

System Summary Form, 2021

Team:	Dinkin	Last Updated	July 12, 2021
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Bids that Require Advance Preparation

ACBL Pre-alertable Openings:

1♣ = Art, (NF 1st/2nd seats)

1♦ = Art, strong F1

1M = possibly canape

Overcalls:

1NT: Artificial 6 cards in lowest major except over 1♣

1NT: Artificial T/O over 1♣

2C: Artificial T/O over 1♦/1♥/1♠

2 cheapest jump overcalls at 2-level show that suit and the next higher ranking suit.

Other opening bids, responses and competitive calls that may require advance preparation, but are not ACBL pre-alerts are listed at the bottom of the general bidding style. In general, people like to make defenses against 1♣ art., 1♦ strong, 2NT strong and limited with 6+♠ and rarely against (1♣)-1NT for t/o or (1X)-2♣ for t/o

General Bidding Style

Strong ♦, Weak 1M/2m

[For points listed here, we routinely upgrade HCP ranges according to ACBL's Rule of 17/19 (e.g., 5-5 Majors 9HCP will routinely be upgraded to a 10-14 artificial 1♣). We routinely downgrade control-poor hands. These are on top of any other permissible controls, quality or concentration related upgrades or downgrades which are usually 1 point and rarely 2+. Some upgrades are not permissible such as 9 to 10 for an artificial bid for anything other than rule of 19.

List of Openings:

1♣ = 0+♣; art.

-1st/2nd 10 to 14 nf;

-3rd/4th NV14+ to 17 V13+ to 17, unbal forcing usually no major unless 4M-7m

1♦ = str 0+♦; art; forcing; we will open this instead of 2NT if we want to ask/bal/bad suit;

-1st/2nd 15 to 37;

-3rd/4th 18 to 37

1♥ = 4+♥ could be canapé, we open every hand qualifying for 1M this or something else;

-1st/2nd NV8 to 9; BV 8-11-; unfav 8-11

-3rd/4th NV14+ to 17 V13+ to 17

1♠ = 4+♠, 0-3♥ could have longer m;

-1st/2nd NV 8-9; equal V 8-11-, unfav 8-11

-3rd/4th NV14+ to 17, V13+ to 17; 4+♠, ♥ shorter than ♠ typically

1NT = Either natural or could have one small singleton, no void and 9 or fewer cards in two longest suits;

-1st/2nd 12 to 14;

-3rd/4th 15 to 17, no 4+Major

2♣ = natural

-1st/2nd NV 0-5♦, 0-4♠, 0-4♥, 4+ to 9, 5+♣

-1st/2nd V; 0-5♦ no Maj, BV 5+♣ 8-10, unfav 6+♣ 10-14

-3rd 5+ 0-14NV 0-13V

-4th 5+ 13-14

2♦ = natural

-1st/2nd NV0-4♣, 0-4♠, 0-3♥; 4+ to 9, 5+♦

-1st/2nd V0-4♣ no Maj; BV 8-10, 5+♦; unfav 10 to 14, 6+♦

-3rd 5+♦ 0-14NV, 0-13V

-4th 5+♦ 13-14

2♥ = 5+♥;

-1st/2nd: 10 to 14, 5♥4m(31) or 6+♥, 0-3♠;

-3rd: 0-14NV 0-13V

-4th: 13 to 14

2♠ = 5+♠;

-1st/2nd: 11 to 14, 5♠4m(31) or 6+♠, 0-3♥;

-3rd: 0-14NV 0-13V

-4th: 13 to 14 any distribution

2NT = 6-7♠ 0-3♥ usually single suited

-1st/2nd: 15 to 17

-3rd/4th: 18 to 19

3NT = solid minor

-1st/2nd: no side A or K

-3rd/4th: Gambling/Preemptive, expectation game can make vs. a random 5 count but slam is unlikely

4m = NAMYATS 8.5 tricks+

Psychics/awkward situations where we violate system: We tend not to be crazy third seat because we are systemically crazy first and second. Have rarely opted to show Kx when holding stiff K in relay or add a card to AQ and subtract a card from xxxx; rare because it will be two cards off actual pattern. When we cannot show 8+suits, 7411 or 12+ cards in two suits in relay so have to represent another pattern if responding to relay.

