

Supplementary notes file for M Genç and J Patterson

Note:..1:Two-Over Responses

1M-2x:

A 2/1 response over 1M is forcing to game except where responder rebids his suit after opener has not promised extra values.

Thus: 1♠-2♣;2♦-2♠ is, for example, a very strong raise of spades, showing slam interest.

1♦-2♣:

This shows at least 10 HCP with 5+ clubs, and does not deny a major. It is not forcing to game.

Note:..2:Inverted 1♠/1NT Responses to 1♥

1♥-1♠ is a forcing relay like the forcing 1NT response to 1♠ opening. It denies 5 or more spades. Therefore, 1♥-1NT promises at least 5 spades.

In the sequence 1♥-1♠; opener's 1NT rebid shows 4 spades.

2M after a forcing 1NT response to 1♠ or 1♠ response to 1♥ opening promises at least a 2-card support. If 3-card support, responder will not have any more than 7 HCP. Responder's jump to 3M is a limit raise (10-12HCP) with exactly 3-card support.

Raising Opener's minor:

1♥-1♠; 2m

Responder can bid an artificial 2♠ as a conventional raise of opener's minor. This shows either a weak raise with a lot of trumps or a hand almost worth a 2/1 (i.e., good 9-11(12) HCP with at least five trumps). A direct simple raise shows a fair hand (6-8 HCP) with 5-card support, a courtesy raise. Over responder's 2♠, opener can return to his minor with no game interest, or bid 2NT to ask which hand type the responder has. Responder can then sign off by bidding 3m with a weak raise or make some other descriptive bid with a good raise.

Note:..3: Special Sequences in the Auctions 1M-2m;3m

In auctions such as 1 M- 2♣; 3♣ in which responder can raise Opener's major for the first time at the three level:

- A jump to opener's major, instead of a raise at the three level, is a picture jump. It shows good trump support, a good suit of own (promised by 2/1) and no first or second round control in any unbid suit.
- A jump in a new suit is a splinter. It shows good support for opener's major and a good five-card minor. It denies first or second round control in the unbid suit.
- With all other hands with 3-card or better support for opener's major, we support the major at the three level. We now use SERIOUS 3NT to show genuine slam interest.

Cue-bids: Opener's cue-bid in responder's minor suit shows one of the top three honours. A cue-bid of own suit shows two of the top three honours. A cue-bid in an unbid suit shows any first or second round control. (This is the only time we cue-bid second-round controls before first-round.) Cue-bidding is always done up the line. 4NT by either partner is RKCB.

Note:..4: Subsequent Auctions after 1NT Opening

2NT by RESP after 2♣ STAY is (R) FG. The structure is as follows:

Full shape relays over NT bids

Starts with 2C stayman and continues with 2NT

1NT-2C-2D-2NT	3C = 5C next step asks for shortage HML responses
	3D = 5D next step asks for shortage HML responses
	3H = 4/4 minors high shortage 2344
	3S = 4/4 minors with low shortage 3244
	3NT = 3343 or 3334

1NT-2C-2H-2NT	3C = 4C next step asks for shortage HML responses
	3D = 4D next step asks for shortage HML responses
	3H = 4/4 majors with high shortage 4423
	3S = 4/4 majors with low shortage 4432
	3NT = 3433

1NT-2C-2S-2NT	3C = 4C next step asks for shortage HML responses
	3D = 4D next step asks for shortage HML responses
	3H = 4333 already denied 4H

3NT is always to play and if it is a response to shape and you have a hand that is slam interest you have to bid the impossible 4C

If the responder has shown 3343 or 3334 in one of the minors 4C asks for Controls and 4D asks for which minor H=C and S=D

Control asking and Denial cue bidding

After full shape is known next step asks for controls base is normally lowest point count divided by four but we do round 11s up to 3 controls

1st step shows 0-base
 2nd step shows base+1
 3rd step shows base+2 etc

After number of controls shown next step asks where they are with denial cue bidding showing controls in longest to shortest suit

1st step shows none or AKQ in longest next step continues

2nd step says one in longest but not one in next etc etc

Base for controls: 0-3 if 12-14, 0-4 if 15-17

After Jacoby Transfers:

Super accepts: Opener must have 4-card support to make a super accept. 2NT shows two top honours in responder's suit with two outside winners. A new suit is a stopper-bid, showing one top honour in responder's suit and three instant outside winners or two instant outside winners with a finesse for the third. If opener jumps to three of responder's major, they will have a 5-card support.

