

# Jenni & Tom System Notes

Jenni & Tom Carmichael

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# **Contents**

# Introduction by Tom

Since I needed to rebuild the document structure anyway, I'm taking this opportunity to merge the document flow for the Jenni, Ari and Christian partnerships into a single new grand unification of the notes.

LATEX Technical comment: the main meat of the document will be maintained to be compatible with all partnerships, the document will be compiled with the appropriate name-tom.tex file to generate that PDF. The notes will be interspersed with *ifbool* statements to ensure the accuracy for the individual partnership while allowing the common elements to only need a single point of editing to ensure consistency across.

## 1.1 Versions

#### 23.7

This is primarily a Christian update, but there are changes which will impact the general notes. Mostly clean up for the non-Christian notes.

- Updated To Do
- Clean up for clarity or formatting

#### Initial Version - 22.11.0

Canonical version, will include any changes from previous March 2022 version of tom-jenni. Ari version hasn't been touched in a bit so I will try to pull in the notes "as is".

## 1.2 Notation

Notation hasn't changed from previous versions, with one new addition: just as we use "5 + suit" to indicate 5 or more cards in a suit, I'm introducing "5 = suit" to mean exactly 5 cards, no more no less. Similarly "5 - suit" means 5 or fewer cards.

R	Simple Raise
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# (Continued)

R+1	One above a simple raise
DR	Double Raise
TR	Triple Raise
LMH	Low-Middle-High
LHB	Low-High-Both (Shortness relay after 10+ known cards.)
+1	Next Bidding Step
M	Major. If one has been shown, it is the same one.
OM	Other Major. After a major is shown.
m,om	Minor, other minor.
JS	Jump Shift
DJS	Double Jump Shift
UTL	Up The Line (♣♦♥♠)
COG	Choice of Games
OKC	Optional Key Card
#+suit	# or more cards in the suit
#-suit	# or fewer cards in the suit
#=suit	exactly # cards in the suit

# To Do

Updated list after Chicago '23.

- Def to  $1 \diamondsuit$ . (2  $\diamondsuit$  Multi, etc.)
- 1  $\clubsuit$  -1  $\lozenge$  -1M, JS to other M as long in the suit doesn't make sense.
- Xfers in auctions such as  $1x-(2 \clubsuit)$ ,  $1x-(1 \spadesuit)$ , etc.
- Woolsey after (1m 1NT) and (1x 1y 1NT), inc doubles confirmed
- Xfer Mccabe w/ Christian agreed
- Supp X after 1♡-1 ♠-(1NT) agreed, check on other 1NT o/c situations confirmed
- strict NS 3NT rules. example auction 1c-1s-1n-3h-3s-3n with stiff k
- Expand on weird auctions, such as xfer to opps suit or Soloway 3♣ then "sign off" cuebid. Should be 3 suited short in opp suit with flaws for other actions like Stayman

# Part I Opening Bids

# System Summary

# TaJ Precision

"TaJ" originally just stood for Tom and Jenni, but the name has stuck.

Strong club system with  $0+1 \diamondsuit$ . All 10 HCP hands opened NV, Vul we can pass 10 when red undertricks are lurking (1NT rebids). All HCP comments are approximate, shapely hands will open lighter. We often open with 9 and 6 card suits or 8 with shape hands.

# 3.1 Opening Bid Summary

1♣	Strong, Forcing, Artificial. Typically 16+ HCP unbal or 17+ bal
1 ◊	$0+\diamondsuit$ , 10-15. Denies 5 card major unless $6+\diamondsuit$ . $3^{rd}$ seat is $2+\diamondsuit$
1♡	5+ $\heartsuit$ , 10-15, can be 4 $3^{rd}/4^{th}$
1 🏟	5+ $\spadesuit$ , 10-15, can be 4 3 <sup>rd</sup> /4 <sup>th</sup>
1NT	14-16. 5 card major, 6 card minor, 5-4-2-2 common.
2 ♣	$6+\clubsuit$ , 10-15. 5 card suit possible in $3^{rd}$ seat for lead direction.
2 ◊	$6+\diamondsuit$ , (8)9-12. 5 card suit possible in $3^{rd}$ 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 4NT or higher, although I have played 4NT opener as a specific Ace Blackwood before. Highly unnecessary.

