


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1 level: Agressive, RESP = NNF, JUMP RESP = F
2 level: Sound, RESP = NNF, JUMP RESP = F
Cue Raises of all Overcalls
R/O = same
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15 - 18 BAL or S/BAL, shows stopper. (RESP = System on)
4th: 10 - 14 BAL or S/BAL, may not show stopper. (RESP = System off)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Majors = Intermediate (11 - 15 hcp)
minors = Weak (R/O = Intermediate)
Cue/2nt/3♣ = BLUE CLUB (2)
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Cue = BLUE CLUB (2)
Jump Cue does not exist
VS. NT (vs. Strong/ Weak; Reopening; PH)
Cappelletti (3 )vs all 1NT (Double = Penalty)
R/O DBL = 14+
PH DBL = 10 - 11 BAL or S/BAL
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DOUBLE = Take Out then Lebensohl after X of weak 2 opening
Jumps = Natural - To Play
3NT = To Play
4NT = 2 Lowest unbid suits
CUE = Michaels
VS. ARTIFICIAL STRONG OPENINGS
Over STRONG 1♣ Opening; DISCO (4)
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 9+ hcp usually no support for partner
Suit = Natural, Weak
TRUSCOTT RAISES (1)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4ths; MUD; STND	3rd/4ths	
NT	4ths; MUD: STND	3rd/4ths	
Subseq	Attitude		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, asks ATT	AK+ asks ATT/Unblock	
King	AK, KQ+	KQ(J/T)	
Queen	QJ+	QJ(T9)+, AQJ+	
Jack	JT+,KJT+	JT+,JT(98)+, (AK)JT+	
10	T9(8/7)+, HT9+	T9(8/7)+, HT9+	
9	T9x+	T9x+	
Hi-x	xSx, xSxx+	xSx, xSxx+	
Lo-x	HxS, HxxS+	HxS, HxxS+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 CT - Nat	CT - Nat	HI - Encourage
	2 S/P - McKenney		
	3		
NT	1 2nd highest	CT - Nat	S/P - McKenney
	2		
	3		
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Standard style, (11)12+ hcp. Jump Resp = (8)9 - 11 hcp, Cue = FG			
Reopen = same			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
NEG DBL through 3♠			
1m (1M) DBL = 4 other M			
1♣(1♦) DBL = Both Majors; 1♥(1♠) DBL = both minors			
1Y (2Z) DBL = Other Suits			
1M (No) 2M (Suit) DBL = Game Try			

<div> <div>WBF</div> <div>Convention Card</div> <div> <div>♠♥♦♣</div> <div>  </div> </div> </div>
<div> <div>Category:</div> <div>GREEN (natural)</div> </div>
<div> <div>NCBO:</div> <div>ABF</div> <div>EVENT:</div> <div>2010 Aust. Women's Playoff</div> </div>
<div> <div>PLAYERS:</div> <div>Joan Touyz 94900</div> <div>Shira Shilbury 129429</div> </div>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
STANDARD AMERICAN
1NT = 15 -17 hcp
5-card Majors
MULTI 2♦
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ = Game Force
2♦ = Multi = Weak 6 card M OR 20 - 22 Balanced
2♥ = 5+/5+ ♥ + m, 5-10 hcp
2♠ = 5+/5+ ♠ + another, 5-10 hcp
2NT = 5+/5+ both minors, 5-10 hcp
OTHER:
TRUSCOTT Raises (1)
DISCO (4) over opponents' strong ♣ opening
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
3rd seat openings may be < 10 hcp
PSYCHICS:
Rare

