



Carmichael / Greenberg

System Notes

November 5, 2020



TaJ++ Precision

# Carmichael/Greenberg System Notes

Tom Carmichael & Ari Greenberg

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# Introduction

Welcome to the latest attempt by Tom to use the  $\text{\LaTeX}$  family of tools to try to make system notes.

In this version, rather than using just my old macros from back in the day I am incorporating the Bridge Winners style file (with very slight modification). I also have a miniature version of my old macros in `bridge-mini.sty` that I am including in the project.

I'm using subfiles for the first time, my hope is that having separate files for different chapters of the notes will make management a bit easier, especially using a git repo. My expectation is the "to-do" section will be a list of items that we noted at the table. As things are added to the notes, we can remove them from the to-do list. Perhaps not perfect, but it's a reasonable first pass at managing the project on the whole.

The latest version of this file should be available at <https://github.com/tomc/systemnotes/blob/master/tom-ari.pdf>

## 1.1 Code Snippets

Throw some text as a test

OPENER	RESPONDER
1 ♣	1 ♠
1NT	2 ♣
2 ♦	?

You can reference bids such as 1 ♣ 2 ♦ 3 ♥ or 4 ♠ inline, or even cards such as ♣A ♦K ♥Q ♠J. This can be expanded to suit holdings such as ♠AKxx.

5-3-3-2 any 5332 pattern 5=3=3=2 5 ♠, 2 ♣, 3-3 in reds. This is from BW style, previously Tom used (5332) or 5332. (Note there is supposed to be a change of font - seems subtle in this version.)

*T: Comments which are expected to be removed in the "production" version. Can be useful for development.*

*A: Testing the Ari version.*

*T: New!!*

I've added a new environment, bidtable. It's similar to tabular so uses & to separate fields and double backslash to end lines instead of the description/item environment.

Sample:

	OPENER	RESPONDER
	1 ♣	1 ♦
	7NT	?
<b>Pass</b>	expected action	
<b>XX</b>	automatic if doubled	

## 1.2 Notation

<b>R</b>	Simple Raise
<b>R+1</b>	One above a simple raise
<b>DR</b>	Double Raise
<b>TR</b>	Triple Raise
<b>LMH</b>	Low-Middle-High
<b>LHB</b>	Low-High-Both (Shortness relay after 10+ known cards.)
<b>+1</b>	Next Bidding Step
<b>M</b>	Major. If one has been shown, it is the same one.
<b>OM</b>	Other Major. After a major is shown.
<b>m,om</b>	Minor, other minor.
<b>JS</b>	Jump Shift
<b>DJS</b>	Double Jump Shift

## To Do List

Items that we have identified in play that need to make it into the notes.

- To Do

### 2.1 Mad Scientist Labs

This is a section for crazy ideas that Tom has. While this may seem like a low priority item given we are starting the notes from scratch, some of these ideas may have broad implications for the system. In other words, this is a time to possibly reconstruct the system from the ground up, possibly changing things as we go.

A few examples:

- Hand Evaluation - possible reworking our opening bids and responses using something like ZZs or Zar. This may lead to better asking/showing sequences after shape is known.
- Replacing Stayman. Stayman is Wrong, but a common evil. I've researched other options and modified some of these ideas into something I like. Essentially,  $2\clubsuit \rightarrow 2\diamond$ . You lose weak majors, you gain getting out in  $2\diamond$  and (main benefit) avoid revealing much about the 1NT opener's hand. One item I haven't fully considered is long minor + 4CM. Low priority item.

*T: Note 17 Oct 2020* Robinson/Boyd actually play something very much what I outlined here. I think they use other bids to show the 4M/long m. I need to study further and/or reach out to them.

### 2.2 5 Nov 2020

- identifying VLMH relays vs LMH for better shapes
- CIRCLE ok, need better defs when applies, temp agreement below 4 of our trump suit
- modified SQUARE when asker has known shortness? *T: Don't we have this? Inverted singletons and skip voids.*



- Other CIRKLE auctions, after 1d-1M-1x e.g.

## 2.3 Miscellaneous Competitive Auctions

Resp X over spades.

West	North	East	South
1 ♠	Double	2 ♠	Double

*A: With some partners, I have played that this double is takeout, and 3♥ by doubler promises 5♥s while 2NT is artificial showing 4♥s.*

See discussion:

<http://bridgewinners.com/article/view/1s-x-2s-x-minors-or-can-it-have-hearts/>

*T: I don't think I've addressed this either in notes or in person. I don't have strong feelings in this area, although I wouldn't assume 2NT was Leb (like the link did). Good point of discussion for this week if we get a chance. 28 Nov 19*

*T: 17 Oct 20 - Never got to talk about this, I would need to be far more comfortable with this to consider it.*

**Part I**

**Opening Bids**

## System Summary

"TaJ++ Precision"

Strong Club system with 0+ 1  $\diamond$ . No "Precision" 2  $\diamond$  opener. Most 10 HCP hands opened NV, allowed to pass a 10 Vul. Lighter openers possible with shape.

### 3.1 Opening Bid Summary

<b>1 <math>\clubsuit</math></b>	Strong, Forcing, Artificial. Typically 16+ HCP unbal or 17+ bal
<b>1 <math>\diamond</math></b>	0+ $\diamond$ , 10-15. Denies 5 card major unless 6+ $\diamond$ .
<b>1 <math>\heartsuit</math></b>	5+ $\heartsuit$ , 10-15
<b>1 <math>\spadesuit</math></b>	5+ $\spadesuit$ , 10-15
<b>1NT</b>	14-16. 5 card major, 6 card minor, 5-4-2-2 common.
<b>2 <math>\clubsuit</math></b>	6+ $\clubsuit$ , 10-15. 5 card suit possible in 3 <sup>rd</sup> seat for lead direction.
<b>2 <math>\diamond</math></b>	6+ $\diamond$ , (8)9-12. 5 card suit possible in 3 <sup>rd</sup> seat for lead direction.
<b>2 <math>\heartsuit</math>/2 <math>\spadesuit</math></b>	3-9, 5 card suit common NV, 7 card suit uncommon but possible Vul
<b>2NT</b>	22-23
<b>3x</b>	Natural, aggressive
<b>3NT</b>	Good Major preempt. (Namyats-like)
<b>4x</b>	Natural, aggressive

No special agreements for opening bids 4NT and higher.

### 3.2 General Principles

- Doubles unless otherwise defined are takeout
- All Strange Bids are Forcing (ASBAF). A general guideline to cover the unknown.

- In an auction where we've committed to a certain level and the opps interfere (including double), pass is generally more encouraging than bidding to the forced level. A common example is a cuebid (raise) being doubled, then rebidding our trump suit.
- We ignore most doubles by the opponent, bidding retains their meaning. This does not apply to 1-level opening bids (not 1NT).
- Minimum responses to opening bids: while we pass 1  $\diamond$  freely up to 9 HCP, we follow more standard approaches to responding to 1M: respond with an Ace, a King and a 5 count or any 6 count. Responding to 2m is a little different, passing is quite possible with 8 or so points, especially with no fit. Even 10 or 11 counts are possible over 2  $\diamond$ .

### 3.3 Relays

#### TaJ

TaJ relay as it currently exists. Used in both 1  $\clubsuit$  auctions and 1M-[raise] auctions.

- Special** In auctions where responder is unlimited, first step shows extra values. Next step repeats TaJ and mirrors the limited relay.
- +1** 5-4-x-x Relay for 2<sup>nd</sup> suit LMH, then shape NLH. Immediately "zooming" past the 2<sup>nd</sup> suit LMH relay shows LMH void and 5-4-4-0
  - +2** 5-5-x-x or better. Secondary suit is always equal or shorter. Relay for 2<sup>nd</sup> suit LMH, then shortness LHB.
  - +3** 6-4-x-x. Primary suit can be longer, secondary always 4. Relay for 2<sup>nd</sup> suit LMH, then shortness LHB.
  - +4** 6+ card suit with shortness, denies 4 card side suit. Relay for short suit LMH.
  - +5** 5-3-2-2
  - +6** 6-3-2-2 or 7-2-2-2. This may also explode into further descriptive items, such as cuebids. *T: Or new relays...*

Note: We have decided to **never** drop the 5332 step, even when it might make sense. This keeps things clean relay wise and also allows for flexible decisions by responder in some instances.

**CIRKLE**

CIRKLE — Carmichael's Improved Roman Keycard, Locating Everything (version 2.0)

*T: Updated CIRKLE. KCs down to 2, using a mod 4 instead of mod 5. Hopefully more compressed to allow better space usage. This is closer to classical controls with trump honors (K and Q) getting a bonus. Also, ABCD tie-breaker order tweaked from Game Order to Up-The-Line. (Noted in SQUARE)*

<b>What</b>	Replacement for RKC
<b>When</b>	Typically after a suit is established but below game.
<b>How</b>	Using slam points (RKC=2, Other=1), broken down into 4 buckets (mod 4)

CIRKLE is a asking bid about the typical slam cards: the 5 “Aces” that make up the typical RKC responses and the other 4 cards of primary interest: the Queen of trumps and the 3 side Kings.

At present, the KCs are worth 2 points each and the side cards are 1 each. I'll call this your “slam points”.

When CIRKLE is used, responder computes his slam points and responds in one of 4 steps, each of those steps representing the slam points modulo 4. This is similar to RKC, which uses a modulo 3 system. (0/3, 1/4, 2/5). For us, the steps are simply increasing: 0/4/8/12, 1/5/9/13, 2/6/10/14, 3/7/11. (Max is 14.)

While it may seem at first that having 4 possibilities is too many, the auction and your hand is going to immediately eliminate some of the possibilities. The response to date in testing has always been no worse than 1 of 2. While that too may seem daunting, we follow up CIRKLE with another asking sequence, SQUARE (see below). That will uniquely identify the bucket as well as locate cards if they can't be seen.

At present we do not zoom from the last step directly into SQUARE, but that may be considered going forward. Such a structure might need a hard stop at game in the trump suit.

This is noted elsewhere in the notes as well, but adding here for the relay summary: there are situations where the CIRKLE bids are tight for room. The general rule is that CIRKLE is on when 4♣ is available as a bid to kick it off. In those situations, any bids below 3NT are CIRKLE in ABCD order. 4♣ puppets to 4♦ for any remaining CIRKLE bids (unless D is the only suit remaining, in which case 4♣ is CIRKLE D.)

4♦ puppets to 4♥ for sign off anywhere; bidding 4NT after the sign off puppet is an escape to RKC 1430.

Direct game bids are natural and NF but forward going.

## SQUARE

SQUARE — Spiral Qbid Using Adaptive Relay Extensions

*T: These notes are based on preliminary testing, the final form may still be different.*

<b>What</b>	Series of asking bids/responses about holdings in all the suits
<b>When</b>	After CIRKLE
<b>How</b>	Stop/Go for each suit. Even values are a “stop”, odd values are a “go”, reversed for singletons.

SQUARE is an idea incorporated in a few other relay systems, notably the Moss/Grue agreements as well as a few other sources.

The idea is after a hand has been limited some how in terms of values (HCP, controls, ZZs, whatever) you have a mechanism to locate the exact honors. For us, the limiting mechanism is CIRKLE - we identify the total slam points for the hand and then locate the honors specifically.

The “adaptive” part of SQUARE is the order in which the suits are asked about is dynamic, based on what is known about responders length in suits. Rather than having a strict LMH type order, the suits are ordered (ABCD) based on a few factors. Our priorities:

1. Trump suit is always “A”
2. Longer suits come before shorter suits. Lengths can be implied rather than specific.
3. Up The Line: ♣♦♥♠

I think for many partnerships employing these type methods the trump suit isn’t necessarily known. I also believe that they have a slightly different tie-breaker mechanisms. *T: Game order proved to be cumbersome for minors, we risked going past game too frequently. The ability to stop in 5 of a major makes up the line likely better. Worth testing.*

The “spiral qbid” part of SQUARE comes next. After we have identified the suit order ABCD, the asker uses the next step to ask about the “A” suit. Responder looks at the AKQ cards (for the “A” suit) or the AK cards (for “BCD”) in the suit and responds with how many of the high honors do they have in an even/odd parity. “Even”, 0 or 2, is the Stop, bidding the very next step. (We want to be able to slow the auction down if we get a zero response.) If responder has an “Odd” response, this is a Go - they look at the B suit and do a Stop/Go evaluation of that. A Stop would be bidding 1 above the next step (+2), a Go would have them look at the C suit, and so on.

