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✓ **B Principles**

- 1) Every bid should have a well-defined meaning.
- 2) We should preserve room to explore as much as possible with our good hands, and take space away from the opponents when we have a good fit and less defensive strength. Jumps should tend to be picture bids.
- 3) The balanced hand principle: When one hand has defined itself as balanced with a limited range of values, the other hand is the captain, and the balanced hand should do its best to stay out of the way. This principle is a subset of one that I discovered, "the less-defined hand principle". Using transfer bids is one of the very best ways of observing these principles.
- 4) It is better to slightly lie about strength, if it enables you to give an excellent description of your shape. That is, if you can hope to give a much better description of your hand, you should be willing to either overbid OR underbid by a small amount.
- 5) Anchoring the auction as early as possible will virtually always lead to a more comfortable auction. This allows us to share captaincy, which enables both players to offer meaningful input as to where we belong. Bids that allow us to show trump support are especially useful. Support partner as soon as reasonably possible.
- 6) When no bid fits particularly well, we should tend to "default" to a bid that is both cheaper to show, and suggests a reasonably attractive strain.
- 7) Singletons and voids are often crucial features of a hand. We need to be able to show them in as many auctions as possible.
- 8) When there is doubt over the meaning of a bid, we should tend to assume natural rather than artificial, non-forcing rather than forcing, and telling rather than asking.
- 9) Most bids of 2NT in competition are for takeout
- 10) Return to suit is weakest in competition
- 11) New suits in competition by either hand are natural and competitive when double and cue are available for stronger hands.
- ✓ 12) Summary for online opponents:
 - a) 1NT 12-14, 1M usually 5+, 2♦ = 3-suited 11-14, any shortness. 3rd from even, low from odd vs suits, 4th from an honor vs NT. Rusinow vs both. Upside-down attitude, standard count, special 3rd hand echo vs NT. Our CC: <https://bit.ly/doug-adam-cc>

✓ **C 1NT 12-14**

- 1) Could be excellent 11 or terrible 15. No five card major unless xxxxx, usually no six card minor, usually not 5422.

✓ 2) 2♣ = Stayman

✓ a) 2♦ = No major

- i) 2♥ = pass with equal length or longer ♥ -- correct to 2♠ with 3♠ and 2♥
- ii) 2♠ = INV, not 5332
- iii) 2N = INV with a 4-card major
- iv) 3m = GF, 5+, promises a 4-card major
- v) 3M = Natural, not Smolen
- vi) 4♣ = Gerber
- vii) 4♦ = Undefined
- viii) 4M = signoff, must be 6-4

✓ b) 2M = Natural, better Major first

✓ i) 2♠ over 2♥ = 5 card inv, not 5332

- 1) Opener bids with 3-card support and more than a minimum
- 2) 2N = 2♠, maximum - rare
- 3) Opener should not bid more than 3♠. Responder might be interested only opposite 4-card support.
- ii) 2N = INV with 4OM
- iii) 3m = 5+ with a 4 card major, normally OM
- iv) 3M = INV

✓ v) Modified BAZE

✓ 1) 3OM = shortness somewhere

- 1.1) Relay asks for shortness by steps
- 2) 4♣ = balanced slam try with 2 of top 4 trump honors
- 3) 4♦ = balanced slam try without 2 of top 4 trump honors
- 4) 4OM = RKCB
- 5) 4N = INV with 4OM
- c) Stayman followed by 5N is forcing, looking for the best slam, perhaps trying to stay out of a weak 4-4 fit.

✓ 3) 2♦ = ♥ or 55 invite or 44(41) or 544 GF

✓ a) 2♥ = Normal. Does not deny four trump.

✓ i) 2♠ "Forces" 2N

✓ 1) 2N

Doub – Wildavsky System Notes

- 1.1) 3m = Natural invite
- 1.2) 3♥ = Invite with both Majors (5-5 or longer)
- ✓ 1.3) 3♠ = 4-4-4-1 (or 544) GF
 - 1.3.1) Need not be a slam try
- ✓ 1.4) 3N = 4-4-1-4 (or 544) NF (and GF)
 - 1.4.1) Mnemonic for Adam -- This is the opposite of numeric: higher bids show lower numbers.
 - 1.4.2) Alternatively, lower bids are short in the lower ranking suit.
- ✓ 1.5) 4X = Natural, 544 with short ♦ (4♦ = 4-4-1-4), too strong for 3N
 - 1.5.1) Some would play this forcing to slam -- we do not.
 - 1.5.2) 4♦ = 4-4-1-4, small singleton diamond
 - 1.5.3) 4N = 4-4-1-4, singleton diamond honor, NF but very strong.
- ✓ 2) 3♥ = I would accept any game try
 - 2.1) 4♥ = Game if we make it
 - 2.2) Other bids = unchanged, as if opener had bid 2♠
- ii) 2N Natural invite, not 55
- iii) 3m Natural GF
- iv) 3♠, 4m = SPL
- v) 4♥ = To play
- vi) 4♠ = Kickback
- vii) 4N = Natural invite
- b) 3♥ = maximum, 4♥
- ✓ 4) 2♥ = ♠
 - ✓ a) 2♠ = Normal. Does not deny four trump.
 - i) 2N = 5332 game try
 - ii) 3m = GF
 - iii) 3♥ = GF, 5-5 or longer
 - iv) 3♠ = Invite
 - v) 3N = Choice of games, usually 5332
 - vi) 4m, 4♥ = SPL, usually 6331 or 7321
 - b) 3♠ = Suitable maximum with 4♠
- ✓ 5) 2♠ = Range ask or clubs
 - ✓ a) 2N = min, 3♣ = max

Doub – Wildavsky System Notes

- i) $3\clubsuit$ = Signoff
- ii) $3\diamondsuit$, $3M$ = Shortness
- iii) $3N$ = To play, shows clubs over $2N$
- iv) $4\clubsuit$ = Forcing, natural, no shortness
- v) $4\diamondsuit$ = Kickback
- b) If they double, P = min, $2N$ = max with spade stop, $3c$ = max with no spade stop, $XX = \spadesuit$
- ✓ 6) $2N = \diamondsuit$
 - ✓ a) $3m : 3\clubsuit$ = accept, $3\diamondsuit$ = reject
 - i) $3M$, $4\clubsuit$ = Shortness
 - ii) $3N$ = To play over $3\clubsuit$, club shortness over $3\diamondsuit$.
 - iii) $4\diamondsuit$ = Forcing, natural, no shortness
 - iv) $4\heartsuit$ = Kickback
 - v) $4\spadesuit = 5\spadesuit$, $6\diamondsuit$, NF
 - vi) $4N$ = Natural invite, no shortness so 6322 or 7222.
 - 7) $3\clubsuit$ = minors, s/o
- ✓ 8) $3\diamondsuit = 1444$ or 4144 , could also be 544
 - ✓ a) $3\heartsuit$ = Asks
 - ✓ i) $3\spadesuit 4144$
 - ✓ 1) This wrong-sides $4\spadesuit$. Tough! They may be best off with a trump lead anyway.
 - 1.1) Can't be worth worrying about, since this auction has never come up.
 - ii) $3N 1444$ NF (and GF)
 - ✓ iii) Higher bids = Natural, short spades, too strong for $3N$
 - 1) $4x = 5$ card suit
- ✓ 9) $3M = SPL$
 - a) $(31)-(54)$ or $(21)-5-5$ or $(30)-5-5$
- 10) $3N$ = To play
- 11) $4\clubsuit$ = Gerber
- 12) $4\diamondsuit$ = Force to $6N$ - Baron
- 13) $4M$ = Signoff
- ✓ 14) $4N = INV$
 - a) P or bid 4 card suits up the line, jump in a good 5-carder
- 15) $5m$ = Signoff

Doub – Wildavsky System Notes

- 16) 5N = Undefined. If it comes up it's an invite to 7.
- ✓ 17) Competitive auctions
 - ✓ a) They double 1N
 - ✓ i) They double for penalties
 - 1) Tame Runouts
 - ✓ 2) XX followed by double (by either player) is for penalties
 - ✓ 2.1) Pass followed by double (by either player) is for takeout
 - 2.1.1) Same over balancing doubles
 - 3) 2M = Natural, to play
 - ✓ 4) 2N
 - 4.1) minors signoff, or any 2-suited GF
 - 5) 3X = Preemptive
 - ✓ ii) They double artificial
 - 1) Our structure is the same as if it were a penalty double, except possibly for cue-bids.
 - 2) If we bid a suit they've promised four or more of it's a cue-bid showing shortness.
 - ✓ 3) If opener doubles a "pass or correct" bid it's for takeout
 - 3.1) e.g. 1N (Dbl) P (2♣ pass or correct) Dbl
 - ✓ b) They overcall directly
 - ✓ i) They overcall 2♣ natural or semi-natural, Including 2♣ = ♣ + another suit
 - 1) Dbl = Neg, usually at least two clubs
 - 2) 3♣ = short clubs GF
 - ✓ 3) Everything else = Front of card
 - 3.1) 2♣ followed by a bid showing clubs is unchanged, exposing the possible psyche or (more likely) misexplanation.
 - ✓ ii) They overcall 2♣, any single suiter, or multiple possibilities
 - 1) Same as if 2♣ were natural, except that 3♣ is a signoff with both minors, as over a 1N opening.
 - ✓ iii) They overcall 2♦, 2♥, or 2♠ natural or semi-natural, Including 2♦ = ♦ + another suit
 - ✓ 1) Dbl = Negative, usually at least 2 cards in their suit
 - 1.1) Opener is expected to pass with four trump
 - 1.2) Dbl followed by a cue shows 4OM balanced with no stopper
 - 2) 2X = Natural, to play
 - ✓ 3) 2N+ = Transfer Lebensohl:
 - ✓ 3.1) 2N forces 3♣, similar to old fashioned lebensohl

- 3.1.1) 2N followed by a suit lower than theirs is a signoff
- ✓ 3.1.2) 2N followed by a suit higher than theirs shows clubs with the suit bid
 - This is still true if they bid over 2N, e.g., 1N (2♥) 2N (3♥) P (P) 3♠ A double would show shortness w/o 4♠.
- ✓ 3.1.3) 2N followed by a cue-bid is shortness without 4OM, GF
 - ✓ i.e. both minors, 5-4 or longer
 - Or ♣ with short ♦ over 2♦
- 3.1.4) 2N followed by 3N shows a stopper. It could be as little as Jxx, but opener always passes. With Qx responder guesses whether or not to show a stopper based on the rest of his hand.
- 3.2) Higher bids are invite+ transfers, and we transfer through their suit.
- ✓ 3.3) 3♣ shows diamonds, invite or better
 - 3.3.1) When followed by a cue-bid it shows shortness
- 3.4) 3♦ shows hearts, invite or better (but spades when their suit is hearts)
- 3.5) 3♥ shows spades, invite or better (but clubs when their suit is spades)
- ✓ 3.6) 3♠ shows clubs, GF, when their suit is hearts
 - 3.6.1) 3N = I don't like my hand for clubs (confirm with Doug)
- 3.7) A cue-bid shows shortness with exactly four of the other major, or at least one major over diamonds.
- ✓ 3.8) 3N denies a stopper and denies shortness
 - 3.8.1) Without a stopper of his own opener bids naturally
- 3.9) 4m undefined
- 3.10) 4M, 5m = To play
- 3.11) We have no way to show 5-4 or longer in the minors with shortness in the **other** major. Tough!
- ✓ iv) They overcall with a transfer or Astro, or, more generally, with a bid at the 2-level that promises a known higher ranking suit and is ambiguous about other suits
 - 1) We bid as over natural overcall, including transfer lebensohl
 - 2) Dbl = Neg, at least two cards in their anchor suit
- ✓ 3) Cue (accept the transfer) = short in their suit, competitive, often 4441
 - 3.1) With a GF we'd cue at the 3-level, either directly or after going through 2N
- ✓ 4) Pass followed by Dbl = penalty double of overcaller's first suit

- 4.1) Takeout of the suit doubled if they've bid a new suit. Opener will tend to pass unless short.
- ✓ v) They overcall with a bid, one possibility of which is a transfer
 - ✓ 1) Same defense as to transfers, except that a cue-bid is natural and we can transfer into their suit at the three-level.
 - 1.1) That means we have no way to show shortness with a cue-bid. That's OK! We can double, takeout of their anchor suit, and then not sit if opener doubles their anchor suit at the two level.
 - 2) Except that if they're overcalled 2♣ then we play front of card.
- ✓ vi) They overcall 2♦, Multi
 - 1) Front of card, starting with Dbl = ♥
 - ✓ 2) Pass followed by Dbl by either player is for takeout
 - 2.1) 1N (2♦) P (2♥) X = T/O
 - 3) Pass followed by a cue at the 3-level is Stayman with shortness
- ✓ vii) They bid 2m to show both majors, e.g. Landy, Ripstra, Capelletti
 - ✓ 1) We use the Kaplan defense:
 - 1.1) Dbl = Want to penalize at least one major.
 - ✓ 1.2) Pass followed by double = negative: opener passes with four trump. Could also be good balanced: Manfield "I've got a secret"
 - 1.2.1) If opener pulls this double to 2NT it's natural
 - 1.3) 2M = stopper, invite or better
 - 1.4) 2N = Natural, minor suit oriented because no attempt to penalize opps
 - 1.5) 3m = competitive, limited by failure to double or cue
 - 1.6) 3M = SPL, could be, say, 6-3 in the minors.
 - 1.7) 3N = To play -- does not show or deny stoppers
- ✓ viii) They overcall 2♥=Majors
 - ✓ 1) Double = negative, passable: promised at least a doubleton in each Major
 - ✓ 1.1) (2S)
 - 1.1.1) Opener's X of 2S is for penalty. Responder's shows extra high cards.
 - 1.2) Pass followed by a double of 2♠ = penalties
 - 2) 2♠ = Transfer to clubs with pre-accept
 - 3) 2N = Transfer to diamonds with pre-accept
 - 4) 3♣ = both minors competitive
 - 5) 3♦ = both minors forcing

- 6) 3M = SPL
- 7) 3N = To play
- ✓ ix) They overcall 2N
 - 1) 3♣ = Stayman (no Smolen ever after 1N? Might make sense here, but for now we do not play it.)
 - 2) 3d, 3H = Transfer, INV+
 - 3) 3S = ♣ ? Seems wrong. Revisit.
- ✓ x) They overcall our 1N or 2N at the 3-level:
 - 1) 3♣: 3 suit transfers, INV+, 4♣ = 5+5+ majors
 - 2) 3♦: 3H = S INV+, 3S = H GF
- ✓ xi) Negative doubles through 3♠
 - 1) 2+ trump at the 2 level, 1+ trump at the 3 level.
- ✓ xii) They overcall 4m
 - 1) 4N is to play with length, usually 6 cards, in the other minor.
- ✓ xiii) They overcall 4M
 - 1) 4N is for takeout
- ✓ c) They double Stayman, whether or not it shows clubs
 - i) Redouble is natural with 5 decent clubs
 - ii) 2d is natural, does not deny a club stopper
- ✓ iii) 2M neither shows nor denies a club stopper
 - 1) Now 3♣ asks for one
 - iv) 3♣ (rare) shows both majors with a maximum. Now responder can play the hand.
- ✓ d) They balance with a natural bid (4 cards or longer)
 - i) Our doubles of natural bids are for takeout by either player
- ✓ e) Opener's doubles of artificial minor suit bids are for business
 - i) e.g. balancing 2c Landy or Cappelletti
- ✓ f) They double Jacoby
 - i) Opener's XX is for business
 - ii) If opener completes the transfer he promises at least three trump. Passing shows a doubleton trump.
- ✓ iii) Responder's redouble is a retransfer
 - ✓ 1) Now if responder bids a new suit it's a signoff, to play a 5-3 or better instead of a 5-2.
 - 1.1) Probably best not to bid the doubler's suit if they claim the double is natural!
 - 2) Responder's other bids are unchanged, except for a cue-bid which is undefined but probably a 544 GF if they claim the double is natural.

