

Supplementary Notes: Ireland Juniors

Note A1: Defence Against 1NT

Two suited bids show at least 4/4+

DBL = Two touching suits: $\clubsuit \& \diamond$ OR $\diamond \& \heartsuit$ OR $\heartsuit \& \spadesuit$ OR $\spadesuit \& \clubsuit$

Resp: New suit NF, 3+. Partner may pass for penalties.

$2\clubsuit = \clubsuit \& \heartsuit$

$2\diamond = \diamond \& \spadesuit$

Resp: Raises are To Play; New Suit = Constructive, NF

$2\heartsuit = \text{NAT}, 6+\heartsuit$

$2\spadesuit = \text{NAT}, 6+\spadesuit$

$2_{\text{NT}} = 5/6+\text{mm any strength OR } 5+/5+\text{MM very strong}$

$3\clubsuit = \text{NAT}, 6+\clubsuit$

$3\diamond = \text{NAT}, 6+\diamond$

Note A2: Defence against strong club

Used against any forcing $1\clubsuit$ opening or $1\clubsuit = 2+$ in a Weak NT system

Non jump bids are two suited w/ suit bid and either the higher/lower touching suits

Two suited bids show 4+/4+ if weak variant, 5+/4+ is strong variant

1NT shows non touching suits, jump bids are weak and one suited

DBL = 13+ semibalanced or balanced

$(1\clubsuit) - 1\diamond = \diamond \& \heartsuit$ w/ L/T 13pts OR $\clubsuit \& \diamond$ w/ 10-17pts

$(1\clubsuit) - 1\heartsuit = \heartsuit \& \spadesuit$ w/ L/T 13pts OR $\diamond \& \heartsuit$ w/ 10-17pts

$(1\clubsuit) - 1\spadesuit = \spadesuit \& \clubsuit$ w/ L/T 13pts OR $\heartsuit \& \spadesuit$ w/ 10-17pts

$(1\clubsuit) - 2\clubsuit = \clubsuit \& \diamond$ w/ L/T 13pts OR $\clubsuit \& \spadesuit$ w/ 10-17pts

$(1\clubsuit) - 1_{\text{NT}} = \heartsuit \& \clubsuit$ OR $\spadesuit \& \diamond$

$(1\clubsuit) - 2\diamond + \text{and higher} = \text{NAT and PRE-EMPTIVE}$

$(1\clubsuit) - 2_{\text{NT}} = \text{Two suited, VERY unbalanced, lower ranked suit is at least 6 cards}$

Note A3: Equal Level Conversion

Converting partner's response to a take out double at the same level does not promise extras. This applies ONLY when the two remaining unbid suits are both at the same level.

Convert \clubsuit/\diamond to \heartsuit at same level = $\heartsuit + \spadesuit$ not promising extras

Convert \clubsuit to \diamond at same level = $\diamond + \text{unbid major}$ not promising extras

Note A4: Competitive Doubles

Doubles are assumed to be take out unless clearly penalty

In unclear situations. our general agreement in competitive auctions is that BIDDING = shape & DBL = strength

Negative doubles up to $7\heartsuit$; negative doubles may be one suited

Responsive double; $(1x) - \text{DBL} - (2x) - \text{DBL} = 4+/4+$ in the other rank

May also apply in other auctions opponents have bid and raised

Maximal overcall double; when we have opened 1M and raised to 2M,

and opponents compete and raise, X = invitational raise

e.g $1\text{M} - (1/2x) - 2\text{M} - (2/3x) - \text{DBL} = \text{INV}, 3\text{M} = \text{sign off}$

Two fast losers; when we have agreed a suit and are in a GF auction,

double of the opponents suit shows two quick losers in the suit

Note A5: Bargust

2_{NT} ART asking bid:

2♥ - 2_{NT} -

3♣ = Good Suit

3♦ = Good points/good hand

3♥ = MIN/bad hand

2♠ - 2_{NT} -

3♣ = Good Suit

3♦ = Good points/good hand

3♥ = Good Suit + Good Points

3♠ = MIN/bad hand

Applies in response to a 3rd/4th seat Weak Two opening or a Weak Jump Shift and possibly others

Note A6:

1♦ - 1♥/1♠

2♣ = ART asking bid:

2♦ = MIN w/ 2+♦

2M = MIN w/ 0-1♦

2oM = NAT FG (unbid major)

2_{NT} = NAT FG

1♦ - 1♥

2♣ - 2♥

2_{NT} = Asking:

3♣ = NAT

3♦ = Void

3♥ = NAT

3♠ = 4♠ & 5♥

Note A7:

1_{NT} - 2_{NT} = ♣ sign off or others:

3♣ -

PASS = Sign off ♣

3♦ = 4144 singleton ♦

3♥ = 4414 singleton ♥

3♠ = 4441 singleton ♠

3_{NT} = 1444 singleton ♣

4♣ = 1430KC for ♣

4♦ = 1430KC for ♦

4♥/♠ = To Play from responder's side

4_{NT} = 1444, singleton ♣ too good for 3_{NT}

Note A8:

1_{NT} - 2♣

2♦ - 3♥/♠ = 5 in oM and FG (does not promise both majors)

Note B9: Carding

When we decide to show count, HI = EVEN

We generally default to showing count or suit preference depending on the situation; in general we do not show attitude

First discard is generally DISC and showing COUNT or S/P

Opening lead of ACE asks for S/P

Opening lead of KING asks for COUNT

Note B10: Other Signals

Smith Echo: Against NT, HI in declarer's first played suit by either player is ENC our opening lead

Trump Echo: HI-LO in the trump suit implies the ability to ruff