After all the suits have been asked about the top 3 cards, we revert to asking about the Q for the BCD suits, then the J for the 4 suits preserving the ABCD order. Yes is Go, No is stop. (Still odd/even). Room permitting, asking for 10s, etc.

One interesting aspect of SQUARE is how it Zooms. Not only can responder “Zoom” after a Go response, but Asker can also “Zoom” the questions. Skipping 1 step of square skips 1 suit in the ask. This can be space preserving when Asker already knows the answer to the question. The simplest example would be skipping a suit where asker held AKQ.

“Sign off” bids are not asks. These are pretty obvious, but listed below in the special cases. One special note, if 4Maj is available for sign off then 5Maj would still be a step for asking. It’s only the lowest bid at a level (Game, Slams) that acts as sign off.

A few special cases:

- When a suit is known to be exactly a singleton, the Go/Stop responses are inverted. Generally speaking, having a high honor is less useful in a singleton than elsewhere, so the inverted response makes some sense.
- When a suit is known to be a void, there are no asking bids for that suit. (ABC only)
- 3NT, 6NT, the cheapest level of the trump suit and slams in the trump suit are never asking bids.
- 6NT is a hard stop, never make a response above 6NT.
- 5NT is also not an asking bid, it is a puppet to 6♣, then asker will place the contract. Most commonly used if the presumed trump suit is not the actual final contract.

At present we need to have a specific asking bid launch into SQUARE. We may incorporate a zoom into SQUARE coming from CIRKLE down the road.

1 ♣

## 4.1 Description & Response Summary

1 ♣ is our general forcing opening, showing roughly 17+ HCP balanced or 16+ unbalanced. The new ACBL convention charts allow for as low as 14 HCP for a forcing bid so long as it meets the rule of 24. (i.e., 10 cards in 2 suits). I don't know how much we will take advantage of the new rule, but it is worth noting.

Like all strong club systems, the strength of the system lies not within the 1 ♣ opening itself but rather allowing for all other openers to be limited. While we have some special sequences which allow for über max in TaJ sequences, most of our simple 1 level openings are going to be lighter than most people open. All of our invitational and competitive decisions revolve around that fact. This can be a factor in deciding between 1 ♣ and 1M, for example.

## ALPHA

*T: (8 Jan 20) Modifying the previous BETA notes, these are ideas I've bounced off Jenni. It's a combination of the old and new ideas; less exact shape relays, but more strength bids and CIRCLE tie ins. Writing this up to kick off discussion, can always be reverted in GIT if need be.*

	OPENER 1 ♣	RESPONDER ?
1 ♦	No change, still negative.	
1 ♥	(UPH) Extra values w/o hearts	
1 ♥	(PH) Clubs.	
1 ♠	5+ Hearts unbal. This is unlimited, unlike the other GF responses. TaJ has the extra values step.	
1NT	5+ Spades unbal, no extras. 2 ♣ TaJ, 2 ♠ is natural clubs.	
2 ♣	(UPH) Clubs or Diamonds. 2 ♦ asks suit with LH & zoom into TaJ with ♦	
2 ♣	(PH) Diamonds. 2 ♦ TaJ.	
2 ♦	4 card ♥ bal	
2 ♥	4 card ♠ without 4 ♥, bal	



	OPENER 1 ♣	RESPONDER ?	continued...
<b>2 ♠</b>	No 4 card major, balanced		
<b>2NT</b>	1=4=4=4		
<b>3 ♣</b>	4=4=4=1 (bid sing)		
<b>3 ♦</b>	4=4=1=4 (bid sing)		
<b>3 ♥</b>	4=1=4=4 (bid sing)		
<b>3 ♠</b>	“Gambling” hand, AKQxxxx or better. Typically no side cards.		
<b>3NT-4 ♥</b>	8+ card transfers, bust hand. No A or K.		

## 4.2 1 ♣-1 ♦

1 ♦ is the general negative bid. This is the only bid which does not set up a GF auction.

Meckwell style rebids except 2NT is 20-21.

	OPENER 1 ♣ ?	RESPONDER 1 ♦
<b>1 ♥</b>	4+ ♥, can have a longer minor, 1RF. Unbalanced or semi-balanced. Systemic rebid with 4=4=(4-1)	
<b>1 ♠</b>	4+ ♠, can have a longer minor, 1RF. Unbalanced or semi-balanced.	
<b>1NT</b>	17-19 bal, can have 5CM or 6Cm. 5-4-2-2 also possible.	
<b>2 ♣/2 ♦</b>	Nat NF. Denies 4CM. Typically 6+ cards and unbalanced.	
<b>2 ♥</b>	Kokish Relay. Forces 2 ♠, Either GF with hearts or GF Bal.	
<b>2 ♠/3 ♣/3 ♦</b>	GF Nat, typically 1 suited.	
<b>2NT</b>	20-21 bal	
<b>3 ♥ &amp; up</b>	Undefined, although game bids are simply to play.	

	OPENER 1 ♣ 1 ♥	RESPONDER 1 ♦ ?
<b>1 ♠</b>	4+ ♠, any strength. Typically fewer than 4 ♥. Most rebids are natural NF, minor suits can be canapé. 2NT is an artificial big canapé (6+ m) 1RF. Jumps encouraging but NF with jump shifts being 5-5.	
<b>1NT</b>	0-5, no 4CM. Rebids as per over 1 ♠, except 2 ♠ is a natural reverse and 1RF.	
<b>2 ♣</b>	0-2 ♥, 5+ to 7. 2 ♦ is waiting and scrambling, 2 ♥ is natural and NF. Other GF. 2NT is a non-canapé GF, 3m is canapé.	

	OPENER	RESPONDER	
	1 ♣	1 ♦	continued...
	1 ♥	?	
<b>2 ♦</b>	Exactly 3 ♥, 5+ to 7. 2 ♥ NF, 3 ♥ Inv. 2NT GF asking for shortness NLMH. Other 1RF, usually canapé.		
<b>2 ♥</b>	4+ ♥, minimum. New suits are game tries, 2NT asks shortness NLMH.		
<b>2NT</b>	Best raise, nearly GF. 5+ ♥ common, 3 ♣ asks for shortness NLMH.		
<b>JS</b>	6+ nat, 5+-7		
<b>DJS</b>	Splinter with exactly 4♥		

	OPENER	RESPONDER
	1 ♣	1 ♦
	1 ♠	?
As per over 1 ♥, except 2 ♥ shows 5+ ♥, 5+-7.		

	OPENER	RESPONDER
	1 ♣	1 ♦
	1NT	?
17-19, systems on as per 1NT opening.		

	OPENER	RESPONDER
	1 ♣	1 ♦
	2m	?
Natural, NF, denies 4CM. No special follow ups. Jump Shift is a splinter.		

	OPENER	RESPONDER
	1 ♣	1 ♦
	2 ♥	2 ♠
	?	
	2 ♥ is Kokish, forces 2 ♠. Either ♥ or bal, GF. No agreements about bids other than 2 ♠ by responder.	
<b>2NT</b>	GF Balanced. Systems on as per 2NT opener.	
<b>3 ♣</b>	♥ & minor, 3 ♦ for LH.	
<b>3 ♦</b>	One suited ♥	
<b>3 ♥</b>	♥ & ♠	
<b>Other</b>	? <i>T: Self Spl?</i>	

OPENER	RESPONDER
1 ♣	1 ♦
2NT	?
20-21, as per 2NT opener	

Other Rebids
Other jumps are natural GF. No special agreements other than ...2 ♠-2NT is a spade raise, with 3 ♠ being the more waiting nothing-to-say type bid. Typically bal or near bal, 1-2 ♠.

For responses at 2 ♦ or above, opener may skip the relay step to zoom into CIRCLE directly. The known length suit is “A” for this purpose, other suits are BCD up-the-line. (For 2 ♠, ♥ is A and ♠ is B, per normal rules.)

### 4.3 1 ♣-1 ♥

Good hand by unpassed hand, clubs by passed hand.

#### UPH

By an unpassed hand, this shows the “extra values” step we previously used mid-relay. Generally a good 12 or higher, although 5 control 11 counts (AAK) also are treated as extras. 12 can go high or low, 13 is always high.

We avoid this bid with primary hearts. 1 ♠ over 1 ♣ therefore still has an extra value step in TaJ. We can of course still have a heart suit if it “secondary”, i.e. 5 spades or 6+ minor. Nothing is perfect.

OPENER	RESPONDER
1 ♣	1 ♥
?	
<b>1 ♠</b>	Waiting bid, all of responders bids are as per direct over 1 ♣, just stronger. Most common bid by opener, retaining captaincy.
<b>1NT</b>	Hearts, inverted captaincy. Typically responder will bid 2 ♣ to get TaJ from opener or break relay and bid naturally.
<b>2 ♣</b>	Spades, inverted. TaJ
<b>2 ♦</b>	Clubs, inverted. TaJ
<b>2 ♥</b>	Diamonds, inverted. TaJ

The inverted responses show an unbalanced hand by opener and a desire to describe rather than ask. This may especially make sense with hearts, as responder will be declaring that strain. Obviously possible with any suit.

Examples:

OPENER	RESPONDER
1 ♣	1 ♥
1 ♠	2 ♦
?	

Balanced hand with exactly 4 hearts, extra values.

OPENER	RESPONDER
1 ♣	1 ♥
1NT	2 ♣
2 ♥	?

1NT showed hearts, 2 ♣ TaJ, 2 ♥ shows some 5-5 hand. If responder breaks relay, it is natural with our normal swaps where applicable. In this example, if responder bids 2 ♥ over 1NT he would show clubs.

## PH

1 ♥ shows 5+ ♣, GF. 1 ♠ is TaJ, 2 ♣ is ♥(normal inversion), other natural.

*T: There is an argument that 1NT should be TaJ to pick off the NTs, but I think that having that one off exception is too much memory work for the minimal gain.*

## 4.4 1 ♣-1 ♠

5+ ♥, GF. By an UPH this bid still has the extra values step, as we avoid bidding 1 ♥ to try to avoid wrong siding and to allow the symmetry for responses. This is the only positive response which retains the extra values step for TaJ.

1NT is TaJ, other bids are natural. There is no need for a swap here. 2 ♥ is undefined.

## 4.5 1 ♣-1NT

5+ ♠, limited GF. 2 ♣ TaJ, 2 ♠ is clubs. Other bids are natural.

## 4.6 1 ♣-2 ♣

## UPH

Either minor, GF. 2 ♦ relays to ask suit: 2 ♥ shows any hand with clubs, over which 2 ♠ is TaJ. With diamonds you immediately zoom into TaJ responses starting with 2 ♠ being the first step.

## PH

Always diamonds, 2 ♦ is TaJ

## 4.7 Other

### Balanced

2♦, 2♥ and 2♠ are balanced hands; similar to old 1♣-1♠-1NT responses. The primary difference is the responses to bids are updated to use CIRKLE instead of controls. *T: Anyone not using CIRKLE yet can retain the old structure.*

	OPENER 1♣ ?	RESPONDER 2♦
2♥	Agrees ♥, asks CIRKLE.	
2♠	Shows 4+ spades, asks for support. 2NT by responder shows 4+ ♠, over which 3♣ is CIRKLE. Bids above 2NT are suitless CIRKLE responses.	
2NT	Denies a major, suitless CIRKLE responses.	
3♣-3♦	Natural	
3♥	No slam interest, 4 ♥, choice of games.	
3♠	No slam interest, exactly 4 ♠, COG. Rarely used.	
3NT	To play	

	OPENER 1♣ ?	RESPONDER 2♥
2♠	Agrees ♠, asks CIRKLE.	
2NT	Denies a fit, suitless CIRKLE	
3♣-3♥	Natural	
3♠	No slam interest, exactly 4 ♠, COG	
3NT	To play	

### 3 suiters

2NT thru 3♥ are 3 suited hands with shortness in the bid suit. 2NT shows short spades. Over these 4x1 bids, every suit can be agreed below game. 3NT to play, agreeing a suit triggers CIRKLE for that suit.

