CHAPTER 5 AI THINKING:

Prompt 1:

Hmm, the user has shared a complex document about bridge bidding agreements between Arti and Nathan. This appears to be an extremely detailed system covering various aspects of their bidding conventions - from basic structures like 2/1 game forcing to specialized treatments like inverted minors, mixed raises, and defensive agreements.

The document is highly technical with bridge-specific terminology. It covers minor suit openings, major suit responses, competitive auctions, 1NT structures, preempts, and even defensive carding agreements. The level of detail suggests these are serious tournament players with sophisticated agreements.

The user wants me to eventually create quiz questions based on these agreements, but first needs help understanding the document. They've wisely broken this into steps - starting with comprehension before quiz creation.

Key sections I notice:

- Detailed 4th suit forcing agreements with specific examples

- Complex minor suit structures including inverted minors and mixed raises

- Multi-way jump shifts in major suit auctions

- Extensive 1NT response structures including transfers and Puppet Stayman

- Competitive agreements like Woolsey over opponent's 1NT

- Slam bidding conventions including 8-step keycard

The document has some inconsistencies (marked "consider changing" or "not playing this") that would need clarification. The "Updated by Josh" notes suggest this is a living document.

To proceed, I'll need to confirm comprehension before the user provides next steps. The complexity demands careful attention - one misunderstanding could lead to incorrect quiz questions later. I should also note areas needing clarification like the conflicting notes about 2NT superaccepts in transfers.

PROMPT 2:

We are given a document that outlines a bridge bidding system. The document is structured with various sections, each dealing with different aspects of the system. The sections are typically indicated by bold headings. Our task is to identify all the section headings and note their locations (by the text that immediately follows the heading) to facilitate future reference when generating quiz questions.

We'll go through the document and extract all the bold section headings. Note that some headings might be nested (subsections) and we should capture the hierarchy where possible.

Let's list the sections in order:

1. \*\*The System\*\* (starts with "♠ ♥ ♦ ♣")

2. \*\*Summary\*\* (starts with "2/1 GF")

3. \*\*4TH SUIT ARTIFICIAL GF when 4th suit is ♠\*\* (starts with "4th suit by \*\*R\*\* on 2nd bid is art GF")

4. \*\*Constructive Auctions\*\* (starts with "After 4th suit forcing, opener's rebid of the 2nd suit is a potential 'default' bid")

5. \*\*Minor Openings:\*\* (starts with "1m - 3m: very preemptive.")

6. \*\*Inverted Minors:\*\* (starts with "any sequence not directly covered below is GF") - note: this is a subsection under "Minor Openings"

7. \*\*Responder is 11-12 balanced:\*\* (starts with "Some basic rules") - also under "Minor Openings"

8. \*\*Mixed Raise\*\* (starts with "1m \*\*2\*\*♠ - shows a mixed raise in the minor or a good preempt") - under "Minor Openings"

9. \*\*Balanced and Game Forcing:\*\* (starts with "1m - 2N = bal, 13-15 or 18+") - under "Minor Openings"

10. \*\*MAJOR SUIT FIT AUCTIONS\*\* (starts with "1m - 1M - 2M")

11. \*\*Mini-splinters -\*\* (starts with "1♣ 1♥ 3♦ - 13-15, 4♥ and unknown shortness")

12. \*\*2-way NMF and similar situations:\*\* (starts with "If unpassed hands start the bidding with 1x - 1y - 1N, 2-way new minor forcing applies")

13. \*\*Wolff Sign Off:\*\* (starts with "1m-\*\*1M\*\* \|\| 2N (CONSIDER CHANGING TO TRANSFERS IN FUTURE)")

14. \*\*Competition after 1m, and they overcall 1NT\*\* (starts with "1m (1N) ?")

15. \*\*When they open 1m...\*\* (starts with "1c - (p) - 1♥ - (now if partner bids 2C - that's 5/5 in the unbids suits);")

16. \*\*Major Suit Openings:\*\* (starts with "- 5 card Majors in all seats")

17. \*\*RESPONDING WITH 3 TRUMPS AFTER 1M OPENER\*\* (starts with "1M-\*\*2M\*\* - 8-10, weaker hands start with 1NT.") - under "Major Suit Openings"

18. \*\*RESPONDING WITH 4+ TRUMPS AFTER 1M OPENER\*\* (starts with "1M-\*\*2M\*\* - not quite good enough for a mixed raise") - under "Major Suit Openings"

19. \*\*System after 2N response (LR or better w/ 4 trump)\*\* (starts with "1M - \*\*2NT\*\*")

20. \*\*GAME TRIES\*\* (starts with "Natural game tries, and 2NT after 1M-2M are generic game tries.")

21. \*\*When Responder invites with 2NT on second bid:\*\* (starts with "1♠ 1N")

22. \*\*1♠-1N \|\| 3♣ (Multiway Jump Shift)\*\* (starts with "This auction shows one of 3 hand types, \*\*\*all GF\*\*\*")

23. \*\*Competition after 1M\*\* (starts with "- Jacoby type auctions")

24. \*\*1NT STRUCTURE\*\* (starts with "4 way transfers - accepting the minor promises three cards.")

25. \*\*DEAD NT\*\* (starts with "handles when you have strong hand but no bid as RHO opened your best suit")

26. \*\*Response to takeout double\*\* (starts with "(1m) X (P) -")

27. \*\*MAXIMAL DOUBLES\*\* (starts with "- A maximal double occurs in a competitive auction")

28. \*\*Support Double & Redoubles:\*\* (starts with "ON in most contexts where interference is below 2 of responder's suit")

29. \*\*LEAD DEFLECTING DOUBLES\*\* (starts with "If we have preempted or just opened a suit")

30. \*\*DSI Doubles\*\* (starts with "Short for 'do something intelligent'")

31. \*\*Woolsey\*\* (starts with "If they open 1NT, we play woolsey")

32. \*\*Transfer Advances: after (1a) 1M (X)\*\* (starts with "Example: (1♣) 1♥ (X) ?")

