

SCAR Cheat Sheet

Strong Club with Asymmetric Relays

Openings

	Primary openings		Remarks	Sec. op.	Remarks	After GF relay
P	natural	0-9		0-12		
1♣	any shape	14+		16+		
1♦	4+♥	10-13	Denies ♠	5+♦ 13-15	Denies M	1s 4+♥
1♥	4+♠	10-13	Denies ♥	4+♥ 13-15		2s 4+♠
1♠	4+both M	10-13		4+♠ 13-15	Denies ♥	3s 4+both M
1NT	4+♣	10-13	Denies M	bal. 13-15	Usually no M	4s 4+♣
2♣	4+♦	10-13	1-suited	5+♣ 13-15	Denies M	5s 4+♦
2♦	6+M	6-9	<i>Prefer P if no stopper in declared suit(s)</i>	<i>see</i> 6-12	<i>You can trade extra length for points</i>	6s 3-suit exc.♣
2♥	5+♥,5+other	6-9		<i>prim.</i> 6-12		7s 3-suit exc.♦
2♠	5+♠,5+m	6-9		<i>op.</i> 6-12		8s 3-suit exc.♥
2NT	5+both m	6-9		6-12		9s 3-suit exc.♠

When GF is found (see “Basic Responses”), use “After GF relay” column to show basic hand-shape.

Then use “Shape solving” below, including extra steps to show/deny a second suit if ambiguity remains.

Basic responses

Resp. to 1♣	Then	to med. hand†	Remarks
1♦ GI	1♥ GF	1s GF**	†prim. op. only *then 1NT/1s is negative **treat 3-suiters as 2-suiters
	1♠ GI*	2s GI*	
	1NT+ nat.	3s+ nat.	
1♥ weak	1♠ GI*	weak: ≤20TP	
	1NT+ nat.	GI: 21-24TP	
1♠+ GF		GF: 25+TP	

See appropriate section for dealing with interference.

Shape solving

	1-suiter	2-suiter	55+	3-suiter	short suits
1s	4-3-3-3	4-4-3-2	55	4-4-4-1	<i>with 4 cards:</i>
2s	5-3-3-2*	45	56	445-0	1s 22
3s	6-3-2-2*	54	65	454-0	2s 13
4s	6-3-3-1*	55+	66	544-0	3s 31
5s	7-2-2-2	46	57	<i>**for 7-3-2-1:</i>	<i>with 3 cards:</i>
6s	7-3-2-1**	64	75	1s-1s 231	1s 12
7s	8+ no v	4 7+†	2v	1s-2s 321	2s 21
8s	7+ low v	7+ 4†		2s-1s 213	3s 03
9s	7+ mid v			2s-2s 312	4s 30
10s	7+ high v	†then ask		3s 123	<i>with 2 or 1:</i>
11s	10+ 2v	for voids		4s 132	<i>similar</i>

**For these: 1s/2s/3s: low/mid/high suit is distinguished*

Overcalls

Overcalls	Resp. to Dble	to others
Dble 14+	P weak**	P weak
≤2♦ 5+new S 10-13	Redble SOS	1s GI
1NT stopper* 12-13	1s GI	2s GF
2NT unusual 10-13	2s+ GF	3s+ nat.
cuebid Michaels 10-13	*Denies 5+new S	**3+opp. S

Competitive bids after GF is found

When the last auction is between 3♣ and 4♣, Relayer gives indications as below (Relayer Doubles are natural).

Auction	Relayer says
≤2NT	Usual relay, unlimited resp. if interference ≤3s Halt at 3NT else
3♣	3♦ for halt at 3NT, then P/4m/4M for play 3♥ for relay, 3♠ for control
3♦	3♥ for halt at 4♣, then P/4♦/4M for play 3♠ for relay, 3NT for game, 4♣ for controls
3♥	3♠-3NT-P/4m 3NT for relay, 4♣ for control
3♠/3NT	3NT/P for game 4♣ for relay, 4♦ for control
4♣	4♦ for relay, else for game
4♦	4NT for control, else for game

Interference before GF is found

Relay bids are still possible in the following situations. Else bids are natural.

1♣∧≤2♣	≤2♣∧≤3s	1♣-1♦∧≤2♣	1♣-1♥∧≤1NT	1♣-1♦-1♠∧≤2♣
P weak	P weak	P GI	P weak	P neg.
Dble* GI	Dble* GI	Dble* GF	Dble* GI	Dble+* GF
1s+ GF	1s GF	1s+ nat.	1s+ nat.	
	2s+ nat.	*or Redouble if opp. doubled		

Legend

m	minor	s	step	v	void	GI	game invite	op.	opening	nat.	natural
M	major	S	suit	P	pass	GF	game force	opp.	opponent	neg.	negative