

## Tranare Bidding System

### Basic Principles

The cornerstones of the system attempt to take advantage of three fundamental concepts:

a) 4 card majors. The system opens 4+ card majors in preference to 4/5 card minors (pseudo canapé). However by opening them with 1C (for hearts) and 1D (for spades), room is available to determine adequate fits, both for partscore and game hands.

b) relays. The system divides all responding hands into three types, game invitational and game force hands, which relay, the later relaying further, and all other hands, for which natural non-forcing bids are made.

c) transfers. Since all openings are forcing, there is no need to have an artificial opening for game (or almost game) hands. However in response to a non-relay, an artificial game force is incorporated (min NT).

The consequence of the above has resulted in the following when determining an opening bid (12- points).

1. Hands with 11 or more cards between two suits are 'freaks', opened at the two or higher level.
2. 20-23, balanced are opened with 2C, D or H.
3. 6+ card minors are opened before shorter suits.  
1S : 6+ clubs  
1NT : 6+ diamonds
4. 4+ card majors are opened before 4/5 card minors. With equal majors, show hearts.  
1C : 4+ hearts  
1NT : 4+ spades
5. All opening hands not containing a 6+ minor, or a 4+ major are opened 1H.

### Subsequent Bidding After a 1 Opening

After the first relay, the next bid clarifies a point range while starting to describe hand pattern:

One step: 12-15 points, no extra information  
Other steps: 16 + points, with information about suit bid, and denial about suits skipped.

The second relay creates a game force, with opener continuing to describe hand pattern, with information about suit bid, and denial about undefined suits skipped.

Note that if a suit is defined, or a NT occurs, then the suit to be considered progresses to the next undefined suit.

Thus if 2H is a relay bid, and spades, hearts and diamonds are undefined, then  
 2S relates to spades  
 2NT relates to diamonds (since club length defined)  
 3C relates to hearts

The following table represents a guide to lengths of suits shown by first response:

	Response			
	Spades	Hearts	Diamonds	Clubs
Opening				
1C	4 to 5	6 to 7	4 to 5	4 to 5
1D	6 to 7	3 to 4	4 to 5	4 to 5
1H	3	3	5	5
1S	3 to 4	3 to 4	3 to 4	7
1NT	3 to 4	3 to 4	7	3 to 4

Once hand pattern has been determined, the next relay asks for controls (A=2,K=1)

Step	1	2	3	4
12-15	1 or 5	2 or 6	3 or 7	4
16-	2 or 6	3 or 7	4 or 8	5

The next step asks for number of controls in specific suits, starting with the longest, or the highest of equal suits

- 1 step = none
- 2 step = A, K or Q
- 3 step = AK, AQ or KQ
- 4 step = AKQ

**D. & J. HOFFMAN - TRANARE**

**Opening bids**

**Responses**

Pass 0-11 points, no suitable bid

1C 12+ points, 4 to 7 H, 1D 10+ points, relay  
 not longer S, 1H 0-5 points, non-forcing  
 no 6 card minor, 1S,2C,D 2-9 points, natural  
 not 20-23 bal 1NT 6-9 points

1D 12+ points, 4 to 7 S, 1H 10+ points, relay  
 not equal length H, 1S 0-5 points,

non-forcing

no 6 card minor, 1NT 6-9 points  
not 20-23 bal 2C,D,H 2-9 points, natural

1H 12+ points, 1S 10+ points, relay  
no 4 card major, 1NT 6-9 points  
no 6 card minor, 2C 0-7 points, choice  
not 20-23 bal 2D,H,S,NT 2-9 points, transfer

1S 12+ points, 6 or 7 C 1NT 10+ points, relay  
2C 0-7 points  
2D,H,S 2-9 points, natural  
2NT,3C 8-9 points

1NT 12+ points, 6 or 7 D 2C 10+ points, relay  
2D 0-7 points  
2H,S,3C 2-9 points, natural  
2NT,3D 8-9 points