### 3♠

“Gambling” type hand, AKQ 7th or better with nothing much on the side. Intended to be a picture bid. No special responses at this time. Probably should develop something, perhaps 4♣ asking for shortness. RKC/CIRKLE doesn’t seem to make much sense, only shape seems likely to matter.

1  $\diamond$ 

1  $\diamond$  is our catch-all opening bid for hands with no 5-card major and fewer than 6 clubs. The range is 10-15 HCP if unbalanced or 10-13 HCP if balanced. 1  $\diamond$  does not promise any diamonds at all; 4=4=0=5 hands are routinely opened 1  $\diamond$ . The following hand types are included in the 1  $\diamond$  opener.

- 10-13 HCP balanced
- 12-15 HCP, 6+  $\diamond$
- 10-15 HCP unbalanced, no 5-card major or 6-card minor

Like most of our system, we try to invite and get out as low as possible. The structure reflects this concept. We may lose some granularity in some auctions to support this style, but such is life.

	OPENER 1 $\diamond$	RESPONDER ?
<b>P</b>	0-9. It is routine to pass with up to 9 HCP and no 4-card major	
<b>1 <math>\heartsuit</math></b>	4+ $\heartsuit$ , F1	
<b>1 <math>\spadesuit</math></b>	4+ $\spadesuit$ , F1	
<b>1NT (UPH)</b>	10-13 HCP, INV. No 4 card major	
<b>1NT (PH)</b>	8-9 HCP, No 4 card major	
<b>2 <math>\clubsuit</math></b>	10+ HCP, 5+ $\clubsuit$ , F1	
<b>2 <math>\diamond</math></b>	10+ HCP, 5+ $\diamond$ , F1	
<b>2 <math>\heartsuit</math></b>	Reverse Flannery, Non-invitational. 5+ $\spadesuit$ , 4+ $\heartsuit$ , typically 0-9 HCP	
<b>2 <math>\spadesuit</math></b>	Reverse Flannery, INV. 5+ $\spadesuit$ , 4+ $\heartsuit$ , about 10-13 HCP	
<b>2NT</b>	Natural, GF. No 4-card major. 14-16 HCP or 19+	
<b>3 <math>\clubsuit</math></b>	Natural, 6+ $\clubsuit$ , Mixed (7-9). No suit quality requirements.	
<b>3 <math>\diamond</math></b>	Natural, 6+ $\diamond$ , Mixed (7-9). No suit quality requirements.	
<b>3M</b>	"Scrambled Splinter". Shortness in bid suit, at least 5-4 either way in the minors, GF.	
<b>3NT</b>	17-18 HCP Balanced	

## 5.1 1♦-1M

1♦-1M is a standard response, showing 4+ cards in the suit bid and forcing 1 round. On very rare occasions we have been known to respond in a 3-card suit with a hand like ♠J ♥KTx ♦KJxx ♣98xxx. This sort of response is outside expectation and if responder chooses to do so they do at their own risk. Systemically this is a pass.

After 1♦-1♥ opener is expected to bid 1♠ any time they have 4 spades.

	OPENER 1♦ ?	RESPONDER 1♥
<b>1♠</b>	4 ♠. Opener is never expected to bypass a 4-card spade suit. Judgement allowed of course, but rarely would be seen outside 4=3=3=3.	
<b>1NT</b>	10-13 BAL. 3-1-(-4 is common as well.	
<b>2♣</b>	5+ 4+ in the minors, either could be longer.	
<b>2♦</b>	6+ ♦, 12-15 HCP	
<b>2♥</b>	Simple raise, usually 4 ♥. 10-13 HCP if balanced or 10-14 HCP if unbalanced.	
<b>2♠</b>	Natural, shapely. 5-6 or better 13-15, NF.	
<b>2NT</b>	6 ♦ 3 ♥ <b>A: OR ? T: No 'or' I think. 3♦ may be likely with 6-4 min.</b>	
<b>3♣</b>	5+ ♦ 5+ ♣ (13)14-15 HCP, NF	
<b>3♦</b>	6+ ♦, good hand. Note that 2♦ is already more than a minimum, so this is a very strong hand/suit.	
<b>3♥</b>	4 ♥, unbalanced, typically (13)14-15 HCP	
<b>3♠</b>	??? <b>T: spl?</b>	

Opener's rebids after 1♦-1♠ are similar:

	OPENER 1♦ ?	RESPONDER 1♠
<b>1NT</b>	10-13 BAL. Singleton spade is common as well.	
<b>2♣</b>	Typically 5+ 4+ in the minors, although 1=4=x=x is possible with x ranging from 3 to 5.	
<b>2♦</b>	6+ ♦, 12-15 HCP	
<b>2♥</b>	Natural, shapely. Typically 5-6 or better, 13-15 NF. <b>T: Many pairs play this as a 3 card raise to avoid NT rebids offshape and be explicit. Meckwell have it overloaded as showing a few different strong hands.</b>	
<b>2♠</b>	Simple raise, usually 4 ♠. 10-13 HCP if balanced or 10-14 HCP if unbalanced.	
<b>2NT</b>	6 ♦ 3 ♠ <b>A: OR ? T: No 'or' I think. 3♦ may be likely with 6-4 min.</b>	
<b>3♣</b>	5+ ♦ 5+ ♣ 14-15 HCP	

	OPENER 1 $\diamond$ ?	RESPONDER 1 $\spadesuit$	continued...
<b>3 <math>\diamond</math></b>	6+ $\diamond$ , good hand. Note that 2 $\diamond$ is already more than a minimum, so this is a very strong hand/suit.		
<b>3 <math>\heartsuit</math></b>	Splinter, 4 $\spadesuit$ , 0-1 $\heartsuit$ , typically 14-15 HCP		
<b>3 <math>\spadesuit</math></b>	4 $\spadesuit$ , unbalanced, typically (13)14-15 HCP		

## 5.2 1 $\diamond$ -1NT

1NT is game invitational, 10-13. This is an attribute of TaJ that is quite dissimilar from most strong club systems.

Generally speaking most auctions will end up either in 1NT or 3NT, but there options to handle other hand types.

	OPENER 1 $\diamond$ ?	RESPONDER 1NT
<b>2 <math>\clubsuit</math></b>	To play, does not imply diamonds.	
<b>2 <math>\diamond</math></b>	To play, presumably only 5 diamonds (no 2 $\diamond$ opener)	
<b>2 <math>\heartsuit</math></b>	Art GF, unbalanced. Typically 5 clubs with 5-4-3-1 or 5-4-4-0. Also includes any 4-4-4-1, including singleton club.	
<b>2 <math>\spadesuit</math></b>	Art GF, 5+ diamonds unbalanced. If 6+ diamonds then no other 4 card suit.	
<b>2NT</b>	Re-invite. Typically 12-13 bal.	
<b>3 <math>\clubsuit</math></b>	5-5 minors, GF.	
<b>3 <math>\diamond</math></b>	6-4 minors, GF.	
<b>3 <math>\heartsuit</math></b>	6-4 natural, GF.	
<b>3 <math>\spadesuit</math></b>	6-4 natural, GF.	
<b>3NT</b>	To play.	

Over 2  $\heartsuit$ , 2  $\spadesuit$  asks. 2NT shows any 4x1 (3  $\clubsuit$  asks  $\clubsuit \diamond \heartsuit \spadesuit$ ) otherwise LMH shortness.

Over 2  $\spadesuit$ , 2NT asks LMH shortness.

## 5.3 1 $\diamond$ -2m

A 2  $\clubsuit$ /2  $\diamond$  response are both similar, natural and forcing 1 round, typically 10+. (Inv+)

We play a modified Meckwell structure, using artificial rebids. Other than 2  $\heartsuit$ , all bids promise a non-minimum.



	OPENER 1 $\diamond$ ?	RESPONDER 2m
<b>2 <math>\heartsuit</math></b>	Any minimum. (Different from Meckwell) Over this 2 $\spadesuit$ is “Lebensohl”, requesting 2NT for sign off there or in a minor.	
<b>2 <math>\spadesuit</math></b>	GF, Unspecified splinter raise of responder’s minor. 2NT asks LMH.	
<b>2NT</b>	Typically 12-13 bal. 3m rebid non-forcing.	
<b>Other m</b>	Natural, non-min.	

Generally speaking, rebidding the minor by responder is NF. The exception is over the 2  $\heartsuit$  minimum bid, where 2  $\spadesuit$  starts all weak sequences and 3 of a minor directly (new or old) is forcing.

#### 5.4 1 $\diamond$ - 2 $\heartsuit$

5+ spades, 4+ hearts, less than invitational.

Generally either passed or corrected to 2  $\spadesuit$ . Extreme hands might invite with 3M. No discussion about other bids, 3m is presumably non-forcing.

#### 5.5 1 $\diamond$ - 2 $\spadesuit$

5+ spades, 4+ hearts, invitational. 2NT is “Pref-Lebensohl”, responder bids the minor they prefer. Direct 3 level bids are forcing (minor) or forward going but NF (major).

#### 5.6 1 $\diamond$ - 2NT

GF balanced. No special methods at this time. 13+ to 16 or 19+. 4  $\clubsuit$  is Gerber.

#### 5.7 1 $\diamond$ - 3m

Mixed strength, 6+ cards.

#### 5.8 1 $\diamond$ - 3M

Splinter with both minors, at least 5-4 either way. GF.

#### 5.9 1 $\diamond$ - 3NT

17-18 balanced. No special methods. 4  $\clubsuit$  is Gerber.

## 5.10 Other

4M natural and to play.

4m currently undefined, perhaps it should be South African?

## 1 Major

## 6.1 Intro

This section is new as of 22 Aug 2020. It may resemble what Ari and I tried to do in SF, but there are important differences. Jenni has agreed to try it.

This spouts from a few different things:

- Revisiting step based responses.
- Jenni/Bryan finding the 2C either/or TaJ unworkable
- Further examination of Moss/Grue methods
- Much soul searching

The idea is to have a step based responses as we did before, with keeping a separate TaJ-as-raise-only step. The result is a mish-mosh of ideas we have explored or not. I think this combined should work okay.

## 6.2 Response Summary

	OPENER 1M	RESPONDER ?
<b>+1</b>	Punt. Like (Semi)Forcing NT. Xfer responses to 1 ♠.	
<b>+2</b>	GF, art. Typically denies 3+ card support	
<b>+3</b>	TaJ, Limit+	
<b>+4</b>	Constructive to bad Invite in other major. 5+ cards, won't be 6+ in length and invitational. (JS instead)	
<b>2M</b>	Simple Raise	
<b>JS</b>	Nat Inv	
<b>2NT</b>	Mixed Raise - I talked with Jenni, she liked this to free up 1M-3M as pure weak. Also has symmetry with over opp's Dbl	
<b>3M</b>	Weak	
<b>3NT</b>	???	
<b>DJS</b>	Void Spl	

### 6.3 +1: Punt

The +1 bid is a punt to keep the auction alive, much like a forcing or semi-forcing NT. 1♠-1NT is non-forcing and frequently passed when balanced. (We don't need to worry about the 3 card LR.)

#### 1♥-1♠

1♠ by responder does not deny spades, although it is unlikely to hold 5+ ♠ and a decent hand. (See +4)

Over this punt, we play transfer style responses. The 1NT rebid is either 5-3-3-2 or 4+ ♣.

Note that a 2♠ rebid isn't the "Impossible 2♠" but rather just weak with spades.

	OPENER 1♥ ?	RESPONDER 1♠
<b>1NT</b>	4+ ♣ or balanced, NF	
<b>2♣</b>	4+ ♦	
<b>2♦</b>	6+ ♥	
<b>2♥</b>	Flannery; 4+ ♠	
<b>2♠</b>	5-6 Nat 13+	
<b>2NT</b>	???	
	<i>T: With 2♦ being (mostly) forcing, a good 6-4 hand can start there and then bid the 4 bagger.</i>	
<b>3♣/♦</b>	5-5 Nat 13+	
<b>3♥</b>	6+ Max	

After Opener's rebid, no special methods. Bids which sound like sign off are sign off.

#### 1♠-1NT

1NT is NF, essentially a classic Semi-Forcing NT. Pass is encouraged. Typically bidding over 1NT is 4+ natural, or a non-minimum. 2NT is a good 6-4.