33. \*\*2NT as a raise\*\* (starts with "After opening the bidding -")

34. \*\*GOOD BAD 2NT\*\* (starts with "Only applies when \*\*O\*\* rebids 2N after")

35. \*\*Defenses to Preempts\*\* (starts with "when they open a weak 2 - normal Lebensohl")

36. \*\*System after our 2NT overcall\*\* (starts with "(Updated by Josh Jan 19 2024)")

37. \*\*System after 3NT overcall\*\* (starts with "4♣ - asking")

38. \*\*Balancing NT\*\* (starts with "After 1m P P 1NT, range is 11 - 14")

39. \*\*Defense to Precision\*\* (starts with "(1\*\*♣\*\*) X = majors (at least 5-4)")

40. \*\*Two Suited after 2N opener or 2C 2D 2N or 2C 2D 2H 2S 2N starts\*\* (starts with "Whenever we are transferring to a major and bidding a minor naturally at the 4 level")

41. \*\*Slam Agreements\*\* (starts with "1430 Kickback except exclusion is 3014")

42. \*\*Major Suit Cue bids:\*\* (starts with "We will have situations where both majors have been shown")

43. \*\*Optional key card\*\* (starts with "Anytime 3NT is pulled into a minor")

44. \*\*4♣ Raise\*\* (starts with "If partner has opened or overcalled in a major, and the opponents have preempted us")

45. \*\*The opps overcall over our 2nt opening\*\* (starts with "2nt - (3c)")

46. \*\*Defensive Agreements\*\* (starts with "Upside down carding, standard present count")

Note: Some sections have subheadings that are also in bold. We have tried to capture the main sections. Also, note that the document has a lot of detailed text and examples under each section.

We have now identified the main sections. This list will help us to reference the exact location when generating quiz questions.

Prompt 3:

We are going to systematically break down the "Inverted Minors" section as per the user's example, then apply the same method to other sections later.

Steps for "Inverted Minors":

1. Identify the auction structure:

- Opening bid: 1m (minor: clubs or diamonds)

- Responder's first bid: 2m (same minor as opener, showing a limit raise or better without a 4-card major, with 5+ clubs or 4+ diamonds)

2. After 1m-2m, opener's rebids:

- 2 of a new suit (2newSuit): 14+ points, game forcing (unless responder has only 10 HCP, then not necessarily forcing).

\* If opener is balanced with 14 points, this shows a stopper in the new suit.

\* If unbalanced, it is natural (showing a real suit).

- 2NT: Natural, game forcing? (The document says "2N/2X/3X = Nat GF", meaning 2NT is natural and game forcing)

- 2X (where X is a suit that is not new? Actually, note: after 1m-2m, opener's 2X in a new suit is already covered by "2newSuit". But what about rebidding the same minor? The document doesn't explicitly say, but the structure implies that opener's rebids are either in a new suit, NT, or jumping. So rebidding 2m is not listed? We must check.)

However, note the auction: 1m-2m. Now opener's rebid:

- If opener has a minimum (less than 14 points) and no good suit to bid, they might want to sign off. But the document says:

"2newSuit = 14+ GF"

and then lists other bids. So what about a minimum? The document says:

"3m = 10HCP, NF (only signoff after 2 level newsuit by partner)"

but that is for responder. So where is opener's minimum rebid?

Looking back:

The section starts: "Inverted Minors: any sequence not directly covered below is GF"

Then the first bid by responder: 1m-2m = LR+ (limit raise or better)

Then opener's rebids:

- 2newSuit: 14+ GF

- 2NT: natural GF (so 14+ and balanced?)

- 2X: ? This is confusing because 2X might be the same as 2newSuit?

Actually, the document lists:

"2N/2X/3X = Nat GF"

This seems to be a list of responder's bids after opener has made a 2newSuit rebid. So the structure is:

After 1m-2m:

Opener's rebid:

- 2newSuit: 14+ GF

- 2NT: ? (not explicitly stated here, but in the list of responder's bids we see 2NT as a possible response by responder, so opener must have other rebids)

Wait, the document actually does not list a 2NT rebid by opener. It does list:

"2N/2X/3X = Nat GF" as responder's bids after opener's 2newSuit.

So what are opener's rebids? Only 2newSuit? Then what about a minimum hand?

Looking at the section again, it says:

"1m - 2m = LR+, ..."

then immediately: "2newSuit = 14+ GF ..."

This implies that if opener has a minimum (less than 14) they must pass? But that can't be because 2m is forcing to game?

Actually, the document says: "1m - 2m = LR+", meaning limit raise or better, so it is forcing to at least 2NT or 3m? But note: in standard inverted minors, 2m is forcing to 2NT or 3m.

However, the document then says: "any sequence not directly covered below is GF", meaning that unless specified otherwise, any sequence after 1m-2m is game forcing.

So if opener has a minimum, they must bid something that is not forcing?

The only non-forcing bid mentioned is when responder signs off in 3m (after opener has bid a 2newSuit).

This suggests that opener must make a forcing bid with any hand?

But then we see:

"3m = 10HCP, NF (only signoff after 2 level newsuit by partner)"

This is for responder.

After 1m-2m, if opener has a minimum (11-13 points) they might rebid 2NT? But the document says 2NT by opener is not listed.

Alternatively, they might rebid 3m? But that would be a jump, and the document doesn't list that as an opener rebid.

Looking at the section "Balanced and Game Forcing", it says:

"1m - 2N = bal, 13-15 or 18+, ..."

So if opener has a balanced 13-15, they would have opened 1m and then bid 2NT? But that is after responder's 2NT, not 2m.

This suggests that the inverted minors sequence (1m-2m) is only for hands that are not balanced?

I think we are missing the opener's rebid with a minimum.

Let me check the example:

"1♦ 2♦ || 3♣= 14+ without stoppers in M, almost GF"

This implies that after 1♦-2♦, opener can bid 3♣. That is a jump in a new suit? But the document in inverted minors says:

"3X if jump = splinter"

So 3♣ would be a splinter? But the example says it is 14+ without stoppers in majors, almost GF.

This is conflicting.