# 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 second suit LMH, then shape NLH. Immediately "zooming" past the second 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 second suit LMH, then shortness LHB.
+3	6-4-x-x. Primary suit can be longer, secondary always 4. Relay for second 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 and up	6-3-2-2 or 7-2-2-2. +6 shows lowest side A/K, +7 denies that but shows the next and so on.

If shape relays have completed and the auction is below 3NT, the next step is Optional Key Card (OKC). Over OKC, the OKC responder bids the first step if their hand is poor in context for slam, otherwise responds 1430 starting with the second step. OKC asker may bid +1 over the negative step to ask for RKCs anyway.

This is the same OKC structure we play in 2NT-3  $\spadesuit$ -4m auctions, we are just expanding the idea to new auctions.

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

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## 4.1 Overview

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

OPENER	RESPONDER
1 ♣	?

1 ◊	Negative, 0-7(8)
1♡	5+♠, GF
1 🏟	Semi-Bal or 5+♣
1NT	5+♡, GF
2♣	5+\phi, GF
2 ♦	6+♡, 3-6
2♡	<b>6+♠</b> , <b>3-6</b>
2 🏚	(12)13+ Bal (PH: see below)
2NT	(12)13+ (PH: 8-10) 1=4=4=4
3♣	(12)13+ (PH: 8-10) 4=4=4=1 (bid sing)
3 ♦	(12)13+ (PH: 8-10) 4=4=1=4 (bid sing)
3♡	(12)13+ (PH: 8-10) 4=1=4=4 (bid sing)
3♠	"Gambling" hand, AKQxxxx or better. Typically no side cards.
3NT-4♡	8+ card transfers, bust hand. No A or K.

# **4.2 1♣-1**♦

 $1\,\lozenge$  is the general negative bid. This is the only non-jump bid which does not set up a GF auction.

Meckwell style rebids except 2NT is 20-21.

OPENER	RESPONDER	
1 ♣	1 ♦	
?		

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

# 1M rebid

OPENER	RESPONDER	
1♣	1 ♦	
1♡	?	

1 🌲	4+♠, 3-♡, any strength. Most rebids are natural NF,
	minor suits can be canapé. 2NT is an artificial big canapé (6+ m) 1RF.
	Jumps encouraging but NF with jump shifts being 5-5.
1NT	0-5, no 4CM. Rebids as per over 1 ♠, except 2 ♠ is a natural reverse and 1RF.
2 ♣	2- $\heartsuit$ , (5)6 to 7. 2 $\diamondsuit$ is most minimums (scrambling), 2 $\heartsuit$ is natural and NF opposite 2= $\heartsuit$ . Other GF. 2NT is a non-canapé GF, 3m is canapé.
2 ♦	3= %, (5)6 to 7. $2 %$ NF, $3 %$ Inv. 2NT GF asking for shortness NLMH, implies a heart fit. Other 1RF, usually canapé.
2♡	$4+\heartsuit$ , 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 $4=$ $\heartsuit$

#### Info

Note that over  $2 \clubsuit$ , 2NT is the non-canapé since there can be some natural-ish hands included there, such as 3=5=(4-1). This is the reverse of the 2NT/JS over  $1 \spadesuit / 1$ NT.

OPENER	RESPONDER
1♣	1 ♦
1 ♠	?

All auctions as per over 1%, except 2% shows 5+%, (5)6-7.

#### 1NT rebid

OPENER	RESPONDER	
1♣	1 ♦	
1NT	?	

17–19, systems on as per 1NT opening except secondary xfers such as ...-2 $\Diamond$ -2 $\Diamond$ -2NT are invitational or better with natural rebids by Opener. (A GF accept of the minor may fake a new suit to keep 3NT in play.)

#### 2m rebid

OPENER	RESPONDER
1♣	1 ♦
2m	?

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

# JS rebids

1♣-1♦-2♥ is Kokish, forces 2♠. Either ♥ or bal, GF. No agreements about bids other than 2♠ by Responder.

OPENER	RESPONDER
1♣	1 ♦
2♡	2 🏚
?	

2NT	GF Balanced. Systems on as per 2NT opener.
3♣	♡ & minor, 3 ♦ for LH.
3 ♦	One suited ♡
3♡	$\heartsuit$ & $\spadesuit$ . 3 $\spadesuit$ sets spades as trumps, does not show extras. 4m is a Q for hearts, 4 $\diamondsuit$ is last train style.
Other	Sets $\heartsuit$ as trumps, self splinter, demand Q. (Responder cuebids if able.)