### 6.4 +2: GF

This is a *non-relay* GF. It can cover a wide range of GF hands, but it does not put us into a relay context automatically. This allows for a (mostly) natural response structure by Opener, with a few tweaks (such as using 2NT to show extra length.)

Since the GF denies a primary fit, we can use retreating to 2M when available as a relay. Otherwise most follow up sequences by responder are natural.

**1♥-1NT**

Very natural here. Plenty of room to show hand type and preserve immediate 5-5 jumps. JS just show shape, not extras. 3♥ is normal 2/1 style jump, setting trump. Instead of being limited to RKC or Qbids, we can immediately CIRCLE. (The last part is untested, but seems okay.) This makes +1 CIRCLE, +2 NS, +3/4 nat Serious Q.

	OPENER 1♥ ?	RESPONDER 1NT
<b>2♣</b>	Exactly 4 ♣, can have long ♥	
<b>2♦</b>	Exactly 4 ♦, can have long ♥	
<b>2♥</b>	Exactly 4 ♠, can have long ♥; pushed down for space reasons	
<b>2♠</b>	Any 5332, 2NT asks LMH	
<b>2NT</b>	6+ ♥, non-solid	
<b>3x</b>	5-5, any strength (3♠ is 5-6)	
<b>3♥</b>	0-1 loser suit, sets trumps. 3♠ over this is CIRCLE for ♥, 3NT Non-S, 4m Serious	

**1♠-2♣**

This is very similar to the old structure of 2♣, with some small modifications. 2♦ is no longer a pure waiting bid but actively showing a 4 card minor. 2♠ shows the 5332, 2NT shows extra ♠.

	OPENER 1♠ ?	RESPONDER 2♣
<b>2♦</b>	Exactly 4 in either minor, can have long ♠	
<b>2♥</b>	Exactly 4 ♥, can have long ♠	
<b>2♠</b>	Any 5332, 2NT asks LMH	
<b>2NT</b>	6+ ♠, non-solid	
<b>3x</b>	5-5, any strength	
<b>3♠</b>	0-1 loser suit, sets trumps. 3NT Non-S, 4♣ CIRCLE, 4Red Serious	

**Follow Ups**

2M is used as a shape relay. If the suit is known below 2M (1♥-1NT-2x or 1♠-2♣-2♥) then you jump directly into shapes in a length count up: 5, 6, 7+ with zooming. Relay for shortness (or zoom) VLH(N/B). (None only for 5, both only for 7+. 6-4 must have shortness but cannot have both).

If the suit is not known (1♠-2♣-2♦), step 1 is ♣, then relay for 567. Steps 2 and above are ♦ with the 567 count.

Over  $1\heartsuit$ - $1NT$ - $2\heartsuit$  (showing  $\spadesuit$ ),  $2\spadesuit$  becomes the shape relay for 567. Note this leaves us 3NT as the 4522 step!

Over  $2\spadesuit$  showing 5-3-3-2, 2NT asks for the doubleton LMH.

Once shape is known, if Responder can bid  $4\clubsuit$  then we are in a CORKLE situation. 3NT is always a sign off bid; 3 level bids are ABCD CORKLE as available, with  $4\clubsuit$  puppets to  $4\diamond$  when 2+ CORKLE bids remain. (If only 1,  $4\clubsuit$  is that CORKLE).  $4\diamond$  by Responder is a puppet to  $4\heartsuit$  for sign off. Note that all of this is fairly typical CORKLE, just spelled out here for clarity.

It is also quite likely that Responder will *not* want to relay; if they choose any other actions than the ones listed above, they are natural in context. 2NT waiting, suits being natural, and so on.

## 6.5 +3: TaJ

3+ support, Limit Raise or better. Note that we always have a min step below our trump suit, so we can limit our hands with that response and then make a game try with shapely hands. This now is true for both majors, not just spades.

General steps are Min, Max, Über (zoom). R+1 is relay for 5-4, 5-5, 6-4, 6+ short, 5 bal, 6 bal (zoom to Q).

## 6.6 +4: Other Major

$1\heartsuit$ - $2\diamond$  and  $1\spadesuit$ - $2\heartsuit$  both show 5+ cards in the other Major and limit the hand to less than GF values. Most commonly this is Mixed strength and often will not reach game, but Opener is allowed to come to life with a fit. Light Invitational hands are possible, but note that  $1\spadesuit$ - $2\heartsuit$  is natural, so a very sound invite and only 5  $\heartsuit$ s might choose to start with 1NT instead of  $2\heartsuit$ .  $1\heartsuit$ - $2\diamond$  might be up to a real invite with 5, since this is a forcing call.

We still have  $1\heartsuit$ - $2\spadesuit$  and  $1\spadesuit$ - $3\heartsuit$  as natural and invitational with 6+, so this is less of a concern with real length in the OM.

No special bidding here, 2 of either major suggests a contract. 2NT by Opener is Lebensohl; direct 3m is stronger but NF.

## 6.7 Other

Inv JS are still on for all suits. 2NT is now the Mixed Raise, with 3M being weak. This also allows game tries over 2NT if wanted.

Direct double jumps are void splinters, as they were before in TaJ.

3NT is not currently defined. It was 17-18 bal before, but that really makes no sense. 1M-TaJ-2x-3NT is choice, so that isn't needed either. Good 1/4 doesn't much make

sense in a limited opener. Open to suggestions.

## **6.8 Passed Hand**

Everything is natural and NF. 1M-2M would be constructive, pass 1M with a weaker raise.

## 1NT

Our 1NT opening shows 14-16 HCP. 5422 hands and 5332 hands with a 5-card major are routinely opened 1NT. 5422 hands with a 5-card major and balanced hands with a 6-card minor can be opened 1NT as well.

	OPENER 1NT	RESPONDER ?
<b>2♣</b>	Stayman. Promises at least one 4-card major.	Does not promise any values.
<b>2♦</b>	5+ ♥	
<b>2♥</b>	5+ ♠	
<b>2♠</b>	Range ask. Includes hands with interest in ♣.	
<b>2NT</b>	Puppet stayman.	
<b>3♣</b>	6+ ♦	
<b>3♦</b>	5+ ♦, 5+ ♣, GF	
<b>3♥/3♠</b>	3=1=x=x/1=3=x=x, 5-4 minors, GF.	
<b>3NT</b>	To play	
<b>4♣</b>	Gerber (1430)	
<b>4♦</b>	Transfer to ♥	
<b>4♥</b>	Transfer to ♠	
<b>4♠</b>	Both minors, balanced, Quant or better	

## 7.1 Stayman Sequences

	OPENER 1NT ?	RESPONDER 2♣ ?
<b>2♦</b>	No 4-card major	
<b>2♥</b>	4+ ♥, could have 4 ♠	
<b>2♠</b>	4+ ♠	
	<i>T: I usually prefer 2♠ does not deny 4 hearts</i>	



	OPENER	RESPONDER
	1NT	2♣
	2♦	?
	?	
<b>2♥</b>	Weak hand with both majors. Pass or correct.	
<b>2♠</b>	Exactly 5 card ♠, invitational. All invites with 5 ♠s go through this sequence.	
<b>2NT</b>	Invitational. Promises at least one 4-card major.	
<b>3♣/3♦</b>	5+ m, GF.	
<b>3♥/3♠</b>	Smolen. 4M, 5+ OM, GF.	
<b>4♣</b>	Gerber(1430)	
<b>4♦</b>	Delayed Texas. 4 ♠, 6+ ♥	
<b>4♥</b>	Delayed Texas. 6+ ♠, 4♥	

	OPENER	RESPONDER
	1NT	2♣
	2♦	2♠
	?	
<b>P</b>	Minimum, 2 or 3 ♠. With exactly 2, 2NT is an option as well.	
<b>2NT</b>	Minimum, 2 ♠. 3m rebids by responder are nat, inv, NF.	
<b>3♣</b>	Maximum with 2 ♠, GF. Responder may show 2 suited hands LMH via the next 3 steps. 3NT by responder is NF, typical response.	
<b>3♦</b>	Maximum with 3 ♠. Responder can bid 3NT to offer choice preferring NT, 3♠ to show a spade preference, or 4♠ to sign off. Other bids are unusual, but possible with 2 suited hands.	
<b>3♠</b>	Minimum, 3 ♠. Better than pass, not enough to commit to game.	
<b>3NT</b>	Probably a 2-card maximum that forgot to bid 3♣.	

	OPENER	RESPONDER
	1NT	2♣
	2M	?
<b>2♠</b>	(Over 2♥). 5 ♠, inv. Same follow ups as over above.	
<b>2NT</b>	Invitational. Promises 4 cards in OM.	
<b>3♣</b>	5+ ♣ OR 5+ ♦, GF. 3♦ asks for the minor, LH. Other bids are natural, including bidding the other major to confirm a fit there.	
<b>3♦</b>	Artificial, confirms a fit in M, typically no shortness. Opener can bid 3M to suggest playing in M, 3NT to suggest playing there, or 4M to insist on M, denying slam interest. Other suit bids are cuebids with hands well suited for slam.	
<b>3M</b>	Invitational	

	OPENER	RESPONDER	
	1NT	2 ♣	continued...
	2M	?	
<b>3OM</b>	Unspecified splinter. Next step asks, LMH.		
<b>3NT</b>	To play		
<b>4 ♣</b>	"Delayed Texas"; 4 M, 6 OM, slam try. Opener's 4OM rebid is an offer to play. 4 ♦ asks shortness LHLH (sing, void)		
<b>4 ♦</b>	RKC for M <i>T: Is CIRCLE better?</i>		
<b>4NT</b>	Quantitative		
<b>5NT</b>	Forcing, choice of slams.		

## 7.2 Jacoby Sequences

### 1NT-2 ♦

1NT-2 ♦ shows 5+ ♥, any strength. The only defined super-accept over this bid is 3 ♥, which shows a maximum with 4+ ♥.

Over 1NT-2 ♦-2 ♥ we play "transfers over transfers", starting at 2NT. Most invitational sequences start with 2 ♠:

	OPENER	RESPONDER
	1NT	2 ♦
	2 ♥	?
<b>2 ♠</b>	Artificial, shows an invitational hand with exactly 5 ♥OR 5+ ♥, 5+ ♠ invitational or better.	
<b>2NT</b>	GF Transfer to ♣. 5+ ♥, 4+ ♣	
<b>3 ♣</b>	GF Transfer to ♦. 5+ ♥, 4+ ♦	
<b>3 ♦</b>	Inv+, "Transfer" to ♥ showing good hearts. 6+ ♥with 2 of top 3 honors	
<b>3 ♥</b>	Inv, 6+ ♥. Denies 2 of top 3 heart honors.	
<b>3 ♠</b>	Unspecified splinter slam try. 3NT relays for LMH. Neither promises nor denies 2 of top 3 heart honors.	
<b>3NT</b>	Choice of games.	
<b>4 ♣</b>	Serious slam try, 6+ ♥, no shortness. Denies 2 of top 3 heart honors.	
<b>4 ♦</b>	RKC for ♥. <i>T: CIRCLE?</i>	
<b>4 ♥</b>	Mild slam try. Opener is expected to pass, but allowed to bid on with a good fitting hand.	
<b>4NT</b>	Quantitative with exactly 5 ♥.	

	OPENER	RESPONDER
	1NT	2♦
	2♥	2♠
	?	
Opener's responses over 2♠ are similar in nature to 1NT-2♣-2X-2♠		
<b>2NT</b>	Minimum, 2♥	
<b>3♣</b>	Maximum, 2♥.	
<b>3♦</b>	Maximum, 3+♥	
<b>3♥</b>	Minimum, 3+♥	
<b>3NT</b>	Does not exist. Probably a 2-card maximum that forgot to bid 3♣.	

