

Carmichael/Greenberg System Notes

February 12, 2019

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Introduction

Welcome to the latest attempt by Tom to use the L^AT_EX 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	?
Pass	expected action	
XX	automatic if doubled	

1.2 Notation

R	Simple Raise
R+1	One above a simple raise
DR	Double Raise
TR	Triple Raise
LMH	Low-Middle-High
LHB	Low-High-Both (Shortness relay after 10+ known cards.)
+1	Next Bidding Step
M	Major. If one has been shown, it is the same one.
OM	Other Major. After a major is shown.
m,om	Minor, other minor.
JS	Jump Shift
DJS	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 8 Feb 2019

- identifying VLMH relays vs LMH for better shapes
- CIRKLE ok, need better defs when applies, temp agreement below 4 of our trump suit
- modified SQUARE when asker has known shortness?
- 1M resp (Flannery?) ok with step based responses
- Other CIRKLE auctions, after 1d-1M-1x e.g.
- changing 1C stuff for new bal hands with 5332

2.3 Miscellaneous Competitive Auctions

(1 ♠)-X-(2 ♠)-X 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/>

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

1 \clubsuit	Strong, Forcing, Artificial. Typically 16+ HCP unbal or 17+ bal
1 \diamond	0+ \diamond , 10-15. Denies 5 card major unless 6+ \diamond .
1 \heartsuit	5+ \heartsuit , 10-15
1 \spadesuit	5+ \spadesuit , 10-15
1NT	14-16. 5 card major, 6 card minor, (5422) common.
2 \clubsuit	6+ \clubsuit , 10-15. 5 card suit possible in 3 rd seat for lead direction.
2 \diamond	6+ \diamond , (8)9-12. 5 card suit possible in 3 rd seat for lead direction.
2 \heartsuit/2 \spadesuit	3-9, 5 card suit common NV
2NT	22-23
3x	Natural, aggressive
3NT	Good Major preempt. (Namyats-like)
4x	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

TaJ relay as it currently exists. Used in both 1 ♣ auctions and 1M-2 ♦ 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 nd suit LMH, then shape NLH. Immediately “zooming” past the 2nd 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 nd suit LMH, then shortness LHB.
+3	6-4-x-x. Primary suit can be longer. Relay for 2 nd 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. <i>Or new relays...</i>

CIRKLE

BETA

CIRKLE — Carmichael’s Improved Roman Keycard, Locating Everything

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

What	Replacement for RKC
When	Typically after a suit is established but below game.
How	Using slam points (RKC=3, Other=1), broken down into 5 buckets (mod 5)

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 3 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 5 steps, each of those steps representing the slam points modulo 5. This is similar to RKC, which uses a modulo 3 system. (0/3, 1/4, 2/5). For us, the steps are simply increasing: 0/5/10/15, 1/6/11/16, 2/7/12/17, 3/8/13/18 and 4/9/14/19.

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.

SQUARE

BETA

SQUARE — Spiral Qbid Using Adaptive Relay Extensions

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

What	Series of asking bids/responses about holdings in all the suits
When	After CIRKLE
How	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. Game Order: ♥♠♣♦

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. Game order makes sense to me, as it may maximize the chance of being able to stop when you get bad responses.

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 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 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. Also the Q is “demoted”, only the A or K are treated as honors. The Q is shown as the J in that relay, with the J demoted and so on.
- 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.
- Never respond to asking bids past 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 CIRCLE down the road.

1 ♣

4.1 New Proposed Responses

ALPHA

New Response Structure

The following is a proposed change to how we respond to 1 ♣, leaving us more precise definitions to lead into CIRCLE/SQUARE relays.

	OPENER 1 ♣	RESPONDER ?
1 ♦	No change, still negative.	
1 ♥	(UPH) Extra values w/o hearts	
1 ♥	(PH) Undefined, maybe split up clubs/diamonds.	
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 ♣	Clubs or Diamonds. 2 ♦ asks suit with LH & zoom into Taj with ♦	
2 ♦	4 ♥ without 4 ♠.	
2 ♥	4 ♠ without 4 ♥.	
2 ♠	44 Majors	
2NT	5-3-3-2 ♣, R for LMH doubleton.	
3 ♣	5-3-3-2 ♦, R for LMH doubleton	
3 ♦	3=2=4=4: Memory aid, low suit is short.	
3 ♥	2=3=4=4	
3 ♠	3=3=3=4	
3NT	3=3=4=3	

Over 1 ♥ response, 1 ♠ relay/waiting with all bids 1NT an higher as per direct. (This is why 1 ♠ is unlimited and has the extra values step.)