Alternatively, the section "Balanced and Game Forcing" might have the answer. It says:

"1m - 2N = bal, 13-15 or 18+ ..."

But what about after 1m-2m?

The document must have an omission.

After reading the entire document, I recall that in the "Minor Openings" section, before "Inverted Minors", there is:

"1m - 2m: LR+"

and then:

"1m - 2N = 13-15 or 18+ bal, may have 4-card major"

So if responder has a balanced 11-12, they bid 2♥ (as per the section "Responder is 11-12 balanced").

So the inverted 2m bid is for hands that are unbalanced (with support for the minor) and not 11-12 balanced.

Now, for opener's rebid after 1m-2m, the document in "Inverted Minors" only lists:

- 2newSuit: 14+ GF

and then the rest are responder's rebids after that.

But what about opener with less than 14?

In standard inverted minors, opener can:

- Bid 2NT with a balanced minimum

- Bid 3m with a minimum and a long minor

- Bid a new suit with a strong hand

The document does not explicitly say, but note the line:

"2N/2X/3X = Nat GF"

is under the context of after opener has made a 2newSuit rebid.

So perhaps opener's rebids include:

- 2NT: natural, minimum (but the document doesn't say, and it says "any sequence not covered is GF", so 2NT by opener might be forcing?)

Alternatively, we see in the example:

"1♦ 2♦ || 3♣= 14+ without stoppers in M, almost GF"

This suggests that opener can bid 3♣ as a natural bid (non-jump? but it is a jump) to show 14+ without stoppers.

But the inverted minors section says: "3X if jump = splinter", which would conflict.

This needs clarification.

Given the complexity, I will assume that the document intends that after 1m-2m, opener's rebids are:

- 2 of a new suit: 14+ GF, either stopper (if balanced) or natural (if unbalanced)

- 2NT: ? (not specified, but in the "Balanced and Game Forcing" section, 2NT by responder is used for balanced hands, so opener's 2NT here might be natural and forcing? But the document doesn't say)

- 3m: minimum, to play (non-forcing) — this is standard, but the document doesn't list it.

However, in the inverted minors section, it says:

"3m = 10HCP, NF (only signoff after 2 level newsuit by partner)"

This is for responder, not opener.

After careful reading, I see that the document under "Inverted Minors" is primarily focused on the sequences after opener has made a 2newSuit rebid. It does not cover all opener's rebids.

This is a problem.

But note the very first line: "any sequence not directly covered below is GF". This implies that if the auction continues beyond 1m-2m without a covered sequence, it is GF. So if opener rebids 2NT, that sequence is not covered, so it must be GF?

Then what about a minimum? The only non-GF bid by opener would be to pass? But 2m is not a signoff.

Alternatively, opener might rebid 3m to sign off?

The document does not list 3m by opener. But in standard inverted minors, 3m by opener is a signoff.

Given the ambiguity, I will rely on the example provided in the document:

"1♦ 2♦ || 3♣= 14+ without stoppers in M, almost GF"

This implies that after 1♦-2♦, opener can bid 3♣, and it is not a splinter (because it says it shows 14+ without stoppers). So the "3X if jump = splinter" must refer to responder's jump, not opener's.

Therefore, for opener's rebids after 1m-2m:

- 2 of a new suit: 14+ GF (as stated)

- 2NT: ? (still not stated, but perhaps it is not available? or it is the balanced minimum)

- 3m: minimum with 6+ in the minor (non-forcing) — but not stated.

- 3 of a new suit: natural, 14+ GF? (as in the example 1♦-2♦-3♣)

However, the example 1♦-2♦-3♣ is a jump, and the document says "3X if jump = splinter" but that is for responder's bid after opener's 2newSuit.

So for opener, a jump in a new suit is not defined as a splinter.

Given the example, we can assume that opener's jump in a new suit is natural and forcing (14+).

And for a minimum, opener would bid 3m?

But the document does not explicitly say.

To resolve, I note that in the section "Balanced and Game Forcing", it says:

"1m - 2N = bal, 13-15 or 18+ ..."

So if opener has a balanced hand, they would not use the inverted minors sequence?

This is a mess.

I think the user will have to clarify.

For now, I will assume the following for opener's rebids after 1m-2m (based on standard treatments and the example):

- 2 of a new suit: 14+ GF, shows stopper if balanced, natural if unbalanced.

- 2NT: not used? or perhaps shows a minimum balanced (but then it would not be GF, contradicting "any sequence not covered is GF")

- 3m: minimum, 6+ cards, non-forcing.

- 3 of a new suit: 14+ GF, natural (as in the example 1♦-2♦-3♣).

And then the rest of the section describes responder's bids after opener has made a 2newSuit rebid.

So for the purpose of the quiz, we focus on the described responder's bids after opener's 2newSuit.

Steps for the quiz on this section:

Auction: 1m - 2m - 2newSuit (by opener) - ?

Responder's rebids:

- 2NT: natural, game forcing (shows a balanced hand or something, not specified)

- 2X: natural, game forcing (where X is a suit that hasn't been bid? or any suit? The document says "2X", meaning any suit at the 2-level? But note, the new suit by opener is at the 2-level, so responder's 2X would be in a suit that is either the minor or a new suit? But the minor is already bid. So 2X would be a new suit at the 2-level, natural GF.

- 3X: if a jump (i.e., jumping from opener's 2newSuit), then splinter in X (for opener's minor).

- 3m: 10 HCP, non-forcing, signoff (only available if opener's 2newSuit was at the 2-level)

- 3x>m: if not a jump, then stopper showing (if x is a suit higher ranking than m? The document says "3x>m", meaning the suit bid is higher ranking than the minor? But in the example, 1♦-2♦-2♥-3♣: ♣ is lower ranking than ♦? Actually, clubs are lower than diamonds. So "x>m" might mean the bid suit is above the minor? In terms of level? But 3♣ is the same level as 3♦. Alternatively, it might mean the suit is not the minor and not a jump?

The document says: "3x>m = stopper showing or splinter if a jump"

But then it says: "ex; 1♦ 2♦ 2♥ 3♠(splinter) but 1♦ 2♦ 2♥ 3♣(stopper)"

In the first example, 3♠ is a jump (from 2♥ to 3♠ is a jump) so it is a splinter.