	OPENER	RESPONDER
	1NT	2♦
	2♥	2♠
	2NT	?
Over 2NT, responder can show a 5-card minor or 5-5 majors with various strengths.		
<b>3♣</b>	5+♥, 5+♣, invitational	
<b>3♦</b>	5+♥, 5+♦, invitational	
<b>3♥</b>	5+♥, 5+♠, invitational	
<b>3♠</b>	5+♥, 5+♠, GF without slam interest	
<b>3NT</b>	5+♥, 5+♠, GF with slam interest	

	OPENER	RESPONDER
	1NT	2♦
	2♥	2♠
	3♣	?
<b>3♦/3♥/3♠</b>	5+♥, 5+ second-suit, LMH	
<b>3NT</b>	To play	
<b>4m</b>	Cuebid with 5+♥, 5+♠ <i>T: Is cuebid or shortness more useful?</i>	

	OPENER	RESPONDER
	1NT	2♦
	2♥	2♠
	3♦	?
<b>3♥</b>	COG preferring ♥	
<b>3NT</b>	COG preferring NT	

	OPENER	RESPONDER	
	1NT	2♦	
	2♥	2♠	continued...
	3♦	?	
<b>4♥</b>	To play		

**1NT-2♥**

1NT-2♥ shows 5+ ♠, any strength with caveats. Note that with exactly 5 spades and exactly invitational values we start with Stayman, not a transfer, and INV+ hands with 5-5 in the majors always start with 2♦.

As per hearts, we generally do not super accept. The only defined super accept is 3♠, showing a maximum with 4+ ♠.

	OPENER	RESPONDER
	1NT	2♥
	2♠	?
Over 1NT-2♥-2♠ we play transfers starting at 2NT		
<b>2NT</b>	GF Transfer to ♣. 5+ ♠, 4+ ♣	
<b>3♣</b>	GF Transfer to ♦. 5+ ♠, 4+ ♦	
<b>3♦</b>	Inv+, "Transfer" to ♠ showing good spades. 6+ ♠ with 2 of top 3 honors	
<b>3♥</b>	Unspecified splinter slam try. 3♠ relays for LMH. Neither promises nor denies 2 of top 3 spade honors	
<b>3♠</b>	Inv, 6+ ♠. Denies 2 of top 3 spade honors.	
<b>4♣</b>	Serious Slam try, 6+ ♠, no shortness. Denies 2 of top 3 spade honors.	
<b>4♦</b>	RKC for ♠.	
<b>4♠</b>	Mild slam try. Opener is expected to pass but is allowed to bid with a good fitting hand.	
<b>4NT</b>	Quantitative with exactly 5 ♠.	

1NT-2♥-2♠-2N-3♥ shows 5 ♥ in an attempt to find a fit.

*T: This is fine, although I know that Meckwell play +1 agrees the minor and +2 agrees the major with optional shortness follow ups by responder. I had thought we might do the same, I think it was even in some version of notes I had at some point. That's probably a better structure long term. Doesn't even preclude the 5 card OM necessarily, we could play +3 as 5 OM. That would even be this example, but over*

*the diamond transfer it would be 3♠.*

### 7.3 2♠ Size Ask

1NT-2♠ is first and foremost a size ask, checking if opener has a minimum or a maximum. It also includes hands that would normally transfer to ♣.

Opener must bid either 2NT with a minimum or 3♣ with a maximum. With an in-between hand, opener can use their club holding as a tie-breaker of sorts.

Note that you are allowed to bid 2♠ on a variety of hands, including quantitative slam tries as well as game tries.

	OPENER	RESPONDER
	1NT	2♠
	2NT/3♣	?
<b>3♣</b>	To play 3♣	
<b>3♦</b>	6+ ♣, either balanced or diamond shortness. If balanced, should have some slam interest. 3♥ asks for clarification, NL.	
<b>3♥</b>	6+ ♣, shortness in ♥.	
<b>3♠</b>	6+ ♣, shortness in ♠.	
<b>3NT</b>	To play. Over 2NT, it is implied that responder had slam interest.	
<b>4♣</b>	Gerber 1430	
<b>4♦</b>	RKC for ♣. <i>T: CIRCLE?</i>	

### 7.4 2NT Puppet Stayman

1NT-2NT is GF Puppet Stayman, asking for a 5-card major. We primarily use this bid when we don't have slam interest and want to assess what our best game option is.

	OPENER	RESPONDER
	1NT	2NT
	?	
<b>3♣</b>	No 5 card major. Says nothing about 4 card majors.	
<b>3♦</b>	5 ♥	
<b>3♥</b>	5 ♠	
<b>3♠</b>	4 ♠ + 5 ♥	
<b>3NT</b>	5 ♠ + 4 ♥	

## 2♣

Our 2♣ opener shows about 10-15 HCP with 6+ ♣. Good 9 HCPs with some extra shape are acceptable as well, especially in 3rd seat. Four-card or even five-card majors are possible as well. In 3rd seat, opening a good five-card club suit is allowed as well for lead direction/preemptive purposes.

	OPENER 2♣	RESPONDER ?
2♦	Artificial asking bid, promising INV+	
2♥/2♠	NF constructive, usually about 7-11 HCP, 5+ card suit	
2NT	Puppet to 3♣, showing either a weak raise in ♣(most common) or a GF 5+ 5+ hand without ♣.	
3♣	Constructive up to a mild invite, usually around 8-11	
3♦/3♥/3♠	Nat, 6+ card suit, GF.	
3NT	To play.	
4♣	Preemptive	
4♦	RKC ♣ <i>T: CIRCLE?</i>	
4♥/4♠	To play.	

	OPENER 2♣ ?	RESPONDER 2♦
2♥	4 cards in either major. 2♠ asks, ♥ min/♠ min/♥ max/♠ max.	
2♠	Maximum, no 4-card major, unbalanced or unsuitable for declaring NT.	
2NT	Maximum, interest in declaring NT. Bal or 6-3-3-1 with stiff K.	
3♣	Minimum, no 4-card major.	
3♦	Maximum, 4+ ♦	
	Higher bids are undefined.	

2♣-2♦-2♠-2NT asks for shortness, NLMH.

## 2♦

Our 2♦ opener is somewhat similar to our 2♣ opener, but weaker. The nominal range for 2♦ is 9-12, but some 12s are going to be too good and some 8s will likely be upgraded. The structure here is similar in nature to 2♣. Most NF bids have been bumped 1 HCP.

OPENER 2♦	RESPONDER ?
2♥	Artificial asking bid, promising INV+
2♠	NF constructive, usually about 8-12 HCP, 5+ ♠
2NT	NF constructive in ♣ or ♥. 3♣ is pass or correct, 3♦ suggests no interest in playing in ♣; says nothing about ♥.
3♣	Puppet to 3♦, showing either a weak raise in ♦ (most common) or a GF 5+ 5+ hand without ♦.
3♦	Constructive up to a mild invite, usually around 9-12
3♥/3♠/4♣	Nat, 6+ card suit, GF.
3NT	To play.
4♣	RKC ♦ <i>T: CIRCLE?</i>
4♦	Preemptive
4♥/4♠	To play.

OPENER 2♦ ?	RESPONDER 2♥
2♠	4 cards in either major. 2NT asks, ♥ min/♠ min/♥ max/♠ max.
2NT	Maximum, interest in declaring NT. Bal or 6-3-3-1 with stiff K.
3♣	Maximum, no 4-card major, unbalanced or unsuitable for declaring NT.
3♦	Minimum, no 4-card major. Higher bids are undefined.

2♦-2♥-3♣-3♥ asks for shortness, NLMH. *T: Awkward but symmetrical.*

## 2 Major

Weak 2s, fairly undisciplined. Non-vul 5 card suits are common, vul they are unexpected. (7 card suit possible.) The range is 3-9 HCP. Note that many 9s with 6 card suits are opened on the 1 level.

New suits are natural and forcing. 2NT is a modified Ogust system I've named "5/7 Ogust".

	OPENER 2M ?	RESPONDER 2NT
<b>3♣</b>	An odd number of trumps, 5 NV or 7 Vul. 3♦ asks strength as per below.	
<b>3♦</b>	6, bad opener	
<b>3♥</b>	6, medium opener	
<b>3♠</b>	6, good opener	
<b>3NT</b>	6, 4 in other major. Good enough to commit to game.	

Preempt RKC:

	OPENER 2M ?	RESPONDER 4♣
<b>4♦</b>	0 KC	
<b>4♥</b>	1 KC, no trump Q	
<b>4♠</b>	1 KC, trump Q	
<b>4NT</b>	2 KC, no trump Q	
<b>5♣</b>	2 with Q in theory, unlikely response	



## 2NT

22-23 balanced or whatever passes for it these days.

Responses:

	OPENER 2NT	RESPONDER ?
<b>3♣</b>	Extended Stayman	
<b>3♦</b>	Xfer	
<b>3♥</b>	Xfer	
<b>3♠</b>	Puppet to 3NT for minor suit hands.	
<b>3NT</b>	To play	
<b>4♣</b>	1430 Gerber	
<b>4♦</b>	Xfer	
<b>4♥</b>	Xfer	
<b>4♠</b>	Both minors balanced (typically 4-4), quant or better.	
<b>4NT</b>	Quant. New suits are 5+ card suits.	
<b>5NT</b>	Forcing, invites 7. New suits are 5+ card suits.	

## 11.1 Stayman Agreements

*T: Some of this may be new to you, I don't recall if I've talked about this at all. See 3♠ and 3NT responses as well as 3♥ extensions.*

	OPENER 2NT ?	RESPONDER 3♣
<b>3♦</b>	No 4 card major. 3M rebid over this is Smolen. 4m is natural and forcing. There are no delayed Texas type sequences directly, go through Smolen.	
<b>3♥</b>	4+ ♥. 3♠ asks about heart length and/or is a heart slam try. Opener bids 3NT with only 4, (over which a new suit is a cuebid slam try for ♥) or bids 4♥ or cuebids a minor with 5 ♥. Responder doesn't promise a slam try, they can simply be trying to confirm a 5 card suit.	

	OPENER 2NT ?	RESPONDER 3♣	continued...
<b>3♠</b>	4♠. 4♥ agrees ♠ with slam interest, new suits are natural (not cuebids).		
<b>3NT</b>	5♠. 4♥ agrees ♠, new suits are natural.		

## 11.2 Transfer Agreements

3♥ then 4♥ shows 5-5 majors without slam interest. 3♦ then 3♠ shows 5-5 majors with slam interest.

4m rebids are natural and forcing.

Jacoby then 4NT: Quant Texas than 4NT: RKC Texas than new suit: Exclusion

## 11.3 3♠

Puppet to 3NT for minor suit hands.

	OPENER 2NT 3NT	RESPONDER 3♠ ?
<b>4♣</b>	♦. Responder bids next step (4♦) with any hand that doesn't like the idea of slam, otherwise responds RKC for ♦.	
<b>4♦</b>	♣. Responder bids next step (4♥) with any hand that doesn't like the idea of slam, otherwise responds RKC for ♣.	
<b>4M</b>	Shortness in bid M, 5-5 minors with slam interest.	
<b>4NT</b>	5-5 minors with no slam interest.	

## 3-Level Preempts

Aggressive, does not promise any quality.

I have a joke about my preempts: I strictly follow the rule of 500, so long as the opponents promise not to double.

White/Red there probably isn't a hand which contains a 7 card suit that I would pass.

New suits are forcing, 4♣ is Preempt RKC (or 4♦ over 3♣). 0, 1 w/o Q, 1 w/ Q, 2.

## 3NT

“Namyats”, good major preempt. 3NT is a forcing call. Typically responder bids one of 4♣ or 4♦, but there are meanings for other bids which likely have not been seen by Ari before. I’m going to write them out, but they literally have never come up in any partnership I have “agreed” these bids since I came up with them 25 years ago.

	OPENER 3NT	RESPONDER ?
4♣		Requesting partner transfer to their major. Cuebids and RKC.
4♦		Requesting partner bid their major. Cuebids and RKC.
Herein lies doom. Everything below is a specific sort of asking bid/relay.		
4♥		Asking for suit and about control in the off major. Passable!
4♠		Asking for ♣ control.
4NT		Asking for ♦ control.
5♣		Asking for ♣ high card control only.
5♦		Asking for ♦ high card control only.

Over 4♥, responses are alternating ♥/♠ with the first step being \*Pass\*, the groups being no control, sing/void, High Card control.

Over 4♠/4NT, responses are alternating ♥/♠ with the groups being No control, sing/void, HC control.

Over 5♣/5♦, as above with no sing/void groups.

