

Bill and Mike Gill System Notes

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1 1m openers

Agreements over 1m openers:

- 2M is intermediate, 6+, denies 4 in the other major, after which 2M systems are on.
- 2m is inverted
- 2♣ over 1♦ shows either a balanced invite (possibly with only 3 clubs) or a GF with 4+ clubs without a 4-card major (or maybe that has one but isn't interested in playing in it).
- 1♦ over 1♣ similarly could be a balanced invite (possibly with only 3 diamonds) or a standard bid.
- 2N is 13-15 or 19+ bal.
- 3N is 16-18
- 3♣ is inv with 6+ clubs
- 2-way new-minor forcing and fourth-suit forcing apply
- Jumps in diamonds over clubs are preemptive, and remains so over a X.

Over an inverted minor raise:

- The cheapest step shows all non-GF hands. After this, 2N and 3m are NF by responder, but all other bids are GF, and 3M shows shortness.
- 3M is a splinter by opener at his first call

Over 1♦ - 2♣

- 2♦ shows a non-GF opposite the balanced invite - all other bids are GF. Over this, 2N by responder is NF and all other bids are GF.
- 3M is a GF splinter by both players - except if partner just showed values in that suit.
- 2M shows values but not necessarily length by either player.
- A direct 3♦ sets diamonds by opener
- Responder really tries to make the cheapest NT bid at his first call with the balanced invite.

2-way New Minor Forcing:

- $2\clubsuit$ over 1NT shows an invitational hand, or a signoff in diamonds. Opener must bid $2\diamond$. Responder then clarifies the nature of the invitation (usually 2M). We'll say that a direct 2NT is an invitation in NT. Going through $2\clubsuit\dots$ 2N shows interest in playing in opener's minor if the invite is not accepted.
- $2\diamond$ is artificial and game-forcing. Opener bids his cheapest major-suit feature (if he has one) or otherwise continues to describe his hand. He should avoid ever bidding above $3\clubsuit$ if at all possible, as responder may have a club GF.

Other agreements:

- Invitational jump-shifts means that 3M is forcing and sets trumps. A non-direct 3M by responder shows a suit that needs help (either going through NMF or 4SF).
- We tend to bypass spades with balanced hands in 1m - $1\heartsuit$ - ?
- We bypass diamonds with non-GF hands.
- We play that the cheaper of 4th suit and 2NT is lebensohl in reverse auctions. 2M is NF by responder.

2 1M openings

We play 5-card majors with a standardish opening style. After 1M, responder can bid:

- 2-over-1, which is 100% game-forcing. $2\clubsuit$ could be as few as 2, and $2\diamond$ and $2\heartsuit$ promise 5.
- 2M+1 and higher are all raises. 2M+1 is GF, usually balancedish. 2M+2/3 are 3/4 card limit raises respectively. 3M-1 is a 4-card constructive raise and 3M is preemptive. 3M+1 is a min GF splinter. Opener bids the cheapest step to ask. Higher bids are 13+ splinters.
- Jumps to game above 4M are to play. $1\spadesuit$ - $4\heartsuit$ is still a splinter.
- By a passed hand, $2\diamond$ is drury and $2\clubsuit$ shows a weak 2 in clubs. 2M is a normal raise.
- 1N is forcing over $1\spadesuit$, but semi-forcing over $1\heartsuit$, since 4522 hands that are min will systemically pass.

After the forcing raise:

- The cheapest 3 steps show shortness, with NT replacing spades if hearts are trumps
- With no shortness, normally bid 3M - nonserious is on over this. 3N shows extras and demands a cuebid.
- Bids above 3M that are not 3N show a good 5-card side suit.
- 4M shows the worst hand for slam you've ever opened 1M

After the 3-card limit raise:

- The cheapest step shows 4 in the other major
- The bid right below 3M is an invitation to play in 3NT.
- 3N is a stronger suggestion to play 3N
- Other bids above 3M show a 2-suiter and a slam try.

