Tom & Jenni
System Notes
February 12, 2021



TaJ Precision

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Contents

Coı	nte	ents	ii
	.1 .2	Introduction Notable Changes from Old Version	
2		To Do List	3
Ι		Opening Bids	4
3	.1 .2 .3	System Summary Opening Bid Summary	5 5 6
4 4 4	.1 .2 .3 .4	1C-1S	7 9 10
4	.5 .6 .7	1C-1NT	

CONTENTS iii

5		1D 1	3
	5.1 5.2 5.3 5.4 5.5 5.6 5.7 5.8 5.9 5.10	1D-1NT 1 1D-2m 1 1D-2H 1 1D-2S 1 1D-2NT 1 1D-3m 1 1D-3M 1 1D-3NT 1	4 5 5 6 6 6 6 6 7
6	6.1 6.2 6.3 6.4	Intro 1 Response Summary (UPH) 1 2C Minor GF 1	8 8 8 8
7	7.1 7.2 7.3 7.4	Stayman Sequences2Jacoby Sequences22S Size Ask22NT Puppet Stayman2	0 20 22 25 26
8		2C 2	7
9		2D 2	8
10	0	2 Major	0
1	1 11.1 11.2 11.3	1 Stayman Agreements 3 2 Transfer Agreements 3	1 31 32 32
12	2	3-Level Preempts	3
13	3	3NT 3	4
14	4	Other 3	6
15	15.1 15.2	1 RKC	7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7

II	Competitive Bidding	38
III	Carding	39
IV	Post Mortem	40

iv

CONTENTS

Introduction

Attempting to write an up-to-date "TaJ" system without the Tom/Ari ++ extensions. This document likely will be used by Jenni and Greg.

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

1.1 Notable Changes from Old Version

Most notable changes are:

- TaJ Relay has been updated to have the first step be all 5-4 hands. This alleviates the need for some of the awkward 1♣ resposnes and allows us to revert to playing the semipositives we prefer.
- 2 level responses to $1 \diamondsuit$ are all changed. $2 \clubsuit / \diamondsuit$ are now both natural and forcing with $2 \heartsuit / \spadesuit$ being reverse Flannery responses. $3 \clubsuit / \diamondsuit$ are both mixed.

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		
+1 Next Bidding Step		
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

UTL Up The Line (♣♦♡♠)

To Do List

Place holder for now.

Part I Opening Bids

System Summary

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

3.1 Opening Bid Summary

- **1♣** 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**♠ 5+ ♠, 10-15
- **1NT** 14-16. 5 card major, 6 card minor, 5-4-2-2 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 3rd seat for lead direction.
- 2 % → 3-9, 5 card suit common NV, 7 card suit uncommon but possible Vul
- **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. This does not apply to 1-level suit opening bids.
- 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-[raise] auctions.

Special	In auctions where responder is unlimited, first step shows extra values.	Next
step repeats TaJ and mirrors the limited relay.		

- +1 5-4-x-x Relay for 2^{nd} suit LMH, then shape NLH. Immediately "zooming" past the 2^{nd} 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, secondary always 4. 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** 5-3-3-2
- **+6** 6-3-2-2 or 7-2-2-2. This may also explode into further descriptive items, such as cuebids.

Preserve all steps

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

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 \$\infty\$ 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 \$\infty\$ and 1M, for example.

	OPENER	RESPONDER
	1 ♣	?
1 ◊	Negative, 0-7(8)	
100	5+ ♠, GF	
1 🌢	Semi-Bal or 5+ ♣	
1NT	5+ ♡, GF	
2 ♣	5+ ◊, GF	
2 ◊	6+ ♥, 3-6	
2♡	6+ ♠ , 3-6	
2 🌢	(12)13+ Bal	
2NT	(12)13+1=4=4=4	
3♣	(12)13 + 4 = 4 = 4 = 1 (bid sing)	
3 ◊	(12)13 + 4 = 4 = 1 = 4 (bid sing)	
3♡	(12)13 + 4 = 1 = 4 = 4 (bid sing)	
3♠	"Gambling" hand, AKQxxxx or be	tter. Typically no side cards.
3NT-4♡	8+ card transfers, bust hand. No	A or K.

4.2 1♣-1♦

 $1 \diamondsuit$ 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 I	RESPONDER
	1 ♣	1 ♦
	?	
1 \heartsuit 4+ \heartsuit , can have a longer minor, 1RF. Unbalanced or semi-balanced. rebid with 4=4=(4-1)		1RF. Unbalanced or semi-balanced. Systemic
1 🛧	$4+ \spadesuit$, can have a longer minor,	1RF. Unbalanced or semi-balanced.
1NT	17-19 bal, can have 5CM or 6C	m. 5-4-2-2 also possible.
2♣/2♦ Nat NF. Denies 4CM. Typically 6+ cards and		6+ cards and unbalanced.
2♡	Kokish Relay. Forces 2♠, Eithe	r 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 $1 \spadesuit$, except $2 \spadesuit$ is a natural reverse and 1RF.