2C 8-11 points, 6 or 7 D 2D To play  
12+ points, 6 or 7 C, freak 2H Ogust  
20-21, bal

2D 8-11 points, 6 or 7 H 2H To play  
12+ points, 6 or 7 D, freak 2S Ogust  
22-23, bal, not 4 or 5 S

2H 8-11 points, 6 or 7 S 2S To play  
12+ points, 6 or 7 H, freak 2NT Ogust  
22-23, bal, 4 or 5 H

2S 12+ points, 6 or 7 S, freak

2NT 8-11 points, 5-5 minors

### Competitive Bidding

Negative Doubles to 2S (Change of suit non-forcing)

### Defensive Bidding

X: 13-, for takeout, with Herbert positives,  
and responsive doubles to 3S

Overcall: (7-8)9-14 points, natural, with invitational cues

1NT: 15-18 Lavings, Transfers

### Michael Cues

Jump overcall: 10-15, 6+ suit

To 1NT : 2C,D artificial  
 weak twos : X for takeout, with lebensohl  
 weak threes : X for takeout

### Carding

Vinje honour leads  
 3rds and 5ths from honours  
 2nd highest from small

Attitude to partners leads : Low encourage  
 Count to opponents leads : high-low shows even  
 Discards : natural

### After 1C

1D		10-, relay
	1H	12-15
	1S	16-, 4/5S
	1NT	16-, 4/5C
	2C	16-, 4/5D
	2D	16-, 6/7H
	2H	16-, 3S
	2S *	16-, 2533
1H		0-5, no suitable bid
	Pass	
	Suit	Natural, invitational
	1NT	Game force
1S		2-9, 6+S; 4-9, 5S; 6-9, 4S
	Pass	
	1NT	Game force
	2C,D,H	Natural
	2S,,3H	Natural, invitational
1NT		6-9, no 4S, no 3H
	Pass	
	2C,D,H,S	Natural
	2NT	Natural, invitational
	3C,,3NT	Natural, game force
2C,D		2-9, 6+ suit
	2NT	Game force
2H		4-7, 4+H; 6-9, 3H
2S,3C,D		8-9, 4+H, splinter



			Next	12-, R
			Others	10-11
		Bid		0/1
			Next	12-, R
			Others	10-11
(Suit)	Pass			
	X		Negative	
	Suit		Non-forcing	
(1H)	X		Relay	
	(P)	Pass		6/7H
		Bid		4/5H
	(Bid)	X		4/5
		Pass		2/3
		Bid		0/1

**Competition after 1C : 1D**

(X)	Pass			12-15
	(P)	XX		12-, R
		Others		10-11
	(Suit)	X		Penalty
		Pass		12-, R
		(P)	X	Penalty
		Others		Natural
		Others		10-11
	XX			16-, 4/5D
	Others			16-
(Suit)	X			4/5
	Pass			2/3
	Bid			0/1

**After 1D**

1H		10-, relay
	1S	12-15
	1NT	16-, 4/5C
	2C	16-, 4/5D
	2D	16-, 3/4H
	2H	16-, 6/7S
	2S *	16-, 5233
1S		0-5, no suitable bid
	Pass	
	Suit	Natural, invitational
	1NT	Game force

1NT		6-9, no 3S
	Pass	
	2C,D,H,S	Natural
	2NT	Natural, invitational
	3C,3NT	Natural, game force
2C,D,H		2-9, 6+ suit
	Pass,2 suit	Natural
	2NT	Game force
	3 suit	Natural, invitational
2S		4-7, 4+S; 6-9, 3S
2NT		8-9, 5-5 not S
3C,D,H		8-9, 4+S, splinter
3S		8-9, 4+S, no singleton

