

# MUTOS

**MU**lti and **T**ransfer **O**riented **S**ystem

The best Bridge auction ideas of the last 10 years united in one system.



Vannuten Eugeen © 2002

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# 1 Introduction

## 1.1 A new Bridge System ? Why ?

Are the existing systems not sufficient ? Yes of course they are. Especially for beginners.

But...

Innovating , improving, criticizing , changing : that's what makes life ongoing which is the engine of our community . Continuous Improvement is the saying. It is not different in the world of Bridge. A little bit of renovation and change can not harm . It keeps people alert and that's exactly what is necessary in thinking sports like Bridge. How many Bridgers play pure on routine ? They apply a system because they were taught so and they do not question it anymore.

Bridge is also a competitive sport. In that sense it is important, if not essential , to be a nasty opponent.. The purpose must be, be it on a sportive manner, to score better than the opponents are. MUTOS, this new Bridge system, complies heavily with this goal.

Once passed the beginners phase and you feel a growing control on what's happening at the Bridge table, there is that other feeling ...a wish for more control, for improvement, a continuous questioning for 'why is it like this? Can we not improve and deal with this situation in another way?

A lot of people blame it on the limits of their system : if certain hands can not be bid or certain situation not be dealt with , so be it ... You can't have them all. On the average ..it will work out. Others start applying or inventing inventions and sometimes cross the borders of comprehensiveness. Mistakes are not far away ..

Others, like us, want to test out some alternatives believing that it does not require to be a world champion to be able to think about bridge, The added value of this kind of experimenting is that suddenly you start to understand why certain things (read bids) are what they are. Your senses rise , you "understand" things better what increases the control. Developing a new bridge system turned out to be a great learning process.

Bidding in Bridge is a language. Like a real language. Just like with real languages, there are also in Bridge a lot of dialects : people color their system. They add things that make them feel good or better.

Out of this kind of strive a new language, a new bridge system is born: on one side we follow a certain trend, an evolution, on the other side being open for creative thinking and trying out of things hat are totally new.

In fact it is like building a house : you start from fundamentals, and you start building taking into account trends, fashion , what is living , your experiences. It is also a continuous search for balance: balance between efficiency and simplicity. You try to combine the better points of different systems into a robust unity. When you are finally through, it is alike finishing a big jigsaw.

## 1.2 For Who ?

For who is this book ? For who can it be useful ? For

1. Those who want to break with a classic system and who want to try something out new. Disadvantage is you need to be with 2 . The advantage is that you will enjoy for years to come of the surprise effect. The opponents will have a difficult time... We promise you: it will be worthwhile.
2. The opponents who have the right to “know” our system in advance in order to make a proper defense.

## 1.3 Structure book

First, in Chapter 1 , Strategy , we will elaborate on some Principles on which MUTOS is based. Next, we treat the 1-level-openings except 1♣ . Then we focus on preemptive openings that cover the level 2 and 3 according to 1 algorithm.

Chapter 4 is totally devoted to the 1♣ -opening.

In Chapter 5 we make time for conclusions and an overview.

We end with a proven defense. Although this is in principle independent from the MUTOS-system , we present it here as it contains a same philosophy

0. Introduction
1. Strategy
2. Hands with average strength 12-15 hp
3. Weak hands < 12 hp
4. Stronger hands  $\geq 16$  hp
5. Conclusions
6. Defense
7. The many faces of the cue-bid
8. Slam tools
9. Category of MUTOS (blue, red or yellow ?)

Appendix A : probabilities of distributions

Appendix B : Convention Card

Appendix C : References

Appendix D : Author

This book is completed with examples in a quiz and answer format , taken from the daily practice of tournaments.

## 1.4 Abbreviations

Some auctions can look relatively complex. Clarity , unambiguity and readability can be increased by using abbreviations like

B : jack  
DP : distribution points  
H : king  
HP : honour points  
LHO : left hand opponent  
LOM : Length Other Major  
LT2 : linear transfer level .2  
LT3 : linear transfer level 3  
GF : game forcing  
NF : non-forcing  
NV : non vulnerable  
OM : Other Major  
OP : opener  
PA : partner of opener  
P/C : Pas or Correct  
RF : round forcing  
RHO : right hand opponent  
V : queen  
VUL : vulnerable



## 2 Strategy

### 2.1 Rule Of ....

In order to find the correct opening with strong distributed hands (5-4, 5-5, 6-5) we use the "Rule Of...", referring to the sum of honor points (hp) and the length of the 2 longest suits.

In this way we can talk about "the Rule of 20 ": when the hp-strength + length of the 2 longest suits  $\geq 20$ , you can open with a level 1 – opening. (1♦, 1♥, 1♠)

Similar, we have the "Rule of 25": with less than 16 hp but thanks to an extra ordinary distribution, you can satisfy the Rule of 25 and open with 1♣, the strongest opening of MUTOS.

### 2.2 Base

Our base to start from is the Strong Club system, also called "Squeeze", as played in Belgium during the last 30 years. THE bid advantage is the denial of NOT opening with 1♣: it means that other openings are limited to 15hp's. We distinguish 2 versions on how to answer:

- Either a strength oriented approach [1♣-PO] (Ref. Brabo)
- either a distribution oriented approach [1♣-DO] (Ref. Precision)

One of the arguments against Squeeze is that it is too strong honour point oriented. MUTOS tries to take away that complaint.

As you can check in Appendix 1, nearly 10% of all possible hands are stronger than 15hp. All these hands are treated in ONE way. With less than 16hp you need to satisfy the Rule of 25 in order to open with 1♣.

### 2.3 General Opening Structure

All possible hands are divided in 4 categories:

	Type hand	opening
1	All Hands $\geq 16$ hp	1♣
2	Hands with average strength : 12-15 hp	1♦, 1♥, 1♠
3	Weaker hands with some distributional power: one suiter (6card) or a twosuit (5+4+).	Linair Transfer on level 2 and 3 (LT2 /LT3)
4	Hands that do not satisfy 1, 2 of 3	pas

Or ... the higher the opening, the weaker the hand. This alone is already orthogonal on the philosophy of Acol or Major Five where the 2<sup>nd</sup> level is reserved for the strong hands.

What about 1NT or 2NT? Both have become a part of the Linear Transfer algorithm, one of the typical characteristics of MUTOS.

### 2.4 Characteristics

1. In order to increase the efficiency of bidding, we try each time to transfer a maximum of information from one side of the table to the other. That's why we need to bid already from the start in an unnatural (alert!) way. We name a suit without actually meaning that particular suit. We do offer a double option what gives the bid a Multi-character. That's why we baptized this system as MUTOS: multi-oriented system.

By giving a bid a multiple meaning, other bids come free to give them another meaning. It increases the number of possible hands to bid and the efficiency accordingly.

We do watch the danger of not overdoing this artificial approach; after all we do appreciate simplicity. Some people do confuse simplicity with being used to. We claim that MUTOS is not more complex than basic Acol. On the contrary.

2. Thanks to the structure of the openings, the range of a 1-level opening is narrowed to 4 honnour points. Within this small range we talk about minimum (12-13) and maximum (14-15).

By limiting the honnour card points you quickly know whether or not game is possible. This is essential for keeping the bid low when game is not possible and to create extra bidding room to start investigating possibilities for slam (controls) or to investigate accurately whether or not game is too high (limit bids).

The *turning point* is put on that strength that, with a maximal partner, will bring enough power to reach for game.

3. MUTOS is based on the FIVE card, meaning that during the auction a suit called (or suggested) for the first time is a five card. Most of the bidding systems follow this principle. 68% of the random hands contains a five card. One reaches quicker an existing fit (first a 5-3 then search for a 4-4) than compared with bidding on a 4 card and to discover only in the 2<sup>nd</sup> round a 5-3 fit.
4. MUTOS does not make a problem to compete for non-game contracts with a 5-2 or 4-3 fit, rather than to choose a doubtful NT –contract. Validating the power of small trumps it can be easier to reach a trump-contract with few hps than to reach will equal strength a NT-contract : those small trumps can trump ...
5. MUTOS uses convertible bids (partner may pass or correct). Because of this 2 bids are in fact put into one. This make one bid free to be used for something else...like for instance a transfer.
6. MUTOS makes optimal use of (as the name suggests) the transfer principle: you bid, from 1NT onwards, right below the suit you actually mean. This has a triple effect :
  - a. You call a suit that possibly belongs to the opponents and at the same time your partner exactly what your suit is and its length.
  - b. It is –per definition- a round forcing bid because of course your partner can NOT pass. This simple fact makes it possible to give along a strength indication: weak (pass), limit (economic NT or 2<sup>nd</sup> suit) or strong (jump NT or jump to 2nd suit).
  - c. The name of the real suit is usually called by the stronger of the 2 partners what keeps the strength of that hand hidden for the opponents.
7. MUTOS sometimes uses (1♦ en 1♥) bidding on ASSUMPTION (comparable with playing on assumption) where a certain distribution is assumed in order to have a chance at all to make the contract. After 1♦ (unknown minor) we *assume* that diamonds are the minors meant unless we explicit tell differently. After 1♥ (unknown major) we *assume* that spades is the major unless explicitly told differently. This kind of similar assumptions eases the bidding scheme.

Next, bidding an unknown minor or major creates a strange atmosphere of unclarity that bothers the opponents, that makes them uncomfortable, uncertain even. MUTOS bothers the opponents. Yet, you do not keep information hidden as you keep on alerting your unnatural bids.

## 2.5 Nucleus

The cornerstone of MUTOS is the attempt to implement the 'weak 1NT' into the basic system of 1♣ – squeeze, even when this bid became 1♠ at the end in MUTOS. With respect to the height, 1♠ is very near to 1NT and has the same disturbing effect.

Now we touch the essence: do you play 1NT (in MUTOS 1♠) weak (12-15) or strong (15-17)? This question divides the bridge world into two parts. Who knows what is best? .... You have believers and non-believers....



The non-believers keep on coming back to the disadvantage of the weak 1NT where they are afraid that a possible take-out double is transformed into a penalty doublet. A weak partner on the other side can not escape and sometimes this leads to a painful down score. A reason why these non-believers like the strong 1NT-version.

The 'believers' claim that the advantages exceed substantially this one disadvantage. These advantages are that bidding space is taken away from the opponents who have to enter the auction right away on level 2. In addition, the strong hand that usually is bid with strong 1NT can easily be covered by another strong bid like the strong 1♣ –equivalent.

The added value of MUTOS in this discussion is that even this one disadvantage is taken away:

-1NT is replaced with 1♠ what keeps the same disturbing effect and takes away an equal space of bidding room.

-The situation 1♠ – dbl - pas – can NEVER be transformed into a penalty double because  
a. the opponent who doubled just announces strength for an opening and not spades. Even when the second opponent has 5 or more spades it is not wise to penalty a trump contract on the one level:

b. The opener and his partner do not deny spades and even when the 2<sup>nd</sup> defender has a bit of opposition in spades, he still can be in the minority.

A and b make that the partner of the opponent who doubled MUST speak if they do not want to get into trouble themselves. This solves the initial problem.



### 3 Hands with average strength 12-15hp

We differentiate sequentially

- Hands with 5 card minor
- Hands with 5 card major
- Hands without a 5 card

We put the breakpoint (to foster for game) for all these openings on **10 hp**. Indeed, when opener is maximal, there is enough strength to go for game.

With the first 2 opening bids it is allowed to open with 11hp or even 10hp as long as the Rule of 20 is satisfied. The lack of pure honour strength will then be compensated by distributional values: 5-4 of 5-5.



#### 3.1 5+ minor : 1♦

The 1♦ opening promises an unknown 5+ card minor, 12-15 hp.

##### 3.1.1 The reply :

The principle we apply is to use the next available bid to indicate interest for game, from 10hp onwards, what we called before the breakpoint. At least, if we do not have to give up too much for this....

Because, with cause! we give priority to the high suits we must deviate from this principle and use the next free bid : 1NT.

1) 1NT: >=10hp, all distributions except a 5 card major

Let's search for a possible 4-4 fit in majors by calling directly your 4 card major if any and on the level 2/3 depending on the strength (min/max), provided or on the assumption that diamonds was your minor. You assume inherently that diamonds is the (unknown) 5 card minor. In this way, we can tell 2 separate things in one go.

If clubs would be the minor then we have no choice but to tell this first: 2♣/2NT (3♣\*) in function of min/max. Your partner will now tell his 4 card major if any, the lowest of 2 first. In this way, an existing 4-4 fit in the majors will ALWAYS be detected.

(\*) We build in an (optional) fine tuning:

-2NT: promises also a 4 card major next to a 5 card ♣

-3♣ : promises only a 5c ♣, denies a 4 card major. The partner does not need anymore looking for a possible 4-4 fit in the majors. These kinds of agreements are necessary to avoid telling the opponents unnecessarily what your holding is. Remember, those opponents are listening.

An example: You hold

- ♠ HVB8
- ♥ 83
- ♦ 104
- ♣ AV983

And after your 1♦-opening your partner bids 1NT (>= 10hp, denying a 5 card major). Before telling your 4 card ♠ you must tell that clubs is your minor suit. If you neglect this and call immediately 2♠, then your partner will think you hold a 5 card ♦ (bidding on assumption). After 2♣ though, your partner who can not have a 5 card major, calls his 4 card major if any. If there was a fit, it will be found.

In the other case, assuming you hold a 5 card diamonds, you can call immediately after 1NT the 2♠, meaning a 4 card ♠, and a 5 card ♦ and 12-13 hp. You have told your holding accurately and your partner can decide on the information he obtained.

## 2) 2♦/♥ (>=10hp and a FIVE CARD ♥/♠) :

Because we can name a weak major card immediately and directly on level 1 (1♥/♠), the 2♥/♠ bids in principle become available to indicate a strong 5 card major. But because we do not need 2♦ in its natural meaning, indeed the opener already promised a 5 card minor, we can now use 2♦/♥ as >10hp and as transfer for a 5 card ♥/♠. In this way, the strong hand keeps being hidden.

The opener ALWAYS answers the transfer EXCEPT when having a singleton in the transferred suit. Next (after accepting the transfer) the partner names a 2<sup>nd</sup> suit when it is a 4 card (54xx) and without such 4 card (5332) he lays 2/3NT, or raises his transferred suit with a 6 card according min/max.

An example: your partner opened with 1♦ and you hold:

♠ HV1084  
♥ 83  
♦ A104  
♣ V98

Bid 2♥! Transfer! You tell immediately that game belongs to the possibilities (>=10hp) and that you hold a 5 card ♠. Your partner now replies low with 12-13 and on level 3 with 14-15 hp.

It is obvious that when partner talks about a 5 card major it is not a priority anymore to reveal the minor. One of the objectives of the bridge game is to find the best paid contract: that's why we focus strongly on the majors. From the moment there are possibilities for game the fit in major should be decent and contain at least an 8 card. This in contradiction with part scores where we do not run away from a 5-2 or 4-3 fit. Unless holding a singleton in the transferred suit, the opener will always accept the transfer. Then the rebid of partner is:

- NT with a 5 card next and no 4 card
- A 2<sup>nd</sup> suit when this is a 4+ card
- A raise of the transferred suit to indicate a 6 card.

## 3) 2NT : 10 -11hp without a 4 card major

A 'normal', natural answer that also can be put in the 1NT-relay answer. The added value of 2NT is that you deny the holding of a 4 card major. The opener need not searching for it. A minimal opener can pass. He also can correct to a minor contract on level 3 (NF) because a fit is assured : without something in the major there must be some length or values in the minors. A maximal opener will raise to 3NT.

## 4) The remaining answer indicate weakness (<10hp) :

- 2♣: pass/correct. Convertible
- 1♥/♠ : 4+ in ♥/♠,
- 2♠ : 6+ in a major. Opener bids 3♥ , convertible when minimal, and 2NT when maximal.
- 3♦/♥/♠ : long weak . End bid.

After a 1♦ opening each ♣-answer , even later in the auction, is a convertible bid , as long as you do not know which is the minor suit.

This convertibility is a typical characteristic of MUTOS and at the same time one of the assets. Because the 1♦ opening points to an unknown minor , a weak partner with at least 2 cards in each minor has an escape-bid : 2♣ . That's why 2♦ becomes available to serve as transfer for hearts as described in the previous paragraph . Because stronger hands are bid on level 2 via the transfer , the 1♥/♠ indicates a weak hand , starting from a 4 card holding.

Because we apply the transfer technique , the 2♠ reply becomes available. We fill it with a weak length in an unknown major. The real suit is left unknown what makes it difficult for

opponents to intervene : the opener had promised an unknown minor and partner promises an unknown major ....

The weak opener (12-13) answers now 3♥, where partner passes or corrects.

The strong opener (14-15hp) who has both majors in support (2k), bids in limit 2NT! The partner with 8-9 hp can now still go for game or stays on level 3 with less.

That is exactly why, to give the opener the opportunity to give his strength, it is why the partner bids 2♠ and not directly 3♥/♠. When you bid anyway directly 3♥/♠ it indicates a long weak major suit that, even with a maximal opener, can never reach game. It is a bid that can be successful for contract but mainly serves preemptive targets.

### 3.1.2 What if opponents overcall ♣♦♥♠

It is important to bend the original disturbing effect (you can not develop the normal answering scheme) of an overcall into something positive.

1. Let us make use of the extra bids that come to our disposal : (re)double, pass, cue.
2. We ALWAYS (if the overcall is lower than 2♣) have an escape for weaker hands for with an 2♣ (P/C). Thanks to this, we can introduce in MUTOS something new : the NEGATIVE PASS, in analogy with the negative double.

Negative pass : when the overcall after a 1♦ opening stays below 1NT, a pass at partners side will indicate a 4card in the unbid major(s) and < 10hp.

3. Because of the overcall we are in the middle of a competitive auction. It will happen more than not that your partner has less than 10 hp's. Yet you do not want to be pushed out of the auction too easily with for instance a 5 card major. If the overcall is higher than 1♠, we need the bids on level 2 for their natural meaning. Indeed, when the overcall for instance is 2♦, we can no longer transfer. Because of simplicity, we agree that 2♥/♠ are natural and promise of course a five card in that suit.

#### Overcall =double

Ignore : System = ON. The answering scheme remains EXCEPT the rebid of 1NT. Thanks to the overcall we can re-use the 1NT as a natural bid : 8-9 hp and no 4card major but willing to play 1NT. With 1 trick less to catch you write as much as with 2♣/♦.

The stronger hands >=10hp we indicate via a redouble.

With weaker hands we have the extra :

-PASS = 2x 4k major (=negative pass)

-to show a 5card major you bid 1major and afterwards 2major.

#### Overcall = 1major

2♦ = strong transfer to the OTHER major (5card).

Also the double (no 5card major), 2NT (announces a stop) or cue (asks for a stop) are strong bids.

With weak hands we offer something extra :

-PASS = 4card in OTHER major (=negative pass). It makes after a 1♥ overcall a 1♠ answer immediately a 5card and a 2♠ answer a 6card ♠.

- also here we gain back the 1NT as a natural bid : 8-9hp and a stop in the overcalling suit.

- 2♥ after 1♠ is just a 5card♥, <10 hp.

#### Overcall =1NT

Double is strong (>=10hp).

Other answers are weak where only 2♥/♠ is natural. 2♣ of course is P/C and 2♦ is used to indicate a 2x4card major. 2NT indicates a 2 color suit.

### Overcall = 2 ♣/♦

The strong bids are 2NT (with stop) and cue (asking for a stop) .

The double has a double meaning :

- or strong , >10hp

- or negative, indicating a 2x4card major.

2♥/♠ is natural, and an economic bid in the other **minor** happens on a 3card , *assuming this is the openers suit*.

After a 2♣ overcall 2♦ is bid with a 3+card : the odds are high that partners suit is diamonds. You take advantage to show support.

The overcall happens after the reply and before the rebid of the opener :

- After a transfer :

If the overcall < normal answer : normal answer

> normal answer : pass = 2card support, double = 3card support

= double : pass : sn,

redouble: 2card support,

accept transfer : 3card support

When you have a stop in the overcalling suit , you let it know : 2/3ZT unless you prefer a contract in major when having a good support in the transferred major .

- After an overcall on a 1NT/dubbel answer of partner :

-If overcall < normal answer : normal answer (system ON),

Except 2NT (what would have meant 5k♣ and 4card major) : natural.

-if overcall = normal answer : double

> normal answer : pass

-if overcall is 2♠ , then double is negative.

### 3.1.3 The convertible ♣-bid

The 1♦ -opener offers minimum a 5 card minor. The ♣-answer therefore is always a P/C (pass/correct) bid ...regardless the level. So, also on level 3 and level 4. This enables you to jump on the right moment with preemptive purposes : you want to avoid for instance that after 1♦ - pas - ..3♣ ! your LHO would name his suit on the level 2. Now your LHO will not so easy name his suit. This approach is also valid if RHO doubles after the 1♦-opening.

When you have a one suiter in clubs without diamonds or just one, you first bid 2♣ that the opener will correct to 2♦ , after which you still can bid 3♣ .

### 3.1.4 Overview answers

Meaning answers after 1♦ opening (12-15hp, 5card minor)								
Answer ↓	Bid of openers LHO							
	PAS	DBL	1♥	1♠	1NT	2♣	2♦	2♥
Pas	6+♦, <2♣	2x4k M	4k♠	4k♥	Real : no suitable bid			
Dbl.	>=10hp							
redbl	>=10hp							
1♥	4+♥							
1♠	4+♠		5k♠					
1NT	>=10hp	8-9hp [+stop]						
2♣	P/C (2+ in both minors)							
2♦	5+♥, >=10hp		5kOM, >=10hp		2x4k M	2+♦		
2♥	5+♠, >=10hp		>=12hp	5k♥				
2♠	6+ M		6+♠	>=12hp	5+♠			
2NT	10-11hp, no 4c major		10-11hp +stop		Twosuit	10-11hp +stop		
3♣	P/C (2+ in both minors)					>=12hp	3+♣	P/C
3♦	7+♦ (NV)						>=12hp	6+♦ (NV)
3♥	7+♥, <8hp (NV)				6+♥ (NV)			>=12hp
3♠	7+♠, <8hp (NV)					6+♠ (NV)		

M= Major, OM = Other Major , hp=honor points +=of more P/C=pass, correct  
 NV = not vulnerable

The left column indicates all possible answers of partner on a 1♦-opening and the meaning depends on the intervention of the openers LHO .

Fields with white background indicate <10hp. The lighth-grey background indicates >10hp.


This table shows how the opener must interpret partners answer in all possible situations. It also shows how certain answers can change from meaning , depending on the overcall. Notice that merely all hands can be bid with the exception of the long weak clubs when the overcall is less than 2♣, because of the convertible nature of this ♣-answer.



# QUIZ

## Question 1

N/- ♠ HV8  
 ♥ 83  
 ♦ B104  
 ♣ AV983




♠ B107  
 ♥ AH65  
 ♦ 9852  
 ♣ 107

You're first. What's your move ?

## Question 2

W/ All  
 ♠ 8  
 ♥ AV83  
 ♦ HVB42  
 ♣ VB9




♠ VB10  
 ♥ 9652  
 ♦ 98  
 ♣ AH87

W N E S  
 Pass ?

How does the auction runs according MUTOS if no overcall is done ?

## Question 3

Z/ All  
 ♠ H108  
 ♥ A73  
 ♦ 87  
 ♣ HV954



♠ 975  
 ♥ VB962  
 ♦ AV9  
 ♣ B87

W N E S  
 - pass  
 Pass ?

South passes. 10 points are not eleven. Also the rule of 20 does not help : so pass.  
 How does the auction runs according MUTOS if no overcall is done ?

Question 4

W/ NZ

	♠ A103	
	♥ AB8	
	♦ 69	
	♣ HV954	
♠ V42		♠ HB975
♥ 1054		♥ 732
♦ 105432		♦ AH8
♣ AB		♣ 32

N  
W E  
S

	♠ 86	
	♥ HV96	
	♦ VB7	
	♣ 10876	

W	N	E	S
pass	1♦	1♠	?

What is Souths correct action according to MUTOS?

Question 5

N/ -

	♠ A103	
	♥ AB8	
	♦ 69	
	♣ HV954	
♠ V42		♠ HB975
♥ 1054		♥ 73
♦ 105432		♦ HB87
♣ B3		♣ A2

N  
W E  
S

	♠ 86	
	♥ HV962	
	♦ AV	
	♣ 10876	

W	N	E	S
-	1♦	1♠	?

What is Souths correct action according to MUTOS?



### 3.2 5+ major : 1♥

The 1♥ opening promises a 5+ major (hearts or spades), 12-15hp, analog to the 1♦ opening.

The answers :

We use only ONE strong bid. The other bids indicate < 10 hp.

#### 3.2.1 1♠, relay

1♠ is the most economical bid to announce interest for game. It does of course say NOTHING about the spade-holding itself. This has a healthy side-effect : just like the opening itself, this 1♠ bid can be also the suit of the opponent and he can now not so easily anymore intervene. So : 1♠, relay, from 10hp onwards, all possible distributions.

Next, the opener rebids according the LOM (Length Other Major) = convention : in the assumption that SPADES is the major-suit, he will tell how many hearts he has in order to detect a possible 4-4 or 5-3 in hearts and he will do this on level 2 or 3 depending on his strength (12-13=min / 14-15=max) :

- 2/3♣ : <= 2k♥
- 2/3♦ : 3k♥
- 2/3♥ : 4k♥
- 2/3♠ : 6k♠.

With 1/2NT the opener declares that not spades, but hearts is his five card major, at the same time revealing his strength (min/max) : 1NT = 5k♥, and 12-13hp. 2NT= 5k♥ and 14-15hp. Except for 2/3♣, the continuation happens natural because the opener has told his hand accurately. With 2/3♣ the responder declares he has a 4 card ♠, again to detect a possible 4-4 fit in spades. He usually (only) does this when he lacks a good fit in hearts. 2/3♣ is therefor purely conventional and REMAINS valid even after a overcall in clubs.

Ex. 1♥ (Mutos 5c major) – 2♣ (overcall) – dbl (strength-relay) – pass

2NT (hearts is the 5card) – pas – 3♣ (promises 4c♠! and maximum 2c♥) – pass

3NT (no 4c♠ present but stop in ♣) – 3xpass

Without a stop in ♣ and without a 4c♠ the opener can only repeat his 'hearts' or can show some values in diamonds.


Finally, a 4♣/♦ rebid of the 1♠-relay-responder indicates an extreme long minor, possibly with slam ambition but no interest for the opener's major. Now, the opener can tell, in a conventional way, whether or not he has a singleton/nothington in the offered minor :

4♥ = sn or nothington in that minor

4♠ = no sn or nothington in that minor

The other answers are LESS strong : 0-9 hp. We have 1NT, 2♣, 2♦, 2♥, 2♠, 2NT at our disposal to tell something special.

First a few examples :

♠ AV742 ♥ 1054 ♦ H94 ♣ A 3		♠ H5 ♥ AVB73 ♦ A87 ♣ 872	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="padding: 2px;">W</th> <th style="padding: 2px;">N</th> <th style="padding: 2px;">E</th> <th style="padding: 2px;">S</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;">1♥</td> <td style="padding: 2px;">pass</td> <td style="padding: 2px;">1♠</td> <td style="padding: 2px;">pass</td> </tr> <tr> <td style="padding: 2px;">2♦</td> <td style="padding: 2px;">pass</td> <td style="padding: 2px;">4♥</td> <td style="padding: 2px;">pass</td> </tr> <tr> <td style="padding: 2px;">pass</td> <td style="padding: 2px;">pass</td> <td></td> <td></td> </tr> </tbody> </table>	W	N	E	S	1♥	pass	1♠	pass	2♦	pass	4♥	pass	pass	pass		
W	N	E	S																
1♥	pass	1♠	pass																
2♦	pass	4♥	pass																
pass	pass																		

-West announces a 5 card major, 12-15 hp with 1♥.

