣ (8-12 balanced [all 5332's included], or 10-12 any 7-crd suit)

Responses:

1♦ = 13+ relay

1♥ = 8-12 4♥

2♣ = asks

2♦ = 8-10 4-4 (2♥ relays for shapes below)

2♥ = 8-12 3433 (relay for min/max)

2♠ = 10-12, 4-4 nontouching (relay for ascending tripletons)

2N = 10-12, 4-4 reds or blacks (relay for ascending tripletons)

3♣/♦ = 10-12, 4-4 same rank, ascending tripletons

1♠ = 8-12 4♠

2♣ = asks (see above structure without the 4-4 same rank, exactly the same otherwise)

1N = 8-12 no 4-crd major or any 5-crd

2♣ = asks

2♦ = 8-10 4-4 minors (rel for shapes below)

2♥ = 8-12 4m333

2♠ = asks

2N = 8-10 (rel for ascending 4-crdrs)

3♣/♦ = 10-12 4-crdrs

2♠/N = 10-12 4-4 minors ascending tripletons

2Y = 8-12, 5332

2♦ relay (adjust for others) = asks

2♥ = 8-10 (rel for l/m/h doubleton)

2♠/N/3♣ = 10-12 l/m/h doubleton

2N = 10-12 any weak 7-crd suit (3♣ asks for it)

3Y = 10-12, good 7-crd suit

2N = 5-5 minors preemptive, or a 7-crd major, invit

1♥ = 0-12 HCP, 4+ suit

2♣ = 10-12 3♥

2♦ = 10-12 4♥

2♥ = 8-10 4♥

1♠ = 0-12 HCP, 4+ suit

2♣/♦/♠ as above

1N = 7-12 no major

2m = 0-12 HCP, 5+ suit

2M = preemptive, 5+ suit

2N = minor preempt, or 16+ bal with 1+ majors

3m = invite to 3N with good suit

## *Opening 1 ♦ (Any 0-7 hand that can't preempt [not Ace and King])*

Responses:

1 ♥/♠ = up to 21 HCP, 3+ cards

1N = 19-21

2♣ = standard strong 2♣

2♦ = double-negative, or max balanced that doesn't want to declare NT

2♥/♠ = max, 5+ suit

2N = max, bal (3♣ = transfer stayman)

3♣/♦ = max 5+ suit

2♦ = weak Multi, one major

2♥/♠ = constructive 6+ suit

2N = weak minor preempt or constructive major preempt

3♣/♦ = constructive

3♥/♠ = preemptive

## *Opening 1 ♥ (8-12 HCP, any 5-4+ black-red, any 4441, or any 5440 where void is same rank as 5-crd suit)*

Responses:

1♠ = relay

1N = majors or minors

2♣ = asks (see P-1N)

2♣ = non-touching, 5m-4M

2♦ = asks

2♥ = 4♥-5♣

2♠ = 4♠-5♦ (follow 5-4 scheme)

2♦ = 3-suiters

2♥ = asks

2♠ = min, not short ♣

2N = asks

3♣/♦ = short ♦/♥ (rel asks 4441/4405)

3♥/♠ = short ♠ 4441/0544

2N = short ♣ min or max

3♣ = asks

3♦ = sing/SING/void/VOID

3♣/♦ = max short ♦/♥ (rel asks 4441/4405)

3♥/♠ = max short ♠ 4441/4405

2♥/♠ = non-touching 5M-4m (follow 5-4 scheme)

2N = 5-5 non-touching (relay for natural min/min/max/max)

3♣ = 9-11 6♣-4♥ (hs/lv/hv/lv)

3♦ = 9-11 6♦-4♠ (hs/ls/lv and hv[4♥ end-signal])  
3♥ = 9-11 6♥-4♣ (rel agrees ♥ asks hs/ls and hv/lv [4♠ RKC for ♥], 4♣ sets ♣)  
3♠/N = 9-11 6♠-4♦ h/l shortage (ask y/n void via 4♣ sets ♠, 4♦ sets ♦ [but 4♠ still signoff])

1N = to play if non-touching suits

2Y = nat NF

2N = quick-ask for cheapest suit (must be 4-4 reds or blacks at least)

## *Opening 1♠ (8-12 HCP, 5-4+ reds or blacks)*

Responses:

1N = relay

2♣ = 8-12 5♣-4♠ or 8-10 6♣-4♠

2N = ask

3♣ = 5-4 minimum (3♦ asks for n/h/l shortage)

