

Building a System

By Chris Dixon

SYSTEM BASE

- 1. Weak NT and 4 card majors**
- 2. Strong NT and 5 card majors**
- 3. Strong 1C**
- 4. Hybrid Systems**

Opening 2s

1. Benjamin
2. Multi 2♦ and Lucas 2♥/♠
3. Weak 2♦
4. 2♦ weak with majors
5. Strong 2s in the majors

System Principles

1. Method must be **EFFECTIVE**
2. Method must be **EASY TO REMEMBER**
3. Method must have **FREQUENCY OF USE**
4. Method should be **INTUITIVE** if possible

Base System

1. Opening bids of 1 in a suit
2. Responses (Simple, Jump, NT)
3. Rebids (Same suit, New suit, Reverses, NT)
4. 4SF
5. Overcalls
6. Doubles and Cue Bids

Leads and Signals

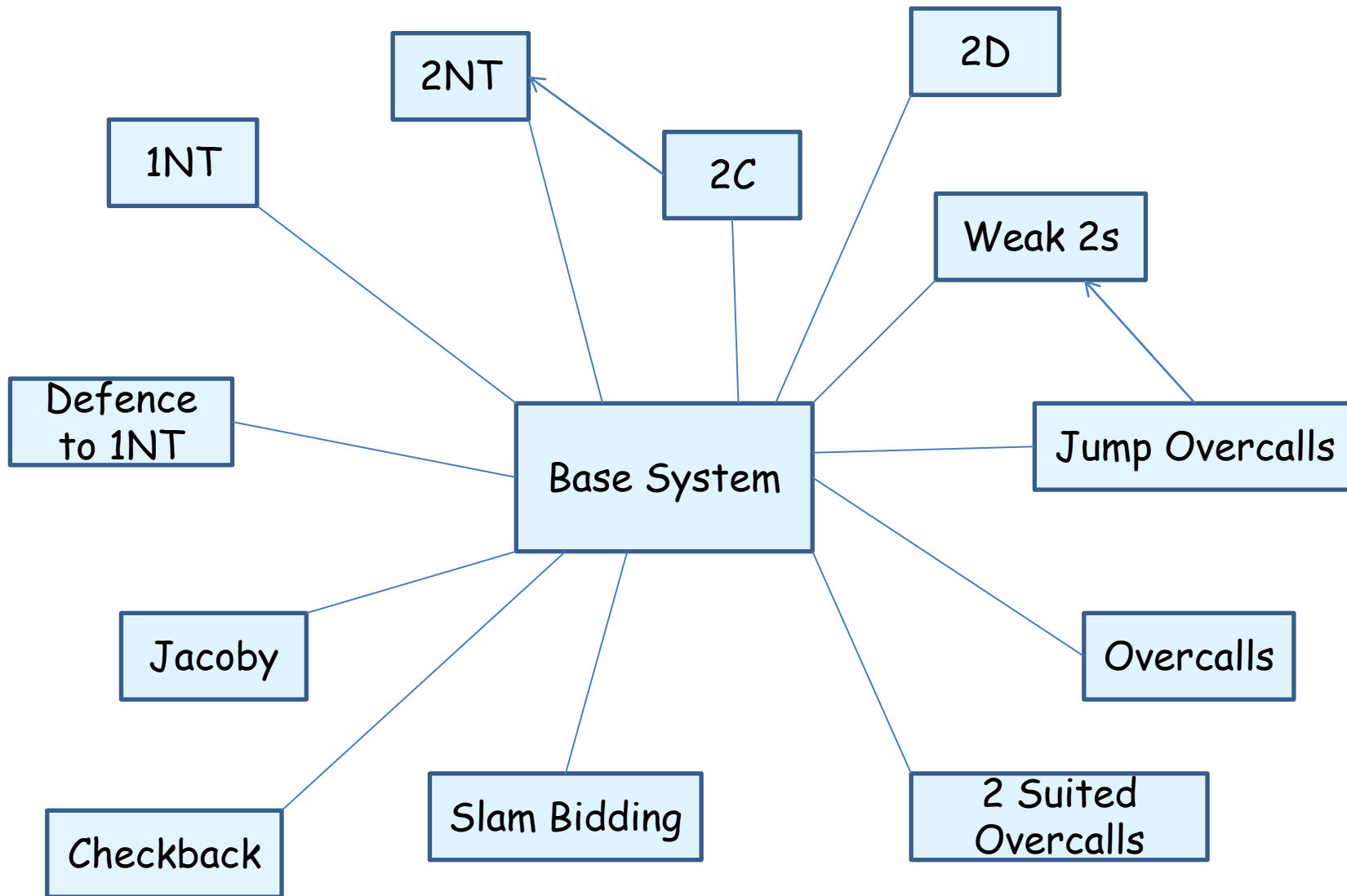
1. **Leads from Long Suits, Bad suits, Honour leads**
2. **Signal when following to partner's lead**
3. **Signal when following to declarer's lead**
4. **Signal when discarding**
5. **Best system of signals is 'KISS'**

Conventions

- 1. Consider responses and rebids also**
- 2. Is the frequency of gain worth the effort?**
- 3. Measure Gains, Losses and Forgets**
- 4. Simplify your system if possible**

RESPONSES TO 1NT

Hand Type	Weak	Inv	Game	Slam
6+ Major				
5-5 Majors				
5-4 Majors				
5-5 Minors				
5 Maj/4 Min				
5 Min/4 Maj				
5 Maj 332				
5 Min 332				
4 Major				
Balanced				



