

Carmichael/Greenberg System Notes

December 11, 2018

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Introduction

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

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

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

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.

1.2 Notation

R	Simple Raise
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R+1	One above a simple raise
DR	Double Raise
TR	Triple Raise
LMH	Low-Middle-High
+1	Next Bidding Step

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. 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.

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

4

1 ♣

Lorem Ipsum

4.1 1 ♣-1 ♦

test

Lorem Ipsum

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1 Major

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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	RESPONDER
1NT	?
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
4♦	Transfer to ♥
4♥	Transfer to ♠

OPENER	RESPONDER
1NT	2♣
?	

2 ♦	No 4-card major
2 ♥	4 ♥, could have 4 ♠
2 ♠	4 ♠, typically denies 4 ♥

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
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♣.

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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