

System notes for the Blastorscape bidding system

(as far as I can tell this system complies with the ACBL open chart but not with the Basic plus chart)

In 2008, I started playing an unusual Canape/Precision system called Chilli. (<http://chillibidding.org/>) or (<http://chillibidding.blogspot.co.uk/>). As time went on, I made changes, invented conventions and added clarifications. In January 2012, when I decided to make the opening bids describe shape as well as points, I realized the version of Chilli I was playing had changed enough to merit a new name so the Blastorscape system was born. Essentially, Blastorscape (**BaLAnced STandard OR Shapely CAnape PrECision**) uses Standard 1NT and 2NT openings as well as 1C and 1D Chilli openings to describe balanced hands. To describe unbalanced hands it uses 1C, 1H, 1S, 2C and 2D Chilli openings.

The key design principle in Chilli is simplicity and I have maintained that in Blastorscape. This is not to say that the initial concepts are simple but once you understand the framework they fit into then the once a year bids that come up are easy to remember because they logically fit into the system. Be warned though. You will be unhappy if you are looking for a bidding system that crams as much information as possible into the available bidding space. Blastorscape is full of holes and gaps that I left in to make the whole system easier to remember. It also has some inefficiencies that I leave in because they seem to work at the table even though they should not work in theory.



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I will start by listing what the initial bids and first responses mean in a non-competitive auction. My comments will attempt to convey the logic behind subsequent continuations. You should focus on understanding the logic and patterns involved in the auctions. Once you understand that then you will see just how little memorization is required. Note that openers bids are in black and responders bids are in red.

We will start with the 1H opener because it is simpler. As you read the responses, remember to look at the things that the bid denies as well as the things that it promises.

1H (unbalanced, 4+ hearts, 9 to 14 HCP (1), any other suit may be longer) Not Forcing

then **Pass** (0-8 points with no 6 card or longer suit)

1S (6+ points, 0-3 hearts, 4+ spades) Forcing

(The 1 level is usually about showing the majors. Responder's first priority is to show a fit if there is one so bidding 1 spade categorically denies having 4 hearts.)

1NT (8-10 points, 0-3 hearts, 0-3 spades) Not Forcing

2C (11-13 points, 0-3 hearts, 0-3 spades, Artificial) Not Forcing (Practically speaking responder has at least 3 clubs 95% of the time so opener can pass with a minimum hand 4 hearts and a longer club suit)

2D (13+ points, 0-3 hearts, 0-3 spades, Artificial) Game Forcing

(The points required to bid 2C or 2D vary depending on how many points the opener could have. Think of 2C like a no fit (at this time) limit raise and 2D like a no fit (at this time) game forcing bid.)

2H (5-10 HCP and 4 hearts, Note: can be bid with 3 H's and some shape) Not Forcing (**Disturbs** bidding)

2S (0-10 points, 0-3 hearts, 5+ spades) Not Forcing (**Disturbs** the bidding)

(The responses after the bidding becomes **disturbed** are complex and counter intuitive but the bidding frequently becomes disturbed and there is only one set of responses for every situation. See the **Disturbed** section)

2NT (0-25 points, at least 4 hearts, responder is in charge of setting the final contract.) Forcing

(There are a lot of auctions in which 2NT agrees the suit and the HCP required to bid 2NT will change depending on the auction. The responses to the 2NT are always the same though. See the 2NT agreement section.)

3C (0-10 points, 0-3 hearts, 0-3 spades, at least 6 clubs) Not Forcing

3D (0-10 points, 0-3 hearts, 0-3 spades, at least 6 diamonds) Not Forcing

(If you are holding 4 spades then bid 1S first and bid 3C or 3D at your next reasonable opportunity.)

3H (0-9 points, at least 5 hearts (Note: can be bid with 4 Hearts and some shape) Not Forcing

(Jumping the bidding 1 level usually shows HCP weakness and length in the bid suit)

3S (at least 6 solid spades, sets spades as the trump suit) Game Forcing

3NT (to play but denies having 4S. Bid 2D first if you want to know about partners major length.)

4C (at least 6 solid clubs, sets clubs as the trump suit) Game Forcing

4D (at least 6 solid diamonds, sets diamonds as the trump suit) Game Forcing

(Jumping the bidding 2 levels usually shows a solid suit and is always game forcing)

4H (expects to make 4H but would also like to double 4S for penalty) Not Forcing

4S (0-13 points, at least 7 not solid spades) Definitely Not Forcing

(1) Note: We say 9-14 HCP but there is the understanding that certain 8 and 15 HCP hands will be opened with these bids.

Now we move on to the 1S opener. Notice how the majority of the first responses have exactly the same meanings as above.

1S (unbalanced, 4+ spades, 9 to 14 HCP, 0-3 hearts, may have a longer minor)

then **Pass** (0-8 points with no 6 card or longer suit)

1NT (8-10 points, 0-3 spades) Not Forcing

2C (11-13 points, 0-3 spades, artificial) Not Forcing
2D (Game Forcing)

(After one bidder makes an invitational 2C bid then the next guy bids 2D if he wants to go to game. Any other bid he makes is natural and non forcing. 99% of the time a 2D game forcing bid will land you in a game. Technically though you can stop the bidding in 4C or 4D on hands where that seems like the last making contract.)

2D (12+ points, 0-3 spades, Artificial) Game Forcing
2H (exactly 3 hearts, 4+ spades)
2S (0-2 hearts, 5+ spades)

(Once you are in a game forcing auction, you must use 2H and 2S to continue exploring for a major fit. This means that you must bid your 3 card suits when your partner could still be holding 5 or more in that suit.)

2H (0-10 points, 0-3 spades, at least 6 hearts) Not Forcing (**Disturbs** the bidding)

2S (6-10 points, 4 spades (Note: can be bid with 3 S's, 5 points and some shape) Not Forcing (**Disturbs**)

2NT (0-25 points, 4+ spades, responder is in charge of setting the final contract.) Forcing

3C (0-10 points, 0-3 spades, at least 6 clubs) Not Forcing

3D (0-10 points, 0-3 spades, at least 6 diamonds) Not Forcing

3H (at least 6 solid hearts, sets hearts as the trump suit) Forcing

3S (0-9 points, at least 5 spades) Not Forcing

3NT (to play but denies having 4S)

4C (at least 6 solid clubs, sets clubs as the trump suit) Forcing

4D (at least 6 solid diamonds, sets diamonds as the trump suit) Forcing

4H (0-10 points, at least 7 hearts) Definitely Not Forcing

4S (0-13 points, at least 5 spades) Definitely Not Forcing

Note: Anyone playing Canape must prealert the opponents to this fact at the start of every round as well as alert the bids whenever a bid could possibly be a canape and alert the bid when it actually is confirmed as a canape. Below you can see what is written on the pre-alert card that we are currently using.

PREALERT: (Canape) Our 1H and 1S openings and overcalls promise at least a 4 card suit and do not deny the existence of another longer suit.

PREALERT: (Very light openings of 1H, 1S, 2C and 2D)
We open all unbalanced 10 counts as well as 9 counts with singletons and 8 counts with voids.

PREALERT: (Very light overcalls of 2C, 2D and 2H)
In 3rd and 4th seat our 2C, 2D and 2H non jump overcalls show 7-15 HCP and at least 4 cards in the suit.

Now we move onto 1C. Notice how the points required for the **responses** have changed but the distribution requirements for the bids and the patterns they occur in have not.

1C (artificial, rule of 24 with 14+ points, unbalanced or 19+ HCP, balanced) Forcing

then **1D** (0-3 points with anything or 0-4 points in Queens and Jacks, Artificial) Not Forcing

1H (4+ hearts) Forcing

1S (0-3 hearts, 4+ spades) Forcing

1NT (14-20 HCP and no other bid) Not Forcing

2C (21-23 HCP, 0-3 hearts, 0-3 spades, Artificial) Forcing

2D (24+ HCP, 0-3 hearts, 0-3 spades, Artificial) Game Forcing

2H/S (6+ card suit, 14-20 HCP) Not Forcing (**Disturbs** the bidding)

2NT (both minors, 14-20 HCP) Forcing

3C/D (6+ card suit, 14-20 HCP) Not Forcing

3H/3S/4C/D (at least 6 card solid suit sets suit as the trump suit) Forcing

(Above and below you can see the rebid structure for the opener. Even though 1D and 1H have different meanings that change the point requirements for opener rebids, the distribution requirements are what you would expect and the pattern of the responses doesn't change.)