3♦ = 6-4 minimum (3♥ asks hising/losing/lovoid/hivoid)

3♥/♠/N = 5-4 maximum n/h/l shortage

2♦ = 8-12 5♦-4♥ or 8-10 6♦-4♥ (see above)

2♥ = 8-12 5♥-4♦ or 8-10 6♥-4♦ (see above)

2♠ = 8-12 5♠-4♣ or 8-10 6♠-4♣ (see above)

2N = 8-12, 5-5 reds or blacks

3♣ = asks

3♦/♥ = reds min/max

3♠/N = blacks min/max

3♣ = 10-12 6♣-4♠ (hs/ls/hv/lv)

3♦ = 10-12 6♦-4♥ (hs/ls/lv and hv[4♥ to play, 4♠ end-signal, others spiral RKC])

3♥ = 10-12 6♥-4♦ (rel sets ♥ asks hs/ls and hv/lv[4♠ RKC], 4♦ sets ♦)

3♠/N = 10-12 6♠-4♣ h/l shortage (ask y/n void via 4♣ sets ♠, 4♦ sets ♣[4♠ signoff though])

2Y = strong suggestion to play

2N = fast ask for cheapest suit (guarantees a 4-crd fit)

## *Opening 1N (12-14 balanced)*

Responses

2♣ = Stayman

2red = transfer

2♠ = transfer to ♣, or invite to 3N

2N = transfer to ♦

3♣ = 5-5 minors weak

3♦ = 5-5 majors GF

3♥ = 5-5 majors invit

3♠ = 5-5 minors GF

3N = to play

4♣ = Gerber

4♦/♥ = texas

4N = invit

1N-

2♣

2♦ = no major

2♥ = weak 4-crds unalanced, looking for best partial

2♠ = preference (2N = 1444, 3m = 5crds)

2♣ = weak 4-crds unbalanced

2N = invite

3♣ = re-stayman

3♦ = 4-5♦ 1-suiter (3♥ asks 4/5♦)

3♥ = 4-5♣ 1-suiter (3♠ asks 4/5♣)

3♠/N = tripleton ♠/♥ in 4432

3M = smolen (with 6-4, can transfer to 6-crd over 3N signoff)

2♥ = cheapest major

2♠ = weak 4-crds unbalanced (4144 or 4-5m)

2N = invite

3♣ = re-stayman

3♦ = 4♦ (3♥ asks ♠/♣ tripleton)

3♥ = 3433

3♠/N = 4♠/♣

3♦ = ♥ fit, natural (3N could be better)

2♠ = cheapest major

2N = invite

3♣ = re-stayman

3♦ = 4♦ (3♥ asks l/h tripleton)

3♥ = 4♣-3♥

3♠ = 4333

3N = 4♣-3♦

3♥ = ♠ fit, natural (3N could be better)

2♦

2♥ = normal (2♠/N = invite, 3m = forcing)

2N = max, HHx or better ♥ (re-transfers and 3♥ shows ♦)

3♣ = max, Hxxx or better ♥ (re-transfer)

3♥ = min, 4♥

2♥

see 2♦, but 3♥ rebid is invite

2♠

2N/3♣ = min/max

2N

3♣ = max with fit

3♦ = normal

### Runouts when doubled

It is almost obligatory to remove 1N with 0-3 HCP when the enemy doubles. This is done through Stayman or transfers.

Over a direct double:

Pass = forces XX, then

Pass = to play, sets up forcing pass

2m = ♣-M or ♦-♠

2M = 5M-4♣-3♦

XX = forces 2♣, then

Pass = ♣ or 444-1♣ (when/if enemy doubles this, XX by responder shows the 3-suiter)

2♦/♥/♠ = to play (♠ is mildly constructive)

2♣/♦/♥ = lower of touching 4+-4+

2♠ = weak to play

2N = any constructive 6+-5+

Over a balancing double, responder bids naturally or XX's to play.

