

Supplemental Notes

[Note 1] A leads against suit contracts:

A from AK except:

- AK tight
 - Declarer preempted
 - Partner's suit
 - Leader's suit when partner raised
 - 5 level or higher (K asks for count)
 - Alarm card
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[Note 2] Leads against NT:

Rusinow (2nd highest honor) from 4 or more

A: AK+

K: Asks for count or unblock

Q: KQx (EXCEPTION to RUS from 4+), KQxx(+), KQJ(+), QJx, Qx, AQJ

J: KQJx(+), AQJx(+), QJxx(+), AJT, KJT, JT_x, J_x, occasionally AJ_x or KJ_x

T: JTxx(+), KJT_x(+), AJT_x(+), KT9, QT9, T9_x, T_x, occasionally AT_x or KT_x

9: AT9_x(+), KT9_x(+), QT9_x(+), T9xx(+), 9_{xx}, 9_{xxx}, 9_{xxxx} (AMBIGUOUS)

EXCEPTIONS TO RUSINOW: Not in partner's suit

Lead 2nd highest or highest from bad holdings. Highest when 2nd highest and highest are touching OR 2nd highest too small. Can lead 4th or 2nd highest/highest from 5 small.

[NOTE 3] Exceptions to ATT signal on 1st round on partner's lead against suits

- Dummy has a singleton/void (give S/P)
- Declarer is known to have a singleton/void (give S/P)
- Leader showed 5+ cards in the suit (give CT)
- Dummy is winning the trick with the J or lower (give CT)
- The lead is clearly from a singleton (give S/P)
- K led at the 5 level or higher
- Q is led on opening lead, dummy has K, and 3rd seat has the A (give CT when Q holds)

When A led at trick 1, and 3rd seat is known to have a singleton or doubleton, ENC with doubleton.

[NOTE 4] Exceptions to ATT signal on 1st round on partner's lead against NT

- Dummy is winning with the J or lower (give CT)
- Dummy has 3 sure stoppers (give S/P)

- Partner leads the K on opening lead

[NOTE 5] Smith

At trick 2 ONLY, Low = likes the opening lead suit, by both defenders.

Does not apply when:

- The K was led on opening lead
- Count clearly overrides
- Your holding in the opening lead suit is known or irrelevant
- Dummy has 3 sure stoppers in opening lead suit
- Opening leader clearly led from length and the dummy was winning with J or lower:
opening leader DOES give Smith, 3rd seat DOES NOT give Smith.

[NOTE 6] Trump suit preference

From 2, LOW-HIGH could be no preference. From 3, LOW-MIDDLE-HIGH is no preference, LOW-HIGH-MIDDLE and MIDDLE-HIGH-LOW are suit preference for the lower suit.

[NOTE 7] 1♥ - 1♠; 2N, 1♥ - 1N; 2♠, 1♥ - 1N; 2N, AND 1♠ - 1N; 2N ART

1♥ - 1♠; 2N = 4♠ and ~13-16HCP OR 3♠ and ~14+ HCP, then 3♣ asks

1♥ - 1N; 2♠ = ART, F2N. Over 2N: 3♣ = 4+♣ FG, 3♦ = 4+♦ FG

1♥ - 1N: 2N = ART, reverse in ♠

1♠ - 1N; 2N = ART, 63 M's ~14+ OR any 5+4+ M's GF

[NOTE 8] 2♦ opening 17/18-19BAL

Responses:

2♦

Pass = to play

2♥ = transfer to spades with fewer than 4 hearts, either with 4+ spades or a slam try with a long minor (with or without 4 spades)

2♠ = forces 2N, fewer than 4 spades. Hand types: signoff in 2N OR wants to play 3N OR 4+ hearts (usually GF—NOT 5+ card hearts signoff, can be a hand that wants to sign off in 3♥ opposite 2 hearts and go to game otherwise) but NOT with 6+ hearts slammish, including slam try with 4 hearts and a longer m

2N = signoff in clubs or hearts OR (64) in the majors OR long major slam try OR balanced slam try (no 4 card major)

3♣ = 4+5+ in the majors, GF OR 55+ invitational OR slam try (NOT 55 with no slam interest)

3♦ = 4+4 in the majors, GF.

3♥ = both minors, shorter hearts

3♠ = both minors, shorter spades

3N = 55 in the M's, game going, no slam interest, NF

4♣ = min/max gerber

4♦/4♥ = Texas transfers

4N = quantitative

Full response structure:

2♦

Pass = to play

2♥ = transfer to spades fewer than 4 hearts, either with 4+ spades or a slam try with a long minor

2♠ = no 4 spades

Pass = to play

2N = to play

3♣ = Stayman asking for 5 hearts OR a slam try with long diamonds
(cheapest rebid shows the long minor hand)

3♦ = no 5 hearts

3♥ = diamond slam try

3♠ = asks opener to bid 3N

3♥ = 5 hearts

3♠ = diamond slam try

3♦ = long clubs, slam interest, may or may not have 4 spades

3♥ = transfer with 5+ spades

3♠ = no 3 spades

3N+ = 3 spades

3♠ = asks opener to bid 3N

4♠ = to play

2N = 4 or 5 spades

3m = slam try in the other minor

3♥ = retransfers to spades

3♠+ = slam interest

2♠ = forces 2N, fewer than 4 spades

2N = forced

Pass = to play

3♣ = Stayman

3♦ = no 4 hearts or 5 card major

3♥ = 4 hearts

3♠ = 5 spades

3N = 5 hearts

3♦ = 5+ hearts, GF unless wants to sign off in 3♥ vs 2

3♥ = Fewer than 3 hearts

3♠ = 4+ hearts

4♦ = re-transfer
 3N+ = 3 hearts
 4♦ = re-transfer
 3♥ = slam try, 4 hearts and longer clubs
 3♠ = slam try, 4 hearts and longer diamonds
 3N = to play
 2N = signoff in clubs or hearts, (64) in the majors, long M slam try, or bal ST
 3♣ = forced
 Pass = to play
 3♦ = transfer to 3♥, either to play, with 6+ slam interest, or 46
 3♥ = forced
 P = to play
 3♠ = long hearts, slam interest
 3N+ = 46 in the M's, 4♣/4♦ = shortness and slammish
 3♥ = long spades, slam interest
 3♠ = balanced slam try, no 4+ card major
 3N+ = 64 in the M's, 4♣/4♦ shortness with SI
 3♣ = 5+ hearts and 4+ spades GF OR 55+ majors inv or ST (NOT just GF)
 3♦ = asking hand type
 3♥ = 55 invite
 3♠ = to play
 3♠ = 45
 3N = 56
 4♣/4♦ = 55+ slam try
 4♥ = 65 in the M's
 3M = fit
 3♦ = 4 hearts + 4 or 5 spades, GF
 3♥ = asking for spade length
 3♠ = 4
 3N+ = 5
 3♥/3♠ = 55 in the m's, short in the bid suit
 3N = 55 in the M's, game going, no slam interest, NF
 4♣+ = same as over 2N opening