-East shows strength : 1♠ (>=10hp)

-West applies the LOM-convention : 2♦ indicates a 3 card ♥, 5c♠ and 12-13hp. Spades is indeed the 5 card, if not West should have bid 1NT.

-For East it is now clear : strength for game is present and a good fit. So, 4♥, also because the danger of a club lead in case of the 3NT-alternative is real.

♠ AV74		♠ H1065
♥ HV1054		♥ B7
♦ 94		♦ A87
♣ A 3		♣ V1097

W	N	E	S
1♥	pass	1♠	pass
2ZT	pass	3♣	pass
3♠	pass	4♠	

- West announces a 5 card major, 12-15 hp with 1♥ .
- East shows strength : 1♠ (>=10hp)
- West makes clear that the five card is hearts AND that he owns 14-15hp : 2NT.
- If East calls now a suit , it is a five card. With 3♣ he can ask further, the auction is game forcing anyhow. If any , without crossing 3NT, he names a 4 card as 2<sup>nd</sup> suit.

### 3.2.2 2♥, P/C

In analogy with the 1♦ opening and in the philosophy to prefer to play, if necessary and with weak hands, rather in a 5-2 fit ( see also Muiderberg) than in a NT contract that barely makes a chance with not enough points , we also play here 2♥ as P/C (pass/correct) . In that case the opener will pass out with a 5 card ♥ and will he corrects to 2♠ with a 5card ♠. (Ref. 2♣ after 1♦ ).

This answer will occur the most .

♠ AH932		♠ B10
♥ B5		♥ AV8
♦ V84		♦ 10973
♣ V93		♣ 10872

W	N	E	S
1♥	pass	2♥	pass
2♠	pass	pass	pass

- West announces a 5 card major, 12-15 hp with 1♥ .
- East has both majors to play in a feasible fit and < 10hp : 2♥ , P/C.
- West corrects to his suit : 2♠ . The opponents who have a fit in hearts do not arrive in finding it or calling it.

### 3.2.3 You have a singleton major...

Once in a while it happens that you, as responder, have a singleton in a major . Is it the major of partner ? You do not know (yet) . On this moment this unclarity is a disadvantage. We do offer several bids to solve this problem , all bids that announce a singleton/nothington :

#### 3.2.3.1 1NT

= partner, I have 5/7-9 hp, and a sn in a major. I do have a 3 or 4 card in the other major and so, more or less, a balanced hand.

Minimum 5 hp if not vulnerable, min.7 hp if vulnerable. Why ? To allow to opener to pass on this answer : with a probability that is near to certainty the partners singleton is in the openers major, and a balanced hand , a la 5332, can , if the hand is between 5-9 hp strong, bring a 1NT contract home.

As a good bidding system tries to find the majors , the opener will only continue with a 5-4 major. With a 4 card minor next to his 5 card major, he'd better pass.

In this thinking we possibly hear after the 1NT answer :

2♣ : 5c♥ and 4c♠ (memo-technically : the *lowest* minor indicates the 5 card of the *lowest* major)

2♦ : 5k♠ and 4+ c♥ (memo-technically : the *highest* minor indicates the 5card of the *highest* major)

2♥ : 6k♥

2♠ : 6k♠

With <5hp and a singleton in a major you use the escape bid of 2♥ even if you have a 1444 or 1345. You still can hope on an unexpected fit but probably the opponents will enter the auction. If not, they'll miss a game contract.

### 3.2.3.2 2♣

= partner, I have 0-9 hp, a sn (nothington) in a major and a 5+ card in the other major. .

If the opener has next to his 5 card major also minimum a 2 card in the other major , he has a 5(partners 5 card) –2(own) fit what is better than the 5-1 in his own major. He shows this fit by calling 2♦. Only now partner bids his own 5 card major. The opener will now find out if the laws of statistics are respected or whether he suddenly receives an unexpected super fit in his own major. With 2♥/♠ (iso 2♦) the opener can call his possible 6card major. With also a 5-1 in the majors the opener puts 2NT, the only remaining possibility. The partner knows meanwhile the situation and can decide : pass or chose one of the MINORS because these are plenty available in both hands....

### 3.2.3.3 2♦

= partner, I have 0-9 hp, a sn (nothington) in a major and a **6 card** in the other major. .

...by coincidence we arrive at 2♦ to address such a distribution , but isn't this remarkably resembling the multi colored 2♦ opening that also used to promise a weak 6 card major ? It is therefor obvious and also because of simplicity (reflex) to re-use the standard scheme of the 2♦ multi :

-2♥ : P/C

-2♠ : if the 6 card is ♠ , then pass, else 3♥ with 0-7 hp (min) and 4♥ with 8-9hp (max)

-2NT : forcing for a round. Tell your hand further : declare your major and strength (min /max).

3 ♣/♦ = min and 6card ♥/♠

3♥/♠ = max and 6card ♠/♥ (watch the transfer again!)

### 3.2.3.4 2♠ = 6+♣/♦ and 3cardM

With a weak long minor hand (<10hp, 6+ card) and none or one card in a major but a least 3 in the other major we use the 2♠ bid to show this. . The opener will bid 2NT or 3♣ (P/C) depending on the color of his major : 3♣ indicates ♠ and 2ZT indicates a 5 card ♥ .

### 3.2.3.5 2NT

Hands that do not comply with the above possible answers are hands containing the minors : 2155 - 1165 , possibly a 3154 with less than 5/7 hp because this hand is too weak to bid 1NT.

With 2NT you tell your partner that you own the 2 minor suits and that you want to play on the 3 level a contract in one of the minors , being the best alternative since there is a total misfit in the majors.

Time for some examples :

♠ AHB93		♠ 2
♥ B5		♥ HV1084
♦ 84		♦ VB9
♣ HV93		♣ 10972

	W	N	E	S
	1♥	pass	2♣	pass
	2♦	pass	2♥	pass
	pass	pass		

-West announces a 5 card major, 12-15 hp with 1♥ .

-East has a sn in a major and can not lay 2♥ (P/C). With 2♣ he is able to tell that he also has a 5 card major . With a 6 card major he would have bid 2♦ .

-West ASSUMES that East's singleton is spades and bids 2♦ : "O partner, I have also at least 2 cards in the other major . You can name your suit now. "

-East must obey and says 2♥. Suppose for a moment, on that rare occasion that East has only 1 heart and also 5 spades ...then he names ... 2♠ .

West realizes now the super fit and must show this super fit to partner without putting the ambition too high as partner still can be very weak. Holding 12-13hp he raises to 3♠. Any other bid except pass, reveals a strong 14-15hp and the same super fit. The partner can re-evaluate his hand and pass/go to 3♠ or bid game..

♠ HB1093		♠ V
♥ B5		♥ HV108
♦ H84		♦ 97532
♣ HV9		♣ B97

W	N	E	S
1♥	pass	1NT	pass
pass	pass		

- West announces a 5card major, 12-15 hp with 1♥.
- East has a singleton in a major and so can not bid 2♥ (P/C). With 1NT he does tell to own a 3 or 4 card major ...But is it hearts or spades? If it is spades then we have a good fit but so do the opponents. It has sense to gamble. Pass in the correct action:
  - with a fit in spades the opponents will call hearts. If not, they have missed something.
  - Without a fit in spades and so with a partner having 3 a 4 hearts, 1 spade and for the rest only minors, is 1NT a good contract.
- If West has a 5-4 major it is superior to find the major-fit. He now tells his hand: 2♣ is 5♥, 4♠ and 2♦ is 5♠ and 4♥. East will determine low the contract.

### 3.2.4 3♣ /♦ /♥/♠

Except 3♥ all the other bids on level 3 are long and weak in the called suit. They all have a clear preemptive meaning and aim to take away bidding space for the opponents.

The 3♥ bid remains (in analogy with the ♣-answer after the 1♦-opening) a *convertible* bid but again with this preemptive character: eating bidding space without creating too much trouble for the own partnership. The rule of 2 and 3 and the Law (ref. Cohen) remain unchanged valid.

The difference with 2♠ is that you DO NOT HAVE a 3 card in a major. A chance on a fit in majors is not present.

### 3.2.5 The opponents overcall...

A few agreements will be necessary when the opponents overcall:

- A double on the opening is IGNORED: SYSTEM ON. The redouble becomes an extra option: strength (>10hp) and a fit in both majors (3-3).
- After an overcall in minors or NT, there are several ways to show what we have:

- **strength (>10hp)**:
  - double. If the opener is minimal (12-13) he will bid 2♥/♠ showing his 5 card major. LOM is not possible because the overcall has consumed this possibility. With 14-15hp though, we do can apply LOM again, meaning that 2NT indicates hearts and 3x spades with x an indication for the number of hearts in the hand (LOM). After the 2NT answer, partner can assess the number of spades via 3♣ that acts as a kind of Stayman:
    - a. 3♠ = 4c♠    b. 3♥ = 6c♥;    c. 3♦: neither a nor b and no stop in the overcalling suit    d. 3NT: neither a nor b but with a stop in the overcalling suit.
  - 2NT after 1NT: both minors
  - 2NT after a minor overcall: stop, and 10-11 hp
  - cuebid: asks for stop
- **weakness (<10hp)**
  - pass (with sn in a major)
  - 2♥: P/C
  - 2♠: 5+♠, sn♥
  - 2♣ / 2♦ after 1ZT: 5 / 6 card major and sn major (unchanged)
  - 2♦ after 2♣: 5+ card major and San major
  - 3♣/♦/♥/♠: 6k♣/♦/♥/♠ (not vulnerable): natural

-After an overcall in a major, we ASSUME that **partner's major** is the other major and we continue the auction in a natural way. Double is strong like cue or 2NT in which case we indicate a stop.

Finally, how must an opener react if his RHO overcalls after the answer of partner ? We keep the ASSUMPTION that - if the overcall is NOT a major - that SPADES is the major suit of the opener. When not spades, but HEARTS is the 5 card, then the opener (re)DOUBLES.

We distinguish further 2 cases :

- Partner has shown weakness :  
We've entered the domain of the competitive auction. This means : the bidding happens on free basis where we keep on assuming that spades is the five card (unless you double to show hearts) . The opener tells his hand from that perspective : pass, NT or a possible 2<sup>nd</sup> suit.
- Partner has shown strength (ex.1♠) :  
After a 1NT or a overcall in minor, the ASSUMPTION remains about spades being the 5 card major. That 's the starting point to continue the auction with LOM (Length other major) . If the overcall is EQUAL or HIGHER than your normal answer, you PASS. It means also that spades was your 5 card. With a 5 card ♥, you double .

A few examples :

N/ NS		W N E S	
♠ HB10973	♥ -	-	1♥ 2♣ dbl
♦ B7	♣ HV954	pass	pass pass
♠ AV654	♠ 8		
♥ AH104	♥ V753		
♦ 10543	♦ V98		
♣ -	♣ A10832		
	♠ 2		
	♥ B9862		
	♦ AH62		
	♣ B97		

True Event. Turnhout.  
Goldstar. 10 januari  
2002

-North announces a 5card major, 12-15 hp with 1♥ . He only has 11 points but does comply with the rule of 20 ...


-East thinks he must intervene with a 5 card and bids 2♣ . South would have said 2♣ if East would have been silent. Now he should pass but with 9 hp's he feels to have enough strength to show he's alive and he doubles ...West does not know what to do ...West does not know the major suit and is afraid to name spades. West decides to pass thinking that North must still talk. North though decides to pass and turns the double into a penalty double.

- Finally the score was -6, doubled, and a score of 1400 was ours. ....East could only make ♣A and ♠A....

W	N	E	S
-	1♥	pass	1♠
2♦	dbl	pass	2♥
pass	pass	pass	

N/ NS

	♠ VB8	
	♥ AV1098	
	♦ B76	
	♣ H5	
♠ A654		♠ 10973
♥ H4		♥ 632
♦ H10983		♦ 54
♣ V 2		♣ AB103
	♠ H2	
	♥ B75	
	♦ AV2	
	♣ 98764	



-North announces a 5card major, 12-15 hp with 1♥ .  
 -South shows his >= 10hp : 1♠ .  
 -West overcalls and now North must tell his 5 card . 2♥ would mean (principle of assumption) : 5c♠ and 4c♥ . The correct bid is : double . It reveals hearts as the 5 card . .  
 -2♥ limits the ambition and tells about a strength of 10-11 hp . If more he would have bid 4♥ . Now a maximal opener can still go for game . If not, he will pass . This is perfect .  
 If game is not possible, then stop at the lowest possible bid .

The intervention by the opponents can happen high :

W	N	E	S
-	1♥	3♦	dbl
5♦	pas	pas	6♠
pas	pas	pas	

South: ♠ AH82  
 ♥ VB75  
 ♦ -  
 ♣ AH985

North's pass on 5♦ indicates spades ...EW, not vulnerable , are saving. Should North have bid 5♥ then it indicates a 5c♠ , 4c♥ (LOM continued). A 5card♥ must be told via 'double' .

### 3.2.6 Conclusion

The advantage of the 1♥ opening is twofold :

1. You create a sense of mystery : the opponents do not always know what to do. Some distrust the situation , pass and leave a possibility unused to enter the auction. Sometimes a take out double works out wrong because the real suit is not known. This mystery is kept as long as possible even in the answer what on the average shuts down the opposition. In the meantime, the own partnership gets enough information to decide about the right contract or bid.
2. You free the 1♠ opening to serve other purposes, like telling balanced hands. By doing this, we can use the 1NT bid as entry for the Linear Transfer LT2, see chapter 3.

### 3.2.7 Overview answers

Meaning of answers on the 1♥ opening (12-15hp, 5card major)								
Answer ▼	Opener's Lao's bid							
	PAS	DBL	1♠	1NT	2♣	2♦	2♥	2♠
Pass	San in a Major							
Dbl.	≥10hp							
Redbl	≥10hp							
1♠	≥10hp							
1NT	Sn M, no 5c OM 3or 4 OM	8-9hp [+stop]						
2♣	Sn M + 5c OM	5+♣, 1♥	Sn M + 5c OM					
2♦	Sn M + 6c OM [multi 2♦]	5+♦, 1♥	Sn M + 6c OM [multi 2♦]	Sn M + 5kc OM,				
2♥	P/C, 2+ in each M	2+♥	P/C, 2+ in each M					
2♠	6+♣/♦, 0/1 in M and 3OM	≥12hp	5+♠, 1♥			2+♠		
2NT	Both minors 2155-1165-.. >7hp	10-11hp +stop	Both minors	10-11hp +stop				
3♣	6+♣, 0/1 in (O)M (2♠ not possible)				≥12hp	6+♣, 0/1 OM		
3♦	6+♦, 1- in OM (2♠ not possible)				≥12hp	6+♦, 1- in OM		
3♥	P/C, 3+ in each M (NVUL)	3+♥	P/C, 3+ in each M (NVUL)			≥12hp	3+♥	
3♠	6+♠, 1-♥ (NVUL)		6+♠, 1-♥ (NVUL)			3+♠	≥12hp	

M = Major OM = other Major hp = honor points Sn = singleton

The left column indicates the possible answers of partner on the 1♥-opening and its meaning depends on the openers LHO's intervention.  
Fields with a white background indicate <10hp. The light-grey background indicates ≥10hp. w

### QUIZ

Question 6 W/ EW

N/ NS	
♠ HVB84	
♥ A98	
♦ A762	
♣ 5	
♠ A92	♠ 10763
♥ H4	♥ 62
♦ H1098	♦ V54
♣ V 642	♣ HB103
♠ 6	
♥ VB10753	
♦ B3	
♣ A987	

W	N	E	S
-	1♥	pass	?

### 3.3 Hands Without a 5 card : 1♠

The 1♠ opening promises a hand WITHOUT a FIVE CARD and 12-15 hp,

This is similar to the weak 1NT-opening as played by some partnerships but here, even a singleton is allowed. The opening does not tell anything about spades. It looks strange and unnatural but it easily accustoms and it has its advantages .....

Trying to make the weak 1NT bid fit into the basic Strong Club System is the origin of this new bridge system called MUTOS. In a first phase we arrived to the definition of the current 1♦ show both majors with one and the same bid (1♥). By doing this, 1♠ would become free to tell a specific hand. Soon we saw that the basic disadvantage (penalty double when partner is weak) of the weak 1NT had disappeared when putting this hand type into 1♠ ... So now 1NT became available to serve as entry for LT2, see next chapter : a transfer for ♣. Back to the 1♠-opening :

The presence of a singleton is not a disadvantage (compared with the weak 1NT) because it is never the intention to pass, ...unless partner brings at least 4 spades.

A hand with a singleton is a 4441, the so-called weakest spot of systems like Acol and Majors Five. Some systems use a specific opening (2♣ / 2♦) to indicate such a hand. Here, with MUTOS, this is just a part of a standard approach without disadvantages : all answers on 1♠ (except 1NT) are in transfer mode: one calls the suit right below the suit that is suggested. Is this by accident the singleton ...only then the transfer will be refused...in that case partner knows exactly the opener's distribution...

**The answers :**

#### 3.3.1 1NT

Natural (7-9hp). To play. 7hp is a minimum. Also a 5 card ♣ is possible. Even a 5 card ♦ although there is an alternative for that hand : 2♣.

#### 3.3.2 2♣ until 2♥

All answers until 2♥ are ALWAYS in TRANSFER-mode. You target a 5card. Without a 5 card, the alternative is 1NT or, with a 4 card spades : PASS.

Because we want to use 1NT in a natural way, we lose the transfer to clubs. Experience learns us that this loss is more than compensated by the advantage of having only to make 7 tricks in a balanced distribution as promised by the auction. Trying something else leads immediately to the requirement of 8 tricks what is not evident in a hand configuration without a five card.

♦ are brought via 2♣, ♥ via 2♦ etc.

If we transfer with a 5 card we always use *the same technique* :

- when weak (<10hp) we pass out the normal answer of the opener
- when limit hands (10-11hp) we bid 2NT (5card and no other 4card) or 2/3 in the transferred suit (6card) or 2/3x (in another 4card)
- when strong (≥12hp and ≤15hp) we bid 3NT (5card) or 4 in the transferred suit (6card) or 3/4x (in another 4card)

The opener ALWAYS accepts the transfer excepts it points to a singleton : then he will bid the next available bid. Now his partner KNOWS he owns a 4441, knows his singleton and is best placed to decide on the the final contract.

With a five card in the answering hand we always can tell our hand in an elegant way : distribution AND strength. Exactly this is the power of the transfer technique, and more, you avoid that with a weak partner the strong hand ends up in dummy. This is a double reason to put some transfers in your system.

How do we bring a strong balanced answering hand (≥10hp and ≤15hp) ? We give 2♣ a double (multi) meaning :



### 3.3.2.1 2♣ ( after 1♠ ) = multi

- either a 5 card ♦
- either a balanced hand starting from 10 hp.

So, also here, just like before or in other openings , we use here **the next available bid** to indicate strength, or, better, like is suitable in a multi oriented system : it is one of the options.. Another advantage of a transfer : it is by definition forcing for one round : your partner can and shall not pass.

Because the opener has to consider the possibility that his partner launched a transfer with a weak hand, he must keep his answer low (level 2)..

If after the expected 2♦ rebid of opener, the partner does NOT pass, the opener KNOWS that his partner owns >=10hp. Only 2NT is non-forcing and indicates 10-11hp and a balanced hand (or a 5card) on which a minimal opener is allowed to pass. Any other suit is a 4 card (else a transfer was done..) and forcing . If partner has a 4 card major he will call this with priority above a 4 card minor . the lowest of 2 4 cards major first. In this way we find surely a 4-4 fit in majors if existing. Because of the forcing-nature a minimal opener with fit with show this fit explicitly by raising economically . If maximal he will name game immediately.

So : 1♠ -pass – 2♣ – pass

2♦ - pass – 2x : 10+ hp with a 4card x (RF)

- 2NT : 10-11 hp with a 4+card ♣/♦ (NF) : +- balanced hand

- 3♣/♦ : 10-11hp and a hand not suited for 2NT .

What to do if you're very strong (>15) : when game is a minimum and slam belongs to the possibilities ? Answer : 2♠ after the 1♠ opening. See next , the broken hearts convention.

Again : the opener ONLY refused a transfer if he has a sn in that suit. His 2♥ answer immediately shows a 2x4card major . If now partner chooses one of the two majors , this is non-forcing. If the choice happens on level 3, then it is limit (10-11) and from 12hp onwards the partner calls for game. Without a 4 card major the contract becomes 2NT or 3NT or maybe yet 3♣ if partner is weak with a long suit in clubs.

### 3.3.2.2 2x (♦♥) =

a. either a 4 card in x+1 and weak

b. either a 5 card in x+1 and either weak, either limit t(9-11) either strong (12-15)

The technique of the transfer starts (opener answers) and then partner holding variant a will pass.

### 3.3.3 2NT

We have the comfort to introduce a small asset that , agreed, has a low frequency of occurrence but if it happens, it can be very useful. We reserve 2NT for hands at the edge : 12hp and a 3343 or 3334.

Indeed, with 2 balanced hands and together 24 hp , a 3NT contract will fail more than not. This is the way to find out. A MUTOS-opener holding 12 hp will pass on 2NT where others will put 3NT and go down. If the opener has 13hp he can relatively safely bid and make 3NT.

### 3.3.4 2♠ , and the Broken Hearts -convention

The partner has >=16hp and sees possibilities for slam if the opener would be maximal. He can find out about the openers strength and distribution with 2♠ . We baptize this complex 'the broken hearts' convention because it tries to get a good idea about the hand by asking about the hearts holding. The strong partner who initiates this request can own all possible hands.

The bids 2NT until 3♥ show a **minimal** hand. The bids from 3♠ till 4♦ show a **maximal** hand.

In order to find all possible fits in major, we agree on following construction :

The opener FIRST tells his hearts possession from HIGH to LOW : 2NT=4c♥, 3♣=3c♥ etc. Afterwards , the strong partner can ask for the spade-holding via the **next available bid**. The opener answers from low to high.

Notice that by promising via 2NT a 4card♥ , you create enough bidding space to explore all possible spade combinations with a 4 card ♥ .

When you promise with 3♣ a 3card♥ , the hand can never hold a singleton and there will be enough room to find out all possible spade holdings.

In general there are 20 hand types thinkable without a 5 card. All can be addressed via this 'broken heart'-convention :

Rebid Opener	Meaning	Amount of possible hand types	Rebid partner asking for length ♠	Answer of opener	meaning
2NT	4k♥	10 (x4xx)	3♣	3♦	1k♠
				3♥	2k♠
				3♠	3k♠
				3NT	4k♠
3♣	3k♥	6 (x3xx)	3♦	3♥	2k♠
				3♠	3k♠
				3NT	4k♠
3♦	2k♥	3 (x2xx)	3♥	3♠	3k♠
				3NT	4k♠
3♥	1k♥	1 (4144)			

Now it becomes clear why we can show a maximal hand starting from 3♠ . We stay with the same principle to show first the length of hearts and only then - on request - the length of spades . This is how it works :

Rebid Opener	Meaning	Amount of possible hand types	Rebid partner asking for length ♠	Answer of opener	meaning
3♠	4k♥	10 (x4xx)	3NT	4♣	1k♠
				4♦	2k♠
				4♥	3k♠
				4♠	4k♠
3NT	3k♥	6 (x3xx)	4♣	4♦	2k♠
				4♥	3k♠
				4♠	4k♠
4♣	2k♥	3 (x2xx)	4♦	4♥	3k♠
				4♠	4k♠
4♦	1k♥	1 (4144)			

If next the stronger partner applies RKCB (4NT) then HEARTS will be the referenced trump suit UNLESS that partner requested for the length of spades : then SPADES will be the referenced trump suit.

### 3.3.5 3♣/♦/♥/♠

In fact you do not need anymore a direct answer on the level 3 as you tell such a hand also via a transfer on level 3. The only reason to keep this type of answer is to serve its preemptive character : you're not vulnerable and long and weak. By using the level 3 you

make it difficult for the opponents to enter the auction. It definitely is NOT an invitation for partner and begs him to pass.

Time again for a few examples :

♠ B103 ♥ VB54 ♦ H8 ♣ HVB9		♠ AHV ♥ H1098 ♦ B975 ♣ 75	<table border="1"> <tr><td>W</td><td>N</td><td>E</td><td>S</td></tr> <tr><td>1♠</td><td>pass</td><td>2♣</td><td>pass</td></tr> <tr><td>2♦</td><td>pass</td><td>3♥</td><td>pass</td></tr> <tr><td>4♥</td><td>pass</td><td>pass</td><td>pass</td></tr> </table>	W	N	E	S	1♠	pass	2♣	pass	2♦	pass	3♥	pass	4♥	pass	pass	pass
W	N	E	S																
1♠	pass	2♣	pass																
2♦	pass	3♥	pass																
4♥	pass	pass	pass																

- West does have opening strength but no 5 card , so : 1♠.
- East shows his strength ( $\geq 10$  hp) : 2♣ (multi)
- West MUST now with at least 2 diamonds bid 2♦ , mandatory, because 2♣ could also be a weak transfer for diamonds.
- East now shows that he applied the strong variant of the 2♣ by continuing the auction and tells , en passant, his lowest 4 card major. We do keep on searching for a fit in majors , don't we? East also tells to have enough for game, that's why the jump.
- West confirms and ends off in 4♥ .

♠ 85 ♥ V1054 ♦ AH8 ♣ VB96		♠ HV108 ♥ B98 ♦ B975 ♣ 85	<table border="1"> <tr><td>W</td><td>N</td><td>E</td><td>S</td></tr> <tr><td>1♠</td><td>pass</td><td>pass</td><td>...</td></tr> </table>	W	N	E	S	1♠	pass	pass	...
W	N	E	S								
1♠	pass	pass	...								

- West opens without a 5 card , so : 1♠.
- East has  $<10$ hp , game is out of the question and the goal is now to find as quickly as possible and as low as possible a good, playable contract. Thanks to his 4 card spades he can pass. It is up to the opponents to enter the auction on the level 2. If South decides to pass also , we play 1♠ , trying to catch 7 tricks with 6 trumps. You wont go down much and even that is not certain.

♠ VB85 ♥ V104 ♦ AH8 ♣ B96		♠ 107 ♥ B98 ♦ B975 ♣ A1085	<table border="1"> <tr><td>W</td><td>N</td><td>E</td><td>S</td></tr> <tr><td>1♠</td><td>pass</td><td>1NT</td><td>pass</td></tr> <tr><td>pass</td><td>pass</td><td></td><td></td></tr> </table>	W	N	E	S	1♠	pass	1NT	pass	pass	pass		
W	N	E	S												
1♠	pass	1NT	pass												
pass	pass														

- West has an opening but no 5 card , so : 1♠.
- East has  $<10$ hp , game in principle is not possible. Again, the aim is to find a good and low competitive contract. Passing out is not possible due to too few spades and after a 1♠ opening we play everything in transfer mode except 1NT. This might be the best contract with two balanced hands...So 1NT it is and stays. Which is probably also the contract found by others systems. You follow 'the room'.