Other jumps are natural GF. No special agreements other than ...2  $\spadesuit$  -2NT is a spade raise, with 3  $\spadesuit$  being the more waiting nothing-to-say type bid. Typically bal or near bal, 1-2  $\spadesuit$ .

#### 2NT rebid

OPENER	RESPONDER
1 <b>*</b>	1 ♦
2NT	?

20-21, respond as per 2NT opener.

## **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	RESPONDER	
1 <b>♣</b>	1♡	
?		

1 🏚	TaJ; $3+ \spadesuit$ or $2= \spadesuit$ with extras (20+)
1NT	17–19 bal or semi-bal with 2–♠
2x	Natural, no relays
Other	Undefined

# 4.4 1 \$ - 1 \$

Clubs or balanced, can be semi-balanced. Notably 4x1 hands without extras start with  $1 \spadesuit$  by UPH. (PH shows 4x1 directly, so not included in  $1 \spadesuit$  response.)

With 5-3-3-2 (minor), you can choose between showing your minor (direct  $2 \clubsuit$  or  $2 \clubsuit$  rebid) or showing a balanced no major ( $2 \spadesuit$  rebid). The distinction was more important when 5-4-2-2 was included in the balanced step, but now that TaJ has been updated to handle that it's probably better to show the 5-3-3-2 rather than rebid  $2 \spadesuit$ .

OPENER	RESPONDER	
1♣	1 ♠	
?		

1NT	"Waiting"; general relay, see below
Other	Naturally, typically 6+ or the higher ranking suit when 5-5.

#### Warning

 $5= \spadesuit$  can be tricky if Opener starts with 1NT and Responder bids  $2 \diamondsuit$ . You may have to either bid  $2 \spadesuit$  with no slam interest and hope to rebid  $3 \spadesuit$  or bid  $2 \spadesuit$  directly instead of 1NT, or give up on 5-3 spades and jump to  $3 \spadesuit$  to show 4 and COG.

OPENER	RESPONDER	
1♣	1 📤	
1NT	?	

2 ♣	5+♣, 2♦ is TaJ, other natural
2 ◊	Balanced 8-11(12) with $4=\heartsuit$
2♡	Balanced 8-11(12) with $4= 4$ and $3- 9$
2 🏚	Balanced 8-11(12) with no 4 card major
2NT	8-11(12) 1=4=4=4
3♣	8-11(12) 4=4=4=1
3 ♦	8-11(12) 4=4=1=4
3♡	8-11(12) 4=1=4=4

3 suited hands (2NT-3  $\heartsuit$ ) use the same structure as the direct 3 suiters, where agreeing a suit below game is OKC.

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

OPENER	RESPONDER
1♣	1 📤
1NT	2 ♦/♥/♠
?	

2♡	(Over 2 $\Diamond$ ) 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 $2 \diamondsuit$ , then 2NT over $2 \spadesuit$ agrees spades then $3 \clubsuit$ asks controls 43210.
	3♣ starts the non-fit 43210 countdown.
2NT	No fits, asks 43210
3♣/◊	Natural
3♡/♠	Non-slammish, often choice of games
3NT	NF

#### 4.5 1 **♣**-1NT

5+♥, GF. 2♣ TaJ, 2♥ 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**

 $2 \diamondsuit$  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. Note that 7 HCP not included here since that is generally a GF, but a bad 7 might certainly choose this as an alternative.

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

## 2 ♠ Big Balanced (UPH)

By UPH only, 2♠ 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	RESPONDER
1 ♣	2 ♠
2NT	?

3♣	Stayman, with extra-extras, 16+. Essentially a slam force.
3 ◊ /♡	Transfers to 4= majors with 13-15. Accepting the xfer agrees trumps and is OKC.
3♠	No major, 13-15 with positive slam interest.
3NT	No major, NF, negative slam interest. A minimum 2♠ response

T: Currently undefined for a PH Responder. I recommend we play both  $2 \spadesuit$  and 2NT as short spades for memory reasons.  $2 \spadesuit$  should be the preferred to not pick off NT, but 2NT should be kept as a memory failsafe.