- 2. 0-2 \heartsuit , 5+ to 7. 2 \diamondsuit is waiting and scrambling, 2 \heartsuit is natural and NF. Other GF. 2NT is a non-canapé GF, 3m is canapé.
- **2** \Diamond Exactly 3 \heartsuit , 5+ to 7. 2 \heartsuit NF, 3 \heartsuit Inv. 2NT GF asking for shortness NLMH. Other 1RF, usually canapé.
- 2 \heartsuit 4+ \heartsuit , 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 $1 \heartsuit$, except $2 \heartsuit$ shows $5+ \heartsuit$, $5+-7$.		

OPENER 1 ♣ 1NT	RESPONDER 1 \(\dots\) ?
17-19, systems on as per 1NT opening.	

OPENER F 1 ♣ 1 2m ?	RESPONDER
---------------------------	-----------

Natural, NF, in principle it denies 4CM. (Very long minors might surpress the major.) No special follow ups. Jump Shift is a splinter.

	OPENER	RESPONDER
	1♣	1 ♦
	2♡	2 ♠
	?	
	2 \heartsuit is Kokish, forces 2 ♠. Either \heartsuit or bal, GF. No agreements about bids other than 2 ♠ by responder.	
2NT	GF Balanced. Systems on as j	per 2NT opener.
3♣	\heartsuit & minor, $3 \diamondsuit$ for LH.	
3 ◊	One suited \heartsuit	
3♡	♡ & ♠	

OPENER RESPONDER 1♣ 1 ◊

?

20-21, as per 2NT opener

2NT

Other ? T: Self Spl?

Other Rebids

Other jumps are natural GF. No special agreements other than ... 2 - 2NT is a spade raise, with 3 - 2NT is a spade raise, with 3 - 2NT is a spade raise, with 3 - 2NT is a spade raise,

4.3 1♣-1♡

5+ \spadesuit , GF. 1 \spadesuit is TaJ with an extra values step by UPH, other bids are natural with no relays.

	OPENER 1 ♣ ?	RESPONDER 1♡
1 🌢	TaJ; typically 3+ \heartsuit or 2 \heartsuit with extras	
1NT	17-19 bal or semi-bal with fewer than 3 \heartsuit	
2x	Natural, no relays	
Other	Undefined	

4.4 1 ♣ -1 ♠

Clubs or balanced, can be semi-balanced. Notably 4x1 hands without extras start with $1 \spadesuit$.

Generally a 5-3-3-2 hand with a minor starts with $1 \spadesuit$ and then bids $2 \spadesuit$ over the relay, but you are allowed to use judgement and show your suit.

	OPENER RES 1 ♣ 1 ♠ ?	PONDER
1NT	General relay, see below	
Other	Naturally, typically 6+. With only 5 card suits we usually start with 1NT	

		OPENER 1 ♣	RESPONDER
		1 ≜	
		T 🚣	1 ♠
		1NT	?
2 . 5	5+ ♣, 2♦ is TaJ, o	other natural	
2 ♦ H	Balanced 8-11(12) with 4 \heartsuit s		
2 ♡ I	Balanced 8-11(12) with 4 \spadesuit s and not 4 \heartsuit s		
2 ♠ H	Balanced 8-11(12) with no 4 card major		
2NT 8	8-11(12) 1=4=4=4		
3♣ 8	8-11(12) 4=4=4=1		
3 ◊ 8	8-11(12) 4=4=1=4		
3♡ 8	8-11(12) 4=1=4=4		

Over the balanced hands we have options for control relays with or without a fit.

	OPENER	RESPONDER
	1♣	1 ♠
	1NT	2 ◊ / ♡ / ♠
	?	
2♡	(Over 2♦) Agrees hearts and asks	for controls counting down, 43210
2 🏟	Shows spades. If responder has shown spades then control countdown, 43210.	
	If responder has bid $2 \lozenge$, then 2NT	agrees spades then 3♣ asks controls 43210.
	3♣ starts the non-fit 43210 countd	own.
2NT	No fits, asks 43210	
3♣/◊	Natural	
3♡/♠	Non-slammish, often choice of gan	nes
3NT	NF	

4.5 1 **♣**-1NT

5+ \heartsuit , GF. 2♣ TaJ, 2 \heartsuit is clubs. Other bids are natural.