♠ 98 ♥ AV104 ♦ AVB8 ♣ B96		♠ AH1076 ♥ B98 ♦ 975 ♣ A10	<table border="1"> <tr><td>W</td><td>N</td><td>E</td><td>S</td></tr> <tr><td>1♠</td><td>pass</td><td>2♥</td><td>pass</td></tr> <tr><td>2♠</td><td>pass</td><td>3NT</td><td>pass</td></tr> <tr><td>pass</td><td>pass</td><td></td><td></td></tr> </table>	W	N	E	S	1♠	pass	2♥	pass	2♠	pass	3NT	pass	pass	pass		
W	N	E	S																
1♠	pass	2♥	pass																
2♠	pass	3NT	pass																
pass	pass																		

- West has an opening but no 5 card , so : 1♠.
- East has  $>10$ hp ,and a 5 card spades. He makes the transfer with 2♥ .
- West has no reason not to accept the transfer and answers economically 2♠ . Seen from his chair , his partner can also be weak.
- East now lays 3NT to show
  - he has  $\geq 12$  hp

- he has a 5 card spades and no 6 card
- he has no 2<sup>nd</sup> suit in a 4card

-It us up to West to chose between 3NT and 4♠ . Because of the poor fit he decides for 3NT.

### 3.3.6 What when the opponents overcall ?

#### 3.3.6.1 Doublet

- A double on a weak 1NT is THE problem of a weak 1NT opening : the 2<sup>nd</sup> opponent could easily turn it into a penalty double , if only based on the majority of the points. Here and now this is less evident. A double on 1♠ you can hardly turn into a penalty double as the opener can have 4 spades and his partner 3 . So you can now PASS while this was not possible at 1NT where easily misunderstanding happened in the sense of : does pass mean that you want to play 1NT doubled or do you expect partner to talk again ?
- System-wise we have after a double two options : "system on" or "system off" . System on means we continue to play the system and ignore the double. Experience has learned us that with transfers in a competitive auction it becomes difficult to estimate partners strength : is it weak, limit or strong ? So, we play : SYSTEM OFF. With "system off" we can use 2♣ again as a natural bid. Calling a suit after a double means minimum a 5 card and weak (<8hp) . From 10hp onwards, regardless the hand type, we REDOUBLE and the opener reveals his strength : 1NT (12-13hp) and 2NT with 14-15hp, if possible. If the 2<sup>nd</sup> opponent also bids, then the minimal opener passes (12-13hp) and only with 14-15hp he will
  - a) overcall on level 2 (4 card) . Next the partner will support (GF) , or 3NT (with stop) or bid a possible 5 card .
  - b) bid 2NT with stop . Next it can be pass, Stayman or transfer for the majors and minors. Re-installing the transfers has the advantage that the opener with a singleton can refuse the transfer to show his 4441.
  - c) double with a 4 card in the suit called by the RHO. Next it can be pass, or calling a 5 card if any, or 3NT (with stop and if the score would be better than compared with a penalty double).
 If the opener would have passed (12-13hp) , the partner will continue the auction in a natural way where a double must be seen as negative double.
- With a relative weak hand and without a 5 card you can easily pass. The bridger who passes out a 1♠-double- pas still needs to be born ...If it should happen anyhow ...then the opener can still call his best 4 card or even do a SOS-redouble to leave the choice to the other side.

Summary : after 1♠ - dbl a redouble is the only strength showing answer (>=10hp). In the rebid the opener will specify his strength. All other answers are natural and weak(er).

#### 3.3.6.2 2♣/♦

- With >=10hp
  - either doublet
  - either 2NT = stop
  - cue = asking for stop
- With < 10hp : natural , 5 card.

#### 3.3.6.3 1NT

After a 1NT overcall a double is > 10hp and all the rest is natural = 5card with competitive values.

#### 3.3.6.4 Overcall (by RHO) after transfer by partner

Because the opener does not know (yet) whether his partner bid from weakness, limit or strength , he is forced to pass to take into account the weakest option. His partner can still join the auction in the other two possibilities.

-If that partner has (limit) values, he doubles : now a minimal opener will accept the original transfer economically. With 14-15 hp he lays game (with fit) or 3NT.

-If that partner calls now his own suit , then he is just trying to catch the contract in a competitive way and you should NOT raise even not with a fit.

### 3.3.7 Conclusion

When we discussed the 1NT answer the requirement was to have 7-9 hp. This was mainly to make it a do-able contract. But what if you have less and NOT a five card to transfer to ?

You have three options :

1. Still bid 1NT... taking the chance to go down but this still can work out fine because the opponents probably miss something. The advantage remains of a lesser target being 7 tricks compared with an alternative that requires at least 8 tricks....

2. Still do a transfer to your best 4 card.... This approach may look strange but it does have its merits :

With only 16-19hp in the own partnership it will be difficult (if not impossible) to make 1NT when both hands are balanced. That's why we are happy to apply a transfer with a 5 card because , even when we have to make a trick more, the little cards in trump have gold values. So, when trying a transfer ,even to your 4 card, you have a 75% probability that you meet a partner with at least a 3 card support...the little cards can do their work now.

3. Pass although you do not have a 4 card spades ....hoping that your LHO will do a take-out double or an other overcall, releasing your partnership from finding a best contract that does not exist.

The choice to be made depends also on the vulnerability of the moment and the quality of your hand : many 10's or 9's are better to choose for a 1NT contract .

You could also say ...it is a virtual problem and not worth to be discussed because indeed the opponents will 9 out of 10 join the auction in which case you're saved by the bell.

### 3.3.8 Summary

Meaning of answers after the 1♠ opening (12-15hp, no 5 card)							
nsw ▼	Bid of LHO w.r.t. the opener						
	PASS	DBL	1NT	2♣	2♦	2♥	2♠
pas	4+♠	No better alternative available					
Dbl		≥10hp					
Redbl		≥10hp					
1NT	[Tn] 4+♣, <10hp	8-9hp, no 5c					
2♣	[TN] 4+♦ OR >10hp and no 5c	5+♣					
2♦	[Tn] 4+♥	5+♦					
2♥	[Tn] 4+♠	5+♥					
2♠	16+hp, all hand types	5+♠					
2NT	12hp, 33xx		Both minors	10-11hp +stop			
3♣	6+♣ (NV)			≥12hp,	6+♣ (NV)		
3♦	6+♦ (NV)			≥12hp	6+♦ (NV)		
3♥	6+♥ (NV)				≥12hp	6+♥ (NV)	
3♠	6+♠ (NV)					≥12hp	

M= major [Tn] : transfer to the next higher suit, could be weak, limit or strong


The left column gives the possible answers of partner to the 1♦-opening and its meaning depends from the intervention of the openers LHO.

Fields with white background indicate <10hp. Light-grey fields indicate >10hp.

**QUIZ**

Question 7

W/ EW


	♠ B8	
	♥ VB83	
	♦ HB6	
	♣ A876	
♠ H952		♠ V643
♥ A4		♥ 7
♦ 1087		♦ A5432
♣ V 542		♣ HB10
	♠ A107	
	♥ H109652	
	♦ V9	
	♣ 93	

W	N	E	S
-	?		

How does the auction run ?

Question 8

W/ EW

	♠ HVB8	
	♥ VB8	
	♦ HB	
	♣ B876	
♠ A95		♠ 10643
♥ A654		♥ 73
♦ 876		♦ AV32
♣ V 54		♣ AH10
	♠ 72	
	♥ AH109	
	♦ 10954	
	♣ 932	

W	N	E	S
-	1♠	pass	?

How does the auction run ?

# ANSWERS

## Question 1

N/-

- ♠ HV8
- ♥ 83
- ♦ B104
- ♣ AV983

	N	
W		E
	S	

- ♠ B107
- ♥ AH65
- ♦ 9852
- ♣ 107

You're first.  
What's your entry ?

N E S W  
1♦ - pass - 2♣ - pass  
pass-pass

1♦. You have a 5 card minor. Partner has less than 10hp and shows this by NOT bidding 1NT : t 2♣, P/C. He can support as well ♣ as ♦. You now decides. It is only a 5-2 fit but playable. In MUTOS we can regain the low club contracts where this suit in Squeeze or Brabo or many other systems is sacrificed as a relay-bid.

## Question 2

W/ All

- ♠ 8
- ♥ AV83
- ♦ HVB42
- ♣ VB9

	N	
W		E
	S	

- ♠ VB10
- ♥ 9652
- ♦ 98
- ♣ AH87

How does the auction run if the opponents do not intervene ?

W N E S  
Pass ?

W N E S  
Pass 1♦ pass 1NT  
Pass 3♥ pass 4♥  
Pass

1♦ because of the 5 card minor, by coincidence ♦. South tells with 1NT that he owns at least 10hp. North can now, under the assumption that diamonds is the 5 card, tell his hand further via 3♥ to indicate that he next to a 5♦ also has a 4 card ♥ and 14-15 hp. South finishes the job : 4♥.

## Question 3

S/ All

- ♠ H108
- ♥ A73
- ♦ 87
- ♣ HV954

	N	
W		E
	S	

- ♠ 975
- ♥ VB962
- ♦ AV9
- ♣ B87

W N E S  
- - - pass  
Pass ?

South passes. 10 hp are not eleven. Also the Rule of 20 does not help to justify an opening : so pass. How does the auction run according MUTOS if the opponents do not intervene ?

W N E S  
- - - pass  
Pass 1♦ pass 2♦  
Pass 2♥ pass pass


1♦ because of the 5 card ♣. South indicates with 2♦ a strong 5card ♥. Combined with the earlier pass, North now knows that South has 10-11hp. North is too weak and has no extra values that can justify a try for game. He accepts the transfer economically and that's it.



Question 4

W/ EW

♠ V42	♠ A103	♠ HB975
♥ 1054	♥ AB8	♥ 732
♦ 105432	♦ 69	♦ AH8
♣ AB	♣ HV954	♣ 32



♠ 86	♠ 86
♥ HV96	♥ HV96
♦ VB7	♦ VB7
♣ 10876	♣ 10876

W	N	E	S
pass	1♦	1♠	?


W	N	E	S
pass	1♦	1♠	PASS
2♠	3♣	3xpass	

PASS ! This is our 'negative pass'. It indicates a 4k card ♥ and values below 10hp (8 a 9). West supports with 2♠. North, being maximal, has the option between 2NT (with stop in ♠) and 3♣. The lead in NT is probably spades and he has to go over ♣A and will lose his stop immediately. That's why he chooses 3♣.

Question 5

N/ -

♠ V42	♠ A103	♠ HB975
♥ 1054	♥ AB8	♥ 73
♦ 105432	♦ 69	♦ HB87
♣ B3	♣ HV954	♣ A2



♠ 86	♠ 86
♥ HV962	♥ HV962
♦ AV	♦ AV
♣ 10876	♣ 10876

W	N	E	S
-	1♦	1♠	?


W	N	E	S
-	1♦	1♠	2♦
pass	3♥	pass	3NT
pass	4♥	3xpass	

With at least 10hp you place with 2♦ a transfer to the remaining major. North is maximal and shows this by jumping to 3♥. Hij promises at least a 2 card hearts. 3NT shows exactly a 5card and North choses at last for a trump contract.

Question 6

N/ NZ

♠ A92	♠ HVB84	♠ 10763
♥ H4	♥ A98	♥ 62
♦ H1098	♦ A762	♦ V54
♣ V 642	♣ 5	♣ HB103



♠ 6	♠ 6
♥ VB10753	♥ VB10753
♦ B3	♦ B3
♣ A987	♣ A987

W	N	E	S
-	1♥	pass	?

W	N	E	S
-	1♥	pass	2♦
pass	2NT	pass	3♠
pass	4♥	3xpass	

With a sn in one major but a 6 card in another, South must bid 2♦. The answers follow the classic multi colored scheme, so 2NT to show a strong hand. North does want to play 4M is South is maximal. (8-9) . South gives a maximal hand (in transfer-mode !) - by coincidence superfluous - and North closes with 4♥ .

Question 7

W/OW

	♠ B8	
	♥ VB83	
	♦ HB6	
	♣ A876	
♠ H952	<b>W N E</b>	♠ V643
♥ A4	<b>S</b>	♥ 7
♦ 1087		♦ A5432
♣ V 542		♣ HB10
	♠ A107	
	♥ H109652	
	♦ V9	
	♣ 93	

W	N	E	S
-	?		

W N E S  
 - 1♠ pass 2♦  
 pass 2♥ pass 3♥  
 pass 4♥

South 'simulates' indeed 10hp and invites North with 3♥. North does have extra values and tries 4♥. A sharp but feasible game.

Question 8

W/OW

	♠ HVB8	
	♥ VB8	
	♦ HB	
	<b>W N E</b>	
♠ A95	<b>S</b>	♠ 10643
♥ A654		♥ 73
♦ 876		♦ AV32
♣ V 54		♣ AH10
	♠ 72	
	♥ AH109	
	♦ 10954	
	♣ 932	

W	N	E	S
-	1♠	pass	?

W N E S  
 - 1♠ pass 1NT  
 pass pass pass

South, lacking a 4 card ♠, can not pass. The natural 1NT seems to be best solution, indicating 7-9 hps and the wish to play 1NT.

## 4 Weak, Unbalanced Hands

Unbalanced hands are hands with either a one suiter : eg..6+ card either a 2 suiter, having at least a 5-4+. This types of hands is brought with the **LT-convention** that we apply on level 2 and 3.

LT2 stands for Linear Transfer on level 2 . "Linear" ...opposite to "circular" because some players (Verwoest in the Netherlands) play it in that way, be it on the level 3. To transfer means to bid right below the suit you actually mean. Your partner then will name this suit. When playing the circular version indeed spades points to clubs what indeed is the next suit if you place all suits on a circle : .. ♠♣♦♥♠♣♦♥♠♣♦♥...

We play "it" linear because we can use the **NT** to point to clubs.

Indeed, by using 1♠ for hands where others use the weak 1NT, we can use here in MUTOS 1NT as "entry" for LT2.

### 4.1 The LT2-opening

The LT2 – opening is used to tell

- either a weak [7-10] or a strong (18-20) **SIX card** . As well vulnerable as not vulnerable. From 11Hp onwards we apply the Level 1 opening.
- either a weak two suiter : 5-4+xx . **Non-vulnerable** : 7-10. Vulnerable : **9-10Hp**
- either a weak two suiter : 64xx. **Non-vulnerable** : 7-10. Vulnerable : **9-10Hp**

by bidding ALWAYS

- just below your 6 card
- and c. or just below the SHORTEST of your 2 suits (with 2 five cards just below the lowest )

SO (all possibilities :)

2♥ = or a 6♣♠ , or 4♠ with another 5 or 6 card .

2♦ = or a 6♥♣ , or 4♥ with another 5 or 6 card.

2♣ = or a 6♦♠ , or 4♦ with another 5 or 6 card.

1NT = or a 6♣♠ , or 4♣ with another 5 or 6 card.

#### 4.1.1 The answer :

The partner ALWAYS accepts the transfer . Unless you are strong :  $\geq 14$  hp). Then you answer , pure conventionally, the next higher suit (transfer+1) to show that strong hand.

Sometimes, even with a weak 6+ major in hand, it can be advantageous to call that suit : you name the suit beyond the strong transfer+1 bid. This situation can typically occur after a 1NT/2♣ LT2-opening where a minor is promised while partner by coincidence owns a long weak major.

#### 4.1.2 The re-bid :

- with hand a . : pass (weak variant) , your target is reached . With the strong variant in hand you raise, when opponents overcall, you double.
  - with hand b : name your 2<sup>nd</sup> suit , natural, but avoiding the level 3 . When your 5 card is lower in rang than your 4 card, then bid 2NT. Partner will next call 3♣ (P/C) the convertible bid on which you pass or correct to one of the two red suits.
  - with hand c : name your 2<sup>nd</sup> suit on level 3.
  - If the partner did not accept the transfer ( $\geq 14$ hp) , you tell your hand further :
    - with hand a , name your suit
    - with hands b or c name your 2<sup>nd</sup> suit where a 6 card is mentioned on level 3, if possible :
- E.g. If your 4 card suit in two suiter is spades , you can not differentiate anymore between a 5 or a 6 card for the second suit :
- 2♥ - pas - 2NT - pass
- 3♣/♦/♥ : can be as well a 5 card as a 6 card.

You can bid all combinations of 4-5 and 4-6 hands in this way.

Notice that the 2♠ -openingsbid (for the time being) is left un-used. We fill it in later in a special way.

Some examples :

<p>1-/NV</p> <p>♠ B103      ♠ A87      1NT    2♣</p> <p>♥ HV984     ♥ B53      2♥    pass</p> <p>♦ 7            ♦ HV98</p> <p>♣ VR96      ♣ H32</p>	<p>2-/NV</p> <p>♠ 98           ♠ HV103    2♦    2♥</p> <p>♥ VB54       ♥ 9872      2NT   3♣</p> <p>♦ 96           ♦ H8        pass</p> <p>♣ HVB94      ♣ A63</p>
<p>3-/NV</p> <p>♠ AB103      ♠ H54       2♥    2♠</p> <p>♥ 876        ♥ VB54      2NT   3♣</p> <p>♦ HB1084     ♦ 9632      3♦    pass</p> <p>♣ 63           ♣ A2</p>	<p>4-/NV</p> <p>♠ AB10763    ♠ H5        2♦    2♥</p> <p>♥ VB54       ♥ A76       3♠    pass</p> <p>♦ 4            ♦ 1098</p> <p>♣ 95           ♣ VB874</p>
<p>5-/VUL</p> <p>♠ 82           ♠ AB103    1♥    1♠</p> <p>♥ HVB54      ♥ 10876    2NT   4♥</p> <p>♦ AH82       ♦ 6        pass</p> <p>♣ B9           ♣ HV87</p>	<p>6-/NV</p> <p>♠ V1087       ♠ AB9       2♥    2♠</p> <p>♥ AVB54      ♥ 87        2NT   3♣</p> <p>♦ 984         ♦ A7432    3♥    pass</p> <p>♣ 4            ♣ 872</p>
<p>7-/VUL</p> <p>♠ AHB1043    ♠ 93        1♥    1♠</p> <p>♥ VB5        ♥ H754      2♠    3♠</p> <p>♦ 8            ♦ B763      4♠    pass</p> <p>♣ B973       ♣ AH8</p>	<p>8-/VUL</p> <p>♠ 98           ♠ AHB1075  2♣    2♥</p> <p>♥ 104        ♥ VB3       3♦    3♠</p> <p>♦ AHB985    ♦ 7        3NT   4♠</p> <p>♣ 982        ♣ AB743    pass</p>
<p>9-/NV</p> <p>♠ 107          ♠ HV9863    2♣    2♠</p> <p>♥ HVB1075    ♥ 4        pass</p> <p>♦ V987        ♦ 63</p> <p>♣ B            ♣ AH98</p>	

1. A hand like Muiderberg but also possible in MUTOS , if only in another way. The disturbing effect of a relative high opening (1NT) is present as well as the possibility of a high five card. This suit is named on level 2 after partner had accepted the transfer to clubs.
2. In MUTOS we can bid all weak 5-4 hands : you start just below the shortest suit of two , so 2♦ . That transfer is accepted what indicates <14hp. Because the 2<sup>nd</sup> suit is a 5 card we tell this via 2NT. Not via level 3 because then it means a 6 card .
3. A 5-4, < 12hp, bidding below the shortest suit : 2♥ . After an accepted transfer , the rebid is 2NT what indicates a 5card minor. 3♣ asks (pass/correct) which minor and it ends in 3♦ .
4. A 6-4 hand. Hence bid at first below the shortest suit : 2♦ , then on level 3 show the 6 card : 3♠ ..
5. Too strong for LT2. SO open with 1♥ , what happens to be also the color of your suit . Partner forces with 1♠ and the 2NT rebid makes the hearts and 14-15 hp visible.
6. Enter the auction below the 4 card : 2♥ , then 2NT to indicate that your second suit is a five card and not a six card. Partner asks with 3♣ for the 2<sup>nd</sup> suit and so it becomes 3♥ .

7. Analog to 5 what concerns the choice of the opening. The 2♠-rebid shows immediately a 6 card and 12-13hp. Partner invites further . If the opener happens to be maximal and can detect some extra values , game is possible.
8. Here the one suiter of LT2 where we open just below the suit : 2♣. This time partner does not accept the transfer what only indicates strength and nothing about the suit. (>14hp) . The opener must confirm his suit if not he shows a two suiter . The partner tells about his 5+ card which the opener avoids as game contract should be played with a full fit. Partner insists because of his 6 card high.
9. 2♣ is right opening to show the two suiter. The partner can see from his hand that a possible 6 card ♦ with partner can bring at the most a 2♦ contract that probably will be overcalled by the opponents. A possible two suiter can lead to hearts where the partner has only 1 card. He can show his weak 6 card major by calling directly 2♠ . Notice that this reasoning does not work with a long weak length in hearts and spades as a second suit at opener's side. With 2 weak hands and without a fit you'd better stay away from the level 3.

#### 4.1.3 Conclusion

1. LT2 is comparable with the multi colored 2♦ and with Muiderberg where it is about creating a disturbing effect by removing bidding space. This is justified by some distributional strength . The bid is primarily a *preemptive bid*.
2. To avoid cutting your own skin you need to agree on a way to show strength in order not to lose game opportunities. From 14hp onwards, a partner can have ambitions for game : 14+11=25 . This border , this break point is indicated by breaking the transfer to the just next higher bid. The opener now completes his hand by
  - a. Calling his first promised suit (now one level higher than before but with a strong partner on the other side this is no problem)
  - b. Calling economically his 2<sup>nd</sup> suit . The difference between a 5 and 6 card sometimes is lost.  
 Ex. 2♦ (4 or 6card♥) - 2♠ (>=14hp, no meaning about ♠)
    - a. 3♥ : it was a 6card♥
    - b. 3♠ : it was a 4card♥ and a 5card♠ .

On a rare occasion LT2 will work against your own partnership : you are very strong (>=17) and by using LT2 your partner took the bidding space from the own camp. You still will find and reach game but you lose room for exchanging controlling bids. You will need to use immediately Blackwood what is not always optimal. Like with any convention also here it shows that sometimes there are disadvantages. The point is : if on the average you gain more than you lose , you're on the right track.

3. You will be able to bid MORE than only the pure Muiderberg hands : now you all 5-4 hands whether they are major-minor or vice versa or major-major or minor-minor hand types. The applicability of this bid increases heavily by all 5-4 combinations but also - thanks to the multi principle - because of all weak 6 card hands that before could only be bid for the majors only via either the weak 2♥/♠ or 2♦ multi colored.
4. Just like you need to be careful when applying Muiderberg being vulnerable, you also need to be prudent with LT2 in that situation. That is why we build in a safety and we expect when vulnerable a strength of 9-10hp i.s.o. 7-8. Also practice has shown that, being vulnerable, you'd better pass with a 5 card minor and a 4 card major because you drive the own partnership to the level 3 and after all, the original preemptive purpose gets lost in a vulnerable context... .
5. When opponents overcall we must try to bend this into our advantage. The opener will, if possible, name his suit on level 2. If not possible, he will pass. Both partners will only try something in function of extra values and depending of the context of vulnerability. If the LT2-opener holds a strong (18-20hp) 6card, he will double after an overcall from left or right. Now his partner knows exact strength and distribution and can decide on the end contract, be it a (penalty) pass , be it a cheap new suit or bidding game  
 If after an LT2 opening the RHO DOUBLES , partner has 4 options :

-PASS = you have a singleton/nothington in the transferred suit because with more you would have accepted the transfer (SYSTEM ON). Now you take the opportunity to pass when you have nothing to offer.

-accept the transfer : you own at least 2 cards in the transferred suit. If the hand of the opener contains a one suiter, you have a feasible fit. By accepting the transfer you take away the obligation of your LHO to answer the double. This little fact can keep your partnership in the auction. If the RHO (relative to opener) bids anyway, the opener does not need name his 2<sup>nd</sup> suit because level 3 should be avoided.

-redbl = < 14hp but >9 hp. You invite the opener to call his 2<sup>nd</sup> suit (or 1st) suit.

-transfer + 1 : >=14hp

If after an LT2 opening the RHO bids a suit, then you

- double with competitive values (negative).

- double with strong hands (>=14hp). When it's your turn again you can, if possible, double a 2<sup>nd</sup> time. For instance, suppose your partner could not answer your double because his RHO raised his LHO's suit, you can show with a 2<sup>nd</sup> double that you have more than just competitive values.

- pass with all other hands. The opener can now call his one suit or 2<sup>nd</sup> suit if he gets the chance.

-2NT with a stop in the overcalling suit and >=14hp. These 14hp are indeed required to deal with the level of a 2NT when partner on the other side is minimal.

6. In principle, if you want to apply LT2 as described here, you have to leave the natural 1NT opening. When you want to apply MUTOS stepwise and not change everything in one go, you can also play LT2 WITHOUT the 1NT. The consequence is of course that you cannot bring that specific related hand : 6card♣ weak or a 4 5 or 55 weak with 4♣ or 5♣). You probably can not in your current system, so you won't lose anything. You do *win* the possibility to exercise and to control the algorithm.
7. The idea of this multi-opening comes from a similar construction, be it on level 3 and in a circular version. Here below follows the MUTOS-version, in a linear-mode of course.
8. The strong variant of the 6 card has been added to really give this bid a multi character and to make the opponents doubt whether they would overcall / intervene or not. Indeed, when it would be *only* a preemptive opening they would more easily overcall. In principle the MUTOS-player has 2 options to open with a strong 6 card :
  - a. via LT2
  - b. via 1♣ (see further)

## 4.2 The LT3-opening

The LT3 - bid is used to indicate

- a. Either a weak **card** [ NV 7-10Hp Vul 9-10Hp], from 11Hp : 1 Level Opening
- b. either a weak two suiter : **65+xx**, **NV 7-10 Hp**, Vul 9-10Hp

From 14hp onwards you can bring this hand via 1♣. You do comply with the Rule of 25.

With 11-13 hp you just open, constructive with either 1♦ or 1♥ depending on your highest 5 card. Answering a possible relay you give, because of your distribution, maximal.

While you always bid at the opening

- a. either just below your 7 card
- b and c. either just below the shortest of the two suits (and if 2 five cards just below the lowest)

SO (all possibilities :)

3♦ = or a weak 7-8♥, or 5♥ with next to it a 6 card in another suit.

3♣ = or a weak 7-8k♦, or 5♦ with next to it a 6 card in another suit.

2NT = or a weak 7-8k♣, or 5♣ with next to it a 6 card in another suit.

3♥ = or a weak 7k♠, or 5♠ with next to it a 6 card in another suit.

3♠ = a weak 8k♠ . The LT3 algorithm stops here. 3♠ in fact does not fit in the picture. But else, it stays unused. Although it will be rare : it can be used as a real , natural weak bid to indicate a 8 card♠. In this way the 3♥ bid will in its a-variant be limited to exactly a 7 card.

#### 4.2.1 The answer :

The partner accepts ALWAYS the transfer (except when holding >=14 hp , then you bid - conventional - the next available bid.