In the second, 3♣ is not a jump (from 2♥ to 3♣ is only one level, so non-jump) and it is stopper showing.

So the rule is: if responder bids a new suit at the 3-level that is not a jump (i.e., in the same denomination as opener's 2newSuit, then it is stopper showing. If it is a jump (to a higher level), then it is a splinter.

But note: from 2♥, a bid of 3♣ is not a jump (because 2♥-3♣ is a one-level jump in terms of steps, but in bridge, a jump shift is skipping a level). Actually, 2♥ is followed by 2♠, 2NT, 3♣, 3♦, etc. So 2♥-3♣ skips 2♠ and 2NT? That is a jump.

The document uses the term "jump" in the bid: "3X if jump = splinter". So if responder jumps to 3X (skipping levels), it is a splinter. If they bid 3X without skipping levels (which is impossible if it's a new suit because the bidding goes 2♥-2♠-2NT-3♣), then it would be non-jump? But that would be a simple shift, not a jump.

In practice, any bid of 3X by responder after a 2-level bid by opener is a jump if X is a new suit because it skips the 2-level bids.

So the example 1♦-2♦-2♥-3♣: 3♣ is a jump (from 2♥ to 3♣ skips 2♠ and 2NT). Then why is it not a splinter?

The document says: "but 1♦ 2♦ 2♥ 3♣(stopper)" — so it is an exception: if the suit bid is lower ranking than the minor (clubs are lower than diamonds), then it is not a splinter?

But the document doesn't say that. It says "3x>m", meaning the suit bid is higher ranking than the minor?

In standard ranking, suits are: clubs (lowest), diamonds, hearts, spades (highest). So for a diamond minor, a suit higher than diamonds is hearts or spades. Therefore, 3♣ would be lower than diamonds, so not covered by "3x>m".

This suggests that:

- If responder bids a suit at the 3-level that is higher ranking than the minor (hearts or spades when minor is diamonds), then if it is a jump, it is a splinter; if not a jump? (but it is always a jump) — so always splinter for suits higher than the minor?

- For suits lower than the minor (only clubs when minor is diamonds), then it is stopper showing.

But the example 1♦-2♦-2♥-3♣ is a jump in a suit lower than diamonds, and it is defined as stopper showing.

Therefore, we can interpret:

After 1m-2m-2newSuit (by opener), responder's 3-level bid in a new suit:

- If the new suit is lower ranking than the minor (only applies when m=diamonds and the suit is clubs), then it is non-jump? But it is a jump in terms of skipping levels. The document calls it stopper showing and not a splinter.

- Otherwise, if it is a jump (which it always is) and the suit is higher than the minor, then it is a splinter.

But wait, the document says: "3x>m = stopper showing or splinter if a jump"

This is ambiguous. It might mean:

- If the bid is a jump, then it is a splinter (for any suit) OR stopper showing for suits lower than the minor?

- Or it might mean: for suits higher than the minor, a jump is splinter, and for suits lower than the minor, a jump is stopper showing.

The example clarifies:

3♠ (which is higher than diamonds) is a splinter.

3♣ (which is lower than diamonds) is stopper showing.

So the rule is:

After 1m-2m-2newSuit, responder's jump to 3 of a new suit:

- If the new suit is higher ranking than the minor (m), then it is a splinter for the minor.

- If the new suit is lower ranking than the minor, then it is natural and shows a stopper in that suit (and is game forcing).

And for the minor itself, responder can bid 3m to sign off (non-forcing) with 10 HCP.

And 3NT is to play.

So to summarize responder's rebids after 1m-2m-2newSuit:

- 2NT: natural GF

- 2X: natural GF (at the 2-level, which is only possible if there is a suit at the 2-level available? But after 2newSuit, the 2-level might be exhausted. For example, after 1♦-2♦-2♥, the 2-level bids available are 2♠ and 2NT. So 2♠ would be natural GF, and 2NT natural GF.)

- 3m: non-forcing, signoff (shows 10 HCP)

- 3x (new suit, jump):

- if x is higher ranking than m: splinter for m (shows shortage in x, GF)

- if x is lower ranking than m: shows a stopper in x, natural and GF (and presumably a desire to play in 3NT if opener has the other suits stopped)

- 3NT: to play

And if responder bids a new suit at the 3-level that is not a jump? That is impossible because the last bid was at 2-level, so any 3-level bid is a jump.

This matches the document.

Now, we can create quiz questions for this section.

Example quiz question for this section:

Question: In the auction 1♦-2♦-2♥-3♣, what does 3♣ show?

Answer: Stopper in clubs, game forcing.

Question: In the auction 1♦-2♦-2♥-3♠, what does 3♠ show?

Answer: Splinter in spades (shortage) for diamonds, game forcing.

Question: In the auction 1♣-2♣-2♦-3♥, what does 3♥ show?

Answer: Since the minor is clubs, and hearts are higher ranking, it shows a splinter in hearts for clubs, game forcing.

Question: In the auction 1♣-2♣-2♦-2♥, what does 2♥ show?

Answer: Natural, game forcing (presumably 5+ hearts).

Question: In the auction 1♦-2♦-2♥-2NT, what does 2NT show?

Answer: Natural, game forcing.

Question: In the auction 1♦-2♦-2♥-3♦, what does 3♦ show?

Answer: 10 HCP, non-forcing, signoff.

This should cover the section.

We will apply similar breakdowns to other sections.

PROMPT 4:

We are going to decode the entire document section by section, following the same methodology as demonstrated for the "Inverted Minors" section.

We note that the document is structured with main sections and subsections. We will go in the order they appear.

Important: We must record the location (page number isn't available, but we can use the section title and the content around it) and the exact text we are referencing.

However, note: the document does not have page numbers. Instead, we will reference by section heading and the specific line of text.

We will create a table for each section (or subsection) that defines a bidding sequence.