4.6 1 -2 -

5+ \Diamond , GF. 2 \Diamond TaJ. Other bids are natural.

4.7 Other

2 ♦/♥**Semi-Positive Transfers**

 $2 \lozenge$ and $2 \heartsuit$ show 6+ cards in the above major with limited values, about 3-6 HCP. Not enough to game force but enough length/distribution that game might be in the picture.

Accepting the xfer by opener is NF, as is 2NT. Other bids are forcing 1 round.

2 ♠ Big Balanced

 $2 \spadesuit$ shows (12)13+ balanced or 5+ controls. Only 4-3-3-3 or 4-4-3-2 are allowed; with 5 cards suits we show that first then use the extra values step. With 4-4-4-1 hands we have direct bids to show that.

2NT is the normal waiting response, with various follows ups. Anything else is natural and without relay. It is generally assumed that if Opener does not bid 2NT and Responder bids a new suit that it is a cuebid.

	OPENER 1 ♣ 2NT	RESPONDER 2 ♠ ?
3 ♣	Stayman, with extra-extras, 16	5+. Essentially a slam force.

	OPENER 1 ♣ 2NT	RESPONDER 2♠ ?	continued
3♦/♡	Transfers to 4 card majors with 13-15		
3♠	No major, primary slam interest		
3NT	No major, NF. A minimum 2 ♠ response		

T: PH currently undefined, could be used to show 1=4=4=4 instead of 2NT.

3 suiters

2NT thru $3\heartsuit$ are 3 suited hands with shortness in the bid suit. 2NT shows short spades. Over these 4x1 bids, every suit can be agreed below game. 3NT to play. No special follow ups to agreeing a suit at this time.

T: Ari and I play CIRKLE here, but this system doesn't use that. Perhaps optional RKC would be a good meaning for the first step? That is, +1 asks, +1 to that says I hate my hand and bids above are RKC responses. If you hate, can bid +1 to ask anyway. This is essentially what we do in $2NT-3 \spadesuit$ type auctions.

3♠

"Gambling" type hand, AKQ 7th or better with nothing much on the side. Intended to be a picture bid. No special responses at this time.

4 ♣ asks for shortness, NLMH. The assumption is that opener knows the suit.

8 card busts

3NT thru $4\,\%$ are all 1 under transfers to very long (8+) suits with very weak (no A or K) hands. No special responses.

 $1 \diamondsuit$ is our catch-all opening bid for hands with no 5-card major and fewer than 6 clubs. The range is (9)10-15 HCP if unbalanced or 10-13 HCP if balanced. $1 \diamondsuit$ does not promise any diamonds at all; 4=4=0=5 hands are routinely opened $1 \diamondsuit$. The following hand types are included in the $1 \diamondsuit$ opener.

- 10-13 HCP balanced
- 12-15 HCP, 6+ ◊
- (9)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 RESPONDER	
	1 \(\) ?	
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 (UPH)	10-13 HCP, INV. No 4 card major	
1NT (PH)	8-9 HCP, No 4 card major	
2♣	10+ HCP, 5+ ♣, F1	
2 ♦	10+ HCP, 5+ ◊, F1	
2♡	Reverse Flannery, Non-invitational. 5+ \spadesuit , 4+ \heartsuit , typically 0-9 HCP	
2♠	Reverse Flannery, INV. 5+ \spadesuit , 4+ \heartsuit , about 10-13 HCP	
2NT	Natural, GF. No 4-card major. 14-16 HCP or 19+	
3♣	Natural, 6+ ♣, Mixed (7-9). No suit quality requirements.	
3♦	Natural, $6+ \lozenge$, Mixed (7-9). No suit quality requirements.	
3♡/♠	"Scambled Splinter". Shortness in bid suit, at least 5-4 either way in the	
0.3.177	minors, GF.	
3NT	17-18 HCP Balanced	

5.1 1 ◊ **-1 M**

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 $J \otimes KTx \otimes KJxx + 98xxx$. This sort of response is outside expectation and if responder chooses to do so they do at their own risk. Systemically this is a pass.

After $1 \lozenge -1 \lozenge$ opener is expected to bid $1 \spadesuit$ any time they have 4 spades. Again, opener may choose to bid 1NT instead, but this is also non-systemic.