Doub – Wildavsky System Notes

- ✓ g) They bid over Stayman
 - i) Both Opener's and Responder's doubles are for penalties

✓ **D Minor suit openers**

- 1) With 4-4 in the minors we normally open 1♦
- 2) With 4-5 we normally open 1♣. 1♦ is possible with strong diamonds and weak clubs.

✓ 3) 1♣ 1♦

With 5♦ and 4♣ generally respond 1♦, no matter what the strength of the hand.

Opener will almost never skip over a major to rebid 2♣.

✓ a) 1♥

- i) 1♠ = GF, with or without spades, follow with 2♠ to show 65
- ii) 2♠ = splinter in support of ♣, exactly 4-card support
- iii) 3♠ = splinter in support of ♥, exactly 4-card support

✓ b) 1M

- i) 1N = 6-10 or so, not 9-11 as in KSU.
- ii) 2m = natural, NF
- iii) 2OM = 4SGF
- iv) 2M = mild invite
- v) 2N = INV
- vi) 3♣ = INV
- vii) 3♦ = INV
- viii) 3M = INV
- ix) 3OM = SPL (in support of M)

✓ c) 1N: 2-way checkback, 3♣ is to play, 3♦ is GF with long diamonds and short ♣.

- i) 2♣ forces opener to bid 2♦. Responder's rebids between 2♥ and 3♦ are

invitational. Thus:

Pass to play 2♦

2♥ or 2♠ = 4-card suit, only 4 diamonds, not forcing

Opener should consider raising with 4-card support, even with a minimum.

2NT is a raise to 2NT with 5 or more diamonds.

3♣ is invitational

3♦ is 6+ diamonds invitational

3♥ and 3♠ show a singleton or void with 6 or more diamonds, GF.

3NT is a mild slam try with long diamonds.

4NT is a serious slam try with 5 or more diamonds.

- ii) 2♦ is a GF. Opener bids his cheaper 4-card major if he has one, otherwise normally 2NT. Subsequent bidding is all natural, subject to responder's having denied certain hands.
- ✓ iii) 2♥ and 2♠ are natural, non-forcing invitational bids, showing 4 of the suit bid and 5 or more diamonds.
 - 1) Opener should consider raising with 4-card support, even with a minimum.
 - iv) 2NT is invitational.
 - v) 3♣ is to play.
 - vi) 3♦ shows a GF with 6 or more diamonds and at most one club.
 - vii) 3♥ and 3♠ show shortness, normally 5 or more diamonds and exactly four clubs. (with 5 clubs responder would have splintered initially).
- ✓ viii) 1♣ 1♦
 - 1N 2♣
 - 2♦ 2♥
 - 1) Without 4♥ opener bids 2♠ with 4 spades, 3♠ with 17 and 4♠, or naturally
- ✓ d) 2N
 - ✓ i) 3c shows diamond length and forces 3d
 - ✓ 1) 3d
 - 1.1) 3M = shortness
 - 1.2) 3N = short clubs, NF
 - 1.3) 4c = short c, forcing
 - 1.4) 4d = d slam try, no shortness
 - ✓ ii) 3d asks for 4-card major
 - ✓ 1) With 4-4 opener bids his stronger
 - 1.1) With a slam try and support responder bids the other major, as over Stayman
 - iii) 3M = shortness with exactly 4 clubs (he'd have raised directly with more)
 - ✓ e) 3M
 - i) SPL, good hand but not GF.
- ✓ 4) 1♦ 2♣ is a game force opposite a strong NT.
 - ✓ a) 2♦ unbalanced, F1, usually minimum, 5+♦.

Doub – Wildavsky System Notes

- i) Any other rebid by opener shows at least a sound 15 count and is a game force (but see $1\Diamond 2\clubsuit 3\clubsuit$ below.)
- ii) $2M = GF$
- iii) $2N, 3\clubsuit, 3\Diamond$ all NF
- iv) $3M = SPL, GF, 4$ card support because no first round SPL
- b) $2M =$ Values in M. Forcing to game.
- c) $2N = GF$ -- we cannot stop in 4m.
- ✓ d) $3\clubsuit$ forcing to $4\clubsuit$
 - i) For example:
x xx AKJxx Axxxx opposite
Kxx Kxx xxx KJxx.
 $1\Diamond - 2\clubsuit - 3\clubsuit - 3NT - 4\clubsuit -$ pass.
- ✓ 5) $1m 1M$
 - ✓ a) $1m - 1\heartsuit - 1\spadesuit$
 - i) With a balanced hand opener uses his judgment as to whether to rebid $1S$ or $1N$ or raise to $2H$.
 - ✓ b) $1\Diamond 1M$
 - $2\clubsuit 3OM = SPL$ with $\clubsuit$ support
 - i) Responder has no way to invite with 5-5 in the majors
 - ✓ c) $1N$ - Small singleton possible but rare - Transfer checkback
 - ✓ i) $1m 1\heartsuit 1N$
 - ✓ 1) $2\clubsuit$ forces opener to bid $2\Diamond$. Now:
 - 1.1) $2\heartsuit$ is invitational with 5 or more hearts and an unbalanced hand.
 - 1.2) $2\spadesuit$ is invitational with 4-4 in the majors.
 - 1.3) $2NT$ is invitational with 5 hearts, balanced.
 - 1.4) $3\clubsuit$ is invitational, with club support if partner opened $1\clubsuit$, otherwise probably $4\heartsuit$ and $6\clubsuit$.
 - ✓ 1.5) $3\Diamond$ is invitational, probably 5-5 if the opening was $1\clubsuit$.
 - 1.5.1) With an invitational strength hand with 5-5 in hearts and clubs after $1\Diamond - 1\heartsuit - 1NT$, responder bids $2\clubsuit$ and follows with $2\heartsuit$.
 - 1.6) $3\heartsuit$ is invitational with 6 or more hearts.
 - 1.7) $3\spadesuit$ is a self-splinter with a $\spadesuit$ singleton.
 - 1.8) $3NT$ is undefined. If Adam bids $3N$ it means he's 5332 and offering a choice of games, and he forgot he should start with a transfer.

- 1.9) 4♦ and 4♥ show slam tries with 6 or more ♥ and no shortness. 4♥ is a mild slam try, typically no more than 15 HCP, and 4♦ is a serious slam try. Both show good trumps. As a rough guide 'good trumps' means at least three of the top five. Opener with a doubleton honor should not be concerned about the possibility of two trump losers. Responder should pay particular attention to the jack and ten, which will not show up with RKCB.
- ✓ 2) 2♦ is a transfer to 2♥, which opener must accept. Afterward responder bids 2♠ to show 46 invitational, and higher bids to show GF with five or more hearts.
 - 2.1) 2NT is a balanced GF, but concern about notrump, generally a very good five-card suit.
 - 2.2) 3♣, 3♦ are natural, GF.
 - ✓ 2.3) 3♥ is GF with six broken hearts, offering a choice of games.
 - 2.3.1) This bid is used for hands that don't know whether to play in 3NT or 4M, holding a six-card major. Usually with a six-card major, you would just bid 4 of the major with no slam interest. This bid allows you to avoid 4M, when 3NT would be better. I don't think that it needs a precise definition, but I think that 'lacking three of the top 5 honors in the suit' would be a good choice, if we made one. Of course, opener could cue bid on the way to 4M with an appropriate hand.
 - 2.3.2) Opener will choose 3N when he is concerned about going down in 4♥ with trump losers but plenty of tricks outside.
 - 2.4) 3NT is a pure choice of games, balanced hand and moderate hearts.
 - 2.5) Jumps to 4m and 3♠/4♥ are self-splinters with voids.
 - 2.6) 4♥ is a balanced slam try with 6 or more decent hearts, but not three of the top five trump honors.
- ✓ 3) 2♥ is a GF, asking opener if he has four spades, but not necessarily showing four spades. Opener bids 2♠ with four, and 2NT otherwise.
 - 3.1) Responder's follow-ups are natural, a 3♥ bid over 2N shows 4-5 in the majors, GF. Opener's 3♠ is last train, concerned about the 4th suit. Responder's 3♣ shows 5-6. Responder's 3N over 2♠ is a 4-4-3-2 choice of games, with a doubleton in opener's minor. Responder's 3m denies a 5th heart unless he's 45(04).

- 3.2) Responder might bid $2\heartsuit$ without four spades if he had a balanced hand with slam interest, typically with four card support (**five card support if 2452**) for opener's minor.
- 4) $2\spadesuit$ is invitational with 45 in the majors.
- 5) 2NT is invitational with four hearts and not four spades.
- 6) $3\clubsuit$ is to play.
- 7) $3\diamondsuit$, $3\heartsuit$, and $3\spadesuit$ show GF with support for m. $3\diamondsuit$ shows shortness in om, $3\heartsuit$ shows short $\spadesuit$ and $5\heartsuit$, $3\spadesuit$ shows short $\spadesuit$ and $4\heartsuit$.
Responder can hold 4 or 5 m.
- 8) $4\clubsuit$, $4\diamondsuit$, and $4\heartsuit$ are self-splinters showing singletons.
- ✓ ii) 1m $1\spadesuit$ 1N
 - 1) Transfer checkback after a $1\spadesuit$ response is similar to that after a $1\heartsuit$ response.
 - ✓ 2) $2\clubsuit$ is a puppet to $2\diamondsuit$, showing either a diamond signoff, some invitational hand, or a slam try (or better) with a long spade suit. Responder's bid over the forced $2\diamondsuit$ is invitational and natural if it is $3\spadesuit$ or lower.
 - ✓ 2.1) $2\spadesuit$ shows an unbalanced invitation.
 - 2.1.1) 2N = Maximum, no spade fit
 - 2.1.2) 3X = spade support with values in X
 - 2.2) 2NT shows a balanced invitation with 5 spades.
 - 2.3) 3N and $4\clubsuit$ do not exist (yet -- see 1m $1\heartsuit$ 1N above)
 - 2.4) $4\diamondsuit$, $4\heartsuit$ and $4\spadesuit$ are slam tries, analogous to those over a $1\heartsuit$ response ($\heartsuit$ self-splinter 3 of 5, BAL strong & mild INV good trump,)
 - 3) $2\diamondsuit$ is a transfer to hearts. Unless responder is 6-4 in the majors, he has either a signoff or a game force, NOT an invitational hand. **Opener bids $2\spadesuit$ over $2\diamondsuit$ unless he has more hearts than spades**, in which case he bids $2\heartsuit$. If responder bids $2\spadesuit$ over $2\heartsuit$, he has a game-invitational 6-4 hand. Otherwise, his bid is a natural game force.
 - 4) $2\heartsuit$ forces opener to bid $2\spadesuit$ (i.e. a transfer). Responder has a signoff or a game force. Over opener's forced $2\spadesuit$, responder's bids from 2NT through 3NT are natural GF, and all show at least 5 spades. 2NT suggests a good spade suit, and some doubt about NT. $3\spadesuit$ shows a broken 6-card suit, and interest in playing in notrump. 3NT is a pure choice of games, some 5332 and normally

a moderate suit. Jumps show self-splinters without 3 of the top 5 trump honors.

- 5) 2♠ is a game force with EXACTLY four spades. Opener is required to bid 2NT, and responder will describe his hand further. He would typically have a balanced hand, perhaps with support for opener. It is possible that if the opening bid was 1♦, he might have long clubs, but was not good enough to bid 2♣ initially.
- 6) 2NT is an invitational raise with no major suit interest.
- 7) 3♣ is to play.
- 8) 3♦, 3♥, and 3♠ show GF with support for m. 3♦ shows shortness in om, 3♥ shows short ♥ and 4♠, 3♠ shows short ♥ and 5♠. Responder can hold 4 or 5 m.
- 9) 3NT and 4♠ are signoffs.
- 10) 4m is a self-splinter with a singleton.
- ✓ iii) On in comp when responder has bid freely, or when he's made a negative double of a 1♠ overcall.
 - 1) 1m (1♠) Dbl (P) 1N (P) 2♥ = FG, denies a fifth heart. 2♠ does not exist. If bid, it's FG with 4♥ and spade values.
 - 2) On even if we have a cue-bid available. On even after 1m (1♥) 1♠ (P) 1N.
- ✓ d) 2m
 - ✓ i) 2♦, 2♥ = F1, INV+
 - 1) Opener's raise to 3♥ is forcing
 - 2) Opener's raise to 3♦ is NF
 - 3) 1♦ 1♠ 2♦ 3♣ = GF
 - ii) 2M = primarily corrective
 - iii) 3♦, 3OM (jumps) = SPL
 - iv) 3M = INV
- ✓ e) 2M - 15-17 HCP if balanced
 - i) Occasionally 3-card support
 - ii) Bids below 3M are natural game tries
 - iii) 3m followed by 4m is NF
 - iv) Jumps show shortness, including in opener's suit
- ✓ f) Opener's jump reverses are mini (or maxi) splinters.
 - i) Usually 18-19 support points with shortness.
 - ii) Occasionally a hand too strong for a GF splinter -- will drive to the five level if responder goes on to game over the presumed 18-19.