#### 4.2.2 The rebid :

- with hand a. : pass , the target is reached . After a strong answer you name your suit , even when it brings you to level 4.
- with hand b : offer now your 2<sup>nd</sup> suit, real, without entering level 4 . If your 6 card is lower than your 5 card , then you bid 3NT. Partner will pass or ask with 4♣ (P/C) to pass or to correct.

Again a few examples :

1-/Vul			
♠ 9	♠ AH72	3♦	3♥
♥ AVB10874	♥ 3	pass	
♦ 98	♦ 1072		
♣ V82	♣ H9754		

2-/NV			
♠ V10985	♠ A76	3♥	3♠
♥ 10	♥ V873	3NT	4♠
♦ AH9854	♦ V3	pass	
♣ 6	♣ AB74		

3-/NV			
♠ -	♠ AV5	2NT	3♦
♥ 104	♥ A3	3NT	4NT
♦ A109875	♦ B	5♣	6♣
♣ HV982	♣ AB743	pass	

4-/Vul			
♠ 98	♠ AHB1075	3♣	3♥
♥ 104	♥ VB3	4♦	4♠
♦ AHB9852	♦ 7	pass	
♣ 74	♣ AB9		

1. Less than an opening and a 7 card, even when vulnerable but with the points concentrated in that suit : open on level 3, just below the suit. The advantage is that your partner who will be on the average stronger also becomes the declarer. Opener's hand is anyway an open book. It is best to show that hand in dummy and not vice versa.
2. Bid below the shortest of the 2 long suits : 3♥. After the answer the opener reveals the 6-5 variant with 3NT indicating a 6 card minor. 4♣ is convertible and the opener is allowed to pass. The partner knows about the fit in spades and regardless the type of the 6 card minor , also there he has a fit. He chooses directly for 4♠ . Can it be that a 6♣ is missed ? The cards should be extremely positive to make 12 tricks. Suppose 6 clubs with HV and 5 spades with HV, then still we lose 2 red cards. The opener can hardly have an ace because with 11 points you'd better open on level 1.
3. 2NT promises at least a 5 card clubs in a two suiter , the variant with the highest probability , seen the own 5 card clubs. With 16hp he is more than strong enough to refuse the transfer. The opener now tells with 3NT that he owns a 6 card diamonds. To pass now is a possibility because both are short in hearts. A hearts lead is killing because diamonds and clubs can never be closes in both suits. Therefor, the contract must be 5 minor or 6♣ . With 4NT (RKCB) the partner receives 1 ace , sufficient for 6♣. With zero aces he gets 5♦ as answer and then he can pass. You only lose 2 trumps.
4. 3♣ indicates 7 diamonds or a 6-5 with 5 diamonds. After the forcing 3♥ answer, the opener reveals his 7 card diamonds.

### 4.3 Two Brothers-opening : 2♠

Like mentioned earlier : we can give a useful meaning to the until now unused 2♠ -opening : to indicate hands with a 5-5 or 6-5 in the majors ...

This opening solves next types of problems :

Problem A.

West has opening strength and a 5 card major , so 1 . After the 1♠ relay West tells about the 5 card ♠ with next to it at least a 4 card ♥ . He also jumps to indicate his strength. East expects a 4 card and ends in 3NT . West hesitates to repeat his hearts as East can also hold only 2 hearts. With a club lead this contract goes down while 4♥ is close.

W/Vul			
♠ AHB94	♠ 65	1♥	1♠
♥ HV1074	♥ B93	3♥	3NT
♦ B2	♦ HV985	pass	
♣ 7	♣ A94		

Alike other systems , the 5-5 in majors is difficult to bid. This can be very annoying.

Problem B.

West hands is of the type to open with LT3 but ... he hesitates because of the vulnerability : the distributional strength is enormous but with a relative weak partner 4♠ might go down and that's where it will end. An alternative is to hide the 5 card ♥ and show the 6 card ♠ via LT2 ( 2♥ ) but then you minimize your hand : East will lay 2♠ , you will pass and you miss a clear 4♠ contract

W/Vul	
♠ HB9842	♠ A65
♥ HV1074	♥ B93
♦ 2	♦ HV985
♣ 7	♣ 94

In order to counter these kind of problems , but also to create some comfort at the auction and even to take away some bidding space , we put these hand types in the 2♠ opening that we baptize as the "Two Brothers" – convention , pointing to the strong pair of majors ...

Hence , 2♠ indicates a 5-5 or 6-5 MAJOR with

10-13 hp (span 4hp) when a 6-5 major

11-14 hp (span 4hp) when a 5-5 major

Indeed , when having a 6-5 and 14 hp you satisfy the Rule of 25 and you open with 1♣ !

Being vulnerable you can use this opening with 2 points less (problem B) as an extension for LT3. When non-vulnerable, you can use with 2 hp less the LT3 full speed.

Next :

Either you pass (and agree for ♠), either you chose for 3♥ or even 3♠ (barrage) .

2NT ( from 9hp onwards..) asks more information and makes the auction game forcing when the answer indicates maximum strength. A possible answering scheme is :

3♣ : min and 5521 or 5530

3♦ : min and 6♥-5♠ (consider it as a transfer to the longest suit)

3♥ : min and 5♥-6♠

3♠ : max and 55(30) . Now a 3NT asks to name the nothington.

3NT : max and 5512 (sn in ♦ , or rephrased : doubleton in ♣ )

4♣ : max and 5521 (sn in ♣ , or rephrased : doubleton in ♦ )

4♦ : max and 6♥-5♠

4♥ : max and 5♥-6♠

The reason for using here the transfer is ONLY to solve the problem that when spades are longer than hearts , and you have only a hearts fit , that you still can play the hearts contract on the same level (pass)..

The Two-Brothers-convention is the closing piece of the MUTOS puzzle that now fits completely.



### 4.3.1 General

With ONE algorithm (LT2/LT3) we bid now many combinations of one and two suiters on level 2 and 3.

The bidding suddenly becomes very simple. No difficult scheme's to remember of

- multi ,with or without a transfer to majors after a 2NT relay ,
- muiderberg

No 2NT Unusual ...

Disadvantage : the interesting 2♣ ( 2 four cards major) is dropped.

The opening bids of this system are limited to 1♣ , 1♦ , 1♥ , 1♠ ,LT2, LT3.

Concerning the LT3 we deviate from the original MADAM-convention as publicized by Chiel Verwoest because Chiel does not use the strong 1♣ opening . With 14 hp and a 6-5 distribution we declare our hand already strong from the beginning and we also soon know about the strength of partner. Chiel on the contrary puts in his bid on level 3 also the possibility of a 5-5 strong hand (>16hp).

### 4.3.2 Summary

Meaning of answers after the LT2 opening (2x)					
Answ ▼	Bid of LHO w.r.t. the opener				
	PASS	DBL	2y	2NT	3y
Pass	never			No alternative	
Dbl				Negative or strong (>14hp)	
Redbl		9-14hp			
2x+1	<14hp	<14hp and 4k (x+1)			
2x+2	≥14hp				
2NT			≥14hp + stop		
3x+1			<14hp and 4k (x+1)		

Meaning of answers after the LT3 opening (3x)			
Answ ▼	Bid of LHO w.r.t. the opener		
	PAS	DBL	3y
Pass	never		No alternative
Dbl			Negative or strong (>14hp)
redbl		9-14hp	
3x+1	<14hp	<14hp and 4k (x+1)	
3x+2	≥14hp		
3NT			≥14hp + stop

## QUIZ

You're first . What's your action ?

<p>7-/NV                  ♠ HB1073                  ♥ HV98                  ♦ 8                  ♣ 962</p>	<p>8-/NV                  ♠ B103                  ♥ AV984                  ♦ 8                  ♣ H986</p>	<p>9-/NV                  ♠ B6                  ♥ HV984                  ♦ 3                  ♣ A10962</p>	<p>10-/NV                  ♠ V1093                  ♥ 84                  ♦ AV984                  ♣ 96</p>	<p>11-/Vul                  ♠ V10                  ♥ HV1084                  ♦ 8                  ♣ VR963</p>
<p>12-/NV                  ♠ VB3                  ♥ 984                  ♦ 8                  ♣ AVR964</p>	<p>13-/Vul                  ♠ HVB10                  ♥ HV984                  ♦ 8                  ♣ 963</p>	<p>14-/Vul                  ♠ HV103                  ♥ 74                  ♦ A10876                  ♣ 65</p>	<p>15-/NV                  ♠ 10                  ♥ 94                  ♦ AB10876                  ♣ VR96</p>	<p>16-/NV                  ♠ AB103                  ♥ HB984                  ♦ 8                  ♣ 1096</p>

How do you continue in ?

<p>17-/NV                  ♠ H9                  ♥ AVB108                  ♦ 9876                  ♣ 82</p>	<p>♠ A72                  ♥ 763                  ♦ 1042                  ♣ H974</p>	<p>2♣    2♦                  ?</p>	<p>18-/Vul                  ♠ B109872                  ♥ 104                  ♦ 98                  ♣ AH82</p>	<p>♠ A53                  ♥ HV3                  ♦ 1072                  ♣ 9754</p>	<p>1NT    2♣                  ?</p>
<p>19-/NV                  ♠ B109872                  ♥ 104                  ♦ 98                  ♣ AH82</p>	<p>♠ A53                  ♥ HV3                  ♦ 1072                  ♣ 9754</p>	<p>1NT    2♣                  ?</p>	<p>20-/Vul                  ♠ 862                  ♥ AVB8642                  ♦ B                  ♣ 108</p>	<p>♠ B97                  ♥ 7                  ♦ 10742                  ♣ AH964</p>	<p>3♦    3♥                  ?</p>

## ANSWERS

<p>7-/NV                  ♠ HB1073                  ♥ HV98                  ♦ 8                  ♣ 962</p>	<p>2♦ : you have &lt; 11hp . Bid below the shortest of the 2 suits. Then 2♠ .</p>	<p>8-/NV                  ♠ B103                  ♥ AV984                  ♦ 8                  ♣ H986</p>	<p>1NT : you have &lt;11hp. Bid below the shortest of the 2 suits. Then 2♥ .</p>
<p>9-/NV                  ♠ B6                  ♥ HV984                  ♦ 3                  ♣ A10962</p>	<p>1NT : you have &lt;11hp . Bid below the lowest of 2 suits of equal length.</p>	<p>10-/NV                  ♠ V1093                  ♥ 84                  ♦ AV984                  ♣ 96</p>	<p>2♥ : you have &lt;11hp. Bid below the shortest of the 2 suits. Then 2ZT .</p>

11-/Vul  
 ♠ V10  
 ♥ HV1084  
 ♦ 8  
 ♣ VB963

1♥ : your distributional strength (Rule Of 20) justifies an opening on level 1 : 1♥, by coincidence also the name of your suit. You have an alternative : 1NT (LT2) and then , after the 2♣ /2♦ answer, 2♥ to show your 5card♥ . Matter of taste. Because of the vulnerability , the LT2-opening is the most accurate one.

12-/NV  
 ♠ VB3  
 ♥ 984  
 ♦ 8  
 ♣ AVB964

1NT : <11hp and a 6 card. Bid just below that suit.

13-/Vul  
 ♠ HVB10  
 ♥ HV984  
 ♦ 8  
 ♣ 963

1♥ .

14-/Vul  
 ♠ HV103  
 ♥ 74  
 ♦ A10876  
 ♣ 65

2♥ : <11hp. Bid below the shortest of the 2 suits . Then 2NT.

15-/NV  
 ♠ 10  
 ♥ 94  
 ♦ AB10876  
 ♣ VB96

1NT : <11hp. Bid below the shortest of the 2 suits . Then 3♦ to show your 6 card.

16-/NKW  
 ♠ AB103  
 ♥ HB984  
 ♦ 8  
 ♣ 1096

2♥ : jyou have <11hp. Bid below the shortest of the 2 suits. Then 2NT. Partner asks with 3♣ for the 2<sup>nd</sup> suit which you reveal with 3♥ .

17-/NV	♠ A72	2♣	2♦
♠ H9	♥ 763	3♥	pas
♥ AVB108	♦ 1042	On level 3	
♦ 9876	♣ H974	to show the	
♣ 82		6 card.	

18-/Vul	♠ A53	1NT	2♣
♠ B109872	♥ HV3	2♠	pas
♥ 104	♦ 1072		
♦ 98	♣ 9754		
♣ AH82			

Normally 3♠ is the correct theoretical rebid to show the 6 card ♠. But with this vulnerability it is wise not to raise the auction unnecessarily.

19-/NVul	♠ A53	1NT	2♣
♠ B109872	♥ HV3	3♠	pas
♥ 104	♦ 1072	..to show the	
♦ 98	♣ 9754	6 card.	
♣ AH82			

20-/Vul	♠ B97	3♦	3♥
♠ 862	♥ 7	pas	
♥ AVB8642	♦ 10742	The most	
♦ B	♣ AH964	unknown hand	
♣ 108		is declarer...	

## 5 The STRONG Hands .

It is widely recognized that the biggest advantage of the strong clubs system is that the lowest possible bid (1♣) is used to indicate a strong hand. This creates per definition space for the own partnership to exchange further information. A possible disadvantage is that the opponents can easily overcall ...but this has again an advantage.... :

1. It is not without danger to overcall against a strong opponent . You easily run against a penalty double. At the same time you do not know anything about the suits. Some opponents thinks that the partner of the opener HAS to answer, always, no matter what. In our version [DO] we show that this is not always true ...a pass can mean some values.
2. Because of the overcall , some options are created that make more accurate bidding possible.
3. Overcalling a strong opening shows either some strength either some length. This is nice to know as extra information for the declarer to play the contract.

In MUTOS we start the 1♣ -complex from 16hp onwards ( strong club squeeze traditionally from 17hp) because we do not have anymore the strong 1NT (15-16). The traditional 1NT hands (5332-4432-4333) are brought in MUTOS either via 1♦ either via 1♠ where the strength is shown in the rebid (if asked for ...).

From 16hp onwards you open consequently 1♣ . We do apply the Rule of 25, which tells you that , if you count up the honor points with the length of the 2 longest suits and you reach 25+, to open then and only then with 1♣ . This is one way to tell from the start your distribution strength. Watch it : the rule of 25 works only for distributional hands , so at least a 5-5 (or 6-4, 7-3, ..) is required.

In the MUTOS concept we apply two versions for the further treatment of the 1♣ -opening. One we call Point -oriented [PO] , the other Distribution-oriented [DO]. The PO-version finds its origin in the classic Strong Clubs. The DO-version is more Precision-oriented and does take into account much more the distribution. In all this we try to RE-USE the previous MUTOS-openings . The DO-version is clearly a next evolution.

### 5.1 The PO-version (point oriented)

The answers give 100% strength and the corresponding bids do not tell anything about the named suit :

hp	Without overcall	With overcall
0-3	1♦	pass
4-6 *	1♦ (2♦)*	(re)dbl
7-8	1♥	overcall+1
9-11	1♠	overcall +2
12-14	1NT	overcall +3
>=15	2♣	overcall +4

\* with 4-6 hp and a 6 card MAJOR you bid 2♦ in analogy with a 2♦ multi colored opening.

1. With a 1♠ answer (or equivalent after an overcall) the auction becomes forcing for game. Both partners now tell their hands with priority for the majors (5 card) and without it the NT bid, especially if a 4 card major is present. The 1NT rebid invites de partner to apply Stayman so that next the 4 card major can be told. . With a 4 card major and a 5 card minor we prefer 1NT. If you name a 5card minor you implicitly ignore a 4 card major.
2. With the 1♥ answer (or equivalent after an overcall) we arrive in the narrow zone that often will lead to game but also , with a minimal opener, gives the opportunity to stop on time. Next, both hands are told in a natural way.
3. After the 1♦ answer (or redouble after double) we apply the **MUTOS-convention** , an application that we also could have called *Recursive bidding*. A new name for a new

concept : the re-use of an opening bid in the context of a re-bid.

The idea is to re-use , after 1♣ - 1♦ , 1♥ and 1♠ (like the opening) as rebid for the opener . The result is that the classical Jo-convention\* becomes superfluous and the rest of the auction becomes more simple. In addition we get an elegant solution for the difficult border case where the opener owns 19hp and his partner 6hp. Also the tri colored hands receive their solution.

An opener with 16-19hp rebids (after 1♣ - 1♦ )

- either 1♠ without a five card
- either 1♥ with a five card major,
- either 2♣/♦ with a five card minor.

In the first 2 cases the auction continues like with an opening with the difference of course that the breakpoint now lies on **6 hp**. In this way the opener can now perfectly whether or not game is still possible in case he is maximal (19hp). Note that the tricolor opening hand fits in the 1♠ rebid . Next , thanks to the transfer technique or the Stayman-2♣ rebid, a 4-4 or 4-5 fit is soon found. To break a transfer indicates a 4441 in opener's hand and the singleton is immediately known.

The very strong hands (20-22hp) without 5 card are told (after 1♣ - 1♦ ) with 1NT and then the techniques as 2♣ - Stayman (with or without 4 card major) and 2♦/♥ transfers are used. **Here the breakpoint for game is on 3hp !** You can tell your hand extremely accurate.

The very strong hands (20-22hp) with 5 card are told (after 1♣ - 1♦ ) with 2♥-2♠ - 3♣-3♦ , in a natural way.

The even stronger hands (>=23hp) without 5k major are told (after 1♣ - 1♦ ) with 2NT. Next Stayman 3♣ can be used (with or without 4 card major) and 3♦/♥ as transfers only to the high colors.

The even stronger hands (>=23hp) with five card major are told (after 1♣ - 1♦ ) with 3♥-3♠ , in a natural way .

It should be clear that these 2NT and 3♥/3♠ bids are game forcing bids.

Sometimes it happens that the opening gets doubled and a re-double indicates 4-6hp. If the next opponent passes , then the opener can even bid with 1♦ in a recursive way and tell an unknown 5 card minor. Partner can now tell a possible 6hp by applying the relay bid 1NT.

\*The Jo-convention is a classic Strong Club convention designed by Jo Van den Borre to indicate a possible strong hand (>20hp) with 1♥ after 1♣ - 1♦ aiming to reach game when partner brings a hand with 4-6hp .













4. After an 1NT answer the opener will now DIRECT (and not in transfer because he has himself the strongest hand) tell a possible five card. Without a five card he calls 2♣ , conventionally , all or not targeting a 4 card major . A five card clubs he will indicate by calling , after 2♣ , again 3♣ . In the mean time the relative weak partner had the opportunity to tell a part of his hand using the 2<sup>nd</sup> level. That partner answers the 2♣ as on Stayman.
5. After a 2♣ answer (>=15hp) on the opening the chances for slam are very real. The rest of the auction happens in a natural way : NT bid without a 5 card , a suit promises a 5+ card. Support is shown from a 3 card onwards. After a support , we apply the classic slam tools : control bids and Roman Key Card Blackwood, 1430.
6. The 2♦ answer indicates a 4-6 hp and a 6 card MAJOR. This is another example of recursive bidding : we use as rebid in an answer an opening bid (2♦ multi colored) and corresponding answering scheme. The opener calls 2NT with >=19hp and partner answers maximal with 6hp and minimal with 4-5 hp.
7. After an overcall until 3♦ you still give , as partner, points. See the table. After that, the auction continues in a natural way.

Examples :

<p>1-/Vul</p> <p>♠ AB9      ♠ H762      1♣      1♠</p> <p>♥ AVB74    ♥ H3            2♥      3♣</p> <p>♦ HV9        ♦ 1072        3NT    pass</p> <p>♣ V8         ♣ H9754</p>	<p>2-/NV</p> <p>♠ HV9        ♠ AB742       1♣      1♥</p> <p>♥ AB4        ♥ 3             2♦      3♠</p> <p>♦ AHV97     ♦ 1072        4♠      pass</p> <p>♣ 87         ♣ H9754</p>
<p>3-/Vul</p> <p>♠ B9         ♠ H762        1♣      1♦</p> <p>♥ VB74      ♥ H3            1♠      2♣</p> <p>♦ HV9        ♦ 1072        2♦      2♠</p> <p>♣ AHV8      ♣ 9754        3NT    pass</p>	<p>4-/NV</p> <p>♠ AHB94     ♠ 652          1♣      1♦</p> <p>♥ VB74      ♥ 103          1♥      2♥</p> <p>♦ AV9        ♦ 1072        2♠      pass</p> <p>♣ V          ♣ H9754</p>
<p>5-/NV</p> <p>♠ AHB94     ♠ V52          1♣      1♦</p> <p>♥ VB4        ♥ 103          2♠      3♠</p> <p>♦ AV9        ♦ 1072        4♠      pass</p> <p>♣ VB         ♣ H9754</p>	<p>6-/NV</p> <p>♠ B9         ♠ AV652       1♣      1NT</p> <p>♥ AVB74     ♥ H3            2♥      2♠</p> <p>♦ HV9        ♦ 1072        3NT    pass</p> <p>♣ HV8       ♣ A94</p>
<p>7-/Vul</p> <p>♠ AHB94     ♠ V52          1♣      1♦</p> <p>♥ 74         ♥ B1053       1♥      2♥</p> <p>♦ AV987     ♦ 1072        2♠      pass</p> <p>♣ B          ♣ V94</p>	

1. From 16hp onwards, always open with 1♣. 1♠ means pure points : 9-11 , so game is assured. Possible 5 cards are called. Without a fit, the contract will be 3NT.
2. The 1♥ answer again are pure points : 7-8 . Then five cards are called. That's how the fit in spades is revealed and the contract becomes 4♠ .
3. After 1♦ (the weakest possible answer 0-6hp) the opener rebids recursively according MUTOS : 1♠ shows the absence of a five card and from then onwards the auction continues as if the opening happened with 1♠ . The breakpoint now is on 6hp : so 2♣, and then , mandatory 2♦ . With 2♠ partner shows now his full 6 points and a 4 card else (with a five card ) he would have transferred immediately after 1♠ with 2♥ . The opener who is maximal will finish in 3NT.
4. After the weak 1♦ answer the 1♥ -rebid is about an unknown 5 card major, just like the direct MUTOS opening it prescribes . Partner has a playable fit in both majors and names the convertible 2♥ . The opener corrects to 2♠ because there is not enough strength present to even try for game .
5. Thanks to the MUTOS-convention we can show our 20-22hp strength after the weak 1♦ answer via 2♠. From 3hp onwards partner continues, so the end bid becomes 4♠ .
6. Partner has 13 hp, so : 1NT. The opener and the least limited of the two partners is the leader of the auction and will with a 5 card NEVER transfer but call the 5 card himself. To ensure that the declarer will be the strongest of the two partners. 2♥ therefor is real and not a transfer for spades ! 2♠ indicates a 2 card hearts at the most but surely a 5 card spades. Because of the misfit in both high suits , the declarer chooses for 3NT.
7. The rule of 25 (2x5 points for both lengths + 15hp) justifies the 1♣- opening. After the weak 1♦ answer the 1♥ -rebid is about an unknown five card major. Partner puts the convertible 2♥ on the table after which the opener corrects to 2♠.

# QUIZ

<p>21-/Vul</p> <ul style="list-style-type: none"> <li>♠ VB8</li> <li>♥ AV1094</li> <li>♦ AH8</li> <li>♣ H9</li> </ul>  <ul style="list-style-type: none"> <li>♠ 107</li> <li>♥ B8</li> <li>♦ B975</li> <li>♣ A1085</li> </ul>	<p>1♣ 1♦ ?</p>	<p>22-/NV</p> <ul style="list-style-type: none"> <li>♠ HVB</li> <li>♥ AV1094</li> <li>♦ AHB8</li> <li>♣ HV9</li> </ul>  <ul style="list-style-type: none"> <li>♠ 107</li> <li>♥ B82</li> <li>♦ 9765</li> <li>♣ 10854</li> </ul>
<p>23-/NV</p> <ul style="list-style-type: none"> <li>♠ HV87</li> <li>♥ A109</li> <li>♦ HVB8</li> <li>♣ HV</li> </ul>  <ul style="list-style-type: none"> <li>♠ A6</li> <li>♥ 8652</li> <li>♦ 965</li> <li>♣ 10854</li> </ul>	<p>1♣ 1♦ ?</p>	<p>24-/NV</p> <ul style="list-style-type: none"> <li>♠ VB87</li> <li>♥ A109</li> <li>♦ AHB87</li> <li>♣ V</li> </ul>  <ul style="list-style-type: none"> <li>♠ A6</li> <li>♥ 8652</li> <li>♦ 965</li> <li>♣ 10854</li> </ul>
<p>25-/NV</p> <ul style="list-style-type: none"> <li>♠ HB1087</li> <li>♥ A10</li> <li>♦ AB8</li> <li>♣ HV9</li> </ul>  <ul style="list-style-type: none"> <li>♠ A6</li> <li>♥ B82</li> <li>♦ H965</li> <li>♣ 10854</li> </ul>	<p>1♣ 1♥ ?</p>	<p>26-/Vul</p> <ul style="list-style-type: none"> <li>♠ B10</li> <li>♥ AVB10</li> <li>♦ AB108</li> <li>♣ HV7</li> </ul>  <ul style="list-style-type: none"> <li>♠ A87</li> <li>♥ 82</li> <li>♦ H965</li> <li>♣ 10854</li> </ul>
<p>27-/Vul</p> <ul style="list-style-type: none"> <li>♠ HV932</li> <li>♥ A</li> <li>♦ B108</li> <li>♣ AHV7</li> </ul>  <ul style="list-style-type: none"> <li>♠ A87</li> <li>♥ H82</li> <li>♦ H965</li> <li>♣ 1085</li> </ul>	<p>1♣ 1♠ ?</p>	<p>28-/Vul</p> <ul style="list-style-type: none"> <li>♠ HV9</li> <li>♥ 5</li> <li>♦ AB8</li> <li>♣ AHV764</li> </ul>  <ul style="list-style-type: none"> <li>♠ A87</li> <li>♥ HB82</li> <li>♦ V965</li> <li>♣ 108</li> </ul>
<p>29-/Vul</p> <ul style="list-style-type: none"> <li>♠ HV</li> <li>♥ 873</li> <li>♦ AHB108</li> <li>♣ HV9</li> </ul>  <ul style="list-style-type: none"> <li>♠ B8754</li> <li>♥ AH62</li> <li>♦ 95</li> <li>♣ A5</li> </ul>	<p>1♣ 1NT ?</p>	<p>30-/Vul</p> <ul style="list-style-type: none"> <li>♠ AV986</li> <li>♥ AVB</li> <li>♦ B8</li> <li>♣ H64</li> </ul>  <ul style="list-style-type: none"> <li>♠ 1075</li> <li>♥ H852</li> <li>♦ AHV9</li> <li>♣ 108</li> </ul>
<p>31-/Vul</p> <ul style="list-style-type: none"> <li>♠ HV</li> <li>♥ VB82</li> <li>♦ AB108</li> <li>♣ HV</li> </ul>  <ul style="list-style-type: none"> <li>♠ AB874</li> <li>♥ AH</li> <li>♦ 95</li> <li>♣ A985</li> </ul>	<p>1♣ 2♣ ?</p>	<p>32-/Vul</p> <ul style="list-style-type: none"> <li>♠ H10</li> <li>♥ VB872</li> <li>♦ AVB8</li> <li>♣ A</li> </ul>  <ul style="list-style-type: none"> <li>♠ AB87</li> <li>♥ AH</li> <li>♦ 954</li> <li>♣ HB105</li> </ul>

## ANSWERS

21-/Vul			
♠ VB8		♠ 107	
♥ AV1094		♥ B8	
♦ AH8		♦ B9754	
♣ H9		♣ A1085	

1♣ 1♦  
 1♥ 1♠  
 1NT 2♥  
 2NT 3♦  
 3NT  
 pass

The 1♥ rebid indicates a 5 card unknown major (recursive MUTOS convention). 1♠ indicates the breakpoint : here 6hp !