### Natural Interference

X = penalty

2 higher suit = to play

2N = lower signoff, or GF Stayman (eventually bid lower of M or cue[no stopper])

cue = asks stopper

3m = invite

3M = GF 5+ crds

### *Opening 2♣ (5-9 weak 2 either minor)*

Responses:

2♦ = frag ask

2♥ = 3♥, not 3♠

2N = asks

3♣/♦ = 6♣/♦ no shortage

3♥/♠ = 6♣/♦ short oM

2♠ = 3♠, not 3♥ (2N asks as above)

2N = 3♠-3♥ (3♣ asks ♣/♦ suit)  
3m = 6m-3om-2-2  
2M = NF but raisable with max and fit  
2N = really weak invite, to play  
3♣/4♣/5♣ = p/c  
3♦/♥/♠ = semiforcing

### *Opening 2♦ (10-12 weak 2 either major, no side suit)*

Responses:

2♥ = p/c  
2♠ = p/c, invite+ for ♥  
2N = relay  
3♣/♦ = ♥/♠ unbalanced (relay asks l/m/h short)  
3M = nat, 6322  
3N = solid suit

### *Opening 2♥ (5-9 weak 2 either major)*

Responses:

2♠ = p/c  
2N = relay (see 2♦-2N)

### *Opening 2♠ (10-12 good 6-crd minor, no side suit)*

Responses:

2N = invit opposite a max or very good suit  
3♣/4♣/5♣ = p/c  
3♦ = relay  
3♥/♠ = ♣/♦  
3N = solid suit  
3M = forcing

### *Opening 3N (solid 7+ minor, no side suit)*

Responses:

4♣/5♣ = p/c to play  
4♦ = strong shortage ask  
4♥/♠ = shortage

4N = 7222  
5m = natural, short other minor  
4M = to play  
4N = slam probe for extras  
5m = natural  
5M = 8-crd minor, void M  
5N = 8-crd minor, no void  
6m = 8-crd minor, void om

### *Opening 4♣ (9 tricks in hearts)*

Responses:

4♦ = inquiry  
4♥ = 7-crds  
4♠ = asks shortness  
4N = no shortness  
5♣/♦/♥ = short ♣/♦/♠ (5♠ asks if it's a void: no/yes)  
4♠ = 8-crds (4N asks for shortness as above)  
4N+ = 9-crds, void-showing as above, if any  
After the above, a new suit at the 6-level (5N = ♠) asks for the Queen of that suit for grand  
4♥ = to play

### *Opening 4♦ (9 tricks in spades)*

As above, but 4N/5N is the second/third ask, and rebidding trumps is the 'no-shortness'.

## Slam-bidding

In relay auctions, after complete or incomplete shape-showing, a break to 3N is to play, 4♦ is the end-signal to prepare a signoff (forces 4♥), and other suit bids are spiral-RKC for (in steps) the longest-to-shortest suits (in case of tie, lowest is first).

RKC style is determined by strength range of the responder to the RKC:

6-11 HCP: 1, 1+Q, 0/3, 2, 2+Q

12+ HCP: 2/5, 1/4, 0/3, 2+Q, 3+Q

The next ask can be for whatever you want because I can't be sure of the translation of the recommended treatment. Since the level may be quite low, one possibility is a spiral scan (trump Q, side kings long-to-

short, side queens long-to-short, trump J). Or normal RKC style cue-kings. Or maybe asking-bids (of which the recommended treatment I couldn't translate was one).

## The 5-4+ Scheme

Restated from the detailed relays is the general shape-showing of 5-4+ (if 6-4 then min) shapes.

2N is always the relay, then:

3♣ = 5-4 min (3♦ asks n/h/l short)

3♦ = 6-4 min (3♥ asks hising/losing [except 6-4 majors] and voids acc. to charts below)

3♥+ = 5-4 max n/h/l short

### *The 6-4-3-0's (not both majors, see below)*

6♣-4♦ or 6♦-4♣: h/l void (if ♥ void, 4♥ end-signal, others spiral-RKC)

6♣-4♥ or 6♥-4♣: l/h void (if ♠ void, 4♥ to play, 4♠ end-signal, others spiral-RKC)

6♣-4♠ or 6♠-4♣: l/h void (if ♥ void, 4♥ end-signal, others spiral-RKC)

6♦-4♥ or 6♥-4♦: l/h void (if ♠ void, 4♥ to play, 4♠ end-signal, others spiral-RKC)

6♦-4♠ or 6♠-4♦: l/h void (if ♥ void, 4♥ end-signal, others spiral-RKC)

### *6-4 Majors*

3♠ = hi shortage

4♣ = sets ♥ (asks void/sing then signoff or Kickback for ♥)

4♦ = sets ♠ (asks void/sing then signoff or Kickback for ♠)

3N = lo shortage

4♣/♦ as above