	OPENER RESPONDER		
	$egin{array}{cccccccccccccccccccccccccccccccccccc$		
1 🏟	4 ♠. Opener is never expected to bypass a 4-card spade suit. Judgment allowed of course, but rarely would be seen outside 4=3=3=3.		
1NT	10-13 BAL. 3-1-x-x is common as well.		
2 &	5+ 4+ in the minors, either could be longer.		
2 ◊	6+ ⋄, 12-15 HCP		
2♡	Simple raise, usually (always?) 4 \heartsuit . 10–13 HCP if balanced or 10–14 HCP if unbalanced.		
2 🏚	Natural, shapely. 5-6 or better 13-15, NF.		
2NT	6+ \diamond 3 \heartsuit . Might rarely be 6-4 with the "standard" 4 \diamond bid		
3♣	5+ ♦ 5+ ♣(13)14-15 HCP, NF		
3 ◊	6+ \Diamond , good hand. Note that 2 \Diamond is already more than a minimum, so this is a very strong hand/suit.		
3♡	$4 \odot$, unbalanced, typically (13)14–15 HCP		
3♠	Spl		
4♣/◊	Spl		

Opener's rebids after $1 \lozenge -1 \spadesuit$ are similar:

	OPENER 1 ♦ ?	RESPONDER 1 ♠
1NT	10-13 BAL. Singleton sp	ade is common as well.
2 *	Typically $5+4+$ in the m 3 to 5.	inors, although $1=4=x=x$ is possible with x ranging from
2 ◊	6+ ⋄, 12-15 HCP	
2♡	Natural, shapely. Typically 5-6 or better, 13-15 NF. T: Many pairs play this as a 3 card raise to avoid NT rebids offshape and be explicit. Meckwell have it overloaded as showing a few different strong hands.	
2♠	Simple raise, usually 4	o. 10-13 HCP if balanced or 10-14 HCP if unbalanced.
2NT	6+ ♦ 3 ♠. Might rarely	be 6-4 with the "standard" $4 \diamondsuit$ bid

	OPENER 1 ♦ ?	RESPONDER 1 ♠	continued
3♣	5+ ♦ 5+ ♣ 14-15 HCP		
3 ◊	6+ ⋄, good hand. Note that 2 strong hand/suit.	?♦ is already more tha	an a minimum, so this is a very
3♡	Spl		
3♠	$4 \spadesuit$, unbalanced, typically (1	3)14-15 HCP	
4♣/ddd	Spl		
4♡	T: ?		

5.2 1 ◊ **-1NT**

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

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

		OPENER	RESPONDER
		1 ◊	1NT
		?	
2 ♣	To play, does not	t imply \Diamond	
2 ◊	To play, presuma	ably only $5 \diamondsuit$ (no 2	♦ opener)
2♡	Art GF, unbaland including single	0 1	with 5-4-3-1 or 5-4-4-0. Also includes any 4-4-4-1,
2 🏟	Art GF, 5+ ◊ ur	nbalanced or semi-b	pal. If $6+ \diamondsuit$ then no other 4 card suit.
2NT	Re-invite. Typica	ally 12-13 bal.	
3♣	5-5 minors, GF.		
3 ◊	6-4 minors, GF.		
3♡	6-4 natural, GF.		
3♠	6-4 natural, GF.		
3NT	To play.		

Over $2 \circ$, $2 \spadesuit$ asks. 2NT shows any 4x1 (3 \ asks UTL) otherwise LMH shortness with 5 \ \ asks.

Over 2 •, 2NT asks LMHN shortness. None is rare, so boosted to be the final step.

5.3 1 ◊ **-2m**

A 2 4/2 response are both similar, natural and forcing 1 round, typically 10+. (Inv+)

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

		OPENER 1 ♦	RESPONDER 2m
		?	2111
2♡		,	ckwell) Over this 2 \(\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
2♠	GF, Unspecifie	d splinter raise of re	esponder's minor. 2NT asks LMH.
2NT	Typically 12-13	3 bal. 3m rebid non-	forcing.
om,R	Natural, non-m	nin.	

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

5.4 1 ○ -2 ♥

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

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

5.5 1 ◊ **-2** ♦

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

5.6 1 **○ -2NT**

GF balanced. No special methods at this time. 13+ to 16 or 19+. 4♣ is Gerber (1430).

5.7 1 **○** -3m

Mixed strength, 6+ cards.

5.8 1 **○**-3M

Splinter with both minors, at least x-x-(-5, GF.

5.9 1 **○** -3NT

17-18 balanced. No special methods. 4♣ is Gerber (1430).

5.10 Other

4M natural and to play.

4m is South African Texas: 4 - 0, 4 - 4

1 Major

6.1 Intro

Few changes here from old version. General approach is natural with semi-forcing NT and using $2 \clubsuit$ and $2 \diamondsuit$ as artificial bids; $2 \clubsuit$ is a GF minor hand, $2 \diamondsuit$ is TaJ.