#### 3 suiters

2NT thru 3% 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.

Agreeing a suit is OKC.

PH changes the range of the bid, but not the nature.

#### 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.

 $4 \clubsuit$  asks for shortness, NLMH. The assumption is that opener knows the suit.

Currently undefined for a PH Responder

#### 8 card busts

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

Note that this bid has never actually come up in practice. Caveat Lector. 1

# 4.8 PH Changes

- 1 ♠ Response does not include 4x1 hands.
- 2  $\spadesuit$  and 3  $\clubsuit$ / $\diamondsuit$ / $\heartsuit$  are 4x1 hands.
- 2NT shouldn't be used for 1=4=4=4, but is preserved for memory reasons.
- All TaJ sequences do not include the "extra values" step.

<sup>&</sup>lt;sup>1</sup>Let the Reader Beware

 $1 \diamondsuit$  is our catch-all opening bid for hands with no 5-card major and fewer than 6 clubs unless  $6+\diamondsuit$ . The range is (9)10-15 HCP if unbalanced or 10-13 HCP if balanced. In most seats  $1\diamondsuit$  does not promise any diamonds at all; 4=4=0=5 hands are routinely opened  $1\diamondsuit$ . The exception is in  $3^{rd}$  seat,  $1\diamondsuit$  promises 2+. This is for convention chart reasons, to allow for lighter openers. With awkward shapes you may open a 4 card major.

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.

	$1 \diamondsuit$	?
D	0 0 TI ' I' I	'.1 O IIOD1

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. PH: Nat NF	
2 ♦	10+ HCP, 5+♦, F1. PH: Nat NF	
2♡/♠	Canapé GF, unknown minor. $+1/+2$ asks for minor with $+2$ agreeing the major.	
2NT	Natural, GF. No 4-card major. 14-16 HCP or 19+	

OPENER	RESPONDER	(Continued)
1 ♦	?	(Continued)

3 ♣	Natural, 6+♣, Mixed (7-9). No suit quality requirements.
3 ♦	Natural, 6+♦, Mixed (7-9). No suit quality requirements.
3♡/♠	"Scrambled Splinter". Shortness in bid suit, at least 5-4 either way in the minors, GF.
3NT	17-18 HCP Balanced
4 ♣/◊	South African Texas / Namyats
4♡/♠	NF

# **5.1** 1 **○ -1M**

 $1 \diamondsuit -1M$  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  $♠J \heartsuit KTx \diamondsuit KJxx ♠98xxx$ . 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  $1 \lozenge -1 \heartsuit$  opener is expected to bid  $1 \spadesuit$  any time they have 4 spades including 4=x=6=x. Again, opener may choose to bid 1NT instead but this is in principle non-systemic and I wouldn't expect to ever do it without 4=3=3=3.

OPENER	RESPONDER
1 ♦	1♡
?	

1 🖈	4=♠. Opener is expected to rarely bypass a 4-card spade suit.
1NT	10-13 BAL. 3-1-x-x is common as well.
2 ♣	54++ in the minors, either could be longer.
2 ♦	6+ $\diamondsuit$ , 12-15 HCP but not as good as 3 $\diamondsuit$ . Often a poor suit.
2♡	Simple raise, 99% $4=\%$ . 10-13 HCP if balanced.
2 🏚	Natural, shapely. 5-6 or better 13-15, NF.
2NT	$6+\lozenge$ & 3= $\heartsuit$ . Might rarely be 6-4 with the "standard" $4\diamondsuit$ bid. (Our $4\diamondsuit$ is a splinter.)
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=%, unbalanced, typically (13)14-15 HCP
3♠	Spl
4♣/◊	Spl

Opener's rebids after  $1 \lozenge -1 \spadesuit$  are similar. The key difference is the  $2 \clubsuit$  rebid and promised length in the minors.

OPENER	RESPONDER
1 ♦	1 🏟
?	

2♣ Typically 54++ in the minors, although 1=4=x=x is possible with x ranging from 3 to 5.

It is worth noting that  $1 \lozenge -1 \spadesuit -2 \heartsuit$  can be x=4=6=x, you do not promise 5 hearts.