2C Opening Subsystem

Responses

2D

2H/S 5+ cards with A or K, 8+ HCP

2NT 8+ HCP, Bal

3C/D 6+ cards with A or K, 8+ HCP

3H/S 7-8 cards, 2 loser suit, no outside A or K

3NT KQJ10x(x) suit, no outside A or K

2C Opening Subsystem

Rebids after 2C - 2D - 2M

- 3C Double negative (0-3 HCP)
- 3H/S 3+ cards, at least one K or A
- 4H/S 4 cards, no A or K
- 2NT 4+ HCP Bal (or 5+ C)
- 3NT 5-7 HCP, 4441 (sing in P's suit)
- Suit Natural. 4+ cards at 2 level, 5+ cards at 3 level
- Suit Splinter
- Jump

2NT Subsystem

Puppet Stayman

1. To find a 4 or 5 card major
(also use with 5♠ + 4♥)
2. To make a slam try with a minor suit

3♣ = Puppet Stayman

3♦ =

3♥ =

3♠ =

4♣/♦ =

3NT =

4♣/♦ =

3♠ =

3NT =

3NT =

4♣/4♦ =

3♥/♠ =

4♣/4♦ =

3NT =

4♣/4♦ =

2NT Subsystem

Puppet Stayman

1. To find a 4 or 5 card major
(also use with 5♠ + 4♥)
2. To make a slam try with a minor suit

3♣ = Puppet Stayman

3♦ = At least one 4 card major (no 5 card major)

3♥ = Not 4♥, may have 4♠

3♠ = 4♠

4♣/♦ = Cue Bid

3NT = Not 4♠

4♣/♦ = Natural Slam try

3♠ = 4♥, Not 4♠

3NT = Not 4♥

3NT = 4♠ + 4♥

4♣/4♦ = Natural slam try

3♥/♠ = 5 card suit

4♣/4♦ = Natural Slam try

3NT = No 4 or 5 card major

4♣/4♦ = Natural Slam try

2NT Subsystem

Major Suit Transfers

1. Weak or Game hands with 5+ in a major
2. Slam hands with 6 in a major
3. Slam hands with 5 in a major and a second suit

3♦ = 5+ ♥

3♥ = Standard transfer completion

3♠ =

3NT =

4♣/♦ =

4♥ =

4NT =

3NT =

4♣ =

4♦ =

4♠ =

4NT =

4♥ =

3♠ / 4♣ / 4♦ =

3♥ = 5+ ♠

Continuation similar to above

2NT Subsystem

Major Suit Transfers

1. Weak or Game hands with 5+ in a major
2. Slam hands with 6 in a major
3. Slam hands with 5 in a major and a second suit

3♦ = 5+ ♥

3♥ = Standard transfer completion

3♠ = 5+♥ and 4♠

3NT = Choice of 3NT or 4♥

4♣/♦ = 5+♥ and 4+♣/♦

4♥ = End

4NT = RKC Blackwood

3NT = Superaccept with HHx(x) in ♥ and maximum

4♣ = Cue

4♦ = Re-transfer

4♠ = Cue

4NT = RKC Blackwood

4♥ = Superaccept with maximum and all suits controlled

3♠/4♣/4♦ = Cue bid, superaccept, one suit uncontrolled

3♥ = 5+ ♠

Continuation similar to above

2NT Subsystem

3♠ Response - 5-4 or better in minors

1. Not 5431 (use Puppet Stayman with this shape)
2. 5-5 hands could be very weak
3. May not have slam interest

3♠ = 5-4 or better in the minors

3NT =

4♣ =

4♦ =

4NT =

4♣/♦ =

4♥/♠ =

2NT Subsystem

3♠ Response - 5-4 or better in minors

1. Not 5431 (use Puppet Stayman with this shape)
2. 5-5 hands could be very weak
3. May not have slam interest

3♠ = 5-4 or better in the minors

3NT = Strength in both majors (double guard or length)

4♣ = Slam try, 5♣

4♦ = Slam try, 5♦

4NT = Slam try, 5422

4♣/♦ = 4+ ♣/♦ and weakness in a major

4♥/♠ = Good 5 card major and weakness in other major

2NT Subsystem

Quantitative Raises

1. Invitational quantitative raise
2. Quantitative Raise + with 5 in a major
3. Quantitative Raise + with 5 in a minor

$4\clubsuit = 10 + \text{HCP with 5 cards in } \heartsuit$

$4\diamond = 10 + \text{HCP with 5 cards in } \spadesuit$

$4\heartsuit = 10 + \text{HCP with 5 cards in } \clubsuit$

$4\spadesuit = 10 + \text{HCP with 5 cards in } \diamond$

Opener may:

Bid responder's suit with a fit and a minimum

Bid 4NT with no fit and a minimum

Bid 6 of responder's suit with a fit and a maximum

Bid 6NT with no fit and a maximum

Weak 2s Subsystem

1. 5-10 HCP and a 6 card suit
2. With 10 HCP, not 2 Aces or A+K+K

2NT = relay

Raise to 3M = Defensive (not invitational)

New suit = natural, strong, invitational but NF

Rebids after 2NT:

3M

3NT

New Suit

Weak (NF)

7-10 HCP with 2 of AKQ in major suit

High Card Feature (A, K or Q)