- ✓ g) Reverses
 - ✓ i) The 4th suit or 2N is waiting, whichever is cheaper
 - 1) It usually denies a 5th trump, but $1\clubsuit 1\spadesuit 2\diamondsuit 2\heartsuit$ could have a 5th spade, perhaps planning on passing if opener bids $2\spadesuit$
 - 2) After a waiting bid responder can sign off in $\diamondsuit$, e.g., $1\clubsuit 1\spadesuit 2\heartsuit 2N 3\clubsuit 3\diamondsuit$. This is rare -- responder needs six good diamonds and short clubs.
 - ii) When 2N is more expensive than the 4th suit it's natural and shows 8-11 HCP, or 15+
 - iii) Opener's bid of the 4th suit is an artificial GF
- ✓ h) 2N - Wolff, slow arrival
 - ✓ i) $3\clubsuit$ Forces $3\diamondsuit$ (on in comp)
 - 1) P Signoff
 - 2) $3\heartsuit$ Signoff, either with $\heartsuit$ or both Majors
 - 3) $3\spadesuit$ Signoff when $M = \spadesuit$. 4-4 majors when $M = \heartsuit$
 - 4) 3N 5332 Choice of Games
 - ✓ 5) Higher bids = om, e.g.
 - 5.1) $4om = 5M, 5om$
 - 5.2) $4m = 5431: 5M 4om 3m 1OM$ (why?)
 - 5.3) $4N = 5M-2-2-4om INV$
 - 5.4) We assume that with 4M and 5+om and a good hand responder would have responded in om. That leaves a hole when responder has something like a $4=0=3=6$ ten count over a $1\diamondsuit$ opening. Tough! But please feel free to suggest something.
 - ii) $3\diamondsuit$ Support for m
 - iii) 3M Forcing, not 5332.
- ✓ iv) 3OM Forcing, natural. $3\spadesuit$ shows 4-5.
 - 1) Over $3\heartsuit$ opener's $3\spadesuit$ is noncommittal. He might have a doubleton honor in spades, either hoping to learn about a 5th heart or with a shaky stopper in the 4th suit.
 - v) 3N Signoff
 - vi) $4\clubsuit$ Gerber
 - vii) $4\diamondsuit$ Undefined
 - viii) 4M Slam try, good trump
 - ix) $4\heartsuit$ Slam try, picture bid ($M = \spadesuit$)
- ✓ 6) $1m 1N = 5+$ to 8 HCP (could easily be a poor 9)

Doub – Wildavsky System Notes

- a) 1♣ – 1N shows 4♣, because no 1♦ response.
- ✓ b) 2R = Natural, F1
 - i) Responder's calls except for an unbid major are natural and NF - he has limited his hand.
- c) 3R = self SPL, forcing to 3N or 4m
- ✓ 7) 1m 2m
 - ✓ a) 4+ trump, usually 9+ HCP
 - ✓ i) Can be less with some shape or a fifth trump:
 - 1) A minimum over 1♦: Txx x KJxx Axxxx
 - ✓ 2) xx xx KTxx KJxxx over
 - 2.1) 9.90 K&R points
 - 2.2) OK over 1♣, not quite enough over 1♦
 - 3) xxx xxx xx AKxxx
 - b) FG when opener holds a strong NT
 - ✓ c) Opener's 2N rebid = FG, ostensibly 15-17
 - i) Doug explains this as 15-19, but Adam is likely to hold 15-17.
 - ii) 3M = shortness, exactly 4-card support since no original SPL
 - ✓ d) Opener's new suit is forcing to 3N or 4m
 - ✓ i) Opener rebids 2♥ with
 - 1) x
AQJx
KQxxx
xxx
 - 2) It's minimum in high cards, and 13.80 CCCCs, but only six losers.
 - ii) Over opener's new suit responder should bid 2NT (3NT over 3♣) or 3m with a minimum raise.
 - e) 3N shows 18-19 HCP with exactly 3 cards in m
- ✓ 8) 1m 2H = 9-10 balanced, with 4♣ over 1♣ opening, on by passed hand
 - ✓ a) 2S forces 2N
 - i) Now 3c and 3m are signoffs, 3M and 4om show shortness.
 - ii) Mnemonics: SSS, FFF: Slow Signoff or Shortness, Fast Forcing or Five
 - b) 2N is intended as a signoff. Opener can have a weak minor or 15 balanced. Responder may choose to correct to 3m, knowing it could work poorly.
 - c) 3X = Natural GF
- ✓ 9) 1m 3M or 1♣ 3♦ or 1♦ 4♣
 - a) SPL, e.g. 10+ HCP, forcing only to 4m
 - ✓ b) x AKx xxxx Kxxxx

Doub – Wildavsky System Notes

- i) opposite, say, Qxx x Kxxx AQJxx
- ii) xxx xx AQx AQ9xx
- c) With kickback
- ✓ 10) 4th suit
 - ✓ a) The 4th suit is forcing to game by an UPH. This includes 1♠.
 - i) 1♣ 1♦ 1♥ 2♠ is a splinter with 4♣. 3♠ is a splinter with 4♥.
 - b) Natural, NF by a PH
 - c) A jump in the 4th suit is natural and invitational, 5-5 or longer (not 2S)
- ✓ 11) Competitive auctions
 - ✓ a) Over doubles
 - ✓ i) 1♣ (X)
 - 1) Responses to 1♣ are slightly different in an effort to make opener declarer when responder has a decent hand with support.
 - 2) XX = diamonds
 - 3) 1♦ = hearts
 - 4) 1♥ = spades
 - 5) 1♠ = values for a 1NT response or better
 - 6) 1NT = weak raise to 2♣ (6-8 HCP and four (or possibly 5 clubs if balanced))
 - 7) 2♣ = inverted raise
 - ✓ 8) 2♦, 2♥, 2♠ = weak jump shifts - 3-5 HCP, at least 3 HCP in the suit bid.
 - 8.1) A jump to 2M by a PH is a hand that was not suitable for a weak 2, for some unspecified reason.
 - 9) 2NT = weak hand with 5+ clubs (2-5 HCP)
 - ✓ 10) 3♣ = 6-8 HCP with 5 or more clubs -- a "mixed" raise.
 - 10.1) The reason for the switch is so that opener becomes declarer in 3NT when he has a good hand, and responder has some values.
 - 11) 3♦, 3♥, 3♠ = splinters
 - ✓ ii) 1♦ (X)
 - 1) XX = hearts
 - 2) 1♥ = spades
 - 3) 1♠ = at least the values for a 1NT response
 - ✓ 4) 1NT = transfer to clubs with a good hand (at least game invitational values)
 - 4.1) Responder can pass opener's 2♣

- ✓ 5) 2♣ = inverted raise of diamonds, forcing only to 2♦
 - 5.1) Now 3♦ = Non-Forcing, INV
- 6) 2♦ = weak raise of diamonds (typically four card support 6 to a poor 9 HCP). Not interested in game opposite a strong NT.
- ✓ 7) 2♥, 2♠, 2NT(= clubs) are weak jump responses.
 - 7.1) If responder is a passed hand he had some unspecified reason for not opening with a preempt
- 8) 3♣ = 6-8 HCP and five card or better support, a “mixed raise”
- 9) 3♦ = preemptive (five card support and 2-5 HCP)
- 10) 3♥, 3♠, 4♣ = splinters
- ✓ b) Over overcalls
 - i) To Do: Check for duplication with the “we open 1 of a suit” section
 - ✓ ii) A single raise is standardish: 4 trump, fewer than 9 HCP
 - 1) Opener's 2NT bid shows at least a good 17 count.
 - iii) A jump raise is preemptive: no game opposite 15-17 balanced
 - iv) A jump shift is strong by an UPH and fit showing by a PH.
 - v) A cue-bid over an overcall shows the same hand as an inverted raise, and our structure is the same.
 - ✓ vi) Opener's cue-bid of his LHO's suit is a reverse, in principle the same kinds of hands it could have been without the overcall. e.g.,
 - ✓ 1) 1♣ (1♦) 1♠ (P)
 - 2♦
 - 1.1) Shows ♦ values and promises a rebid.
 - 1.2) Responder rebids as over a reverse.
 - ✓ 2) 1m (1♥) 1♠ (P)
 - 2♥
 - 2.1) Shows ♥ values and promises a rebid.
 - 2.2) Similar to our reverse structure, but since 2♠ is always available 2N is natural, 8-11 or 15+.
 - ✓ vii) Opener's cue-bid of RHO's suit shows a hand too strong to jump rebid his own suit
 - ✓ 1) e.g. 1m (P) 1♥ (1♠)
 - 2♠
 - 1.1) Responder's 2N shows a stopper and is FG.
 - 1.2) Opener can pass responder's return to 3m, which denies a stopper

- ✓ viii) Strong NT double
 - 1) When responder has shown values opener's first double shows a strong NT or better. His pass below two of responder's suit shows an unbalanced hand.
 - 2) If they bid two of responder's suit opener must double with a strong NT, whether or not the cue-bid is natural. Opener will not double a natural cue with a singleton in responder's suit. His pass over a natural cue implies a singleton, with or without extra values, though he could be stuck with something like 5422.
 - 3) When an opponent has bid above two of responder's suit, opener is allowed to pass with a minimum strong NT. So, although the pass at that level suggests an unbalanced hand, it does not guarantee one.
- ✓ ix) 1m 1♥ (Dbl) P 1N P
 - 1) 2m, 2om = s/o
 - ✓ 2) 2♥, 2♠ = cue-bid, GF
 - 2.1) Concentration of values
 - 3) 2N = Natural INV
 - 4) 3m, 3om = Natural INV
 - 5) 3♥ = SPL
 - 6) 3♠ = Undefined
- ✓ x) 1m (1♥) 1♠ shows 5+ ♠
 - ✓ 1) Now opener's raise to 2♠ still shows 15-17 HCP if balanced.
 - 1.1) With 4 trump and this strength opener should consider jumping to 3♠ unless the overcall devalued his ♥ holding. The ninth trump is big. With 18 or 19 HCP balanced and 4 trump, opener would normally jump to game.
 - 1.2) Transfer checkback is **on**.
 - xi) 1♦ (2♣) 2♥ (P) 2N = 15+ HCP, F1, presumed balanced
- ✓ xii) 1♦ (2M) 3♣ (P) 3♦ = NF, an exception to the usual rule "new suit at the 3 level is GF".
 - 1) Passes are forcing if advancer bids over 3♣, but not after advancer passes and opener rebids 3♦
- ✓ xiii) 1♣ 1♦ Dbl shows at least 4-4 in the majors
 - 1) 1♣ 1♦ Dbl P
 - 1N P : Bids are natural and NF, 2♦ = GF
- ✓ xiv) 1m 3♥ Dbl P

Doub – Wildavsky System Notes

- 1) $4\heartsuit = \spadesuit$ slam try
- 2) $4N$ = Good hand with both minors, usually 6-4
- ✓ xv) Over either Major suit response
 - 1) In competition opener is more likely to raise with 3 cards, and responder's bid of three of opener's minor is forward going but non-forcing, usually with exactly four cards in his major.
- ✓ xvi) $1m P 1N$
 - ✓ 1) Our doubles are penalty if we've opened $1c$, takeout if we've opened $1d$
 - 1.1) Because $1c P 1N$ promises $4c$
 - 2) But note that responder's doubles of natural bids of opener's suit are always for takeout.
- ✓ 12) Passed hand bidding
 - ✓ a) Unchanged, except that a JS is fit showing
 - i) A five-card suit, 4+ in opener's suit, and a hand that has been upgraded to an opening bid based on the fit. A one-round force.

✓ **E Major Suit Openers**

✓ 1) 1♥ 1♠

- ✓ a) 1N = 12-14, usually exactly 2♠
 - i) No checkback
 - ii) 2m, 2♠ = s/o
 - iii) 2♥ = INV
 - iv) 2N = INV
 - v) 3m, 3♥ = F
 - vi) 3♠ = INV
- ✓ b) 2♠ - opener may raise freely with xxx
 - i) 2N = Natural, NF, usually only 4♠
 - ✓ ii) 3♣ = Artificial ask, AKA Spiral
 - 1) 3♦ = minimum, 3 trump
 - 2) 3♥ = maximum, 3 trump
 - 3) 3♠ = minimum, 4 trump
 - 4) 3N = 5422 maximum
 - 5) 4x = shortness, 4 trump
 - iii) 3d = Natural game try, usually 5♠
 - iv) 3♥ = 3-card LR, INV.
- ✓ c) 2N = 18-19, 2 or 3♠
 - i) 3x = 4 suit transfers (3♠ shows ♣, opener's 3N is no interest in ♣ or ♠)
 - ii) 3N Signoff
 - iii) 4m 3-card splinter for H
 - iv) 4♥ Slam try, good trump
 - v) 4♠ Slam try, good trump
- ✓ d) 3♥ = good suit, good hand, usually ~5 losers
 - i) 4m = cue for ♥, 5m = SPL
- ✓ 2) 1M-1N: Semi-forcing

Opener almost always bids. He passes only if he opened a 4-card major or a minimum (12 count) with a weak major, typically Kxxxx or worse. Responder can hold four weak spades after a 1H opening.
- ✓ a) (Reverse) Bart
 - ✓ i) 1H 1N 2c
 - ✓ 1) 2d = artificial, 9+ HCP
 - ✓ 1.1) 2H Nothing more to say
 - 1.1.1) 2S Extra values, no clear call, 9-10 HCP

Doub – Wildavsky System Notes

- 1.1.2) 2N = INV, ~11 HCP, 4 clubs
- 1.1.3) 3c = Club raise, stronger than an immediate 3c, weaker than 2S over 2c.
- 1.1.4) 3H = ? Maybe two honors doubleton?
- 1.2) 2N Natural GF
- 1.3) 3N - rare
- 2) 2H = 8 HCP or less, 2 or 3H (weaker if 3)
- 3) 2S = Strong Club raise
- 4) 2N = INV, ~11, likely not 4c
- 5) 3c = Light club raise, weaker than 2d followed by 3c
- 6) 3d = natural and weak
- 7) 3H = 3-card LR
- ✓ ii) 1S 1N 2c
 - ✓ 1) 2d shows 5 or more hearts
 - 1.1) Opener bids 2H if he would have passed 2H, otherwise bids what he would have over 2H
 - ✓ 2) 2H = artificial, 9+ HCP, fewer than 5H
 - 2.1) Continuations as over 1H 1N 2c 2d
 - 3) 2S = 8 HCP or less, 2 or 3S (weaker if 3)
 - 4) 2N = INV, ~11, likely not 4c
 - 5) 3c = Light club raise, weaker than 2H followed by 3c
 - 6) 3d = natural and weak
 - 7) 3H = strong club raise
 - 8) 3S = 3-card LR
- ✓ b) 2m = 3+ (2♣ could be 4=5=2=2, but opener has other options)
 - ✓ i) Jump to 3♥ or 4♣
 - 1) Artificial strong raise of m
 - ii) 1M 1N 2d 2M 2N = 16+ to 17
 - c) 2M = 6+
- ✓ d) 2♥ (m = ♠)
 - ✓ i) 4m = Cue bid for ♥ (an Ace), 3 working cards.
 - ✓ 1) In case opener has the right minimum, say xx KQxxx Axx xxx opposite AKxxxx Axxx xx x
 - 1.1) We do not want to risk going down in 5 with bad breaks when we have two top losers.
 - ii) 3N should be a cue for hearts showing the spade A or K! Responder cannot start a balanced GF with 1NT. But Doug has not yet agreed to this.

