

# Carmichael/Greenberg System Notes

January 8, 2020

## 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 8 Feb 2019 . . . . .	3
2.3 Miscellaneous Competitive Auctions . . . . .	4
<b>I Opening Bids</b>	<b>5</b>
<b>3 System Summary</b>	<b>6</b>
3.1 Opening Bid Summary . . . . .	6
3.2 General Principles . . . . .	6
3.3 Relays . . . . .	7
<b>4 1C</b>	<b>11</b>
4.1 Description & Response Summary . . . . .	11
4.2 1C-1D . . . . .	13
<b>5 1D</b>	<b>16</b>
5.1 1D-1M . . . . .	17

<b>6</b>	<b>1 Major</b>	<b>19</b>
6.1	Intro . . . . .	19
6.2	Step summary . . . . .	19
6.3	+1 . . . . .	19
6.4	+2 . . . . .	21
6.5	+3 . . . . .	21
6.6	+4 . . . . .	21
6.7	2NT . . . . .	22
6.8	2S . . . . .	22
6.9	3NT . . . . .	22
<b>7</b>	<b>1NT</b>	<b>23</b>
7.1	Stayman Sequences . . . . .	23
7.2	Jacoby Sequences . . . . .	25
7.3	2S Size Ask . . . . .	28
7.4	2NT Puppet Stayman . . . . .	28
<b>8</b>	<b>2C</b>	<b>29</b>
<b>9</b>	<b>2D</b>	<b>30</b>
<b>10</b>	<b>2 Major</b>	<b>31</b>
<b>11</b>	<b>2NT</b>	<b>32</b>
<b>12</b>	<b>3-Level Preempts</b>	<b>33</b>
<b>13</b>	<b>3NT</b>	<b>34</b>
<b>14</b>	<b>Other</b>	<b>35</b>
<b>II</b>	<b>Defensive Bidding</b>	<b>36</b>
<b>15</b>	<b>Unsorted</b>	<b>37</b>
<b>III</b>	<b>Carding</b>	<b>38</b>
<b>16</b>	<b>Leads</b>	<b>39</b>
16.1	Opening vs Suits . . . . .	39
16.2	Opening vs NT . . . . .	39
16.3	Middle of the Hand . . . . .	40
<b>17</b>	<b>Signal agreements</b>	<b>41</b>
17.1	Suit Preference . . . . .	41
<b>18</b>	<b>Examples from Play</b>	<b>42</b>
18.1	Lost in Translation . . . . .	42
18.2	Average hand . . . . .	43

<b>IV</b>	<b>Post Mortem</b>	<b>45</b>
<b>19</b>	<b>Post-Mortem Intro</b>	<b>46</b>
<b>20</b>	<b>2018/2019 Monterey</b>	<b>47</b>
20.1	Double fit! . . . . .	47
20.2	Grand Ole Opry . . . . .	48

## 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.~~ Done!

### 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/>

*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*

**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
<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. One notable exception is 1 ♣-X
- Minimum responses to opening bids: while we pass 1 ♦ 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 ♦.

### 3.3 Relays

#### TaJ

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, secondary always 4. 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>

#### CIRKLE

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

*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 KCs (K and Q) getting a bonus. Also, ABCD 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.

**How** Using slam points (RKC=2, Other=1), broken down into 5 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.

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

*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. 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. *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 CIRCLE 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

*(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 ♥bal	
2 ♥	4 ♠without 4 ♥, bal	
2 ♠	No 4 card major, balanced	

	OPENER 1 ♣ ?	RESPONDER ? continued...
<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.	

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.)

*Changes are to 2 ♦ and higher. Balanced hands bid 2 ♦, 2 ♥ or 2 ♠ depending on majors. This is the same structure as the old system of 1 ♣-1 ♠-1nt...Responses to bids are different.*

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

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

Over 4x1 bids, every suit can be agreed below game. 3NT to play, agreeing a suit triggers CIRCLE for that suit.

**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.	
<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 1♣ 1♠	RESPONDER 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** ? *Self Spl?*

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, 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 CIRKLE

directly. The known length suit is “A” for this purpose, other suits are BCD in game order. (For 2 ♠, ♥ is A and ♣ is B, per normal rules.)