# 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 imply $\Diamond$
2 ◊	To play, presumably only 5 $\diamondsuit$ (no 2 $\diamondsuit$ opener)
2♡	Unbal invite, will have a $5+$ card minor unless $4x1$ with short major. Treat $4x1$ short minor as balanced.
2 🏟	Unbal GF that doesn't match a 3 bid. $5+$ card minor unless $4x1$ short major. Treat $4x1$ short minor as balanced.
2NT	Re-invite. Typically 12–13 bal.
3♣	5+♣, 5+♦, GF
3 ♦	6+♦, 4=♣, GF
3♡	6+⋄, 4+♡, GF
3♠	6+♦, 4+♠, GF
3NT	To play.

#### Info

 $2\, \heartsuit$  and  $2\, \spadesuit$  section is untested, open to discussion and changes. Modeled after  $1\, \diamondsuit$  –2m auctions

OPENER	RESPONDER
1 ♦	1NT
2♡	?

2 🏚	Lebensohl, any inv decline. Opener can bid any of $2NT/3 - 3 \diamondsuit $ to suggest a contract, with 2NT being equal length in the minors.
2NT	GF ask. $3 \clubsuit = \clubsuit$ , then +1 asks LMH. +2/+3/+4 = $\diamondsuit$ + LMH. For (1-4)=4=4 show clubs.
3♣/◊	Nat GF, presumably 5-3-3-2. Major rebids by Opener are shortness, $3 \diamondsuit$ if avail is $6+\diamondsuit$ . With $5=\diamondsuit$ and short $\clubsuit$ rebid 3NT.

OPENER	RESPONDER
1 ♦	1NT
2 🏚	?

2NT	Asking, $3 \clubsuit = \clubsuit$ , then +1 asks LMH. +2/+3/+4 = $\diamondsuit$ + LMH. For (1-4)=4=4 show clubs.
3♣/◊	Nat, presumably 5-3-3-2. Major rebids by Opener are shortness, $3 \diamondsuit$ if avail is $6+\diamondsuit$ . With $5=\diamondsuit$ and short $\clubsuit$ rebid 3NT.

# **5.3** 1 ◊ **-2m**

The  $2 4/2 \diamondsuit$  responses 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	RESPONDER
1 ♦	2m
?	

2♡	Any minimum. (Different from Meckwell) Over this 2♠ is "Lebensohl", requesting 2NT for sign off there or in a minor. (Opener can bid 3m instead of 2NT if appropriate.)
2 🏚	GF, Unspecified splinter raise of Responder's minor. 2NT asks LMH.
2NT	Typically 12-13 bal. 3m rebid non-forcing.
om,R	Natural, non-min. A raise can be passed, the om is GF. (Unbal GF raises start with $2 \clubsuit$ .)

#### Info

Over 2NT, rebidding the minor by Responder is NF.

Over the  $2\heartsuit$  minimum bid,  $2\spadesuit$  starts all weak sequences and 3 of a minor directly (new or old) is forcing.

## 5.4 1 **○ -2M**

#### Info

New version 23.3.9 - on hold for now until Christian has a chance to review. (Not his fault, problem with github upload.)

(UPH) 4=M, 5+ either m, GF. +1 asks for the minor and denies support for M. +2 asks for the minor while showing support for M. In both cases, first step is all  $\clubsuit$  hands with +1 asking shortness NLH. +2-+4 responses are NLH short with  $\diamondsuit$  length.

(PH) 5+M, 5+ either m, max PH. Responses mirror Michaels agreements: 2NT asks minor forward going (minor),  $3 \clubsuit$  is pass or correct,  $3 \diamondsuit$  forward going (major). Slam is generally off the table so no shortness bids.

# 5.5 1 **0**-2NT

GF balanced. No special methods at this time. 13+ to 16 or 19+.  $4\clubsuit$  is Gerber (1430). (Presumably more often by Responder.)

# **5.6** 1 ◊ **-3 m**

Mixed strength, 6+ natural.

# **5.7 1 ○ -3M**

Splinter with both minors, at least x-x-5-4, GF.

For now, bids simply set trumps for further exploration however it may make sense to play some sort of Mulberry instead. For reference, I'd want to use Kit's version, see ?? - ??.

# **5.8 1 ○ -3NT**

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

## 5.9 Other

4M natural and to play.

4m is South African Texas / Namyats: 4 - 0, 4 - 4. Opener may bid the step in between to express slam interest, presumably 14-15 unbal. Over sign off, new suits by Responder are exclusion (like most Texas xfers).

