

Basic System **Chris-Arend** and **Mike-Arend**

Strong NT 15-17; 5533, three weak twos, and 2/1 game forcing.
2N = 20-21, 2♣-2♦ -2N = 22-24.

Leads and Carding

2/4 leads, reverse attitude/standard count; later rounds standard remaining count (if count)
Count on king opening leads (which may be from KQ or AK).
No Smith, but often suit preference
1st discard in each suit ud attitude. Discards: high = encourage

After Minor-suit openings

Inverted minors, forcing to 3 of the suit (2NT by either side forcing)
Weak jump shifts
2 way checkback after 1NT rebid (2♣ forces 2♦, to play or any invite, 2♦ = game force, 3-level natural forcing except 1♣ 1x 1NT 3♣).
Over 1x 1y 2NT: 3♣ ask for length up the line, all bids are game forcing.

After Major suit openings

2/1 Game forcing - 1NT up to bad 12-count but non-forcing
Jump to new suit natural invitational (including 1♥-2♠); double jumps = splinters (including 1♠-4♥)
Drury by passed hand
1M-3M invitational 3/4-card support
1M-2NT Jacoby 2NT. Then: 3x = shortage, 3M = serious extras no shortness, 3N = mild extras
1M-3NT = good preemptive raise (Kxxxx xx Axxx xx)

After 1NT

Stayman, 2♦/2♥ transfers, 2♠ = clubs (3♣ = good hand),
2N = diamonds or weak & both minors (3♣ = bad for ♦ /prefer clubs, 3♦ = good for ♦).
After 2♠/2N transfer: new suit at 3-level = shortage
Jumps to three level are natural slam tries, typically semi-balanced (otherwise start with transfer)

After 2♣

2♣ is game forcing except after 2N rebid. 2♣-2♦ = waiting

After weak twos

2NT asks, Ogust: 3♦ is good suit, minimum, etc.

After 2NT

Stayman, 3♦ /3♥ transfer, 3♠ = both minors (opener bids 4m with 4-card fit), 4♣ = clubs, 4♦ /4♥

Texas, 4♠ = diamonds. A direct 4NT over 4♣/4♠ is a suggestion to play.
2N 3♥ 3♣ 4♠ is slam try with 6 spades, 2N 3♥ 3♠ 4m is natural, slam try with (usually) 5 spades.

Competitive auctions

Over their 1NT

X = penalty vs 13-15 or weaker. Next double takeout.

X = 4M/5+m vs 13-16 or stronger. Then 2C = p/c, 2D asks for major (doesn't promise values),

2M = to play. 2N immediately or after 2D asks for minor and promises values.

2C = both majors.

2D = one major. Then 2M = p/c, 2N = ask (3m = min with corresponding major, 3M = natural max)

2M = 5+ in this suit and 4+m. Then 2N asks (3m = natural min, 3M = max with corresponding minor), and 3C = p/c.

2N = 5/5, strong but not game-forcing. 3C = p/c, 3D = asks for major with values, 3H = p/c.

2NT = Spades and another, 3NT = Clubs and Diamonds, 4C/D = Hearts and named minor

2N in competition

- After we have opened or overcalled 1M: 2N = inv+ 4-card raise
- After (2M) X (P): 2N = pick a minor initially Lebensohl. (Direct cue = 4oM and no stopper)
- After 1N (2M): Lebensohl

We overcall

say (1♣) 1♥ (P):

- 1N = about 8-11
- 1♠/2♦ natural non-forcing,
- 2♣ promises fit,
- 2N = good 4-card raise
- 3♣ = mixed raise, 3H = weak raise,
- 2♠/3♦ natural forcing

After our direct or balancing 1N overcall

System on. Transfer to their 5+card suit = 3-suited takeout (probably light).

Others

- 4th suit forcing to game
- Responses to RKC - 1430. 5N = even with a void, 6x = odd with void in x.
- Support doubles and redoubles after 1M response only
- As a general rule all low level doubles are for take out.
- Fit jumps by passed hand