## 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 ?
<b>P</b>	0-9. It is routine to pass with up to 9 HCP and no 4-card major	
<b>1 ♥</b>	4+ ♥, F1	
<b>1 ♠</b>	4+ ♠, 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 ♣</b>	10+ HCP, 5+ ♣, F1	
<b>2 ♦</b>	10+ HCP, 5+ ♦, F1	
<b>2 ♥</b>	Reverse Flannery, Non-invitational. 5+ ♠, 4+ ♥, typically 0-9 HCP	
<b>2 ♠</b>	Reverse Flannery, INV. 5+ ♠, 4+ ♥, about 10-13 HCP	
<b>2NT</b>	Natural, GF. No 4-card major. 14-16 HCP or 19+	
<b>3 ♣</b>	Natural, 6+ ♣, Mixed (7-9). No suit quality requirements.	
<b>3 ♦</b>	Natural, 6+ ♦, 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.

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. Judgement allowed of course, but rarely would be seen outside 4=3=3=3.	
1NT	10-13 BAL. 3-1(-4 is common 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♠	Natural, shapely. 5-6 or better 13-15, NF.	
2NT	6 ♦ 3 ♥ <i>OR ? No 'or' I think. 3♦ may be likely with 6-4 min.</i>	
3♣	5+ ♦ 5+ ♣ (13)14-15 HCP, NF	
3♦	6+ ♦, good hand. Note that 2♦ is already more than a minimum, so this is a very strong hand/suit.	
3♥	4 ♥, unbalanced, typically (13)14-15 HCP	
3♠	??? <i>spl?</i>	

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

	OPENER 1♦	RESPONDER 1♠
1NT	10-13 BAL. Singleton spade is common as well.	
2♣	Typically 5+ 4+ in the minors, although 1=4=x=x is possible with x ranging from 3 to 5.	
2♦	6+ ♦, 12-15 HCP	
2♥	Natural, shapely. Typically 5-6 or better, 13-15 NF.	
2♠	Simple raise, usually 4 ♠. 10-13 HCP if balanced or 10-14 HCP if unbalanced.	
2NT	6 ♦ 3 ♠ <i>OR ? No 'or' I think. 3♦ may be likely with 6-4 min.</i>	
3♣	5+ ♦ 5+ ♣ 14-15 HCP	
3♦	6+ ♦, good hand. Note that 2♦ is already more than a minimum, so this is a very strong hand/suit.	
3♥	Splinter, 4 ♠, 0-1 ♥, typically 14-15 HCP	

	OPENER	RESPONDER	
	1 $\diamond$	1 $\spadesuit$	continued...
3 $\spadesuit$	4 $\spadesuit$ , unbalanced, typically (13)14-15 HCP		

## 1 Major

## BETA

### 6.1 Intro

28 Nov: I've upgraded this to Beta.

### 6.2 Step summary

The bids between the opening bid (1M) and the simple raise (2M) are coded into a step based structure. The idea is to have a (semi)forcing NT equivalent, a relay and the ability to GF in any suit directly. This overloads the relay response slightly.

Table below is for both 1♥ and 1♠. (2♠ mixed only applies to 1♥ opener.)

	OPENER 1♥	RESPONDER ?
<b>+1</b>	(Semi)Forcing NT. Truly forcing in the case of 1♥-1♠, semi-forcing for 1♠-1NT.	
<b>+2</b>	TaJ. Responder has 1 of 3 hand types: LR+, GF bal or GF in clubs.	
<b>+3</b>	GF in D. This is natural over spades and a transfer over hearts.	
<b>+4</b>	OM. GF & natural over 1♠, 2♦ to show Inv+ spades over 1♥.	
<b>2NT</b>	5-5 minors, Inv+. Open to other meanings if useful. Not sure best strength either, Mixed may be better.	
<b>3NT</b>	Bal with M, choice of games. No slam interest.	
<b>R</b>	Simple raise, less than inv.	
<b>3x</b>	Natural, Inv	
<b>3M</b>	Mixed	
<b>2♠</b>	Mixed	

