

NAMES: Marty Harris + Jacob Morgan

GENERAL APPROACH

5551. Our own system. Balanced hands w/o 5 a card major open 1♣. Transfer responses to 1♣. Many conv. responses. Many rebids by both are transfers.

Two Over One: GF Other (2-level responses are artif., HCP varies)

VERY LIGHT: Openings Third hand Overcalls Preempts

FORCING OPENING: 1♣ 2♣ Nat Two bids Other (2♦ + NAMYATS)

Note: All "HCP ranges" are approximate. We often "adjust," more often up.

NT OPENINGS

1NT: 14 to 17 1st & 2nd seat 5 card major common:
14+ to 17 3rd & 4th seat System on over: X and 2♣

2♣: Stayman Puppet Other relay, forces 2♦. three possible hands:
• Weak, 5+ ♦ (plan to pass 2♦) • Inv., exactly one 4 card major
• GF, at least one 3-4 card major. Many GF types show 4+ ♣ and 0-2 ♦

2♦: Transfer to ♥ Forcing Stayman Other either Jacoby Xfr, or GF w/ 4-3 or 3-3 in majors. If 4-3 or 3-3 in majors, usually 4+ ♦.

2♥: Transfer to ♠ If GF, can only have 3 ♥ if also have 3+ ♣.

2♠: Usually quantitative inv. But can be 6+ ♣ (GF or bust), or GF 5-5 minors.

2NT: Invitational with both majors. At least 4-4; can be 5-4 or 5-5. NF

3♣: GF, 5-3 in majors (either ♥ or ♠ can be 5). Also shows 3+ ♦ and 0-2 ♠.

3♦: GF, 5-4 in majors (either ♥ or ♠ can be 5).

3M: GF, 6+ ♦. Denies a 3 card major, and shows 0-1 cards in the suit bid.

4♦ / 4♥ Transfer 4♣: minimum GF, 5-5 Majors Smolen

In Comp.: Neg. X (only of a nat, 1-suited 2♦ or 2M) Penalty X (usually)
We use our own hybrid mix of Leb (Q-bid denies), Rubensohl, and 3♣ ("T/O X," inv.)

2NT: 23 to 25 (need 1 King or 2 Queens for game) 5 card major common:
Puppet Stayman Jacoby Transfers Texas 3♣: minor suit slam try

3NT: GF (approximately 25+ HCP), balanced, natural

MAJOR OPENINGS

Expected Min. Length, 1st / 2nd: 5 4 3rd / 4th: 5 4

RESPONSES

Double Raise: Force Inv. Weak

After Overcall: Force Inv. Weak

Conv. Raise: 2NT (fit showing) 3NT (splinter) Splinter

Other raises: All jumps = fits (if GF shows length, but if inv. it's shortness)

1NT: Forcing Semi Kaplan Inversion over 1♥, so 1♣ switches w/ 1NT

Drury Reverse 2-way Fit

Other 2♣ = artif. GF: almost all GF hands, including all balanced raises.

1NT / 1♥: 5+ ♠. (exactly 5 ♠ if weak). (can't be inv.). (5+ ♠ & unbal if GF).

2♦: Usually 6+ cards in OM; can be 5 if inv. < GF (0-12 HCP).

1♣ OPENING

Expected Min. Length: 5 4 3 NF 0-2 Artif.

Describe: either natural or balanced. Includes all bal. w/o a 5 card major:

- Bal.: 11-13 or 18-20 • unbalanced with primary ♣s (5+) • all 4441s

RESPONSES

Strength	Description
1♦ 0 to 37	Transfer: 4+ ♥. May have longer minor. If GF, always unbal.
1♥ 0 to 37	Transfer: 4+ ♠. May have longer minor. If GF, always unbal.
1♠ 0 to 13 ⁺	Artif.: almost all hands < GF w/o 4+ Major. Bal. or unbal.
1NT GF	Nat., balanced or semi-bal. 4 or 5 card Major common.
2♣ 0 to 13 ⁺	Artif.: 5 ♠ and 4+ ♥.
2♦ 0-7 or GF	Transfer: 5+ ♥. Either a WJS w/ 5+ ♥, or GF w/ 6+ ♥.
2♥ 0-7 or GF	Transfer: 5+ ♠. Either a WJS w/ 5+ ♠, or GF w/ 6+ ♠.
2♠ GF	Artif. unbal., usually both minors (5431 or 6-4 either way)
2NT 0-5 or GF	Conv. 5-5 in minors. 3♦: 1-suited w/ 6+ ♦ and 0-1 ♣
3♣ GF	6+ ♣, 0-1 in a M 3M: 1-suited w/ 6+ ♦ and 0-1 here.