Example auctions:

3NT-4♥-Pass would show ♥ with no ♠ control. This specific response lets us get out in 4M with no control in the other major. This is the most likely bid to make when responder can’t actually tell which major opener has but still has slam interest.

3NT-4♠ - 5♣ would show ♠ with no ♣ control.

3NT-5♣ - 5♠ would show ♥ with a high card ♣ control.

## Other

4 level preempts are natural.

4NT opening is specific Ace Blackwood:

OPENER 4NT		RESPONDER ?
<b>5♣</b>	No Ace	
<b>5♦</b>	A minor suit Ace	
<b>5M</b>	Bidding your Ace	
<b>5NT</b>	2 Aces of the same color	
<b>6♣</b>	2 Aces of the same rank	
<b>6♦</b>	2 Aces of the same shape	

5M openers ask partner to raise 1 level for each high honor in trumps.

# **Part II**

## **Competitive Bidding**

## General Rules

Some rules in no particular order.

- **Relays Off** Most relay auctions bail in competition, we don't tend to try to continue to relay when the opponents are interfering. The only exception is double, which is generally ignored. (Not true for 1 ♣ opener responses.)
- **Late Doubles** In most extended auctions doubles are ignored and our responses remain the same. This is notably true over RKC style bids; there is no ROP1 or the like. Initial doubles by the opps can and often does change our response structure.
- **Fast arrival** When we are forced to a certain level (say after a cuebid), bidding that level is the weakest action. This is true even over something like a double, where pass is more encouraging than retreating.
- **Jumps** Most single jump shifts in comp are fit showing. Most jump raises are weak. Double jumps where available are splinters, but are lower precedence than Fit when only 1 jump available. Double jump cuebid is mixed when available.
- **Cuebids** Our direct cuebids in response to partner's call generally show support, although it is possible that some one off cases may exist where you need to force with no good options. Delayed cuebids are probing / generally ask for stoppers. When 2 opponent suits are available, we cuebid what we have not what we are looking for.
- **2x Cuebid** As a psyche protection in 1 ♣ auctions, if we cuebid the opps suit twice that is *natural*. This has come up in play and has proven useful.

### 15.1 General defenses

- **2 Suiter, known** We play lower cuebid for our lower suit, higher for higher. Double is a good hand, with a second double being penalty.

In general the cuebid is the stronger action; the only exception is when the high cuebid is below our low suit, then the bidding the high suit is stronger than the cuebid. In common practice, the only time this is relevant is over 1 ♥-(2NT),



where  $3\spadesuit$  showing spades but not strong (less than GF) allows for a  $3\heartsuit$  rebid (NF).  $3\spadesuit$  in that instance is forcing.

- **2 Suiter, 1 unknown** We treat this auction as if they had bid the one known suit. Cuebid is support for opener, new suits forcing, etc.
- **2NT** In competition, 2NT might mean many different things depending on context. When the bidder is “forced” (i.e., responding to a takeout style double) the default meaning is Scrambling. When 2NT is a free bid it is most commonly Good/Bad; one notable exception is when 2NT is the first bid by responder, in which case it is natural except where otherwise defined. (i.e., 1M-Dbl).

One other possibility in “Good/Bad” sequences where Good isn’t possible (hand already limited severely): secondary but higher ranked suit. These need to be better defined.

## 15.2 Misc

This section is for items which don’t fit elsewhere.

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### XX of cuebids

When does XX promise  $1^{st}$  round control? Does it matter if last train is in play?

Auction (with Jenni)

West <i>Jenni</i>	North	East <i>Tom</i>	South
—	—	$1\spadesuit$	$1\heartsuit$
$2\heartsuit$	$3\heartsuit$	$3\spadesuit$	Pass
$4\clubsuit$	Pass	$4\spadesuit$	Pass
$4\heartsuit$	Double	Pass	Pass
Rdbl	Pass	$4\spadesuit$	Pass
4NT	Pass	$5\spadesuit$	Pass
$6\spadesuit$	Pass	Pass	Pass

First, Jenni was uncertain that  $4\clubsuit$  was Serious/Non-Serious. I think since we aren’t in a GF that NS is off, but it is ambiguous.

Second, my pass over  $4\heartsuit$ -Dbl was clearly encouraging, i.e. last train. What does that mean, if anything, for the XX?  $1^{st}$ ? Counter last train?

Slam was good today, but hardly the point.

**Jenni**

♠ A98764

♥ 2

♦ KJ5

♣ AQ4

♠ 52

♥ A763

♦ 832

♣ K987

	N	
W		E
	S	

♠ J3

♥ KQT95

♦ 97

♣ T652

**Tom**

♠ KQT

♥ J84

♦ AQT64

♣ J3

Jenni was concerned about her trumps, I liked my hand but felt I had little I could do with nothing left to cuebid other than pass to encourage. She eventually decided that my pass must mean my trumps are good enough and bid RKC. I suspect her XX is flawed on this particular deal, but it does bring to question whether last train should overrule the general rule about showing 1<sup>st</sup>.

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## Defensive Bidding (They Open)

### 16.1 General Guidelines

Overcalls can be light and can be 4 cards. The latter happens most often with length in the opening suit and the inability to make a takeout double due to shape (i.e., doubleton in a major). It often has opening strength or close to it.

Takeout doubles can be mildly offshape. Doubletons in unbid minors are common. Doubletons in unbid majors are forbidden except for double-and-bid hands.

Bidding tends to be for lead direction when light.

2 level minor overcalls are often 6, occasionally 5 sound when no other call is reasonable. It is common to double instead of overcalling with (---5332).

Direct NT overcalls are sound, (15+)16-18. In the sandwich position we bump this up by a point to a nominal range of (16+)17-19. Tom has made simple 1NT overcalls on bad 19 counts as well.

If the opponents make an invitational or better artificial bid, our double is lead directing. (Example: 1M-3♦ Bergen). If the artificial bid can be less than Inv values then our double is takeout. (Example: 1M-3♣ Bergen). Note for Tom: I think we agreed that this principle applies over Drury as well, even though I typically play double of Drury as lead directing. *T: Verify? We could encapsulate the principle by saying this applies if it is our first turn to make a call. If we have previously passed then it is always lead directing.*

### Balancing

While most balancing actions after 1x are still natural, it is worth calling out some differences.

Jumps are good hands and good suits, the higher the jump the better the hand. I recently balanced with 4M and had 8 good and a side Ace. That feels about right to me.

1NT balance is wide ranging if they open a major, about 11-16 or so. Our 2♣ becomes a Size-ask Stayman, with normal responses showing 11-14 and 2NT showing any 15-16. Over the 2NT rebid, 3♣ is re-Stayman.

1NT balance over a minor is 11–14 with little system. Cuebid is Stayman, no transfers. This auction is NF signoff:

West	North	East	South
1 $\diamond$	Pass	Pass	1NT
Pass	2 $\clubsuit$	Pass	Pass
Pass			

## 16.2 Overcall Methods

Needs to be filled in, I noticed this wasn't here when I went hunting during practice.

## 16.3 Strong Club

Suction at all levels: Every bid is either the next higher (transfer) or the 2 remaining suits (2 lower). Double takes the place of the suit bid in the system; for example, (1  $\clubsuit$ )-Dbl is  $\diamond$  or ( $\heartsuit$  &  $\spadesuit$ ). In general, the higher you bid the more distribution you have.

We will often start with pass with a decent hand. Immediate bids tend to be destructive.

NT bids show "shape": ( $\diamond$  &  $\spadesuit$ ) or ( $\clubsuit$  &  $\heartsuit$ ).

Responses in general are pass or correct. Raising the suit bid is a "cuebid" showing a good hand for the possible combinations and game interest. NT bids turn off the pass/correct signal; they generally ask overcaller to bid clubs over which all bids by advancer are natural, not pass/correct.

If Overcaller bids NT after a pass/correct bid that shows a secondary 4 card suit with 6+ in the "transfer" suit. In other words, 1 suited by only kinda-sorta. This is 100% optional on the part of overcaller.

Suction is on directly over the 1  $\clubsuit$  bid as well as any artificial response which does not indicate shape, only values.<sup>1</sup>

## 16.4 Polish or Balanced Club

No special methods, other than double can have any minor suit distribution.

*T: I think this is correct. I actually like Suction here too, but I seem to recall that you do not. When I do play Suction I play it constructive on the 1 level with double being takeout, not suction.*

---

<sup>1</sup>Minor inferences about distribution are allowed. For example, a 1  $\heartsuit$  bid which shows 8–11 without 5 spades would be considered a suction eligible bid. A 1  $\heartsuit$  bid which is a transfer to spades would not.

## 16.5 Precision 1 $\diamond$

Regardless of promised length, we play 2  $\diamond$  as natural, 2  $\heartsuit$  as weak (NF) Michaels and 3  $\diamond$  as strong Michaels. 2NT is still  $\heartsuit$  &  $\clubsuit$ . If we bid 2  $\diamond$  naturally,  $\clubsuit$  becomes the “cuebid” suit.

As per balanced 1  $\clubsuit$ , takeout doubles are random with respect to minor suit distribution.

## 16.6 Transfer response to 1 $\clubsuit$

After (1  $\clubsuit$ )-Pass-(1Red) xfer we play that double is a normal takeout double ( $\diamond$  & OM) and accepting the transfer is the weird takeout double ( $\clubsuit$  & OM). 2 of the transfer suit is natural, just as the standard (1x)-P-(1M)-2M would be.

After (1  $\clubsuit$ )-Pass-(1  $\spadesuit$ ) it may depend on the meaning of 1  $\spadesuit$ . Most play that as diamonds (I think), in which case double is just takeout for the majors. I suspect that’s a reasonable agreement for most 1  $\spadesuit$  meanings but it is possible we may run across something which is worth having a separate agreement.

## 16.7 Kaplan Inversion

After (1  $\heartsuit$ )-Pass-(1  $\spadesuit$ ), double is a light spade overcall and 1NT is takeout. 2  $\spadesuit$  is natural and sound, a hand that would have bid 2  $\spadesuit$  over standard 1NT response.

After (1  $\heartsuit$ )-Pass-(1NT), double is takeout for the minors.

## 16.8 1NT

Over their 1NT opener we play Woolsey: 2  $\clubsuit$  Majors, 2  $\diamond$  Multi, 2M M+min.

Over strong NT, double is a 4 card major, longer minor. Over weak NT it is penalty when possible. (Passed Hand = ?)

*T: It may be worthwhile treating all 3<sup>rd</sup> seat 1NT openers as weak.*

	Opener 1NT	Overcaller 2 $\clubsuit$	Responder Pass	Advancer ?
<b>2 <math>\diamond</math></b>	Equal length in majors			
<b>2M</b>	NF			
<b>2NT</b>	Limit+ raise. 3 $\clubsuit$ all min, 3 $\diamond$ equal length non-min, 3M shorter major non-min.			
<b>3M</b>	Mixed Raise			

Opener	Overcaller	Responder	Advancer
1NT	2♦	Pass	?
<b>2M</b>	Pass or Correct		
<b>2NT</b>	Limit+ raise. 3♣ all min, 3Red = xfer. Over 3♣, 3M Pass or Correct		
<b>3M</b>	Pass or Correct, Mixed		
<b>4♣</b>	Please xfer to your suit		
<b>4♦</b>	Please bid your suit		
<b>4M</b>	To play, <i>not</i> pass or correct		

Opener	Overcaller	Responder	Advancer
1NT	2M	Pass	?
<b>2NT</b>	Asks minor, shows game interest		
♣	Pass or correct for minor any level		
♦	Good raise of Maj, any level. 4♦ sets up a forcing pass.		

Advances over 2♣/2♦ are different if the opps double the bid.

Opener	Overcaller	Responder	Advancer
1NT	2♣	Double	?
<b>Pass</b>	♣, NF		
<b>2♦</b>	♦, NF		
<b>XX</b>	Equal length, overcaller to choose		
<b>Other</b>	No change		

Opener	Overcaller	Responder	Advancer
1NT	2♦	Double	?
<b>Pass</b>	♦, NF		
<b>XX</b>	Bid your suit		
<b>2M</b>	Natural, not pass or correct		
<b>Other</b>	No change, including 3M bids still being Pass or Correct		

## 16.9 2♣ Strong

Suction, as per Strong Club

## 16.10 2♣ Precision

Not sure if this is discussed. I like playing that 2♦ is an artificial limited takeout, something like 9-13 with 2 or 3 suits. Dbl becomes 14+ takeout.