After the 4-card limit raise:

- The cheapest step shows a void and a slam try, responder bids 3M to ask.
- 3M+1 is keycard
- Bids 3M+2 to 4M-1 show a good 5-card suit suit (NT replacing the obvious one)

After a 2/1 response:

- Rebidding 2M always shows 6+
- 2N is the default bid over 2-red, doesn't promise stoppers.
- 2♦ is the default bid over 2♣ and could be only 3 diamonds.
- New suit non-jump at 3-level shows extra shape or values (or both)
- Jumps to the 3-level in unbid suits are splinters.
- Opener's 2♠ over hearts doesn't show extras.
- Opener's jump to 3M sets trumps, requests cuebid.
- Responder's 2M or 3M at his 2nd call sets trumps (even if opener splintered).

Other agreements:

- 1♥ - 1♠ - 1N shows 4+ diamonds or 2533 (you can also choose to bid 2♣ with this shape if your clubs are much better). Over this 2♣ is 4SF, and other bids are what you think they should be.
- 1♥ - 1♠ - 2♦ shows a 3-card spade raise, any strength, forcing. Over this, responder can bid 2M to play, 2N or 3♠ to invite. 3♥ shows a 53xx GF and sets hearts. 3♦ is a nat GF, and 3♣ is GF, either natural or setting spades. Opener usually bids 3♦ and responder bids 3♠ to set spades or something else to show a GF with clubs.

Competitive agreements:

- 3M-1 is on if a jump in competition.
- Over a double, XX with 3-card limit raises, and bid 2N with 4-card limit+ raises or 3-card GF raises. Other bids natural and NF.
- Over a non-GF response, good/bad 2N is on. 2N shows a competitive hand and 3x shows extra values.
- Over 1♥ - (2♠), 2N is a limit raise of hearts or a 3-card GF raise, and 3♠ is a 4-card GF raise.

3 1NT Systems

Our 1NT shows a balanced (or occasionally semi-balanced) 15-17, including nearly all hands with a 5-card major.

3.1 The 2♣ response

2♣ is stayman; after a stayman denial, we play the following nonstandard options:

- 2♥ is garbage stayman
- 2♠ is an invite with 5 spades, possibly including 4 hearts
- smolen. After smolen, opener should bid 4♣ (to avoid giving away any information) if he really likes his hand for the longer suit, and otherwise pick a contract.
- 4m shows a 4-card suit and a hand just shy of a quantitative invite.

After opener shows a major, we play the following nonstandard options:

- 3 of the other major is GF sets trumps, shows an unspecified singleton. Opener bids the cheapest step to ask, responder's bid in NT replaces the most expensive shortness.
- 4♣ is keycard for the bid major
- 4♦ is a balanced, quantitative invite that found a fit
- Jumps above 4M are exclusion

3.2 The 2♦ and 2♥ responses

The 2♦ and 2♥ responses are transfers. Opener can superaccept the transfer holding 4-card or longer support by bidding 2N. 3M shows a nonserious superaccept that just wants to preempt the opponents. If opener wants to show a maximum with no tenaces that doesn't want to declare, he can bid 1 under 3 of the major. Our non-standard agreements over transfers:

- 2♠ over 2♥ shows a 5-5 game invite
- 3♥ over 2♠ shows a 5-5 GF, over which 3♠ sets spades and 4m shows a cuebid in support of hearts.
- Jumps in suits above 3M are self-splinters
- Jumping to 4M shows a mild slam try without a singleton
- Jumps above 4M are exclusion keycard

3.3 The 2♠ responses

2♠ shows either 6+ clubs or a (light) invite with 6+ diamonds. respectively, almost always showing 6+ cards and tending to deny a 4-card major if invitational or better. Opener bids 3♣ unless he has interest in 3NT opposite KQxxxx of clubs and out. In this case, he makes the intermediate bid. After the superaccept, all bids other than 3m or 3NT are slam tries, and have the same meanings as they do over a normal acceptance - responder always just bids 3♦ with KQxxxx of diamonds and out:

- 3 of a major suit shows shortness, GF
- 3♦ over clubs shows a 5-5 minors minimum GF hand that wants to choose the right game (willing to play 3n). 3M by opener shows values and doubt about the other major.
- 3N shows a semibalanced slam try with 14-15 HCP, usually

- 4m is forcing and asks for a cuebid
- 4N shows a semibalanced slam try with 16-17 HCP
- kickback and exclusion are on

3.4 The 3♣ response

This shows a hand with 6+ diamonds that is either GF or a signoff. Continuations are the same as those after the 2♠ response.