1H (4+ hearts and 4+ points) Forcing

1S (0-3 hearts, 4+ spades) Forcing

1NT (14-16 HCP and no other bid) Not Forcing

2C (17-19 HCP, 0-3 hearts, 0-3 spades, Artificial) Forcing

2D (20+ HCP, 0-3 hearts, 0-3 spades, Artificial) Forcing

2H (14-16 HCP, 4-5 hearts) Not Forcing (**Disturbs** the bidding)

2S (0-3 hearts, 6+ card suit, 14-16 HCP) Not Forcing (**Disturbs** the bidding)

2NT (4+ hearts, 17+ HCP) Forcing (see section on 2NT agreeing a suit)

3C/D (0-3 hearts, 0-3 spades, 6+ card suit, 14-16 HCP) Not Forcing

any any non game bid by responder is now forcing

3S/4C/4D (at least 6 card solid suit sets suit as the trump suit) Forcing

1S (4+ points, 0-3 hearts, 4+ spades) Forcing

... see **1H** above and make logical changes

1NT (4-6 points, 0-3 hearts, 0-3 spades) Not Forcing

... see **1H** above and make logical changes

2C (7-8 points, 0-3 hearts, 0-3 spades, Artificial) Not Forcing

2D (9+ points, 0-3 hearts, 0-3 spades, Artificial) Game Forcing

2H (4-6 points (with half + HCP in your suit) at least 6 hearts) Not Forcing (**Disturbs** the bidding)

2S (4-6 points (half + HCP in your suit), 0-3 hearts, at least 6 spades) Not Forcing (**Disturbs** the bidding)

2NT (4-6 points and at least 5-4 in the minors (3/4 + HCP in your two suits)) Not Forcing

(2NT doesn't agree clubs here because opener might not have any)

3C (4-6 points (half + HCP in your suit), 0-3 hearts, 0-3 spades, at least 6 clubs) Not Forcing

3D (4-6 points (half + HCP in your suit), 0-3 hearts, 0-3 spades, at least 6 diamonds) Not Forcing

(After one of these 4-6 point bids, opener now sets contract or can make forcing bids if not at the game level)

3H (at least 6 solid hearts sets hearts as the trump suit) Forcing

3S (at least 6 solid spades sets spades as the trump suit) Forcing

3NT (don't make this bid as it defeats the whole purpose of the system) Not Forcing

4C (at least 6 solid clubs sets clubs as the trump suit) Forcing

4D (at least 6 solid diamonds sets diamonds as the trump suit) Forcing

(In the rare instance in which responder sets a solid suit then the only options for a contract are NT or that suit.)

J 8 8 5 3 2 6 3 J 9 7 5 4
 ♠ ♠ ♥ ♥ ♥ ♥ ♣ ♣ ♦ ♦ ♦ ♦ ♦

N North: Jack

West	North	East	South
	Pass	Pass	1♣ ¹
Pass	1♦ ²	Pass	2♦ ³
Pass	2NT	Pass	3NT
Pass	Pass	Pass	

A Q 6 A K Q 9 A Q 8 A K 3
 ♠ ♠ ♠ ♥ ♥ ♥ ♥ ♣ ♣ ♣ ♦ ♦ ♦ ♦

S South: Jason

- 1) artificial, 14+ HCP if unbalanced, 19+ HCP if balanced
- 2) artificial, 0-3 HCP
- 3) artificial, Game forcing, Pam forgot that 1H would be 100% forcing here but she was looking at a solid 28 HCP
- 4) 2NT is natural because 2D was not, 2H or 2S would show 5 cards because 2D denied having a 4 card major.

Note: This hand is an actual example of how easily contracts can get wrong sided in the system. There are lots of hands though where you can choose which hand declares the contract. In this case, the hand actually played nice on a low spade lead.

Now we move onto 1D. Notice how the points required for the **responses** have changed but the distribution requirements for the bids and the patterns they occur in have not.

1D (balanced, 14 to 18 points) Nearly Forcing

then **Pass** (0-6 points, 0-3 hearts, 0-3 spades, 5 diamonds) Not Forcing

1H (4+ hearts, 0+ points) Forcing

1S (2-3 hearts, 4-5 spades) Not Forcing

Pass (4 hearts, 3 spades, 0-7 points)

1NT (4 hearts, 0-3 spades, 0-7 points) Not Forcing

2C (0-3 spades, 4+ hearts, 8-9 points, Artificial) Forcing

2D (0-3 spades, 4+ hearts, 10+ points, Artificial) Game Forcing

2H (0-3 spades, 5 hearts, 0-7 HCP) Not Forcing **Disturbs** bidding

2S (4+ hearts, 4-5 spades, 0-7 HCP) Not Forcing **Disturbs** bidding

2NT (4+ hearts, 4+ spades, 8+ HCP) Forcing (see section on 2NT agreeing a suit)

3C/3D (4 hearts, 0-3 spades, 6+ card minor, 0-7 HCP) Not Forcing

3H (6+ Hearts, sets hearts as trump with non solid suit) Game Forcing

3S (4+ hearts, 5-6 spades, 0-7 HCP) Not Forcing

3NT (4 hearts, 0-2 spades, 10-14 HCP) Not Forcing

(This time I am showing the second bids by **responder**. Are you beginning to see the pattern for this stuff? When I sat down to write those **responses** I had no idea what most would be until I wrote them. Some of them have never come up in 3 years but when I gave the auctions to Pam she knew what they meant on her first try.)

1S (0-3 hearts, 4+ spades, 0+ points) Forcing

1NT (0-3 hearts, 0-3 spades, 0-7 points) Not Forcing

2C (0-3 hearts, 0-3 spades, 8-9 points, Artificial) Forcing

2D (0-3 hearts, 0-3 spades, 10+ points, Artificial) Game Forcing

2H (6+ hearts, 0-7 points) Not Forcing (**Disturbs** the bidding)

2S (0-3 hearts, 6+ spades, 0-7 points) Not Forcing (**Disturbs** the bidding)

2NT (at least 5-4 in the minors, 0-7 points) Not Forcing

(2NT doesn't agree diamonds here even though you know opener has 2-5 diamonds)

3C (0-3 hearts, 0-3 spades, 6+ clubs, 0-6 points) Not Forcing

3D (0-3 hearts, 0-3 spades, 6+ diamonds, 0-6 points) Not Forcing

3H (at least 6 solid hearts, sets hearts as the trump suit) Forcing

3S (at least 6 solid spades, sets spades as the trump suit) Forcing

3NT (10-14 points with no interest in opener's major suit length) Not Forcing

4C (at least 6 solid clubs, sets clubs as the trump suit) Forcing

4D (at least 6 solid diamonds, sets diamonds as the trump suit) Forcing

(Once someone sets trump either by showing a solid suit or by using 2NT then you can use keycard asks at the 4 level. See section on slam bidding)

Using 2NT to agree a suit

Generally speaking, when 2NT is bid immediately after your partner has bid a suit naturally then 2NT promises at least a limit raise in the bid suit and your partner gets to choose from one of the following responses.

3C/3D/3H/3S (any non trump suit bid at the 3 level shows a singleton or void in the bid suit) Forcing
3D/3H/3S (partners 3 level non trump suit continuations are also splinters) Forcing

(I have decided not to count Aces, Kings or Queens as singletons because I find it is easier for partner to evaluate his honor holdings in your splinter suit if he knows that you don't have any points in that suit.)

3 of trump (minimum hand, no singleton/void, no more than 2 keycards in the trump suit) Not Forcing

4C (If clubs aren't trump) (no sing/void, promises either 2 keycards plus the trump Queen or 3+ keys)

4D (If diamonds aren't trump) (asks for keycards) Forcing (see section on keycards for continuations)

4 of trump (enough points for game, no singleton/void, no more than two keycards) Not Forcing

4H/4S/5C/5D (Exclusion, asks for keycards not counting the Ace of the suit bid) Forcing

Note: If the opps overcall our 2NT bid before we get to respond then the following special continuations apply:

Pass (singleton or void in their bid suit provided that we could still sign off in 3 of our suit)

Double (penalty)

Exceptions to this:

- When does 2NT not agree a natural suit?

a) Well, if we start the auction by opening or overcalling 2C or 2D then an immediate 2NT does agree the suit but that is the only time in the auction that it can do so. In an auction that goes 2C, **2H**, 2NT original Chilli suggests that this should agree hearts but I had to change this to allow opener to show he has a minimum hand with 5 clubs. See the 2C section for more on this.

b) When the auction is **disturbed** (see below) then 2NT is a relay to 3C

- When can you bid 2NT with less than limit raise values?

a) Because 1H, 1S, 2C and 2D show point limited opening hands, I decided that an immediate 2NT agrees that suit as trump but can be made with a point range of 0 – 25 HCP. This allows the responder to mess around a bit when he has a hand that contains a big trump fit and little else. It also assumes that the opener is not going to be taking control of the hand and driving to slam. The opener can only take control if the responder subsequently bids 4C (showing values). As a result of this, I decided the auction 1H, **4H** should say, "I expect to make 4H but I intend to double your 4S bid for penalty."

