

System Summary Form

Names: Bryan Howard & Jim Foster

Team: Bryan Howard

We play the following methods that may require advance preparation:

1C = 16+ HCP or equivalent playing strength, artificial

Responses are:

1D = 0-7 HCP, artificial

1H = GF w/spades

1S = 8-13 HCP, balanced GF

1N = GF w/hearts

We play numerous artificial continuations after the initial response to 1C

1D = 2⁺D, 10-16 HCP

1H & 1S = 5⁺ card suit, 10-16 HCP, raise to 4 can be good hand with as few as 3 trumps

1N = semi-forcing

2C = artificial GF without fit for major

1H/2D and 1S/2H = 3⁺fit, limit raise or better

1H/2S = 6⁺S, 4-8 HCP

1S/2D = 5⁺H, at least game invitational

2N = natural GF with doubleton fit, might have 4(5) of other major

2C = 6⁺C, 10-16 HCP. **2D = artificial asking bid. 2M = forcing. 2N->3C. 3C->3D.**

2D = 11-15 HCP, 3-suiter with short D (4415 minus 1).

We use transfers in many auctions, including over your overcalls and takeout doubles

2 suited jump overcalls show suit bid and lowest unbid major if we bid minor and lowest unbid minor if we bid major – always at least 5 of suit bid, but may be 4 of other suit, shows approximately 8-15 HCP

Pass/X inversion and Forcing Pass – see attachment

Our general bidding style is:

We open and overcall very light with good distribution, preempts moderately aggressive

1N = 14-16 1st, 2nd & 3rd NV; 15-17 4th and 3rd V- upgrades & downgrades common

Our defensive signaling philosophy is:

UDCA, except we play std. attitude on opening lead of A

UD count on opening lead of K at 5 level or higher

We often give suit preference in trump suit and when following suit or discarding

First discard tends to be UD attitude

Reverse Smith vs NT

When splitting honors, we tend to play highest

Our leads are:

Vs. NT: 4th best, but often lead high or second high from weak suits

Vs. Suits: 3rd from even, low from odd

Std. Honor leads, A from AK unless doubleton or 5 level or higher

After the opening lead, we often lead attitude

PASS/X INVERSION

Applies only if

We open 1C

R makes bid showing 8+ HCP

4th hand bids **3S** or higher before O gets to bid again

Ex: 1C/P/1S/(3S), 1C/(1H)/2H(8+ HCP)/(4H)

P requests X, unless R would not have sat for a penalty X, either:

for penalty;

to show flexible hand (2 places to play);

to show extras with a fit; or

to bid 4N natural if opponents are at 4 level

to show partial S stopper such as Qx, Jxx, or 10xxx (over 3S only)

X = T/O oriented, would have passed R's penalty X, but encourages a bid

X is like forcing P, showing interest in bidding but leaving decision to R

Bid = single suited if no fit found yet, or weakest action with fit

Ex. 1C/(2S)/3D/(3S)/4H = 6+H, likely no D fit, likely no C suit

4S = natural even if R showed H, e.g. 1C/1N(H)/(4m)/4S

4N = **RKC if R showed suit** (including H) - e.g. 1C/1N(H)/(4m) or (4S)/4N

Nonjump 4N = **T/O if R did not show suit** - e.g. 1C/(2S)/X/(4S)/4N or

1C/1S/(4S)/4N

P, then pull X to 4N = natural, NF - e.g. 1C/1H/(4D)/P/X/4N

After 1C/(1H) natural/2D showing S/(4H)

4S = minimum raise

P, then 4S = slam try

P, then 4N over X = natural, NF

P, then 5C over X = C & D

4N = RKB for S

5C, 5D = 1 suiter

X = you decide, < 3S

FORCING PASS AUCTIONS

See P/X Inversion for 1C/(any)/Any GF/(3S or higher)

Opponents cannot play any undoubled contract when we have made a GF bid

Opponents cannot play any undoubled contract above 4H when we have more than $\frac{1}{2}$ of the deck unless they are at unfavorable or bid (4S) when vulnerable

Said differently, P over (4S) = F when they are NV

Examples:

2 level bid after overall of opening bid of 1D or 1M – e.g., 1D/(1S)/2D

Inverted raise of 1D opening bid

2N opener or 1C/1D/2N

1C/(any)/X or XX showing 5+ HCP

1D/(1S)/2H (clubs inv. +/(4S) – P = F if opponents NV, NF if VUL

We bid game clearly to make (rather than being pushed by enemy bidding)

1H/(1S)/3H/(3S)/4H/(4S)/P = NF

1H/(1S)/3H/(3S)/4m/(4S)/P = F, 4m sets up a F

(2S)/3H/(3S)/4H/(P)/P/(4S)/P = F

P indicates interest in bidding higher

X denies interest in bidding higher

xx in their suit

Trump tricks

Dull distribution

P, then pull X = slam try