3.5 The 3♦ response

3♦ shows a GF with 5-5 minors at least, and precludes playing in 3NT unless opener can bid it on his own right there, so it probably should be avoided with major-suit values. Opener can bid 3M to set clubs/diamonds respectively.

3.6 The 3♥ and 3♠ responses

3♥ and 3♠ show a singleton or void in the other major and exactly 3 cards in the bid major, GF. They tend to show 4-5 cards in each minor, but (30)(46) shape is possible. These bids deny a singleton A or K in the shortness. The general bidding rules after one of these bids are as follows:

- Opener cuebids the known shortness with 15+ working HCP. If this bid would happen at the 4-level, he must know what trumps are
- Direct 4m is nonforcing by opener
- Game bids are to play, except for 3NT by responder.
- Generally opener describes his suits and wastage, responder decides the level given that information
- If responder rebids the shortness it shows a void
- 3M by opener sets the suit as trumps, but does suggest wastage

3.7 Higher responses

4♣ shows a slam invitational hand that's at least 5-5 in the minors. Opener bids 4♦ to set diamonds as trumps, and other bids are cuebids in support of clubs. 4NT is to play

4♦ and 4♥ are texas transfers, used either for a signoff or kickback. 4♠ shows a 4-4 minors hand that's just under a quantitative invite.

3.8 Interference to 1NT systems

Our full system remains on only over artificial doubles, and over 2♣ showing clubs, clubs and another suit or something else that's not both majors. The 4-level bids are on whenever they are jump bids, otherwise 4-level bids are natural.

Over 2♣ or 2♦ showing both majors:

- Unusual over Unusual, 2M bids are inv+ unless there exist 3 ways to bid the suit below 3NT in which case 2M is GF.
- 2N shows both minors any strength

- 3M is stopper-showing, GF
- Bids above 3N retain their original meanings

Over 2♦, 2♥, or 2♠ natural (possibly showing a 2nd suit):

- X is negative
- 2M is non-forcing, shows 5+ usually
- 2N forces 3♣, and shows either a signoff in suit that can't be bid at the 2-level, or a GF with clubs. If the suit could be bid at the 2-level, then a bid in that suit is natural and GF and shows primary clubs and that suit.
- 3♣ through 3♥ are inv+ transfers. Opener accepts the transfer to reject the invitation.
- 3♠ shows an extremely shapely hand void in their suit that didn't want to make a negative X for fear of being passed.
- Transferring to the opponents' suit is a stopper ask. Accepting shows a half-stopper.
- New suits are forcing after an inv+ transfer.
- Transferring to a minor then bidding 3N shows a hand that is worried one stopper won't be enough. If you just needed a stopper you would ask.
- Transferring to a major then bidding 3N is normal choice of games and usually needs at least one stopper.

Over 1N - 2♦ (showing one major)

- X shows at least competitive values, takeout doubles on by both players.
- Direct bids 2M and higher are as if 2♦ was natural (except there isn't a stopper-asking bid obviously)

Against interference higher than 2♠:

- Texas, 4♠ are on if 4♦ is a jump
- Negative X through 4♥
- Other bids natural and forcing

If they double 1N for penalty, we play that pass forces XX, which can be passed for penalties or pulled to show 4-card suits up the line, and XX and higher bids are all transfers.

4 2♣ opener

Our 2♣ openers are fairly standard (I think), although we will open some 22 and maybe even 23s with 1m particularly that others might open 2♣.

We have the following agreements after these openers:

- A first round jump by either player sets trumps period, and requests a cuebid of a control (usually A/K but could be stiff/void with support).
- A positive response by responder shows 2/3 tops and a 6-card suit at least.

