

Strong NoTrump for mathematicians

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The short name of the system is **sNT**.

It is a relay-based **Acol**-style natural system.

Unlimited opening bid 1NT promises 21+ points or ≤ 5 losers (see 4).

sNT uses the compression scheme for distributions, described in Coding the distributions in contract bridge, please read it first!

If not specified, we assume that N opens the bidding.

Correct your points – reduce one point for 4-3-3-3, add one point for double, two points for singleton and 3 points for a void. Reduce a point for singleton K, D or J.

Exceptions: With distributions 4-4-3-2 and 5-3-3-2 do nothing, for 5-4-2-2 add one point.

1 One-level openings

1♣/♦/♥/♠ promises a 4+ card suit and 11-20 corrected points.

Divide the strength to min/max – 11-14/15-20 points (– and + in table 1).
With minimum open without 6+ color. With skew bicolor 6-4-x-x open in 6-th color. With flat bicolor (4-4-x-x, 6-6-0-0) open in lower color, if the colors are not glued, and in higher, if they are glued. With 4-4-4-0 open in the color, preceding shortness (with short ♣ open 1♠).

Exceptions:

With min and 6-4-x-x open 1♣.

With min and x-6-4-x open 1♦.

With min and x-x-6-4 open 1♥.

S decreases his points, if misfit is probable.

With provided 8, 9 or 10-card fit, he adds 1, 2 or 3 points respectively.

Responses to 1 of a suit:

pass – 0-5 points

glued bid – 10+ points, forcing for one round, N becomes a teller and uses table 1 to describe his shape. New glued bid from S is relay and game

forcing, any other rebid is natural and contract offer.

all other bids – 6-9 points, natural and limited.

Short color of N:

In the majority of cases the glued color of the opening bid is short color of N (0-3 cards). This is the reason why the forcing bid of S starts here. After $1\clubsuit/\diamond/\heartsuit/\spadesuit$ short color is $\diamond/\heartsuit/\spadesuit/\clubsuit$ respectively.

	$1\clubsuit$	$1\diamond$	$1\heartsuit$	$1\spadesuit$
$1\heartsuit$	4-x-4-x, 4-0-4-4			
$1\spadesuit$	4-x-x-4	x-4-x-4, 4-4-0-4		
$1N$	5-3-3-3 ⁻	3-5-3-3 ⁻	x-4-4-x, 4-4-4-0	
$2\clubsuit$	6-x-x-x ⁺	4-4-x-x	3-3-5-3 ⁻	x-x-4-4, 0-4-4-4
$2\diamond$	6-4-x-x	x-6-x-x ⁺	x-4-6-x ⁺	3-3-3-5 ⁻
$2\heartsuit$	6-x-4-x ⁺	x-6-4-x	x-x-6-x ⁺	x-x-4-6 ⁺
$2\spadesuit$	6-x-x-4 ⁺	x-6-x-4 ⁺	x-x-6-4	x-x-x-6 ⁺
$2N$	5-3-3-3 ⁺	3-5-3-3 ⁺	3-3-5-3 ⁺	3-3-3-5 ⁺
$3\clubsuit$	8-x-x-x ⁺	4-6-x-x ⁺	4-x-6-x ⁺	4-x-x-6 ⁺
$3\diamond$		x-8-x-x ⁺	0-6-6-0 ⁺	x-4-x-6 ⁺
$3\heartsuit$	6-0-6-0 ⁺	6-6-0-0 ⁺	x-x-8-x ⁺	0-0-6-6 ⁺
$3\spadesuit$	6-0-0-6 ⁺	0-6-0-6 ⁺		x-x-x-8 ⁺

Table 1 Exact groups for one-level openings (in columns).

Each row defines the first answer after forcing bid from the second player.

The only artificial answers are $1NT/2\clubsuit$ after $1\heartsuit$ and $2\clubsuit/2\diamond$ after $1\spadesuit$.

After the second, forcing bid from S, he becomes an Asker. N divides the maximum (15-20 points) into two intervals – m=15-17p. and M=18-20p. He describes his group and strength, using levels. A list of options is explained as in the examples:

$$\begin{aligned}
 4-x-4-x, 4-0-4-4 &\rightarrow (4-x-4-x^-, 4-0-4-4^-, 4-x-4-x^+, 4-0-4-4^+) \\
 4-x-x-4 &\rightarrow (4-x-x-4^-, 4-x-x-4^+) \rightarrow (4-x-x-4^-, 4-2-2-4^+, 5-3-1-5^+, 5-1-3-5^+) \\
 6-x-x-x^+ &\rightarrow (6-x-x-x^M, 6-x-x-x^m) \\
 &\rightarrow (6-x-x-x^M, 6-2-2-2^m, 7-3-3-1^m, 7-3-1-3^m, 7-1-3-3^m)
 \end{aligned}$$

2 Weak openings

Openings from $2\clubsuit$ up to $4\spadesuit$ promises a 6+ card suit and 11-14 corrected points:

- $2\clubsuit, \diamond, \heartsuit$ – 6+ suit, 0-3 cards in next color (see Table 2)
- $2\spadesuit$ – 6+ spade: groups 4-x-x-6, x-4-x-6, x-x-x-6
- $2NT$ – 6+ spade: groups x-x-4-6, 0-0-6-6
- $3\clubsuit, \diamond, \heartsuit, \spadesuit$ – 8-x-x-x into the suit.
- $4\clubsuit, \diamond, \heartsuit, \spadesuit$ – 10-x-x-x into the suit.

Glued bid from S is forcing with 13+ points, all other responses are natural.

