

# Carmichael/Greenberg System Notes

January 16, 2019

## Contents

<b>Contents</b>	<b>i</b>
<b>1 Introduction</b>	<b>1</b>
1.1 Code Snippets . . . . .	1
1.2 Notation . . . . .	2
<b>2 To Do List</b>	<b>3</b>
2.1 Mad Scientist Labs . . . . .	3
2.2 Miscellaneous Competitive Auctions . . . . .	3
<b>I Opening Bids</b>	<b>4</b>
<b>3 System Summary</b>	<b>5</b>
3.1 Opening Bid Summary . . . . .	5
3.2 General Principles . . . . .	5
3.3 Relays . . . . .	6
<b>4 1C</b>	<b>7</b>
4.1 1C-1D . . . . .	8
4.2 1C-1H . . . . .	10
4.3 1C-1S . . . . .	10
4.4 1C-1NT . . . . .	11
4.5 1C-2C . . . . .	11
4.6 Semi-Positive Transfers . . . . .	11
4.7 Strong 4x1 . . . . .	11
4.8 1C-3S . . . . .	12
4.9 8 card transfers . . . . .	12

<b>5</b>	<b>1D</b>	<b>13</b>
<b>6</b>	<b>1 Major</b>	<b>14</b>
<b>7</b>	<b>1NT</b>	<b>15</b>
7.1	Stayman Sequences . . . . .	15
7.2	Jacoby Sequences . . . . .	17
7.3	2S Size Ask . . . . .	20
7.4	2NT Puppet Stayman . . . . .	20
<b>8</b>	<b>2C</b>	<b>21</b>
<b>9</b>	<b>2D</b>	<b>22</b>
<b>10</b>	<b>2 Major</b>	<b>23</b>
<b>11</b>	<b>2NT</b>	<b>24</b>
<b>12</b>	<b>3-Level Preempts</b>	<b>25</b>
<b>13</b>	<b>3NT</b>	<b>26</b>
<b>14</b>	<b>Other</b>	<b>27</b>
<b>II</b>	<b>Defensive Bidding</b>	<b>28</b>
<b>III</b>	<b>Carding</b>	<b>29</b>
<b>IV</b>	<b>Post Mortem</b>	<b>30</b>
<b>15</b>	<b>Post-Mortem Intro</b>	<b>31</b>
<b>16</b>	<b>2018/2019 Monterey</b>	<b>32</b>
16.1	Double fit! . . . . .	32
16.2	Grand Ole Opry . . . . .	33

## Introduction

Welcome to the latest attempt by Tom to use the L<sup>A</sup>T<sub>E</sub>X 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.

### 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.)

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

*Testing the Ari version.*

*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.
- $1\clubsuit$  responses. While what we have is fine we might be able to do better, enabling better shape relays that lead into card showing relays.

### 2.2 Miscellaneous Competitive Auctions

**(1♠)-X-(2♠)-X** With some partners, I have played that this double is takeout, and  $3\heartsuit$  by doubler promises  $5\heartsuit$ s while 2NT is artificial showing  $4\heartsuit$ s.

See discussion:

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

**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, (5422) 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
<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 the 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. One notable exception is 1 ♣-X

### 3.3 Relays

TaJ relay as it currently exists. Used in both 1 ♣ auctions and 1M-2 ♦ auctions.

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



## 1 ♣

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.

*As I noted in the mad science section, I'm open to changing the response structure if we feel it will better support good relays.*

	OPENER 1 ♣	RESPONDER ?
<b>1 ♦</b>	Negative, typically 0-7 HCP. Can include bad 8s.	
<b>1 ♥</b>	5+ ♠, GF. Generally 8+ HCP, good 7 is okay. A+K is usually upgraded.	
<b>1 ♠</b>	Clubs or balanced (or by UPH limited 4-4-4-1). Clubs unlimited, balanced about 8-12.	
<b>1NT</b>	5+ ♥, GF	
<b>2 ♣</b>	5+ ♦, GF	
<b>2 ♦</b>	Semi-positive transfer. 6+ ♥, roughly 3-6 HCP. Not GF	
<b>2 ♥</b>	Semi-positive transfer, 6+ ♠, roughly 3-6 HCP. Not GF	
<b>Note</b>	<i>While I like the semi-positives, I recognize that they are taking up valuable bidding space that can likely be better utilized.</i>	
<b>2 ♠</b>	Big balanced. No 5 card suit, 13+ HCP or 5+ controls.	
<b>2NT</b>	1=4=4=4 13+ HCP (PH 8-10)	
<b>3 ♣</b>	4=4=4=1 13+ HCP (PH 8-10)	
<b>3 ♦</b>	4=4=1=4 13+ HCP (PH 8-10)	
<b>3 ♥</b>	4=1=4=4 13+ HCP (PH 8-10)	
<b>3 ♠</b>	<b>**NEW**</b> AKQxxxx, any suit. This is different from older versions which had the 1=4=4=4 repeated.	