West knows already now that enough strength is present to reach game. First he shows the suit of his major : 1NT means hearts. Not knowing that West is that strong , East now choses for the playable 2♥ contract. Now West indicates 19hp , just by keeping the auction open, the only reason to continue. East now completes the picture of his hand : the 5 card diamonds is shown. 3NT becomes the nearest game contract.

22-/NV			
♠ HVB		♠ 107	
♥ AV1094		♥ B82	
♦ AHB8		♦ 9765	
♣ HV9		♣ 10854	

1♣ 1♦  
 3♥ 4♥  
 pass

West shows his  $\geq 23$ hp via a double jump towards ♥ : the MUTOS-convention. With a normal fit present it ends in 4♥ .

23-/NV			
♠ HV87		♠ A6	
♥ A109		♥ 8652	
♦ HVB8		♦ 965	
♣ HV		♣ 10854	

1♣ 1♦  
 1NT 2♣  
 2♠ 3NT  
 pass

The 1NT rebid tells about 20-22hp. 2♣ denies a 5card major but does show  $\geq 3$ hp. 2♠ is about a 4card because else West would have bid 2♠ i.s.o. 1NT. East completes the journey. With 3hp he would have had the 2NT alternative.

24-/NV			
♠ VB87		♠ A6	
♥ A109		♥ 8652	
♦ AHB87		♦ 965	
♣ V		♣ 10854	

1♣ 1♦  
 2♦ pass

An alternative for 2♦ could be : 1♠ to indicate a 5 card-less hand , hoping to meet a partner who will transfer to a major. Here East could then prefer for a 1NT contract. .

25-/NV			
♠ HB1087		♠ A6	
♥ A10		♥ B82	
♦ AB8		♦ H965	
♣ HV9		♣ 10854	

1♣ 1♥  
 1♠ 1NT  
 3NT

The MUTOS-convention is only valid after a 1♦ -answer. Here we just bid the five card : 1♠ . East tells about the misfit, has no own five card and lays s 1NT.

26-/Vul			
♠ B10		♠ A87	
♥ AVB10		♥ 82	
♦ AB108		♦ H965	
♣ HV7		♣ 10854	

1♣ 1♥  
 1ZT 2♣  
 2♥ 2NT  
 3NT

1NT denies a five card high but leaves room for a 4 card high . 2♣ is a kind of Stayman without promising a 4 card high because of the possibility to transfer for the minors.

27-/Vul			
♠ HV932		♠ A87	
♥ A		♥ H82	
♦ B108		♦ H965	
♣ AHV7		♣ 1085	

1♣ 1♠  
 2♠ 3♠  
 4♣ 4♦  
 4NT 5♣  
 5♠ pass

2♠ shows right away the 5k♠ which gets immediately supported. The very strong West aims for slam and starts controle via 4♣ . Also 4♦ indicates at minimum 2<sup>nd</sup> controle in ♦ . Then follows 4NT, RKCB, and with only 1 ace West stops at 5♠ .

28-/Vul			
♠ HV9		♠ A87	
♥ 5		♥ HB82	
♦ AB8		♦ V965	
♣ AHV764		♣ 108	

1♣ 1♠  
 2♣ 2NT  
 3♣ 3NT

A normal auction after exchanging the information about strengths. 2♣ is about a 5k. 3♣ indicates a 6 card. 3NT is the nearest game.



29-/KW

♠ HV		♠ B8754
♥ 872		♥ AH62
♦ AHB108		♦ 95
♣ HV9		♣ A5

1♣	1ZT
2♦	2♠
2ZT	3♥
4ZT	5♠
6ZT	

West is the partner with the unlimited hand. So he makes no transfers. 2♦ is therefore real.

West sees together 30+hp and is sure about 2 times a five card that can be sources for tricks. . 4NT is RKCB and the answer of East tells about 3 aces in the assumption that the last called suit (♥) is trump. So it ends in 6NT that is successful if ♦V sits right or drops.

30-/Vul

♠ AV986		♠ 1075
♥ AVB		♥ H852
♦ B8		♦ AHV9
♣ H64		♣ 108

1♣	1NT
2♠	3♠
3NT	4♠

West immediately calls his 5k♠. Supports is given and West indicates a 5332 via 3NT. East does not take any chances with the doubtful clubs and choses for trumps.

31-/Vul

♠ HV		♠ AB874
♥ VB82		♥ AH
♦ AB108		♦ 95
♣ HV		♣ A985

1♣	2♣
2NT	3♥
3♠	4♣
4♦	4♥
4NT	5♦
7NT	pass

West indicates immediately his balanced hand : 2ZT. In principle West remains the leader , so 3♥ is a transfer for ♠. West interpretes 4♣ as control and gives control in ♦. After control ♥ follows RKCB with spades as assumed trumps. The answer is about 3 key cards. 7NT is near but depends on a red king. He estimates his odds as 50+% and decides for 7NT.

32-/Vul

♠ H10		♠ AB87
♥ VB872		♥ AH
♦ AVB8		♦ 954
♣ A		♣ HB105

1♣	2♣
2♥	3♥
3♠	4♣
4♦	4♠
4NT	5♦
6♥	

West calls immediately his 5 card ♥. East gives ♥AH its full value and supports. West starts with control and east continues. Then Blackwood and West receives three aces. The contract is 6♥ and if ♦H is well placed there are even 13 tricks.

## 5.2 DO-version

### 5.2.1 New Strategy

An often heard complaint about Strong Clubs is that it is too much point oriented and one is rather late informed about the distribution. True.

In MUTOS we solve this problem. At the same time we profit from the advantage that the smallest possible bid is used to indicate strong hands of 16+ hp. This creates lots of bidding room for the own partnership to exchange more information aiming for the optimal contract.

A wonderful feature of MUTOS is - thanks to the use of the low 1♣ for strong hands - that we can RE-USE the algorithms of 1♥, 1♠, LT2 and LT3, in short, the WHOLE MUTOS-gamma. This concept of RE-USE leads to SIMPLICITY for the MUTOS-player and a relative difficult auction for the opponent.

In MUTOS we follow a little bit Precision when we indicate 0-7hp via the 1♦ answer. Opposite to a minimal opener (16-17hp) game is not possible. The direct consequence though is that ANY OTHER ANSWER DOES GUARANTEE game and indicates AT LEAST 8+ hp. This simple fact makes it possible to tell at the same time something about the distribution ...and that's where we (re) use the MUTOS-openings 1♥, 1♠, LT2 and LT3:

- 1) With more than 7hp it is the **PARTNER** of the 1♣-opener who re-uses the MUTOS-openings (except 1♦).
- 2) With less than 8 hp (1♦-answer partner) it is the **OPENER** who re-uses (only) the 1♥/1♠ MUTOS-openings.

In stead of using steps of 3 points as in the classic Club Squeeze to indicate strength, we just say whether we see game possible or not. If not possible, we still have the breakpoint-zone of 6-7 hp to reach game if the opener is maximal (18-19).

Important throughout the further discussion it to remember that the partner who is the most unlimited in honor points (not necessarily the strongest of the two partners) is the **leader of the auction**, meaning that he will take initiatives to ask further information about the hand or to try for slam.

With 1) the partner is the leader, with 2) the opener is the leader.

Indeed, one of the advantages of this new 1♣-opening and answering scheme is: the possibility to accurately, on the base of distribution AND strength, to go with knowledge for slam.

Where at the direct openings, LT2 and LT3 have a preemptive purpose, it is clear that here they have only a distribution value.

We give the possible answers after a 1♣ opening :

Answer Partner	Meaning
1♦	0-7hp
1♥	>=8hp, an unknown 5card major , no two suiter, nor a 6+k
1♠	>=8hp, balanced hand, possibly a 5 card minor , no two suiter nor a 6+c minor
1NT	>=8hp, LT2 : or a 6c ♣ , or a 4c ♣ with a 5/6 in another suit
2♣	>=8hp, LT2 : or a 6c ♦ , or a 4c ♦ with a 5/6 in another suit
2♦	>=8hp, LT2 : or a 6c ♥ , or a 4c ♥ with a 5/6 in another suit
2♥	>=8hp, LT2 : or a 6c ♠ , or a 4c ♠ with a 5/6 in another suit
2♠	>=8hp, and a 5-5 in the majors
2NT	>=8hp, LT3 : or a 7+k♣ , or a 5k♣ with 5/6 in another suit
3♣ ..3♥	Idem, analog where 3♦ and then 3♠ indicates a 5-6 in majors (indeed a 5-5 is told 2♠ ).

We treat one after the other all answer where we also group the LT2 and LT3 answers. Finally we discuss in short how the react when opponents overcall.

### 5.2.2 1♣ (16+) - 1♦ (0-7)

A frequent course of auction . If you have strength in one hand, the probability increases that partner is weak. On the average, hands tend to distribute the strength across the two partnerships. The partner has shown his limitation with 1♦ and declares the auction as NON GAME forcing .

The opener tells his strength AND distribution as follows :

Rebid opener	Re-use MUTOS opening	Distribution	strength
1♥	Yes	5 card major	16-19
1♠	Yes	No 5 card major, balanced hand, 5 card minor possible with or without 4card major	16-19
2♣/♦	No	6 card minor	16-17
1NT	No	No 5 card major, balanced hand	20-22
2♥/♠	No	5 card major	20-22
2NT	No	No 5 card major, balanced hand	23+
3♣/♦	No	5 card minor	20-22
3♥/♠	No	5 card major	23+

With 1♥/♠ and 2♣/♦ we can tell all hand types . The strength is limited until 19 hp. This fact makes that other bids promises hands with even more strength.

Hence, only the 1♥/♠ from the MUTOS-openings are re-used here. Not the LT2 or LT3 because it has no sense to initiate transfers from a stronger hand.

We also put the 5 card minor in the 1♠ -answer for the good reason that the partner who owns 6-7hp can now show this by applying the breakpoint. With a direct 2♣/♦ bid this is not possible. That is the reason why the meanings of those minor bids is one of a 6 card. A step further in that direction makes it justifiable to also bid 1♠ when having 18-19hp and a 6 card minor , hoping on a 2♣ (relay) from partner. With this arrangement you then can limit the strength behind 2♣/♦ until 16-17 hp.

A 2nd reason to answer with 1♠ when having a 5 card minor is when you have a 4 card major next to it. If partner again calls 2♣ (relay) with 6-7hp then a 4-4 fit in major can be discovered.

-After the 1♥ rebid, it will be 1♠ by partner that acts as relay-bid indicating 6-7 hp in search of a maximal opener. Other bids indicate <6 hp.

-After the 1♠ rebid, it is 2♣ by partner that is the multi-bid that either indicates weak ♦ either indicates a 6-7hp in search for a maximal opener. Other bids indicate <6 hp.

-The other rebids demand a natural course implying that also after the 1/2NT rebid the (false) Stayman and Transfers remain active. Transfers to the minors indicate 6 cards. Five cards minors are bid via 2♣ ('false' Stayman).

(With false Stayman we mean that 2/3♣ do not necessarily promise a 4 card major.) It is logical to keep the transfers here to let the strong hand become the declarer.

### 5.2.3 1♣ (16+) - 1♥ (8+hp, 5+card major)

The partner indicates an unknown 5+card major AND denies a 54xx distribution or even a 6 card. Those are told via the LT2/LT3 (see further). Hence :

The distribution of partner is of the type : [5332].

The partner becomes the LEADER of the auction and the opener now tells his hand - **natural** - and his strength where a jump will indicate 20+:

Rebid opener	distribution	Strength
1♠ /2♥	5 card ♠ / ♥	16-19
1NT	no 5 card	16-19
2♣/♦	5 card ♣/♦	16-19
2♠ /3♥	5 card ♠ / ♥	20+
2NT	No 5 card	20+
3♣/♦	5 card ♣/♦	20+

The next steps in the auction are in line with the knowledge that partner has promised a 5 card major.

If possible, a 4♣ rebid of partner, after that opener has told his distribution, asks for the strength of the opener : 4♦ = 20 - 21, 4♥ = 22+ hp. This is pure conventional and we give it the nick name **"Four-Leaf Clover"-convention**.

Important is :

The first rebid of the opener is ALWAYS NATURAL (and hence NOT the standard answering scheme as discussed at the 1♥ -opening). A greater strength (20+) is shown via a jump bid.

### 5.2.3.1 1♣ -1♥ -1♠

The partner will now declare his 5 card major (even if this can be derived) , if only as a step in between to give the opener now the chance to tell his strength and distribution more accurately :

Rebid partner		Rebid opener	distribution	Strength
2♥	5k♥	3♥/4♥	3 +♥ fit	18-19 / 16-17 (1)
		4♣/♦ (2)	Splinter (fit + sn or noth) (5350) (5341)	16-19
		2♠/3♠	6 card ♠, no fit ♥	18-19 / 16-17
		2/3NT	5 card ♠, no fit ♥	18-19 / 16-17
		3♣/♦	4+c♣/♦ (eg.also 5251)	16-19
2♠	5k♠	3♣/♦/♥	4+c♣/♦/♥ (+5c♠)	16-19
		4♣/♦/♥	Splinter (fit + sn or noth) (5350) (5341)	16-19
		2/3NT	5332	18-19 / 16-17

(1) Note that the opener stays low if maximal and with jump if minimal.

(2) The (jump) bid of the short suit gets preference above calling (natural) the 2<sup>nd</sup> suit because it hampers the opponents to intervene on the same level. A splinter also promises a fit. A 5251 hand with only a 2 card 'fit' may not be splintered. Then you bid first on level 3 the 2<sup>nd</sup> suit. Afterwards can you repeat it.

After splintering the partner will probably apply control bids.

This leads us to a few general rules at the 2<sup>nd</sup> rebid of the opener that simplify matters a great deal :

- 1.The strength at a fit in major or at a NT bid is told in an INVERS way.
- 2.A jump bid is splinter (= fit + Sn or nothington)
- 3.An economic new suit is a 4 card without somewhere a singleton.

### 5.2.3.2 1♣ -1♥ -1ZT

The opener (16-19) has hence either a 3334 , 2344 or a 4441: NO FIVE card .  
The partner now tells his 5 card major if only as a step to allow the opener to complete his hand .

OM= other major

Rebid partner		Rebid opener	distribution	Strength
2♥	5c ♥	3♥ /4♥	3 +♥ fit	18-19 / 16-17
		3♠/4♣/4♦	splinter and hence a 4441	16-19
		2♠ 3♣ 3♦	4 k♠,+ 4k♣ (1) 4k♣,+ 4k♦ 4 k♠,+ 4k♦	16-19
		2NT	Exact 4441 with sn in ♥	16-19
2♠	5c ♠	3♠/4♠	3+♠ fit	18-19 / 16-17
		4♣/4♦ /4♥	splinter and hence a 4441	16-19
		3♣ 3♦ 3♥	4k♣,+ 4k♦ (1) 4 k♥,+ 4k♦ 4 k♥,+ 4k♣	16-19
		2NT	Exact 4441 with sn in ♠	16-19

(1) If you do not give support you must have a 4432 . We bid the lowest of 2 four cards where ♣ indicates ♣ and ♦ . This means automatically that the OM-bid indicates the OM and ♣.

### 5.2.3.3 1♣ -1♥ - 2♣ /♦

The opener (16-19hp) has a 5+ card ♣/♦ . From 2 five cards minor you mention the highest. .  
The partner tells again his 5 card major , forcing. The opener clarifies his hand.

Om : Other minor, OM : Other Major

Rebid partner		Rebid opener	distribution	Strength
2♥/2♠	5k♥/♠	3♥ /4♥ 3♠/4♠	3 +♥/♠ fit	18-19 / 16-17
		Jump in Om or OM (1)	Splinter 3154 - 3055	16-19
		3♣/♦	6k♣/♦ No fit in major	16-19
		3Om , 2/3OM	4+k	16-19
		2/3NT	No fit in major	18-19 / 16-17

(1) The fact that you do NOT bid NT indicates here a fit . You only will mention a suit to tell something special like a singleton or nothington in that suit (with jump). A possible 2<sup>nd</sup> suit is mentioned by naming it in an economical way. It should already be about a 5 card because you are not interested in a NT-contract . Without a fit and without a singleton you put NT.

### 5.2.3.4 1♣ -1♥ - 2♥

The opener (16-19hp) has hence a 5+♥ where next to it a 5 card ♠ is impossible. A 5 card minor is possible. The possible distributions are 5332, 5422, 5431, 5440, 5521.  
The partner tells again his 5 card major , forcing. The opener clarifies his hand.

Rebid partner		Rebid opener	distribution	Strength
2NT	5k♥	3♣/♦/♠	4k ♣/♦/♠ [5422]	16-19
		4♣/♦/♠	splinter [5431] [5440] [5521]	16-19
		3NT	[5332]	16-19
2♠	5k♠	3♠/4♠	3 +♠ fit	18-19 / 16-17
		3♣/♦	4+k ♣/♦ , no fit	
		3♥	6k♥, no fit	16-19
		4♣/♦	splinter [5431] [5440] [5521]	16-19
		2/3NT	No fit in major	18-19 / 16-17

### 5.2.3.5 1♣ -1♥ - 2♠

The opener promises a 5 card ♠ but now (jump!) along with 20+ hp. On the other side of the table we have a partner , also with a 5 card major and this is now told economically. Next the opener will tell his hand further in a natural way.

Rebid partner		Rebid opener	Distribution	Strength
2NT	5k♥	3♥ /4♥	3+k ♥	22 / 20-21
		3♣/♦	4+k ♣/♦ , no fit	
		3♠	6k♠, no fit	20+
		4♣/♦	splinter [5431] [5440] [5521]	20+
		3NT	[5233] with 2♥	20+
3♠	5k♠	3NT	No 4card next to the 5 card ♠	22+
		4♣/♦/♥	4+k ♣/♦/♥	
		4♠	No 4 card next to the 5 card ♠	20-21

### 5.2.3.6 1♣ -1♥ - 2ZT

The opener declares a balanced hand and 20+ hp (jump). The partner tells again via the lowest available bids which is his major.

Herbid partner		Herbid opener	Distribution	Strength
3♣	5k♥	3♥ /4♥	3+k ♥	22 / 20-21
		3♠	4k♠, no fit [4234] [4144]	20-22
		4♣/♦/♠	splinter [1444] (1)	20-22
		3NT	(3244) with 2♥	20-22
3♦	5k♠	3♠/4♠	3+card ♠	22 / 20-21
		3♥	4k♥, no fit [4234] [4144]	
		3NT	(2344) with 2♠	
		4♣/♦/♠	splinter [1444] (1)	

(1) No jump bid but the fact the you go beyond 3NT 'without reason' indicates something special , like a sn.

### 5.2.3.7 1♣ -1♥ - 3♣/♦

The opener declares a 5 card minor and 20+ hp. The partner tells first his major.

Om : other minor

Rebid partner		Rebid opener	distribution	Strength
3♥	5c♥	4♥	3+k ♥	20-21
		3♠/4Om	Fit ♥ and control in called suit	22+
		4♣/♦	6card ♣/♦ (repeated suit)	20+
		3ZT	No fit ♥ [5233]	20+
3♠	5c♠	4♠	3+k ♠	20-21
		4♥/4Om	Fit ♠ and control in called suit	22+
		3ZT	No fit ♠ [5233]	20+
		4♣/♦	6card ♣/♦ (repeated suit)	20+

When the opener goes beyond 3NT he prefers not to play 3NT because of a unbalanced distribution, e.g. 5431

### 5.2.3.8 1♣ -1♥ - 3♥

The opener promises a 5 card ♥ but now with 20+ hp.

On the other side of the table we have a partner, also with a 5 card major and this is now told economically. Next the opener will tell his hand further in a natural way.

Rebid partner		Rebid opener	Distribution	Strength
3NT	5c♥	4♥		20-22
		4♣/♦/♠	Fit and lowest control	20-22
3♠	5c♠	3NT	No fit	20-22
		4♣/♦	Fit and lowest control	22
		4♥	6 card ♥	20-22
		4♠	3+ card ♠	20-21

With the same 5 card (♥) on the other side slam is near. The opener can start control bids.

### 5.2.4 1♣(16+) - 1♠ (8+hp, no 5 card major)

The partner has no 5 card major but possibly a 5 card minor. The possible distributions are 3334 - 2344 - 4441 - 2335 . 54 distributions and 6 cards are brought via LT2-like answers.

The partner becomes the LEADER of the auction and the opener now tells his hand - **natural** - (and hence NOT in transfer) and his strength where a jump indicates 20+hp:

Rebid opener	Distribution	Strength
1NT	No 5 card	16-19
2♣/♦	5 card ♣/♦	16-19
2♥/♠	5 card ♥/♠	16-19
2NT	No 5 card	20+
3♣/♦	5 card ♣/♦	20+
3♥/♠	5 card ♥/♠	20+

We desert here the transfer technique because the original reasons are gone: the auction is game forcing, the strong hand should be able to tell a possible 5 card.

The opener will where possible whether or not he is below or above the 20+hp.



If possible , the 4♣ ("Four-Leaf Clover"-convention) rebid of partner , after the opener has told his hand , will ask for the strength of the opener : 4♦ = 20 - 21 , 4♥ = 22+ hp.

### 5.2.4.1 1♣ -1♠ -1ZT

The opener promises a natural balanced hand of 16-19 hp. The partner clarifies now his distribution in a 100% natural way , WITHOUT (false) Staymans or transfers :

Rebid partner		Rebid opener	distribution	Strength
2♥	4k♥ 4k♠ possible	3♥ /4♥	4k♥ fit	18-19 / 16-17
		3♣ /♦ /♠	Fit ♥ + 4k ♣ /♦ /♠ [4432]	16-19
		2♠	4 card ♠, no fit ♥ [4333] [4342]	16-19
		2/3NT	No fit ♥ No 4 card ♠	18-19 / 16-17
2♠	4k♠, no 4k♥ possible	3♠ /4♠	4k♠ fit	16-19
		3♣ /♦ /♥	Fit ♠ + 4k ♣ /♦ /♥ [4432]	16-19
		2/3NT	No fit ♠ No 4k♥	18-19 / 16-17
2♣ /♦	5k♣ /♦ [5332]	3♣ /♦	3+card ♣ /♦	
		2/3NT	No fit	18-19 / 16-17
2ZT	No 4 card Major no 5card minor	3♣ /♦	4k ♣ /♦	
		3NT	No 4 card ♣ /♦	

### 5.2.4.2 1♣ -1♠ -2♣/♦

The opener promises a 5k ♣/♦ and 16-19 hp. The partner now clarifies his distribution on a 100% natural way (without Stayman or transfers) :

Rebid partner		Rebid opener	distribution	Strength
2♥	4c♥ 4c♠ possible	3♥ /4♥	4k♥	18-19 / 16-17
		3♣/♦ (repeated suit)	6k ♣/♦	16-19
		2♠	4 card ♠, no fit ♥ [4252]	16-19
		3♠, 4 Om	Fit with sn in ♠ or other minor	16-19
		2/3ZT	no fit ♥ no 4k♠	18-19 / 16-17
		3Am	4k in other minor en 5422	16-19
2♠	4c♠, no 4c♥ possible	3♠ / 4♠	4card♠	18-19 / 16-17
		3♣/♦ (repeated suit)	6card ♣/♦	16-19
		3Om/♥	4k card and 5422	16-19
		2/3NT	No fit ♠ no 4k♥ [5332]	18-19 / 16-17
2♦ (after 2♣)	5c♦, no 4card Major	2/3NT	no fit ♦	18-19 / 16-17
		3♣	6 card ♣	16-19
		3♦	Fit	16-19
		4♥/♠	splinter	16-19
2NT	No 4c Major no 5c minor	3♣/♦	6k ♣/♦	
		3NT	No 4card ♣/♦	16-19
3♣ (after 2♦)	5+c ♣, no 4card major	3NT	No fit	16-19
		4♣	4card Fit [5422]	18-19
		4♦	6card♦	
		4♥/♠	Fit with sn in ♥/♠	
		5♣	4card fit	16-17

### 5.2.4.3 1♣ -1♠ -2♥/♠

The opener tells immediately his 5+card major. The partner asks with 2NT (relay) to tell further his hand .

Rebid partner		Rebid opener	distribution	Strength
2NT	Relay	3♥/♠	6k♥/♠	16-19
		3♣/♦/OM	4k♣/♦/OM	16-19
		4♣/♦/OM	5k♣/♦/OM (1)	16-19
		3NT	No 4card	16-19

Here can not be confusion about splinter because the opener does not (yet) know whether or not partner has a fit. A jump now indicates a 5 card what indirectly means the existence of a singleton in one of the 2 remaining suits.

### 5.2.4.4 1♣ -1♠ -2NT

The opener promises a natural balanced hand of 20+ hp. The partner clarifies now his hand in a 100% natural way, WITHOUT (false) Stayman or transfers :

Rebid partner		Rebid opener	distribution	Strength
3♥	4c♥ 4c♠ possible	4♥/4NT	4k♥ fit	20-21/22+
		3♠	4 card ♠, no fit ♥ [4333] [4342]	20+
		3NT	No fit ♥ no 4card♠	20+
3♠	4c♠, no 4c♥ possible	4♠/4NT	4card♠ fit	20-21/22+
		3NT	No fit ♠ no 4 card ♥	20+
3♣/♦	5k♣/♦ [5332]	3♥ (1)	3+card ♣/♦	
		3ZT	no fit	20+
3NT	No 4c Major no 5k minor 8-9hp	5♣/♦	4c♣/♦	
		4NT	RKCB	
		PASS		
4♣/♦	No 4c Major no 5k minor >=10hp	4NT	RKCB	

(1) Conventional. This allows you, with the knowledge of a fit, to continue the investigation for instance via Four-leaf clover .

### 5.2.4.5 1♣ -1♠ -3♣/♦

The opener promises a 5card ♣/♦ and 20+ hp. The partner clarifies now his hand in a 100% natural way, WITHOUT (false) Stayman or transfers :

Rebid partner		Rebid opener	distribution	Strength
3♥	4c♥ 4c♠ possible	4♥/4NT	4card♥	20-21/22+
		4♣/♦ (repeated suit)	6card ♣/♦ (no fit)	20+
		3♠	4 card ♠, no fit ♥ [4252]	20+
		4Om	Fit with sn in other minor	20+
		3NT	No fit ♥ no 4k♠ No sn	20+
3♠	4c♠, no 4c♥ possible	4♠/4NT	4card♠	20-21/22+
		4♣/♦ (repeated suit)	6card ♣/♦ (no fit)	20+
		4Om	Fit with sn in ♥ or in other minor	20+
		4♥	4k♥ (1)	20+
		3NT	No fit ♠ no sn	20+
3♦ (after 3♣)	5c♦, no 4c Major	4♣	6card ♣	20+
		3♥/♠	Fit ♦ 3c/4c	20+
		3NT	No 3card ♦	20+
3ZT	No 4c Major 8-9hp (2)	PASS 4NT	RKCB	20+
		5♣/♦		20+
4♣ (after 3♣)	No 4c Major ≥10hp	4NT 5♣		20+
4♣ (after 3♦)	5k♣, no 4c major ≥10hp	4NT	RKCB	20+
		4♦	6card♦	
4♦ (after 3♦)	Fit ≥10hp	4NT	RKCB	20+

(1) Not to find a fit (partner has denied a 4card) but to indicate a San in ♠ (1453) what makes the hand not suitable for 3NT.