	2♣	2♦	2♥	2♠	2NT
2♥	6-x-4-x				
2♠	6-x-x-4	x-6-x-4			
2N	6-x-x-x	x-6-x-x	x-x-6-x		
3♣	6-0-6-0	4-6-x-x	4-x-6-x	4-x-x-6	
3♦	6-0-0-6	6-6-0-0	x-4-6-x	x-4-x-6	(x-x-4-6)
3♥			0-6-6-0	(x-x-x-6)	0-0-6-6
3♠		0-6-0-6			

Table 2 First answers after weak two bids.
Groups in brackets are decoded at second answer.

3 Additional tables

	level 1	level 2	level 3	level 4	level 5	level 6
4-4-x-x	4-4-2-2	5-5-3-1	5-5-1-3			
6-4-x-x	6-4-2-0	6-4-0-2	7-5-1-1	8-4-0-0		
6-x-x-x	6-2-2-2	7-3-3-1	7-3-1-3	7-1-3-3		
8-x-x-x	8-2-2-0	8-2-0-2	8-0-2-2	9-3-1-1	9-1-3-1	9-1-1-3
10-x-x-x	10-2-0-0	10-0-2-0	10-0-0-2	11-1-1-1	12-0-0-0	
5-4-x-x	4-4-x-x	6-4-x-x	6-6-0-0			
5-x-x-x	5-3-3-3	6-2-2-2	7-3-3-1	7-3-1-3	7-1-3-3	

Table 3 Decoding (and encoding) distribution groups.
Last two meta-groups are specific to the system.

	level 1	level 2	level 3	level 4	level 5	level 6
1♣	5-x-x-x	5-x-4-x	5-x-x-4	4-0-4-4	6-4-x-x	8-x-x-x ⁺
1♦	x-5-x-x	4-5-x-x	x-5-x-4	4-4-0-4	x-6-4-x	x-8-x-x ⁺
1♥	x-x-5-x	x-4-5-x	4-4-4-0	x-x-6-4	4-x-6-x ⁺	x-x-8-x ⁺
1♠	x-x-x-5	x-x-4-5	0-4-4-4	4-x-x-6 ⁺	x-4-x-6 ⁺	x-x-x-8 ⁺

Table 4 Answers after 1♣/♦/♥/♠ – overcall up to 2NT – relay from S.
The relay bid of S is the lowest bid in NT or short color of N.

After the second question from S, groups with minimum are explained first.

Examples:

x-x-4-5 → (x-x-4-4⁻, x-x-4-4⁺, x-x-4-6⁺, 0-0-6-6⁺)

x-5-x-x → (3-5-3-3⁻, 3-5-3-3⁺, 2-6-2-2⁺, 3-7-3-1⁺, 3-7-1-3⁺, 1-7-3-3⁺)

Overcalls:

After opponents 1♣ opening:

double – same as opening 1♣

all other bids are same as the openings.

After 1♦ or higher opponents opening use the standard overcalls.

4 Opening 1NT

Unlimited opening bid 1NT promises 21+ points or ≤ 5 losers. This is the most complex part of the system. The player, who first make a bid in range $2\heartsuit \dots 4\spadesuit$ describes his distribution and becomes a teller.

Bids from $2\heartsuit$ to $3\clubsuit$ promises 4+ cards in $\heartsuit/\spadesuit/\diamondsuit/\clubsuit$ and 0-3 cards in $\spadesuit/\diamondsuit/\clubsuit/\heartsuit$ respectively. Exact groups for bids $2\heartsuit \dots 3\diamondsuit$ are defined in table 1NT. Meaning of the higher bids:

- $2\heartsuit$ – groups x-x-6-4, 0-0-6-6 (after relay, expand x-x-6-4 first)
- $3\spadesuit$ – group x-4-x-6
- 3NT – group 6-x-x-4 (relay is $4\diamondsuit$)
- $4\clubsuit, \diamondsuit, \heartsuit, \spadesuit$ – 10-x-x-x.

Responses from S:

- $2\clubsuit$ – 0-5 points, at most one control (K or singleton)
- $2\diamondsuit$ – forcing, S describes his shape with a bid in range $2\heartsuit \dots 4\spadesuit$.
- $2\heartsuit \dots 3\spadesuit$ – proposal for a score, not forcing.
- $2\diamondsuit$ – 10+ points, N describes his shape with a bid in range $2\heartsuit \dots 4\spadesuit$.
- $2\heartsuit \dots 4\spadesuit$ – 6-9 points and suitable distribution.

	$2\heartsuit$	$2\spadesuit$	2N	$3\clubsuit$	$3\diamondsuit$
2N	x-x-5-x				
$3\clubsuit$	4-x-4-x, 4-4-4-0	4-x-x-4, 4-0-4-4			
$3\diamondsuit$	x-4-4-x	x-x-x-5 _a	x-5-x-x		
$3\heartsuit$	6-x-4-x	x-x-4-4	x-4-x-4 _a	5-x-x-x _a	
$3\spadesuit$	4-x-6-x _a	4-x-x-6	x-6-x-4	4-4-x-x _a	4-6-x-x _a
3N	x-4-6-x _a	x-x-4-6 _a	0-4-4-4	6-4-x-x	x-6-4-x _a
$4\clubsuit$	6-0-6-0	6-0-0-6	0-6-0-6 _a	8-x-x-x	6-6-0-0
$4\diamondsuit$	x-x-8-x _a	x-x-x-8 _a	x-8-x-x	4-4-0-4	0-6-6-0

Table 1NT The exact groups for constructive bids after 1NT (in columns).

Each row defines the first answer after forcing bid from the Asker.

Lower_a marks the artificial bid and must to be alerted.

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L^AT_EX and PDF files: http://skelet.ludost.net/bidding/sNT_en/