- After $2\clubsuit - 2\diamond - 2\heartsuit$, we invert the meanings of $2\spadesuit$ and 2NT. Over *2spadesuit*, opener bids 2NT to show 4 spades.
- $3\clubsuit$ is a 2nd negative by responder over 2M.
- Bidding a lower-ranking directly after 2M by responder shows either 6+ or 5-5 in two suits. Usually he makes the forcing-NT like bid and then bids his suit and leaves opener room to describe.
- We play $3\diamond$ is stayman after $3\clubsuit$. After opener shows a major, the cheaper of the unbid suits shows a slam try in clubs, the more expensive a slam try in the major opener showed.
- We have no special agreements after the $3\diamond$ rebid.
- After 3N (25-27) we play systems on a level up, except that $4\clubsuit$ is regular stayman, and $3\spadesuit$ is straight minor-suit stayman and could be a slam try in either minor.

4.1 Interference to $2\clubsuit$

If they bid in our auction directly, double by responder shows crap (always denies an A/K, probably not like 3 Qs either). Pass shows values and suits by responder are still normal positive responses. If opener bids 2N, systems are still on. At opener's 2nd bid, double is takeout at the 2-level. At the 3-level, we're never letting them play undoubled, so opener's pass is forcing and takeout-ish and his double is penalty (this is true for responder too).

5 The $2\diamond$ opener

I'm including the separately because the agreements we'll play are different from over 2M. They are:

- In 1st seat white, new suits are NF (jump in a major to force game). 2NT is OGUST but opener shows his suit length rather than good/bad suit.
- Other seats/colors, new suits are forcing. 2NT is normal OGUST.

6 2M systems

2M preempts will vary by colors and such too but I want to play the same agreements over them regardless. Here you need more to distinguish suit quality both for NT and for playing in a suit. So...after all 1st or 2nd seat major weak 2s (and we'll use this same system in other places too).

- New suits are NOT forcing (alertable) except for $3\clubsuit$
- $3\clubsuit$ shows inv+ with 3-card or better support. Opener's steps are bad hand/med hand (usually a shapely min)/good hand/AKQ. After the initial ask, further new suits by responder are CABs.
- 2N is a relay to $3\clubsuit$. This can be passed with a club signoff. Responder can bid a new suit to show 5+ and a GF. 3M shows an invitation with 2 or fewer cards in support. Opener bids 3N if he has good suit/good hand, or 4M with a max and a good suit to play opposite bad support. 3N by responder asks opener to pass with a good suit (2/3 tops).
- A direct 3N is to play period.
- 4m is fit-showing

- 4 of the other major is to play.

After a 3rd/4th seat weak two, 2NT shows shortness, trump support and a game try. Opener bids the cheapest suit in which he would accept a short-suit game try (or bids 3M or game).

7 2NT systems

A 2NT opening shows 20-21 balanced possibly including a 5-card major. After a 2NT opening we play fairly standard continuations. One fundamental difference is that whenever opener shows 20+ HCP (either after a 2N opening or 2♣ opening) we play 1425 keycard.

7.1 The 3♣ response

3♣ is a variant on puppet stayman but includes hand types not normally associated with this bid if strong enough to try for slam. Responder could have (31)(45) or maybe even (31)(36) or similar. We also invert the 3♥ and 3NT responses to preserve space. After 2N - 3♣ - 3♦:

- 3M shows 4 cards in the other major. Responder can choose which to show with 4 to optimize the later auction.
- 4m shows 5+ cards and is optional keycard (responder could bid this way with (31)(36) or similar too.
- 4M shows shortness in the other major and (31)(45) shape and enough extras to make 4N safe

After 2N - 3♣ - 3♥:

- 3♠ shows 5+ spades, exactly 4 hearts, GF. Over 3N, responder can bid 4m as optional keycard showing 3+ in the minor, bid 4♥ to show a slam try in spades (thus 6-4) or bid 4♠ to play.
- 4m shows 5+ cards and is optional keycard
- 4M shows 0-1 in the other major, at least 4-4 minors, and enough strength to make 4N safe.

