NAMES: Marty Harris + Jacob Morgan   April 2016

- -

GENERAL APPROACH

Our own system. **5551** (1♦ and 1M promise 5, so 1♣ is often short). Transfer responses to 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♣ ☒   Other ☒ (3♣, 3NT, 4♣, and 4♦) (6-5s)
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: <u>X and 2♣</u>

2♣:   Stayman ☒ (almost always exactly invitational, with at least one 4+ card
            Major) (the Major can be 6+ cards; we don't xfr when inv.)
            • (But can be inv. w/ a long minor, or GF w/ 5-5 minors.)

2♦:   Transfer to ♥ ☒ Forcing Stayman ☐
            (either GF or < inv.) (may be a 4 card suit if GF w/ a longer minor)

2♥:   Transfer to ♠ ☒ (same parameters as 2♦)

2♠:   Usually quantitative invite. But can be 6+ ♣ (GF or signoff).

2NT: Puppet Stayman. (GF).

3♣:   (xfr: 6+ ♦) (GF or weak) (if GF, 2+ ♣)   **3♦:** (6+ ♦) (GF) (0-1 ♣)

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

3NT: 15 to + (GF: at least 9 playing tricks). Artif.: 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 most bal. w/o a 5 card major:
  • Bal.: 10+ to 13, or 18-20   • Unbal. with primary ♣s (5+)   • All 4441s

RESPONSES

	Strength	Description	Raises ☐ (none)
1♦	0 to 37	*Transfer:* 4+ ♥.	
1♥	0 to 37	*Transfer:* 4+ ♠.	
1♠	0 to 13-	*Artif.:* No 4+ Major. Balanced or unbal.	
1NT	GF	Nat., balanced or semi-bal. 5 card Major common.	
2♣	0 to 13-	*Artif.:* 5 ♠ and 4+ ♥.	
2♦	0-5 <u>or</u> GF	*Transfer:* 5+ ♥.	
2♥	0-5 <u>or</u> GF	*Transfer:* 5+ ♠.	

1♦ OPENING

Expected Min. Length: 5 ☒   4 ☐   3 ☐   NF 0-2 ☐   Artif. ☐
Describe: always 5+ ♦. Denies a 4 card Major unless 16+ HCP. Can be 5332.

RESPONSES

	Strength	Description
1♥	0 to 37	5+ ♥.
1♠	0 to 37	5+ ♠.
1NT	0 - 11	May have a 4 card Major (often does). Usually 0-2 ♦.
2♣	GF	Artif. GF. 5 card major common. Usually balanced.
2♦	0 to 13	At least 5-5 in Majors. NF (< GF strength).
2NT	12 to 13	May have a 4 card Major (often does). Usually 0-2 ♦.

Double Raise: Force ☐   Inv. ☐   Weak ☒   After Overcall: Weak ☒
Strong Raises: Other ☒ (2♥ = 10+ HCP) (3+ ♦)   J/S in other minor ☒ (8-9)

2♣: Strong ☒ Other ☐   **Describe:** Either balanced 23 to + HCP; or else must *or 5-5*
                      have a 6+ card suit (a Major or ♣), usually 21+ HCP

- -
   RESPONSES: 2♦: Neg ☐ Waiting ☒   Other ☒ (2M = 5-5 GF w/ 5 OM)

2♦: 10 to 15 HCP.   Natural, Weak ☐   Intermediate ☒   Strong ☐   Conv. ☐
                      Describe: 5+ ♦ and a 4 card Major.

- -
   RESPONSES: 2NT (artif. GF).   Raises: 3♦ (10-11), 3♣ (12-13)

2M: 10 to 15- HCP.   Natural, Weak ☐   Intermediate ☒ (nat) Strong ☐   Conv. ☐
                      Describe: 6+ card suit. Denies 4 in OM.

- -
   RESPONSES: 2NT (artif. GF).   Raises: 3PS (10-11), 1-under 3PS (12-13)
                Penalty X ☒ (if you overcall, an X by our Responder is penalty)
                Strong Pass ☒ (if no fit, Responder can Pass w/ up to 13- HCP)

SPECIAL DOUBLES

Neg. ☒ 1S thru 2S   Maximal ☒
- 1C – [1D] – X (transfer to ♥)
- 1m – [1H] – X (transfer to ♠)

	Support X	XX	Thru
After 1♣ opening:	☒	☒	2♣
After 1♦ opening:	☐	☐	2♦S

Card-showing ☒ Min. Offshape T/O ☒
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, F1R*   2-level: *transfers*
Jump raise: Forcing ☐ Inv. ☐ Weak ☒
Other: *Jump Q = mixed raise; XX = xfr.*

OVER OPP'S T/O DOUBLE

1C – [X] – XX: (♣ + ♦, weak) or (bal. GF)
1D – [X] – XX: (transfer: 5+ ♥)
1M – [X] – XX: (penalty interest) (no fit)

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

LEADS (circle card led, if not in bold)

DEFENSIVE CARDING
	vs Suits	vs NT
Standard:	☐	☐
Upside-down		
Count	☒	☒
Attitude	☒	☒

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

Rusinow vs. suits

versus Notrump
X x	X x 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 x	
A K x	Q J x	
K Q x	J T x	

FIRST DISCARD
	vs Suits	vs NT
Lavinthal	☐	☐
Odd / Even	☐	☐
Upside down	☒	☒

LENTGH LEADS
4th Best	vs SUITS ☐	vs NT ☐
3rd / 5th Best	vs SUITS ☒	vs NT ☐
Attitude + count	vs SUITS ☐	vs NT ☒

Primary Signal to Partner's Leads
Attitude ☒   Count ☐   Suit Preference ☐

OTHER CARDING
	vs Suits	vs NT
Smith Echo *in trump*	☒	☒
Foster Echo	☐	☐
Trump Suit Pref.	☒	☐

Other: *Frequent Suit Pref*

☐ SPECIAL CARDING: PLEASE ASK

NOTRUMP OVERCALLS

Direct: 15 to 18   Systems on ☒
Balancing: 10 to 14 / minor; 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
	(or 1 Major strong)	

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

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 9 x (x)	(Q)J,x 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(T)x (x) Q(T)9 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 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).