**After 1D : 1H : 1S**

1NT		12-, relay
	2C	4/5C
	2D	4/5D
	2H	3/4H
	2S	6/7S
	2NT *	5233
2C		10-11, 6+C
	Pass,2D,NT	12-13, natural
	3 bid	14-15, natural
2D		10-11, 6+D
	Pass,2H,NT	12-13, natural
	3 bid	14-15, natural
2H		10-11, 6+H
	Pass,2S,NT	12-13, natural
	3 bid	14-15, natural
2S		10-11, 3S
	Pass,2NT	To play
	3 bid	14-15, natural
2NT		10-11
	Pass	To play
	3 bid	14-15, natural
3C,D,H		10-11, 4+S, splinter
3S		10-11, 4+S, no singleton

**After 1H**

1S		10-, relay
	1NT	12-15
	2C	16-, 5C
	2D	16-, 5D
	2H	16-, 3H
	2S *	16-, 3244
1NT		6-9, to play
	Pass	
	2C,D	5 suit, invitational
	2H,S	3 suit, invitational
	2NT	5-5, invitational
	3C,3NT	Natural, game force
2C		0-7, scramble
	Pass,2D	Choice
	2H,S,3C,D	Natural, invitational
	2NT	Game force
2D		2-9, 5+H
	2H	As requested
	Pass	6+H
	2S	4+S, 5+H, invitational
	2NT	3+ minors, 5+H, invitational
	3C,D	4+ minor, 5+H, invitational
	2S,3C,D	2+H, invitational
	2NT	Game force
2H		2-9, 5+S
	*	As over 2D
2S		2-9, 5+C
	2NT	Invitational
	3C	Minimum
2NT		2-9, 5+D
	*	As over 2S
3C		8-9, minors

**After 1H : 1S : 1NT**

2C		12-, relay
	2D	5D
	2H	3H
	2S	3S
	2NT *	2245
2D		10-11, 5+H

	2H,S,NT	12-13, natural
	3 bid	14-15, natural
2H		10-11, 5+S
	2S,NT	12-13, natural
	3 bid	14-15, natural
2S		10-11, 5+C
	2NT,3C	12-13, natural
	3D,NT	14-15, natural
2NT		10-11, 5+D
	3C,D	12-13, natural
	3H,NT	14-15, natural
3C		10-11, minors
	Pass,3D	To play
	3H,S,NT	14-15, natural

#### After 1S

1NT		10-, relay
	2C	12-15
	2D	16-, 3/4D
	2H	16-, 3/4H
	2S	16-, 3/4S
	2NT *	16-, 2227
2C		0-7, no suitable bid
	Pass	To play
	2D,H,S,3C	Natural, invitational
	2NT	Game force
2D		2-9, 6+D
	Pass	To play
	2H,S,3C,D	Natural, invitational
	2NT	Game force
2H		2-9, 6+H
	Pass	To play
	2S,3C,D,H	Natural, invitational
	2NT	Game force
2S		2-9, 6+S
	*	As over 2H
2NT		8-9, balanced, 2+C
	Pass,3C	To play
	Others	Natural, forcing
3C		8-9, unbalanced, 2+C

**After 1S : 1NT : 2C**

2D		12-, relay
2H		3/4H
2S		3/4S
2NT		7C
* 3C		4D
* 3D *		2236
2H		10-11, 6+H
Pass,2S,NT,3C		12-13, natural
Others		14-15, natural
2S		10-11, 6+S
Pass,2NT,3C		12-13, natural
Others		14-15, natural
2NT		10-11, balanced
Pass,3C		12-13, natural
Others		14-15, natural
3C		10-11, 2+C
Pass		12-13, natural
Others		14-15, natural
3D		10-11, 6+D
Pass		12-13, natural
Others		14-15, natural

**After 1NT**

2C		10- , relay
2D		12-15
2H		16-, 3/4H
2S		16-, 3/4S
2NT		16-, 3/4C
3C *		16-, 2272
2D		0-7, no suitable bid
Pass		To play
2H,S,3C,D		Natural, invitational
2NT		Game force
2H		2-9, 6+H
Pass		To play
2S,3C,D,H		Natural, invitational
2NT		Game force

2S		2-9, 6+S
	*	As over 2H
2NT		8-9, balanced, 2+D
	Pass, 3C, D	To play
	Others	Natural, forcing
3C		2-9, 6+C
	Pass	To play
3D		8-9, unbalanced, 2+D
	Pass	To play
	Others	Natural, forcing