Over 2 \diamond /2 \heartsuit , relay for shape. Table below is for both.

	OPENER	RESPONDER
	1 \clubsuit	2 \diamond
	2 \heartsuit	?
+1	5-3-3-2, relay for LMH doubleton.	
+2	4-4-3-2 with clubs, relay LH for doubleton	
+3	4-4-3-2 with diamonds, relay LH for doubleton	
+4	4-4-4-1 (short OM)	
+5	4-3-3-3	

Over 2 \spadesuit , relay for shape.

	OPENER	RESPONDER
	1 \clubsuit	2 \spadesuit
	2NT	
3 \clubsuit	4=4=3=2	
3 \diamond	4=4=2=3	
3 \heartsuit	4=4=4=1	
3 \spadesuit	4=4=1=4	

Tying this into CIRKLE: Once the shape is known, +1 (not 3NT) is a puppet to the next step, steps 1-4 are CIRKLE in ABCD suit order of SQUARE. +2 (not 3NT) is a puppet to the next step, to then place the contract. Bids above are natural and (if game) NF but encouraging. Responder may bid on if they wish.

Example

OPENER	RESPONDER
1 \clubsuit	2 \diamond
2 \heartsuit	2NT
3 \clubsuit	3 \diamond

shows 3=4=2=4. 3 \heartsuit would force 3 \spadesuit for CIRKLE steps. 3NT is hearts, 4 \clubsuit is clubs, 4 \diamond is spades, 4 \heartsuit is diamonds.

Instead of 3 \heartsuit , 3NT would be natural and NF. 3 \spadesuit would puppet to 3NT to sign off (anywhere). 4 \clubsuit and above are natural and encouraging but NF if a game bid.

4.2 Current Responses

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

4.3 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 ♦
1 ♥	4+ ♥, can have a longer minor, 1RF. Unbalanced or semi-balanced. Systemic rebid with 4=4=(4-1)	
1 ♠	4+ ♠, can have a longer minor, 1RF. Unbalanced or semi-balanced.	
1NT	17-19 bal, can have 5CM or 6Cm. 5-4-2-2 also possible.	
2 ♣/2 ♦	Nat NF. Denies 4CM. Typically 6+ cards and unbalanced.	
2 ♥	Kokish Relay. Forces 2 ♠, Either GF with hearts or GF Bal.	
2 ♠/3 ♣/3 ♦	GF Nat, typically 1 suited.	
2NT	20-21 bal	
3 ♥ & up	Undefined, although game bids are simply to play.	

	OPENER	RESPONDER
	1 ♣ 1 ♥	1 ♦ ?
1 ♠	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.	
1NT	0-5, no 4CM. Rebids as per over 1 ♠, except 2 ♠ is a natural reverse and 1RF.	
2 ♣	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.	
2 ♦	Exactly 3 ♥, 5+ to 7. 2 ♥ NF, 3 ♥ Inv. 2NT GF asking for shortness NLMH. Other 1RF, usually canapé.	
2 ♥	4+ ♥, minimum. New suits are game tries, 2NT asks shortness NLMH.	
2NT	Best raise, nearly GF. 5+ ♥ common, 3 ♣ asks for shortness NLMH.	
JS	6+ nat, 5+-7	
DJS	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.

2NT GF Balanced. Systems on as per 2NT opener.

3 ♣ ♥ & minor, 3 ♦ for LH.

3 ♦ One suited ♥

3 ♥ ♥ & ♠

Other ?

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.

4.4 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*

4.5 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.	
2NT	1=4=4=4 (UPH only) 8-12	
3 ♣	4=4=4=1 (UPH only) 8-12	
3 ♦	4=4=1=4 (UPH only) 8-12	
3 ♥	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?*

4.6 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.