After opener's simple accept: 3M is invitational with 6+ in the major, 3NT offers a choice. 2♠ after an initial TRF to hearts shows an invitational hand with both majors. (See above.) A new suit at the three-level is natural and forcing. If a minor, it promises 5+ in the suit. 2NT is FG with a 4-card minor.

After 2♠ Range-finder:

Opener bids 2NT with MIN and 3♣ with MAX. Responder can then pass, bid 3NT, or bid a new suit. Bidding a new suit is RKCB 1430, FG and slam interest. (Single suited hand.) Opener bids 3NT with a useless doubleton, otherwise makes a step response. If opener has initially shown a MIN, 4♣ by RESP is a ace ask (with CRO responses).

ESCAPING FROM 1NT DOUBLED:

2♣= minors, 2♦= majors. 2M= NAT NF. Pass is forcing to redouble. RESP can then pass or bid. Bidding a m shows that m and a M.

LEBENSÖHL-SLOW:

We play LEBENSÖHL-SLOW over an overcall at the two-level. However, not all doubles by responder are for penalty. They are for penalty only if we double a suit bid/shown by our RHO. If responder passes the first time and they balance with a natural overcall, responder's double is take-out. Double by opener in the pass-out seat is also take-out if their overcall is passed around. Doubles of artificial overcalls are penalty doubles.

2NT is a puppet to 3♣ after which responder may pass. If, however, responder cue bids their major after opener's 3♣, it is Stayman with a hold in their suit. A direct cue-bid of their suit is also Stayman but it denies a hold. A direct new suit at the three-level is forcing whereas 2NT first and then a new suit is invitational. A direct 3NT shows a good hand but denies a hold or a 4-card major. It's usually minor oriented and the bidding may stop short of game in four of a minor.

Note:...5: 2♦ Opening: Either WEAK 2M or 20-22 BAL with 5(6)-card M

This shows either 5-10 HCP with a (exactly) 5-card major and 4+-card minor or 20-22 HCP with a 5-card major . Responses:

2♥= pass or correct for the major

2♠= pass or correct for the major (Opener bids their minor on the way)

2NT= 16+, artificial relay (May be less than 16 (down to good 13) with good fit with both majors)

3♣= pass or correct for the minor

3♦= pass or correct for the minor

3♥/♠= pass or correct

4♣/♦/♥= pass or correct

4♠ = To play

Responses to the 2NT relay:

3♣= clubs and hearts

3♦= diamonds and spades

3♥= diamonds and hearts

3♠= clubs and spades

3NT= 20-22 with a 5(6)-card major

Sequences after the 2NT relay:

If responder bids opener's major below game, it is invitational. Four of opener's minor is RKCB. Jump in a new suit is Lackwood. 4NT is RKCB (6-keycard). Jump to 5 of opener's major demands 6 of the major with 2 of the top 3 honours. A new suit below game is natural and forcing. Opener rebids 3NT with no fit. Any other bid shows a fit, and is either a cue bid or a splinter.

If opener has shown 20-22 by rebidding 2NT, 3♣ asks for opener's major, 3♦/♥ are transfers and 3♠ is minor-suit Stayman.

If opener has shown 20-22 with a major by rebidding 3NT, 4♣ asks for opener's major, followed by either RKCB or a cue bid. 4♦/♥ are transfers and 4♠ asks (if not a passed hand) for a 4-card minor. These bids also apply if opener rebids 2/3NT (to show 20-22 with a 5-card major) after a pass or correct response.

In Competition:

They double: All bids are the same. Redouble is a puppet to the next step up after which responder will bid a suit to play.

They overcall a suit: Double is responsive, opener will pass with 4+ in the suit they bid. Bids in a new suit are pass or correct. NT bids are natural, to play.

They overcall 2NT: Double is for penalty. Bids in a suit are pass or correct.

If responder passes after any interference, opener doubles to show the strong hand.