	OPENER	RESPONDER	
	1 ♣	?	continued...
<b>3NT-4♥</b>	8 card suit transfers, very weak. QJxxxxxx is expected maximum.		
<b>4♠ &amp; up</b>	Undefined		

#### 4.1 1♣-1♦

1♦ is the general negative bid. With the exception of the semi-positive transfers, this is the only bid which does not set up a GF auction.

*Crack theory time: one of the ideas I am considering is what would happen in a 1♦ “waiting” style instead of a “negative”. If 1♦ could include some minimum balanced GFs, it could make some auctions easier.*

Meckwell style rebids except 2NT is 20-21.

	OPENER	RESPONDER
	1 ♣	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	RESPONDER
	1 ♣	1 ♦
	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.	
<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.	

	OPENER	RESPONDER	
	1 ♣	1 ♦	
	1 ♥	?	continued...
<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>	?		

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

OPENER	RESPONDER
1 ♣	1 ♦
Other	
Other jumps are natural GF. No special agreements other than ...2 ♠-2NT is a spade raise.	

## 4.2 1 ♣-1 ♥

5+ ♠, GF. ♠ will be the longest suit.

1 ♠ semi-agrees ♠, promising 2+ or 3+ if minimum (up to 19). Begins TaJ Relay. By UPH, extra values step applies.

All other non-jump bids are natural. 1NT strongly tends to be (16)17-19 bal or short ♠. Jump bids are not defined.

No follow ups to non-relay auctions, everything is natural. *Clearly a good area to work on better agreements*

## 4.3 1 ♣-1 ♠

GF, bal (or 4-4-4-1) 8-12 or 5+ ♣.

1NT is most common rebid, and is simply waiting. Direct 2 level bids are natural and promise 6+ cards in the suit. *Adding this from discussion at the table in HI.* Jumps are not defined.

Over non-1NT rebids, it is expected that Responder bids 3 ♣ with clubs unless supporting.

OPENER	RESPONDER
1 ♣	1 ♠
1NT	?
2 ♣	5+ ♣. 2 ♦ TaJ (UPH extra values step), other natural with no special follow ups. <i>New suits 5 cards?</i>
2 ♦	4 ♥, bal.
2 ♥	4 ♠, denies 4 ♥, bal.
2 ♠	No 4CM, bal.

	OPENER	RESPONDER	
	1 ♣	1 ♠	
	1NT	?	continued...
<b>2NT</b>	1=4=4=4 (UPH only) 8-12		
<b>3 ♣</b>	4=4=4=1 (UPH only) 8-12		
<b>3 ♦</b>	4=4=1=4 (UPH only) 8-12		
<b>3 ♥</b>	4=1=4=4 (UPH only) 8-12		

Over one of the balanced 4 card transfers (e.g., 1 ♣-1 ♠-1NT-2 ♦), the general style is bids on the 2-level are strong and asking for controls in descending order (4-3-2-1-0). Specifically 2 ♠ after 2 ♦ has an extra step of 2NT to show 4+ ♠, the other bids all show 2-3. Over that 2NT extra step, 3 ♣ asks controls as above.

2 ♦-3M or 2 ♥-3 ♠ are choice of games. 3NT or 4M is to play. Other bids are natural. *Likely 5 cards?*

#### 4.4 1 ♣-1NT

OPENER	RESPONDER
1 ♣	1NT

GF 5+ ♥. 2 ♣ is TaJ (UPH extra values step), 2 ♥ is clubs, other is natural. As per the 1 ♥ response.

#### 4.5 1 ♣-2 ♣

OPENER	RESPONDER
1 ♣	2 ♣

GF 5+ ♦. 2 ♦ is TaJ (UPH extra values step), other is natural. As per the 1 ♥ response.

#### 4.6 Semi-Positive Transfers

1 ♣-2 ♦ and 1 ♣-2 ♥ show 6+ cards in the next suit (transfer) with invitational strength, usually around 3-6. On rare occasions it could even be a “game force” based on shape instead of HCP. (Responder simply rebids game over Opener accepting the transfer.)

2M is NF, typically a non-fitting minimum. 2NT is also NF, although rarely bid over 2M. 3M agrees M and is GF with slam aspirations. New suits a natural and 1RF.

#### 4.7 Strong 4x1

2NT thru 3 ♥ all show 4-4-4-1 hands with 13+ HCP (UPH only, PH 8-10) bidding your singleton. (2NT is short ♠). Openers rebids are natural, setting trump. No special follow ups. (Cuebids, RKC, etc.)

## 4.8 1♣-3♠

1♣-3♠ shows a long good suit, AKQxxxx (7th) or better. Typically this is intended to help with slam auctions and opener will know what suit responder is showing.