6.2 Response Summary (UPH)

		OPENER	RESPONDER
		1 ♡/♠	?
1 🛧	Natural, F1		
1NT	Semi-forcing, do	oes not include limit	traises. Commonly the only invite is balanced.
2 ♣	GF with either o	or both minors, artif	icial
2 ◊	TaJ, Limit + in C)pener's major	
R	Simple Raise		
JS	Jump shifts (incl	luding 1♡-2♠) are 1	natural and game invitational
DR	Mixed		
DJS	Void Splinter; re	egular splinters star	t with TaJ
2NT	Natural GF		
3NT	17-18 Natural		

6.3 2 ♣ **Minor GF**

To make room to use $2 \diamondsuit$ as TaJ, we use $2 \clubsuit$ as our GF for either minor. The balanced GFs go through 2NT, so this is only for the "real" minor hands. Responses are fairly natural with the exception of $2 \diamondsuit$, which is waiting denying the other hand types.

It is expected that Responder will not have 3 card support for Opener's major.

		PENER ♡/♠	RESPONDER 2♣
2 ◊	Waiting, typically	denies the other li	isted hand types
2M	6+ in the Major		
20M	4 in the other Maj	or	
2NT	Rarely used, but n	atural	
3x	5-5		
3M	Strong suit, settin	g trumps	

Responder has some structured rebids as well. Many of these only apply over the $2\,\lozenge\,$ waiting bid.

		OPENER 1 ♥ / ♠ 2 ♦	RESPONDER 2♣ ?
2M	Honor doubleto	on	
20M	Natural, long minor still ambiguous		
2NT	Usually 5-4 in the minors		
3m	6+		
3M	Shortness, 5-5 in the minors (Only over $2 \diamondsuit$)		

6.4 Passed Hand

Things revert to natural by a PH. A raise to 2M is our strongest bid, generally constructive. With a weaker hand we just pass the 1 bid.

Jump shifts are fit.

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 on	e 4-card major. Does not promise any values.
2 ◊	5+ ♡	
2♡	5+ ♠	
2 🏚	Range ask. Includes hands with	th interest in ♣.
2NT	Puppet stayman.	
3♣	6+ ◊	
3 ◊	5+ ◊, 5+ ♣, GF	
3♡/♠	3=1=x=x/1=3=x=x, 5-4 minor	rs, GF.
3NT	To play	
4 ♣	Gerber (1430)	
4 ◊	Transfer to \heartsuit	
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 $4 \spadesuit$		
2 🏟	4+ ♠, could have 4 \heartsuit but default is to bid 2 \heartsuit with 4-4		

OPENER	RESPONDER
1NT	2♣
2 ♦	?

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

OPENER RESPONDER 1NT 2 ♣ 2 ⋄ 2 ♠ ?
--

- **Pass** Minimum, 2 or 3 ♠. With exactly 2, 2NT is an option as well.
- **2NT** Minimum, 2 ♠. 3m rebids by responder are nat, inv, NF.
- **3♣** Maximum with 2♠, GF. Responder may show 2 suited hands LMH via the next 3 steps. 3NT by responder is NF, typical response.
- Maximum with $3 \spadesuit$. Responder can bid 3NT to offer choice preferring NT, $3 \spadesuit$ to show a spade preference, or $4 \spadesuit$ 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 1NT 2M	RESPONDER 2♣ ?
---------------------	----------------

- **2** \spadesuit (Over 2 \heartsuit). 5 \spadesuit , inv. Same follow ups as over above.
- **2NT** Invitiational. Promises 4 cards in OM.
- 3♣ 5+ either minor, GF, implies 4 cards in OM. 3♦ asks for the minor, LH. Other bids are natural, including bidding the other major to confirm a fit there.
- 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
- **30M** Unspecified splinter. Next step asks, LMH.
- **3NT** To play

	OPENER 1NT 2M	RESPONDER 2♣ ?	continued
4.	Delayed Texas; 4 M, 6 OM. Opene LHLH (sing, void)	er's 40M rebid is an	offer to play. 4 \Diamond asks shortness
4 ◊	RKC for M		
4NT	Quantitative		
5NT	Forcing, choice of slams.		