Format for each section:

Section Title: [as in the document]

Location: [the heading and any subheading, and if necessary a key phrase to locate]

Core Auction: [the starting bid sequence]

Continuations: [a list of bids and their meanings, with examples if provided in the document]

Special Cases/Notes: [any exceptions or additional context]

Then, we will be ready to generate quiz questions that reference the section and the specific line.

Let's start with the first sections.

1. Section: "The System" (Summary)

Location: Very beginning (after the file header and before "4TH SUIT ARTIFICIAL")

Content: This is a summary of key conventions. We note the agreements:

- 2/1 GF

- 1 over 1 overcalls are non-forcing; after a one level overcall, responder must jump to create at least a one round force. 2 over 2 level overcalls forcing for one round.

- Eight step KC - over kickback and 4NT; first four steps are 1430, then 1 or 4 with void, 3 or 0 with void, etc. Only use with a useful void that partner knows is a void

- Exclusion: 3014, 2 w/o Q, 2 w Q

- many Optional KC situations (same 8 steps)

- UDCA, standard Smith

- Good/Bad 2NT even if responder has responded 1NT

We don't have a specific auction here, but these are global agreements.

2. Section: "4TH SUIT ARTIFICIAL GF when 4th suit is ♠"

Location: After the summary, before "Constructive Auctions"

Content:

- 4th suit by Responder on 2nd bid is artificial and game forcing.

Example:

1♣ - 1♦ - 1♥

- 1♠ = artificial GF, not 4♠, maybe 4♥ if GF

- 2♠ = natural GF, typically 4♠, 5+♦, not 4♥

So the core auction is: 1m - 1x - 1y - ? (with the 4th suit being the next suit)

3. Section: "Constructive Auctions"

Location: After "4TH SUIT ..."

Content:

- After 4th suit forcing, opener's rebid of the 2nd suit is a potential 'default' bid, made with no extra length in any suit and the 4th suit unstopped.

- If responder jumps in the 4th suit, that is 5-5 game forcing.

- If responder bids and rebids the 4th suit it is "5th-suit forcing", asking for further description from opener and not committing to any suit.

- On 3rd suit forcing auctions, such as 1C 1S 2C where 2D is '3rd suit forcing', jump in the third suit (as well as any other suit) is a splinter for opener's minor.

- When opener reverses, and responder bids the weakness bid (2NT), then opener's rebids are defined for several sequences.

This section has multiple sub-sequences. We break them down:

Subsection: After 4th suit forcing

Example: 1♣ - 1♦ - 1♥ - 1♠ (4th suit GF)

Then opener's rebid of 2♥ (the second suit) is the default bid.

Subsection: Responder jumps in 4th suit

Example: 1♣ - 1♦ - 1♥ - 2♠ (jump) = 5-5 in ♦ and ♠, GF.

Subsection: Responder rebids the 4th suit

Example: 1♣ - 1♦ - 1♥ - 1♠; then later responder bids 2♠ again = 5th suit forcing, asking for more from opener.

Subsection: 3rd suit forcing auctions

Example: 1♣ - 1♠ - 2♣ - 2♦ (3rd suit forcing). Then:

- Jump in the third suit (3♦) is a splinter for clubs (opener's minor)

- Jump in any other suit (e.g., 3♥) is also a splinter for clubs.

Subsection: After opener reverses

Several example sequences are given:

1D 1S 2H 2NT:

Opener bids 3D with any min. 3C is game forcing with either long diamonds, or no club stopper.

1C 1S 2H 2NT:

3C is any min, 3D game forcing with 6 clubs or no diamond stopper.

1C 1H 2D 2S:

Opener bids 2NT on a min with 5 clubs, 3C on a min with 6 clubs.

1C 1S 2D 2H:

Opener bids 2S on a min with 3 spades, 2NT on a min with 5 clubs, 3C on a min with 6 clubs.

4. Section: "Minor Openings"

This is a major section with subsections.

First, the general part (before "Inverted Minors"):

- 1m - 3m: very preemptive. Opener should pass with 18-19 bal. (should be mixed when vul)

- 1m - (x) - 3m weak

- 1m - (x) - 2NT limit

- 1m 2♥ = 11-12 balanced, no 4-card major

- 1m 2N = 13-15 or 18+ bal, may have 4-card major

- 1m - 2♠: mixed raise (see later section)

- 1m - 2m: LR+

Then we have the subsection: "Inverted Minors: any sequence not directly covered below is GF"

We already decoded this above.

Then: "Responder is 11-12 balanced"

This subsection defines responses after 1m - 2♥ (which is 11-12 balanced, no 4M).

The core auction: 1m - 2♥

Then:

2♠ = relay; good hand or right-siding NT

3♣ = natural, forcing because of relay; slam interest else would just bid 3N

3♦ = better ♦ than ♣ (if m=♦, then shows preference; if m=♣, then shows ♦ suit and values)

3M = shows ♣ fit and stuff in the major (if m=♣, then 3M shows a fit in clubs and a control in the major? The example isn't entirely clear, but the document says "shows ♣ fit and stuff in the major")

3N = natural, HCP in majors, no slam interest

Then there are example sequences after the relay (2♠):

1♦ 2♥ - 2♠ (relay) - 2NT (by responder) - then opener can bid 3N to play, etc.

Then: "Mixed Raise"

Defines the bid 1m - 2♠ as mixed raise in the minor or a good preempt (max HCP for 2S bidder is 9).

Then over 2♠:

3m = to play

2NT = big hand (GF), asking for shortness

3M = natural, forcing, extra shape (6/5)

Examples:

1♦ 2♠ - 3♦: to play

1♦ 2♠ - 2NT: asking for shortness -> responder bids 3M to show shortness, or 3♦ to show no shortness but minimum with diamonds, or 3NT to show no shortness and a good mixed raise.

Then: "Balanced and Game Forcing"

Defines 1m - 2NT as balanced, 13-15 or 18+, no big minor suit fit, may have one or two four-card majors.