4.7 1♣-2♣

OPENER	RESPONDER
1♣	2♣

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

4.8 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.

4.9 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.)

4.10 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.

4.11 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.

1 ♦

1 ♦ 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 ♦ does not promise any diamonds at all; 4=4=0=5 hands are routinely opened 1 ♦. The following hand types are included in the 1 ♦ opener.

- 10-13 HCP balanced
- 12-15 HCP, 6+ ♦
- 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 ♦	RESPONDER ?
P	0-9. It is routine to pass with up to 9 HCP and no 4-card major	
1 ♥	4+ ♥, F1	
1 ♠	4+ ♠, F1	
1NT	10-13 HCP, INV. No 4-card major	
2 ♣	10+ HCP, 5+ ♣, F1	
2 ♦	10+ HCP, 5+ ♦, F1	
2 ♥	Reverse Flannery, Non-invitational. 5+ ♠, 4+ ♥, typically 0-9 HCP	
2 ♠	Reverse Flannery, INV. 5+ ♠, 4+ ♥, about 10-13 HCP	
2NT	Natural, GF. No 4-card major. 14-16 HCP or 19+	
3 ♣	Natural, 6+ ♣, Mixed <i>Can you add more detail about strength and minimum suit quality?</i>	
3 ♦	Natural, 6+ ♦, Mixed <i>Can you add more detail about strength and minimum suit quality?</i>	
3M	"Scrambled Splinter". Shortness in bid suit, at least 5-4 either way in the minors, GF.	
3NT	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.

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

	OPENER 1♦	RESPONDER 1♥
1♠	4♠. Opener is never expected to bypass a 4-card spade suit.	
1NT	10-13 BAL. 3-1(-4 is comon as well.	
2♣	5+ 4+ in the minors, either could be longer.	
2♦	6+ ♦, 12-15 HCP	
2♥	Simple raise, usually 4♥. 10-13 HCP if balanced or 10-14 HCP if unbalanced.	
2♠	<i>undefined</i>	
2NT	6♦3♥ <i>OR?</i>	
3♣	5+ ♦5+ ♣14-15 HCP	
3♦	6+ ♦, good hand	
3♥	4♥, unbalanced, typically 14-15 HCP	
3♠	???	

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

	OPENER 1♦	RESPONDER 1♠
1NT	10-13 BAL. Singleton spade is comon as well.	
2♣	5+ 4+ in the minors, <i>Is 1435 or 1345 possible?</i>	
2♦	6+ ♦, 12-15 HCP	
2♥	???	
2♠	Simple raise, usually 4♠. 10-13 HCP if balanced or 10-14 HCP if unbalanced.	
2NT	6♦3♠ <i>OR?</i>	
3♣	5+ ♦5+ ♣14-15 HCP	
3♦	6+ ♦, good hand	
3♥	Mini-splinter, 4♠, 0-1♥, typically 14-15 HCP	
3♠	???	

1 Major

Lorem Ipsum

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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 ?
2♣	Stayman. Promises at least one 4-card major.	
2♦	5+ ♥	
2♥	5+ ♠	
2♠	Range ask. Includes hands with interest in ♣.	
2NT	Puppet stayman.	
3♣	6+ ♦	
3♦	5+ ♦, 5+ ♣, GF	
3♥/3♠	1354/3154, GF. Singleton in the suit bid.	
3NT	To play	
4♣	Gerber (1430)	
4♦	Transfer to ♥	
4♥	Transfer to ♠	
4♠	Both minors, balanced, Quant or better	

7.1 Stayman Sequences

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

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

	OPENER	RESPONDER
	1NT	2♣
	2♦	2♠
	?	
P	Minimum, 2-3♠. With exactly 2, 2NT is an option as well.	
2NT	Minimum, 2♠. 3m rebids by responder are natural. Still game invitational, but passable.	
3♣	Maximum with 2♠, GF. Responder may show 2 suited hands LMH via the next 3 steps.	
3♦	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.	
3♠	Minimum, 3♠. Better than pass, not enough to commit to game.	
3NT	Probably a 2-card maximum that forgot to bid 3♣.	