1♦ OPENING

Expected Min. Length: 5 4 3 NF 0-2 Artif.

Describe: always unbal w/ 5+ ♦. at least a singleton or two doubletons.

RESPONSES

Double Raise: Force Inv. Weak After Overcall: Weak
Forcing Raise: J/S in other minor Single raise Other (2♣) (♦ + ♣)
Other raises 2NT = inv. raise; 3♣ = constructive raise

Other Unusual Responses

1M: nat., 4+. But if GF, must have 6+ M, or 5-5, or 5 M, 3+ ♦ & a singleton.

2♣: Artif. GF. 5 card major common. Covers ALL bal. GFs, + many unbal.

2♦ 0 to 12- Conv.: 5 ♠ + 4 ♥. Can be 5-5 if invitational strength.

2♥ 0 to 9- Conv.: 5-5 in Majors.

2C: Strong Other **Describe:** Either: • Balanced: 20+ to 22 HCP;
RESPONSES or • Any 6+ card suit: 21+ HCP or 9+ tricks

2♦: Neg Waiting

2♥: transfer to ♠. either bust or 5-5 GF 2♠: 5-5 w/ ♥ + a minor, GF

2NT: transfer to ♣. either bust or GF. 3♣: transfer to ♦. bust or GF

2D: Natural, Weak Intermediate Strong Conv.

DESCRIBE: 5-5 (or more) in any two suits: 20+ HCP or 9+ tricks

RESPONSES: Responder is expected to relay with 2♥ (waiting)

2H: 10 to 15 HCP. Natural, Weak Intermediate Strong Conv.

Describe: Flannery. usually 5 ♥, can be 6. exactly 4 ♠.

Responses: 2♠ is to play; 3M is preemptive raise; 2NT is artif. asking bid.

2S: 7+ to 11 HCP. Natural, Weak Intermediate Strong Conv.

Responses: 2NT Force (asks for feature). New Suit NF (RONF).

SPECIAL DOUBLES

Neg. 1S thru 2S (not over 1♦ or 1♥)
 • 1m - [1D or 1H] - X (transfer to M)
 • 1D - [1H] - 1S (GF, balanced, 4-5 ♠)

Responsive thru 2S Maximal
 Support X thru 2♣ after 1♣ opening;
 only at 2-level (thru 2PS) after 1♦ opening
 Card-showing Min. Offshape T/O
 Other: Pass-double inversion (X = doub!)

SIMPLE OVERCALL

1-level: 7 to 17 HCP (usually)
 Often 4 cards very light style

ADVANCES

1-level: natural, FIR
 2-level: transfers (to 2PS = constr. raise)
 Jump raise: Forcing Inv. Weak
 Other: Jump Q = mixed raise; XX = xfr.

OVER OPP'S T/O DOUBLE

Redouble Implies No Fit
 2NT: Jordan Other (system on)
 1m - X: (we ignore it, play "system on")
 1M - X: (transfers, except 2♠ = GF raise)
 Jump shift: (we ignore the X, system on)

SLAM CONVENTIONS 4NT: Blackwood RKC 1430 (optional to cooperate, sometimes kickback)
 • Range & Shortness Asking Bids • Last Train
 • BLASTorSOR (used after relays to set trump + either signoff or ask for key cards).