OPENING	TICKET	ARTIFICIAL MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♣	11 - 20 hcp - better minor	1/1 = 6+, 2/1 = 11+ hcp, 1NT = 8-10 no 4M, 2NT = 13 - 15	NAT, Standard Bidding, REV = (15)16+, F1. Jump rebid = FG	NO JUMP RESP
					2♣ = 6 - 9hcp, 3♣ = (9)10 -11, STR jump, Dbl jump = SPL	INT rebid = 12 - 14 with CB (5), 2NT = 18 - 19	
1♦		3	3♣	as above NB only 3♦ if 4432 shape	as above, 2/3♦ as above, Strong jump shift sets suit and	as above	
					Double Jump + Splinter		
1♥		5	3♣	11 - 20, 5+ suit	1♣ = 6+hcp, 2/1 = 10+hcp, 1NT = 6-9, 2NT = 12-15 BAL	NAT, Standard bidding, REV = (15)16+, F1. Jump Rebid = FG	1M (3rd seat) - 2♣ = DRURY(7)
					2♥ = 6-9, 3♥ = 9-11 with 4+support, 3m = Cue A or void	Cheapest NT rebid = 12 - 14 with CB (5). 2NT (jump) = 18 - 19	
					3NT = RKCB		
1♠		5	3♣	11 - 20, 5+ suit	as above		as above
1 NT				15 - 17 hcp BAL and may contain	2♣ = Lavings (6) 2♦/♥/♠/NT = Transfers to ♥/♠/♣/♦	After Transfer a new suit = FG, 1NT - 2♣- 2NT or 1NT - 2NT - 3♣ = Super accept (Hxx+)	
				5 card Major	3X = NAT slam try, 4m = RKCB in minors	After 1NT- 3X -3NT = No support, o/w 4X w/H, w/3card support show Aces in steps	
						After 1NT - 2♣ (Lavings) - 2NT then 3♣ is Baron	
2♣	✓	0		Game Force or 23-24 hcp BAL	2♦ = 0-7 hcp, 2 suit = 5 card, 8+hcp	After 2NT rebid (23 -24 BAL) then 3♣ is Baron and Transfers apply	
					2NT = 8+ no 5 card suit		
2♦	✓	0		Weak 6 card M OR	2M = Pass or Correct, 2NT = Enquiry 12+hcp	After 2NT response: 3♣/♦ = Max ♥/♠, 3M = that M minimum	
				20 - 22 BAL (may have 5 card M)	Another suit Natural and Forcing	After 2NT rebid then Lavings and Transfers	
2♥	✓	5		5+/5+ ♥ + minor	2NT = enquiry for minor any strength	Natural	
					Suit NAT and F, Jump = Splinter		
2♠	✓	5		5+/5+ ♠ and another	2NT = enquiry for other suit, any strength	Natural	
					Suit NAT and F, Jump = Splinter		
2 NT	✓			5+/5+ both minors			
3 bids	✓	6		NAT pre-emptive	Another suit = NAT F1, 3NT to Play	Natural	
3NT	✓	7		Solid minor, no outside Ace or King	4♣ = Pass or Correct, Major = NF, 4♦ = GF	Natural	
4♣		7		NAT pre-emptive	NNF	Natural	
4♦		7		NAT pre-emptive	NNF	Natural	
4NT	✓			Specific Ace ask	5♣ = none, 5♦/♥/♠ = that Ace, 5NT = ♣ Ace, 6♣ = 2Aces	HIGH LEVEL BIDDING	
						RKCB = 3041	
						4m = RKCB after minor S/A	
						DOPI, ROPI	
						4NT overcall = 2 lowest unbid suits	
						Long and Short suit trial bids	
						5NT Grand Slam ask	

## SUPPLEMENTAL NOTES: JOANSHIRA\_

### [1] Truscott

After Bid 1 anything - Double - then  
2 of Opener's suit = < 6 hcp and support  
3 of Opener's suit = natural 2 bid  
1NT = 7 - 9 hcp and 3 card support  
2NT = 9 - 11 hcp and 4 card support  
New suit = long and weak and is NF

### [2] Blue Club Overcalls - Weak or Strong

Over Open 1♣/♦/♥/♠ Cue = 2 Extremes; 2NT = 2 Lower Suits  
Over Opening 1♣ then 2♦ = Both Majors  
Over Opening 1♦/♥/♠ then 3♣ = Other 2 suits

### [3] Cappelletti - Over 1NT Opening

2♣ = single suiter then 2♦ = relay and 2♥/♠/3♣ = long suit NF  
2♦ = Both Majors  
2♥/♠ = 4 of the M and a longer minor then 2NT asks for the minor else any other 3 level bid is weak, long suit and NF  
2NT = Both minors or a strong 2 suiter - then responder bids better minor

### [4] DISCO - Over strong 1♣ opening

1 suit Natural  
1NT = Majors  
2♣ = blacks  
2♦ = reds  
2♥ = ♥ and ♣  
2♠ = ♠ and ♦  
2NT = minors

### [5] Checkback - 2♣ after 1NT (12 - 14) rebid when responder has bid a Major

2♦ = 12 points  
2M = 3 card support and Maximum  
2NT = 13 - 14 points - then 3♣ asks for 3 card support or other M

### [6] Lavings after 1NT Opening

2♦ = 15 hcp no 5 card M - then 2NT is to play and 3♣ = Baron  
2♥/♠ = 15 hcp and 5 of the M  
2NT = 16-17 hcp and no 5 card M then 3♣ = Baron  
3♥/♠ = 16-17 hcp and 5 of the M

After a 2NT rebid 3♣ is a 5card M enquiry then 3♦ shows a 4 card M and 3NT denies 4 of a M then responder bids Major held

### [7] Drury - after 1M opening in 3rd seat

1M - 2♣ = support then 2M = subminimum and any other bid is a one round force