After opener shows a 5-card major:

- 4m is still optional keycard showing 5+
- Over 3N, 4♦ is a transfer to hearts, and 4♥ is optional keycard in diamonds. Since responder can xfer to hearts then bid keycard, 4♠ shows a slam try with a stiff spade and heart support. Opener can bid 4N keycard over this I suppose. (I sort of just made this up, we can not play this if you want).
- With a (31)(45) hand short in the major, responder can bid NT or optional keycard in his 5-card minor.
- With a (41)(44) hand, responder knows that there's no fit so he can just bid NT.

7.2 The 3♦ and 3♥ responses

3♦ and 3♥ are transfers showing 5+ cards always. We always superaccept with 4+ in the suit as follows:

- Bid 3M+1 to show a normal hand or a max w/o a control in some suit
- Bid 4M to show a max with all suits controlled

- 3M+2 and 3M+3 show a source of tricks in the minor (NT replaces diamonds over hearts)
- 1-under 4M by responder is a retransfer always

After opener fails to superaccept, responder can bid:

- 3♠ over 3♥ to show a 4+ spades, 5+ hearts and a GF. Opener can bid 3N or 4m to superaccept the respective majors. Over 3N, responder passes or raises NT with 4-5 shape, bids 4♣ to show a slam try in the lower major (4-6 shape), 4♦ to show a slam try in the higher major (5-5 shape), or 4♥ to play.
- 4♥ over spades is 5-5 choice of games
- 4M shows a mild slam try with 6+ cards
- Bids above 4M are exclusion

7.3 The 3♠ response

3♠ is minor-suit staymanish, and shows either both minors or diamonds. Opener responds as follows:

- 3N shows 0 4-card minors or maybe a 33(43) with a terrible hand for slam in a minor. Over this, 4m is optional keycard showing 5+ in clubs or 6+ in diamonds. Responder bids this way with 5-5. If responder bids 4♣ and opener denies support with 4♦, then 4M is keycard for the corresponding minor.
- 4♣ shows 4+ clubs and ;4 diamonds. Over this or 4♦, the cheapest two steps are keycard in clubs/diamonds respectively.
- 4♦ shows 4+ in both minors.
- 4♥+ show 4+ diamonds, ;4 clubs and are responses to keycard in diamonds.

7.4 The 4♣ response

4♣ is optional keycard in clubs showing 6+.

7.5 The 4♦ and 4♥ responses

These are Texas, used to either signoff or bid kickback.

7.6 The 4♠ response

This response shows a balanced hand with 4-4 minors and just shy of a quantitative invite (but enough to be safe in 4N). We'll just leave it at this for now. Opener just bids the contract he wants to play.

7.7 Interference to 2N systems

Over X or 3♣, systems are on. Over higher interference, double is takeout by responder, and new suits are forcing.

8 3NT opening

3NT shows a hand that with around 16-21 HCP and a good, but not necessarily running 6+ card suit that will have a difficult rebid in standard, but that will have good play for 3NT a lot of the time. Responder can bid $4\clubsuit$ p/c to opener's suit with a real blizzard. $4\spadesuit$ and $4\heartsuit$ are transfers that usually show a 6-bagger. Opener is responsible for running if doubled.

9 Higher openings

Here are the few agreements we have here:

- $4m$ is preemptive. $4M$ is to play over this, $4\spadesuit$ is keycard over $4\clubsuit$. $5\clubsuit$ is keycard over $4\spadesuit$.
- $4M$ is standard. $4N$ is keycard over either, and $5m$ is a CAB. $4\spadesuit$ over $4\heartsuit$ is to play.
- $5m$ is standard. $5X$ over $5m$ is a CAB.

10 Other non-comp agreements

We have some general things that are always on at various times throughout our bidding:

- Whenever we've bid and raised a major and they have not bid over it (except with double), we play Kokish 2-way game tries. $3M$ is preemptive if they bid and is a general game try otherwise.