# 1 Major

#### 6.1 Intro

General approach is natural with semi-forcing NT and using  $2 \clubsuit$  and  $2 \diamondsuit$  as artificial bids;  $2 \clubsuit$  is a GF hand (usually minor oriented or balanced),  $2 \diamondsuit$  is TaJ.

# 6.2 Response Summary (UPH)

OPENER	RESPONDER
1 ♥/♠	?

1 🌲	Natural, F1
1NT	Semi-forcing, does not include limit raises. The only expected invite is balanced.
2 ♣	Art GF. Most GF hands that have 2- M will bid this, although $1 \spadesuit -2 \heartsuit$ is nat GF.
2 ◊	TaJ, Limit+ in Opener's major
R	Simple Raise
JS	Jump shifts (including $1  riangledown - 2 \spadesuit$ ) are natural and game invitational
DR	Weak
DJS	Void Splinter; regular splinters start with TaJ
2NT	Mixed Raise
3NT	T: Was 17-18 bal, not sure that makes sense in a $2  \$$ bal world. Leaving as no agreement for now.

# 6.3 2♣ Art GF

We have removed the 2NT GF response, so 2♣ now acts as a general GF without 3 card support. No changes to responses, the only minor change is that a 2NT rebid is simply balanced rather than having any inferences about specific minor shapes.

Note that  $2 \circ$  over  $1 \spadesuit$  is still a natural GF.

OPENER	RESPONDER
1 ♥/♠	2 👫
?	

2 ♦	Waiting, typically denies the other listed hand types
2M	6+ M
2OM	4= Nat
2NT	Good 6-4. Weaker 6-4 bids 2M.
3x	5–5 any strength
3M	Strong suit, setting trumps. Responder shouldn't expect more than 1 side high card control, with 2 honors Opener should likely just open 1♣.

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

OPENER	RESPONDER
1 ♥/♠	2 👫
2 ♦	?

2M	Honor doubleton
2OM	Natural, long minor still ambiguous
2NT	Natural balanced.
3m	6+
3M	Shortness, 5-5 in the minors (Only over 2♦)

OPENER	RESPONDER	
1 ♥/♠	2 👫	
2NT	?	

3♣	Relay for suit LMH
3 ♦	6+ Nat, less interested in other suits.
3M	Hx with slam interest
3OM	6+ ♣, as per 3 ♦

T: Should there be follow up relays to  $3 \clubsuit$  here? I.e., +1/+2 ask short etc. Since Opener has 6+M Responder certainly can have support for M in context.

# **6.4** TaJ

 $1M-2 \diamondsuit$  is a limit raise or better and asks for size, with the normal responses being  $2 \heartsuit$  (min) and  $2 \spadesuit$  (max). 2NT kicks off zooming into über responses. Those are roughly defined as hands which may have slam opposite a perfect Limit Raise.

Over normal responses:

2NT asks TaJ with slam interest.

3M rebids are both "Are you sure?", either good or bad in context.

New suits are natural length, generally probing for game or possibly a better game. No one likes to play  $4 \spadesuit$  with a 5-5 heart fit.

3NT rebids are choice of games

## 6.5 Other

1 ♠ -2  $\heartsuit$  is natural and GF, no special responses.

## 6.6 Passed Hand

Things revert to natural by a PH. Notably we do not play Drury. A raise to 2M is our strongest bid, generally constructive. With a weaker hand we just pass the 1 bid, even with a fit. (2NT mixed and 3M weak are still both available too.)

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 one 4-card major. Does not promise any values.
2 ♦	5+♡
2♡	5+♠
2 🏚	Range ask. Includes hands with interest in .
2NT	Puppet Stayman.
3♣	<b>6</b> +♦
3 ♦	5+♦, 5+♣, GF
3♡/♠	3=1-(5-4)/1=3-(5-4), GF.
3NT	To play
4 ♣	Gerber (1430)
4 ◊ /♡	Texas; due to Jacoby agreements this is rarely bid outside of Exclusion.
4 ♠	Both minors, balanced, Quant or better

# 7.1 Stayman Sequences

Normal Stayman responses by Opener.

OPENER	RESPONDER
1NT	2 👫
2 ♦	?

2♡	Weak hand with both majors. Pass or correct.
2 🏚	5=♠, inv. Only way to invite with 5=.