Doub – Wildavsky System Notes

- e) $1\heartsuit - 1N - 2\heartsuit - 2\spadesuit =$ both minors, 5-5 or longer, INV
- ✓ f) $2\spadesuit = 15+ \text{ HCP, NF (M} = \heartsuit)$
 - ✓ i) $2N = F1$, waiting, usually weak. INV if followed by $3\spadesuit$.
 - 1) $3\clubsuit = 4513$ or 4522 NF (at least 2 clubs)
 - 2) $3\diamondsuit = 4531$ NF
 - 3) $3\heartsuit = 46(12)$ NF
 - 4) $3\spadesuit = 56(\text{any})$ NF
 - ii) $3m = GF$
 - iii) $3\heartsuit = GF$, could be Hx or a three-card LR with poor trump. Opener's $3N$ is natural.
- ✓ iv) $3\spadesuit = F$
 - 1) Occasionally a three-card suit. Opener's $3N$ is natural.
- ✓ v) $4m = \text{An ace. Cue-bid for either major, usually } \heartsuit$.
- ✓ 1) 3 working cards, or perhaps two aces.
 - 1.1) Three working cards are unlikely for $\spadesuit$, since with $4\spadesuit$ responder tends not to hold 10 HCP.
 - 1.2)

$AKxx$
 $AQJxxx$
 xx
 x

 $Qxxx$
 Kx
 $Axxx$
 xxx
- vi) $4\heartsuit = 3 \text{ card LR good trump}$
- ✓ vii) $4\spadesuit = \text{Good trump (say 2 of the top 3), three prime cards total, not good enough for } 1\spadesuit \text{ response, no minor suit ace to show. Rare!}$
 - 1)

$KQxx$
 Kx
 $xxxx$
 xxx
- ✓ g) $2N = 17+ \text{ to } 19$
 - i) $3m = s/o$
 - ii) $3M = s/o$
 - iii) $1\spadesuit 1N 2N 3\heartsuit = \text{choice of games}$
 - iv) $1\heartsuit 1N 2N 3\spadesuit = 5-5 \text{ or longer in the minors, GF}$
- ✓ h) $3m \text{ GF, usually } 4+, \text{ could be a tripleton}$

Doub – Wildavsky System Notes

- ✓ i) 3M = Waiting, 2 or 3 M
 - 1) 1♥ 1N 3m 3♠ = waiting, singleton ♥
 - ii) 3N = natural
 - iii) 3om, 4om = Natural
- ✓ iv) 4m = constructive, 4+, suggests slam
 - 1) 4♥ = Natural, 6♥s, usually only 3♦
 - 2) 4♠ = Kickback
 - 3) 4N = spade control
 - 4) 5♣ = club control, denies spade control (m = ♦)
 - v) 4♥ = 3 card LR, good hearts - usually 2 of the top 4.
 - vi) 5♦ = Good diamonds, 5 to two honors, usually no side control.
- ✓ i) 3M = Good suit, good hand, typically 5 losers
 - i) Now new suits are cue-bids, including 4♥ over 3♠.
- ✓ ii) 1♥ 1N
3♥ 3♠
 - A) Cue, 3N is still a possible contract.
- j) 1♥ 1N 3♠ = Nat, F, 5-6 or longer
- ✓ k) 1♠ 1N 3♥
 - i) 3♠ - waiting
 - ii) 3N natural, stoppers in both minors
- ✓ iii) 4m natural, forcing
 - 1) Could be an advance cue, wanting to focus on a missing control in the other minor
 - iv) 4♥ natural
 - v) 4♠ 3 card limit raise, trump not xxx, opener may bid
 - vi) 4N = RKCB for ♥
 - vii) 5♥ natural slam try
- ✓ l) 3N - Ambiguous
 - i) Could be 5332 20 count, unsuitable for 2N opening, or 4=5=2=2 20 count, or playing tricks with a solid suit.
 - m) Opener's 4x rebid = self-splinter with a void
- ✓ n) 1M – 1N – 2m - 2N
 - ✓ i) 3om = 5431 and 544 hands
 - ✓ 1) Relay asks
 - 1.1) Step 1 = Stiff Om

- 1.2) Middle step if available ($m = d$) = 544
- 1.3) 3N = Stiff OM
- ii) 3m = 55 minimum
- iii) 3M = 64 forcing
- iv) 3OM = 55 forcing
- ✓ o) 1S 1N 2H 2N
 - ✓ i) 3c = forcing hands, with relay
 - ✓ 1) 3d asks
 - 1.1) 3H = 55 forcing
 - 1.2) 3S = 64 forcing
 - 1.3) 3N = 5=4=1=3
 - 2) 3d = natural, 5=4=3=1
 - 3) 3H = 55 minimum
 - 4) 3S = 64 minimum
 - ✓ p) Competition
 - i) If the 1N responder later bids 2M it's weak, not a 3-card LR
- ✓ 3) 1M 2m = GF unless rebid, or opener's 2nd rebid over 3♣ or 3m
 - a) 2♦ = 4+♦, any strength
 - ✓ b) 2♥ by 1♠ opener = 4+♥, any strength
 - i) 2N = usually 12-15 HCP, 1 or 2♠, 2 or 3♥, stoppers
 - ✓ ii) 3N = 16-17, 2-3 in majors, double stops in each minor
 - 1) Opener can cue a king or a singleton
 - 2) Responder will assume ♥ are trump.
 - ✓ c) 2M = Waiting, usually minimum, does not promise extra length
 - ✓ i) 2N = GF, does not promise 2+M
 - 1) 3M = Forcing
 - ii) 3N = 15-17, stoppers, exactly 2M
 - d) 2N = 14+ to 17
 - e) 3N = 18-19, 5332, doubleton m
 - f) Reverse to 2♠ shows extra values, GF
 - ✓ g) 3 level bids, including raises, show extra values, usually 15+, GF
 - i) 3m shows 3+ trump and could hold a small singleton if only 3 trump.
 - ii) Opener's JS or JR is a mini-splinter with four-card support.
 - ✓ h) 1M 2m 2M 4M
 - i) Picture bid: Good 3-card support, say 2 of 4 top honors, good suit, usually 5332, could be 4432 (I hope not! AW) or 6322, no side A or K.
 - ✓ i) 1M 2m 2x 2M or 1M 2m 2M 3M

Doub – Wildavsky System Notes

- i) Shows three trump, but 2M could be a strong doubleton if responder is strapped.
- ✓ j) 1M 2m 2X 2M 4M
 - i) Picture bid: 5422, good suits, no side A or K.
- ✓ k) 1♠ 2m 2♥ 3N
 - i) 15-17 HCP, 2=3 in the majors, not great controls.
- ✓ l) 1M 2x 3M
 - i) 4x = natural, long strong suit
 - ii) 4y = Cue for M
- ✓ 4) 1♠ 2♥
 - ✓ a) Shows a good 9 count or more
 - i) If only 9 then a six-card suit.
 - b) Forcing to NT or a preference or a raise or responder's rebid or opener's second rebid
 - ✓ c) 2♠ = F1
 - ✓ i) 2N NF
 - 1) 3m, 3♠ = NF, weak
 - 2) 3♥ = GF
 - ii) 3m GF
 - ✓ iii) 3♥ NF
 - 1) 3♠ NF
 - d) 2N = NF
 - ✓ e) 3♥ = NF
 - i) 3♠ = GF
- 5) 1♥ 4♠ - Natural
- 6) 1♠ 4♥ - Splinter
- 7) 1M 4N - Asks for aces, not key cards
- ✓ 8) Jacoby 2N
 - a) 3X = singleton, does not promise extras
 - ✓ b) 3NT shows 14-16
 - i) A six-card suit is worth a couple of points or so.
 - c) 3M is better than 3NT.
 - d) 4m = void, does not promise extra values
 - e) We cannot play in 3N after responding 2N. 3N by either player shows some interest in slam, but not substantial extra values. May be hoping to hear 4♣.
 - f) We bid naturally over interference.

- ✓ 9) Single raise
 - ✓ a) SSGT after 1M (P) 2M (P) -- always off in comp
 - ✓ i) Usually accept SSGT with 7 HCP outside the short suit
 - 1) Count A of the short suit as 3
 - ii) A raise of the 4th suit is a choice of games with four cards in the other major
 - ✓ iii) 1♠ 2♠
3♦ 3♥ (last train)
4♥
 - 1) We have no agreement.
Should be natural, 4+♥, choice of games.
 - iv) 1♠ 2♠
3♣ 3R = counter try, values in the suit bid
 - ✓ b) 1M 2M 3M = INV
 - i) It's INV in competition too, so long as advancer has passed.
 - c) 1M 2M 2N = F1, no short suit I want to show
- ✓ 10) Limit Raises
 - a) Doug will always have four trump for a LR.
 - ✓ b) Adam will occasionally hold three trump with a side singleton.
 - i) e.g., KQx x KJxxx xxxx
 - ✓ c) Mathe Asking Bids
 - i) A relay asks for shortness. Responder shows his shortness, if any, by bidding it. A return to 4M denies side shortness. After 1♥ 3♥ 3♠, 3N shows short ♠.
- ✓ 11) 3N response
 - a) Shows a good raise to 4M. Could be a light splinter. Does not set up a forcing pass. No special rebids by opener.
- ✓ 12) Splinters
 - a) Normally 11-14 HCP, could be a prime 10
 - b) 1♠ p 4♥ is a splinter
- ✓ 13) PH Bidding
 - ✓ a) P P 1M
 - i) Third seat openers are hands that would at least CONSIDER opening the bidding in first or second seat (though perhaps only briefly). Any weaker than that, and we either open with a weak two-bid or pass. Thus, AQT9x xx xxx Axx is a 1♠ opening, but change the ace of clubs to the king, and we open 2♠.

A light opening bid will always be based upon a good suit, and is

likely to be able to rebid the suit comfortably, or pass any response.

With AQT9x x xxxx Axx opener must pass a 2♥ response, since 2♠ would be forcing.

- ii) 3M response = 5 card LR
- ✓ iii) 2♣ is Reverse Drury -- promises a fit, off in competition
 - ✓ 1) 2♦ = Artificial, at least some game interest, unlimited
 - ✓ 1.1) 2M = 3 trump
 - 1.1.1) Opener's bids over 2M or 2OM are SSGT
 - ✓ 1.2) 2OM = 4 trump
 - ✓ 1.2.1) Opener's bids over 2M or 2OM are SSGT
 - 2N = no shortness
 - 3♥ = short in ♠ (M = ♥)
 - 1.2.2) 1♠ 2♣ 2♦ 2♥ 2♠ = NF, seldom passed
 - 1.3) If responder bids beyond 2M his bid is natural and promises four trump. His hand type is constrained by his failure to make a fit showing jump on the first round -- he will not hold a pure 2-suiter with nine cards in the two suits.
 - ✓ 2) 2♥ = Natural, at least some game interest, unlimited, F1 (M = ♠)
 - 2.1) 2♠ = usually only 3 trump
 - 2.2) Higher bids imply 4♠ except for 3♥ (natural invite) and 4♥
 - ✓ 3) 2M = Signoff
 - ✓ 3.1) If responder bids he shows **shortness** with 4+ trump. 2N = undefined.
 - 3.1.1) Note that responder can show shortness only over opener's attempted signoff.
 - 4) Higher bids = Natural GF, choice of games or slam try
 - 5) 4M = Signoff
 - iv) 3♣ is natural and invitational
 - v) Other jump shifts show a fit, at least nine cards in the two suits, F1
 - vi) 2N shows a club fit
- ✓ 14) Competitive auctions
 - ✓ a) Over doubles
 - ✓ i) Transfers, starting with XX
 - 1) When opener accepts the transfer he shows a minimum
 - ✓ 2) A two-level transfer is forcing to NT or preference or responder's rebid or opener's second rebid.
 - 2.1) Responder can pass if opener completes the transfer.