### 6.3 +1

This step has some slight differences depending on the major, simply because 1♥-1♠ can't be passed, while 1♠-1NT can. Responses to 1♠-1NT are going to be natural

and not change from current agreements:

	OPENER 1 ♠	RESPONDER 1NT
<b>Pass</b>	Balanced hand not interested in game.	
<b>2 ♣</b>	Clubs, typically 4+ but can be short if non-minimum.	
<b>2 ♦</b>	Diamonds, typically 4+ but can be short if non-minimum and 5=3=3=2.	
<b>2 ♥</b>	Hearts, always 4+	
<b>2 ♠</b>	6+ Spades, not enough to jump to 3 ♠.	
<b>2NT</b>	6-4 jump shift, 3 ♣ is pass or correct, 3 ♦ is asking LMH.	
<b>3x</b>	5-5 jump shift, non-forcing.	
<b>3 ♠</b>	6+ Spades, maximum	

Responses to 1 ♥-1 ♠ are artificial, mostly. This is in part to allow for showing 4 spades and partially to take advantage of the space. Because the “pass” response isn’t an option any more, something needs to be overloaded. For now I’ve chosen 2 ♣ as the culprit, showing either minor; that might not be best.

	OPENER 1 ♥	RESPONDER 1 ♠
<b>1NT</b>	Balanced 10-13, NF.	
<b>2 ♣</b>	4+ in either minor. 2 ♦ is non-forcing, a correction to 2 ♥ or 2 ♠ shows clubs instead (with 2 ♠ showing 3=5=1=4 or 3=5=0=5). 2 ♠ directly by responder over 2 ♣ relays for hand type, inv+. Resp below.	
<b>2 ♦</b>	Spades, always 4+. Rarely more than 4, would imply 6 hearts and not enough to reverse. Can be a 4-6 good hand, planning on rebidding 3 ♥ next. (i.e., not included in 2NT below) Includes 5-4-4-0 Flannery hands	
<b>2 ♥</b>	Natural rebid	
<b>2NT</b>	6-4 jump shift, always a 4 card minor. 3 ♣ is pass or correct, 3 ♦ asks LH.	
<b>2 ♠</b>	5-6 reverse, NF	
<b>3m</b>	5-5 jump shift, NF	
<b>3 ♥</b>	6+ hearts, maximum	

	OPENER 1 ♥ 2 ♣	RESPONDER 1 ♠ 2 ♠
<b>2NT</b>	GF with x=5=x=4. 3 ♣ relays for shape, NLHV. Void step is 0=5=4=4	

	OPENER	RESPONDER	
	1 ♥	1 ♠	
	2 ♣	2 ♠	continued...
<b>3m</b>	Natural min, 4+ in m. +1 GF relay for shortness NLH <i>28 Nov 19: Do we need these relays? How often do we hold a GF hand after 1 ♠ opposite a minimum?</i>		
<b>3 ♥</b>	GF with 2=5=4=2 (None)		
<b>3 ♠</b>	GF with 3=5=4=1 (Low)		
<b>3NT</b>	GF with 1=5=4=3 (High)		

## 6.4 +2

This is the primary relay step. It is inheriting the response structure from TaJ, but doesn't guarantee a fit the way TaJ does. It is intended to be general purpose, which makes the bid mostly fall into 1 of 3 hand types: a classic TaJ hand (LR+), any GF bal or other that feels like relaying, any GF in clubs. The club hand can be shown by breaking relay and bidding 3 ♣. The only danger is that partner bids an Über step 2NT or higher, but we are likely in a slam position so it may not matter much.

The responses are as per TaJ, shifted down. 1st step is any min, 2nd step is any medium "I would accept a LR" type hand, steps above that are Über good and break into TaJ steps.

Over the more common +1/+2 responses, retreating to 2M is the weakest action, showing the LR type hand. In the case of +2, this becomes the "Are you sure?" bid instead of raising to the 3 level.