Disturbed Bidding with 2NT and shunts (3C,3D,3H,3S)

Pam, Larry, Darien and I have all found **disturbed** bidding to be the easiest part of the system to miss or forget. Generally, missing these bids results in playing horrible misfits for large zeros. In fact, the inventors of the Chilli system had so much trouble with them that they stopped playing them after making too many mistakes in competitive auctions. I think they are such powerful bids that I changed them somewhat to make them easier to recognize when they occur. Pam and I very very rarely have misunderstandings now.

Once the bidding is **disturbed** then:

2NT (relay to 3C, you have a non game going hand that prefers to play somewhere at the 3 level)

3C (If responder has limited his hand previously then he must bid 3C even if your side has already confirmed that you have a fit in a major. Strangely, the opponents will often take another bid at the 3 level just to keep you from bidding 3C.)

anything else (Game forcing or very strong depending on the auction to that point)

3C (5+ hearts and at least limit raise values) Forcing

3D (3+ hearts, agrees hearts and forces to game) Forcing

3H (either short in hearts and few points or length in hearts and really few points) Not Forcing

3NT (heart length unknown but confirms values for game) Not Forcing

anything else (Game forcing with 0-2 hearts) Forcing

3D (5+ spades and at least limit raise values) Forcing

3H (3+ spades, agrees spades and forces to game) Forcing

3S (either short in spades and few points or length in spades and really few points) Not Forcing

3NT (spade length unknown but confirms values for game) Not Forcing

anything else (Game forcing with 0-2 spades) Forcing

(If the opponents have been bidding in the auction then a shunt to their suit is asking for a stopper.)

3H (6+ clubs and at least limit raise values) Forcing

3S (3+ clubs, agrees clubs and forces to game) Forcing

3NT (club length unknown but confirms values for game) Not Forcing

4C (either short in clubs and few points or length in clubs and really few points) Not Forcing

anything else (Game forcing with shortness in clubs) Forcing

3S (6+ diamonds and at least limit raise values) Forcing

3NT (diamond length unknown but confirms values for game) Not Forcing

4C (3+ diamonds, agrees diamonds and forces to game) Forcing

4C (either short in diamonds and few points or length in D's and really few points) Not Forcing

anything else (Game forcing with shortness in diamonds) Forcing

When does the bidding become **disturbed**?

- In an auction in which the opponents are not bidding then the bidding becomes **disturbed** when one of us makes a bid or response of 2H or 2S without first bidding 2C/2D.

Example undisturbed auctions:

a) 1H, **2C**, 2D, **2S** ... 2) 1C, **2D**, 2H ... 3) 1D, **1S**, 2C, **2D**, 2H ...

Example **disturbed** auctions:

a) 2H/2S (see the relevant section below) b) 1H, **2H** c) 1C, **1S**, 2H d) 1C, **2H** e) 1D, **1S**, 2S

- In an auction in which the opponents are bidding then the bidding becomes **disturbed** when they make a bid of 2D, 2H or 2S. If we have already agreed to go to game via 2D then the bidding can't become **disturbed** and doubles of their bids are for penalty. (Note: We try to ignore any bid they make at the 1 level and if they bid 2C then we can double 2C to say that we were going to bid 2C (whatever that would have meant) ourselves.)

Example undisturbed auctions:

a) 1H, 1S (opps), **2C**, 2D, 2S (opps) ... b) 1C, 1H (opps), **2D**, 2H (opps) ... c) 1D, 2C (opps), *****, 2D, 2H (opps)

Example **disturbed** auctions:

a) 2D/2H/2S (by opps, see relevant section) b) 1H, 2D (opps) c) 1C, **1S**, 2H (opps) d) 1D, **2C**, 2S (opps) ...

Special Cases

a) If the opponents open 1NT and we overcall 2D/2H/2S then the bidding is **disturbed**.

b) If we open or overcall 2C or 2D then the bidding can never be **disturbed**.

c) If the opponents open at the 1 level and we overcall 1NT then the bidding is **disturbed** and responses are:

2 opps suit (weak and to play)

2 something else (weak and to play)

2NT (Invitational to 3NT with no 5 card major)

(Note: If the opponents interfere before we can bid 2NT then 2NT is once again a relay to 3C)

3 anything else (shunt see above)

d) If one of us makes a negative double then any **disturbed** bidding that may have existed gets permanently cancelled for the remainder of the auction and bidding reverts to Standard American.

e) If one of us bids 2C (Artificial at least limit raise values) and partner bids 2H or 2S then the bidding becomes **disturbed** and shunts are on and 2NT is a relay to 3C. For half a year we tried playing that every bid was natural but these sequences occur rarely and we would forget. We switched back to making this a normal **disturbed** auction.

(Note: When the bidding is **disturbed** and 2NT is available then shunts are on and doubles are for takeout. When the bidding is **disturbed** and 2NT is not available then shunts are off and doubles are for penalty.)

In keeping with the theme of simplicity, I have allowed the responses to 1NT to follow the sort of patterns that occur in other auctions. There is no reason why you can't play something different over both the 1NT and 2NT (if you are playing that as natural) opening bids.

1NT (balanced, 10 to 13 points (2), may have a 4 or a 5 card major)

then **Pass** (0-11 points with no transferable suit)

2C (Stayman, 11+ points) Forcing

2D (Transfer to hearts, 5+ hearts, 0+ points) Forcing

2H (Transfer to spades, 5+ spades, 0+ points) Forcing

2S (Transfer to clubs, 6+ clubs, 0+ points) Forcing

2NT (Transfer to diamonds, 6+ diamonds, 0+ points) Forcing

3C (Puppet Stayman, 13+ points) Game Forcing

3D (Transfer to hearts, at least 5 solid hearts) Game Forcing

3H (Transfer to spades, at least 5 solid spades) Game Forcing

3S (Transfer to a solid minor at least 5 solid clubs or 5 solid diamonds) Game Forcing

3NT (13-16 points, denies a 4 card major) Not Forcing

4C values (I have lots of Aces) Game Forcing +

4D (Asks for Aces) Game Forcing

4D (asking for Aces) Game Forcing +

4H (let's play in 4H) Not Forcing

4S (let's play in 4S) Not Forcing

10 point balanced hands can be either passed or opened 1NT depending on your preferences with regards to "good 10 counts" or bidding position or vulnerability.

a) 2NT (natural, balanced, 19 to 21 points, may have a 4 or a 5 card major)

then **Pass** (0-5 points with no transferable suit)

3C (Puppet Stayman, 4+ points) Game Forcing

3D (Transfer to hearts, 5+ hearts, 0+ points) Forcing

3H (Transfer to spades, 5+ spades, 0+ points) Forcing

3S (Transfer to clubs, 6+ clubs, 0+ points) Forcing

3NT (Transfer to diamonds, 6+ diamonds, 0+ points) Forcing

4C (Values, I have lots of Aces) Game Forcing +

4D (Asking for Aces) Game Forcing +

4H (let's play in 4H) Not Forcing

4S (let's play in 4S) Not Forcing

or b) Note: Pam and I have tried playing 2NT both ways for extended periods of time and we have settled on option b because we think it is more exciting. Neither option makes any noticeable difference in our scores.

b) 2NT (0 to 10 points, at least 5-4 in the minors)

then **Pass** (you think that 2NT undoubled is a better contract than 3C or 3D)

3C (0-15 points, clubs are preferable to diamonds) Not Forcing

3D (0-15 points, diamonds are preferable to clubs) Not Forcing

3H (16+ points, 5+ hearts) Forcing

3S (16+ points, 5+ spades) Forcing

3NT (you think 3NT is likely to make opposite an average hand from partner)

3NT (you think 3NT undoubled is a great contract and you are going to bid 4C/D if doubled)

4C (15-21 HCP, natural) Invitational

4D (15-21 HCP, natural) Invitational

4H (asking for keycards in clubs) Forcing

4S (asking for keycards in diamonds) Forcing

Note: This is a rare opening bid to start with and the vast majority of the responses to it are 3C or 3D.