11 Slam-bidding tools

11.1 Kickback

We play 0314 kickback as our main slam bidding convention. When a suit has been agreed, 4 of that suit plus one step is agreed to be kickback. After the initial keycard-ask, the cheapest step asks for the trump Q (or 10-card fit). Opener responds by returning to 5 of the trump suit w/o the Q, and bids his lowest K otherwise in a replacement scheme. A repeat of the kickback suit asks for specific kings, provided that the question of the trump Q has been answered (even if the answer was no). If not, this becomes a replacement CAB (see below). For example, if after a 4NT ask, responder bids $5\clubsuit$ or $5\spadesuit$, opener must first ask for the trump Q (even if he holds it himself) to proceed to a specific K ask. After this further inquiries by opener are CABs (that are not a possible contract - 6 of a minor we've bid is a suggestion to play).

Kickback is "on" if...

- We have agreed a suit
- There is a forcing bid available in the suit of the kickback ask and kickback is a possible meaning for the bid
- The bid could be kickback and natural is not a logical meaning for the bid
- First-round jumps to game are never kickback
- If there clearly exists a way to set a particular suit as trump and then later ask for keycards, then the bid is not kickback unless it clearly falls under the earlier rules.

11.2 Control-Asking Bids

After the initial keycard ask, opener may desire to obtain specific information about responder's holdings in a side suit to decide if grand is a good contract. A bid in any suit other than the original keycard-ask suit that is not a possible contract (and is not already detailed in the kickback section) is a CAB. The responses to this are as follows:

- 1st step - no control
- 2nd step - Q or doubleton
- 3rd step - K or singleton
- 4th step - KQ
- 5th step - something unexpected like an unshown void (obviously don't bid this if it goes past 7 of the agreed suit)

After the initial control ask, further bids by opener are also control-asking as long as opener has a choice of bids - if there is only one bid left between here and 6 of our suit, it's a generic grand try. If opener has room and rebids the original suit of the CAB (possibly even at the 7-level), he is asking if the response was HCP or shortness based. The cheapest step says "shortness based", next step says "HCP" and third step says "both." If a CAB is made outside of keycard, the 4th and 5th steps of the responses are inverted and the void step could also be the A (within keycard we already know about the A).

11.3 Exclusion Keycard

usually in situations where we have the bidding mostly to ourselves, and a suit has been agreed, we play that jumps to non-playable suits (or 4NT, which might replace some suit) beyond keycard are exclusion keycard. The response structure is the same as over regular keycard, but the suit you bid with it is just different. If there isn't a step between where we are and 5 of the agreed suit, then the next cheapest step is the Q ask. 5M is always to play. First round jumps are not exclusion except if they are in a suit the opponents have bid.

11.4 The Meaning of 5NT

5NT is pick-a-slam unless children who don't play bridge should know what trumps are (5-3 doesn't set trumps, but 5-4 does). If so, 5NT is GSF. Responder bids 7♣ with 2/3 tops and bids below 6 of the agreed suit - if he has space he distinguishes between various non-2 holdings:

- If there's 2 steps available, step 1 shows Q or worse, step 2 the A/K
- If there's 3 steps available, 1 shows Q or worse, 2 shows K, 3 shows A
- if there's 4 steps available, 1 shows nothing, 2 shows Q, 3 K, 4 A

11.5 Optional Keycard

Within 2NT systems there is a treatment called "optional keycard." The meaning of this bid is "partner please bid the cheapest step if you don't like your hand for slam in this suit based on how many cards I'm showing in it; if you do like your hand, respond to keycard starting at step 2." If opener bids the cheapest step, responder can bid the cheapest step that is not a logical contract to force keycard.