Then:

3♣ = stayman

3♦ = no 4-card major

3M = shortness

3♦ (if m=♦) = 6+ good cards in ♦ (if m=♣, then 3♦ would be natural? But note the document says "3♦ = 6+ good cards in original minor" so it must be 3 of the original minor)

4M = natural, 6/5

Also:

1m - 3m: bad preempt unless vul then mixed (destructive)

1m - 3M: about KQxxxxx and out (but note: future splinter consideration)

1m - 3N: 16-17 balanced.

5. Section: "MAJOR SUIT FIT AUCTIONS"

Location: After "1m - 3N = 16-17 balanced."

Content:

- After 1m - 1M - 2M (opener raises responder's major), then:

2NT = spiral ask [steps: 3 min, 3 max, 4 min, 4 max]

Responder bidding 2S (if spades not trumps) is natural, invitational plus, mostly to recover a 4-4 spade fit if opener is 4-3 in the majors.

Otherwise, bidding a suit is natural and probably slammish.

Example: 1m - 1H - 2H - 3H (blocking)

Also: 1m - 1M - 4m: fit showing jump (showing 4M and a good minor)

6. Section: "Mini-splinters -"

Location: After "MAJOR SUIT FIT AUCTIONS"

Content:

Defines mini-splinter bids by opener after 1m - 1M (responder):

- 1♣ 1♥ 3♦: 13-15, 4♥ and unknown shortness (then 3♥+1 asks for the shortness, with responses: low, high, none? But the document says "3M+1 asks where, LH" meaning low then high)

- 1♣ 1♥ 3♥: 16-18 dummy points with no singleton, and with 19 balanced bid 4M

- Similarly for spades.

Also, for diamonds opening:

1♦ 1♥ 3♥: 16-18 dummy points; may have singleton -> then 3♠ asks for shortness (responses: low, high, none)

And: 1♦ 1♠ 3♥: 13-15, 4♠ and unknown shortness (♣ or ♥), then 3♠ asks (LH)

7. Section: "2-way NMF and similar situations:"

Location: After "Mini-splinters"

Content:

Applies after 1x - 1y - 1NT (by opener). Then:

2♣ is a relay to 2♦ to show various invitational hands or a 5332 GF hand.

Examples:

1♣ - 1♠ - 1NT - 2♣ - 2♦ - 2♥: 5♠, 4♥, invitational

1♦ - 1♥ - 1NT - 2♣ - 2♦ - 2♠: 4♠, 5♥, invitational

1♣ - 1♥ - 1NT - 2♠: 4-4 majors, invitational

Also note:

1♣ - 1♥ - 1NT - 2NT: invitational NT without club support

1♣ - 1♠ - 1NT - 2♣ - 2♦ - 2NT: invitational NT with club support

And:

1♣ - 1♥ - 1NT - 2♣ - 2♦ - pass: weak with longer diamonds than hearts.

The section also states that 2-way checkback is on in other sequences (like 1♣-1♦ and 1♥-1♠) and in competition.

8. Section: "Wolff Sign Off: 1m-1M || 2N (CONSIDER CHANGING TO TRANSFERS IN FUTURE)"

Location: After "2-way NMF ..."

Content:

After 1m - 1M - 2NT (by opener, showing 18-19 balanced), then:

- Weak hands start with 3♣ and can get out in 3♦, 4♣ or 3M.

- 3♦ after 2NT is a GF checkback promising exactly 5 cards in the major, may have 4 in the other major.

Examples of weak hands:

1m 1M 2NT 3♣:

Opener bids 3♦ (if m=♦, then 3♦; if m=♣, then 3♦ shows diamonds) -> then responder can pass (if wanted to play ♦), bid 3M (weak, long M), or 4♣ (signoff in ♣ if m=♣, but note: if m=♣ then 4♣ would be the minor? The example says: 1m 1M 2NT 3♣ 3♦ 4♣ = signoff in clubs, so if m was ♦, then 4♣ is signoff; if m was ♣, then 4♣ is natural signoff? But note the example: "1m 1♠ 2N 3♣ 3♦ 3♥ - weak hand with 5♠ and 4+♥")

GF auctions:

1m 1M 2NT 3♦: artificial GF checkback for major fits; promises 5M, may have 4 in oM. Opener shows 4 in other major before 3 in responder's major.

1m 1♥ 2NT 3♠: direct reverse shows 44 majors, GF+

1m 1M 2NT 4M: to play

1m 1M 2NT 4m: optional keycard for the minor

9. Section: "Competition after 1m, and they overcall 1NT"

Location: After "Wolff Sign Off"

Content:

After 1m (1NT) by opponents:

- 2♣ shows the majors. Opener bids:

1♣ (1NT) 2♣: opener bids 2♦ with equal length or bids their longer major.

1♦ (1NT) 2♣: opener bids 2♥ with equal length (and reserves 2♦ for natural with extra ♦ length)

- Other bids are natural and to play.

- Invitational or better hands start with double.

Also, when they open a weak NT, double for penalty, then next double is takeout.

10. Section: "When they open 1m..."

Location: After "Competition after 1m, and they overcall 1NT"

Content:

They are playing:

1m - (p) - 1NT - (2♣ is now 5/4 in majors) (2♦ is 5/5 in majors)

11. Section: "Major Suit Openings:"

This is a major section with many subsections.

General:

- 5 card majors

- 1M - 1NT semi-forcing (may have support and 5-7; opener passes 5332 mins)

- 1M - 2M: constructive raise (8-10)

- 1♠ - (2♥ or 2♦) promises 5 in the red suit (this is about the overcall, not our bidding)

- 1M - 2♣: could be normal 2/1 OR balanced

After 1M and a 2/1 response, opener's rebid:

- 2M: 6+

- 2NT: catchall

- 3 new minor: 13+ 5/5 or 15+ 5/4

- Jump shift: splinter, 4 card support

- Jump rebid of major: solid suit, asks for cuebid (A, K, or shortness)

- 1M - 3x: natural invitational

- 1M - 3M: mixed raise

- 1M - 2NT: limit raise or better with option to get out below game (see Jacoby section)

After interference:

- 1M (X) 3M-1: weak raise or jump (if available) [this is ambiguous, but example: 1♥ (X) 3♠ would be weak? But note the section says "3M-1" meaning one level below the major, so for 1♥ it would be 3♦? Actually, the example is: 1♥ - 3♠ shows 4+♥ and an unknown shortness -> this is without interference?]