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Balancing: 10 to 14 / m; 12 to 16 / M
 Jump to 2NT: Minors 2 Lowest

JUMP OVERCALL:

Strong Intermediate Weak

OPENING PREEMPTS

3/4-bids: Sound light very light

DEFENSE VS NOTRUMP

vs	STRONG	WEAK
2♣	♣ + both Majors	5+♥
2♦	♦ + both Majors	5+♠
2♥	Natural	♥+♠ (competitive)
2♠	Natural	♣ or ♦ (strong)
2NT	♣ + ♦	minors or majors
X	♥ + ♠ *	Penalty

VS OPENING PREEMPTS Double Is

Takeout thru 3S Penalty
 Leb 2NT response (modified: 2NT = pick-a-minor Leb + modified Rubensohl)
 Other Leaping Michaels

OPENING LEAD vs. NT

SPOT CARD LEADS vs. NT - Trick 1: Attitude (modified)

From	Lead	Examples	
High Interest Suits (5+ cards or HHxx)	Lowest	H,H,x,x(x) H,x,x,x(x)	x, x, x, x, (x) H,H, x, (x)
Other 4 Card Suits	Lowest in the 6 - 8 range • Second choice: the 5 • Third choice (rare): the 4	H,9,7,6 H,8,7,3 H,7,4,2 H,9,5,2	9,8,7,6 9,7,6,3 8,7,4,2 8,4,3,2
3 Card Suits	Highest spot	H,4,2 H,7,5 H,8,7	9,6,2 8,6,5 6,3,2
Doubletons	Highest	(H)x (x)x	(x)x

HONOR LEADS vs. NT - Trick 1: A + K standard, but Q, J, 10 are length-based

Lead	Honors it shows	Length Promised	Examples
Ace	AK (usually)	Any	(A)K x x (x) (A)K x
King	KQ	Any	(K)Q x x (x) (K)Q x
Queen	QJ	4+ cards	(Q)J T x (x) (Q)J, x x (x) (Q)J 9 x (x) (Q)J x
Jack	QJ or JT	3 or fewer cards	QJ x (x) JT x
10	JT or T9	4+ cards	JT 9 x (x) A JT x (x) T 9 8 x (x) Q T 9 x (x)

LATER IN THE HAND: Coded 9s and 10s (0 or 2 higher); other honors Standard.
Spot cards: 1st round of a suit = attitude
 2nd round of a suit = 3rd best (i.e., original 4th)

SPECIAL CARDING (vs. both Suits & NT)

Unusual Third-Hand Play: After a spot card lead at trick 1, third hand often plays a non-standard card from touching honors. At trick 1 (only), vs. both NT and Suits, RHO usually (but not always) plays HIGHEST of touching honors (e.g., K from KQ).

H-M Echoes: On your first lead, both defenders echo (high-low = positive) to show our attitude about either: (1) the suit LHO led ("Smith" echo); or (2) the Obvious Shift suit. Which of those two suits each defendant echoes for is determined as follows:

RHO: • if his attitude to 1st suit is known (b/t dummy + trick 1): Obvious Shift echo.
 • if his attitude to the 1st suit is still unknown or ambiguous: Smith echo.

LHO: • if he led any honor (vs. suit or NT): Smith echo.
 • if he led a low spot (2-5) vs. NT, implying interest in this suit: Smith echo.
 • after all other spot card leads (vs. suit or NT): the same suit as RHO.

LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
(X) x x x X x x X A K x K Q T 9 K O x K J T x Q T x K T 9 x J T 9 Q T 9 x T 9 x	(X) x x x X x x x X A K J x A Q J x A J T 9 A T 9 x K Q J x K Q T 9 Q J T x Q T 9 x J T 9 x T 9 x A K x Q J x K Q x J T x

Rusinow vs. suits

DEFENSIVE CARDING

Standard: vs Suits vs NT
 Upside-down Count
 Attitude

FIRST DISCARD

Lavinthal
 Odd / Even
 Upside down

LENGTH LEADS

4th Best vs SUITS vs NT
 3rd / 5th Best vs SUITS vs NT

Primary Signal to Partner's Leads

Attitude Count Suit Preference

OTHER CARDING

H-M Echo
 • Smith Echo
 • Obvious Shift
 Foster Echo
 Trump Suit Pref.

SPECIAL CARDING: PLEASE ASK