12 Competitive Agreements

12.1 Takeout Doubles

We have the following nonstandard agreements:

- X is takeout through 4♠ - really this is the border, you can X 4♠ on a strong-NTish hand with mostly convertible values.
- Equal-level conversion applies to takeout doubles
- X and pull is 18-22 NF
- X and jump-shift is GF

12.2 Overcalls

We have a very standard overcalling style (8-17 or so, almost always 5+). We play transfer advances of our non-jump overcalls whenever they haven't bid two suits prior to the overcall:

- Higher-ranking new-suit responses are NFConst at the 1-level and forcing at the 2-level. J/S to a higher suit is forcing.
- A 3-level cuebid in a higher-ranking suit is a splinter opposite a major overcall, and stopper-asking opposite a minor.
- 1NT is always natural; 2NT is natural only opposite a 2-level overcall
- Raises are always natural
- Other bids are transfers to the next higher-suit.
- There are several ways to raise - direct raises are weakest. Xferring to partner's suit shows 8-10 if 3 ways to raise and limit+ otherwise. Transferring to the opponents' suit (or cue of opponents' suit if higher-ranking) is always limit+ if available.
- Transferring to a new suit at the 3-level shows inv+ if it's the cheapest way to bid the suit. If not, it's fit-showing.
- The whole scheme ends at 3M.
- In competition, the system is as much on as possible over and 1-level interference. Doubles of transfer-scheme bids show either a responsive double hand or the transfer meaning (this pretty much always works out ok). If they bid 2NT or higher, we play standard methods.
- Over weak twos, there only two ways to raise - a transfer to their suit is stopper-asking.

2M jump-overcalls are intermediate (good 11-15 or so), and 2M systems are on over these. Other jump overcalls are preemptive.

12.3 Other doubles

Many of our other doubles are defined to be non-penalty:

- We play support doubles/redoubles whenever we've shown 4+ in a major and it's opener's 2nd bid (below 2♥).
- In the few auctions where responder has shown 5+ in the major, we play X shows exactly 2 cards in the major, usually exactly 6 in opener's minor and a desire to compete.
- We play Snapdragon doubles and redoubles through 2♥. These show 5+ in the unbid suit, and usually exactly 2 in partner's bid suit (particularly if it's a major). If, because of our transfer scheme, there is no other cheap way to show the unbid suit (clubs), then X just shows clubs and says nothing about support for partner's suit.
- We play responsive doubles by advancer after takeout doubles (and after overcalls where not a part of the transfer scheme). They generally show a hand too good to pass but with no clear suit to bid. In the specific auction (1M) - X - (2M), X shows exactly 4 in the other major. Otherwise, they tend to deny 4 cards in the unbid major, if there is only one.

Our other low-level doubles are normally takeout. Doubles are penalty when:

- We have made an explicit game-forcing bid
- Doubler has known length in the bid suit
- We have previously made a penalty double or passed a takeout double for penalty
- We have doubled a two-suited opponents' bid
- We have agreed a suit
- Three or more suits have been bid and neither side has shown a fit (snapdragon excluded of course)
- Partner has made a takeout double of another suit
- The auction is above 4♠
- The player had the opportunity to make a takeout double previously but didn't and the auction is higher than 2♠ (or maybe lower too)
- 1NT opener doubles a 3-level or higher contract opposite a partner who has shown no values

Other double agreements:

- Double of Bergen, Drury, etc is takeout of the raised suit (or lead-directional if that's not possible).
- Double is lead-directing when they make an artificial bid that's not a raise.
- Double is lead-directing when they cuebid partner's suit - double shows 1/3 tops.
- Double is lead-inhibiting when they cuebid your suit of known 5+ length. Pass is lead-accepting.
- Double of 3NT when no suits bid asks for lead of shorter major.

12.4 Redouble agreements

We don't have many of these - redoubles of partscores are almost always for rescue when we haven't agreed a suit. If rescue makes no sense at all, they are penalty/values. Passes of their redoubles are for blood when:

- Passer has position on the known length in the suit
- The auction is at 2♣ or higher and the suit is unraised
- The auction is at 3♣ or higher

12.5 Defense to their 1NT

We play Meyerson over their NT (similar to Robinson but actually GCC legal) 1N ?

- X shows a major-minor either longer.
- 2♣ shows majors
- 2♦, 2♥ and 2♠ are natural showing 6+. Xfer advances are on.
- Over a weak NT we play this except X is penalty.