OPENER	RESPONDER	
1NT	2 🐥	(Continued)
2 ♦	?	

2NT	Inv. Promises at least one 4-card major.
3♣/◊	5+ Nat, GF
3♡/♠	Smolen. 4= M, 5+ OM, GF
4 ♣	Gerber(1430)
4 ♦	Delayed Texas, $4=4$ , $6+\%$
4♡	Delayed Texas, $6+\spadesuit$ , $4=\heartsuit$

OPENER	RESPONDER
1NT	2 🐥
2 ♦	2 🏚
?	

Pass	Minimum, $2-3 \spadesuit$ . With $2=$ , 2NT is an option as well.
2NT	2=♠ min. 3m rebids by Responder are Nat, Inv, NF.
3♣	2=♠ max, GF. Responder may show 2 suited hands LMH via the next 3 steps. 3NT by Responder is NF, typical response.
3 ♦	$3=\spadesuit$ max. 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♠	3=♠ good min. Better than pass, not enough to commit to game.
3NT	Probably a 2-card maximum that <del>forgot</del> chose this over 3♣.
4 🏟	Acceptable alternative to $3 \diamondsuit$ , no interest in 3NT.

OPENER	RESPONDER
1NT	2 🕹
2M	?

2 🏚	(Over $2\heartsuit$ ) $5=\spadesuit$ , Inv. Same follow ups as above.
2NT	Nat Inv. Promises 4 cards in OM.
3 ♣	5+ either minor, GF, implies 4 cards in OM. $3 \diamondsuit$ asks for the minor, LH. Other bids are natural, including bidding the other major to confirm a fit there.

OPENER	RESPONDER	
1NT	2 🐥	(Continued)
2M	?	

3 ◊	Artificial, confirms a fit in M, typically no shortness. Opener can bid 3M to suggest playing in M, 3NT to suggest a contract, or 4M to insist on M, denying slam interest. Other suit bids are cuebids with hands well suited for slam.
3M	Nat Inv
3OM	Unspecified splinter. Next step asks, LMH.
3NT	To play
4 ♣	Delayed Texas; $4=$ M, $6+$ OM. Opener's 4OM rebid is an offer to play. $4\diamondsuit$ asks shortness LHLH (sing, void) 4NT is "Hexa" RKC
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  $1NT-2 \diamondsuit -2 \heartsuit$  we play "transfers over transfers", starting at 2NT. Most invitational sequences start with  $2 \spadesuit$ .

OPENER	RESPONDER
1NT	2 ♦
2.♡	?

2 🏚	Artificial, shows either (5= $\heartsuit$ inv) OR (5+ $\heartsuit$ , 5+ $\spadesuit$ Inv+).
2NT	5+♡, 4+♣, GF
3♣	5+♡, 4+◊, GF
3 ♦	Inv+, "Transfer" to $\heartsuit$ showing good hearts. 6+ $\heartsuit$ with 2 of top 3 honors
3♡	Inv, $6+\heartsuit$ . Denies 2 of top 3 heart honors. (Subject to memory.)
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, $6+\heartsuit$ , no shortness. Denies 2 of top 3 heart honors.
4 ♦	RKC for $\heartsuit$ .

OPENER	RESPONDER	
1NT	2 ♦	(Continued)
2♡	?	

4♡	Mild slam try. Opener is expected to pass, but allowed to bid on with a good fitting hand.
4NT	Quantitative with $5=\emptyset$ .
5NT	Choice of slams, $5=\emptyset$ .

2 ♠ after the heart transfer starts invitational sequences with a structure similar to 1NT-2 - 2X-2 - 2. This allows the invite 5-5s to show their suit. 2 - 2X-2 - 2 notably also includes all hands with both majors, 1x - 2x - 2x - 2.

OPENER	RESPONDER
1NT	2 ♦
2♡	2 🏚
?	

2NT	2=♡ min
3♣	2=♡ max
3 ♦	3+♡ max
3♡	3+♡ min
3NT	NF but 3 & is the preferred bid. Responder can have a slam try.

OPENER	RESPONDER
1NT	2 ♦
2♡	2 🏚
2NT	?

