

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 (1♣ + 1M: open most 10s) (1♦ + 2L: can open w/ 8) Third hand Overcalls Preempts

FORCING OPENING: 1♣ 2♣ Other (none: 1-level openings unlimited)
 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 (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 ♣ or bal)

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- 5 card major common:
 Puppet Stayman Jacoby Transfers Texas 3♣: minor suit slam try

3NT: 25 to + (at least 9 playing tricks).

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.: 1♣-13 or 18-22 • Unbal. with primary ♣ (14+ HCP) • All 4441s

RESPONSES

	HCP	Description	Raises <input checked="" type="checkbox"/> (none)
1♦	0 to 29	Transfer: 4+ ♥.	
1♥	0 to 29	Transfer: 4+ ♠.	
1♠	0 to 13-	Artif.: No 4+ Major. Balanced or unbal.	
1NT	GF (14+)	Nat., balanced or semi-bal. 4 card Major common.	
2♣	0 to 13-	Artif.: 5 ♣ and 4+ ♥.	
2♦	0-5 or GF	Transfer: 5+ ♥.	
2♥	0-5 or GF	Transfer: 5+ ♠.	

1♦ OPENING

Expected Min. Length: 5 4 3 NF 0-2 Artif.
 Describe: always 5+ ♣. 8-9 HCP common. Denies a 4 card Major unless 16+.

RESPONSES

	HCP	Description
1♥	0 to 31	5+ ♥.
1♠	0 to 31	5+ ♠.
1NT	0 to 14	May have a 4 card Major (often does). Usually 0-2 ♦.
2♣	GF (16+)	Artif. GF. 5 card Major common. Usually balanced.
2♦	0 to 15	At least 5-5 in Majors. NF (< GF strength).
2♠	12 to +	6+ ♠, 0-2 ♦. Can be 6322 if 12-15, but not if 16+.
3♣	0 to 11	Nat.: 6+ ♣, 0-2 ♦. NF. 4 card Major is possible.

Raises:

2♥	12 to 15	3+ ♦, bal. or unbal. 4 card Major common but no 5+ M.
2NT	GF (16+)	4+ ♦, unbal. Promises a 4 card Major & some singleton.
3♦	0 to 11	3+ ♦. NF. Bal. or unbal. 4 card Major common.

2♣: 8 to 13 HCP. Natural, Weak Intermediate (nat) Strong Conv.
 Describe: 5+ ♣, unbal. 6+ ♣ if min. (8-11). Often 4 card M.

RESPONSES: 2♦ (artif., inv.+) 2NT (12-13, F1R) Raises: 3♣ (0-11, blocking)

2♦: 8 to 15- HCP. Natural, Weak Intermediate (nat) Strong Conv.
 Describe: 5+ ♦ and 4 card Major. If min. (8-11) will have 6+ ♦.

RESPONSES: 2♥ (artif. ask, inv.+) 2NT (5+ ♥, inv.) Raises: 3♣ (12-13), 3♦ (0-11)

2M: 8 to 15- HCP. Natural, Weak Intermediate (nat) Strong Conv.
 Describe: 6+ card suit. Denies 4 in OM.

RESPONSES: 2NT (artif., 12 to +) Raises: 3PS (0-9), 1-under 3PS (10-11)
 Maximal X (if you overcall, our Responder's X is inv. raise)

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:
 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, FIR 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)

versus Suits
 X x x x X
 x x x x X
 A K x K Q T 9
 K C x K J T x
 Q J x K T 9 x
 J T 9 Q T 9 x
 T 9 x

versus Notrump
 X x
 X x x
 A K J x
 A J T 9
 K Q J x
 Q J T x
 J T 9 x
 A K x
 K Q x
 J T x

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
 Attitude + count vs SUITS vs NT

Primary Signal to Partner's Leads

Attitude Count Suit Preference

OTHER CARDING

Smith Echo
 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♠ ♠ + a Major 5+ ♥
 2♦ ♦ + a Major 5+ ♠
 2♥ Natural ♥ + ♠ (competitive)
 2♣ Natural ♠ or ♦ (strong)
 2NT ♠ + ♦ minors or majors
 X ♥ + ♠ (or strong, 1 M) 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) x, x, x, x, (x) H, 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) 9, 8, 7, (6) H, 8, (7), 3 9, 7, 6, 3 H, (7), 4, 2 8, 7, 4, 2 H, 9, (5), 2 8, 4, 3, 2
3 Card Suits	Highest spot	H, 4, 2 9, 6, 2 H, 7, 5 8, 6, 5 H, 8, 7 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, 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) A, J, (T), x, (x) (T), 9, 8, 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).