The cheapest bid that isn't 2M is the TaJ relay, as per 2NT in the old system. Once we have TaJed fully, we can advance into CIRKLE/SQUARE. 3NT is never an asking bid in relay auctions, it is always an attempt to play there. As in other auctions, when space is tight for CIRKLE then 4 ♣ becomes a puppet for any remaining CIRKLEs that can't be bid directly, 4 ♦ is a puppet to sign off anywhere, and direct game bids above 3NT are NF but encouraging.

A relay-then-3NT auction loses it's previous meaning of a Choice of Games, so the direct 1M-3NT responses have become that. The new meaning of relay-then-3NT is simply no slam interest opposite partner's strength, NF.

## 6.5 +3

GF with 5+ diamonds. You can choose to relay instead of showing diamonds, this is up to the responder. No special responses at the moment.

## 6.6 +4

OM. 1 ♠-2 ♥ is GF, 1 ♥-2 ♦ is Inv+. No structure at this time, one is likely coming. *28 Nov 19: Only if I edit notes more than once every 6 months.*



**6.7 2NT**

Both minors? Really a place holder agreement, I'm open to anything. Not sure if Inv+ makes the most sense, perhaps Mixed is better. Other meanings might be better still, but I'm currently at a loss for finding a "good" use for this bid.

**6.8 2♠**

*Over 1♥, 2♠ is currently undefined. Perhaps invitational makes sense and make +4 always GF?*

**6.9 3NT**

Choice of games, promises 3 card support for M.

## 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 ♥	

## 2♣

Our 2♣ opener shows about 10-15 HCP with 6 or more clubs. Good 9s 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 permissible as well.

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

OPENER	RESPONDER
2♣	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. Typically balanced. <i>6331 with stiff K possible?</i>
3♣	Minimum, no 4-card major.
3♦	Maximum, 4+ ♦
	Higher bids are undefined.

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



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## 2 Major

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### 3-Level Preempts

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3NT

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## Other

## Lorem Ipsum

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**Part II**

**Defensive Bidding**

## Unsorted

Random competitive things that have come up at the table, currently unsorted. Eventually we will set up this part of the notes as well, but for now this will do to record things.

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:

<b>Pass</b>	Non-forcing. Expectation is the 1NT bidder will not reopen unless they have a 5 card suit.
<b>Dbl</b>	Penalty
<b>2NT</b>	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.
<b>3x</b>	Nat GF

When the opponents make an artificial raise, if the raise promises invitational values then double is lead directing. If it can be weaker, then double is takeout. The most common example of this is vs. Bergen Raises.

After a balancing 1NT, we play wide range (11-16) over a major with size ask Stayman and a narrow range (11-14) over a minor opening. When there is no size ask, systems are *off*: Qbid is Stayman, no transfers. (e.g., this is NF:)

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

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



## **Part III**

# **Carding**

## Leads

## 16.1 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.

*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  $\heartsuit$ .

## 16.2 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 an 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 a Rusinow perspective here is anything less than 4 cards, so we would still lead Q from QJx.

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

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.

### **16.3 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.

### 17.1 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:

<b>LMH:</b>	Neutral or Mild Low suit
<b>LHM:</b>	Strong low suit
<b>MHL:</b>	Mild Middle
<b>MLH:</b>	Strong Middle
<b>HLM:</b>	Mild High
<b>HML:</b>	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

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

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.

## 18.2 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 ♥ AQ. The only question was whether declarer had the ♠ 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 ♠ 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 ♣ down 1, so making 4 or 6 were both a loss.

**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

**20.1 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.

30 Nov 2019

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

OPENER	RESPONDER
1 ♣	1 ♠
1NT	2 ♣
2 ♦	2 ♠
2NT	3 ♣
?	

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

OPENER	RESPONDER
...	...
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.

## 20.2 Grand Ole Opry

♠QT874	♠AKJ96	OPENER	RESPONDER
♥K9	♥A3	1 ♠	2 ♦
♦J83	♦AQ762	2 ♠	2NT
♣AK6	♣Q	3NT	4NT
		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  $\diamond K$  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.*

*I learned it exactly the opposite, where the  $6\diamond$  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  $4\clubsuit$  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.*

*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.*