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- ii) 1♠ over 1♥ and XX over 1♠ = values for a 1NT response, 6+ HCP if balanced.
- iii) 2♦ = hearts, 3-card limit raise or better over 1♥ opening, KS standard 2♥ response over a 1♠ opening
- iv) 2M = normal 3-card raise (typically 6-9 support points)
- v) 2N = 4-card LR+
- vi) 3M = PRE: <7 support points, four trump
- vii) 3M-1 = "Mixed": 7-9 support points, four trump
- viii) Other jumps show a fit -- 9+ cards in the two suits, F1
- ix) Double jumps are SPL
- x) 3N = Good raise to 4
- ✓ b) Over overcalls
 - ✓ i) A jump raise is mixed (7-9 support points, 4 trump).
 - 1) A hand that would have made a preemptive raise can make a single raise, or improvise.
 - ii) Jump shifts below 3M are strong by an UPH, fit showing by a PH
 - iii) Jump shifts above 3M are splinters
 - iv) 1M (2m) Dbl (P) 2N = Extra values, NF
 - v) 1♠ (2♥) Dbl (P) 2N = Minimum, NF
 - ✓ vi) 1M (2x) 2M (P) 3x
 - ✓ 1) Game try with values in x, not suitable for 2N
 - 1.1) To do: Consider changing this to show shortness in m
 - 2) A general game try would bid 3M
 - ✓ vii) 1M (2x) 3x (3Y)
 - 1) Opener's pass is forcing with game interest
 - 2) Opener's double is a balanced game try with extras, usually honor third
 - ✓ viii) 1M (X) 2N (3y)
 - 1) Opener's pass is forcing with game interest
 - ✓ 2) Opener's and responder's doubles are for penalties.
 - 2.1) To do - why the difference?
- ✓ c) Doubles by opener after we've raised 1M to 2M
 - ✓ i) Good balanced, usually honor third of trump:
 - 1) 1M (P) 2M (2♠ or 3x) Dbl
 - 2) True even if there's no room, e.g., 1♠ P 2♠ 3♥ Dbl
 - 3) Also true when the auction starts 1M Dbl 2M

- ✓ ii) Penalties:
 - 1) 1♥ (P) 2♥ (2♠)
P P Dbl
 - 2) 1M (P) 2M (3X) P (P) Dbl
 - 3) 1M (P) 2M (P) P (3X) Dbl
 - 4) 1M (P) 2M (P) P (3X) P (P) Dbl
- ✓ iii) What's the principle involved?
 - 1) Doubles of balancing calls are for penalties
 - 2) Doubles when opener has shown no game interest are for penalties
 - 3) Opener's double in the live auction can be used both for penalties and game
- d) 1♠ (P) 2♠ (3♦)
3♥ = last train (unsuitable for double)
- ✓ e) Negative doubles
 - ✓ i) A negative double below 2M followed by 2M (or 3M) if necessary shows a 3 card LR. Similar for a responsive double after a 1M overcall.
 - ✓ 1) After 1♠ (2♣) Dbl (P) 2♦
 - 1.1) With Kx KQxxx xx xxxx responder must bid 2♥ -- 2♠ would show a LR.
 - 1.2) Qx Kxxx xxx Axxx responder must pass 2♦ -- 2♠ would show a LR.
 - ii) A negative double followed by a jump in opener's Major is GF.
- ✓ f) 2/1 in comp
 - ✓ i) A 2/1 in competition after a major suit opening uses the same structure as 1♠ - 2♥ out of competition. It's forcing to NT or a preference or responder's rebid or opener's second rebid.
 - 1) A negative double followed by a Q is GF
 - ✓ ii) Example
 - 1) 1♥ (1♠) 2♣ (P)
2♥ = F1

✓ **F Strong Openings**

- ✓ 1) 2N (20-21) and 2♣ followed by 2N (22-24)
 - ✓ a) Stayman, 4-suit Jacoby, Texas, Smolen
 - i) Texas is a slam try with good trump.
 - ii) If they double Jacoby, opener's and responder's redoubles are natural.
 - iii) Responder can retransfer at the four level if they bid over Jacoby.
 - ✓ iv) Responder can retransfer at the four level if opener pre-accepts.
 - 1) With no room to make a counter-try responder can complete his own transfer as "last train".
 - ✓ v) If they double Texas, pass shows a desire to have partner declare.
 - 1) Responder's redouble is a retransfer.
 - ✓ vi) 3♦ 3♥ 3♠ forces 3N
 - 1) 4m = 5m + 5M, no slam interest
 - 2) 4♥ = 55 Majors, no slam interest
 - 3) 4♠ = 55 Majors, forcing to slam
 - ✓ 4) Opener must bid 3♠ to pre-accept.
 - 4.1) 3n -> ♣ + ♠ weak (Responder must not bid a suit he holds)
 - 4.2) 4♣ -> ♦ + ♠ weak (Responder must not bid a suit he holds)
 - 4.3) 4♦ -> ♥
 - 4.4) 4♥ does not exist
 - 4.5) 4♠ = 55 Majors, forcing to slam - unchanged
 - 4.6) Higher bids = also 55 Majors, forcing to slam
 - vii) 3♥ 3♠ 4♥ is 55 majors, invitational to slam.
- ✓ viii) 3♠ -> ♣, 4♣ -> ♦
 - 1) Opener's 3N, if available, shows clubs good enough to have a chance of running the suit and a hand unsuitable for slam otherwise.
- ✓ 2) Over opener's 4m (only):
 - 2.1) 1st suit step = RKCB
 - ✓ 2.2) 2nd suit step = shortness in one of the two lower ranking suits
 - 2.2.1) A relay asks, now step 1 = shortness in om, step 2 = ♥ shortness.
 - 2.3) 3rd suit step = shortness in ♠
 - 2.4) 4N = Natural invite.
- ix) We have no way (yet) to show a hand with both minors. For now responder might start with 4N, natural and invitational.

✓ 2) 2♣

✓ a) 2♦ 0-6 any or 7+ with no kings

✓ i) 2♥ forces 2♠ (Kokish) - On if they double 2d

- 1) 2N = GF balanced

✓ 2) 3c = H one suiter

- 2.1) 3d = negative
- 2.2) 3♥ = GF with 3-card support
- 2.3) 3S = Natural, long spades
- 2.4) 3N = 4-card support, better than 4♥

- 3) 3d = H+d

- 4) 3♥ = ♥ + c, GF

- 5) 3S = 4S, longer ♥

✓ ii) 2♠ = NAT, F1

- 1) 2N = negative or waiting, could conceal support
- 2) 3X = 5 card or longer suit, or concentration of values, still 0-6
- 3) 3♠ = 3-card raise, 4+ HCP or a K
- 4) 3N = 4-card raise, 4+ HCP or a K

- iii) 3m = NAT, F1

- iv) 3M = Raptor, 4M with longer diamonds (usually 64)

- v) 3N = To play, could be too strong to open 3N

✓ b) 2♥ 7+, at least a King

- i) Opener's rebids natural, except 3♠ = 4♠ with longer hearts.

✓ c) 2♠, 3m Natural positive

- i) KK or KQQ or an A with 7 HCP

- ii) 2♠ = QTxxx or better

- iii) 3m = at least 6 with 2 of the top 3

- d) 2N = Hearts positive, at least 6 with 2 of the top 3

✓ e) If opener bids a suit over any response

- i) A bid one higher than a raise shows 4 card support with extra values

- ii) 4N is a SPL, replacing the bid lost to the sound raise

✓ f) Interference

✓ i) If they overcall at any level

- 1) pass is negative

- 2) double is a positive response (the equivalent of a 2H response absent competition).

✓ ii) If they double

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- ✓ 1) pass is negative
 - 1.1) Any Kokish now?
 - 2) Redouble is positive with at least Honor xx in clubs
 - 3) 2D is an artificial positive
 - 4) 2H and 2S are natural positives
- ✓ 3) 3N Opening = Solid minor, three side stoppers
 - a) 4♣ = Gerber, 1, 2, 3
 - b) 4♦ = Natural, forcing
 - c) 4M = Natural, to play
- 4) 4N Opening is Blackwood

✓ **G Preemptive openings**

✓ 1) Rule of 7

- a) Just a guideline -- add the lengths of your two longest suit, subtract 7, then bid to that level.

✓ 2) 2M = weak

✓ a) Style

✓ i) Shows a decent six card suit in first and second seat.

- 1) KJTxxx is more than good enough
- 2) Even at favorable the hand should have some values
- ii) Could be a 5 card suit NV in 3rd seat
- iii) Could occasionally be a 5 card suit V in 3rd seat, e.g. AKJTxx
xxxxx

✓ b) Responses

- i) New suit forcing by UPH
- ✓ ii) 2N by an UPH asks for a side stopper and shows tolerance for M
 - 1) When followed by 3N it's a choice of games
 - 2) 2♠ 2N 3x 3♥ = Natural, F1
 - 3) 2♠ 2N 3♠ 4♥ = choice of games
- iii) 2N by a passed hand is a game try and asks for a side A or K
- iv) 3N is a signoff -- opener should not correct
- v) NO preempt key card
- vi) Jump to 4m over 2M = Splinter
- vii) 4M, 4OM = to play
- viii) 4N = Blackwood, aces

✓ 3) 3X

- a) 4x + 1 = Kickback

✓ 4) 4m

- a) 4♦ = kickback/4♣
- b) 4N = to play

✓ 5) 4M

- a) New suits by responder are natural, to play

✓ **H Slam Bidding**

- ✓ 1) GSF
 - a) 5N is never GSF unless it's a jump
 - b) The higher we bid over 5N the less we have
- ✓ 2) A splinter followed by key card over a signoff is DI.
 - a) e.g. 1M – 4x – 4M – 4N
- 3) A jump to 5♣ over 3N may be "Super Gerber".
- ✓ 4) Strong jump shifts
 - a) We bid naturally. We do not use Edgar's responses.
 - b) 1♠ 3♥ 4♥ is not forcing
- ✓ c) A JS followed by a new suit shows **control** with support for opener's suit. e.g.,
 - ✓ i) 1♠ 3♣
3♦ 4♦
 - 1) Spade support with diamond control
 - ii) But could be responder's one-suiter if he has no other way to force, e.g. 1♠ 3♥ 3♠ 4m
- ✓ 5) RKCB -- 0314
 - a) 5N over 4N shows two key cards and a void
 - b) 6x over 4N shows an odd number of key cards and a void in x
 - c) 4N followed by 5N asks for specific kings
 - d) After a cue and a signoff, cue bidder cannot ask for key cards.
- ✓ 6) Progressive Kickback (0314) after suit agreement
 - a) When we've agreed a suit and bidder is not limited.
 - b) Always if our suit is hearts.
 - c) Almost always when we've agreed a minor
 - d) A hand that's bid regressively cannot ask for keycards at its next turn.
- ✓ e) Never the anchor major unless a jump and we could have forced in the anchor major at a lower level.
 - i) This means the issue of "last minute support" normally takes priority over kickback.
 - ii) When 4m+1 is not available for kc, then 4m+2, or even 4m+3 is kc
 - iii) An anchor major is one where we've shown 5+.
 - iv) If 3X +1 is natural and forcing then jumping to 4X+1 is kickback.
 - f) 4N replaces the normal meaning of the call lost to Kickback.
 - g) 4N is never to play after kickback.
 - h) Second-round jumps to 4N by responder over 3m or lower are always quantitative.

- ✓ i) Responses
 - i) Over the queen ask, a return to the trump suit denies the queen.
- ✓ ii) After the initial response:
 - 1) Over a 1 or 2 step response, the cheapest bid that's not our trump suit asks for the trump queen. The next step that's not our trump suit asks for specific kings. After the queen ask, the next step asks for specific kings.
 - 2) A new suit that's not asking for the trump queen or specific kings asks for third round control.
 - 3) 5N replaces the king ask -- it asks for third round control in the suit of the king ask.
 - 4) We cannot stop in 4N.
- ✓ j) Interference
 - ✓ i) If they double, XX is to play, pass shows no control, and with a control responder shows key cards.
 - 1) Opener's XX asks for key cards again
 - 2) Over a XX opener shows key cards himself if he's not willing to sit
 - 3) If they double 4N then XX is to play, pass allows the asker to XX naturally or to **show** his key cards, and bids are unchanged.
- ✓ 7) When 4N is natural and invitational, an acceptance is forcing only to 5N, per Marty Bergen's suggestion.
 - a) Normally bidding over 4N is an acceptance, but not always, for instance NT, xfr, completion, 4N, 5M
- ✓ 8) Cue bidding style
 - a) First cue shows extra values
 - b) Cue in response is not necessary with minimum values or no slam interest
 - c) We cue first or second round controls up the line
 - d) First cue is usually not shortness
 - e) If partner signs off over a cuebid then 4N is **not** Blackwood
 - f) 4N is still Blackwood after two cues
- ✓ g) When they double our control-showing cue
 - ✓ i) Pass = worried about suit — no control but extras.
 - ✓ 1) The cue-bidder will normally redouble with first-round control.
 - 1.1) This redouble shows definite control and asks for further cues. It tends to deny enough extras to cue below our suit or go past our suit. A new suit by the cue-bidder is extras without worry about the doubled suit.
 - 2) If the cue-bidder has the unprotected king he must use judgement on continuation - perhaps it can be played from his side.
 - ii) Sign-off = no control (not even queen) and no extras.

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- iii) New suit = not worried about the doubled suit and extras (holds first or second round control or queen)
- iv) XX = not worried about suit but not enough extras to cue (holds first or second round control or queen)
- 9) When we've agreed a minor, four of a major where we've shown 5+ is natural, an offer to play
- 10) After a 2c opener shows a suit, responder's bid of one over a raise is positive with 4+ trump
- 11) 2c – 2H - 3H – 4S is a raise with extra values

✓ **I 2♦ Opening**

✓ 1) Responding with a jump to 3X

- a) 3♦, 3♥, and 3♠ in response to 2♦ show invitational hands with a good six-card or longer suit. Opener always accepts with length, bidding his shortness along the way. With the more likely shortness, he accepts with a maximum, paying special attention to his controls and, to a lesser extent, the size of his singleton.
- b) 3N is to play

✓ 2) Responding 4m

- a) Preemptive, with a weak 2-suiter. Opener is expected to pass or correct.

✓ 3) Responding 4M, 5m

- a) To play opposite presumed shortness

✓ 4) 2N asking

✓ a) 3♣, ♦, ♥ = suit below shortness

✓ i) Relay asks

✓ 1) 3N = 4441

- 1.1) 4♣ = 3-step size ask
- 1.2) 4♦ = TXFR (or KC for ♣)
- 1.3) 4♥ = TXFR (or KC for ♣)
- 1.4) 4♠ = KC for ♦ (or ♣)

✓ 1.5) After a transfer, responder bids by steps

- 1.5.1) RKCB
- 1.5.2) Short in lower side suit
- 1.5.3) Short in higher side suit
- 1.5.4) Serious try
- 1.5.5) (5M) Mild try

• 2) Show 5 card suit by steps

- 3) Transfers are on after response to relay below 4d, or opener's initial response of 3♠, 3N, or 4c

• ii) Suits opener has shown are invitational

- b) 3♠ = 4-4-4-1 (Numeric!)
- c) 3N = 4-4-5-0
- d) 4♣ = 4-5-4-0
- e) 4♦ = 5-4-4-0

✓ 5) Competition

- a) Over any direct overcall responder's double asks opener to pass with length, while responder's non-jumps are pass or correct.

