

NAMES: Marty Harris + Jacob Morgan

GENERAL APPROACH

Our own system. 5551 (1♦ and 1M promise 5, so 1♣ is often short). Transfer responses to 1♣ & 1♦. Intermediate Two level openings. Respond very light. 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 (4♣), 3M, 4D 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: System on over: X and 2♣ 14+ to 17 3rd & 4th seat 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 Transfer, or GF w/ 4-3 or 3-3 in majors. If 4-3 or 3-3 in majors, usually 4+ ♦. 2♥: Transfer to ♠ 2♠: Usually quantitative invite. But can be 6+ ♣ (GF or bust), or GF 5-5 minors 2NT: Puppet Stayman. Usually GF, but can be inv. with 4-4 or 5-4 Majors. 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: 21 to 23- 5 card major common: Puppet Stayman Jacoby Transfers Texas 3♣: minor suit slam try 16 3NT: 22 to 24. At least 9 tricks in your own hand. 6+♠ and 5+♥

MAJOR OPENINGS

Expected Min. Length, 1st /2nd: 5 4 □ 3rd /4th: 5 4 □ RESPONSES Double Raise: Force □ Inv. Weak □ After Overcall, 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. Covers almost all GF hands. 1NT [after 1♥]: Transfer, 5+ ♣. (exactly 5 if < inv.). 2♦: Transfer, usually 6+ cards in OM. < GF (0-13 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.: 10 to 13, or 18-20 Unbal. with primary ♣s (5+) All 4441s

RESPONSES

Table with 3 columns: Strength, Description, Raises. Rows include 1♦, 1♥, 1♠, 1NT, 2♣, 2♦, 2♥.

1♦ OPENING

Expected Min. Length: 5 4 □ 3 □ NF 0-2 Artif. Describe: always 5+ ♦. Denies 4♥ unless 16+ HCP. Optional with 5332.

RESPONSES

Table with 3 columns: Strength, Description, Responses. Rows include 1♥, 1♠, 1NT, 2♣, 2♦, 2NT, Double Raise, Strong Raises, 2♠, 2♥, 2M.

SPECIAL DOUBLES

Neg. \heartsuit 1S thru 2S Maximal \heartsuit

- 1C - [1D] - X (transfer to \heartsuit)
- 1m - [1H] - X (transfer to \heartsuit)

Support X XX Thru 2 \heartsuit

After 1 \heartsuit opening: \heartsuit \heartsuit \heartsuit

After 1 \heartsuit opening: \heartsuit \heartsuit 1S-2PS

Card-showing \heartsuit Min. Offshape T/O \heartsuit

Other: Pass-double inversion (X = doubt)

SIMPLE OVERCALL

1-level: 7 to 17 HCP (usually)

Often 4 cards very light style

ADVANCES

1-level: natural, FIR 2-level: transfers

Jump raise: Forcing Inv. Weak \heartsuit

Other: Jump Q = mixed raise; XX = xfr.

OVER OPP'S T/O DOUBLE

1C - [X] - XX: (\heartsuit + \heartsuit , weak) or (bal. GF)

1D - [X] - XX: (transfer: 5+ \heartsuit)

1M - [X] - XX: (penalty interest) (no fit)

SLAM CONVENTIONS

4NT: Blackwood RKC 1430 \heartsuit (optional to cooperate, Range & Shortness Asking Bids • Last Train sometimes kickback)

• BLAST or SOR (used after relays to set trump + either signoff or ask for key cards).

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on \heartsuit

Balancing: 10 to 14 / minor; 12 to 16 / M

Jump to 2NT: Minors 2 Lowest \heartsuit

JUMP OVERCALL:

Strong Intermediate Weak \heartsuit

OPENING PREEMPTS

3/4-bids: Sound light very light \heartsuit

DEFENSE VS NOTRUMP

vs	STRONG	WEAK
2 \heartsuit	\heartsuit + both Majors	5+ \heartsuit
2 \spadesuit	\heartsuit + both Majors	5+ \heartsuit
2 \clubsuit	Natural	\heartsuit + \heartsuit (competitive)
2 \diamond	Natural	\heartsuit or \heartsuit (strong)
2NT	\heartsuit + \heartsuit	minors or majors
X	\heartsuit + \heartsuit *	Penalty

VS OPENING PREEMPTS Double Is

Takeout \heartsuit thru 3S Penalty

Leb 2NT response \heartsuit (modified: 2NT = pick-a-minor Leb + modified Rubensohl)

Other \heartsuit : Leaping Michaels

OPENING LEAD vs. NT

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

From	Lead	Examples	
High Interest Suits (5+ cards or IIIxx)	Lowest	H, H, x, x, x H, x, x, x, x	x, x, x, x, x H, H, x, 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, 6, 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	11, x 11, x	11, x 11, 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	Q, J, x J, T, x
10	JT or T9	4+ cards	J, T, 9, x (x) T, 9, 8, x (x) A, J, 11, x (x) Q, J, 11, x (x)

LEADS LATER IN THE HAND:

- Coded 9s and 10s (0 or 2 higher); other honors Standard.
- Spot cards: 1st round = attitude
2nd round = count (3rd / 5th best from remaining [i.e., original 4th])

SPECIAL CARDLING (vs. both Suits & NT)

\heartsuit 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).

SPECIAL CARDLING: PLEASE ASK