The pattern of responses changes slightly when partner opens 2C or 2D.

2C (0-3 hearts, 0-3 spades, 5+ clubs, 9 to 14 HCP, may have 4 or a bad 5 diamonds)

- then **Pass** (0-9 points and probably fewer than 3 clubs)
2D (10+ points, 4+ diamonds) Forcing (opener rebids 2NT or 3C or 3D with a minimum)
2H (10+ points, at least 5 hearts) Forcing (opener rebids 2NT or 3C or 3H with a minimum)
 2S (12-14 points, 0-2 hearts, 3 spades) Forcing to game
 2NT (9-12 HCP, 5 clubs, 0-2 hearts) Not Forcing
 3C (9-12 HCP, 6+ clubs, 0-2 hearts) Not Forcing
 3D (13-14 HCP, 5 clubs, 5 diamonds) Forcing to game
 3H (9-12 HCP, 3 hearts) Not Forcing
 3NT (13-14 HCP, 0-2 hearts) Not Forcing
 4C (13-14 HCP, 6+ clubs, 0-2 hearts) Not Forcing
 4H (3 hearts, 12-14 HCP) Not Forcing
2S (10+ points, at least 5 spades) Forcing (opener rebids 2NT or 3C or 3S with a minimum)
2NT (0-25 points, 3+ clubs, agrees clubs as trump) Forcing (see section on 2NT agreeing a suit)
3C (0-9 points, 3+ clubs) Not Forcing
3D (0-9 points, 0-2 clubs, 6+ diamonds) Not Forcing
3H (0-9 points, 6+ hearts) Not Forcing
3S (0-9 points, 6+ spades) Not Forcing
3NT (to play, denies a 5 card major)
4C (0-9 points, at least 4 clubs) Not Forcing
4D (at least 6 solid diamonds, sets diamonds as the trump suit) Forcing
4H (let's play in 4H)
4S (let's play in 4S)

2D (0-3 hearts, 0-3 spades, 5+ diamonds, 9 to 14 HCP may have 4 or a bad 5 clubs)

- then **Pass** (0-9 points and probably fewer than 3 diamonds)
2H (10+ points, at least 5 hearts) Forcing (opener rebids 2NT or 3D or 3H with a minimum)
2S (10+ points, at least 5 spades) Forcing (opener rebids 2NT or 3D or 3S with a minimum)
2NT (0-25 points, 3+ diamonds, agrees diamonds is trump) Forcing (see section on 2NT agreeing a suit)
3C (10+ points, at least 5 clubs) Forcing
3D (0-9 points, at least 3 diamonds) Not Forcing
3H (0-9 points, at least 6 hearts) Not Forcing
3S (0-9 points, at least 6 spades) Not Forcing
3NT (to play, denies a 5 card major) Not Forcing
4C (0-9 points and at least 6 clubs) Not Forcing
4D (0-9 points at least 4 diamonds) Not Forcing
4H/S (let's play in 4H or 4S)

Most of the responses to 2H and 2S should seem familiar as they are adapted from the section on **disturbed** bidding. You could play some kind of Ogust but this choice is about making shunts harder to miss.

2H (natural, six hearts, 5 to 9 points: 0-3 spades in 1st or 2nd) (Disturbs the bidding)

then **Pass** (0-14 points and probably fewer than 3 hearts)

2S (0-14 points, at least 6 spades) Not Forcing

2NT (weak hand with one suit (could be hearts) partner must bid 3C and you pass or correct) Forcing

3C (14+ points, at least 2 hearts) Forcing (Partner bids 3D with good hand or 3H otherwise)

3D (14+ points, at least 5 spades) Forcing (Partner bids 3H with spade support or 3S otherwise)

3H (16+ points and at least 5 clubs) Forcing (Partner bids 3S with club support or 3NT or 4C otherwise)

3S (16+ points and at least 5 diamonds) Forcing (Partner bids 4C with diamond support or 3NT or 4D)

3NT (to play)

4H (0-17 points at least 3 hearts) Not Forcing

2S (natural, six spades, 5 to 9 points, 0-3 hearts in 1st or 2nd) (Disturbs the bidding)

then **Pass** (0-14 points and probably fewer than 3 spades)

2NT (weak hand with one suit (could be spades) partner bids 3C and you pass or correct) Forcing

3C (14+ points, at least 5 hearts) Forcing (Partner bids 3D with heart support or 3H otherwise)

3D (14+ points, at least 2 spades) Forcing (Partner bids 3H with good hand or 3S otherwise)

3H (16+ points, at least 5 clubs) Forcing (Partner bids 3S with club support or 3NT or 4C otherwise)

3S (16+ points, at least 5 diamonds) Forcing (Partner bids 4C with diamond support or 3NT or 4D)

3NT (to play)

4S (0-17 points at least 3 spades) Not Forcing

3C-3S (normal pre-emptive bids)

Partner has few options so Standard continuations apply. With the exception that 3C, **4D** = values and 3C, **4H** = keycard ask in clubs and 3D, **4H** = values and 3D, **4S** = keycard ask in diamonds. So 3C/D, **3H/S** = Forcing

3NT (9-14 HCP, 7-8 card suit headed by at least AKQ, no outside Ace)

then **Pass** (Your judgement says that 3NT is better than 4 or 5 of partners suit)

4C (Tells Partner to pass or correct to his suit) Not Forcing

4D (let's play in 4D) Not Forcing

4H (let's play in 4H) Not Forcing

4S (let's play in 4S) Not Forcing

4NT (Quantitative to 6) Not Forcing

5C-5S (asking for the King in that suit)

(There is no need to ask for keycards. Partner has 2 + Queen. Use standard Specific King asks and responses.)

6C (Tells Partner to pass or correct to his suit) Not Forcing

Asking for Keycards

The keycard ask requires it's own section because the ask is different for each suit and it may vary depending upon the auction that has already taken place. The most common asks occur at some point after 2NT or a Shunt has been used to agree a suit. If hearts have been agreed as trump then:

4C (I have two keycards plus the trump Queen or 3 keycards Queen unknown or 4 keycards)

4D (asks for keycards)

4D (asks for keycards)

1 level higher (4H here) = (0 or 3)

2 levels higher (4S here) = (1 or 4)

3 levels higher (4NT here) = (2 keycards Queen unspecified)

4S/5C/5D (Exclusion, how many keycards do you have not counting the Ace in the suit I bid)

1 level higher = (0 or 3), 2 levels higher = (1 or 4), 3 levels higher = (2)

If spades are trump then: the responses are identical except that 4H is exclusion.

If clubs are trump then:

4D (I have two keycards plus the trump Queen or 3 keycards Queen unknown or 4 keycards)

4H (asks for keycards)

4H (asks for keycards)

1 level higher = (0 or 3) ...

4S/5D/5H (Exclusion, how many keycards do you have not counting the Ace in the suit I bid)

If diamonds are trump then:

4C (I have two keycards plus the trump Queen or 3 keycards or 4 keycards)

4H (asks for keycards)

4H (asks for keycards)

1 level higher = (0 or 3) ...

4S/5C/5H (Exclusion, how many keycards do you have not counting the Ace in the suit I bid)

After the keycard ask, the asker can continue by bidding a suit at the 5 level which asks for a specific King:

5C (Do you have the King of clubs)

one level up (5D here) = (no I don't have it)

5H (Do you have the King of hearts (assuming spades are trump))

one level up (5S here) = (no I don't have it)

5 of trump (if not one level up it says I have the King of clubs, no other Kings and no extra values)

5H (I have the King of clubs and the King of hearts)

5S (I have the King of clubs and the King of Spades but not the King of hearts)

5NT (if not one level up it says I have the King of clubs, no other Kings and extra values I haven't bid yet)

6D (I have the King of clubs and the King of Diamonds but not the other King)

- The original Chilli notes suggest that the lowest level King ask should be used to ask for the Queen of trump instead. Pam and I have been playing it as a King ask for consistency but Larry made me play it as a Queen ask. Personally, I have found that it does not make much difference either way.

