

System Summary Form

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Team:
Dinkin

We play the following methods that may require advance preparation:

Opening Bids

1C is a 1RF = Either: 11-13, 17-19, or 22+ any balanced shape, or 13+HCP w/ clubs.
If balanced the hand may contain a 5 card major or diamonds.

Responses to be aware of are:

1D = 0+ HCP w/ hearts
1H = 0+ HCP w/ spades
1S = 0+ HCP no major
1N = 13+ game forcing relay

1D / 1H / 1S are 13-35 HCP, with at least five cards (1D can be 4D (441)) but not 5332. A 1H or 1S opening can be shaded to 10 if we hold the other major.

Responses to be aware of are:

1D – 1H can occasionally be a three card suit and a very weak hand.
1D / 1H – 1N and 1S – 2C are GF relays.
1M – 2M-1 = constructive raise.
1H – 2C = 5+ spades and 4-9 HCP
1S – 2D = 5+ hearts and 4-9 HCP

1N = 14-16 (1-2), 14-17 (3) and 15-17 (4)

2C / 2D / 2H / 2S = (9)10-13 and 5+ in suit. We are allowed to shade this call in 3rd seat to around 6 HCP.

Preempts can be very light NV in 1st or 3rd seat, especially since we do not play weak 2's.

3N is a “good 4M opening”.

Competitive Methods:

We use transfers in most auctions that start 1X – (overcall or double)

Over your natural 1m opening we play "Overcall Structure":

- Double = 15+ and usually balanced
- Jump overcalls are that suit and the next higher ((1C) – 2H = 4S/5-6 H).
- 1N is a 3 suited takeout.

Over your Precision 1D or Polish / Short club we play: Pass may include a strong balanced hand (similar to Kit's "Grunt"), Double = major oriented takeout, 1N = single suited minor, 2C = majors, 2D = one major but destructive, 2M = intermediate

Over your strong club we play: Double = majors, 1D = hearts, 1H = spades, 1S = 4S and longer minors, 1N = long minor, 2m = that minor and hearts.

Over your 1N opening we play Woolsey or Multi-Landy depending on range.

Our general bidding style is

Usually sound. 3 level preempts NV may be light.

Our defensive signaling philosophy is:

Standard count and attitude. We tend to signal count unless partner leads an honor.

Discards tend to be count.

If we think we know enough about the hand, our carding tends to be suit preference

Reverse Smith against NT if position is unclear.

Some suit preference when we follow suit if count would be more helpful to declarer or count is known.

Our leads are:

We lead Rusinow against Suits (3+) and NT (4+) except in other people's suit.

Spot card leads are 3rd from even, low from odd vs suits, and 2nd and 4th vs NT.

Leads after trick one tend to be opening lead count through dummy and attitude through declarer.