## 16.11 Flannery

Vs. 2♦ Flannery:

	Opener 2♦	Overcaller ?	Responder	Advancer
<b>X</b>	Bal 13-15 bal or 19+ any			
<b>2♥</b>	3 suited takeout			
<b>2♠</b>	Natural			
<b>2NT</b>	16-18 bal			
<b>3m</b>	Natural			

Vs. 2♥ Flannery:

	Opener 2♥	Overcaller ?	Responder	Advancer
<b>X</b>	3 suit takeout or 19+ any			
<b>2♠</b>	Natural			
<b>2NT</b>	16-18 bal			
<b>3m</b>	Natural			

For both options here, we don't have a bid to show both minors. Some play the 2♥ takeout bid as either 2 (minors) or 3 suited, which might be worthwhile to explore.

Kit had an interesting comment, he rejects the standard defense style and plays initial double as light takeout and pass-then-double as strong takeout with (I think?) the 2♥ cuebid as Michaels. I'm not sure I agree with all of that, but having light vs sound takeout seems like a plus.

See <https://bridgewinners.com/forums/read/intermediate-forum/defenses-to-flannery/>

## 16.12 Weak 2

Mostly normal stuff, but a few slightly different agreements.

## Preferensohl

Modified Leb; after 2NT the doubler bids their preferred minor instead of auto-puppeting to 3♣. Other bids are as per Lebensohl with Fast Denies.

Upside: get to a better 3m contract when advancer has no where to go.

Downside: Forces us to 4♣ rarely when advancer only wants to play clubs.

## Soloway

Soloway over 2M-2NT (note, not over 2♦):

	Opener 2M	Overcaller 2NT	Responder Pass	Advancer ?
<b>3♣</b>	Puppet to 3♦ for sign off anywhere			
<b>3♦</b>	Xfer to other major, Inv+. Opener can accept by bidding game or Q.			
<b>3M</b>	Stayman			
<b>3OM</b>	Puppet for minor hands as per 2NT opener.			

## Leaping Michaels & Direct Cuebids

We do play Leaping Michaels (GF). Over 2M openers, 4m is that minor and OM, 4M Q is both minors and stronger than 4NT.

Over 2♦ weak, 4♣ is ♣&♥, 4♦ is ♣&♠, 3♦ is majors.

2M-3M is a lighter Michaels. We are allowed to play a partscore. We do not play the stopper ask that is commonly played alongside Leaping Michaels.

## 16.13 Gambling 3NT

There are 2 common defenses to Gambling, I am not certain which we play. Calling this out so that we select an option.

Option 1: Shorter minor takeout. 4♣/4♦ is your shorter minor (defaulting to clubs with equal, although typically you can tell which is the solid suit). Other bids are natural.

Option 2: Woolsey. 4♣ both majors, 4♦ 1 major, 4M = M+minor.

In both of these treatments, double is balanced strength / penalty and 4NT is undefined.



## 16.14 Other

Currently no special defense to 2  $\diamond$  Precision (short  $\diamond$ ) or (Mini)Roman. I know there are some out there, but not worrying about it for now.

For most artificial preempts we follow the provided defense. For multi we use “option 2”, where bids are natural and pass then double is takeout.

## Interference Defense (We Open)

### 17.1 1♣

#### 2♠ and Below

Over direct interference below 2♠ we play transfers, every suit bid showing the next suit with 5+ cards and 5+ HCP (good 4 ok). Over spade bids by the opponents, NT becomes a transfer to ♣. NT bids aren't well defined over non-spade bids by the opponent.

Notably, transfers into suits the opponent have shown are still natural. We take the general approach the opponents are extremely untrustworthy here, where psyches and misbids are so common. Therefore we just bid our hands without worrying about what they are showing.

Doubles show values with no suit to show. We are allowed to have a 5 card suit that we don't wish to show, but generally this is a more balanced hand.

It is worth noting that all of this applies over double as well. We assume that the auction will likely become more competitive and therefore do not try to relay and what not.

#### 2NT and higher

When the interference is at 2NT or higher, our bids revert to natural and GF. Double is values, either invitational (6-7) or a GF with no direction. Cuebids are generally 2 suited hands, GF. (Not available below 3NT, so stopper ask doesn't make much sense. Those hands start with double.)

### 17.2 1♦

#### Low Level Interference

Over 1♦ -(Dbl or 1♥) we play a similar transfer based system.

	Opener 1 $\diamond$	Overcaller Double	Responder ?	Advancer
<b>XX</b>	4+ $\heartsuit$ , any strength			
<b>1 <math>\heartsuit</math></b>	4-5 $\spadesuit$			
<b>1 <math>\spadesuit</math></b>	Balanced or both minors. Responder pulls 1NT to show minors.			
<b>1NT</b>	Single minor, competitive. 2 $\clubsuit$ is pass or correct.			
<b>2 <math>\clubsuit</math>/2 <math>\diamond</math></b>	Natural, forcing 1 round			
<b>2 <math>\heartsuit</math></b>	6+ $\spadesuit$ , any strength			
<b>2 <math>\spadesuit</math></b>	Both minors, mixed strength			
<b>2NT</b>	Natural GF, rarely used.			

Bids over 1  $\heartsuit$  overcall are the same except for XX & 2NT. There is no redouble to show hearts, but it isn't needed. 2NT is natural and invitational.

### Other suit overcalls

Fairly standard methods. Negative doubles (no upper limit, high level doubles are about strength more than shape)

### 1NT overcall

*T: 15 Apr 2020 - Adding what I typically play, not sure if we have discussed.*

“Reverse Capp”:

	Opener 1 $\diamond$	Overcaller 1NT	Responder ?	Advancer
<b>Dbl</b>	Penalty			
<b>2 <math>\clubsuit</math></b>	Single suited minor or Minor+Major 2 suiter			
<b>2 <math>\diamond</math></b>	Both Majors			
<b>2 <math>\heartsuit</math></b>	$\heartsuit$			
<b>2 <math>\spadesuit</math></b>	$\spadesuit$			

### Misc

1  $\diamond$ -(Pass)-1M-(1NT), Dbl is still support.

### Example From Play

For now moved from unsorted.

West	North	East	South
1 $\diamond$	Pass	1NT	2 $\spadesuit$
?			

Opp interfered RW into our invitational sequence. There are lots of approaches here that are possible, but we decided to play:

**Pass** Non-forcing. Expectation is the 1NT bidder will not reopen unless they have a 5 card suit.

*T: With Jenni recently I had this auction as the 1NT bidder, I balanced double for takeout. She bid 2NT scrambling. That seems like a fine agreement, I don't see the need to force responder to pass.*

**Dbl** Penalty

**2NT** Mod. Lebensohl: Not a puppet, but instead the 1NT bidder bids their better minor. We may lose out when opener has only clubs, but we will win when they have a 2 suited hand.

**3x** Nat GF

After we make a support double, new suits are NF. Jump or Q to force.

## 17.3 1M

### Takeout Double

Over 1M-Dbl we play:

	Opener 1M	Overcaller Double	Responder ?	Advancer
<b>1 <math>\spadesuit</math></b>	Natural (over 1 $\heartsuit$ )			
<b>1NT</b>	Xfer to $\clubsuit$ . All xfers promise 5 cards in the suit bid, but can be preparing to raise the major as well.			
<b>2 <math>\clubsuit</math></b>	Xfer to $\diamond$			
<b>2 <math>\diamond</math></b>	Xfer to $\heartsuit$ (over 1 $\spadesuit$ )			
<b>R-1</b>	UPH: Limit Raise or better with Min/Max TaJ PH: Good Raise of M			
<b>2NT</b>	Mixed Raise			
<b>JS</b>	Fit			
<b>DR</b>	Weak			
<b>DJS</b>	Splinter (doesn't promise void)			

## Other

See General Rules.

2NT by responder is natural at their first turn to call. 2NT by opener after raise is “Good/Bad”; this is true both over our raises and the opponents.

## 17.4 1NT

We have general defenses for most interference. Where specific agreements exist for specific conventions those take precedence.

General NT defense: Ruebensohl over majors, Lebensohl over minors. Double of 2♣ is Stayman regardless of meaning. Double of other natural 2 level bids is Penalty, double of 3 level bids is Negative.

Over Opps Dbl, XX forces 2♣ to escape to a minor. Direct bids are “Systems On”.

Ruebensohl style:

	Opener 1NT	Overcaller 2M	Responder ?	Advancer
<b>2♠</b>	NF			
<b>2NT</b>	Forces 3♣, auction from here looks like Lebensohl			
<b>3♣</b>	xfer to ♦, Inv+. Opener can accept game.			
<b>3♦</b>	xfer to OM, Inv+.			
<b>3M</b>	Stayman, no stopper.			
<b>3OM</b>	GF ♣			
<b>3NT</b>	NF, no stopper			

## 1NT-2♦ Multi

We play “systems on” over 2♦ Multi, with double being a transfer to Hearts. 2NT Puppet becomes the only available Stayman bid.

Pass then double is Penalty. Pass then bid is usually a light hand and/or one not suitable for immediate bidding. For example, an auction like

West	North	East	South
1NT	2♦	Pass	2♥
Pass	Pass	2♠	

is 4♠ and a longer minor. 2NT would be both minors.

**1NT-2 ♦ Majors and similar**

When the opps make a bid showing 2 known suits artificially, we play an Unusual over Unusual style. (Lower for Lower...). Double is general cards and can be the start to a penalty sequence. 2NT isn't Lebensohl, but rather 2 suited for the other suits.

Immediate jumps are stopper showing, denying a stopper in the other suit. To show one of their suits naturally, start with double.

**1NT-2 ♥ Majors and similar**

When the opps make a bid showing 2 known suits by bidding one of them (except 2♣), we play double is penalty of the bid suit. The other cheap cuebid is the general cards bid. 2NT starts a Lebensohl sequence. (NOT Ruebensohl)

*T: Checking that this is correct...*

**1NT-2M M+m and similar**

When the opps show a known and unknown suit by bidding the known we treat the auction as natural. Ruebensohl over Majors, Lebensohl over ♦, Sys On over ♣.

**17.5 2m**

The general style over a 2m opener is to treat it much like other openers: negative doubles, new suits forcing after an overcall, etc.

Doubles are ignored; systems on including +1 asking.

**17.6 2M**

After an overcall, doubles are penalty and new suits are forcing 1 round.

Over double, we play "Transfer McCabe": XX through R-2 are transfers (with 2NT still being an asking bid) that are either to get out in the next higher suit or a lead directional raise in that suit. R-1 is a "green light" raise of M, 3M is a "red light" raise. Over a "green light" raise opener is allowed to further compete if they feel it appropriate.

**17.7 Other**

Transfer McCabe over 3 level preempts as well. No other special agreements.

# **Part III**

## **Carding**

## Leads

### 18.1 Opening vs Suits

We generally lead 3rd/Low from length. The only real exception is if we have supported partner's suit, we may lead a more attitude type approach. (High from Xxx, low from Hxx, etc.)

Our default honor leads are A from Ace/King. If we have promised 4+ cards in a suit, we revert to Rusinow honors. Note that transfers such as 1  $\diamond$ -(1  $\heartsuit$ )-Dbl do promise a suit, but negative doubles such as 1  $\diamond$ -(1  $\spadesuit$ )-Dbl do not promise any one suit, even the other major. Takeout doubles are presumed to not claim any suit.

*T: Note:* I don't know if we currently have an agreement if we have *both* shown 4+ cards in a suit. I presume the default rule would echo the standard treatment of having Rusinow be "off" by the secondary bidder, but I think that makes little sense for us. I think it would be better to have both sides which have promised 4+ cards to play Rusinow, whichever one ends up on lead.

Signals to honor leads are generally attitude, but if attitude is known they may revert to suit preference.

Example: 1  $\diamond$ -(P)-1  $\heartsuit$ -(Dbl)-2  $\heartsuit$  ...whichever hand is on lead would lead Rus honors in  $\heartsuit$ .