(note: If the KC asker jumps the bidding to the 6 level of another suit then he is offering a choice of slam)

Because the system explores for a major fit before touching the minors, it is quite normal in a game forcing auction to introduce your "real" suit with a natural bid of 3C or 3D. In those cases, the responder can jump to both agree that suit and ask for keycards at the same time.

... 3C

3D/3H/3S (natural and forcing)

4C (club support with a min hand and doesn't like 3NT) Not forcing

4D (agrees clubs and promises at least 2 keycards plus the Queen of trump or 3 keycards...)

4H (asks for keycards in clubs)

4NT (to play)

4H (agrees clubs and asks for keycards in clubs)

1 level higher = (0 or 3) ...

... 3D

3H/3S/4C (natural and forcing)

4D (diamond support with a min hand and doesn't like 3NT) Not forcing

4H (agrees diamonds and promises at least 2 keycards plus the Queen of trump or 3 keycards...)

4S (asks for keycards in diamonds)

4NT (to play)

4S (agrees diamonds and asks for keycards in diamonds)

1 level higher (0 or 3) ...

- Asking for Aces is a bit more difficult because there is no bid that agrees No Trump in the way that 2NT agrees a suit. Therefore I have decided that if we make a natural NT bid during the auction then the responder can agree NT and start a keycard sequence by bidding 4C or 4D.

... 1NT/2NT/3NT

4C (agrees NT and promises at least two Aces) Forcing

4D (Asks for Aces)

4NT (to play)

4D (Agrees NT and asks for Aces)

1 level higher (0 or 3) ...

4NT (Quantitative to 6)

- In the same way if we open the bidding with a natural 1NT or 2NT (a) then no matter how the auction goes 4C shows values (at least 2 Aces ...) 4D asks for Aces or keycards depending on the auction and 4NT is Quantitative.

- Assuming that you still want to ask for Keycards and none of these options is available to you then you can always bid 4NT. The responses would be 5C = 0 or 3, 5D = 1 or 4, 5H = 2 with Queen unspecified.

Examples of real hands we bid in uncontested auctions

N North: Jack

West North East South

	1♦ ¹	Pass	1♥ ²
Pass	1♠ ³	Pass	2♣ ⁴
Pass	2♥ ⁵	Pass	2♠
Pass	Pass	Pass	

S South: Jason

- 1) 14-18 HCP balanced
- 2) 0-20 HCP, at least 4 hearts, could have any suit longer
- 3) 2-3 hearts, at least 4 spades
- 4) 0-3 spades, 4+ hearts, 8-10 HCP, Invitational to game
- 5) 14-16 HCP, exactly 3 hearts

West North East South

1♠ ¹	Pass	2♦ ²	Pass
2♥ ³	Pass	3♦ ⁴	Pass
3NT	Pass	5♦	Pass
Pass	Pass		

W West: Jack **E East: Jack**

- 1) 9-14 HCP, 0-3 hearts, 4+ spades, could have a longer minor.
 - 2) 13+ HCP, Game Forcing, artificial
 - 3) exactly 3 hearts (partner could have 5 or more)
 - 4) 0-2 spades (with 3 spades bid 2S), 0-4 hearts, 5+ diamonds
- (I think that introducing a minor here rather than bidding 3NT should indicate a strong desire to play that suit.)

N North:

West North East South

		Pass	1♦ ¹
Pass	2♦ ²	Pass	2NT ³
Pass	3♦ ⁴	Pass	4♥ ⁵
Pass	4♠ ⁶	Pass	4NT ⁷
Pass	6♦ ⁸	Pass	Pass
Pass			

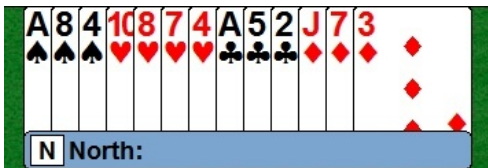
S South: Jason

- 1) 14-18 HCP balanced
- 2) 10+ HCP, denies a 4 card major, game forcing
- 3) 14-18 HCP, denies a 5 card major
- 4) At least 5 diamonds, not comfortable playing in NT
- 5) Agrees diamonds, says most of points are in Keycards
- 6) Asking for keycards in diamonds (4NT would be to play)
- 7) 3 keycards



West	North	East	South
Pass	1♣ ¹	Pass	Pass
Pass	2♦ ³	Pass	1♥ ²
Pass	2NT ⁵	Pass	2♠ ⁴
Pass	4♦ ⁷	Pass	3♦ ⁶
Pass	5♥ ⁹	Pass	4♠ ⁸
Pass	Pass	Pass	5♠ ¹⁰

- 1) artificial, 14+ HCP if unbalanced, 19+ HCP if balanced.
- 2) at least 4 hearts, at least 4 points, could have a longer suit.
- 3) 0-3 hearts, 0-3 spades, 20+ HCP, Game Forcing
- 4) canape with exactly 4 hearts and at least 5 spades
- 5) agrees spades as trump, asks for more information
- 6) singleton or void in diamonds
- 7) asks for keycards in spades
- 8) 1 or 4 keycards
- 9) asks for the king of hearts
- 10) I don't have the king of hearts.



West	North	East	South
Pass	1♥ ²	Pass	1♣ ¹
Pass	2♦ ⁴	Pass	1♠ ³
Pass	2NT ⁶	Pass	2♠ ⁵
Pass	4NT ⁸	Pass	4♦ ⁷
Pass	Pass	Pass	6♠

- 1) artificial, 14+ HCP if unbalanced, 19+ HCP if balanced
- 2) at least 4 hearts, at least 4 points, could have a longer suit.
- 3) 0-3 hearts, at least 4 spades, forcing
- 4) 9+ HCP, artificial, game forcing, denies 4 spades
- 5) 0-2 hearts, 5+ spades (I should have bid 2H here because partner could have 5 of them, she will then bid 2S with three of those.)
- 6) Agrees spades and asks for further information
- 7) Asks for keycards in spades
- 8) 2 keycards, says nothing about the Queen of trump
(admittedly this was a bad slam but we were behind in a match)



J **5** **2** **10** **9** **Q** **7** **6** **5** **K** **9** **8** **7**
 ♠ ♠ ♠ ♥ ♥ ♣ ♣ ♣ ♣ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦

N North: Jason

West	North	East	South
			1♣ ¹
Pass	1NT ²	Pass	2♦ ³
Pass	2♠ ⁴	Pass	2NT ⁵
Pass	4♠ ⁶	Pass	4NT ⁷
Pass	5♣ ⁸	Pass	5♦ ⁹
Pass	5♠ ¹⁰	Pass	6♠
Pass	Pass	Pass	

A **K** **10** **8** **7** **A** **K** **J** **4** **A** **Q** **10** **2**
 ♠ ♠ ♠ ♠ ♠ ♥ ♥ ♥ ♥ ♥ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦

S South:

- 1) Artificial, 14+ HCP if unbalanced, 22+ HCP if balanced
- 2) 4-6 HCP, denies a 4 card major
- 3) 20+ HCP, Artificial, forcing to game
- 4) 0-2 hearts, 3 spades (bidding 3 cards suits is hard at first)
- 5) Agrees spades, wants more information
- 6) Maximum hand with no singleton or void (I should really bid 3S here so Pam can use 4D as a Keycard ask)
- 7) Asking for Keycards in spades
- 8) 0 keycards
- 9) Asking for the K of Diamonds (we can stop in 5S if I don't have it)
- 10) I have the King of Diamonds but no other Kings and no unbid extra values

Now we move on to contested auctions. In general, we try to ignore their bidding as much as possible and just bid our hands. As you will see below, the point and distribution requirements for our overcalls change slightly depending on what they open the bidding with.