(2) After 3♣ this denies a 5card♦. After 3♦ partner still can have 5k♣.

### 5.2.4.6 1♣ -1♠ -3♥

The opener tells immediately his 5+card major and strength : 20+hp.

Rebind partner		Rebind opener	distribution	Strength
3♠	4 card ♠	3/4NT	No fit ♠	20-21 /22+
		4♥	6card♥	20+
		4♠	Fit ♠	20-21
		4NT	Fit ♠	22+
3ZT	No 4c♠ No 3c♥ 8-9 hp	Pass		20-21
		4♥	6card♥	20-21
		4♣/♦	5card ♣/♦	20-21
		4NT	RKCB	22+
4♣/♦	4+card ♣/♦ no fit, >=10 hp	4NT	RKCB	
4♥/♠	Fit ♥ 8-9/>=10 hp	PASS / 4NT		

### 5.2.4.7 1♣ -1♠ -3♠

The opener tells immediately his 5+card major and strength : 20+hp.

Rebind partner		Rebind opener	distribution	Strength
3NT	No 4card♠ No 3card♥ 8-9 hp	Pass		20-21
		4♠	6card♠	20-21
		4♣/♦/♥	5card ♣/♦/♥	20-21
		4NT	RKCB	22+
4♣/♦	4+card ♣/♦ no fit, >=10 hp	4NT	RKCB	
4♥/♠	Fit ♥ 8-9/>=10 hp	4♠ / 4NT		

### 5.2.5 1♣ (16+) – 1NT/2♣/2♦/2♥ (8+hp, LT2 distribution)

The partner declares the auction as forcing for game and indicates

Either a 6 card (in the next higher suit)

Either a 4-5 / 4-6 distribution with a 4 card in the next higher suit . (=Linear Transfer 2).

The opener ALWAYS accepts this transfer (+1) with 16-19 hp and bids +2 with 20+ hp.

After the rebid of the partner , the opener possibly still can tell his own suit : 5 card , and when jumping = 6k , especially when it is a major .

If the partner own a two suiter , the opener will show a fit in the following way :

- economically = 18-19 hp

- with jump =16-17 hp.

A special case at LT2 is 2♠ (here as answer on the 1♣ -opening).

It exactly tells about 4♠ and 5♥ , and >=8hp.

If a fit exists, it is told : low with 20+hp, high with 16-19 (without passing the game bid).

Without fit it becomes 2/3NT according 20+/16-19 .

Note that now , in contradiction with the other answers (1♥ , 1♠ ) it is now the opener who answers the call of the partner , i.s.o. telling his own hand. This mainly due to the nature of a transfer that uses another suit to indicate the owned suit. That other suit is in this kind of auction sometimes the suit of the opener who should in the other scenario use the next level to tell his suit. In addition you have the effect that, when having a two suiter, the partner will then name his 2<sup>nd</sup> suit with the result that the auction gets too high. Therefore, it is much better to just answer the LT2 bids with the knowledge that you do not stop under game.

### 5.2.6 1♣ (16+) – 2ZT/3♣/3♦/3♥ (8+hp, LT3 distribution)

The partner makes the auction forcing for game and indicates

Either a 7+ card (in the next higher suit)

Either a 5-5 / 5-6 distribution with the 5 card in the next higher suit . (=Linear Transfer 3).

The opener answers the transfer (+1) ALWAYS with 16-19 hp and bids +2 with 20+ hp.

### 5.2.7 The opponents overcall ...

Lots of opponents think they can overcall the 1♣ –opening without risk because the partner needs to answer the opening anyway to indicate points. Now, let's give those opponents a surprise by going away from this habit of indicating points. We only treat the intervention by the first opponent. When the 2<sup>nd</sup> opponent overcalls after the answer of partner , everything is natural anyway.

We differentiate between an overcall on the one - or two- level.

But first a few words on the DOUBLE overcall.

#### 5.2.7.1 Overcall = Double

We make grateful use of this intervention :

-Pass = 0-4 hp

-Redouble = 5-7 hp

For the remaining actions the 'SYSTEM' is 'ON' where we gain 1♦ à la MUTOS .

-1♦ : >=8hp, and an unknown 5card minor, analog to the MUTOS 1♦ –opening !

-1♥ : >=8hp and an unknown 5card major, analog to the MUTOS 1♥ –opening !

-1♠ : >=8hp and a 5 card-less hand, analog to the MUTOS 1♠ –opening !

-LT2/LT3 ....: >=8hp ...

### 5.2.7.2 Overcall = Suit on 1-level

Now comes the surprise :

#### 5.2.7.2.1 PASS

A multi - pass :

-either < 5hp

-either all distributions from 8hp onwards . In this case the auction becomes immediately forcing for game. In both cases the opener calls either his 5 card

either 1NT when having a stop in the overcalling suit

or , when one of the previous options is not possible : double.

In all cases , he keeps the auction low because his partner can have 0 points. Only with 21+hp (because  $21 + 4 = 25$ ) he bids with a jump, or cues making the auction forcing for game.

After a 1NT-rebid , the weak partner can exercise a transfer to a 5 card for improving the contract. Stayman though will indicate the  $\geq 8$ hp-variant.

After a double the weak partner (<5hp) will chose economically his best suit (and with stop lay 1NT ), and jump in case of the strong variant.

#### 5.2.7.2.2 1NT

a la Laurel & Hardy : 6-7hp and somewhere a 5 card . The opener will bid  $2\clubsuit$  with 16-17 hps , and  $2\diamond$  with 18-19 hps (MF).

After  $2\clubsuit$  the partner will pass or show cheap his 5 card.

After  $2\diamond$  he will bid 2NT with a 5 card  $\diamond$  . With a 6 card , he bids  $3\diamond$  . Another suit than  $\diamond$  is named economically.

#### 5.2.7.2.3 Economic overcall

à la Laurel & Hardy : 6-7hp and 2x 4 four cards outside the bid and overcalled suit. The opener again makes difference between 16-17 and 18+ either by bidding economically or with jump. In the latter case , the auction is forcing or game.

#### 5.2.7.2.4 Double

a la Laurel & Hardy : 6-7hp and 3 or 4 four cards in the uncalled suits outside the overcalling suit. The opener again makes difference between 16-17 and 18+ either by bidding economically or with jump. In the latter case , the auction is forcing or game.

### 5.2.7.3 Overcall = 1NT

If the overcall indicates 15-17hp then not much honor points are left. The part-score is a fact. Partner will pass unless he can call a suit with length (6+) when not vulnerable. Values are shown ( $\geq 5$ hp) with double that is considered as penalty. .

If the 1NT overcall is conventional and shows less strength than 15hp , then we bid +- natural like below when the overcall happens on level 2.

### 5.2.7.4 Overcall = Suit on level 2

After an overcall on level 2 we leave the Laurel & Hardy -variant : we pass with 0-5 hp , the other bids indicate 6+hp, in a natural way where (with exception of the double) we bid with or without jump to indicate 6-7 or 8+ :

Double : no 5card and 3- or 4cards in the remaining suits.

2NT : 6-7hp, no 5 card but a stop in the overcalling suit. With 8hp and stop you must bid 3NT.

Economic suit : 5+ card , 6-7 hp. With 8+hp you jump without passing "NT. Would a jump lead you beyond 3NT , consider a cue asking for a stop.

### 5.2.7.5 Overall = Suit on level 3 or 2NT

After an overall on level 3 we pass with 0-7 hp. The other bids point at 8+ , always natural :

Double : no 5 card and 3 or 4 cards in the remaining suits.

3NT : no 5 card but a stop in the overcalling suit.

Economic suit : 5+k

In all cases (except pass) it is forcing for one round .

Meaning of the answers after 1♣ opening [DO] (16hp, all distributions)									
Answ ▼	Bid of LHO wrt opener								
	PASS	DBL	1♦	1♥	1♠	1NT	2♣	2♦	
pass		<5hp	<5 hp or 8+			<5 hp	<6 hp or 8+		
Dbl			5-7hp, unbid suits			>=5hp	6-7hp, unbid suits		
Redbl		5-7hp							
1♦	0-7hp	8+, 5+min							
1♥	8+, 5+maj		6-7, ♣and ♠						
1♠	8+, no 5c major		6-7, ♣and ♥		6-7, ♣and ♦				
1NT	8+,LT2		6-7, 5card?						
2♣	8+,LT2		6-7, ♥en♠		6-7, ♦and♠		6-7, ♦en♥		<5hp, 5+♣
2♦	8+,LT2				6-7, ♣and♠		6-7, ♣and♥		<5hp, 5+♦
2♥	8+,LT2						6-7, 5♣ and 5♦		<5hp,5+♥
2♠	8+, 4♠, 5♥							<5hp,5+♠	
2NT	8+,LT3							6-7, 5♣+♦	
3♣	8+,LT3							8+, ? stop?	
3♦	8+,LT3							6-7, 5+♣	
3♥	8+,LT3							8+, ? stop?	



## QUIZ

How does the auction run according to 1♣ [DO] ?

33-/VUL

♠ V8		♠ B7
♥ AH1094		♥ B82
♦ AHB8		♦ 975
♣ 92		♣ AV1085

34-/NV

♠ HVB43		♠ 109
♥ AV		♥ B82
♦ HB8		♦ A975
♣ V92		♣ H854

35-/NV

♠ HV87		♠ A6
♥ A109		♥ HB652
♦ HVB8		♦ 965
♣ HV		♣ 1085

36-/NV

♠ 752		♠ AV1086
♥ A1092		♥ V86
♦ AHB		♦ 96
♣ AHV		♣ 1085

37-/NV

♠ HB1087		♠ A6
♥ A10		♥ B82
♦ AB8		♦ H965
♣ HV9		♣ 10854

38-/Vul

♠ HV9		♠ A8754
♥ 5		♥ AVB
♦ AB8		♦ H65
♣ AHV764		♣ 108

39-/Vul

♠ HV932		♠ 87
♥ A		♥ 10982
♦ B108		♦ HV965
♣ AHV7		♣ 85

40-/Vul

♠ HV9		♠ A8754
♥ 5		♥ B82
♦ AB8		♦ 965
♣ AHV764		♣ 108

41-/Vul

♠ HV		♠ B8754
♥ 872		♥ AH62
♦ AHB108		♦ 95
♣ HV9		♣ A5

42-/Vul

♠ AV986		♠ 107
♥ AVB		♥ H9852
♦ B8		♦ AHV9
♣ H64		♣ 108

43-/Vul

♠ HV		♠ B854
♥ 872		♥ AH62
♦ AHB108		♦ 95
♣ AHV		♣ 542

44-/Vul

♠ AV986		♠ 107
♥ AVB		♥ H985
♦ B8		♦ AHV9
♣ H64		♣ 1087

## ANSWERS

33-/Vul	
♠ V8	♠ B7
♥ AH1094	♥ B82
♦ AHB8	♦ 975
♣ 92	♣ AV1085



1♣ 1♠  
2♥ 4♥  
pass

East makes the auction forcing for game ( $\geq 8$ hp) and denies a 5card major. West's first rebid must be natural : 2♥ what indicates 16-19hp and a 5k♥. East can chose between 3♣ and a direct 4♥

34-/NV	
♠ HVB43	♠ 109
♥ AV	♥ B82
♦ HB8	♦ A975
♣ V92	♣ H854



1♣ 1♠  
2♠ 2NT  
3NT pass

East (GF) denies a 5card major. West offers his 5 card in a natural way : 2♠ what shows 16-19hp . East denies support (2NT) and West has no 4 card to offer. Hence 3NT.

35-/NV	
♠ HV87	♠ A6
♥ A109	♥ HB652
♦ HVB8	♦ 965
♣ HV	♣ 1085



1♣ 1♠  
2♠ 2NT  
3NT pass

East (GF) denies a 5card major. West offers his 5 card in a natural way : 2♠ what shows 16-19hp. East wants to know more (2NT) and West has no 4 card to offer, hence 3NT.

36-/NV	
♠ 752	♠ AV1086
♥ A1092	♥ V86
♦ AHB	♦ 96
♣ AHV	♣ 1085



1♣ 1♥  
2NT 3♦  
4♠ pass

East (GF) promises an unknown 5 card major. West bids natural. East now tells via 3♦ that spades is his suit. 4♠ indicates a fit ( 3 card) and 20-21hp. With a bit more it had become 3♠ .

37-/NV	
♠ HB1087	♠ A6
♥ A10	♥ B82
♦ AB8	♦ H965
♣ HV9	♣ 10854



1♣ 1♠  
2♠ 2NT  
3NT pass

East (GF) denies a 5card major. West bids in a natural way his 5 card : 2♠ (16-19hp). East denies support (2NT) and West has no 4 card to offer , Hence 3NT.

38-/Vul	
♠ HV9	♠ A8754
♥ 5	♥ AVB
♦ AB8	♦ H65
♣ AHV764	♣ 108



1♣ 1♥  
3♣ 3♠  
4♠ 4NT  
5♦ 7NT

East (GF) promises a 5 card major , ♥ or ♠. West bids in a natural way : 3♣ : 5+ and 20+hp. East tells his major : 3♠ and 4♠ indicates a 3card fit and 20-21hp. East asks for aces and gets 3 key cards. With 34-35hp , 2 five cards and all keycards, the contract is 7ZT.

39-/Vul	
♠ HV932	♠ 87
♥ A	♥ 10982
♦ B108	♦ HV965
♣ AHV7	♣ 85



1♣ 1♦  
1♥ 1♠  
3♣ 3NT

East limits his hand till 7hp with 1♦. West rebids now duo major 1♥ . East only has 5hp but lots of good middle cards and 'simulates' 6hp by using the 1♠-relay bid. Now the LAM-convention becomes active and 3♣ tells about a 5k♠ and  $\leq 2k♥$  and 19hp. East decides for 3NT .

40-/Vul

♠ HV9		♠ A8754
♥ 5		♥ B82
♦ AB8		♦ 965
♣ AHV764		♣ 108

1♣	1♦
2♣	2♠
3♠	4♠

East limits his hand till 7hp (1♦). 2♣ is real and 16-19hp. 2♠ also is real and West invites now because of the fit, his strength and sn hearts. East accepts the invitation and ends with 4♠.

41-/Vul

♠ HV		♠ B8754
♥ 872		♥ AH62
♦ AHB108		♦ 95
♣ HV9		♣ A5

1♣	2♦
2♥	2♠
3♦	3NT.

East (GF) has either a 6 card ♥ either a 4 card ♥ and another 5 card. West is (with 16-19) obliged to 2♥ and 2♠ reveals now a 5-4 spades-hearts. West denies a fit and shows his 5k♦. East stays modest and ends with 3NT.

42-/Vul

♠ AV986		♠ 107
♥ AVB		♥ H9852
♦ B8		♦ AHV9
♣ H64		♣ 108

1♣	2♣
2♦	2♥
3♥	4♥.

East (GF) has either a 6 card ♦ either a 4 card ♦ and another 5+ card. West is due (with 16-19) to 2♦ and 2♥ now reveals a 5-4 hearts-diamonds. West shows the fit and Oost ends in 4♥

43-/Vul

♠ HV		♠ B854
♥ 872		♥ AH62
♦ AHB108		♦ 95
♣ AHV		♣ 542

1♣	1♠
3♦	3♥
3NT	

East (GF) has a balanced hand. West tells in a natural way his hand : 20+ and a 5+card ♦. 3♥ is an attempt to find a 4-4 fit in majors. The fit is not there, hence 3NT.

44-/Vul

♠ AV986		♠ 107
♥ AVB		♥ H985
♦ B8		♦ AHV9
♣ H64		♣ 1087

1♣	1♠
2♠	2NT
3NT	

East (GF) has a balanced hand. West reveals his hand : 16-19 and a 5+♠. With 2NT he asks for more information and without a 6 card or 4 card the end contract is 3NT.

## 6 Conclusion

At this point we request the reader to revisit the characteristics of paragraph 1.4. They now can be better understood compared with a first reading.

The power of MUTOS is in the combination of the

- minors in one bid -1♦ - (so 1♣ comes free for the strong hands, in analogy with Strong Clubs).
- majors in one bid -1♥ - (so 1♠ comes free for the balanced 5 card less hands)

The direct consequence is that, as the modern bridge play demands more and more, in MUTOS the whole level 2 can be used for the weaker hands with distribution values: this jeopardizes the normal build up for the opponents and yet we have enough safety built in for the own partnership. We apply here a simple algorithm that we baptized as 'Linear Transfers' and where the available 1NT and 2NT are used as entry for clubs.

After a long period of testing in tournaments, refining and tuning but also simplifying we have entered now with MUTOS a stable phase. The system proves again and again to be solid as all hands can easily be bid. More: thanks to j LT2 in MUTOS the weak 5-4 or 5-5 or 6xxx hands can be bid where other systems simply pass. Because hands between 7-11hp have a high frequency of appearing (44,6%) this will enhance your bid pleasure a great deal.

A big satisfaction lies in the application of 1♣ -opening [DO] where we re-use the MUTOS openings of the one level.

### 6.1 Global MUTOS summary ♣♦♥♠

	HPs >	<6	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
Balanced	geen 5k	PAS								1S			1K1								

#### 1-Kleur spel

5k	5 3 3 2	PAS								1R/H			1K1								
6k	6 3 2 2	PAS		LT2				1R/H			1K1			1K/LT2			1K1				
7-8k	7 3 2 1	PAS		LT3				1R/H			1K1										

#### 2-Kleuren spel

4-5	2S=4S+5H	PAS		2S/LT2				1R/H			1K1								
5-5		PAS		LT2				1R/H			1K1								
4-6		PAS		LT2				1R/H			1K1								
5-6		PAS		LT3				1R/H			1K1								

A useful and simple overview of all MUTOS openings.

When being vulnerable, it is recommended to apply the LT2/LT3 openings with maximal hands: 9-10 hp.

## 7 Defense

The defense upon which a partnership agrees has little to do with the basic bridge system itself. Yet, we do want to give here our defense as used in MUTOS as it contains a few 'modern' elements. Elements with the same characteristics. It makes this book complete and it will help you, once well managed, to obtain nice successes.

Defending can have several purposes : either you want to indicate a lead, either you want to fight for a part score or maybe you just want to disturb the opponents to disable them to unroll their normal bidding scheme and maybe even to make mistakes . These goals depends also from the height and strength of the openings. As such a defense against a preemptive opening will more aim to find the right contract in contrast with the defense against a strong 1NT opening where the aim is to disturb.

We treat in sequence

- the defense against 1 level openings
- the defense against preemptive openings
- the defense against the strong 1NT
- the defense against the strong 1♣ opening

### 7.1 Defense against 1x

Defending against a 1 opening is the most difficult because all goals of a defense can be present at the same time. We do give here priority to fighting the part score and agree on a strength of 12-15 hp when intervening in an economic (no jump) way. Stronger hands are announced via a double.

Weaker hands that you do want to show must have, alike the LT2 bids, an added value : either a clear one suiter, either a two suiter. You should not be vulnerable or you risk to receive a penalty double. The one suiter is brought via a jump, the two suiter via quantum, see further.

#### 7.1.1 Laurel and Hardy Complex (LAH)

The basic idea is to announce a 5 card via 1NT and hands with 2 4 cards outside the opening suit via bidding the 2<sup>nd</sup> short suit.

In this way, Laurel and Hardy completes the double for information that promises all unbid suits in at least a 3 card. The info-double forces the partner to call at least a 4 card if his RHO passes. It does happen that, with 12-15hp, you do not have a 5 card and still can not guarantee all unbid suits. In those cases, Laurel and Hardy offer an interesting option : you call ECONOMICALLY ( on level 1 but sometimes also level 2 ) as *first defender* your short suit by which you promise a 2x 4 card in the unbid suits.

- a. After 1♣, 1♦ promises the 2 majors in a 2x 4 card .
- b. After 1♣, 1♥ promises 4+c♦ and 4c♠
- c. After 1♣, 1♠ promises 4+c♦ and 4c♥
- d. After 1♦, 1♥ promises 4+c♣ and 4c♠
- e. After 1♦, 1♠ promises 4+c♣ and 4c♥
- f. After 1♦, 2♣ promises 4c♥ and 4c♠
- g. After 1♥, 1♠ promises 4c♣ and 4c♦
- h. After 1♥, 2♣ promises 4+c♦ and 4c♠
- i. After 1♥, 2♦ promises 4+c♣ and a 4k♠
- j. After 1♠, 2♥ promises 4+c♣ and 4c♦
- k. After 1♠, 2♦ promises 4+c♣ and 4c♥
- l. After 1♠, 2♣ promises 4+c♦ and 4c♥

Note that in cases b, c, d, e, h, i, k and l it can be that you hide at first a 5 card minor but for a very good reason : you do show the 4 card major .

In this way you will be able to bid lots of hands of 12-15hp without holding a 5 card. The remaining of the auction runs in a natural way :

- Choosing one of the promised suits is picking out the best playable contract in a competitive auction. You have < 10hp .
- Choosing one of the promised suits *with jump* indicates 10-11 hp .
- 1NT is natural and prefers 1NT above a 2 level contract (7-9hp)
- 2NT is also natural but promises at least 10-11hp
- 2 in the opening suit , even when it can be a conventional bid , is a cue and GF.

1NT promises 'somewhere' a 5 card and 12-15hp. Notice, with a 5 card minor and a 4 card major we give preference to indicate this two suiter in stead of showing the 5 card. With one 5 card major and one 5 card minor you bid nevertheless the other short suit. If partner now chooses the minor, you still can bid the major . Partner will now realize that you do not have a 4 card major but a 5 card and also, that you have a 5 card minor.

With 2 five cards major (or minor) you also bid the short suit and you can , after partners choice , name the other major (or minor) .

If the opponent opens on level 1 you always can bid 1NT when owning a 5 card. If you offer economically a suit on level 2 then you promise the other suits. A jump though indicates a 5+ card and weak (non-vulnerable) or strong (vulnerable).

+A partner with < 10hp is supposed to bid 2♣ and then his partner will name his 5 card.

Sometimes it can happen that the 2<sup>nd</sup> defender has a long major himself . He then will name it directly : 2♥/♠, in stead of following his partner with 2♣ .

+With 10-11hp his reply is 2♦ , conventional, without a 5card major and without a singleton in ♦ after which

--a strong Laurel & Hardy-initiator (14-15) names his suit on level 3 and

--with less strength a) passes (5k♦) or b) names his 5card suit on level 2 or c) with 2NT indicates a 5card ♣ .

With 10-11hp and a 5 card major the partner names the 5 card . Without a 5card but with a singleton sn ♦ he bids 2NT.

+Finally a very strong partner (12+hp) without a 5 card or with 5 card ♣ will bid 3♣ , and with a 5 card name this suit on level 3 . 3NT indicates right away a stop in the openingsuit . A cue is an alternative as long as the opening is not 1♣ .

Some people might feel uncomfortable by the use of 1NT in this way because it is...unusual ? In the normal use of 1NT you promise a balanced hand with 15-17hp , also in defense but if you start calculating the probability of this event after an opening of 12-15hp , you can classify this along with the rare occasions. In addition you can show your strong balanced hand in another way : either in the maximum range of a Laurel & Hardy defense or with a double followed by a NT-rebid. Hence, 1NT has been made free for a more useful purpose with a much higher frequency. That's what is happening here.

This Laurel & Hardy - defense fits in the character of MUTOS because it is annoying :

- you take away a bidding level with 1NT for the answering opponent
- you name a short suit that with some decent probability is the suit of the opponent who now has to announce his suit a level higher than else. And maybe, the opponents generate some misunderstandings in the use of cue-bids.

LAUREL & HARDY is not being applied as 2<sup>nd</sup> defender unless otherwise the auction would end (RHO passes) .

West	S	W
♠ 74	1♦	1♠
♥ KQ85		
♦ B2		
♣ AK103		

You name your short suit as you have 12-15 hp.

West	S	W
♠ 64	1♣	1♠
♥ KQ98		
♦ AQB82		
♣ 53		

Even when holding a 5 card minor, you must show your 4 card major .

West	S	W	N	E
♠ K93	1♦	1NT	pas	2♣
♥ AK974	2♦	2♥		
♦ 72				
♣ K104				

13 hp and a 5 card, hence 1NT . 1♥ is reserved for 4c♠ and 4+c♣ . After partner's 2♣ your answer is 2♥ .

West	S	W
♠ 106	1♦	3♣
♥ 94		
♦ 102		
♣ AKJ983		

Laurel & Hardy bids demand 12-15hp. With less you need not to be silent but if you talk it must be with jump. Can be with a 5 or 6 card. The vulnerability and quality of the hand are to be considered.

East	S	W	N	E
♠ 106	1♦	1ZT	pas	2♥
♥ AQJ74	pas	pas		
♦ 102				
♣ KJ98				

Majors get preference from 10-11hp onwards on the weaker 2♣ bid : tell your 5 card ♥ immediately and bid 2♥ . West is minimal and has nothing to add.

In summary :

When holding 12-15hp we apply Laurel & Hardy or info-doublet .

Five cards are bid via 1NT unless you have  
 -a 5 card minor and a 4 card major . Bid your short suit next to the opening suit.  
 -2 five cards . Bid your 2<sup>nd</sup> short suit and after partners choice you bid the other long suit.  
 Partner knows now you have 2 five cards and 12-15hp.

In Laurel & Hardy 1x / 2x you bid economically the shortest suit which can end at the 2<sup>nd</sup> level. You do this taking into account with the risk : it could be that partner can only confirm the suit on the level 3. Being vulnerable you need more strength than being non-vulnerable.

When you shortest suit near the opening suit is already a 3 card you could consider a info-doublet. Reverse, when your hand does not comply the prerequisites for a info-doublet (see further) because you can not support all unbid suits, look if Laurel & Hardy can offer a solution.

A jump un-does the Laurel & Hardy :

- non-vulnerable it is a 5+ card , but LESS than 12hp.
- When vulnerable it has little sense to jump without a back-up of strength. Therefore this is an 'intermediate' : 12-15 hp but at least a 6card (with a 5card you bid 1NT).



### 7.1.2 Information doublet

The info-doublet promises 12-15 hp and a 3 card in every unbid suit. The partner will chose based on an own 4 card in an economical way with 0-8 hp and with jump when holding 9-11 hp.

Without a 4 card in the offered suits you can deviate towards 1NT (7-9) or 2NT (10-11) where you probably will have a stop in the opening suit.

The game-forcing answer is 2 in the opening suit (cue). The info-double initiator chooses economically for his best 4 card suit with priority for the majors.

Possibly there is a 2<sup>nd</sup> type of hand behind the info-double : the one with 16+ hp and all possible distributions. The partner replies as on a normal info-double but afterwards the double-initiator changes from suit or raises the suit.. which is unnecessary when holding (only) 12-15hp. It is indeed the indication of a strong hand 16+hp.