### 18.2 Opening vs NT

Our spot leads are typically 2nd/4th from 4+ cards, top of xxx or fewer. (American 2nd/4th). As versus suits, we may vary from this in partner's suit. We may lead low from xxx in some situations to show length - a good example would be after a unsupported weak 2. If dummy is winning the trick and 3rd hand gets to signal, signals are count if the winning card is Q or lower, attitude if K or higher. For this purpose, it is presumed dummy plays the lowest of touching cards. (e.g., if dummy has KQx and calls "K", we would still consider dummy to be winning the Q and is therefore count.)

Honor leads are Rusinow from Q to 9, with 8 being a pivot card<sup>1</sup>. "Shortness" from

<sup>1</sup>Pivot card is the break point for Rusinow. 9 promises 10 or shortness, 8 might have the 9 or not.



a Rusinow perspective here is anything less than 4 cards, so we would still lead Q from QJx. We would lead Q from KQx to avoid the power lead, but this is a very rare exception.

Ace from AK is the default honor lead, with K being the “power” lead, asking for count or unblock. (e.g., KQT9). Signals to other honors are generally attitude about the honor below the led card.

### **18.3 Middle of the Hand**

Middle of the hand leads are generally attitude. If we feel that count is important, we will continue to play 3rd/Low vs Suits and 4th vs NT.

Against NT, if we win the opening lead and return the suit, we generally play lowest from 3+ remaining and high from 2. It is also possible that a high card might be led to hold the lead which may be done with any number.

Honors revert to standard.

## Signal agreements

General carding rules: upside down count and attitude, regular suit preference. Priority of signals when partner on lead is Attitude/Suit Preference/Count; priority for following suit is Suit Pref/Count. When count is “necessary” we give count signals, but in general most cards following suit are S/P or just following suit.

Discards are generally attitude based.

### 19.1 Suit Preference

Standard S/P means high for high and low for low. Often times this is sufficient when a suit can be eliminated (such as trumps.) Middle cards are sometimes used to encourage the suit led despite a normal S/P situation (singleton on the board) or to encourage a trump shift.

Other suit preference situations, such as following suit, there are often 3 suits in play. Sometimes we can infer a suit not being reasonable, but otherwise we encode in the following manner:

With 2 cards to signal: High-Low indicates a high or middle suit, Low-High indicates a low suit or no preference.

With 3 cards to signal:

- LMH:** Neutral or Mild Low suit
- LHM:** Strong low suit
- MHL:** Mild Middle
- MLH:** Strong Middle
- HLM:** Mild High
- HML:** Strong High

The unifying concept here is we always start with the suit we want to make (LMH). Then the more “active” we are (using higher spots) the more we like the suit we

signaled. For example, Middle then Low shows that we were actively signaling, so if we don't get a chance to complete the high at least partner will know we are interested in something. If we started MH they may not know this wasn't LH from 2.

## Examples from Play

### 20.1 Lost in Translation

Often times, it is important to signal with the clearest card possible. While subtleties can be nice, there is a danger that partner will not pick up on the message.

NABC+ BAM, SF 2019. 1st Qual. (rotated)

	♠ 76 ♥ AKQ ♦ J53 ♣ QJ986	
<b>Tom</b> ♠ AKJ52 ♥ JT83 ♦ K96 ♣ 3	<div style="border: 1px solid black; padding: 5px; display: inline-block;">             N              W      E              S           </div>	<b>Ari</b> ♠ T83 ♥ 954 ♦ AQ72 ♣ T72
	♠ Q94 ♥ 762 ♦ T84 ♣ AK54	

West	North	East	South
<i>Tom</i>		<i>Ari</i>	
—	—	—	Pass
1 ♠	Double	2 ♠	3 ♣
3 ♠	4 ♣	Pass	Pass
Pass			

♠ K lead, 6, 8, 4.

♠ A, 7, 3, 9.

♥ 3 ...

Ari was attempting to be subtle to try to show a diamond s/p. Tom thought at trick 1

that the 8 might be low (since the QT9 were still out). Once it was proven at trick 2 to not be the case, Tom put Ari on Q83, since from T83 he could play the T at trick 1. This led Tom to thinking that there was no need to switch to diamonds as there was no discard in spades. We dropped 1 trick. The board was still won at +100, but should have been +200.

Tom thinks the best sequence is the T at trick 1, then the 4 for low s/p.

## 20.2 Average hand

NABC+ BAM, SF 2019. 1st Qual (rotated)

	♠ Q73 ♥ J8 ♦ AQ98654 ♣ Q	
<b>Ari</b>	<div style="border: 1px solid black; padding: 5px; display: inline-block;">             N              W      E              S           </div>	<b>Tom</b>
♠ J862 ♥ K97653 ♦ J3 ♣ 5	♠ K9 ♥ AQ ♦ — ♣ AT9876432	♠ AT54 ♥ T42 ♦ KT72 ♣ KJ

West	North	East	South
<i>Ari</i>		<i>Tom</i>	
—	—	—	1 ♣
2 ♥	3 ♦	3 ♥	3NT
Pass	Pass	Pass	

♥ 6, 8, T, Q

♣ A, 5, Q, J

♣ T, ♥ 3, ♦ 4, ♣ K

♠ 4 ...

Declarer made a creative 3NT bid. Their play at trick 2 was surprising. Tom played the ♣ J in a hope to indicate a holding like this. Declarer's ♣ T was a mistake, they should lead a lower spot. The 10 was much too revealing, showing the 9 card suit to the defense. Ari didn't process this and discarded a heart in the hopes that it would indicate that he didn't have a spade card. Tom was desperate for a spade signal,

as he knew declarer had  $2=2=0=9$  with the  $\heartsuit AQ$ . The only question was whether declarer had the  $\spadesuit K$  or not. If no, a low spade back might beat the hand if Ari has both honors and break even otherwise. If yes, Tom must play a heart to wait for the  $\spadesuit A$  and a heart trick at trick 12. Tom interpreted the heart as encouraging due to an entry (in spades) and therefore played a low spade.

A direct signal in spades would have been more useful, the levels of indirection were ambiguous.

The result didn't matter, teammates were in  $6\clubsuit$  down 1, so making 4 or 6 were both a loss.

**Part IV**

**Post Mortem**

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## Post-Mortem Intro

This part of the document is to record hands and/or discussion which came up at the table for posterity. I haven't fully decided how I want to organize this. For the time being at least I am going to put each tournament into its own chapter, with sections for individual hands. I can then use references in other sections of the document where the item in question came up.

This may also help with crafting a to-do list, if we have items which came up that don't fit anywhere.



## 2018/2019 Monterey

**22.1 Double fit!**

		NORTH	SOUTH
		<i>Jenni</i>	<i>Tom</i>
♠ AKJ	♠ 2	1 ♣	1NT
♥ AJ8	♥ KQ762	2 ♣	2 ♦
♦ AJ2	♦ 87	2 ♥	2NT
♣ QJ32	♣ AKT54	3 ♣	3 ♦
		3 ♠	4 ♣
		4NT	5 ♦
		5 ♠	6 ♣
		6 ♥	

When this hand came up, Tom was playing with Jenni. (Ari was playing the same hands with Thuy.) Jenni held the 1 ♣ hand, Tom held the 5-5 hand.

4NT was intended as double RKC. Tom felt at the table that 4 ♦ should have been RKC but Jenni meant 4NT as RKC, so answered 3 double KC. (Jenni did mean 4NT as RKC.) Then came the queen ask...but for what suit? The 3 ♠ bid agreeing both suits is used to set up double KC, but also generally makes the second suit as the “primary” for purposes of expected trump suits, Q ask, etc. Tom intended 6 ♣ to deny the ♣ Q and say nothing about the ♥ Q. Jenni felt that there was likely a grand, but didn’t want to pull the trigger with no info.

Tom feels that the right answer to this problem is a counter-intuitive one: do not show the secondary fit. You don’t actually need to KC around the club suit. While the ♣ K is valuable information, you can get that from RKC around hearts. For example, ...4NT-5 ♠-5NT-6 ♣. This is a difficult auction to see the trap without experience; every person shown this hand by Jenni has duplicated the 3 ♠ bid.

One of the things to remember about relay auctions is that they are a 1-way auction. We are taught from the time we are first starting to have a conversation with partner to find the best contract. Relays turn that on their ear – the puppet master does not need to tell the puppet anything. If you can get the info you need (such as the ♣ Q) via showing a double fit, then do it. If confirming that will only muddy the auction, feel free to not show the secondary support and just continue with the one suit relay.

This principle can be expanded to more than just confirming a double fit, of course.

Relays can take some planning, especially when the relayer has multiple options or multiple questions they can ask.

*T: 30 Nov 2019*

Ari and I rebid this hand in a CIRKLE world yesterday, here was the auction:

NORTH	SOUTH
<i>Ari</i>	<i>Tom</i>
1 ♣	1 ♠
1NT	2 ♣
2 ♦	2 ♠
2NT	3 ♣

... At this point, 3 ♥ is no longer a double relay, but instead is CIRKLE in ♥.

NORTH	SOUTH
<i>Ari</i>	<i>Tom</i>
...	...
3 ♥	4 ♦
4 ♠	4NT
5 ♣	5 ♦
7NT	

4 ♦ showed 8 slam points, 4 ♠ was SQUARE for ♥(4 ♥ would be sign off). 4NT stop showed 2 (AQ), 5 ♣ was SQUARE for ♣, 5 ♦ stop showed 2 (AK). From there you can count 13 tricks.

## 22.2 Grand Ole Opry

		NORTH	SOUTH
		<i>Jenni</i>	<i>Tom</i>
♠ QT874	♠ AKJ96	—	1 ♠
♥ K9	♥ A3	2 ♦	2 ♠
♦ J83	♦ AQ762	2NT	3NT
♣ AK6	♣ Q	4NT	5 ♣
		5NT	7 ♠

Another hand with Tom playing with Jenni. As it happens, this hand was against Ari and Thuy.

The bids through 3NT seem normal enough, the question is how then to continue. (There are other possible rebids than 2NT, such as 4 ♣ or 3 ♦, but I think 2NT is better in the long run.)

Jenni bidding 4NT then 5NT sounded to Tom like a very strong hand, but one either more balanced or more solid on the side. Tom thought that with 2 of the 3 side

Ks, that was enough to bid grand. However, today we really needed the  $\diamond$  K. Tom strongly believes that a 5NT bid asking for Kings should be strong enough to support slam opposite 2 kings, at least in a pure power auction such as this one.

I think instead of bidding 4NT directly, a  $4\diamond$  cuebid first will help focus on that suit. Now if the auction continues similarly we at least know what cards might be working.

*A: The way I learned it, 5NT promises all keycards and the queen of trumps, allows partner to bid a grand if they have a source of tricks, and otherwise requests partner to show their cheapest king. ...5NT-6 $\clubsuit$ -6 $\diamond$  would say "I understand you have the  $\clubsuit$  K, do you have the  $\diamond$  K as well?" after which opener would make some bid above 6 $\spadesuit$  to show the  $\diamond$  K. On this hand, responder doesn't need to worry about opener having an undisclosed source of tricks because opener's shape is known to be 5-3-3-2.*

*T: I learned it exactly the opposite, where the 6 $\diamond$  bid in your example would show the King, not ask for it.*

*A: I'm not familiar with the agreement that 5NT requests partner to bid a grand with two kings. I'm open to playing that way but I don't think it's standard.*

*T: I was speaking a little loosely, but to me 5NT first and foremost invites a grand slam. I was a 5332 hand that didn't open 1NT and had a 4 control 13 count, it can't really get any better, so I accepted the invitation. It's not that 5NT in all auctions asks responder to bid grand with 2 kings, but it is common.*

*A: On this hand, I think responder should bid 4 $\clubsuit$  over 3NT to see if partner can cuebid 4 $\diamond$  (which must be the  $\diamond$  K) after which RKC would allow responder to easily bid the appropriate slam. I think ...3NT-4 $\diamond$  would tend to be denying a club control.*

*T: I think what you are saying is reasonable, however if you have a planned auction of suit...4NT then it is common that you are focusing on the suit you bid. Clearly bypassing clubs than bidding 4NT over a signoff (not this hand) must have a club control. Further, there is something to be said for the strong hand to adopt an Ace first cue style while the weaker hand does an up the line style.*