

# The Vienna Relay - Mini Notrump Version

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### Overview

The Vienna Relay is a bidding system based on a weak No Trump and a forcing, but not necessarily strong 1♣ opening combined with a 1♦ waiting response. This latest version uses a mini-No Trump opening and a forcing 1♣ opening for all 12+ HCP hands combined with a 1♦ negative (0-5 HCP) response.

### Openings

- 1♣ = 12+ HCP.
- 1♦ = 8-11 HCP, 5+ Diamonds, denies a 4-card Major.
- 1♥\* = 8-11 HCP, 4+ Hearts: either a 5-card suit or 4 Hearts with a side 5 card suit.
- 1♠\* = 8-11 HCP, 4+ Spades: either a 5-card suit or 4 Spades with a side 5 card suit.
- 1NT = 10-12 HCP n/v and 12-14 HCP vulnerable and denies a 5-card Major suit.
- 2♣ = 8-11 HCP, 5+ Clubs, denies a 4-card Major.
- 2♦ = Multi 2♦: Weak Two in a Major, 4-4-4-1, 19-21 HCP or balanced 21-22 HCP.
- 2♥ = 6-11 HCP - both Major suits.
- 2♠ = transfer preempt to 3♣.
- 2NT = transfer preempt to 3♦.
- 3♣ = 6-11 HCP - both Minor suits.
- 3♦ = transfer preempt to 3♥.
- 3♥ = transfer preempt to 3♠.
- 3♠ = solid Minor – Gambling No Trump.

\* With 5-4 in the Major suits, open the 4-card Major. See: Responses to 1♦, 1♥ openings.

### Responses to 1♣ Opening

- 1♦ = 0-5 HCP.
- 1♥ = either 5+ Hearts and 6-11 HCP or 4 Hearts and 10-11 HCP.
- 1♠ = either 5+ Spades and 6-11 HCP or 4 Spades and 10-11 HCP.
- 1NT = 6-9 HCP, may have a 4-card Major. See: Opener's Rebids after 1♣-1NT.
- 2♣ through 2♦ show 12+ HCP and are game forcing.
- 2NT = 10-11 HCP, denies a 4-card Major.
- 3NT = 12-14 HCP, denies a 4-card Major.

### Responses to 1♦ Opening

- 1♥, 1♠, 2♣ = to play
- 1NT = forcing (possibly invitational in another suit.)
- 2♦ = forcing, 3♦ = weak; inverted.
- 2NT = invitational
- Jump Shifts are forcing

### Responses to 1♥, 1♠ Openings

- Non-jump new suit is to play
- 1NT asks for opener's 5-card suit which may or may not be the opening bid Major. May be weak, invitational in another suit, or strong.
- Single raise promises 4 cards.
- 2NT = invitational
- Jump Shifts are forcing

## Responses to 1 No Trump Opening

2 ♣ = Stayman  
2 ♠, 2 ♥, 2 ♣ = to play  
2 NT = invitational  
Jumps are forcing

If 1 NT is doubled in the direct seat, responder may:

Redouble with the balance of the points (21+ combined HCP).  
Bid a 5-card suit.  
Pass (forcing). If 1 NT is passed around to the opener, the opener may bid a 5+ card suit (obviously a Minor) or redouble to start a scramble for a playable fit.

If 1 NT is doubled in the balance seat, opener may:

Bid a 5+ card suit.  
Redouble to show a maximum.  
Make a forcing pass.

Responder then 1. redoubles for penalty or  
2. starts the scramble

## Responses to 2 ♣ Opening

2 ♠, 2 ♥, 2 ♣ = to play  
2 NT, 3 ♣ = invitational  
Jump Shifts are forcing

## Opener's Rebids after 1 ♣ - 1

Pass = 13-20 HCP, 5+ Diamonds, n/f.  
1 ♥ = 13-20 HCP, 5+ Hearts, n/f.  
1 ♠ = 13-20 HCP, 5+ Spades, n/f.  
1 NT = 13-20 HCP n/v, 15-20 HCP vulnerable, n/f, regular system on.  
2 ♣ = 13-20 HCP, 5+ Clubs, n/f.  
2 ♠ = 25+ HCP, balanced, forcing.  
2 ♥, 2 ♠, 3 ♣, 3 ♥ = 21+ HCP, unbalanced, forcing.  
2 NT = 23-24 HCP balanced.  
3 NT = 25-26 HCP balanced.

## Opener's Rebids after 1 ♣ - 1 ♥, 1

A non-jump new suit shows 5+ cards, 12-14 HCP and denies support for responder's Major.  
1 NT is a general force. See: Responder's Rebids after 1 ♣ - 1 ♥, 1 ♠ - 1 NT.  
Jump Shifts show 19+ HCP and are game forcing.  
Subsequent rebids by opener: 2 NT = 19 HCP and 3 NT = 30 HCP.

## Opener's Rebids after 1 ♣ - 1 NT

2 ♣ = Stayman, 17+ HCP, may be invitational in another suit.  
2 ♥, 2 ♠, 2 ♣ = 5+ cards, 12-16 HCP n/f.  
2 NT = 17-18 HCP, denies 4-card Major.  
Jumps are forcing

**Responder's Rebids after 1  $\heartsuit$  - 1  $\spadesuit$  , 1 - 1 NT**

Rebid of Major = 5+ cards, 6-7 HCP.

2  $\heartsuit$  = artificial, 5+ cards in Major, 8-9 HCP.

2  $\spadesuit$  = artificial, 5+ cards in Major, 10-11 HCP.

2 NT = 10-11 HCP, 4 cards in Major.

New suit of 2  $\clubsuit$  , 3  $\heartsuit$  , 3  $\spadesuit$  , 3  $\diamonds$  = 5+ card suit, invitational.

1  $\heartsuit$  - 1  $\spadesuit$  ; 1 NT - 2  $\clubsuit$  = 5+ Spades and 5+ Hearts and 6-9 HCP.

**Opener's Rebids after 2  $\heartsuit$  Opening**

After 2  $\heartsuit$  - 2  $\spadesuit$  , 2  $\clubsuit$  :

2 NT = 21-22 HCP balanced

3  $\heartsuit$  = singleton Heart

3  $\spadesuit$  = singleton Spade

3  $\clubsuit$  = singleton Club or singleton Diamond: 4  $\heartsuit$  is pass/correct; 4  $\spadesuit$  asks:

4  $\heartsuit$  = singleton Club

4  $\spadesuit$  = singleton Diamond