Note:..6: 2M Opening: WEAK 2

6-10 HCP, 6 in the M opened. May be weaker in 3rd seat with favourable vulnerability. Raises are to play, and they may be PRE or tactical (with a reasonably strong hand). Responder may relay with 2NT or bid a new suit below game as natural and forcing. 3NT is to play. Jump in a new suit is Lackwood and 4NT is Weakwood.

Opener shows a feature with a maximum after 2NT relay. This sets up a game force so that bidding opener's major below game is relay for shape. (Step responses: no shortage, HS, MS, LS.) A new suit below game by responder is Lackwood. (Responder would have bid their suit otherwise.)

In Competition:

They double: 2NT is still strong relay, and direct raises are still preemptive. New suits are fit-showing. Redouble asks partner to bid the next step up if they don't bid. This is a rescue, showing no desire to play in partner's major. Responder will typically have a single suited hand and opener must pass when they bid their suit. \footnote{If partner has opened 2♥, opener can bid

2NT after a redouble to show both minors.}

They overcall: Double is penalty. New suits are natural, usually showing fit.

Note:..7: Defensive Signals

Our primary signalling method is reverse attitude, followed by reverse count. In general this means that on partner's lead a low card encourages a continuation while a high card discourages it and asks for the obvious switch as defined below. An unusual honour card says make the unusual switch. An exception is that against suit contracts the play of the queen underneath partner's lead of the king (promising the ace) merely promises the jack as in standard methods.

Identifying the obvious shift: We apply the following rules. (Negative rules come before the positive rules.)

Negative rules:

The obvious switch cannot be the trump suit.

It is never a suit headed by the AKQ or four of the top five honours.

It is never a suit headed by any three touching honours.

The obvious switch is never a suit bid naturally by declarer, except in NT when we may hold a combined seven or more cards in the suit.

The obvious shift in a suit contract is never a void.

The obvious shift in a suit contract is not dummy's singleton except against a slam.

Positive rules:

The opening leader's bid suit is the obvious switch.

If the opening leader has not bid a suit, then the leader's partner's bid suit is the obvious switch.

If we both have bid suits and partner leads an unbid suit, or when have not bid a suit, we look at the suits and choose one of them by applying the following rules

Against a suit contract, a three card suit headed by at most one honour (A,K,Q,J,10) is the obvious shift. Against NT, dummy's shortest suit is the obvious shift (even a strong holding such as AK doubleton). (If dummy has a void in NT, the obvious shift is determined after dummy has played when partner leads the void.)

When there is no weak three-card suit, the shortest suit is the obvious shift. But against a suit contract, this cannot be a singleton or void (except vs. a slam).

Then look for weak four card suit.

When there are two equal-length suits, either of which might be the obvious shift, we count the number of honours; the suit with fewer honours is the winner. If the suits have the same number of honours, count the high card points; the weaker is the obvious switch.

If two suits have the same number of honours and same number of points then the lower ranking one is deemed arbitrarily to be the obvious switch.

Some exceptions and modifications:

If partner leads a small card from length against no trumps and dummy hits with QJ(x) and an honour is played which we cannot beat, then third hand gives reverse count not attitude.

If partner leads the Ace (asking for attitude) from AKx(x) against a suit contract and dummy has Qxx(x) then we give reverse count not attitude unless we have unambiguously clarified our length in the suit during the bidding e.g. perhaps via a fit showing jump.

SMITH SIGNAL:

This applies vs NT. When either player plays high-low in the suit declarer plays, it indicates that they liked the opening lead and they do not want partner to switch. This is because they either have nothing in the obvious shift suit or they have a good holding in the suit partner has led. Playing low-high says the opposite, indicating that they can stand the obvious switch. If declarer has won the opening lead on the table, we would have already given attitude to indicate whether or not we can stand a switch. SMITH SIGNAL in these cases confirms that signal.

Note...8: VS. PREEMPTS

Over their weak 2 opening:

A jump-cue shows a good hand with minors (5+/5+). Jump in a minor is LEAPING MICHAELS FG, a two-suiter with that minor and the other major. A direct 4NT is CRO ace-ask.

Over higher-level preempts:

Double is takeout. 4NT over 4♠ opening shows any two-suiter, not necessarily minors.

If they open 3NT to show a 4-level preempt in either minor, 4♣/♦ = T/O for majors, showing longer ♥/♠. This also applies over 2NT opening that shows minors.

