

**GENERAL APPROACH**

- 5551 (1♦ and 1M promise 5, so 1♣ is often short).
- Intermediate Two level openings.
- Transfer responses.
- Respond very light.

**VERY LIGHT:** Openings (1♦ + 1M: we open most 10s) (but 1♣ usually 1♦)  
 Third hand Overcalls Preempts

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

**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  
 Describe: exactly a 5 card suit unless 16+ HCP or 4 in OM. Often 10 HCP.

**RESPONSES**

**Double Raise:** Force Inv. Weak After Overcall, Weak  
**Conv. Raise:** 2NT (fit showing, GF) 3NT (splinter) Splinter  
**Other raises:** All jumps = fits (GF), may be artif.

**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

(11 ♠ 4-4 M)

**RESPONSES**

	HCP	Description	Raises (none)
1♦	0 to 29	Transfer: 4+ ♥.	
1♥	0 to 29	Transfer: 4+ ♠.	
1♠	0 to 15	Artif.: No 4+ Major. Balanced or unbal.	
1NT	GF (14+)	Nat., balanced or semi-bal. 4 card Major common.	
2♣	0 to 11	Artif.: 5 ♣ and 4+ ♥.	
2♦	0-5 or GF	Transfer to ♥ (5+ ♥ if weak) (4 ♥ + longer minor if GF)	
2♥	0-5 or GF	Transfer to ♠ (5+ ♠ if weak) (4 ♠ + longer minor if GF).	

**1♦ OPENING**

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

**Describe:** always 5+ ♦. As light as 10 HCP. Denies 4 hearts unless 16+ HCP.

**RESPONSES**

	HCP	Description
1♥	0 to 30	Transfer: 4+ ♠.
1♠	0 to 30	Transfer: 5+ ♥.
1NT	0 to 13	May have a 4 card Major (often does). Usually 0-2 ♦.
2♣	GF (14+)	Artif. GF. 4 card Major common. Usually balanced.
2♦	0 to 13	Both Majors: at least 5 ♥ and 4 ♠. NF (< GF strength).
2♠	12 to +	6+ ♠, 0-2 ♦. Can be 6322 if inv., but not if GF.
3♣	0 to 11	Nat.: 6+ ♠, 0-2 ♦. NF. 4 card ♥ is common.

**Raises:**

**2♥** 12 to 13 3+ ♦. Either unbal. or 4+ ♦. 4 card ♥ common.  
**2NT** GF (14+) 4+ ♦, unbal. No 5+ card side suit. Often 4 card Major.  
**3♦** 0 to 11 3+ ♦. NF. Bal. or unbal. 4 card ♥ common.

**2♣:** 8 to 15 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, FIR) **Raises:** 3♣ (0-11, blocking)

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

**RESPONSES:** 2NT (artif., 12+ HCP) **Raises:** 3♣ (10-11) (either ♦ or ♥) 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 **2♣**

After **1♣** opening:    
 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 = 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)

**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
		H, x, x, x, x, x
Other 4 Card Suits	Lowest in the 6-8 range	H, 9, 7, 6
		H, 8, 7, 3
		H, 7, 4, 2
		H, 9, 5, 2
3 Card Suits	Highest spot	H, 4, 2
		H, 7, 5
		H, 8, 7
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, x, x
King	KQ	Any	K, Q, x, x, x, x, x
Queen	QJ	4+ cards	Q, J, T, x, (x) Q, J, x, x, x, x, 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, x, x

**LEADS LATER IN THE HAND:**

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

**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).

**SLAM CONVENTIONS** 4NT: Blackwood  RKC  1430  (optional to cooperate, sometimes kickback)  
 • Range & Shortness Asking Bids  
 • BLASTorSOR  
 • Last Train  
 • We never control bid

**LEADS** (circle card led, if not in bold)

**versus Suits**  
 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

**versus Notrump**  
 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

**DEFENSIVE CARDING**

Standard:  vs Suits  vs NT   
 Upside-down Count   
 Attitude

**FIRST DISCARD**

Lavinthal   
 Odd / Even   
 Upside down

**OTHER CARDING**

Smith Echo    
 Foster Echo    
 Trump Suit Pref.

**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: *Frequent Suit Pref*

**SPECIAL CARDING: PLEASE ASK**