7.2 Jacoby Sequences

1NT-2 ◊

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

Over $1NT-2 \lozenge -2 \heartsuit$ we play "transfers over transfers", starting at 2NT. Most invitational sequences start with $2 \spadesuit$:

$\begin{array}{ccc} \text{OPENER} & \text{RESPONDER} \\ 1\text{NT} & 2\diamondsuit \\ 2\heartsuit & ? \end{array}$? ~	2 ♦
--	--	------------	-----

- **2** \spadesuit Artificial, shows an invitational hand with exactly 5 \heartsuit OR 5+ \heartsuit , 5+ \spadesuit invitational or better.
- **2NT** 5+ ♥, 4+ ♣, GF
- $3 \clubsuit 5 + \heartsuit, 4 + \diamondsuit, GF$
- **3** \Diamond Inv+, "Transfer" to \heartsuit showing good hearts. 6+ \heartsuit with 2 of top 3 honors
- **3** \heartsuit Inv, 6+ \heartsuit . 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** \Diamond RKC for \heartsuit .
- **4**♥ Mild slam try. Opener is expected to pass, but allowed to bid on with a good fitting hand.
- **4NT** Quantitative with exactly $5 \circ$.
- **5NT** Choice of slams, $5 \, \heartsuit$

OPENER RESPONDER

1NT $2 \diamondsuit$ $2 \heartsuit$ $2 \spadesuit$?

Opener's responses over 2 ♠ are similar in nature to 1NT-2 ♣-2X-2 ♠

2NT Minimum, 2 ♡

3♣ Maximum, 2 ♡

3 \Diamond Maximum, 3+ \heartsuit

3♥ Minimum, 3+♥

3NT Does not exist. Probably a 2-card maximum that forgot to bid 3♣.

OPEN 1NT 2♡	IER RESPONDER 2 ♦ 2 ♠	
2NT	?	

Over 2NT, responder can show a 5-card minor or 5-5 majors with various strengths.

3♣ 5+ \heartsuit , 5+ \clubsuit , invitational

3 \Diamond 5+ \heartsuit , 5+ \Diamond , invitational

3 \heartsuit 5+ \heartsuit , 5+ \spadesuit , invitational

3 ♠ 5+ \heartsuit , 5+ ♠, GF without slam interest

3NT $5+ \heartsuit, 5+ \spadesuit$, Mild slam interest

4♣/ \diamondsuit Shortness, serious slam interest (5+ \heartsuit , 5+ \spadesuit)

	OPENER 1NT 2♡	RESPONDER 2 ♦ 2 ♠	
	3♣	?	
3 ◊ / ♡ / ♠	5+ ♥, 5+ second-suit, LMH		
3NT	To play		
4♣/◊	Shortness, serious slam interest $(5+ \heartsuit, 5+ \spadesuit)$		

	OPENER 1NT 2♡ 3◊	RESPONDER 2 ♦ 2 ♠ ?
3♡	COG preferring ♡	
3♠	5+ ♡, 5+ ♠, Mild slam interest	

	OI 1N 2 \ 3 \	2	RESPONDER 2 ♦ 2 ♠ ?	continued
3NT	COG preferring N	Γ		
4♣/◊	Shortness, serious	slam interest (S	5+ ♡, 5+ ♠)	
4♡	To play			

1NT-2 ♡

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

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

OPENER	RESPONDER
1NT	2♥
2♠	?

Over $1NT-2 \heartsuit -2 \spadesuit$ we play transfers starting at 2NT

2NT 5+ ♠, 4+ ♣, GF

 $3 \clubsuit 5 + \spadesuit, 4 + \diamondsuit, GF$

- **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♣** Serious Slam try, 6+ ♠, no shortness. Denies 2 of top 3 spade honors.
- **4**♦ RKC for \spadesuit .
- **4** ♠ Mild slam try. Opener is expected to pass but is allowed to bid with a good fitting hand.
- **4NT** Quantitative with exactly $5 \spadesuit$.

Xfer over Xfer continuations

After a GF secondary xfer, we play this structure:

	OPENER	RESPONDER	
	1NT	2 ◊ /♡	
	2♡/♠	2NT/3♣	
	?		
+1	5 5	der can bid 3NT/5m to play or bid LH shortness s do <i>not</i> imply slam interest, it may simply be	
	Bids above the high step that are	forcing are cuebids, probably 5-4-2-2.	
+2	Agreeing the major (3+). Responder can bid 3NT/4M to play or bid LH shortness (3NT not a step) with slam interest.		
	Bids above the high step that are forcing are cuebids, probably 5-4-2-2.		
	T: Note that we don't need to show shortness w/o slam interest with a major fit, can just sign off in 4M.		
+3	Shows 5+ cards in the other major	r, looking for a fit.	
Other	undefined		

7.3 2 ♠ **Size Ask**

 $1NT-2 \spadesuit$ 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 \clubsuit .

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 $2 \spadesuit$ on a variety of hands, including quantitative slam tries as well as game tries.