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- b) After we respond 2N passes are forcing. Opener's doubles show trump length and his passes show shortness. Responder's doubles are for penalties opposite presumed shortness and opener must pass. We cannot defend undoubled, but we can still play a part-score.
- ✓ c) After 2♦ (P) 2M (3x)
 - i) Opener's double shows shortness with extras.
 - ii) Responder's double is for penalties opposite shortness
- ✓ d) 2♦ (P) 2♥ (2♠)
 - i) Opener's double shows shortness with extras, as above
 - ii) Responder's double requires opener to pass with **length**
- ✓ e) 2♦ (2X) P (P) Dbl = Shortness with extras.
 - i) Opener never bids, even with 544.
- f) 2♦ (P) 2M (P)
P (any) Dbl = Pen

✓ **J Competitive auctions**

✓ 1) General principles

✓ a) In comp a return to suit is always weakest

✓ i) Even in an auction where, if we had a different agreement, we could conceivably pass it out, e.g.,

✓ 1) 1♠ (2♣) 3♣ (3♥)

- 1.1) Opener's pass shows game interest, so it's forcing.

- 1.2) Double shows balanced extras, usually Hxx in trump

- b) If they've shown a suit we cannot splinter in another suit

✓ 2) They open

✓ a) They open 1 of any suit

✓ i) We pass

✓ 1) They pass

✓ 1.1) (1x) P (P) 2x

- 1.1.1) Strong one or two suiter

- 1.1.2) Forcing to a raise or a preference

✓ 2) They respond in a suit at the one level

✓ 2.1) Sandwich cue-bids are natural when they've bid two suits at the one-level, even (1♥) P (1♠) 2♥, and even if they're playing five card majors.

✓ 2.1.1) This is only on in these two auctions:

- (1x) P (1y) 2x

- (1x) P (1y) 2y

✓ 2.2) Sandwich 1NT is natural, strong by an UPH

✓ 2.2.1) Front of card if opener passes, including 2♠ = range ask or clubs

- A transfer into opener's five-card suit is shortness, **INV**.

- We have other ways to show GF shortness.

- 2.2.2) Transfers into responder's suit are natural, even if responder showed five.

- 2.3) 2NT shows the unbid suits

✓ 3) They respond 1NT

- 3.1) (1x) P (1N) 2x is Michaels'

✓ 4) They raise

- 4.1) 4th hand's jump = ?

✓ 5) **NO**:

✓ 5.1) A delayed overcall when the opponents have not found a fit shows length and strength in opener's first suit. The suit bid is often four cards, e.g.,

- 5.1.1) 1♣ P 1♥ P

1N 2♠

KQxx x xx AKQTxx

- 5.1.2) A delayed jump overcall shows the same kind of hand, but even stronger.

- ✓ 5.1.3) A delayed overcall when the opponents have found a fit is pre-balancing and/or lead directing, e.g.,

- 1♣ P 1♥ P

2♥ 2♠

KQJ9x xxx xx xxx

- 6) A double of a 1NT rebid is for takeout of responder's suit.

- ✓ ii) We double

- ✓ 1) Requirements for a takeout double of 1X by an UPH

- 1.1) 544 with 8 HCP

- 1.2) 4441 with 10 HCP

- ✓ 1.3) 4432 with 11 HCP, doubleton in their suit, with 4 cards in every unbid major, or perhaps 3 good ones

- 1.3.1) A minimum double of 1♣, at any vulnerability: AK5 K986 J964 87

- 1.4) Tend to double with a good weak NT and support for unbid suits

- ✓ 1.5) 4333, 4 in OM with a good 13 HCP (xxx or Kxx or Axx in their suit) if Vul

- 1.5.1) A borderline double of 1♣ or 1♦: KJx KT9x KQx Jxx

- 1.6) 4432, Hx in om with a good 13 HCP

- 1.7) 4333 with 4 in their minor OK with 14+ HCP

- 1.8) Looser requirement for om (could be two small) when their suit is nebulous.

- ✓ 2) (1x) Dbl (1y or 2y)

- 2.1) Dbl = Penalty, even if they respond 1♦.

- 2.2) 2y = Natural, 5+ cards

- ✓ 3) (1x) Dbl (P) 1N (7-10)
(P) 2y

- 3.1) Signoff (say a 544 8 count) if a minor suit or 2H when they opened 1S

- 3.2) Forcing otherwise, too strong to overcall

- ✓ 4) 2N = 11-13

- 4.1) Now all doubler's suit bids are forcing

- ✓ 5) (1X) Dbl (2X) Dbl (P) 2N
 - 5.1) Natural, not enough to overcall 1N
- ✓ 6) (1M) Dbl (2M)
 - 6.1) Dbl: Typically both minors, fewer than 4OM
 - 6.2) 2N: lebensohl
- ✓ 7) 1♥ Dbl 2♥ Dbl 3♥ Dbl = balance of power, could have stiff heart
 - 7.1) Extras, no clear direction, giving partner a chance to pass or bid 3N or ...
- 8) Advancer's cuebid does not promise a rebid when he's a PH
- ✓ iii) We overcall in a suit

Sound, Kaplan style. Tend to avoid four card overcalls.
If responder does not pass then advancer's 2N shows a 4-card limit raise.
- ✓ 1) 1N ~ = 7-10
 - 1.1) Now overcaller's reverse is forcing for one round.
 - 1.2) His bid of opener's suit is natural, per (4) below.
- ✓ 2) 2N ~ = 11-13
 - 2.1) New suits are forcing one round
- ✓ 3) (1x) 1M (dbl) 2NT = 4 card LR
 - ✓ 3.1) More generally, any jump to 2N when partner has bid 1M and we have a redouble available, e.g.,
 - 3.1.1) 1♣ P 1♥ 1♠
Dbl! 2N
 - 3.1.2) 1x P P 1M
Dbl 2N
 - 4) (1x) 1Y (2x) 3Y = Mixed raise
- ✓ 5) Overcaller bids opener's suit
 - ✓ 5.1) When overcaller bids opener's minor it's generally natural and NF, e.g.,
 - 5.1.1) (1x) 1y (P) 1z
(P) 2x
 - 5.1.2) (1x) 1y (P) 1N
(P) 2x
 - 5.1.3) 1♦ 1♥ 1♠ 2♣
P 2♦
 - ✓ 5.1.4) This is not true, though, when advancer makes a forcing bid at the 2 level:
 - a) (1♦) 1M (P) 2♣
(P) 2♦ = Artificial, forcing to game.

- 5.1.5) (1♥) 1♠ (P) 1N
(P) 2♥ = Artificial, 2.5 ♠ rebid
- ✓ 6) (1c) 1d (1H or 1S - transfer)
 - 6.1) Dbl of 1H shows hearts.
 - 6.2) Completing their transfer to 1S is natural
 - 6.3) Dbl of 1S is takeout for the majors.
 - 7) When they cue, advancer's X shows the A or K, lead-directing
- ✓ iv) We overcall 1NT directly 15+ to 18 HCP
 - ✓ 1) Responser passes
 - 1.1) Front of card, including 2♠ = range ask or clubs
 - ✓ 1.2) A transfer into opener's five-card suit is shortness, **INV**.
 - 1.2.1) We have other ways to show GF shortness.
 - 1.3) Stayman followed by 2OM is an unbalanced 5-card invite
 - ✓ 2) Responder bids
 - 2.1) When responder bids a new suit, we ignore opener's suit
 - 2.2) System on when they bid 2c, Dbl = Stayman
 - 2.3) When responder raises or bids a natural suit advancer's double is negative.
 - ✓ 2.4) When responder bids a new suit artificial:
 - 2.4.1) When the new suit does not promise a particular suit (rare!), advancer's double shows the suit doubled.
 - 2.4.2) When the new suit is a transfer, advancer's double shows cards. He can make a penalty double by passing first, then doubling.
 - 2.5) Advancer can bid opener's suit naturally.
 - 2.6) 2N and higher are transfer lebensohl, around responder's suit if he's shown one or opener's Major suit otherwise.
 - 2.7) We use DONT runouts over a double of our 1N or 2N overcall, XX shows a 1-suiter
- 5) We overcall 4N: The two lower unbid suits
- ✓ vi) Direct cue-bid is Michaels' - it could be any strength suitable to come in
 - ✓ 1) 2m
 - 1.1) 2N is a mild invite
 - 1.2) 3c is pass or correct
 - 1.3) Raising the cue-bid is a strong invite
 - 1.4) When we're doubled pass is to play, new suits are natural, and redouble asks partner to pick a suit or show his second suit if it's undisclosed.
 - ✓ 2) 2M.

- ✓ 2.1) 2N shows values, minor-suit oriented
 - 2.1.1) 3m = minimum
 - 2.1.2) 3M = extra values with the corresponding minor
 - 2.2) 3c is pass or correct
 - 2.3) 3d is a game try in the major
 - 2.4) A jump to 3M shows four trump and is primarily preemptive
- ✓ vii) We bid 2N over a double of a raise to 2M
 - ✓ 1) A free 2N bid opposite an UPH X is lebensohl, e.g. (1M) Dbl (2M) 2N
 - 1.1) Not “better minor” lebensohl
 - ✓ 2) Involuntary 2N bids are scrambling or "pick a suit" when they've raised 1M to 2M.
 - 2.1) (1M) P (2M) Dbl
 - 2.2) (1m) P (1M) P
(2M) Dbl (P) 2N
 - 2.3) 1x (1M) P (2M)
Dbl (P) 2N
 - ✓ 3) 2N by responder is natural when he had no chance to bid 1N naturally:
 - 3.1) 1m (2M) P (P) X (P) 2N
- ✓ viii) We make a jump overcall
 - 1) Advancer's jump shift is lead directing, except for a jump to game by an UPH.
- ✓ b) They open a “could be short” 1m
 - ✓ i) We pretend their bid is natural
 - 1) 3m is preemptive, as usual
 - ii) A takeout double could be 4-4-2-3
- ✓ c) They open 1m
 - ✓ i) 3m is preemptive unless 1m showed 5 ("4+", usually 5+" counts as 5)
 - 1) In that case it asks for a stopper, as over 1M
 - ✓ ii) (1m) Dbl (1N)
 - 1) Dbl = the other minor plus a major
 - 2) 2m = both majors, competitive
 - ✓ iii) (1m) 1♥ (1♠)
 - 1) Dbl = Snapdragon, typically 5 cards in the unbid suit and tolerance for overcall's suit
 - 2) 2m = Cue, 3♥
 - 3) 2♠ = Cue, 4♥, LR+
 - 4) 3m = Mixed raise, as usual

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- 5) No force available with om
- ✓ iv) (1m) P (2♥ = bal INV)
 - 1) Dbl = ♥
- ✓ d) They open 1M
 - i) (1♥) P (2♥) 2N = minors
 - ii) (1♠) P (2♠) 2N = Any two suits
 - iii) (1M) P (2M) 4m = Preemptive
 - iv) (1M) 2♣ (2M) P
P 2N = NAT
 - v) 3M asks for a stopper
- ✓ e) They open 1N
 - ✓ i) Dbl vs. strong NT (range starts at 13 or higher) or by a PH
 - 1) 4M, 5m or a good Major 1-suiter or any very strong hand
 - ✓ 2) Responses:
 - 2.1) 2♣ = to play in m
 - 2.2) 2♦ = to play in M
 - 2.3) 2M = Natural, To Play
 - ✓ 2.4) 2N = Game try
 - 2.4.1) 3m = minimum
 - 2.4.2) 3M = maximum, natural
 - 2.5) 3m = Natural, to play
 - 2.6) 3M = Natural, INV opposite shortness
 - 2.7) 3N, 4M = Natural, to play
 - ✓ 2.8) If they redouble, responses are unchanged
 - ✓ 2.8.1) Adam would like to play this, but we have not yet agreed to it:
 - Advancer's pass says that he has a minor of his own, and asks overcaller to bid his short minor unless skewed. Call it a "Parking Lot Pass."
- ✓ ii) Dbl vs. weak NT (range starts at 12 or lower) by UPH
 - 1) Penalties, responder normally passes when balanced
- ✓ 2) Over a 10-12 NT Dbl shows a good 14 HCP or more
 - 2.1) 2N always shows minors, regardless of the strength of the 1N opener
- ✓ 3) The first subsequent double by either player is negative or card-showing
 - 3.1) It tends to deny a singleton
- 4) We are not forced to any level -- we can sell to 2♣ undoubled.

- ✓ iii) 2♣ = Both Majors (Landy)
 - 1) Not 100% forcing -- start with 2N to force partner to bid
- ✓ 2) 2♦ asks for overcaller's longer Major, usually 2-2 or 3-3, denies a 4 card Major
 - 2.1) Overcaller will pass with 4=4=4=1
 - 3) 2M = to play
 - 4) 2N = game try, undiscussed otherwise
 - 5) 3♣/3♦ = Natural INV
 - 6) If they double pass is to play, bids are unchanged, XX=diamonds (Parking Lot Redouble)
- ✓ iv) 2♦ = ♥ or ♠
 - ✓ 1) 2M, 3M, 4♥ = Pass or Correct
 - 1.1) Over 2♠, opener bids 2N with a maximum, 3♦ with a minimum, and 3♣ in between
 - 2) 3♣ = To Play
 - 3) 3♦ = No agreement
 - 4) 3N = To Play
 - 5) 4♠ = To Play
 - ✓ 6) 2N = game try
 - ✓ 6.1) 3♣ A poor hand
 - 6.1.1) 3♦ I don't care. Bid the major you don't have, so I can bid game
 - 6.1.2) 3♥ Pass or correct
 - 6.1.3) 3♠ Pass or correct
 - 6.1.4) 3N To play
 - 6.2) 3♦ A fair hand with hearts
 - 6.3) 3♥ A fair hand with spades
 - 6.4) 3♠ A good hand with hearts
 - 6.5) 3N A good hand with spades
 - ✓ 7) If they double
 - 7.1) Pass is to play 2♦ doubled
 - 7.2) Bids are unchanged
 - 7.3) Redouble shows that responder has a Major suit of his own (Parking Lot Redouble)
- v) 2M = 5+M, 4+m
- vi) 2N = minors