	OPENER	RESPONDER
	1NT	2♣
	2M	?
2♠	(Over 2♥). 5♠, invitational. Same followups as over 1NT-2♣-2♦-2♠.	
2NT	Invitational. Promises 4 cards in OM.	
3♣	5+ ♣ OR 5+ ♦, GF. 3♦ asks for the minor, LH. Other bids are natural, including bidding the other major to confirm a fit there.	
3♦	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.	
3M	Invitational	

	OPENER	RESPONDER	
	1NT	2♣	
	2M	?	continued...
3OM	Unspecified splinter. Next step asks, LMH.		
3NT	To play		
4♣	4M, 6OM, slam try. Opener's 4OM rebid is an offer to play.		
4♦	RKC for M		
4NT	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♥	?	
2♠	Artificial, shows an invitational hand with exactly 5 hearts OR 5+ ♥, 5+ ♠ invitational or better.		
2NT	GF Transfer to ♣. 5+ ♥, 4+ ♣		
3♣	GF Transfer to ♦. 5+ ♥, 4+ ♦		
3♦	Inv+, "Transfer" to ♥ showing good hearts. 6+ ♥ with 2 of top 3 honors		
3♥	Inv, 6+ ♥. Denies 2 of top 3 heart honors.		
3♠	Unspecified splinter slam try. 3NT relays for LMH. Neither promises nor denies 2 of top 3 heart honors.		
3NT	Choice of games.		
4♣	Serious slam try, 6+ ♥, no shortness. Denies 2 of top 3 heart honors.		
4♦	RKC for ♥.		
4♥	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>		
4NT	Quantitative with exactly 5 ♥.		

	OPENER	RESPONDER
	1NT	2♦
	2♥	2♠
	?	
Opener's responses over 2♠ are similar in nature to 1NT-2♣-2X-2♠		
2NT	Minimum, 2♥	
3♣	Maximum, 2♥	
3♦	Maximum, 3♥	
3♥	Minimum, 3+ ♥	
3NT	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.		
3♣	5+ ♥, 5+ ♣, invitational	
3♦	5+ ♥, 5+ ♦, invitational	
3♥	5+ ♥, 5+ ♠, invitational	
3♠	5+ ♥, 5+ ♠, GF without slam interest	
3NT	5+ ♥, 5+ ♠, GF with slam interest	

	OPENER	RESPONDER
	1NT	2♦
	2♥	2♠
	3♣	?
3♦/3♥/3♠	5+ ♥, 5+ second-suit, LMH	
3NT	To play	
4m	Cuebid with 5+ ♥, 5+ ♠	

	OPENER	RESPONDER
	1NT	2♦
	2♥	2♠
	3♦	?
3♥	COG preferring ♥	
3NT	COG preferring NT	
4♥	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		
2NT	GF Transfer to ♣. 5+ ♠, 4+ ♣	
3♣	GF Transfer to ♦. 5+ ♠, 4+ ♦	
3♦	Inv+, "Transfer" to ♠ showing good spades. 6+ ♠ with 2 of top 3 honors	
3♥	Unspecified splinter slam try. 3♠ relays for LMH. Neither promises nor denies 2 of top 3 spade honors	
3♠	Inv, 6+ ♠. Denies 2 of top 3 spade honors.	
4♣	Slam try, 6+ ♠, no shortness. Denies 2 of top 3 spade honors.	
4♦	RKC for ♠.	
4♠	Mild slam try.	
4NT	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♣	?
3♣	To play 3♣	
3♦	6+ ♣, either balanced or diamond shortness. If balanced, should have some slam interest. 3♥ asks for clarification, NL.	
3♥	6+ ♣, shortness in ♥.	
3♠	6+ ♣, shortness in ♠.	
3NT	To play. Over 2NT, it is implied that responder had slam interest.	
4♣	Gerber 1430 <i>What responses?</i>	
4♦	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
	?	
3♣	No 5 card major. Says nothing about 4 card majors.	
3♦	5 ♥	
3♥	5 ♠	
3♠	4 ♠ + 5 ♥	
3NT	5 ♠ + 4 ♥	

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2 Major

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2NT

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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.