		OPENER 1NT	RESPONDER 2♠
		2NT/3 ♣	?
3♣	To play 3♣		
3◊	6+ ♣, either ba 3♡ asks for clar		ness. If balanced, should have some slam interest.
3♡	6+ ♣, shortness	s in ♡	
3♠	6+ ♣, shortness	s in 🌢	
3NT	To play. Over 21	NT, it is implied th	nat responder had slam interest.
4 &	Gerber 1430		
4 ♦	RKC for \clubsuit .		

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 1NT ?	RESPONDER 2NT
3 *	No 5 card major	: Says nothing abou	t 4 card majors.
3 ◊	5 ♡		
3♡	5 A		
3♠	4=5=2=2		
3NT	5=4=2=2		

If opener shows a 5 card suit, accepting the transfer on the 3-level shows slam interest.

To play game, Responder typically will raise the transfer to play from opener's side rather than jump to 4M to play from their side. Example:

	OPENER 1NT 3 ◊ ¹ 4 ♡	RESPONDER 2NT $4 \diamondsuit^2$?	
1. 5 ♡s			
2. →4♡, si	gn off		
Pass	Expected action		
Other	Undefined		

Over a $3 \spadesuit / 3$ NT response, 3NT is to play and $4 \lozenge / \lozenge$ is a transfer.



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

	OPENER RES	SPONDER
	2♣ ?	
2 ♦	Artificial asking bid, promising IN	V+
2♡/2♠	NF constructive, usually about 7-	11 HCP, 5+ card suit
2NT	Puppet to $3 \clubsuit$, showing either a weak raise in \clubsuit (most common) or a GF 5+5+ hand without \clubsuit .	
3♣	Constructive up to a mild invite, usually around 8-11	
3 ◊ /3 ♡ /3 ♠	Nat, 6+ card suit, GF.	
3NT	To play.	
4 ♣	Preemptive	
4 ♦	RKC ♣ T: CIRKLE?	
4 ♡ / 4 ♠	To play.	

	OPENER 2♣ ?	RESPONDER 2 ♦
2♡	4 cards in either major. 2 ♠ asks,	♡ min/♠ min/♡ max/♠ max.
2 🏟	Maximum, no 4-card major, unba	lanced or unsuitable for declaring NT.
2NT	Maximum, interest in declaring N	VT. Bal or 6-3-3-1 with stiff K.
3♣	Minimum, no 4-card major.	
3 ◊	Maximum, 4+ ♦	
Other	Undefined.	

♣-2♦-2NT asks for shortness, NLMH.

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

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

		OPENER 2 ♦ ?	RESPONDER 2♡
2 🏚	4 cards in either	major. 2NT asks, 🖰	min/♠ min/♡ max/♠ max.
2NT	Maximum, inter	est in declaring NT.	Bal or 6-3-3-1 with stiff K.
3♣	Maximum, no 4-	card major, unbalan	ced or unsuitable for declaring NT.
3 ◊	Minimum, no 4-	card major.	
	Higher bids are	undefined.	

 $2 \lozenge - 2 \heartsuit - 3 \clubsuit - 3 \heartsuit$ asks for shortness, NLMH. *T: Awkward but symmetrical*.

CHAPTER 9. 2D 29

2NT and then?

Had a funny sequence come up in the JLall. $2 \lozenge -2NT-3 -4 \lozenge$. Ari was 2=1=3=7 and was trying to invite based on the club tolerance. Tom wasn't sure what was going on and with 1=3=6=3 bid $4 \heartsuit$ to cater to both suit possibilities. Ari corrected to $5 \diamondsuit$ (probably should have been $5 \clubsuit$ instead) and we made it with a bit of luck.

2 Major

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

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

		OPENER 2M ?	RESPONDER 2NT
3 ♣	An odd number	of trumps, 5 NV or 7	7 Vul. 3♦ asks strength as per below.
3 ◊	6, bad opener		
3♡	6, medium open	er	
3♠	6, good opener		
3NT	6, 4 in other maj	or. Good enough to	commit to game.

Preempt RKC:

		OPENER 2M ?	RESPONDER 4♣
4 ♦	0 KC		
4♡	1 KC, no trump Q		
4 •	1 KC, trump Q		
4NT	2 KC, no trump Q		
5♣	2 with Q in theory, unlikely response		

2NT

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

Responses:

		OPENER	RESPONDER
		2NT	?
3♣	Extended Staym	ıan	
3 ◊	Xfer		
3♡	Xfer		
3♠	Puppet to 3NT for minor suit hands.		
3NT	To play		
4 &	1430 Gerber		
4 \Diamond	Xfer		
4♡	Xfer		
4 •	Both minors balanced (typically 4-4), quant or better.		
4NT	Quant. New suit	ts are 5+ card suits.	
5NT	Forcing, invites	7. New suits are 5+	card suits.