Forcing pass: We play pass double inversion when one of us has made a game forcing bid.

This does not apply to a game raise. In some invitational sequences (e.g., 1♦-1♥ and 1♣-2♣) our direct passes of bids are forcing below 2NT.

Relay notes: For all openings 1st/2nd through 3C and 1m/2NT 3rd/4th there's a response that forces game and initiates a subsequent relay. To prevent relay:

1♣-(1NT) is high enough

(1X)-X-(1NT) is high enough 2nd, we do not play relay after 3rd and 4th seat power doubles

1♦-(1NT) is high enough

1M-(1NT) is high enough 1st/2nd if it is natural or shows 2 known suits otherwise 2♣, no relay 3rd/4th

1N-X is high enough if it cards/penalty/takeout or shows two known suits, (2♣) is high enough 1st/2nd if it shows two known suits, otherwise (2♦), system off 3rd/4th

2♣-(2♦) is high enough 1st/2nd, no relay after initial response 3rd/4th

2♦-(2♥) is high enough 1st/2nd, no relay 3rd/4th

2♥-(2♠) is high enough 1st/2nd, no relay 3rd/4th

2♠-(2NT) is high enough 1st/2nd, no relay 3rd/4th

2NT-(3♣) is high enough if it shows two known suits otherwise (3♦)

3♣-(3♦) is high enough

To interrupt relay once started,

Typically 3 steps

Before pattern is shown, if there is one-step interference (e.g., 1♦-1N; (2♣), opener has a penalty double available. After a double, asker and responder have a penalty redouble available before pattern has been shown, afterwards only asker has a penalty redouble.

General style: We play a strong diamond system with many weird openings, competing calls and follow ups.

In the 15 to 37 range in 1st and 2nd seats we have 2 calls:

2NT = artificial, 6+♠ 0-3♥, usually one suited, 15 to 17

1♦ = artificial, 15 to 37

In 1st and 2nd seats in the 10 to 14 range we have six calls available:

2M = natural;

-5M4m(31) or a 6M0-3oM;

-10 to 14

1NT = 10 to 12 HCP, natural or natural NT pattern but with a small singleton, but still NT oriented: (4441), 6m(331)

1♣ = 10 to 14, art., 0+♣, nf

1M = 8-9/11 4+M could have a longer side suit, 1♠ also shows 0-3♥

-We prefer to open 2M or 1NT to 1♣ or 1M (but may open 1♣ with a 2M shape if we do not know whether to accept an invitation or not).

In the 8 to 9 range we can either open 2m not unfav, at the 3-level or above or, if we have a 4+card major, we open 1 of a major.

We will prefer 1M to 1♣ 7.5+losers or 0-1CTRL, but will downgrade 12 sometimes V e.g., 0-1 control.

10 to 11V hands with 4+M we tend to avoid 1M and instead bid 2M, 1♣ or P; 2M, 1♣ if they are 7- losers and 2+CTRL.

Our style is to open all 10 HCP hands even 4333 and all 8+HCP strength hands with a 4+M NV, but pass 10-11 4m4m32/4m333 Vul unless upgrade. We can upgrade or downgrade (with some exceptions imposed by the Open+ chart like not being able to upgrade from less than near average to near average to open 1M or from near average to average to open 1♣). Our opening preempt style is disciplined on tricks and length, but not suit quality. Length 3-lev is 6+ except unfavorable), 7+ 4-level and higher.

In 3rd and 4th seats, since we already opened all 10+ and most 8+ hands, we increase the strength requirements for our strong bids to 18+. We add another forcing opening: 1♣ with 13+V/14+NV to 17 usually no major suit unbalanced. Our 1M are 13+V/14+NV to 17 and 1NT is 13+V/14+NV to 17.

In the 15 or higher range, we have 6 bids

1♣ = 13+V/14+NV-17 unbal, usually no 4+M unless 4M7m

1♦ = 18+

1M = 4+M

1NT = 13+V/14+NV-17 denying 4+M; either natural or (33)(61) with a small singleton.

