

**GENERAL APPROACH**

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

VERY LIGHT: Openings  (1♦ + 1M: we open most 10s, but 1♣ is usually 12)  
 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 all seats 5 card major common:   
 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 6+ card 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 a quantitative invite, but can be 6+ ♣ (GF or signoff).

2NT: Puppet Stayman. (GF).

3♣: (6+ ♦) (GF or weak) (if GF, 0-1 ♥ or ♠) 3♦: (6+ ♦, GF) (0-1 ♣ or bal)

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

In Comp.: Neg. X  Other  (all calls including X are transfers + modified Leb)

2NT: 22 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 5 cards unless 16+ HCP or 4 in OM. Open most 10 HCPs.

**RESPONSES**

Double Raise: Force  Inv.  Weak  After Overcall, Weak   
 Conv. Raises: 2PS  (2 or 3 card inv. [12-13 HCP], with 4 OM) or (mixed)  
 2NT or JS  (artif. fit jump, GF) Splinter  (artif. includes 3NT)  
 1NT: Forcing  Semi  (0 - 11 or GF) (often 3+ card support) (we often respond on 0 HCP) (when GF, can have 5 cards in Other Major)

Drury  Reverse  2-way  Fit   
 Other  Invitational hands (12-13 HCP): almost always respond 2♣ or 2PS.  
 1♥ - 1NT: Transfer, 5+ ♠ (0 to GF) (Kaplan Inversion)  
 1♠ - 2♦: Transfer to ♥ (usually 6+ ♥) (0 to GF).

**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.: 12-13 or 18-21 • All 4441s • Unbal. with primary ♣ (16+ HCP if 6+ ♣) (if 12-15 HCP and 5431, ♠ will be longer than ♦)

**RESPONSES**

	HCP	Description	Raises <input type="checkbox"/> (none)
1♦	0 to 29	Transfer: 4+ ♥.	
1♥	0 to 29	Transfer: 4+ ♠.	
1♠	0 to 11	Artif.: No 4+ Major. Bal. or unbal.	
1NT	GF (12+)	Nat., balanced or any 4441. 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 ♥ unless 16+ HCP.

**RESPONSES**

	HCP	Description
1♥	0 to GF	Transfer: 4+ ♠.
1♠	0 to GF	Transfer: 5+ ♥.
1NT	0 to 13	NF offer to play. Often has 4 ♥. 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.
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 ♥ suit common.

**Raises:**

2♥	12 to 13	3+ ♦. Either unbal. or 4+ ♦. 4 ♥ common.
2NT	GF (14+)	4+ ♦, unbal. No 5+ card side suit. 4 card Major common.
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., 12+) 2M (8+ HCP, 5+ M, FIR) 2NT (10-11, FIR)

2♦: 8 to 15- HCP. Natural, Weak  Intermediate  (nat) Strong  Conv.   
 Describe: 6+ ♦, or 5431 w/ 5 ♦ and 4 ♥. If 8-11, must have 6+ ♦

RESPONSES: 2♥ (artif., 12+ HCP) 2♠ (5+ ♥) 2NT (5+ ♠) 3♣ (10-11, FIR)

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:   15 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: 2NT (mixed raise); 3m (inv. raise)

**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 • We never control bid

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

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

Rusinow vs. suits

**LENGH 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

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	Majors or 1 minor	Penalty

**VS OPENING PREEMPTS Double Is**

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

**DEFENSIVE CARDING**

vs Suits vs NT  
 Standard:    
 Upside-down Count    
 Attitude    
**FIRST DISCARD**  
 Lavinthal    
 Odd / Even    
 Upside down

**OTHER CARDING**

Smith Echo    
 Foster Echo    
 Trump Suit Pref.

Other: ~~requent Suit Pref~~

**OPENING LEAD vs. NT**

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

From	Lead	Examples
<b>High Interest Suits</b> (5+ cards or HHxx)	<b>Lowest</b>	H, H, x, x, X x, x, x, x, X H, x, x, x, X H, H, x, X
<b>Other 4 Card Suits</b>	<b>Lowest in the 6-8 range</b> • 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
<b>3 Card Suits</b>	<b>Highest spot</b>	H, 4, 2 9, 6, 2 H, 7, 5 8, 6, 5 H, 8, 7 6, 3, 2
<b>Doubletons</b>	<b>Highest</b>	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
<b>Ace</b>	AK (usually)	Any	A, K, x, x, X A, K, x
<b>King</b>	KQ	Any	K, Q, x, x, X K, Q, x
<b>Queen</b>	QJ	<b>4+ cards</b>	Q, J, T, x, (x) Q, J, x, x, X Q, J, 9, x, (x) Q, J, x
<b>Jack</b>	QJ or JT	<b>3 or fewer cards</b>	Q, J, x J, T, x
<b>10</b>	JT or T9	<b>4+ cards</b>	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: 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).