11.1 Stayman Agreements

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

		OPENER 2NT ?	RESPONDER 3♣
3 ◊	U		is Smolen. 4m is natural and forcing. There are rectly, go through Smolen.
3♡	only 4, (over w	hich a new suit is a Responder doesn't	and/or is a \heartsuit slam try. Opener bids 3NT with cuebid slam try for \heartsuit) or bids $4 \heartsuit$ or cuebids a promise a slam try, they can simply be trying to

CHAPTER 11. 2NT 32

	OPENER 2NT ?	RESPONDER 3♣	continued	
3♠	$3 \spadesuit$ 4 ♠. $4 \heartsuit$ agrees ♠ with slam interest, $4 \clubsuit / \diamondsuit$ are natural (not cuebids).			
3NT	$5 \spadesuit. 4 \heartsuit \rightarrow 4 \spadesuit$ (with or without)	ut slam interest), $4 \$/\lozenge$	are natural.	

11.2 Transfer Agreements

 $3 \heartsuit$ then $4 \heartsuit$ shows 5-5 majors without slam interest. $3 \diamondsuit$ then $3 \spadesuit$ shows 5-5 majors with slam interest.

4m rebids are natural and forcing.

Jacoby then 4NT: Quant Texas than 4NT: RKC (1430) Texas than new suit: Exclusion (0314)

11.3 3 ♠

Puppet to 3NT for minor suit hands.

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

If opener bids a "don't like" step, +1 is "don't care, RKC." 4NT by responder is NF.

3-Level Preempts

Aggressive, does not promise any quality.

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

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

New suits are forcing, $4 \clubsuit$ is Preempt RKC (or $4 \diamondsuit$ over $3 \clubsuit$). 0, 1 w/o Q, 1 w/ Q, 2.

3NT

"Namyats", good major preempt. 3NT is a forcing call. Typically responder bids one of $4 \clubsuit$ or $4 \diamondsuit$, but there are meanings for other bids which likely have not been seen by anyone other than Tom before. I'm going to write them out, but they literally have never come up in any partnership I have "agreed" these bids since I came up with them 25 years ago. I don't expect anyone to use bids other than $4 \clubsuit$ or $4 \diamondsuit$.

	OPENER RI	ESPONDER	
	3NT ?		
4 &	Requesting partner transfer to their major. Cuebids and RKC.		
4 ♦	Requesting partner bid their major. Cuebids and RKC.		
	Herein lies doom. Everything below is a specific sort of asking bid/relay.		
4♡	Asking for suit and about control in the off major. Passable!		
4 🌢	Asking for ♣ control.		
4NT	Asking for ◊ control.		
5♣	Asking for \clubsuit high card control only.		
5 ◊	Asking for \Diamond high card control only.		

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

Over $4 \spadesuit /4$ NT, responses are alternating \heartsuit / \spadesuit with the groups being No control, sing/void, HC control.

Over $5 4/5 \diamondsuit$, as above with no sing/void groups.

Example auctions:

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

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

CHAPTER 13. 3NT 35

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

Other

4 level preempts are natural.

4NT opening is specific Ace Blackwood:

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

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

Slam Bidding

15.1 RKC

In general, we play a 1430 style of RKC with "Redwood": +1 RKC for minors, 4NT RKC for majors.

Over the Q ask, we play new suits as showing both the Q and the lowest ranking side K. 5NT when there is room to show all the Ks in undefined, although Ari bid it at the table intending it as 2 side Ks. To Tom, 5NT is a substitute for a K when needed but unclear what the meaning is/should be otherwise.

Exclusion

Exclusion is always 0314, the only non-1430 RKC we play.

Preempt KC

Auctions such as weak $2 - 4 \clubsuit$, responses are fairly typical: 0, 1 w/o Q, 1 w/, 2. Note we won't have 2 with so no steps beyond this are required.

Showing Voids

I do not believe we have any firm agreements as to how to show a void over 4NT RKC. There are a number of schemes, non of which are all that great. Open to suggestions.

15.2 Cuebid Style

Most cuebids are loose as to 1^{st} control strictly vs. $1^{st}/2^{nd}$. In situations where a very strong hand is cuebidding it is generally assumed to be first, whereas a weaker hand cuebidding can be anything.

15.3 Other

3NT is Non-Serious in many auctions, over which all cuebids are 1^{st} / 2^{nd} style. Note that we never use other bids for Non-S, only 3NT.

Part II Competitive Bidding

Part III Carding

Part IV Post Mortem