They open the bidding with 1C (anything)

then dbl (artificial, strong, rule of 24 with 14+ points if unbalanced or 19+ points if balanced) Forcing

(Partner responds exactly as to our 1C opening bid)

1D (14-18 points balanced) Forcing

(Partner responds exactly as to our 1D opening bid)

1H (11-15 points, 4+ hearts, could have any suit longer) Not Forcing

1S (11-15 points, 0-3 hearts, 4+ spades, could have a longer minor) Not Forcing

(If partner is already a passed hand then the point range for our 1H and 1S overcalls changes to 7-15)

1NT (12-14 points, 2-3 hearts, 2-3 spades, may not have a club stopper) Not Forcing

(See section on **disturbed** bidding for responses)

2C (Michaels, at least 5-4 in the majors) Forcing

2D (11-15 points, 0-3 hearts, 0-3 spades, at least 5 diamonds) Not Forcing

(If partner is a passed hand the point range for 2D changes to 7-15 HCP)

2H (0-10 points, at least 6 hearts) Not Forcing (**Disturbs** the bidding)

2S (0-10 points, at least 6 spades) Not Forcing (**Disturbs** the bidding)

2NT (my version of Unusual 2NT shows at least 5-4 in diamonds and a major) Forcing

3C (asks overcaller to bid his major at the 3 level)

3C (11-15 points, 0-3 hearts, 0-3 spades, at least 6 clubs) Not Forcing

3D (0-10 points, at least 6 diamonds) Not Forcing

3H+ (normal pre-emptive bids) Not Forcing

They open the bidding with 1D (anything)

then dbl (artificial, strong, rule of 24 with 15+ points balanced or unbalanced) Forcing

(Partner responds exactly as to our 1D opening bid)

1H (7/11-15 points, 4+ hearts, could have any suit longer) Not Forcing

1S (7/11-15 points, 0-3 hearts, 4+ spades, could have a longer minor) Not Forcing

1NT (12-14 points, 2-3 hearts, 2-3 spades, may not have a diamond stopper) Not Forcing

(See section on **disturbed** bidding for responses)

2C (7/11-15 points, 0-3 hearts, 0-3 spades, at least 5 clubs) Not Forcing

(If partner is a passed hand the point range for 1H, 1S and 2C changes from 11-15 to 7-15 HCP)

2D (Michaels, at least 5-4 in the majors) Forcing

2H (0-10 points, at least 6 hearts) Not Forcing (**Disturbs** the bidding)

2S (0-10 points, at least 6 spades) Not Forcing (**Disturbs** the bidding)

2NT (my version of Unusual 2NT shows at least 5-4 in clubs and a major) Forcing

3D (asks overcaller to bid his major at the 3 level)

3C (0-10 points at least 6 clubs) Not Forcing

3D (11-15 points, 0-3 hearts, 0-3 spades, at least 6 diamonds) Not Forcing

3H+ (normal pre-emptive bids) Not Forcing

They open the bidding with 1H (anything)

then dbl (artificial, strong, rule of 24 with 15+ points balanced or unbalanced) Forcing

(Partner responds similar to a 1D opening bid)

1S (7/11-15 points, 4+ spades, could have a longer minor) Not Forcing

1NT (14-17 points, balanced, 2-3 spades)

(See section on **disturbed** bidding for responses)

2C (7/11-15 points, 0-3 spades, at least 5 clubs) Not Forcing

2D (7/11-15 points, 0-3 spades, at least 5 diamonds) Not Forcing

(If partner is a passed hand the point range for 1S, 2C, 2D changes from 11-15 to 7-15 HCP)

2H (Michaels, at least 5-4 in spades and a minor) Forcing

2S (0-10 points, at least 6 spades) Not Forcing (**Disturbs** the bidding)

2NT (Unusual 2NT, at least 5-4 in the minors) Forcing

3C (0-10 points, at least 6 clubs) Not Forcing

3D (0-10 points, at least 6 diamonds) Not Forcing

3H (I can't think of a reason for this bid)

3S+ (normal pre-emptive bids) Not Forcing

They open the bidding with 1S (anything)

then dbl (takeout but could have 5 or 6 hearts)

(all bidding switches to Standard American responses)

except that rebidding 2H does not show a strong hand just length in hearts.

(I would like to play something more in line with the spirit of the system but I can't think of anything that works.)

1NT (14-17 points balanced, denies 4 hearts)

(See section on **disturbed** bidding for responses)

2C (7/11-15 points, 0-3 hearts, at least 5 clubs) Not Forcing

2D (7/11-15 points, 0-3 hearts, at least 5 diamonds) Not Forcing

2H (7/11-15 points, and at least 6 hearts) Not Forcing (**Disturbs** the bidding)

(If partner is a passed hand the point range for 2C, 2D, 2H changes from 11-15 to 7-15 HCP)

2S (Michaels, at least 5-4 in hearts and a minor) Forcing

2NT (Unusual 2NT, at least 5-4 in the minors) Forcing

3C (0-10 points, at least 6 clubs) Not Forcing

3D (0-10 points, at least 6 diamonds) Not Forcing

3H+ (normal pre-emptive bids) Not Forcing

3NT (with 17+ points and 0-3 hearts this is often your best guess)

As we move on to their 1NT opening bids you will see that the options shown describe another convention I invented called SNOB (Strong, Natural Or Balancing). There is no reason why you can't use any system but I think that SNOB fits nicely with the spirit of the Blastorscape system.

They open the bidding with 1NT (10-14)

- then dbl (11-16 points and at least 3 places to play, tends to deny a 5 card suit)
- Pass (You have enough points/shape to think penalty doubling is a good idea)
 - 2C (denies a 5 card other suit) Not Forcing
 - 2D/2H/2S (shows a 4+ card suit) Not Forcing
- 2C (Artificial, 16+ points) Forcing
- 2D (Artificial, 0-7 points) Not Forcing
 - 2H/2S/3C/3D (5+ cards, Natural) Not Forcing
 - 2H (Artificial, 8+ points) Game Forcing
 - 2S/3C/3D/3H (0-7 points, Natural) Not Forcing
- 2D (7/11-15 points, at least 5 diamonds) Not Forcing (**Disturbs** the bidding)
- 2H (7/11-15 points, at least 5 hearts) Not Forcing (**Disturbs** the bidding)
- 2S (7/11-15 points, at least 5 spades) Not Forcing (**Disturbs** the bidding)
- 2NT (Unusual 2NT, at least 5-4 in the minors) Forcing
- 3C (7/11-15 points, at least 5 clubs) Not Forcing
- 3D+ (normal pre-emptive bids) Not Forcing

They open the bidding with 1NT (14+)

- then dbl (11-16 points and at least 3 places to play tends to deny a 5 card suit)
- Pass (You have enough points to think penalty doubling is a good idea)
 - 2C (denies a 5 card other suit) Not Forcing
 - 2D/2H/2S (shows a 4+ card suit) Not Forcing
- 2C (Artificial, 16+ points) Forcing
- 2D (Artificial, 0-7 points) Not Forcing
 - 2H/2S/3C/3D (5+ cards, Natural) Not Forcing
 - 2H (Artificial, 8+ points) Game Forcing
 - 2S/3C/3D/3H (0-7 HCP, Natural) Not Forcing
- 2D (6-15 points, at least 5 diamonds) Not Forcing (**Disturbs** the bidding)
- 2H (6-15 points, at least 5 hearts) Not Forcing (**Disturbs** the bidding)
- 2S (6-15 points, at least 5 spades) Not Forcing (**Disturbs** the bidding)
- 2NT (Unusual 2NT, at least 5-4 in the minors) Forcing
- 3C (6-15 points, at least 5 clubs) Not Forcing
- 3D+ (normal pre-emptive bids) Not Forcing

They open the bidding with 2C (strong)

- then * (lead directive)
- 2D+ (natural and lead directive)

They open the bidding with 2C (precision style)

- then dbl (standard takeout double)
- 2D/H/S (7/11-15 HCP, 5+ cards in suit) (**Disturbs** the bidding)
- 2NT (15-17 HCP, balanced)
- (Respond as over a natural 2NT opening bid)

The available bids over their weak 2 openings are exactly what you would expect when the bidding is **disturbed**.

They open the bidding with 2D (weak) **disturbs** the bidding

then dbl (standard takeout double)

(When we make a takeout, balancing or negative double then all bidding permanently switches to Standard Am.)

2H (11-15 points, at least 5 hearts) Not Forcing

2S (11-15 points, at least 5 spades) Not Forcing

2NT (11-15 points and at least 6 clubs or 11-15 points with at least 6 hearts or at least 6 spades) Forcing

3C (15+ points, at least 5 hearts) Forcing (3D is GF in hearts, 3H is weak, any other bid is GF)

3D (15+ points, at least 5 spades) Forcing (3H is GF in spades, 3S is weak, any other bid is GF)

3H (16+ points, at least 5 clubs) Forcing (3S is GF in clubs, 4C is weak, any other bid is GF)

3S (16+ points and asking for a diamond stopper) Forcing

3NT (to play) (Note: For certain balanced 17+ point hands this is the only available bid.)