Actually, the interference example is:

1M - (3M+1) [by opponents] shows 9-11 and shortness somewhere. Example: 1♥ - 3♠ shows 4+♥ and unknown shortness. Then opener can ask by bidding the next step (3NT in this case) and responses: LMH (low, middle, high). So:

1♠ - 3NT: shows 9-11 and shortness somewhere -> then 4♣ asks, 4♦ shows ♣ shortness.

Also:

1M pass double jump splinter: e.g., 1♥ - 4♣: 12-14 HCP, ♣ shortness.

And: 1♥ - 3NT: shows ♠ splinter and 12-14.

Then there are sequences for when responder has long spades and opener has hearts.

Subsections:

- "RESPONDING WITH 3 TRUMPS AFTER 1M OPENER": 1M - 2M (8-10, weaker than mixed)

- "RESPONDING WITH 4+ TRUMPS AFTER 1M OPENER":

1M - 2M: not good enough for mixed

1M - 3M: mixed raise

1M - 2NT: limit raise or better

- "System after 2N response (LR or better w/ 4 trump)":

1M - 2NT:

3♣ = any minimum

3♦ = 15+ no shortness

3♥/3♠/3NT = 15+ with shortness (LMH: low, middle, high)

4♣/4♦/4♥ = 15+, good 5+ side suit (LMH: but note for hearts, 4♦ and 4♥ are available? The document says: 4♦/4♥/(4♠) = LMH 5/5s, but after 1♥ opener cannot be 5/5 majors)

- "GAME TRIES": Natural game tries, and 2NT after 1M-2M is generic game try.

- "When Responder invites with 2NT on second bid":

Example: 1♠ 1NT 2♦ 2NT:

Then opener bids 3♦ non-forcing, 3♠ GF, 4♦ GF.

- "1♠-1N || 3♣ (Multiway Jump Shift)":

This auction (1♠ - 1NT - 3♣) is GF and shows one of:

- Normal ♠ & ♣ strong jump shift

- Big single suited ♠

- 5♠ & 4♥

Then responder (the 1NT bidder) bids:

3♦: asking

3♥: the 54M hand

3♠: temporizing

3NT: to play, denying fit

4♣: agrees hearts? Actually, the document says: 4♣ agrees ♥? But wait, the 3♣ bidder might have clubs. Let me read:

Actually, the responses are:

3♦: asking -> then opener clarifies:

3♥: 5♠ and 4♥

3♠: single suited ♠

3NT: ♠ and ♣ (strong jump shift) [but then 4♣ would be natural?]

Then after 3♥ (by opener), responder can bid 3♠ (GF ♠ hand) or 4♦ (great ♥ raise) or 4♥ (to play).

Also, if opener bids 3♠ (single suited) then responder can bid 3NT (to play) or 4x (control for ♠) or 4♠ (to play).

And if opener bids 3NT (♠ and ♣), responder can pass or bid 4♣ (optional keycard for ♣).

- Similarly for 1♥-1NT-3♣.

- "Competition after 1M": Defines Jacoby type auctions and Michaels auctions.

12. Section: "1NT STRUCTURE"

This is long and detailed. We'll break it down:

- 4 way transfers: accepting the minor promises three cards.

- 3♣ = Puppet stayman (always bid 3♦ if no 5cdM)

- 3♦ = 5/5 minors GF

- 3♥/3♠ = (13)(45)s (meaning one suited in the major and 5+ in the minor? The notation is unclear, but typically 3M shows a 6-card major and 4-5 card minor)

- 4♠ = quant with 44 minors? The document says: "4♠ = quant with 44 in the minors" [quantitative?]

Then Stayman and follow-ups are detailed.

And Puppet Stayman follow-ups.

Transfer auctions and responses.

Competition after 1NT is also covered in detail.

13. The document continues with many other sections: "DEAD NT", "2♣ Opener", "OPENING PREEMPTs AND FOLLOW UPs", "2NT opener structure", "Response to takeout double", "MAXIMAL DOUBLES", etc.

Due to the length, we cannot decode every single section in one response. But we have covered the first half.

We will proceed similarly for the remaining sections when generating quiz questions.

Now, for the quiz format:

Question: [A specific auction or situation]

Choices: A, B, C, D (with meanings)

Answer: [Correct choice]

Reference: [Section title and specific line or example from the document]

Example for inverted minors:

Question: After the auction 1♦ - 2♦ - 2♥, what does a 3♠ bid by responder mean?

A) Natural game forcing spades

B) Shows a stopper in spades

C) Splinter for diamonds

D) Signoff in spades

Answer: C

Reference: Section "Inverted Minors", with the line: "3X if jump = splinter" and the example: "1♦ 2♦ 2♥ 3♠(splinter)"

We will generate such questions for various sections.

Since the document is long, we will focus on one section at a time.

Let me know if you want me to proceed to generate quiz questions now, or if you want me to continue decoding the remaining sections first.

Prompt 5:

We are generating 15 quiz questions based on the document. We must avoid any section that has "NOT PLAYING THIS" in the text. We will cover various sections and try to have a mix of straightforward and complex questions.

Let's pick 15 different scenarios from the document. We'll reference the section and the specific part.

1. \*\*Constructive Auctions: 4th suit forcing\*\*

- Example auction: 1♣ - 1♦ - 1♥ - 1♠ (artificial GF). What does opener's rebid of 2♥ mean?

- Answer: Rebid of the 2nd suit (hearts) is a potential 'default' bid, made with no extra length in any suit and the 4th suit (spades) unstopped. (Ref: Constructive Auctions, first paragraph)

2. \*\*Inverted Minors\*\*

- After 1♦ - 2♦ (inverted minor, LR+), opener bids 2♥ (a new suit). Then responder bids 3♣. What does 3♣ show?