This is a new agreement, as such there are no follow ups at this time.

## 4.9 8 card transfers

3NT thru 4♥ show very weak hands with very long suits (8+) transfer style. QJxxxxxx and out is about the best hand. It expected that opener will most often bid Responder's suit, but other bids are natural.

### Lorem Ipsum

Quisque ullamcorper placerat ipsum. Cras nibh. Morbi vel justo vitae lacus tincidunt ultrices. Lorem ipsum dolor sit amet, consectetur adipiscing elit. In hac habitasse platea dictumst. Integer tempus convallis augue. Etiam facilisis. Nunc elementum fermentum wisi. Aenean placerat. Ut imperdiet, enim sed gravida sollicitudin, felis odio placerat quam, ac pulvinar elit purus eget enim. Nunc vitae tortor. Proin tempus nibh sit amet nisl. Vivamus quis tortor vitae risus porta vehicula.

## 1 Major

### Lorem Ipsum

Quisque ullamcorper placerat ipsum. Cras nibh. Morbi vel justo vitae lacus tincidunt ultrices. Lorem ipsum dolor sit amet, consectetur adipiscing elit. In hac habitasse platea dictumst. Integer tempus convallis augue. Etiam facilisis. Nunc elementum fermentum wisi. Aenean placerat. Ut imperdiet, enim sed gravida sollicitudin, felis odio placerat quam, ac pulvinar elit purus eget enim. Nunc vitae tortor. Proin tempus nibh sit amet nisl. Vivamus quis tortor vitae risus porta vehicula.



## 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.	
<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>	1354/3154, GF. Singleton in the suit bid.	
<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>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>	5♠, invitational. All invites with 5♠ 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, 2-3♠. With exactly 2, 2NT is an option as well.	
<b>2NT</b>	Minimum, 2♠. 3m rebids by responder are natural. Still game invitational, but passable.	
<b>3♣</b>	Maximum with 2♠, GF. Responder may show 2 suited hands LMH via the next 3 steps.	
<b>3♦</b>	Maximum with 3♠. Responder can bid 3NT to offer choice preferring NT, 3♠ to offer choice preferring spades, 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♠, invitational. Same followups as over 1NT-2♣-2♦-2♠.	
<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♣	
	2M	?	continued...
<b>3OM</b>	Unspecified splinter. Next step asks, LMH.		
<b>3NT</b>	To play		
<b>4♣</b>	4M, 6OM, slam try. Opener's 4OM rebid is an offer to play.		
<b>4♦</b>	RKC for M		
<b>4NT</b>	Quantitative		

## 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 hearts 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 ♥.		
<b>4♥</b>	Mild slam try.		
	<i>I assume this is weaker than 4♣? Do we need this many balanced slam tries, especially since opener has a last train 4♦ available? Does this also deny 2 of top 3 honors?</i>		
	<i>I like having 2, but it might not be necessary. Tweaked some wording to hopefully clarify: 4C is the serious try, 4M is more opener is allowed to bid on if they like their hand for slam.</i>		
<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+ ♠	

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

**1NT-2♥**

1NT-2♥ shows 5+ ♠, any strength.

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>	Slam try, 6+ ♠, no shortness. Denies 2 of top 3 spade honors.	
<b>4♦</b>	RKC for ♠.	
<b>4♠</b>	Mild slam try.	
<b>4NT</b>	Quantitative with exactly 5 ♠.	

1NT-2♥-2♠-2N-3♥ shows 5♥ in an attempt to find a fit. *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. That's probably a better structure long term. Doesn't even preclude the 5 card OM necessarily, we could define 3S as always showing 5OM for example.*

### 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 <i>What responses?</i>	
<b>4♦</b>	RKC for ♣.	

### 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 ♥	

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## 2 Major

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### 3-Level Preempts

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3NT

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## Other

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**Part II**

**Defensive Bidding**

# **Part III**

## **Carding**

**Part IV**

**Post Mortem**



## 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

**16.1 Double fit!**

		OPENER	RESPONDER
♠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.

## 16.2 Grand Ole Opry

		OPENER	RESPONDER
♠QT874	♠AKJ96	1 ♠	2 ♦
♥K9	♥A3	2 ♠	2NT
♦J83	♦AQ762	3NT	4NT
♣AK6	♣Q	5 ♣	5NT
		7 ♠	

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

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 ♦ 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 ♦ cuebid first will help focus on that suit. Now if the auction continues similarly we at least know what cards might be working.

*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 ♣-6 ♦ would say "I understand you have the ♣ K, do you have the ♦ K as well?" after which opener would make some bid above 6 ♠ to show the ♦ 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.*

*I learned it exactly the opposite, where the 6 ♦ bid in your example would show the King, not ask for it.*

*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.*

*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.*

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

*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.*