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- vii) 3X = PRE
- ✓ viii) Our double of Stayman shows clubs, even over a very weak NT
 - 1) Likewise for transfers
- ✓ ix) (1N) P (2♥!)
- And similarly for 2♦
- 1) Dbl = Hearts
- 2) 2♠ = Michaels'
- 3) 2N = minors
- ✓ x) (1N) P (2♠ natural)
 - 1) 2N = Any 2 suits
- ✓ f) They open 2x weak
- ✓ i) 2N by UPH = **15-18**.
 - 1) System on, mostly as over a 2N opening:
 - ✓ 2) 3♣ = Stayman
 - ✓ 2.1) Now 3OM = Invite
 - 2.1.1) (Not the most efficient method! XFR = INV+ would be better. Starting signoffs with Stayman allows responder to bid game when opener unexpectedly shows up with four trump. AW)
 - ✓ 3) 3♦, ♥ = TXFR
 - 3.1) A transfer into their suit shows shortness and is GF
 - 4) 3♠ = ♣
 - 5) 4♣ = ♦
 - 6) 4 Red = Texas, which is a mild slam try
- ii) Balancing 2N by UPH = 14-17
- iii) 2N by passed hand, direct or balancing = minors over 2♥, any two suits over 2♠.
- ✓ iv) Lebensohl over UPH dbl of 2M or 2d, but not a Precision 2♣
 - ✓ 1) Slow auctions show stoppers
 - 1.1) i.e. 2N followed by a cue or 3N over 3♣
 - 1.2) Doubler can transfer into the OM over 3N.
 - 2) (2♥) X (P) 3♠ = 5 card invite
 - 3) (2♥) X (P) 2N
 - (P) 3♣ (P) 3♠ = 4 card invite
 - 4) Direct 4m is forcing
 - v) Scrambling over PH Dbl.
 - vi) 3M = Asks for a stopper, could be GF two-suiter

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- vii) 4m shows m and the other major, NF, typically 4 losers.
- viii) (2d) 4c shows clubs and a major
- ✓ ix) 4M shows both minors, 5-5 or longer
 - ✓ 1) About 4 losers. This is a minimum at equal:
 - 1.1) x Kx KQJxx AQxxx
 - 1.2) 4N asks for the longer minor
 - x) 4N is natural with a long minor, something like Ax Kx AKQxxxx AQ
- ✓ g) They open 2♦ multi
 - i) ACBL "Option 1":
 - ii) Dbl = T/O of ♠, with leb
 - iii) 2♥ = T/O of ♥, with leb
 - ✓ iv) 4m = 5m + 5M
 - 1) 4♦ asks over 4♣, 4♥ asks over 4♦
 - ✓ v) 2♦ P 2M
 - 1) Dbl = t/o, with leb
 - 2) P then dbl of ♠ = t/o with leb
 - ✓ vi) 2♦ P 2M P P
 - 1) Dbl = t/o, without leb
 - 2) 2N = minors
 - ✓ vii) 2♦ 3M = Natural
 - 1) Now 3OM is a cue and 4N is a natural slam try
- ✓ h) They open 2♦ Flannery
 - ✓ i) X = Strong balanced, good 15+
 - 1) 2H = ?
 - 2) 2S, 3m = to play
 - 3) 2N = Natural INV
 - 4) 3H = ?
 - 5) 3S = ?
 - ii) 2♥ = T/O
 - iii) 2♠ = Natural
 - iv) 2N = minors, at least opening values in playing strength
 - v) Over a balancing double, 2N = Natural INV
- ✓ i) They open 2♦ Precision
 - i) X = 15+, usually balanced, no lebensohl
 - ii) 2N = 18-20 HCP, respond as if we'd opened 2N

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- ✓ j) They open 2N
 - i) Landy
 - ii) Dbl = minor/Major 2-suiter
- ✓ k) They open a strong 1♣ or 2♣
 - ✓ i) CRASH, also over art relay 1♦ response
 - 1) At least 5-4 at favorable or equal, 5-5 at unfavorable. Usually 5-5 or longer over 1♦ response.
 - 2) Major overcalls are always natural, so over a 1♦ response the CRASH calls are Dbl, 1NT, and 2♣.
 - 3) Over an artificial 2♦ response to 2♣ double is lead directing.
 - ✓ l) They preempt at the 3-level
 - ✓ i) (3X) 3NT
 - 1) We use the system we use over 2NT openings -- 4♣ is Stayman, 4 red = XFR, 4♠ = ♣, 5♠ = ♦.
 - 2) A transfer into their suit is a slam try showing shortness
 - ✓ ii) (3m) P (3M)
 - 1) Double = t/o of m
 - 2) 3N = Natural
 - 3) 4m = 2 unbid suits
 - 4) 4M = Natural
 - m) 2x P 3x P P Dbl or 3x P 4x P P Dbl = Pen
- ✓ n) Balancing
 - i) 1m P P 1N = 10-14
 - ii) 1M P P 1N = 12-16
 - iii) 1x P P 2N = 20-22
- ✓ 3) We open
 - ✓ a) We open 1 of a suit
 - ✓ i) (They double)
 - 1) Calls of XX through 1N are transfers.
 - 2) Pass followed by a double is for penalties.
 - ✓ ii) (1x or 2x overcall)
 - 1) 1N = 7-10
 - 2) New suit is like 1S P 2H - opener's rebid of his suit is F1
 - 3) 2N = NF
 - ✓ 4) 1x (1y) P (2x) Dbl
 - 4.1) Takeout of y (same if advancer bids 1N or 2N)

- 5) Jump cue is SPL, not a transfer to 3N
- ✓ iii) (1N overcall)
 - ✓ 1) P P DbL = T/O showing support for all unbid majors
 - 1.1) Often overcaller will have a long minor in reserve. If he bids it then it's a good bet that opener is short in it!
- ✓ iv) UoU over Michaels' and Unusual 2NT
 - ✓ 1) Corresponding suits, Q = INV
 - 1.1) clubs for hearts, diamonds for spades and vice versa
 - 1.2) clubs for diamonds, hearts for spades, and vice versa
 - 2) The 4th suit is NF, e.g., 1♥ (2N) 3♠
- ✓ 3) Example
 - ✓ 3.1) 1♠ (2N)
 - ✓ 3.1.1) DbL = Manfield / "I've got a secret"
 - DbL followed by DbL = penalties
 - Pass followed by double = good balanced hand
 - 3.1.2) 3♣ = hearts, INV or better
 - 3.1.3) 3♦ = spades, LR or better
 - 3.1.4) 3♥ = competitive
 - 3.1.5) 3♠ = competitive
 - 3.1.6) 3N = natural, to play
 - 3.1.7) 4m = SPL
 - 3.1.8) 4M = More shape and fewer high cards than a cue-bid followed by 4M
- ✓ v) 4N in comp
 - 1) 1x (4y) 4N = takeout, even 1♠ 4♣ 4N
- ✓ vi) 2N over 2M
 - ✓ 1) 2N is usually natural when it's voluntary
 - 1.1) Lebensohl is an exception
 - ✓ 2) 2N is natural in this auction
 - 2.1) 1X (2Y) P (P)
DbL (P) 2N
 - ✓ 3) 2N is scrambling when responder could have bid 1N, for instance
 - 3.1) 1X (1M) P (2M)
DbL (P) 2N

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- 3.2) 1X (1M) P (2X)
Dbl (P) 2N
- 3.3) 1♦ (1♠) P (2♥)
Dbl (P) 2N
- ✓ 3.4) 1X (1♠) P (2♠) P (P) 2N
 - 3.4.1) Double would be for penalties here, so 2N is the only takeout
- ✓ vii) 1X (P) P (Dbl)
 - 1) Redouble usually 18-19 balanced
 - 2) Opener will pass with a good three-suiter, planning to double if they land in his short suit.
- ✓ viii) Specific auctions
 - 1) 1c P 1d X
1H 2S 3d P
4c = NF
- ✓ ix) Double of delayed overcall
 - 1) e.g., 1♦ P 1♠ P 2m 2♥ -- double by responder is Pen, by opener is extras values
- ✓ 10) 1m 3M X P
 - a) 4M = We've agreed to have no agreement.
 - b) 4N = We've agreed to have no agreement.
- ✓ b) I've got a secret
 - i) When the opponents have made an artificial bid showing two suits, pass followed by double shows a good balanced hand.
- ✓ c) New suits by responder are not forcing when a double or cue is available. e.g.,
 - i) 1♣ (1♦) 1♠ (2♦)
P P 2♥
- ✓ d) We preempt
 - ✓ i) They double
 - 1) Responder's non-jump new suit is a lead-directing raise
 - 2) Responders other bids are unchanged,
 - 3) Responder has no way to escape into his own suit unless he's prepared to bid it twice.
 - ✓ ii) The preemptor doubles

- 1) This shows extra offense and extra defense. Responder uses his judgment.
- ✓ 4) Lead directing doubles
 - ✓ a) (1x) P (4y) Dbl - double of this splinter
 - ✓ i) Asks for the lead of the most expensive unbid suit, that is, the one under the splinter.
 - 1) The rationale is that with the cheaper suit we might have overcalled.
 - 2) e.g., (1♠) P (4♦) Dbl calls for a club lead. We're more likely to be able to bid 4♥ with a heart suit than 5♣ with a club suit.
 - ✓ ii) Applies **on this exact auction only**
 - 1) 4y must be a splinter showing shortness in y
 - 2) The double must be the third non-pass in the auction.
 - 3) The response must be at the four level.
 - 4) Applies even when we are at favorable.
 - ✓ b) Anti-lead directing double
 - i) Definition, for reference:
A double of an opponent's bid in a suit mentioned in a natural sense by your side, at a stage in which it is clear that you would no longer wish to contest the auction. This sort of double sends the message: "I would be happier if you led some other suit; my holding in the suit I am doubling is unusually weak." If you use this treatment, you must alert your opponents to the ramifications of your (and partner's) failure to double.
 - ii) We play this only if it's a suit bid by the doubler, and only in a suit that would normally have shown at least five cards, and only when we know it's not our hand.

The doubler must be a preemptor whose partner has passed, or must have passed at least once before doubling.
 - ✓ c) Doubles of Drury show clubs
 - i) More generally, a double of an artificial bid by a passed hand is always lead directing
 - d) Doubles of artificial raises by an UPH are for takeout unless the raise is forcing to game.
- ✓ 5) Redoubles
 - a) A direct redouble is strong, asking partner not to run if the double was for penalties.
 - ✓ b) A redouble in the pass-out seat shows doubt
 - i) Except 1N P P Dbl P P Rdbl, which is for business.

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- ✓ c) A redouble after showing a 2 suiter can be used to emphasize the higher suit, e.g.,
 - i) 1♠ P 4♠ 4N
Dbl P P Rdbl
P 5♣ P 5♦ => Longer hearts than diamonds
- ✓ 6) Forcing passes
 - ✓ a) We've set up a high card game force
 - i) Including 1x (2y) 3z
 - b) 2♦ (P) 2N
 - c) 2♣ (any)
 - d) 1M (P) 2m
 - e) They've saved a level higher than necessary.
 - f) We've accepted a game invite.
 - g) We've doubled Michaels' or an unusual NT.
 - h) Two passed hands bid game after we've voluntarily bid game.
 - i) (2x) 4M
 - j) Pass followed by pull is stronger than a direct bid
 - ✓ 7) Non-forcing passes
 - a) Opponents stop short of game, bidding it only after we've bid ours. NOT FORCING unless obvious.
 - b) When responder passes a reopening double.
- ✓ 8) High level doubles when a pass would not be forcing
 - ✓ a) Usually transferrable values, e.g.,
 - ✓ i) 1♦ Dbl 1♠ 4♥
4♠ Dbl
 - 1) Advancer sits with xx AJxxx Axxx xx but pulls with x KJxxxxx xx
Jxx
- ✓ 9) To do. All of these are forcing.
 - a) 1N x xx
 - b) 1M 2M x
 - c) 1M 2N x

✓ **K Low level (below game) doubles**

- 1) Doubles of part-scores are, in general, for takeout

✓ 2) Examples

- a) 1♠ (P) 1N (2♣)Dbl
- b) 1♠ (P) 1N (2♣)P (P) Dbl
- c) (1M) P (P or 1N) Dbl(2x) Dbl
- d) (1M) P (P or 1N) Dbl(2M) Dbl
- e) 1M P 1N 2♣Dbl 3♣ Dbl
- f) 1♣ Dbl 1N 2♠P P 3♣ Dbl

✓ g) Even doubles of some NT part-scores are for takeout

- i) (1x) 1Y (1N) Dbl
- ii) 1x P 1y P
1N Dbl = T/O of y

✓ 3) Doubles that are specifically defined take precedence, e.g.,

- a) Strong NT
- b) Snapdragon
- c) Maximal
- d) Doubles after we've raised 1M to 2M
- e) I've got a secret, e.g. 1M (2N) P (3x) P (P) Dbl = Good balanced hand
- f) (1m) Dbl (1N) Dbl = om + M

✓ 4) Exceptions where our double is for penalty:

✓ a) When partner has bid a suit on these auctions:

✓ i) Doubles of balancing calls

✓ 1) e.g.,

- 1.1) 1♦ P 1♠ P 2♦ P P 2♥ -- double by either player is for penalties.

✓ 1.2) 1M P 1N p p 2 any

- 1.2.1) Double by responder is for penalties. Opener will never act -- he has described his hand.

✓ ii) 1x (Dbl) P

- 1) Responder's next double is for penalties, with a 10+ HCP hand (XX would have been a transfer)

✓ iii) When we could have doubled the same suit for T/O on the previous round, e.g.,

- 1) 1m (1M) P (2M)
P P Dbl = Penalties

- iv) The doubler traps in a classic negative double situation. For example, 1♦-(1♠)-P-(P)-X-(2♣)-X. This shows a penalty double of ♠ and a

cooperative double of ♣ (i.e., at least a doubleton); opener is expected to pull with only 2 ♣.