- Answer: Stopper in clubs (because it's a non-jump in a new suit and clubs are lower than diamonds? But note: diamonds were opened, so clubs are lower. The document says: "3x>m = stopper showing or splinter if a jump". Since 3♣ is lower than ♦, it's stopper showing. Example given: 1♦ 2♦ 2♥ 3♣(stopper). (Ref: Inverted Minors, line "3x>m = stopper showing or splinter if a jump")

3. \*\*Mixed Raise\*\*

- After 1♦ - 2♠ (mixed raise), opener bids 2NT (asking for shortness). Responder bids 3♦. What does 3♦ show?

- Answer: Minimum hand but too good to bid 3♦ originally; no shortness. Example: Kx xx QT9xxx xxx. (Ref: Mixed Raise, example: "1♦ 2♠ 2N 3♦ - minimum hand but too good to bid 3♦ originally; no shortness")

4. \*\*2-Way NMF\*\*

- After 1♣ - 1♥ - 1NT, responder bids 2NT. What does this show?

- Answer: An invitational no trump raise without club support. (Ref: 2-way NMF, note: "1♣ - 1♥ - 1N - 2N; this shows an invitational no trump raise WITHOUT ♣ support")

5. \*\*Wolff Signoff\*\*

- Auction: 1♦ - 1♠ - 2NT (Wolff, showing 18-19 balanced). Responder bids 3♦. What is the meaning?

- Answer: Artificial game-forcing checkback for major fits; promises 5 cards in spades, may have 4 in hearts. (Ref: Wolff Sign Off, "All other auctions GF: ... 3♦ - artificial GF checkback for major fits")

6. \*\*Competition after 1m, and they overcall 1NT\*\*

- After 1♦ - (1NT), what does a bid of 2♣ by responder show?

- Answer: Majors. (Ref: Competition after 1m, and they overcall 1NT: "1♦ (1N) 2♣; majors.")

7. \*\*Major Suit Fit Auctions\*\*

- After 1♣ - 1♥ - 2♥, responder bids 2NT. What is the meaning of 2NT?

- Answer: Spiral ask [steps are 3 min, 3 max, 4 min, 4 max]. (Ref: Major Suit Fit Auctions: "2NT - spiral ask")

8. \*\*Mini-splinters\*\*

- Auction: 1♣ - 1♠ - 3♦. What does opener's 3♦ bid show?

- Answer: 13-15 HCP, 4 spades and short diamonds. (Ref: Mini-splinters: "1♣ 1♠ 3♦ - 13-15, 4♠ + short ♦")

9. \*\*System after 2NT response (LR or better w/ 4 trump)\*\*

- After 1♥ - 2NT (LR+), opener bids 3♦. What does 3♦ mean?

- Answer: Ask then, repeat the steps from below one higher up. (Actually, the document says: "3♦ ask then, repeat the steps from below one higher up". But note: the steps for 3♦ are not clearly defined here. Alternatively, from the section: "3♦ ask then, ..." and then the responses are defined. But the question is about opener's 3♦ bid. The document says: "3♦ - 15+ no shortness". Wait, let me recheck:

"1M - 2NT

3♣ - any minimum

3♦ ask then, repeat the steps from below one higher up

3♥ = bal minimum

3♠/3N/4♣ = LMH shortness minimums

4♦/4♥/(4♠) = LMH 5/5s"

Actually, the 3♦ bid by opener is an asking bid. Then responder will bid one of the steps. So the meaning of 3♦ is: 15+ no shortness? But the document says: "3♦ - 15+ no shortness" is one of the options? Actually, the structure is:

Opener's rebid after 1M-2NT:

3♣ = any minimum

3♦ = 15+ no shortness

3♥/3♠/3NT = 15+ with shortness (LMH)

... etc.

So 3♦ shows 15+ and no shortness. (Ref: System after 2N response: "3♦ - 15+ no shortness")

10. \*\*GAME TRIES\*\*

- After 1♠ - 2♠, opener bids 2NT (generic game try). Responder bids 3♦. What does 3♦ show?

- Answer: Accepts the game try in diamonds, but not in clubs. (Ref: Game Tries: "1M - 2M, 2NT 3D (accept GT in D, but not in C)")

11. \*\*1♠-1N || 3♣ (Multiway Jump Shift)\*\*

- After 1♠ - 1NT - 3♣, responder bids 3♦. What is 3♦?

- Answer: Asking (for the hand type). (Ref: 1♠-1N || 3♣: "3♦ = asking, the response on almost all hands")

12. \*\*Competition after 1M: Jacoby type auctions\*\*

- Auction: 1♠ - pass - 2NT (Jacoby, LR+) - (3♥). What does a double by opener mean?

- Answer: Penalty (because in Jacoby auctions, when they interfere below 3 of our major, double is penalty). (Ref: Competition after 1M: "When they interfere below 3 of our major, double is penalty")

13. \*\*1NT STRUCTURE: Transfer Auctions\*\*

- After 1NT - 2♦ (transfer to hearts) - 2♥, responder bids 3♠. What does 3♠ show?

- Answer: Splinter showing 6+ hearts and a spade shortage (slam try). (Ref: Transfer Auctions: "1N p 2♦ p 2♥ p 3♠/4♣/4♦ - These are splinters showing 6+ in the major and slam try")

14. \*\*Response to takeout double\*\*

- After (1♣) - double - (pass), responder bids 2♣. What does 2♣ show?

- Answer: 11-12 HCP, both 4 card majors / 11-12 HCP one 4 card major + 1 stopper / GF single suiter / GF hand with two+ places to play. (Ref: Response to takeout double: "2m (cuebid) = 11-12 HCP, both 4 card majors ...")

15. \*\*MAXIMAL DOUBLES\*\*

- Auction: 1♥ - (pass) - 2♥ - (3♦) - double. What does the double mean?

- Answer: Game try (maximal double). (Ref: Maximal Doubles: "1♥ (pass) 2♥ (3♦) x, is a game try")

Now, we write the 15 questions in the required format. We do not mention the section in the question, but the answer will reference the section and the exact location.

Note: We have avoided sections with "NOT PLAYING THIS". We also made sure the examples are not from those excluded parts.

Let's write the questions:

(the next 30 questions took 7 seconds of generation)