<p>-/Vul</p> <p>♠ KQ10     ♠ A643  ♥ 87         ♥ A94  ♦ AK87      ♦ 98  ♣ 8753      ♣ .1752</p> 	<p>S    W    N    E</p> <p>1♥ dbl pas 2♠  pas pas pas</p>	<p>East names a 4 card suit with priority a major and as he jumps, shows also a strength of 9-11hp.</p>
<p>-/-</p> <p>♠ AHQ105     ♠ 643  ♥ 87            ♥ A94  ♦ AK87         ♦ 9642  ♣ .110         ♣ 752</p> 	<p>S    W    N    E</p> <p>1♥ dbl pas 2♦  pas 2♠ pas</p>	<p>West must first double as he has 16+ hp. Then he can show his 5 card ♠.</p>

### 7.1.3 (Adapted) Quantum defense [cuebid/2ZT]

Where the Laurel & Hardy shows either a 5 card (1NT) or 2 four cards (1y / 2y) and where the info-double shows 3 or 4 cards in the unbid suits, is the quantum used to tell two suiters. This defense is applied in 1st or 2nd defense position and only on a 1 level opening. It is a PREEMPTIVE bid (8-11hp) and is therefor applied in non-vulnerable situations :

- 2-level bid in the opening suit (cue) = 5card in the highest unbid major and another 4+ card (unknown) outside the opening suit.
- 2NT : 5/4+ in the 2 lowest remaining suits with a 5 card ♥ if the opening suit was a minor. When the opening is a major , it points to the 2 minors.

This defense is valid also for a conventional opening (not the strong 1♣ –opening – there we apply other arrangements ) . We just assume for a moment that the opening suit is real. Experience has proven that this is not a disadvantage : often the opener has something in that suit even when it is conventional.

In the 2<sup>nd</sup> defense position Quantum only applies if RHO passes : 1x - pass – pass - 2x/2NT... or if RHO bids 1NT : 1x-pass -1ZT - 2x/2ZT.

If the auction goes like 1x - pass – 1y - ..., a cue asks for a stop. See further. Notice that when the 1NT bid can be weak there are still possibilities for game in the own camp. A balanced hand of 15-17hp is not lost : first you double and then you bid 2NT.

The quantum-bid remains in the first place a defense bid : you disturb the opponents in their normal bidding and finding of the optimal contract. It has not immediately the purpose to search for game in the own partnership.

The advantages compared with a Ghosted-alternative :

- 3♣ can be used again as long weak and intermediate. There will be less misunderstandings and the degree of naturel-bidding enhances.
- The frequency statistics of 5+/4+ hands is remarkably higher (36%) than those of 5+/5+ (5.3%) : you will be able to use this defense much more . More use means better control and adherence.



- Towards the majors the 5 card remains known, towards the 4 card things remain vague but this is also valid for the opponents. The hands become less transparent for the opponents who otherwise (in Ghestem) knows exactly where to find what.
- The double points unambiguous to 4 cards.

Opening	Defense <b>Nvul</b>	Meaning
1♣	2♣	5k ♠ and 4+k in ♦ or ♥
	2NT	5k♥ and 4+k♦ or 4k ♠
	3♣	6 or 7k♣
1♦	2♦	5k ♠ and 4+k in ♣ or ♥
	2NT	5k♥ and 4k♣ or 4 k ♠
	3♣	6 or 7k♣
1♥	2♥	5k ♠ and 4+k in ♣ or ♦
	2NT	5/4 in ♣ of ♦
1♠	2♠	5k ♥ and 4+k in ♣ or ♦
	2SA	5/4 in ♣ or ♦

We also cue on unreal suits but as said before : only when non vulnerable a bid in the opening suit is Quantum. This makes a bid in the opening suit, when vulnerable, real and indicating a 5 card. It permits you to show in a competitive auction a valuable suit. Being vulnerable there is no need to act preemptive.

Example :

South West

1♦ (1) - 2♦ (2)

(1) : opening , e.g. Preparing , a) Nvul b) Vul

(2) : a) cue, assuming that diamonds are for real . Promises a 5 card spades next to another 4+ card

b) a 5+card ♦ , and 10-11hp : with more strength you bid 1NT (Hardy..)

#### Answers

- With a favorable vulnerability ( they – we not) you can bid relatively high with few HP. With an equal vulnerability you stay modest.
- It will happen once in a while that you have only one or none card in the promised major. You then can escape with a CONVERTABLE bid into the most economic suit of the 2 possible and remaining suits.
- Imagine on a rare occasion that as partner of the quantum defender you have >=15hp, then you want to invite for game :
  - after a cuebid you jump to 3♠ with fit. Without fit no invitation is possible ...: you risk with a direct 3NT or you keep it low with the most economic convertible bid.
  - after a 2NT you also can not invite : either direct for game, or choose a lower contract.
- If you have enough strength for game based on honor points and/or distribution, you just name the game contract that you think is most suitable.
- On a rare occasion, e.g. With a super fit in partners suit and a singleton or nothington, it might be right to aim slam ambitions. Before investigating via Roman Key Card Blackwood you might want to find out more via control bids. Comparable with LT2- auction situations you can start control bids just above the highest non-forcing bid :

East	S	W	N	E
♠ 72	1♠	2♠	dbl	4♣
♥ AK107	pass	4♦	pass	4NT
♦ AJ1095	pass	5♣	pass	6♥
♣ KQ				

West tells you about a 5 card♥ ! If partner would have ♦H and ♣A slem is near because probably ♣ is partners 2nd suit. The highest non-forcing bid is 3♥ . Control can start from 3♠ onwards. Notice that 3♠ can not be a request for a stop. After a quantum initiative this makes no sense : his partner is short in ♠ and has another short suit.

East bids 4♣, denying control ♠. If partner next bids 4♦ you know he controls spades, probably with a singleton and holds on top ♦H. If not he switches to 4♥. The context is good for 6♥.

West	S	W
♠ HVB76	1♥	2♥
♥ 107		
♦ A9842		
♣ 5		

You show your 5k ♠ and a 2<sup>nd</sup> suit.

West	S	W
♠ AV1098	1♥	2♥
♥ 3		
♦ V1094		
♣ 982		

West	S	W
♠ 106	1♦	2NT
♥ HV984		
♦ 72		
♣ HV103		

You have 2 suits outside the openingsuit of diamonds, regardless whether diamonds are real or not., on of them a 5k ♥ : 2NT. With one honneur more you bid 1NT, Laurel & Hardy.

West	S	W
♠ 10	1♥	2ZT
♥ 84		
♦ AH875		
♣ VB643		

After a 1-major-opening, a 2NT bid shows the 2 minor suits. (unusual)

West	North	East	South
1♦	pass	1NT	2NT

Notice that also the 2<sup>nd</sup> defender can apply the bicolor defense, also when the RHO answered with 1NT. Again there are 3 unbid suits.

-/NV			
♠ HV1098		♠ 4	
♥ VB87		♥ AH94	
♦ B10		♦ 985	
♣ 4 3		♣ H10752	

S	W	N	E
1♦	2♦	pass	2♥
pass	pass	pass	

2♦ is quantum : 5card ♠ with next a 4+card suit, ♥ or ♣. 2♥ is the most economical bid that possibly can be corrected to 3♣.

Even when 1♦ can be a preparing bid and not necessarily needs to promise diamonds, 2NT will indicate a 2 suiter : 5k♥ and 4+♣ or 4+♠.

When the RHO supports the real opening suit, the bicolor cuebid is cancelled : 2NT is real and healthy.

E.g. 1♥ - pass - 2♥ - 2NT  
3♣

The simple raise by the RHO does not indicate any strength. They just want to make it difficult to join the auction. It would be a pity or a waste to spend the 2NT-bid to a bicolor defense while other hand types will occur more and where a stop in the called suit is possible.

The story is different when both partners already have passed a round. When now the auction is kept open it is to fight a part score.

Eg.

<p>N/ NS</p> <p style="text-align: center;">♠ 92 ♥ VB1073 ♦ AV103 ♣ 102</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 33%; padding: 2px;">♠ V1065</td> <td style="width: 33%; text-align: center; padding: 2px;"> <div style="background-color: green; color: white; padding: 5px; margin: 0 auto; width: 40px; height: 40px; display: flex; flex-direction: column; justify-content: center; align-items: center;"> <span>N</span> <span>W</span> <span>E</span> <span>S</span> </div> </td> <td style="width: 33%; padding: 2px;">♠ AHB7</td> </tr> <tr> <td style="padding: 2px;">♥ A854</td> <td style="padding: 2px;">♥ H92</td> <td style="padding: 2px;">♦ 874</td> </tr> <tr> <td style="padding: 2px;">♦ 65</td> <td style="padding: 2px;">♣ V74</td> <td></td> </tr> <tr> <td style="padding: 2px;">♣ H93</td> <td></td> <td></td> </tr> </table> <p style="text-align: center;">♠ 843 ♥ 6 ♦ HB92 ♣ AB865</p>	♠ V1065	<div style="background-color: green; color: white; padding: 5px; margin: 0 auto; width: 40px; height: 40px; display: flex; flex-direction: column; justify-content: center; align-items: center;"> <span>N</span> <span>W</span> <span>E</span> <span>S</span> </div>	♠ AHB7	♥ A854	♥ H92	♦ 874	♦ 65	♣ V74		♣ H93			<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;">W</th> <th style="width: 15%;">N</th> <th style="width: 15%;">E</th> <th style="width: 15%;">S</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>-</td> <td>1♠</td> <td>pass</td> </tr> <tr> <td>2♠</td> <td>pass</td> <td>pass</td> <td>2NT</td> </tr> <tr> <td>pass</td> <td>3♦</td> <td>pass</td> <td>pass</td> </tr> <tr> <td>pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	W	N	E	S	-	-	1♠	pass	2♠	pass	pass	2NT	pass	3♦	pass	pass	pass			
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2♠	pass	pass	2NT																														
pass	3♦	pass	pass																														
pass																																	

## 7.2 Defense Against Preempt Openings - DAPO

We do chose here for ONE standard approach against all types of preempt openings (..except against the 2♦ multi-opening ..). Not only MUTOS likes to behave annoying, also some opponents like to do difficult by bidding high with weak hands. Then it is important to have good agreements in the own partnership. Now, what is more clear than use in those circumstances always the same algorithm?

DAPO = **D**efense **A**gainst **P**reempts **O**penings, a nick name like any other .

If opponents come in weak , the probability increases that strength is our camp. A reason not to be pushed aside...

With at least 14hp in hands we take initiative according the type of hand :

- 2 suiter : call your next short suit. Your partner now knows which are your 2 suits and can chose the right contract on the right level.
- 1 suiter : double . Now, partner will indicate his strength in steps in order to allow you to know how high you can bid. The steps are : the next suit after the opening (bid+1) : 0-6 hp , next in steps of 2 hp : bid+2 =7-8hp, bid+3 =9-10hp etc . The NT-bid is also used in these steps because the purpose is only and pure conventional to tell the strength. A possible overcall of the RHO after partners double is treated as follows :
  - RHO redoubles :
    - pass : 0-6hp,
    - opening +1 : 7-8hp etc.
  - RHO overcalls
    - Pass : 0-6 hp
    - Double : 7-8hp (partner could transfer it into a penalty ....)
    - Overcall + 1 : 9-10 hp etc.
- more or less balanced : 2NT or double a 3-level opening .

Preemptive bids that directly name their real suit can easily be countered with these arrangements.

Also transfer-oriented preempts (alike our LT2 and LT3) can be defended in the same way if one does it with respect to the first suggested suit.

<table border="1"> <tr><td>W</td><td>N</td></tr> <tr><td>2♣</td><td>2♠</td></tr> </table>	W	N	2♣	2♠	<p>2♣ (LT2 : suggests ♦)                  2♠ : is next to ♦ the short suit, so you promise ♥ and ♣.</p>
W	N				
2♣	2♠				

<table border="1"> <tr><td>W</td><td>N</td><td>E</td><td>S</td></tr> <tr><td>2♥*</td><td>dbl</td><td>pass</td><td>2NT</td></tr> <tr><td colspan="4">* weak</td></tr> </table>	W	N	E	S	2♥*	dbl	pass	2NT	* weak				<p><u>South</u>                  ♠ 104                  ♥ 842                  ♦ 1073                  ♣ AVB87</p>	<p>You have to tell partner your strength via steps w.r.t. the weak opening :                  2♥+2 = 2NT = 7-8hp. So 2NT does not promise a stop. North has somewhere a 5 card and wants to know the strength of his partner .</p>
W	N	E	S											
2♥*	dbl	pass	2NT											
* weak														

### SP Defense against 2♦ Multi

The defense against 2♦ demands another approach because the identity of the long suit is not known. Depending whether you are the first or second defender , you approach the situation differently :

1<sup>st</sup> defender :

- double : 13-15 hp
- 2♥ : hand suitable for an info double on a weak 2♠ opening .
- 2♠ : hand suitable for an info double on a weak 2♥ opening
- 2NT : 16-19 hp, +- balanced
- 3x : opening with a good 6 card
- pass and later double : for penalty
- pass and later 2NT or 3NT : unusual, promising at least a 5 card in both low suits
- pass and later cue : very strong hand . Partner answers NT if a stop is present and without such a stop he calls his best suit.

Continuing after 2♥, 2♠ and double : 2NT is forcing for game.

2<sup>nd</sup> defender : (After 2♦ - 2♥ but also after 2♦ - 2♠) :

- double : 13+ , for information
- suit : natural, healthy 5 card
- 2NT : 16-19hp and by preference with a stop in ♥ and ♠.

In the 4<sup>th</sup> position you can wait a round if you have good reasons to expect after 2♦ - 2♥ a correction to 2♠ .

<table border="1"> <tr><td>W</td><td>N</td><td>E</td><td>S</td></tr> <tr><td>2♦</td><td>pass</td><td>2♥</td><td>pass</td></tr> <tr><td>2♠</td><td>pass</td><td>pass</td><td>3♥</td></tr> <tr><td>pass</td><td>pass</td><td>pass</td><td></td></tr> </table>	W	N	E	S	2♦	pass	2♥	pass	2♠	pass	pass	3♥	pass	pass	pass		<p><u>South</u>                  ♠ H10                  ♥ AVB84                  ♦ 73                  ♣ A843</p>	<p>Only after 2♠ you are sure about their long major suit and then you can come out .</p>
W	N	E	S															
2♦	pass	2♥	pass															
2♠	pass	pass	3♥															
pass	pass	pass																

**A short summary : the opponent opens on level 1 (1x) and you have :**

>=16hp : DOUBLE

values for an opening :

DOUBLE with 4 cards in the unbid suits (444 or 443)

LAUREL AND HARDY 1y / 2y with y as the economic 2<sup>nd</sup> short suit , indicating as such 4+ cards in the 2 remaining suits.

LAUREL AND HARDY 1NT , a 5 card , somewhere, and if a minor, then there is no 4 card major next to it.

When vulnerable you can tell a 6 card via a jump bid.

< 12hp and not vulnerable

6k with jump

cue (quantum) : 5k♠ and 4+ in another suit . NV the 1x-opening may be conventional.

When vulnerable on the contrary , 2x is real and a 5 card

2NT (quantum) : 5k♥ (if x is a minor) and 4+ in another suit

### 7.3 Defense Against (Strong) 1NT : DONT

DONT: Disturb Opponents No Trump, according Mike Lawrence [1]. This convention applies the same philosophy as the LT2 of MUTOS or the Quantum-defense : a distributional hand justifies a bid on the level 2. This is also confirmed with The Law according Cohen [2] in competitive situations. More, that's why the name, the purpose is to disturb the normal auction of the opponents and it can initiate faults or mistakes when they do not have good agreements..

If we allow the opponents to play 1NT we will rarely have a good score. Also, in 99% there will be no game possibility for us after the 1NT opening. The idea is to find the lowest possible playable fit. The strength required depends on the vulnerability and of your play skills because the validity of The Law depends highly on the optimal play. There is rather an upper limit than a lower limit : Vul max13hp, Nvul max 11hp. Based on this agreement, partner will be able on some rare occasion to do a 2NT forcing, with 14hp (Nvul) and 12 hp (Vul).

The idea of DONT to intervene with minimum 2 five cards (or a 5-4) or a 6card.

We like to refer here and now to the booklet of Lawrence for a complete treatment. We keep it here short :

- double promises a 6 card, somewhere. Partner answers ALWAYS 2♣ and then the DONT-bidder names his 6 card (or passes with ♣). If partner does not answer 2♣ but another suit, he promises also at least a 6 card in that suit.
- With a two suiter in hand (5-5, 5-4, 6-5, ) you name the lowest of the 2 suits. Partner passes with at least a 3 card. With less than a 3 card he can go searching for that 2<sup>nd</sup> suit by naming the next suit in the hierarchy. Any other suit again promises at least a 6 card. If the RHO joins the auction you can still ask with a double for the 2<sup>nd</sup> suit. A 2NT answer is **forcing** on which the DONT-bidder gives minimal or maximal. The way this is done depends on the height of the first intervention :
  - 1NT-2♣ -pass- 2NT-pass : 3♣ is minimal. If partner still wants to know the 2<sup>nd</sup> suit he asks via 3♦, which is non-forcing.
  - 1NT-2♣ -pass- 2NT-pass : 3x is maximal with x as 2<sup>nd</sup> suit.
  - 1NT-2♦ -pass- 2NT-pass : 3♣/3♦ is minimal with ♥/♠ as 2<sup>nd</sup> suit.
  - 1NT-2♦ -pass- 2NT-pass : 3♥/3♠ is maximal with ♥/♠ as 2<sup>nd</sup> suit.
  - 1NT-2♥ -pass- 2NT-pass : 3♣/3♦ is minimal with ♥/♠ longer/better than ♠/♥.
  - 1NT-2♥ -pass- 2NT-pass : 3♥/3♠ is maximal with ♥/♠ longer/better than ♠/♥.

2♠ is long and weak but weaker than compared with a double and then spades.

- 2NT indicates a 2x5k minor. The 3♣ answer is a pass/correct -bid.

What do you for instance with ♠AH7 ♥VB76 ♦B96 ♣AB8 ? When playing DONT : pass ! The odds exist that partner still joins via DON'T, and when not, so be it, because with hands like these you often play the opener down : they do not know the position of the remaining points and will guess often wrong.

We do not play DONT against a weak NT. The reason is simple : after a weak NT there are still chances for game. There is less reason to disturb. It is better to choose for a constructive, natural bidding.

West	S	W
♠ 10	1NT*	2♦
♥ 8764		
♦ AHB75		
♣ 643	* 15-17hp	

Disturb is the message. Let the opponents find their way.

West	S	W
♠ VB108765	1NT*	2♠
♥ 864		
♦ B7		
♣ 6	* 15-17hp	

## 7.4 Multi-Defense

This is another possible defense against the strong 1NT opening, having lots in common with the MUTOS-concept : more than one possibility and a built-in transfer . How does it work ? The opponent opens 1NT and you intervenes :

- double : promises 5+k♣ and 5-4 ♦ + ♥
- 2♣ : promises 5+k♦ and 5-4 ♥ + ♠
- 2♦ : promises 5+k♥ and 5-4 ♠ + ♣
- 2♥ : promises 5+k♠ and 5-4 ♣ + ♦
- 3x : 7+k x, weak

It is obvious that the partner answers the transfer. If the 1<sup>st</sup> defender has the opportunity (opener passes) he will bid further having a two suiter.

## 7.5 Defense Against Strong Clubs

After a very strong opening like 1♣ it is unlikely to have possibilities for game in the own camp. Usually, the opponents need the first round to exchange strength information. That's where we can disturb. And preferably as high as possible to take away bidding space. At the same time we need to build in some security. The only way to do so is via a long one suiter of at least a 6 card.

We like to re-use bids as much as possible and that's why also here we use 2♦ (multi) to indicate a 6 card , unknown, major . The replies are kept identical even you should not expect a strong (2NT) answer.

Completely in analogy with 2♦ ( laying just below the majors and pointing to one of the majors) we also use the 1NT-bid (laying just below the minors) to indicate a 6 card minor. The 2♣ answer is of course convertible. We do not give up anything as the 1NT in its natural way almost never occurs. And, see also DON'T, when it happens that you are so strong, you'd better hide it by passing .

All other bids are real and natural and promise a 5 card.

1NT and 2♦ are applied only by the first defender because the aim is to disturb the exchange of strength information. .

It is clear that an info-double on a 1♣ –opening does not make sense : against a very strong opener you'd better hide your strength. More, if you double , you do not disturb at all. If you double, it must indicate a lead.

West	S	W
♠ 10	1♣*	2♦
♥ HB8764		
♦ A75		
♣ 643	* >=16hp	

You take away quite some bidding space with 2♦. Partner does know in the mean time what you hold.

## 7.6 Jump bids

See also the LAUREL & HARDY complex : sometimes it happens that you have a suitable 6 card. You can show it immediately by jumping to that suit. Vulnerable we expect 12-15 hp (intermediate) , non-vulnerable it can be done with less.

## 7.7 Lead Double

A double on conventional answers that not can be interpreted as an answer on an earlier bid of partner, is a lead double, on the condition that there are no possibilities for game in the own camp. In that latter case it would be informative or negative. Only in one case it can happen on an opening : after 1♣ of Strong Clubs.

## 7.8 1x-pas-1y-1ZT :

In this sequence the LAUREL & HARDY -complex makes no sense : there has been mentioned 2 suits. So, you can double with >=12hp and show the 2 other suits. When holding a five card you simply can overcall. 1NT is free again to be used for something else. A proven

useful application is : promising both unnamed suits with a strength just below the opening strength. In other words : an info-doublet with 10-11 hp.

South	W	N	E	S
♠ 102	1♣	pas	1♠	1NT
♥ HB87				
♦ AV107				
♣ 643				

Your partner knows now everything he needs to know about your hand and can join the auction in a competitive way if his hands allows it.

### General Remark :

The defense must realize at all times that intervening has some risks : you also tell the opponents about your hand. A strong opponent will use that information to bring his contract home.

Especially against the strong openings (1♣ squeeze and 1NT) : the fact that you have several defense-weapons at your disposal does not mean necessarily that you HAVE to use them.

## 8 The many faces of the cue-bid

We use in this book easily the word 'cue' to indicate a bid in the suit mentioned by the opponents. 'Cue' has in fact a broader meaning to indicate a specific signal that needs interpretation and has no natural meaning. It is at least a forcing bid : partner is not allowed to pass. In our use of 'cue' as a bid in the suit mentioned by the opponents, it can be sometimes a real suit making the bid non-forcing.

In this chapter we focus on cues and put everything in the right perspective.

### 8.1 *They Open, We overcall*

We differentiate

- A. The first non-passing defender cues :
  - The opening suit is natural : quantum
  - The opening suit is conventional :
    - Vul : real suit , 5k .
    - Nvul : quantum
  
- B. The 2<sup>nd</sup> defender cues after a defense from his partner :
  - Partner did LAUREL & HARDY (12-15hp) or doubled (12-15hp)
  - Cue is GF. (12+ hp)
  - Partner names a suit on level 2 (5+ ) with jump
    - Nevus :  $\geq 14$ hp, cue is interrogating and gauges for 8-9 or 10-11hp.  
The idea is to play game if partner is maximal. Using the LAUREL & HARDY -complex we know that a jump , Nevus , is weak . That's why we need 14hp.
    - Val :  $> 12$ hp, cue is GF. Being vulnerable a jump must be strong to be differentiated from the 1NT- LAUREL & HARDY . A cue makes the auction forcing for game in order to find the optimal contract.

### 8.2 *We open, They overcall*

A cuebid by partner is at least forcing for one round and asks for a stop in the overcalling suit. When partner is not interested in a stop he has other ways like double to indicate strength and to force partner not to pass.



## 9 Slam tools

It does not happen often that your partnership counts more than 30hp. This is more or less the border line to start thinking about slam. If it happens , you should not miss it because the reward is very high. We explain shortly some excellent tools.

### 9.1 *Control Bids*

#### 9.1.1 Definition

We talk about control in a suit if we can avoid that the opponents pick up 2 tricks in that suit. This is indeed a strong requirement when aiming for slam, not ? When we want to reach 12



tricks we can hardly allow one loser, not two ! That's why control-bids are an excellent means to test the feasibility of a slam contract.

Aces, kings, singletons and nothings are considered as control. They indeed avoid that opponents can pick up 2 tricks, just like that, from the very start.

We differentiate between first and second control :

Second control : King or singleton

First control : Ace or void. One can signal first control only after indicating 2<sup>nd</sup> control.

If a fit exists and when we name a new suit in a forcing for game situation, then this is a control. It 'controls' that suit and shows interest for slam.

The control bid is in the lowest possible next suit where you have at least 2<sup>nd</sup> control. This means we DO NOT have control in those suits that we skipped.

All this means also that , from the moment one of the two partners discovers a missing control, the contract is limited to a game-level.

-/Vul													
♠ B1076		♠ AHV42											
♥ AH4		♥ 6											
♦ 87		♦ AHV64											
♣ V1032		♣ B6											
		<table border="1"> <thead> <tr> <th>W</th> <th>E</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>1♣</td> </tr> <tr> <td>1♠</td> <td>2♠</td> </tr> <tr> <td>3♠</td> <td>4♦</td> </tr> <tr> <td>4♠</td> <td></td> </tr> </tbody> </table>	W	E	-	1♣	1♠	2♠	3♠	4♦	4♠		
W	E												
-	1♣												
1♠	2♠												
3♠	4♦												
4♠													

East opens strong (1♣). West makes the auction forcing for game with 1♠. East now names in a natural way his 5 card spades and West confirms the fit. 4♦ is control in diamonds AND denies control in clubs. West stops the investigation for slam and jumps immediately to 4♠ because the opponents can pick up 2 tricks in clubs. You cannot take the risk for slam and hope that the opponents will lead for instance hearts.

More :

If partner continues controlling after you have denied a control in a suit , it means that partner does has control (2nd) in that suit.

West	W	E
♠ HV1085	1♣	2♣
♥ 84	2♠	3♠
♦ A87	4♣	
♣ AVB		

After 3♠ the trump suit is settled and West starts control with clubs.

West	W	E
♠ HV1085	1♣	2♣
♥ B74	2♠	3♠
♦ AH87	4♦	4♥
♣ VB		

After 3♠ the trump suit is identified and West starts controlling diamonds, at the same time denying control in clubs. The 4♥ of East not only indicates control in hearts BUT also control in clubs if not East should have switched to 4♠ !

If in a next round the suit that partner denied control, is mentioned explicitly, then this means 1<sup>st</sup> control. Indeed, just because the control was continued it already meant 2<sup>nd</sup> control.

-/Vul													
♠ AH3		♠ VB986											
♥ VB8		♥ 76											
♦ 82		♦ AH75											
♣ AVB98		♣ 75											
		<table border="1"> <thead> <tr> <th>W</th> <th>E</th> </tr> </thead> <tbody> <tr> <td>1♣</td> <td>1♥</td> </tr> <tr> <td>2♣</td> <td>2♠</td> </tr> <tr> <td>3♠</td> <td>4♦</td> </tr> <tr> <td>5♣</td> <td>5♠</td> </tr> </tbody> </table>	W	E	1♣	1♥	2♣	2♠	3♠	4♦	5♣	5♠	<p>4♦ : control, denies ♣ control                      5♣ : because he does not switches to ♠ , the opener promises control in ♣. Now West tells about not having hearts control.                      5♠ : East stops at 5♠ because he sees two losers.</p>
W	E												
1♣	1♥												
2♣	2♠												
3♠	4♦												
5♣	5♠												

There are situations where it can be important for partner to distinguish between a top honor or a singleton.