**After 1NT : 2C : 2D**

2H		12-, relay
	2S	3/4S
	2NT	3/4C
	3C	7D
	* 3D	4H
	* 3H	2362
2S		10-11, 6+S
	Pass, 2NT, 3C, D	12-13, natural
	Others	14-15, natural
2NT		10-11, balanced
	Pass, 3C, D	12-13, natural
	Others	14-15, natural
3C		10-11, 6+C
	Pass, 3D	12-13, natural
	Others	14-15, natural
3D		10-11, 2+D
	Pass	12-13, natural
	Others	14-15, natural
3H		10-11, 6+H
	Pass	12-13, natural
	Others	14-15, natural

**After 2C**

2D		To play opposite weak diamonds
	Pass	8-11, 6+D
	2H	20-21, 4/5H
	2S	20-21, 4+S, no 4H
	2NT	20-21, no 4 major
	3C	12-15, 6+C, 5+ other

	3D,H,S		16- , 6+C, 5+ other
2H		OGUST	
	2S		8-9, bad D
	2NT		8-9, good D
	3C		10-11, bad D
	3D		10-11, good D
	3H,S		12-, 5+ suit, 6+C
	3NT		12-, 5+D, 6+C
2S			6-7, C and D support
2NT			8-9, C and D support
3C			10-11, C and D support
3D			12-13, C and D support
After 2C : 2D : 2H			
Pass			0-3
2S		No 5 suit, or 4H	
	2NT	As required	
	Pass	0-3	
	3C	4-, 4C	
		3D,S	4 suit
		3H	5H
		3NT	To play
	3D	4-, 4D	
		3H	5H
		3S	4S
		3NT	To play
	3H	4-, 3H, 4S	
		3S	4S
		3NT	To play
		4C,D,H	5H, doubleton
	3NT	To play	
2NT		5+C	
	3C	As required	
	Pass	0-3	
	3D,S	4-, 4 suit	
	3H	4-, 3H	
	3NT	Choice	
3C		5+D	
3D		3+H	
	3H	4H, slam interest	
	3S,4C,D	5H, doubleton, slam interest	
	3NT	4H, no slam interest	
	4H	5H, no slam interest	

3H	5+S
3S,4C,D	4+H, splinter
3NT	To play

**After 2C : 2D : 2S**

Pass	0-3
2NT	5+C
3C	As required
Pass	0-3
3D,H	4-, 4 suit
3S	4-, 3S
3NT	Choice
3C,D	5+ suit
3H	3+S
3S	4S, slam interest
4C,D,H	5S, doubleton, slam interest
3NT	4S, no slam interest
4H	5S, no slam interest
3S	No 5 suit, or 4S
3NT	As required
3NT	To play
4C,D,H	4+S, splinter

**After 2D**

2H	To play opposite weak hearts
Pass	8-11, 6+H
2S	22-23, 4+S
2NT	22-23, no 4 major
3C	12-15, 6+D, 5+ other
3D,H,S	16-, 6+D, 5+ other
2S	OGUST
2NT	8-9, bad H
3C	8-9, good H
3D	10-11, bad H
3H	10-11, good H
3S,NT,4C	12- , 6+D, 5+ other
2NT	6-7, 3+D, 3+H

3C	8-9, 3+D, 3+H
3D	10-11, 3+D, 3+H
3H	12-13, 3+D, 3+H

**After 2D : 2H : 2S**

Pass	0-1
2NT	5+C
3C	As required
Pass	0-1
3D,H	2-, 4 suit
3S	2-, 3S
3NT	Choice
3C,D	5+ suit
3H	3+S
3S	4S, slam interest
3NT	4S, no slam interest
4C,D,H	5S, doubleton, slam interest
4S	5S, no slam interest
3S	No 5 suit, or 3S
3NT	As required
3NT	To play
4C,D,H	4+S, splinter