3♣	$5+\heartsuit$ , $5+\clubsuit$ , invitational
3 ♦	$5+\heartsuit$ , $5+\diamondsuit$ , invitational
3♡	$5+\heartsuit$ , $5+\spadesuit$ , invitational
3♠	5+♥, 5+♠, GF without slam interest
3NT	5+♡, 5+♠, Mild slam interest
4♣/◊	Shortness, serious slam interest $(5+\heartsuit, 5+\clubsuit)$

OPENER	RESPONDER
1NT	2 ♦
2♡	2 🏚
3♣	?

3 ◊ / ♡ / ♠	5+♡, 5+ second-suit, LMH
3NT	To play
4♣/◊	Shortness, serious slam interest $(5+\heartsuit, 5+\spadesuit)$

OPENER	RESPONDER
1NT	2 ♦
2♡	2 🏚
3 ♦	?

3♡	COG preferring ♡
3♠	5+♡, 5+♠, Mild slam interest
3NT	COG preferring NT
4♣/◊	Shortness, serious slam interest $(5+\heartsuit, 5+\clubsuit)$
4♡	To play

#### **1NT-2**♡

1NT-2 $\heartsuit$  shows 5+ $\spadesuit$ , any strength with caveats. Note that with 5= $\spadesuit$  and 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  $4+ \spadesuit$ .

Secondary transfers work the same as over 2%, repeated here for clarity.

OPENER	RESPONDER
1NT	2♡
2 •	?

2NT	5+♠, 4+♣, GF
3♣	5+♠, 4+♦, 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.

OPENER	RESPONDER	
1NT	2♡	(Continued)
2 🏚	?	

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

#### **Xfer over Xfer continuations**

(UPH) After a GF secondary xfer, we play this structure:

OPENER	RESPONDER
1NT	2 ♦/♡
2♥/♠	2NT/3♣
?	

+1	Agreeing the minor $(4+)$ . Responder can bid $3NT/5m$ to play or bid LH shortness ( $3NT$ not a step). Shortness bids do <i>not</i> imply slam interest, it may simply be searching for the best game.
	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.
	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, looking for a fit.
3NT	NF
Other	undefined

#### Info

(PH) Not noted above but new as of version 23.3.9, xfers are Inv+ with natural rebids by Opener. New suits may be faked to GF accept the minor.

## **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 inbetween 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	RESPONDER
1NT	2 🏚
2NT/3♣	?

3♣	To play 3♣
3 ♦	6+*, either balanced or $\Diamond$ shortness. If balanced, should have some slam interest. $3 \heartsuit$ asks for clarification, NL.
3♡	6+♣, shortness in ♡
3♠	6+♣, shortness in ♠
3NT	To play. Over 2NT (min), it is implied that Responder had slam interest.
4 ♣	Gerber 1430
4 ♦	RKC for ♣.

# 7.4 2NT Puppet Stayman

1NT-2NT is GF Puppet Stayman, asking for a 5-card major. We primarily use this bid when we don't have slam interest and want to assess what our best game option is.

OPENER	RESPONDER
1NT	2NT
?	

3♣	No 5 card major. Says nothing about 4 card majors.
3 ♦	5=♡
3♡	5= <b>♠</b>
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. (Cuebids, RKC, etc.)

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:

NORTH	SOUTH
1NT	2NT
3 ◊	4 ♦
4♡	Pass

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



Our 2. opener shows about 10-15 HCP with 6+ . 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	RESPONDER
2 🕹	?

2 ♦	Artificial asking bid, promising INV+
2 ♡ /2 ♠	NF constructive, usually about 7-11 HCP, 5+ card suit
2NT	Puppet to 3♣, showing either a weak raise in ♣ (most common) or a GF 5+ 5+ hand without ♣.
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 ♣
4 ♡ /4 ♠	To play.

OPENER	RESPONDER
2♣	2 ♦
?	

2♡	4 cards in either major. 2 $\spadesuit$ asks, $\heartsuit$ min/ $\spadesuit$ min/ $\heartsuit$ max/ $\spadesuit$ max.
2 🏚	Maximum, no 4-card major, unbalanced or unsuitable for declaring NT.
2NT	Maximum, interest in declaring NT. Bal or 6-3-3-1 with stiff K.
3♣	Minimum, no 4-card major.
3 ♦	Maximum, 4+ ♦
Other	Undefined.

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2♣-2♦-2NT asks for shortness, NLMH.