Over their 3♥ opening 4♥ shows spades and a minor, 4♠ is natural, and 4NT shows the minors.

Over their 3♠ opening both 4♠ and 4NT shows a two-suited hand in the minors with 4♠ being stronger.

Note...9: THREE-WAY GAME TRYs

These apply whenever we have agreed in a major at the two-level, including raises of simple overcalls (very rarely since such raises usually promise nothing other than trump support). Note that there are four bids available to make a game-try. We use all four of them, artificially to show a specific game-try. Bidding the first step shows a long-suit try somewhere. Partner bids the next step, if interested, to ask for the long suit, which is shown artificially in ascending order (clubs, diamonds, and the other major). Partner then decides whether or not to bid game. Bidding the second step shows either a power-try or a short-suit try in clubs, the lowest ranked of the remaining three suits. Partner bids the first step to accept the short-suit try, the second step (or very rarely 3NT as to play) to accept the power-try, or signs off in three of the agreed major with no interest in game. Bidding the second or third step is a short suit try in diamonds or in the other major (in ascending order again).

Note:..10: ROMAN KEY CARD WEAKWOOD and LACKWOOD

Roman Key Card Weakwood:

This is used after preemptive openings with the assumption that the opener can have at most 2 key cards. The replies are

Step 1 = Q of trumps with no key card
 Step 2 = 1 key card but no Q
 Step 3 = 1 key card and the Q
 Step 4 = 2 key cards but no Q
 Step 5 = 2 key cards and the Q

Roman Key Card Lackwood:

This is used after preemptive openings. It is employed by either jumping in a new major or by bidding a new minor. It shows support and slam interest with two quick losers in the suit bid. Opener signs off in the agreed suit with two or more losers. With one quick loser in the suit they simply bid slam. With no quick losers in the suit they respond as if partner had used Weakwood, being careful not to bid five of the agreed suit as a step response since it would be a sign off.

Note:..11: REVERSES

Opener's reverse after a one-level response is *not* forcing. If responder bids again, every bid other than 2NT by responder is forcing to game. 2NT announces a desire to bail out in a part score. Here are the possible bids by responder.

2NT = asks opener to bid 3♣. Any bid after this is to play.
 raising opener's second suit = sets the trump suit, game-forcing relay with slam interest.
 bidding the 4th suit = agrees with opener's first suit, game-forcing relay with slam interest.
 bidding opener's first suit = agrees the suit, limited in nature, forcing for only one round.
 rebidding own suit = shows extra length, forcing.
 3NT = natural, to play

The game-forcing relays asks for opener's shape. Opener bids

1st step = balanced hand (i.e, no shrotage, usually 5422 shape)
 2nd step = high singleton
 3rd step = low singleton
 4th step = high void
 5th step = low void

The responder may relay again by bidding the next step up after opener's reply. Since the shape is known, this will be relay for key cards and may be followed with spiral scan.

Note:..12: WOLFF ADJUNCT

This is when responder bids 3♣ after opener's rebid of 2NT when the responder has bid a suit at the one-level. This is the only bid that allows the partnership to stop short of game in a suit. Any other bid by responder is

forcing to game. 3♣ asks opener to bid 3♦. If responder uses this relay and then bids a suit at the three-level, opener is asked to go no higher than the three-level. However, if responder rebids 3NT after the relay, it shows mild interest in opener's minor (after which opener can bid 4 of their minor as RKCB).

Opener	Responder
1m	1M
2NT	3♣ = PUP to 3♦ (RESP can pass 3♦)
	3♦ = FG CB
	3M = NAT, 6+, FG, slam interest
	3 other M = NAT, F (3♥ after 1♠ shows 5+5+ in the majors)
	3NT = To play
	4m = RKCB in m
	4 other m = 5+ cards in the suit and RKCB
	4 other M = S/S, showing 5-card support for opener's m

Opener	Responder
1♣	1♦
2NT	3♣ = PUP to 3♦ (3M later is FG with longer ♦)
	3♦ = FG CB
	3M = NAT, 5+ cards, 5+ ♦, FG
	3NT = To play
	4♣ = RKCB
	4♦ = RKCB, no 4-card M
	4M = S/S, exactly 4 in other M, 4+ ♣