They open the bidding with 2H (weak) **disturbs** the bidding

then dbl (standard takeout double)

2S (11-15 points and at least 5 spades) Not Forcing

2NT (11-15 points and at least 6 clubs or at least 6 D's or 11-15 points with at least 6 spades) Forcing

3C (15+ points and asking for a heart stopper) Forcing (Bid 3D or 3NT with a stop or 3H otherwise)

3D (15+ points and at least 5 spades) Forcing (3H is GF in spades, 3S is weak, any other bid is GF)

3H (16+ points and at least 5 clubs) Forcing (3S is GF in clubs, 4C is weak, any other bid is GF)

3S (16+ points and at least 5 diamonds) Forcing (4C is GF in D's, 4D is weak, any other bid is GF)

3NT (to play) (Note: For certain balanced 17+ point hands this is the only available bid.)

They open the bidding with 2S (weak) **disturbs** the bidding

then dbl (standard takeout double)

2NT (11-15 points and at least 6 clubs or at least 6 D's or at least 6 hearts) Forcing

3C (15+ points and at least 5 hearts) Forcing (3D is GF in hearts, 3H is weak, any other bid is GF)

3D (15+ points and asking for a heart stopper) Forcing (Bid 3H or 3NT with a stop or 3S otherwise)

3H (16+ points and at least 5 clubs) Forcing (3S is GF in clubs, 4C is weak, any other bid is GF)

3S (16+ points and at least 5 diamonds) Forcing (4C is GF in D's, 4D is weak, any other bid is GF)

3NT (to play) (Note: For certain balanced 17+ point hands this is the only available bid.)

They open the bidding with 2NT strong

then Pass (we tend not to come into the auction over this bid)

3C-3S (normal pre-emptive bids)

(partner has few options so Standard American continuations apply here)

Examples of real hands we bid in contested auctions

N North:

A J 2 K J 10 7 3 K 3 7 4 2

♣♣♣♥♥♥♥♠♠♦♦♦♦

West	North	East	South
Pass	2♣ ²	1♦	1♠ ¹
Pass		Pass	Pass ³

S South: Jason

K 10 8 6 5 4 Q A J 10 2 J 6

♣♣♣♣♣♥♥♠♠♠♠♦♦♦♦

- 11-15 HCP, 0-3 hearts, 4+ spades, could have a longer minor suit. (We find a lot of major fits with this style of overcalling)
- 10-12 HCP, Artificial, could have longer D's and or longer hearts
- 11-13 HCP, clubs are at least as long as spades

N North: Jason

J K 8 6 5 4 A 4 2 Q J 10 2

♠♥♥♥♥♥♣♣♦♦♦♦♦

West	North	East	South
1♦	1♥ ¹	1♠	4♥ ²
Pass	Pass	4♠	Dbl
Pass	Pass	Pass	

S South:

K Q 8 4 A J 10 2 J 10 6 3 9

♠♠♠♠♥♥♥♥♣♣♣♣♦♦♦♦♦

- 11-15 HCP, at least 4 hearts, could have a longer suit
- possibly preemptive, would like to double 4S

West	North	East	South
1♣ ¹	1♦	Pass	Pass
3♣ ³	Pass	3♦ ⁴	Dbl
4♥ ⁵	Pass	Pass	5♦
Pass	Pass	Dbl	Pass
Pass	Pass		

W West:

5 A Q 4 A Q J 10 6 5 J 7 2

♦♠♠♠♥♥♥♥♥♣♣♣♣♣

E East: Jason

3 2 K 10 9 6 5 9 8 3 K Q 5

♦♦♠♠♠♠♠♠♥♥♥♥♣♣♣♣♣

- 14+ HCP and unbalanced or 19+ HCP and balanced
- 0-3 hearts, 4+ spades, 4+ HCP
- 17+ HCP, at least 5 hearts, forcing
(Pam's system bid is 2H here (and I don't mind 2S) but she decided to drastically upgrade her hand.)
- 3 hearts, 8+ HCP, agrees hearts, forcing to game
- forcing

Q63AQ93985432
♥♥♥♠♠♠♦♦♦♦♦♦♦♦♦♦

N North: Jason

West	North	East	South
		Pass	1♥ ¹
2♣	2♥ ²	Pass	3♣ ³
Pass	3♥ ⁴	Pass	Pass
Pass			

K10546AQAQ8753
♥♥♥♥♥♠♦♦♣♣♣♣♣♣♣♣♣♣

S South:

- 1) 9-14 HCP, at least 4 hearts, could have a longer suit
This hand does meet the minimum requirements for a 1C opener.
- 2) 6-10 HCP, at least 4 hearts (Because double here (stolen bid) shows 11-13 HCP and 3D (weak) seemed wrong, I made the 3 card raise)
- 3) 14-15 HCP, invitational to 4H, forcing
- 4) I will only bid 4H if it was a team game.

K1097AQ872A954
♥♥♥♥♥♣♣♣♣♣♣♣♣♦♦♦♦♦♦♦♦♦♦

N North: Jack

West	North	East	South
		1♦	Dbl ¹
1♥	2♦ ²	Pass	3♠ ³
Pass	4♣ ⁴	Pass	4♥ ⁵
Dbl	4♠ ⁶	Pass	5♦ ⁷
Pass	5♥ ⁸	Pass	6♠ ⁹
Pass	Pass	Pass	

AKJ10987542873
♠♠♠♠♠♠♠♠♠♠♠♠♠♦♦♦♦♦♦♦♦♦♦

S South: Jason

- 1) Artificial, at least 16 HCP
- 2) 0-3 spades, 10+ HCP, Game Forcing
- 3) At least 6 spades headed by AKQ, sets spades as trump
- 4) I have at least 2 keycards if spades are trumps
- 5) How many Keycards do you have not counting the Ace of hearts?
- 6) I have two keycards not counting the Ace. (DOPI)
- 7) Do you have the King of Diamonds
- 8) No I don't.
- 9) I was going to bid 7S if he had it.

Uncommon Blastorscape bidding

- Negative doubles are rare in Blastorscape but once one is made then bidding switches to Standard American.
- If the first bid by our side is made by an already passed hand then it and all other bids by us are natural bids.
- If partner is a passed hand then our simple overcalls have a point range of 7-15 and jump overcalls are 0-10.
- 1C (14+ points unbalanced or 19+ points balanced)
 - 1D (0-3 points or 4 points in Queens and Jacks, Artificial) Not Forcing
 - 1H/1S (are both forcing bids)
 - 2C/2D/2H/2S (5+ card suits and are non forcing and **Disturbs** the bidding)
- 1C, 1D(opps)
 - Pass (4-6 HCP with no diamond stopper)
 - double (0-3 points or 4 points in Queens and Jacks, Artificial) Not Forcing
- 1C/1D, 1S(opps)
 - double (4+ hearts and is treated by opener exactly as if the auction had gone 1C/1D, 1H)

- 1C (14+ points unbalanced or 19+ points balanced)
 - 1H (4+ points, 4+ hearts, any suit may be longer)
 - 1NT (15-16 points with 1-3 hearts, 2-3 spades with a stopper and 4-5 or 5-5 in the minors)
 - 1S (4+ points, 0-3 hearts, 4+ spades, minor may be longer)
 - 1NT (15-16 points with 0-3 S's, 4 hearts and a 5 card minor or 5 hearts and a 4-5 card minor)
- 1C/1D
 - 2NT (max 7 HCP with roughly 5-5 in the minors)
- 1D (14-18 points, balanced)
 - 1H/1S (0+ points) or 1NT (0-7 points)
 - 2C (good 18 HCP)
 - 2D (Game forcing)
- 1D (14-18 points, balanced)
 - 1H/1S/1NT
 - 2D/2H/2S (14-16 points, 5 card suit) (**disturbs** the auction)

(Because the 1D opener can't force a partner with 0 points into game then 2D can't be GF as it normally is)
- 1D (14-18 points, balanced)
 - 1H/1S
 - 2H/2S (14-16 points with 4 or 5 card support)
 - 2NT (17-18 points with 4 or 5 card support)
- 1D (14-18 points, balanced), 2C (opps)
 - dbl (8-10 points, Invitational)
 - 2D (Game Forcing)
 - 3C (promises at least one 4 card major. With a 5 card major just bid 2 of that suit)
- 1D (14-18 points, balanced), 2C(opps)
 - 2D (10+ points Game Forcing)
 - 3C (promises at least one 4 card major. With a 5 card major just bid 2 of that suit)
- 1H, 1S (opps)
 - double (I was going to bid 1NT but don't I have a stopper in their suit)
- 1C/1D
 - 1H, 1S (opps)
 - double (I was going to bid 1NT but don't I have a stopper in their suit)
- 1H/S/NT, dbl (opps)
 - pass (I am willing to let you play 1H/S/NT doubled), or redl (please bid another suit)

(All of the people playing weak 1NT openings that I have met play a complicated escape system when the auction starts 1NT, dbl (opps). I am in love with the escape "system" above because a final contract of 1NT doubled is a top board if it makes or if it is a good sacrifice against whatever contract the opponents can make. It is only a bad score if it is a -200 or a -300 when the opponents can't make a game or if it is a -800 or a -1100 when the opponents can't make a slam. In my practical experience 1NT doubled is right 8 times out of 10 versus the opposition I play against. Give it a try and see for yourself.)