Example :

West	W	E
♠ AH10	1 ♣	1 ♠
♥ 76	2 ♣	2 ♠
♦ A87	3 ♠	4 ♣
♣ AVB83		

1 ♣ : >=16 HP  
 1 ♥ : >= 8 HP, 5 card major  
 2 ♣ : 5 card ♣  
 2 ♠ : 5 card ♠  
 3 ♠ : support spades  
 4 ♣ : control. North keeps the door open for slam. For West it makes a difference to know whether East's control is based on ♣H or on a singleton or void. When holding ♣H, 7 ♠ is nearby.

Therefore :

*REGEL : A control in a (real) suit of partner can not be based on a singleton or renounce. It does promise a top honor (Ace or King).*

Controls below the game level are more or less for free. When above the game level, the chances for slam must be taken serious. Life sucks when going down in 5♥ of 5♠.

Watch it, a new suit is not control if the hand was limited before.

If a fit exists in a minor then naming a second minor suit can be based on a 3 card just to indicate a stop in that suit as preparation for 3NT. In other words : below the 3NT level you do not have a control bid.

Example :

1 ♣	-	1 ♠
2 ♣	-	3 ♣
3 ♦	-	3ZT

3 ♦ can mean a 3 card to indicate a stop but it denies a **4 card major**. In fact, 2 ♣ already denies a 4 card major, because with a 4 card major the best bid would be 1NT.

### 9.1.2 Answers

- We answer with the lowest next suit in which we have 2<sup>nd</sup> control.
- The control bid on its own can be sufficiently informative. In stead of completing a full round of control bids it can be more useful to ask for the number of aces, via 4NT, Blackwood.
- Repeating a suit means first control .
- If one of the partners knows that one suit is not controlled, he must switch immediately and economically to the trump suit .

### 9.1.3 Opponents double

Sometimes it can happen that the opponents double our control bid to signal a lead. We can turn this action into our advantage :

redouble : shows first control in that suit

pas : shows 2nd control. Pass does not guarantee 2nd control. You can pass to let partner continue the control.

continuing : denial of 1st and 2<sup>nd</sup> control in the doubled suit.

## 9.2 Roman Key Card Blackwood (RKCB 1430)

Although you might control all side suits, it still can happen that the opponents can have two tricks in two different suits. That's why there is the Blackwood convention (named after the American Easley Blackwood) asking for the amount of aces and kings.

When applying Blackwood, one must realize this is the last road to slam. After this investigation you need to know the answer.

### 9.2.1 Definition

The **4NT** bid is often used to ask for the amount of aces. For reasons of simplicity as mistakes at this level are costing far too much, and also because of the very low frequency of possible exceptions, we decide in MUTOS that 4NT is ALWAYS Blackwood.

North	S	N
♠ V10	1 ♣	1NT
♥ 7	2 ♥	3 ♣
♦ HV7	3 ♠	4 ♣
♣ AHB9865	4 ♥	4NT

1NT indicates  $\geq 8$ HP, game forcing and a two suiter with 4 clubs OR a one suiter with 6+ clubs. After South's 4♥ North knows that his partner owns 6 hearts and 4 +spades. 6NT and even 7NT are coming close. We ask for aces even when trumps have not been defined.

### 9.2.2 The answers

The answers may differ depending on the variant of Blackwood that is used. We provide here some possibilities and it is up to the partners to agree upon a certain variant.

We differentiate between

- the classical Blackwood
- the 'MODERN' Blackwood, counting 5 aces, including the king of trumps.
- Roman Key Card Blackwood, including the king of trumps but also the queen of trumps.
- 1430 RKC Blackwood. The answers of 1-4 and 3-0 aces are switched. The reason here is that you will have more often 1 rather than 0 aces. After 5♣ you have more space than after 5♦. 1430 is easy to remember as bridge: *it is the score you get after a successful vulnerable major slam contract.*

In MUTOS we stick to the 1430-RKCB variant even when the trump is not sure: then we answer as IF THE LAST NAMED SUIT in the PARTNERSHIP IS TRUMP.

Principle of preparedness: do not bid RKCB if you can not deal with any possible answer. Assume that hearts are trump, and with only 1 keycard in hand and without queen of trump, it can be that you receive a 5♠ answer, indicating 2 key cards and queen of trumps, but it still might be just too high.

Without overcall	Classic Black wood	Avarelli Black wood)	RKC Black wood	1430 Black wood	After an overcall	After double
5♣	0-4 aces	0-3	0-3	4-1	double	redouble
5♦	1	1-4	1-4	3-0	pass	pass
5♥	2	2	2-5 without queen of trump	See RKCB	bid+1	5♣
5♠	3	2 + king trump	2-5 + queen of trump	See RKCB	bid+2	5♦

5NT	-	-	even number of aces and a void	See RKCB		
6 in suit	-	-	Odd number of aces with void in named suit if below the trump suit	See RKCB		
6 in trump	-	-	Odd number of aces with void in a suit above the trump suit	See RKCB		

### 9.2.3 The opponents overcall .

Note that when opponents overcall, extra options are born. Yet , some overcall to create confusion as mistakes at this level can become a disaster.

It is therefore fundamental to have good clear agreements. We apply here "DOROP1" , indicating 0 (or 3) aces when we (re)double, and 1 ace (or 4) when we pass. Next we give with overcall + 1 or + 2 whether we have (RKCB) 2 aces with or without queen of trump, or in case of a double , via 5♣ or 5♦ .

Number of aces

overcall	0 or 3	1-4	2 without queen trump	2 with queen trump
suit	DUB	pass	overcall + 1	overcall + 2
double	REDUB	pass	5♣	5♦

### 9.2.4 RKCB after answers 5♣ or 5♦

After the 5♣ or 5♦ answers (without overcall) one can still inform about the possession of the queen of trumps by calling the next suit , not trump.

When partner has NOT the queen of trump , he bids economically the trump suit. Each other suit indicates the possession of the queen of trumps. At the same time he can indicate a specific king if any. See example in table. Note that the answer with queen but without kings is directly small slam. The 4NT-bidder must be aware about this possibility when asking for the queen of trumps after the answers of 1-4 or 0-3 key cards . This queen of trumps should make the difference for trying slam or not.

1♣	1NT	12-14HP
2♥	3♥	Real and support
4NT	5♣	RKCB
5♦		Asking for queen of trumps
	5♥	No queen of trumps
	5♠	♥Q + ♠K
	5NT	♥Q + 2 kings
	6♣	♥Q + ♣K
	6♦	♥Q + ♦K
	6♥	♥Q , no kings

When asking for the queen of trumps you are interested grand slam. You do tell controlling the 5 keycards.

It also can happen that you promise the queen even if you do not have her : assume spades is trump, partner announcing them and you supporting them having five (or more) spades ! If partner later asks for the queen of trumps you can easily answer positive because normally (>80%) when holding 10 or more trumps this is not relevant anymore : even not with a weak trump suit : A9876 opposite H5432 .

### 9.3 Exclusion Blackwood

Sometimes it happens that you are interested in the number of aces outside one particular suit because in that suit you have a **nothington**. An ace in that suit does not help you further. The exclusion-Blackwood offers the solution :

From the moment trump is known, a jump to a new suit at the 5-level is asking for aces where partner should NOT count the ace in the named suit. .

The answer is simple : 1<sup>st</sup> step = 0/3 aces, 2<sup>nd</sup> step = 1 ace, 3<sup>rd</sup> step = 2 aces.



## 10 Has MUTOS a Blue, Red or Yellow Sticker ?

For many this is a distant discussion. Next to conventions that can get a 'brown' label, there are also categories for systems like Green, Blue, Red and Yellow. This is important when joining tournaments with constraints concerning allowed systems. The main reasons for this is to protect beginners against too strong artificial systems. For instance systems, where a pass can mean an opening or where the meaning of an opening depends on the applicable vulnerability.

We have submitted our MUTOS system to a panel of experts composed out of referees and tournament committees. The opinions are divided because the current phrasing of the rules is not waterproof. If one reads according the SPIRIT then MUTOS is not Red nor Yellow but Blue like Strong Clubs (Jan Boets). If you interpret the rules literally, then MUTOS receives the label Red (VBL) or yellow (Endicott-EBL, Ton Kooyman-NBB).

Nevertheless, when one should interpret in an even rigorous way Strong Clubs (Club Squeeze) or Brabo, then those systems should also be classified as Red...Yet, this is politically not feasible.

We do stand still here a moment on this issue as it happened a few times that some opponents (not beginners !) make a problem about it. The referee is called and depending on his judgement we are allowed to continue or not ..Never those opponents complain in advance, in the pre-alert phase when we shortly explain the highlights of the system. They do, afterwards, when it is becoming clear they are losing ....

Also for this problem we offer a solution in the next paragraph where the red MUTOS system gets again a blue sticker.

### 10.1 MUTOS - stripped

The problem lies mainly in the non acceptance of the 1♥- and 1♠- openings which are not really 'real'. But then again, so what ? This statement is also true for the 1♣ from Acol with majors of five. Or the 1♦ from Strong Clubs or Brabo. Those openings are less clear than the 1♥/♠ from MUTOS.

If we want to comply the 'rules', 1♥/♠ have to become natural again. This means that we have to use 1NT again for the five card less hand types. (weak 1NT).

This impacts of course the LT2 where we can not anymore indicate clubs. The consequence is that weak hands with 6 clubs or with a 4-5 or 4-6 and 4 clubs must be passed.

#### 10.1.1 1♥/♠

The opening promises a 5 card in the named major and 12-15hp. The breakpoint remains on 10hp and is given with 1NT. Now the opener answers strength (2 level : 12-13hp or 3 level : 14-15hp) according the LOM-convention where the Length in the Other Major is given

2♣ : =< 2card in other major

2♦ = 3card in other major

2OM = 4card in other major

Other answers than 1NT are weak and show a 5 card. In the majority the answer will be 2Major, even with a 2 card. If you do not do this, you indicate a singleton in that major.

#### 10.1.2 1NT, the weak no trump

Transfers stay applicable. Without a 5 card major PASS will be the most common alternative. Strong hands from 10hp are given via 2♣ where the opener will name his lowest 4 card major with priority. If overcalled with a double, SYSTEM is OFF. When holding very weak hands (< 6hps) a suit must be called, even a 4 card as anything is better than going down in 1NT doubled.

## Statistics

Next to the 'good feeling' at the bridge table, inspired by the fact that you can handle all situations with MUTOS, but also because you will be remembered as the annoying opponent but who alerts everything in a correct way and explains everything, there is also the more scientific, statistical argumentation that explains why MUTOS is an improvement, an evolution.

- In MUTOS you bid all hands from 16hp with 1♣. This is creating simplicity: you only need to manage one opening for all these hands. Coverage: 10% of all possible hands or 25% of opening-hands.
- All hands between 12-15 hp are opened with either 1♦ (8%), 1♥ (9%) or 1♠ (8.7%). This groups 26% of all possible hands.
- The "gain" in MUTOS is that you enter the auction with much more weak hands based on distribution strengths. 17,2% compared with 2,6% for multi 2♦ and 6% for Muiderberg.
- Do not be surprised that often you must pass: in 45% of the cases you are too weak or you do not have the proper distribution to open. In traditional systems this percentage is 53%!

We give next the frequencies of all possible distributions and honor points of 0-19 hp, with thanks to Chiel Verwoest from Netherlands who calculated these frequencies to justify his MAF-system in a statistical way.

**FREQUENCY per 1.000.000**

of occurrence of card hands with a given distribution

distribution	with a number of H.C.P.'s of									
	0	1	2	3	4	5	6	7	8	9
4,3,3,3	470.42	980.44	1580.87	2738.74	4248.75	5573.37	6934.61	8365.15	9233.84	9604.06
4,4,3,2	907.24	1825.28	3146.53	5511.83	8578.43	11341.47	14165.18	17159.77	18973.77	19789.06
4,4,4,1	113.40	239.41	415.82	739.83	1161.18	1555.80	1959.09	2390.51	2657.66	2785.24
5,3,3,2	604.83	1274.45	2184.78	3913.19	6083.40	8132.57	10193.88	12424.68	13716.28	14376.71
5,4,2,2	388.82	842.44	1449.96	2619.49	4093.88	5508.74	6939.97	8487.77	9399.74	9870.12
5,4,3,1	453.62	1000.84	1732.87	3144.73	4940.35	6684.48	8457.52	10375.49	11533.39	12135.46
5,4,4,0	37.80	88.20	155.41	286.21	456.62	628.03	805.32	997.30	1120.93	1187.42
5,5,2,1	97.20	229.51	399.62	742.53	1178.45	1616.77	2070.43	2558.95	2860.46	3022.88
5,5,3,0	25.20	61.20	108.00	201.91	323.71	448.52	579.12	720.10	811.35	861.61
6,3,2,2	172.81	419.67	708.20	1360.43	2107.29	2909.65	3701.84	4588.79	5048.08	5368.31
6,3,3,1	100.80	248.81	423.33	814.89	1271.42	1763.04	2254.85	2802.16	3098.41	3298.82
6,4,2,1	129.61	327.61	562.22	1086.47	1710.81	2382.14	3068.24	3821.74	4249.65	4526.43
6,4,3,0	33.60	87.20	152.01	294.81	469.93	660.03	857.84	1074.48	1205.90	1289.57
6,5,1,1	16.20	44.10	77.60	152.11	246.01	346.85	456.65	573.06	647.60	691.83
6,5,2,0	14.40	39.60	70.20	137.81	224.01	317.21	419.20	527.67	598.82	641.46
6,6,1,0	1.20	3.73	6.83	13.83	23.33	33.60	46.00	58.57	67.84	73.20
7,2,2,2	10.58	32.62	53.12	116.33	177.07	256.69	337.22	427.15	465.54	506.42
7,3,2,1	37.03	115.65	190.64	416.44	640.88	931.00	1230.88	1562.52	1715.33	1866.08
7,3,3,0	4.80	15.31	25.80	56.17	88.00	128.53	171.73	219.10	243.59	265.54
7,4,1,1	6.94	22.37	37.89	82.34	129.98	189.40	254.27	324.02	361.28	392.89
7,4,2,0	6.17	20.06	34.29	74.45	118.35	173.02	233.25	298.10	334.18	364.12
7,5,1,0	1.54	5.31	9.49	20.49	33.97	49.84	69.04	88.73	101.86	111.09
7,6,0,0	0.06	0.22	0.42	0.90	1.60	2.37	3.44	4.48	5.32	5.86
8,2,2,1	1.98	9.15	14.23	38.89	57.72	89.45	127.10	164.46	178.21	199.29
8,3,1,1	1.16	5.38	8.52	23.08	34.81	53.90	77.09	100.06	109.43	122.36
8,3,2,0	1.03	4.81	7.71	20.80	31.69	49.14	70.57	91.91	101.25	113.35
8,4,1,0	0.39	1.84	3.07	8.12	12.84	19.84	28.96	37.93	42.61	47.70
8,5,0,0	0.02	0.11	0.19	0.49	0.84	1.29	1.94	2.57	2.99	3.37
9,2,1,1	0.06	0.52	0.76	3.02	4.28	7.17	11.96	15.58	16.80	19.26
9,2,2,0	0.0245	0.2327	0.3444	1.35	1.95	3.26	5.45	7.14	7.77	8.92
9,3,1,0	0.0286	0.2726	0.4127	1.5968	2.34	3.92	6.57	8.67	9.53	10.96
9,4,0,0	0.0024	0.0230	0.0373	0.1380	0.2155	0.36	0.61	0.82	0.92	1.07
10,1,1,1	0	0.0046	0.0061	0.0492	0.0648	0.1189	0.27	0.35	0.37	0.43
10,2,1,0	0	0.0122	0.0167	0.1316	0.1769	0.3235	0.7406	0.95	1.03	1.20
10,3,0,0	0	0.0016	0.0023	0.0172	0.0242	0.0439	0.1002	0.1318	0.1460	0.1713
11,1,1,0	0	0	0	0.0015	0.0019	0.0038	0.0167	0.0202	0.0220	0.0251
11,2,0,0	0	0	0	0.0007	0.0009	0.0017	0.0075	0.0092	0.0101	0.0117
12,1,0,0	0	0	0	0	0	0	0.0002	0.0002	0.0002	0.0002
13,0,0,0	0	0	0	0	0	0	0	0	0	0
	0	1	2	3	4	5	6	7	8	9
TOTAL	3638.96	7884.42	13561.19	24623.64	38454.38	51861.93	65540.96	80280.87	88921.89	93562.28



<b>FREQUENCY per 1.000.000</b>										
of occurrence of card hands with a given distribution										
distribution	with a number of H.C.P.'s of									
	10	11	12	13	14	15	16	17	18	19
4,3,3,3	9597.03	9166.57	8245.92	7126.01	5930.06	4697.99	3556.30	2594.10	1811.53	1198.89
4,4,3,2	19801.71	18902.94	16995.65	14668.68	12174.10	9596.64	7241.58	5248.07	3639.66	2392.61
4,4,4,1	2797.14	2669.91	2400.02	2066.13	1705.61	1330.57	996.72	711.57	485.20	314.69
5,3,3,2	14389.45	13719.42	12312.54	10626.03	8786.30	6894.32	5183.26	3740.60	2575.18	1679.89
5,4,2,2	9903.32	9430.52	8466.16	7290.56	6013.10	4687.05	3516.00	2512.99	1716.57	1110.71
5,4,3,1	12203.52	11626.94	10440.89	8979.79	7386.94	5727.09	4278.05	3031.92	2050.20	1317.43
5,4,4,0	1202.49	1147.70	1031.95	884.69	721.46	549.71	405.33	278.58	181.33	113.47
5,5,2,1	3056.95	2900.83	2606.82	2231.84	1824.83	1393.25	1036.60	718.06	476.47	300.22
5,5,3,0	875.29	833.15	749.42	640.97	520.93	393.45	289.60	196.38	126.35	78.09
6,3,2,2	5392.36	5109.98	4564.20	3936.91	3219.88	2483.33	1846.33	1313.29	881.90	560.83
6,3,3,1	3324.06	3150.63	2816.67	2424.72	1978.21	1515.50	1122.62	789.76	524.26	330.52
6,4,2,1	4579.93	4332.74	3879.49	3328.24	2707.84	2055.88	1520.75	1053.75	691.71	431.84
6,4,3,0	1311.89	1244.69	1116.24	955.94	773.38	580.21	424.73	287.44	182.67	111.51
6,5,1,1	708.59	667.13	600.01	510.21	411.21	304.27	223.35	147.73	93.11	56.29
6,5,2,0	658.50	621.65	559.49	475.87	382.34	281.35	205.17	133.90	82.54	49.17
6,6,1,0	76.50	71.66	64.86	54.65	43.22	30.78	22.04	13.45	7.65	4.32
7,2,2,2	515.23	478.85	424.48	366.76	295.76	220.89	161.57	113.33	73.31	44.66
7,3,2,1	1906.35	1773.12	1573.99	1356.37	1090.36	807.59	588.29	406.65	258.54	155.98
7,3,3,0	273.14	255.04	226.97	195.00	155.86	113.82	81.99	55.07	33.61	19.69
7,4,1,1	405.11	376.68	335.62	287.38	229.25	166.70	120.55	80.42	49.15	29.14
7,4,2,0	376.50	351.16	313.24	268.10	213.33	154.20	110.73	72.81	43.42	25.23
7,5,1,0	116.60	108.52	97.49	82.66	64.91	45.74	32.35	19.99	11.02	6.21
7,6,0,0	6.29	5.86	5.32	4.48	3.44	2.37	1.60	0.90	0.42	0.22
8,2,2,1	213.01	187.38	164.96	142.69	113.39	78.49	56.02	38.23	23.01	12.81
8,3,1,1	131.19	115.98	102.13	88.21	69.64	47.79	33.80	22.70	13.16	7.32
8,3,2,0	121.82	108.33	95.48	82.42	64.86	44.25	30.98	20.51	11.48	6.21
8,4,1,0	51.63	46.29	40.88	35.19	27.26	18.32	12.55	7.99	4.04	2.21
8,5,0,0	3.69	3.37	2.99	2.57	1.94	1.29	0.84	0.49	0.19	0.11
9,2,1,1	23.43	17.98	15.77	13.69	10.85	6.46	4.49	2.98	1.63	0.76
9,2,2,0	10.83	8.44	7.39	6.42	5.06	2.99	2.04	1.34	0.68	0.31
9,3,1,0	13.28	10.52	9.17	8.00	6.20	3.65	2.42	1.58	0.71	0.34
9,4,0,0	1.29	1.07	0.92	0.82	0.61	0.36	0.2155	0.1380	0.0373	0.0230
10,1,1,1	0.70	0.40	0.35	0.31	0.25	0.1107	0.0769	0.0487	0.0254	0.0076
10,2,1,0	1.93	1.14	1.00	0.88	0.70	0.3081	0.2005	0.1312	0.0543	0.0168
10,3,0,0	0.27	0.1713	0.1460	0.1318	0.1002	0.0439	0.0242	0.0172	0.0023	0.0016
11,1,1,0	0.0694	0.0238	0.0213	0.0188	0.0160	0.0038	0.0026	0.0015	0.0007	0
11,2,0,0	0.0314	0.0117	0.0101	0.0092	0.0075	0.0017	0.0009	0.0007	0	0
12,1,0,0	0.0016	0.0002	0.0002	0.0002	0.0002	0	0	0	0	0
13,0,0,0	0.000006	0	0	0	0	0	0	0	0	0
	10	11	12	13	14	15	16	17	18	19
<b>TOTAL</b>	94051.149	89446.804	80268.651	69143.318	56933.232	44236.792	33109.186	23616.949	16050.845	10361.729

## System card MUTOS

OPENING	HP	description	answers	Other
1♣	>=16	>= 16 : all distributions	1♦:0-7 1♥:8+ 5card major 1♠:8+ no 5card major 1NT/2x : LT2 2NT/3x : LT3	Rebid after 1♦- answer is MUTOS- recursive Corresponding 1♥/♠
1♦	12-15	5card minor	1NT : >=10HP, relay 2♣: P/C 2♦/♥ : transfers ,>10HP	system ON
			2♠ : 6+ major ♥/♠<10hp	2NT=support in both majors + 15hp 3♥ : P/C
1♥	12-15	5card major	1♠ :relay,>=10HP	Rebid : LOM system ON
1♠	12-15	no 5 card	2♣ :or ♦ or relay	Always transfers System OFF
1NT-2x	7-11	Or 6c x+1 or 5+-4+ with 4+ in x	X+1 with <14hp x+2 >=14hp 2Maj above x+2 : <14hp and own 6kMaj	<u>SLEMTTOOLS</u> Controls 4NT : RKC Blackw.
2NT-3x	7-11	Or 7c x+1 or 6+-5+ with 5+ in x		
3NT	9-10	CLOSE length minor, 7 direct tricks	pass 4♣ 4♦ : slam ambition	
<b>DEFENCE</b>				
Double	12-15	4/3k in unbid suits		<u>Against 1♣ :</u> -5c x on 1 level -1ZT : 6c minor -2♦ : 6c major  <u>Against preempt :</u> DAPO : dbl=1suit Answ. Steps : 0-6,7-8,9-10,.. Suit=short <u>Against 1NT</u> DONT with DBL >=12HP
Double	> 15			
Suit 1-lvl	12-15	4-4 in unbid suits		
Jump , Vul	>=12	6card		
Jump , Nvul	<12	6card		
Double jump	=<10	7card		
1NT	12-15	5card	2♣ mandatory , <10 2♦ 10-11 cue : 12+	
3NT		After 1- and 2lvl : gambling	After 3-lvl : 2 lowest suits	
1x-pas-1y-1NT	9-11	Other suits		
Quantum-cue		5c highest major + 4+card ?	High support or bid convertible	
Quantum-2ZT		5k♥+4+?		
<b>Lead</b>		-3e / 5e	- Journalist/Kantar	
<b>Signals</b>		Italian- Lavinthal	-	



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## Author

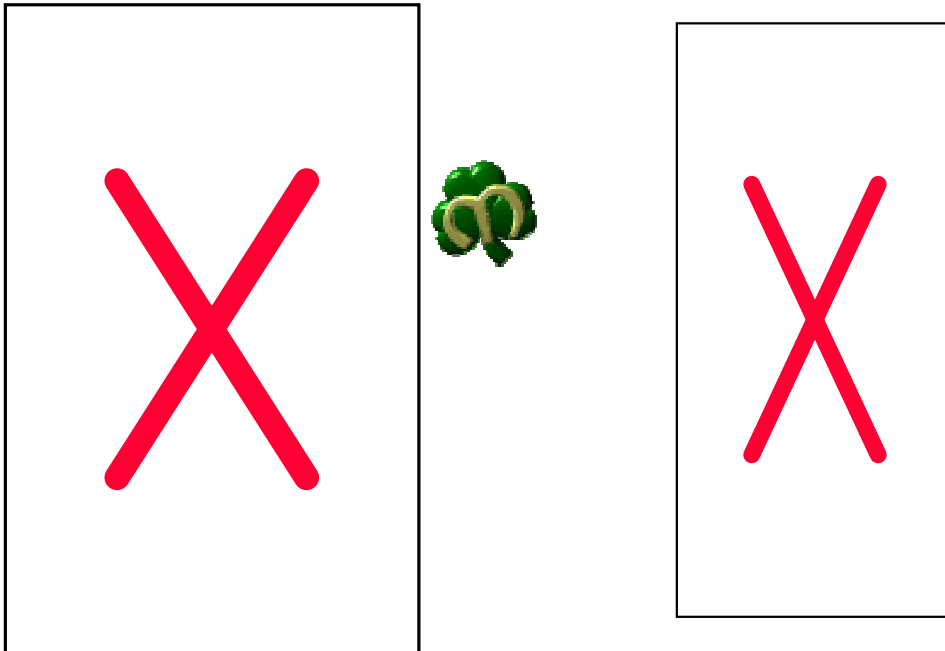
Eugeen Vannuten is the author of this book but the creation of this bridge system is the result of a joint effort with his (bridge-) partner and brother Rik.

The building (both gentlemen are engineers) or the 'composing' (both gentlemen are musician ...) of this new Bridge System is the result of an intensive cooperation, many in-depth discussions, balancing of alternatives, statistical computing and testing out through out some years. This cooperation was mainly possible because of a mutual interest in hobby's and the spending of free time. Because of this they could focus during several years on the same target. Together they changed limits, questioned several bridge dogma's, joined some useful ideas from different systems in a creative open mind. Using for instance the invaluable information assets of the Internet they finally reached a balanced result that can compete the comparison with Acol, Majors Five of other used systems, and which is even in some aspects superior. Many exercises have proven that the optimal contracts are found as well. More, MUTOS is, on the average, an annoying system for the opponent, mainly because it is full of multi-oriented bids.

Knowing very well that a good system is not a panacea on its own but that the quality of playing is and remains the most important factor in the practical Bridge game, MUTOS wants to be profiled as a modest but nevertheless MODERN Bridge system that can meet the challenges of the next decade(s).

The brothers Vannuten realize very well that MUTOS is the product of a very lucky context because it takes two of a kind, with enough time, space, flexibility, openness and energy to reach together a result like MUTOS, as it is here described.

Both system composers would like to share – without any drive for profit – with those Bridgers who can open their minds for innovation, the joy of playing MUTOS that can only survive on the long term via a book like this.



Enjoy it !