After (1NT) - X - (Pass):

- Pass shows a solid opening hand that thinks it can beat 1NT opposite some values and a decent lead.
- 2♣ asks opener for his 5-card suit. He bids the major if 5-5 and then you treat it just like he bid our old 2M (2NT shows inv+, 3♣ is p/c).
- 2♦ asks for the major
- 2M is to play and shows 6+.
- If they XX, pass asks for opener's longest suit and all suit bids are to play. To get to the major, advancer passes then corrects to 2♥ p/c.

After (1NT) - 2♣ - (Pass):

- 2♦ shows a spade preference but less than 4 spades. This lets you land in hearts if overcaller is 4-6.
- 2♥ shows equal or heart preference. Opener can bid 2♠ if 6-4.
- 2♠ shows 4
- 2N is a signoff in a minor
- 3m is a game try in the respective major
- if they X, XX shows diamonds or no major preference (opener bids 2♦ with tolerance or picks his favorite major), pass is an offer to play in clubs, and other bids are the same except 2♥ actually shows a heart preference.

12.6 Defenses to opponents' conventions

Defense to strong club:

- X shows a lead-directing $1\spadesuit$ overcall. Bid $2\spadesuit$ with a real suit.
- $1\spadesuit$ shows majors
- 1N shows minors
- Other bids are natural

Defense to Flannery:

- X shows a good overcall in diamonds
- $2\heartsuit$ is takeout of hearts
- 2NT is a souped up strong NT - 2N overcall systems are on with hearts as the "suit they bid"
- $3\spadesuit$ shows a more preemptive overcall in diamonds
- 3M is stopper-showing, usually with a running minor
- Other bids are natural

Defense to Multi:

- X = takeout of spades
- $2\heartsuit$ = takeout of hearts
- other bids are natural ($3\heartsuit$ shows a heart overcall of a $2\spadesuit$ preempt).

12.7 Other competitive agreements

- If they open 2m and we overcall 2NT, normal 2N systems apply. If they open 2M and we overcall 2N, all bids are xfers, and xfer to their suit is stayman.
- We play better-minor lebensohl in competitive auctions where both minors are possible contracts and we are currently at the 2-level. This applies basically whenever one of us makes a takeout double and the other hasn't promised any values at all.
- In the auction (1x) - X - (1y) - cue of opener is invitational with 4+ in the unbid major; jumps in the major are competitive, and cue of responder is artificial and GF.
- If they double our generic cuebid, retreating to the agreed suit is always the weakest option. XX shows a partial stopper if our suit is a minor. XX is a real cuebid if our suit is a major.
- When bids in NT and clubs would show minors, NT shows a diamond preference. This can apply to other suits as well. For example, if they've bid clubs and spades and I've bid diamonds then I bid 4N over their $4\spadesuit$, I'm saying I have probably 4-6 or 4-7 reds and want you to pick.
- A passed hand 3NT bid over a preempt suggests a 5-level sac.

13 Leads and Carding

13.1 Leads

Against suits:

- We play 3 from even or 3, 5th from odd (this is 3/5), continuing throughout the hand
- Low from xxx, unless you've shown 3 in the auction
- Rusinow on opening lead only except in partner's known 5+ suit
- At 5-level or higher, K asks count, A asks attitude, you can choose to lead either from AK
- Leading A from AK at lower levels shows AK tight or outside singleton/void

Against NT:

- 2/4 from length, including 2nd from 3 (maybe not like AJx), continuing throughout the hand.
- Rusinow from honors except in partner's known 5+ suit, where we lead standard honors and 3/5.
- A is the power lead (asks for count or unblock). K is standard from AKJ, etc.

13.2 Carding

- UDCA, attitude primary signal to partner's leads.
- Standard Smith against NT - if attitude in suit is definitely known, Smith is suit preference.
- Trump suit preference where possible
- When dummy comes down with a singleton in the suit we led, and 3rd hand doesn't have to compete for the trick, the signal is SP unless we can rule out one of the other suits for sure (like if it has AKJT_x). Then the signal is just attitude for the other suit (high encourages a shift, low discourages).