- Although it doesn't make much sense to me intellectually, I have discovered that when you open a hand 1H or 1S while holding 4 of the major and 5+ in another suit, it is usually right to bid your second suit in a competitive auction (assuming you have no fit in the first suit) even if you have to do it at the 3 level.

Impossible Penalty Doubles

Because many of our opening bids and overcalls show limited hands there are occasional auctions that occur where a double by the opener/overcaller is technically penalty even though the opener/overcaller can't possibly have enough points or length to set the contract on his own. I have named these situations impossible penalty doubles. Opener is asking responder to choose between raising his bid suit and leaving the double in for penalty. The hand you see below that we played on BBO is a perfect example of this phenomenon.

Board 3
D

N North: Spiraling

West	North	East	South
Pass	1♠	Dbl	Pass
2♥	2♠	4♥	Pass
Pass	Dbl	Pass	4♠
Pass	Pass	Pass	

W West: GIB

E East: GIB

S South: Prose2

4♠ North | NS 0 EW 0



Jason Larrivee (M327632) and Pamela Keim (J236504)



GENERAL APPROACH

Blastorscape (Balanced Standard or Shapely Canape Precision)

TWO OVER ONE: Game Forcing Game Forcing Except When Suit Rebid
VERY LIGHT: Openings 3rd Hand Overcalls Preempts
FORCING OPENING: 1♣ 2♣ Natural 2 Bids Other 1D

SPECIAL DOUBLES
 After Overcall: Penalty 2NT +
 Negative thru 2♦-2♣
 Responsive thru Maximal
 Support: Dbl. thru Redbl.
 Card-showing Min. Offshape T/O
 * / 1♣/1♦/1♥ = 15+

NOTRUMP OVERCALLS
 1♣/1♦: 12 to 14 Systems On
 Does not promise a stopper in bid suit
 Denies a 4-card Major 3NT =
 Jump to 2NT: Minors 2 Lowest
 Conv. Minors or minor and a major
 1NT/1♥ or 1♠ = 14-17 HCP, no 4 major

SIMPLE OVERCALL
 1 level 7/11* to 15 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 *1st/2nd = 11-15 HCP, 3rd/4th = 7-15 HCP

DEFENSE VS NOTRUMP
 vs: Strong (14+) Weak (10-14)
 2♣ 16+ HCP then (2♦=0-7)(2♥=8+)
 2♦ 5+♦ 6-15 HCP 5+♦ 11-15 HCP
 2♥ 5+♥ 6-15 HCP 5+♥ 11-15 HCP
 2♠ 5+♠ 6-15 HCP 5+♠ 11-15 HCP
 Dbl: 11-16 HCP with 3 places to play
 Other Strong, Natural Or Balancing

NOTRUMP OPENING BIDS

10	1NT	13	3♣	GF Puppet Stayman
	to		3♦	GF+ Running ♥'s
			3♥	GF+ Running ♠'s
			3♠	GF+ Running minor
5-card Major common <input type="checkbox"/>				
System on over 2♣				
2♣	Stayman		2♦	Puppet <input type="checkbox"/>
2♦	Transfer to ♥		4♣	I have lots of Aces
			4♦	Asks for Aces
2♥	Transfer to ♠			Smolen <input type="checkbox"/>
2♠	Transfer to ♣			Lebensohl <input type="checkbox"/> (___denies)
2NT	Transfer to ♦			Neg. Double <input type="checkbox"/> 2♦ - 2♣
				Other: ___

2NT 0 to 10
 At least 5 - 4 in minors
 3♣/3♦ = 0-15 HCP to play
 3♥/♠ = 15+ HCP nat GF
 4♣/4♦ = 15-21 HCP nat
 4♥/♠ = 21+ HCP KC ask
 3NT 9 to 14
 7-8 card suit with min AKQ
 denies an outside Ace
 4♣ = relay 4♦/♥/♠ = to play
 5♣♦/♥♠ = Specific King

JUMP OVERCALL
 Strong Intermediate Weak
 *2♦ over 1♣ = 5+♦ and 11-15 HCP

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble Implies no fit
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other 1♥*4♥ = willing to double 4♣

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

MINOR OPENING NF Conv.

Expected Min. Length	4	3	0-2
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

1♣ = 14+ HCP Unbal. or 19+ HCP Bal.
 1♦ = 14-18 HCP Balanced, 5422 possible
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Frequently bypass 4 + ♦
 1NT/1♣: 4-6 HCP 1NT/1♦: 0-7 HCP
 2♣: Artificial 7-9 HCP NonF Denies 4CM
 2♦: Artificial 9+ HCP GF denies 4CM
 2NT: Max 7 HCP roughly 5-5 in Minors

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. ___

VS Opening Preempts Double Is
 Takedown thru 3♣ Penalty
 Conv. Takedown: ___
 Lebensohl 2NT Response
 Other: 2NT = relay to 3♣ for signoff

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: 2NT = raise that asks for info.
 1NT: Forcing Semi-forcing
 2♣: Artificial 11-13 HCP Non Forcing
 2♦: Artificial 13+ HCP Game Forcing
 2NT: Forcing Inv. 0 to 25
 3NT: 13 to 15

DIRECT CUEBID
 OVER: Minor Major Artif. Bids
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 012 Roman Keycard Blackwood, Exclusion Keycard Blackwood, Specific Kings,
 Values for 5
 vs Interference: DOPI DEPO Level: ___ ROPI

LEADS (circle card led, if not in bold)
 versus Suits versus Notrump

x x	x x x x	x x	x x x x
x x x	x x x x	x x x	x x x x
(A)K x	T 9 x	(A)K J x	A Q J x
K Q x	K J T x	A J T 9	A T 9 x
Q J x	K T 9 x	K Q J x	(K) Q T 9
J T x	Q T 9 x	Q J T x	Q T 9 x
K Q T 9	J T 9 x	T 9 x x	

LENGTH LEADS:
 lowest vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

Primary signal to partner's leads
 Attitude Count Suit Preference

DEFENSIVE CARDING
 vs SUITS vs NT

Standard:
 Except
 Count is not played

Upside-Down:
 count
 attitude

FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

DESCRIBE

2♣ 9 to 14 HCP
 Strong Other
 2♦ Resp: Neg. Waiting
 2♦ 9 to 14 HCP
 Natural: Weak Intermediate and 4♣
 2♥ 5 to 9 HCP
 Natural: Weak Intermediate Strong Conv.
 2♠ 5 to 9 HCP
 Natural: Weak Intermediate Strong Conv.

RESPONSES/REBIDS

2♥/♥/♠ = 10+ HCP natural
 2NT = ♣ raise with 0+ HCP
 2♥/2♠/3♣ = 10+ HCP natural
 2NT = ♦ raise with 0+ HCP
 2NT = relay to 3♣ for signoff
 2NT Force 2♣ NF
 2NT = relay to 3♣ for signoff
 2NT Force New Suit NF

SPECIAL CARDING **PLEASE ASK**

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF
 Weak Jump Shifts not in Comp. 4th Suit Forcing: 1 Round Game
 Shunts, Disturbed 2NT, Impossible Penalty Doubles, Rescue Redoubles
 PreAlert: Canape: Our 1♥ and 1♠ bids might be made with a longer side suit
 PreAlert: Light Overcalls: 7-15 HCP is the range for some of our 2♣, 2♦ and 2♥ overcalls
 PreAlert: Light Openings: 9-14 HCP is the range for our 1♥, 1♠, 2♣ and 2♦ openings