- ✓ b) Doubles after a strength showing X or XX, e.g. 1N Dbl Rdbl or 1M (2N) Dbl
 - i) But not after 1N (weak) Dbl -- advancer's first double is card-showing
 - c) (1X) Dbl (1 or 2Y) Dbl
- ✓ d) Partner has opened or overcalled with a preempt.
 - ✓ i) Even a double like this is penalties:
 - 1) (1♥) 2♠ (3♥) Dbl
 - e) 1♦-(P)-1N-(2♣/3♣)-P-(P)-X
 - f) We double after a delayed entry into the auction when Opener has rebid in NT. For example, 1♦-(P)-1♠-(P)-1N-(2♥)-X. Note that a double of 2♦ instead of 2♥ in the given auction would not be penalty. There are never penalty doubles if the opponent tries to play in partner's suit. Double shows a good hand and asks partner to look at his suit.
- ✓ g) Partner has made a 2 suited bid, such as Michaels', and his suits are known. Note that a takeout double is not considered a 2 suited bid.
 - i) (1M) 2M (3M) Dbl is not for penalties, because partner's suits are not known. It shows values with interest in game in a minor.
 - h) Doubles when a pass would be forcing.
 - i) 1x P 1y P
1N P P Dbl = Penalties, please lead y
- ✓ j) 1m (P) 1N (P) P (2M) Dbl
 - i) For penalties, showing a non-minimum with two honors third. It would be for takeout if the doubler were under the overcaller, e.g., 2335
- ✓ k) Our third double of the auction is almost always for penalties
 - i) A handful of exceptions. Hopefully they are obvious,
 - ii) 1M Dbl 2M P
P Dbl P 3x
3M Dbl
- ✓ l) When partner has made a takeout double, our double of a suit he has shown is for penalties
 - i) It assumes he has 3+ cards. He should normally pull with a doubleton

✓ **L Jump Shifts**

- ✓ 1) Strong when...
 - a) UPH no comp
 - b) UPH and they overcall
- ✓ 2) Fit showing when...
 - a) We've overcalled
 - b) They've doubled 1M (except 3M-1 = mixed)
 - ✓ c) PH/1M (except 3♣ = INV, 2N = club fit)
 - i) Also if they double (except 3M-1 = mixed)
 - ii) Also if they overcall
 - ✓ d) PH/1m with no comp or with overcall
 - i) A five-card suit, 4+ in opener's suit, and a hand that has been upgraded to an opening bid based on the fit.
- ✓ 3) Weak when...
 - a) They double 1m (except 3♣ = artificial: mixed raise in diamonds)

✓ **M Leads**

✓ 1) Rusinow versus suits and NT

✓ a) 4 exceptions

✓ i) Partner's suit

✓ 1) Partner's suit is:

- 1.1) A suit bid freely.
- 1.2) A suit bid in response to a takeout double.
- 1.3) A suit shown as part of a 2-suiter such as Michaels', an unusual NT, or a 2 suited double such as 1x P 1y Dbl

✓ 2) Partner's suit is not:

- 2.1) A raise of the opening leader's suit.
- 2.2) A suit shown by a 3 suited (or 2 1/2 suited) takeout double
- ii) Dummy's suit
- iii) A lead of a side suit by a preemptor
- iv) 6NT or higher
- b) We lead high from doubleton honors, even if they're touching.
- c) Trump leads are usually count -- low from doubletons, middle or high from tripletons.
- d) We can lead the A from AKx... if planning to switch to a singleton.
- 2) 3rd best from even, low from odd against suits
- 3) 4th best from the J or 109 or better vs NT
- 4) In NT, second highest through declarer when dummy is weak - including honors, so J from QJx.

✓ **N Carding**

✓ 1) Signaling philosophy

- a) We move towards Grant Baze's rule: Never signal when it might help declarer. We don't go all the way, though. If a signal will likely help partner then we give it.

✓ 2) Normally upside down attitude, standard count

✓ a) When we give count from four cards we play second highest, even if the two highest cards are touching

- i) e.g. 7 from 87xx or 9 from T9xx. But the highest from 6.
- ii) From an honor sequence highest is still best if hoping to win a trick, e.g., Q from QJT_x.

- b) When we give attitude we normally encourage with our lowest card and discourage with the highest non-honor we can spare.

✓ 3) Count echo vs. NT

✓ a) When following suit to the first suit declarer plays, third hand gives present count in the suit of the opening lead

- i) If third hand's count is known, or if it could not be relevant, he shows SP.

✓ 4) Trump echo

- a) Normally we give count, unless the situation cries out for suit preference. In general, we try to give the signal that partner is most likely to need.

✓ 5) Splitting

- a) In general we split with the lowest of touching honors. We may split highest from three touching honors if it looks as though it will be easy to read.

✓ 6) Obvious Shift

✓ a) Obvious shift principle typically applies only versus suit contracts. We use a 'seat of the pants' approach, not the rules that the Granovetters recommend.

- i) It sometimes applies against NT -- we need examples here. TO DO.

✓ 7) Returning partner's suit

- a) Usually we return our original fourth best. If it were clear that we had length, we might lead back a higher or lower card to make the (present) count clearer. If our length were not known, we might lead back our lowest to make sure that partner knew that we had at least four cards in the suit.

✓ 8) When partners leads the K against a suit contract and dummy holds Qxx or longer:

- a) Attitude -- low only from a doubleton, or if we can't stand the obvious shift.

✓ b) Count against slams or if a doubleton is not possible.

- i) We do not treat the five level specially.

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- ✓ 9) Spot card leads during the hand, same as on opening lead except:
 - a) We will often choose to lead high from a suit of any length with no honor.
- ✓ b) 10 or 9 = 0 or 2 higher, except:
 - i) 2nd highest through declarer in NT situation when dummy is weak, including honors, e.g., J from QJx.

✓ **O Questions (from 2018)**

- 1) Strength of (2M) 4M? (Note that 4N is natural)
- 2) $1\Diamond P 1\spadesuit P 2m 2\heartsuit$ -- double by either player is ?
- 3) (1x) Dbl (JS) Dbl?
 $1\spadesuit Dbl 2\spadesuit Dbl$ could be $4\heartsuit + 4m$?
- 4) When are passes forcing after we've doubled Michaels' or an unusual NT?
- 5) Lead inhibiting doubles?
- 6) $2M P 3M P P Dbl = ?$
- 7) $1N P 2c Dbl P 2\text{-any} Dbl = PEN$, if X was HCP
- ✓ 8) In notes, to confirm:
 - a) $1N X P 2m (P/C) X = m$
 - b) $1N P P X$
 $P 2c X = t/o?$
 - c) $1N P P Dbl (m + M)$
 $P 2c (P/C) Dbl = T/O$

✓ **P To discuss (also look for "?" in the text)**

- ✓ 1) Jump in 4th suit is invitational 5-5 (not 2S, splinter raise of c)
 - a) After 1/1
 - b) 1c 1d 1S 3H = c splinter
- ✓ 2) (3x) 3N
 - a) Transfer through their suit, 4S -> c, 5c -> d
 - 3) 1c - 1d - 2d 15-17? 3+?
 - 4) One diamond 2 hearts should have 4+ c?
 - 5) 1c 2H promises 4c?
 - 6) 1♥ 1N 2c 2♦ 2♥ 3♥ = ?
 - 7) Responder's rebid after his strong JS?
 - 8) Do we still want to play that 1N (2x) 3N denies a stopper?
- ✓ 9) (3x) 3N, also (2x) 3N
 - a) 4c = Stayman always, 4d+ = transfer, transfer through their suit
 - b) Stayman usually 4441 or extra strength?
- 10) We overcall 1N, 2N, 3N - review all
- 11) 1M (2x) 4y - Jump shift
- 12) (1M) 2N (P) 3M-1
- 13) Kantar Forcing passes Kantar p 46
- ✓ 14) Cue-bidding
 - a) Let's look for a reference
 - b) Doug does not like Klinger's book
 - c) Adam does not like Ken Rexford's book
 - d) Spiral scan?
- 15) 1N (Dbl) P (P) Rdbl = 5m
- ✓ 16) 1N (P) P (Dbl) P (P) Rdbl
 - a) Business at IMPs, ♣ and another suit at matchpoints?
- 17) Retransfers in transfer leb auctions?
- 18) Over our double of 2H opening

Jump to 3S = 5 INV. 2N, then 3S = 4 INV with a stop?
2N then 3♥ = 4S with stop INV+? Or GF?
Cue = 4S w/o stop INV+ or GF?

Over double of 2S opening

2N then 3S = 4♥ with stop
3S = 4♥ w/o stop

Over both

4m = natural GF

4N = natural

4M = both minors?

- 19) 1N (3m) 4m = 55 majors?
- 20) 1N (2N) 3♠ = ♣ ?
- 21) With a 2=2=5=4 GF, respond 2c to 1c? No way to show club support after 1N rebid.
- ✓ 22) 1m 1M 2M - 15-17 HCP if balanced
 - a) Occasionally 3-card support
 - b) Bids below 3M are natural game tries
 - c) 3m followed by 4m is NF
- ✓ 23) Transfer checkback - for now, transfer followed by a jump is a self-splinter with a void
 - a) Immediate jumps to 3S or 4x show singletons
- ✓ 24) We double after a delayed entry into the auction when Opener has rebid in NT
 - a) e.g.,
 - 1x P 1M P
 - 1N 2x Dbl
- 25) Looby doubles (see email)

✓ **Q Adam to review**

- 1) A free 2N bid opposite an UPH X is lebensohl, e.g. (1M) Dbl (2M) 2N
- ✓ 2) 2N rebids, including 1m 2m 2N
 - a) 1c 1d 2N - 3c->3d with d, 3d asks for major, 3M = short w/club support
 - ✓ b) 1m 1M 2N - Wolff with slow arrival
 - i) 3d shows support for opener's minor
 - c) 1H 1S 2N - 4ST
- ✓ 3) 2N (20-21) and 2♣ followed by 2N (22-24) - 3♠ and 4♣ are transfers, with shortness bids
 - ✓ a) Over opener's 4m (only):
 - i) 1st suit step = RKCB
 - ii) 2nd suit step = shortness in one of the two lower ranking suits
 - iii) 3rd suit step = shortness in ♠
- ✓ 4) We overcall NT - simple, system on, can play in their suit except for 5-card M
 - a) (2M) 2N (P) 3c (P) 3d (P) 3M = INV
 - b) Transfer to their suit shows shortness
- ✓ 5) (1m) Dbl (1N)
 - a) Dbl = the other minor plus a major
 - b) 2m = both majors, competitive
- ✓ 6) 1m – 2m – 2N = FG, ostensibly 15-17
 - a) Doug explains this as 15-19, but Adam is likely to hold 15-17.
 - b) 3M = shortness, exactly 4-card support since no original SPL
- 7) 2N shows values over Michaels'
- 8) They open 2N: Dbl = mM, 3c = Landy
- 9) They overcall our 1N or 2N at the 3-level
- 10) Transfers, starting with XX
- 11) No RoP1
- 12) 2/4 BAZE
- ✓ 13) 1c 1d 1N
 - a) 3d = long d, short c
 - b) 3M = 5d, 4c, SPL
- 14) Jump shifts
- **15) 2♦ Opening**
- 16) Transfer checkback after 1M response to 1m
- ✓ 17) 1c 1d 1H
 - a) 1♠ = GF, with or without ♠
 - b) 2♠ = splinter in support of ♣, exactly 4-card support

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- c) 3♠ = splinter in support of ♥, exactly 4-card support
- ✓ 18) Carding
- a) Attitude with lowest or highest spot, but count with lowest or **second** highest.
 - b) On Ace lead vs NT, low asks for a low continuation if dummy has 0 or 1, King and another if dummy has 2+ without the Q or J

✓ **R Doug to review**

- 1) DONT over pen X of our 1N or 2N overcall
- 2) (1N) 2M (P) 3m = natural
- 3) 1H 1S 2N - 4ST
- ✓ 4) 1m 1♥ (Dbl) P 1N P
 - a) 2m, 2om = s/o
 - ✓ b) 2♥, 2♠ = cue-bid, GF
 - i) Concentration of values
 - c) 2N = Natural INV
 - d) 3m, 3om = Natural INV
 - e) 3♥ = SPL
 - f) 3♠ = Undefined
- 5) 1m P 2♥: SSS, FFF

✓ **S Waiting for Doug**

- ✓ 1) Balancing doubles after we've raised 1M to 2M
 - a) 1M p 2M 3x Dbl = Good balanced, or any game try if their suit is directly below ours.
 - b) 1M p 2M p p 2x or 3x Dbl and P P Dbl = penalties

✓ **T Some conventions we do not play**

- 1) Good/Bad 2N
- 2) Better minor lebensohl
- ✓ 3) McCabe adjunct
 - a) New suits are lead directing over the double, though
- 4) Smith Echo
- 5) Non-Serious 3N

✓ U **Change log**

✓ 1) Discussed

✓ a) (1M) 2M (P)

- i) 2N values
- ii) 3c P/C
- iii) 3d game try in major
- iv) Jump to 3OM – mixed raise

• b) Club heart inversion

• c) 1M P P X 2M X, 1M P 1N X 2M X = Penalties

✓ d) Second highest through declarer in NT situation when dummy is weak, including honors, so J from QJx.

- i) Takes precedence over 10 or 9 = 0 or 2 higher?
- e) When they cue, advancer's X shows the A or K of overcaller's suit, lead-directing
- f) (1N) X (2M) 2N asks for minor
- g) $1\clubsuit 1\diamond 1\heartsuit 2\spadesuit$ is a splinter with $4\clubsuit$. $3\spadesuit$ is a splinter with $4\heartsuit$.

• h) 2m P P 2N – 13+ 17–

• i) 2M P P 2N – 14–17

• j) New suits are forcing one round after (1x) 1M (P) 2N (P)

✓ k) $1\heartsuit$

• i) $4\spadesuit$ – Natural

• ii) 4N – Straight aces

• l) After we've raised 1M to 2M and they bid over 2M, responder's bid of 3 of opener's minor in competition is competitive, NF

• m) $1\spadesuit 4\heartsuit$ – Splinter

• n) 10/9 is usually 0 or 2 higher after trick one.

✓ o) 3N shows slam interest and asks for cue-bidding over some 3M bids, while new suits are long-suit slam tries

• i) e.g., 1M–3M, $1\heartsuit$ – $1\spadesuit$ – $3\spadesuit$

✓ p) Subtract a king when considering advancing a balancing action

- i) So a cue bid, for instance, requires 12 or 13 in support, not 10.

- q) If opener jump–rebids his major In a 2/1 auction then responder's new suits at the four–level are cuebids.
 - r) 1M 2m = GF unless rebid, or opener's 2nd rebid over 3♣ or 3m
- ✓ 2) To review
- a) PLOB over 2om
 - ✓ b) After we've opened 1N, they've overcalled, and responder has transferred, responder's jump to 4M-1 after further competition is a retransfer.
 - i) E.g., 1N (2♦!) X! (2♠)
P (P) 4♦
 - ✓ c) (1♠) P (2♠) X (3♠) X = Two places to play, usually both minors.
 - i) Also if 4th hand bids 2N = any 2 suits?
- 3) If they've shown a suit we cannot splinter in another suit

✓ **V To consider for the futures**

- 1) 4S response in NT auctions to show a strong invite