2NT = 6♠0-3♥, usually one suited 18-19

In the less than 15 range we play 2X natural and 3C+

2X = 5+X

-3rd 0 to 14NV 0-13V and no distribution requirements

-4th seat, it is 13 to 14.

In 1st/2nd we will pass non-preempts with 0-7 with a M, 8-9 no Maj and V also 10-11- 7.5+ loser hands with no Maj and do not qualify for 2m. In 3rd seat, we will pass 0-14- NV, 0-13-V hands with no 5 card suit, in 4th also pass with 0-12 and a 5 card suit.

Other opening bids that may require advance preparation:

1♣ 1st/2nd seats = 10 to 14,

-artificial like a strong club even though it is not strong

-could be as short as 0,

-non forcing.

1♦ = 15 to 37

-artificial;
-forcing
-Some negative inference that opener did not opt to open 2NT;
-3rd/4th seats 18 to 37

2NT = 15+ 6-7♠ 0-3♥ usually no side 4+ suit
-1st/2nd seats = 15-17
-3rd/4th = 18-19

Responses that may require advance preparation:

1♣-1♦ GF art.
1♣-1M 0-11 NF
1♣-2♣ 1st/2nd seats = 12-13 HCP,
-artificial,
-Stayman,
-does not promise 4+M

1♦-1♥ artificial;
-semi positive;
-forcing;
-1st/2nd seats 6 to 9 or a quick trick;
-3rd/4th seats 4+-7-, 4+ will have at least one control.

1♦-1♠ artificial,
-double negative,
-non-forcing,
-<1 quick tricks,
-1st/2nd seats 0 to 5,
-3rd/4th 0 to 4, if 4, no controls

1♦-1NT+ = artificial, game forcing

1M-2♣ 1st/2nd seats = artificial, game forcing

1M-2♦ = Art, inv+ (4+ card support 3rd/4th)

1M-2oM = NF not a drop

1N-2♣ 1st/2nd seats = artificial, game forcing

2♣-2♦ = artificial game forcing

2♦-2♥ = artificial game forcing

2♥-2♠ = artificial game forcing

2♠-2NT = artificial game forcing

2M-3lower = forcing, artificial inv+

2NT-3♣ = artificial, game forcing

2NT-3R = Jacoby (may req. def. b/c 2N=6+ STR)

2NT-4m = SPL

3♣-3♦ = artificial GF

Competitive calls that may require advance preparation:

(1♣) – 1NT = takeout, 3+ @ unbid

-typically 8 to 17- 2nd seat

-10 to 18- 3rd/4th seats)

(1♣) – 1♦ = artificial, bal

-2nd 12 to 14

-3rd/4th 15 to 17

(1♣) – 3♦ = 6+♦ intermediate

(1♦/♥/♠) – 2♣ = takeout, 3+ @ unbid

-typically 8 to 16 2nd seat

-10 to 17 3rd/4th seats)

(1 of a suit natural) - Double = str NT overcall typically, 2+ in suit doubled,

-2nd seat: 15 to 37,

-3rd/4th: 18 to 37,

-(1♠)-X also shows a stopper;

Also vs. 1 level openers

Overcall structure style; two suiters 10+cards usually unfavorable and always if force 3-level

-8-16 if partner UPH, 10-18 if partner PH

--lowest 2 jumps to 2 of a suit Roman and (1♠) - 3♦

---5+lower4+higher

--Cue=over under, 4+M5+m

--(1♦/♥/♠) – 1NT = 6+ lowest unbid major

--(1♦/♥/♠) - 3♣ = intermediate 6+♣

Opening Leads AND Leads in the Middle of the Hand

3/lo vs. Suits

4th from suits we like v. NT

ATT leads breaking new suits in middle of hand (lead to like)

standard honors except big king vs. NT

ATT leads vs. NT in a suit that the defenders bid

Suit pref leads possible (e.g. giving ruff)

Standard honors except big king vs. NT

Defensive Signals

Upside down attitude and count (ATT primary exc. king lead)