

## 1 - 2

2	relay then
2	4 hearts, may have 4 spades
2NT	4 spades, denies 4 hearts
3	No 4 card major
3	6+ diamonds, no other 4 card suit
3	5+ hearts and 6+ diamonds
3	5+ spades and 6+ diamonds
3NT	5+ clubs and 6+ diamonds
2	Alpha
2NT	Alpha in
3	Alpha
3	Gamma
3 3 4	Delta

Responder can jump beyond the normal five-step Alpha responses to show:

4	One loser 6+ suit, 4+ controls
unbid suit	6-5 two-suiter with 2-3 top honors in each suit

In 1 -2 sequences, the response to a shortness ask is always the suit bid. In 1 -2 sequences, there are two exceptions as shown below. To help remember: both show shortness in and both are in responder's four-card major.

### 1 - 2

#### 2 - 2 (4 hearts, may have 4 spades)

2NT	Relay then
3	No spade suit then 3 = <b>shortness relay (not Gamma)</b> then
3	singleton or void in clubs ( <b>exception</b> )
3	singleton or void in spades (the suit bid)
3NT	No shortness (4-2-5-2)
	then 4 is Beta and 4 is Gamma
3 ... 4	Both majors, 0 ... 6 top honors in + <b>combined</b>
3	Alpha
3	Gamma
3	Eta in hearts (not interested in spades)
3	Alpha
3NT	Signoff
4	Beta

### 1 - 2

#### 2 - 2NT (4 spades, denies 4 hearts)

3	Relay then
3	No shortness (4-2-2-5)
3	Singleton or void in hearts (the suit bid)
3	Singleton or void in clubs ( <b>exception</b> )
3NT	No shortness (4-3-3-3)
	then 4 is Beta and 4 is Gamma
3	Gamma
3	Alpha
3	Eta in
3NT	Signoff
4	Beta

1 - 2

2 - 3 (No 4 card major)

3	Relay then
3	Singleton or void in hearts (the suit bid)
3	Singleton or void in spades (the suit bid)
3NT	No shortness (5 332 or 2-2-5-4)
4	5 diamonds 5 clubs
	then 4 is Beta and 4 is Gamma
3 3	Alpha
3NT	Signoff
4	Beta
4	Eta

There is no Alpha in clubs or Gamma in diamonds available in this sequence. If you want to make an Alpha in clubs, consider using 1 - 2 - 3 instead of the relay. If you want to make a Gamma in diamonds, don't use the relay.

1 - 2

2 - 3 (6+ diamonds, no other 4 card suit)

3 3	Alpha
3NT	Signoff
4	Beta
4	Eta

There is no Alpha in clubs available in this sequence. If you want to make an Alpha in clubs, consider using 1 - 2 - 3 instead of the relay.

### Examples

<p>♠ A K Q J 5 ♥ K 6 3 ♦ K 9 ♣ J 6 3</p>	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W   E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W   E	S	<p>♠ 9 8 ♥ A 7 5 ♦ Q J 10 8 3 ♣ A 10 7</p>	<p>West      East <i>John</i>    <i>Barry</i></p> <p>1♣<sup>1</sup>      2♦<sup>2</sup> 2♥<sup>3</sup>      3♣<sup>4</sup> 3♦<sup>5</sup>      3NT<sup>6</sup> Pass</p>
N						
W   E						
S						
<ol style="list-style-type: none"> <li>1. Precision 16+ HCP</li> <li>2. Five or more diamonds, 8+ HCP, GF</li> <li>3. Relay asks for distribution</li> <li>4. No four-card major</li> <li>5. Relay</li> <li>6. No shortness</li> </ol>						

  

<p>♠ 7 6 5 ♥ A K Q J 5 ♦ K 10 8 ♣ A 4</p>	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W   E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W   E	S	<p>♠ 4 3 ♥ 7 3 2 ♦ A Q J 9 3 2 ♣ K 2</p>	<p>West      East <i>Barry</i>    <i>John</i></p> <p>1♣<sup>1</sup>      2♦<sup>2</sup> 3♦<sup>3</sup>      4♦<sup>4</sup> 4♠<sup>5</sup>      5♣<sup>6</sup> 5♦      Pass</p>
N						
W   E						
S						
<ol style="list-style-type: none"> <li>1. Precision 16+ HCP</li> <li>2. Five or more diamonds, 8+ HCP, game force</li> <li>3. Gamma</li> <li>4. Six to two top honors</li> <li>5. Epsilon</li> <li>6. Third round control</li> </ol>						

When opener hears the Gamma response, he can count 12 tricks but there are two fast losers in the spade suit.

From the Viking Precision Book

♠ A K Q J 6	<table border="0" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 10 7 5
		N									
W			E								
		S									
♥ A 5	♥ 10										
♦ K 9 6 5	♦ A Q J 3 2										
♣ A J	♣ Q 9 8 7										

<i>North</i>	<i>South</i>
1♣	2♦
2♥ <sup>1</sup>	3♣ <sup>2</sup>
3♦ <sup>3</sup>	3♥ <sup>4</sup>
4♦ <sup>5</sup>	4NT <sup>6</sup>
7♠	Pass

1. Relay
2. No four-card major
3. Relay
4. Singleton or void in hearts
5. Gamma
6. Two top honors

Opener knows that responder's shape is 3-1-5-4 and can count 13 tricks in spades: five spades, one heart, one heart ruff, five diamonds, and one club.