

Australian Team Selection - 2006 Playoff
Open/Women's/Seniors : Open

Names : Ron Klinger – Bruce Neill

System Summary

If you play all of the system shown in the given meanings you are still required to send a blank declaration

Bid	If your bid has any of the following meanings you are not required to make any further disclosures herein unless you wish to do so	Disclosures
	Basic System Description	
1♣	Strong Club OR 3+ Suit AND 11 HCPs	3 way: Weak NT / strong artificial / long C. Artificial responses. (See WBF system card attached.)
1♦	Natural 3+ AND 11 HCPs	"Transfer": 4+H, 10-17. Unbalanced. May be canapé. Artificial responses. (See WBF system card attached.) Recommended defence: All actions except 1H (including X) = as if we opened 1H. (Your choice whether 1H = natural, or = artificial takeout)
1♥	Natural 4+ AND 11 HCPs	"Transfer": 4+S, 10-17. Unbalanced. Denies 4H unless 74. May be canapé. Artificial responses. (See WBF system card attached.) Recommended defence: All actions except 1S (including X) = as if we opened 1S. (Your choice whether 1S = natural, or = artificial takeout)
1♠	Natural 4+ AND 11 HCPs	"Transfer": 4+D, 10-17. Unbalanced. Denies 4M unless 74. May be canapé. Artificial responses. (See WBF system card attached.) Recommended defence: All actions (including X) = as if we opened 1D or 2D.
1NT	Any Balanced Hand fully contained within an 11 to 18	15-17

	HCP range.	
2♣	Acol OR Strong AND/OR Natural 11-15 with or without Major	Weak both majors at least 54.
2♦	Acol AND/OR Strong AND/OR Natural 11-15 with or without Major AND/OR A Weak Two Bid in ♦'s or in a major AND/OR 5+/5+ Colour/Rank/Odd.	Weak 6+M.

2♥	Acol AND/OR Strong AND/OR Natural 11-15 with or without Major AND/OR A Weak Two Bid in ♥'s AND/OR 5+/5+ Colour/Rank/Odd.	Weak exactly 5H.
2♠	Acol AND/OR Strong AND/OR Natural 11-15 with or without Major AND/OR A Weak Two Bid in ♠'s AND/OR 5+/5+ Colour/Rank/Odd.	Weak exactly 5S.
2NT	Strong AND/OR Minors AND/OR 5+/5+ Colour/Rank/Odd.	Weak both minors at least 55.
Please describe any other opening OR other bids OR treatments which you consider should be pre-alerted.		



OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			CATEGORY: Artificial - Red
Fairly STD style. May be aggressive if short in your suit.		Lead	In Partner's Suit		
Responses: new suit = F if you pass or X; NF if you bid.	Suit	3rd or 5th / 4th of 6		3rd or 5th / 4th of 6	
Cue = sound raise, 3 ⁽⁺⁾ support. Jump cue=4 ⁺ support.	NT	lo=2/4/6; 2 nd /3 rd lowest=3/5/7		3rd or 5th / 4th of 6	
NT bids = nat, NF. Jump new suit = fit showing.	Subsequent	lo = enc; occ rev count, S/P		lo = enc; occ S/P, rev count	
Re-open: Much the same.	Other: In trumps, reverse count.				NCBO: Australia
1NT OVERCALLS (2nd / 4th Live; Responses; Reopening)	From known 5 ⁺ suit: even = S/P, low odd = ENCRG.				EVENTS: NEC 2006
15-18 direct, 11-14 reopening.	LEADS				PLAYERS: Bruce Neill - Ron Klinger
Responses as to opening 1NT except transfer into your major is weakish 3 suited.	Lead	Vs. Suit	Vs. NT		
JUMP OVERCALLS (Style; Responses; Unusual NT)	Ace	AKx / A(x)	AK(x) / Ax		
1-suit: Suits=weak (direct) / intermediate (reopening).	King	KQx / AK / Kx	KQ(x) / Kx		
2-suit: 2NT=55 lowest unbid suits (direct) / 19-20 (reopen).	Queen	QJ(x) / Qx	QJ(x) / AQJ(x) / Qx		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Jack	J10(x) / KJ10(x) / Jx	J10(x) / HJ10(x) / Jx		
(1m)2m=5♠ 5<other>. (1M)2M=5OM 5m. Wide strength.	10	109(x) / 10x / K109(x)	109(x) / A109x / K109x		
2NT resp=asks for other suit.	9	Q109x or 9x	Q109x / H9x (pd's suit: as v suit)		
New suit=NF (3x= nat, 2x=P/C).	Hi-x	top of xx; 3 rd /5 th (4 th of 6)	Hi-x=3/5/7 (pd's suit: as v suit)		
(1x)-(1y): 2x = 4-6 in other suits, 2y = 6-4 in other suits.	Lo-x	3 rd /5 th (4 th of 6)	Lo-x=2/4/6 (pd's suit: as v suit)		
Over 1x/weak 2x, 3x=stopper ask. (2♣ Prec: 3♣=♥+♠.)	SIGNALS IN ORDER OF PRIORITY				
VS. NT (vs. Strong / Weak; Reopening; PH)		Partner's Lead	Declarer's Lead	Discarding	
X of weak NT = PEN. Then 2♣ adv=asks Xer to pick suit.	Suit	1 lo=ENCRG	lo=E	1 st discard: odd=ENC, E=S/P	
X of strong NT = 4M, 5 ⁺ m (or v. strong). Then 2x=P/C.		2 S/P	S/P	lo=ENCRG	
2♣ = 4 ⁺ ♥4 ⁺ ♠, or 6♦, or 5♣5♦. Then 2x = P/C, 2NT = F1.		3 lo=E original		lo=E original	
2♦=long suit somewhere. 2M=5 ⁽⁺⁾ M 4 ⁺ m. 2NT=str 2 suiter.	NT	1 Same	"Smith" signal	Same	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		2		lo=E original	
X = T/O (except 2♦ multi: X=5 ⁺ M; 2M=NF 3 ⁺ M, TO of OM)		3		S/P	
(3x) 4♣ = ART 5-5, lo suit + another.	Signals (including Trumps): "Smith": lo=ENC by leader, DISC by pard.				
(3x) 4♦ = ART 5-5, hi suits.	At trick 1, from known 5 ⁺ suit: low odd = ENCRG, even = S/P.				
VS. ARTIFICIAL STRONG OPENINGS	DOUBLES				
Very aggressive style, esp against relay. Jumps = weak.	TAKEOUT DOUBLES (Style; Responses; Reopening)				
X = 4 ⁺ bid suit, 4 ⁺ non-touching suit.	Either support for 2 ⁽⁺⁾ suits (esp majors) or strong.				
Min NT bid = 4 ⁺ next suit above bid suit, 4 ⁺ next suit below.	Minimum equal level conversion.				
Non-jump suit bids = 4 ⁺ bid suit, 4 ⁺ next suit.	Over partner's X of their 2M opening, 2NT = pick a minor, ...				
Over all 2 suiters: jump 2NT=F1, ask.	... or weak with ♦ (or ♥ over 2♠ X), or FG with 4OM.				
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES				
Over 1♣ (X): pass=0-5 ⁽⁺⁾ 3 ⁺ ♣; XX=0-5 ⁽⁺⁾ not 3 ⁺ ♣.	1♣ (X) XX = 0-5 ⁽⁺⁾ not 3 ⁺ ♣. 1♦/1♥ (X) XX = 3cd support for transfer.				
Over 1♦/1♥/1♠ (X): XX = 3 ⁺ support.	low level XX often = rescue.				
2M (X) XX = rescue.	1NT (X) XX = puppet to 2♣. Usually 1 suited. (If X=ART, XX=PEN.)				
2NT (X) XX = PEN.	X of overcall/preempt=more than 1 place to play (not nec classic T/O).				
	(1NT strong) X = 4 card major, 5 ⁽⁺⁾ minor.				
	3NT (X) XX = expressing doubt, some other possible place(s) to play				
SYSTEM SUMMARY					
GENERAL APPROACH AND STYLE					
Artificial relay style. 1♣=3 way: weak NT 11-14 / strong artificial 18 ⁺ / 1-suited* 6 ⁺ ♣ 10 ⁺ .					
Other openings = "transfers", 10-17. May be canapé: 1♦=4 ⁺ ♥. 1♥=4 ⁺ ♠, not 4 ⁺ ♥*. 1♠=4 ⁺ ♦, not 4 ⁺ M*. (*unless 74)					
<i>Transfer openings: recommended defences – see note [99].</i>					
1NT Opening: 1NT = 15-17, maybe 5M. Maybe 14 with 5 ⁽⁺⁾ suit.					
2 OVER 1 Response: Most artificial. Some weak, not forcing.					
SPECIAL BIDS THAT MAY REQUIRE DEFENCE					
1♣ = 11-14 bal / strong artif 18 ⁺ / 1-suited* 6 ⁺ ♣ 10 ⁺ . (*unless 74)					
1♣-1♦ = 0-5 any / 6 ⁺ 4 ⁺ ♥! 1♣-1♥ = 6 ⁺ : any suit bal / 4 ⁺ ♠ unbal!					
1♣-1♠ = 6-12, unbalanced, no 4 ⁺ M. 1♣-2x = ART FG, no 4 ⁺ M.					
1♦=4 ⁺ ♥. 1♥=4 ⁺ ♠, not 4 ⁺ ♥*. 1♠=4 ⁺ ♦, not 4 ⁺ M*. All may be canapé.					
1♦-1♥ or 1♥-1♠ = ART, 10 ⁺ . If 10-12(13), denies 3 ⁺ cards in M.					
1♦-2♣ or 1♥-2m = nat, NF, 4(3) ⁺ suit. 0-9 HCP.					
Over 1♦ (shows ♥), 1♠ & all bids from 2♦ thru 4♥ = ♥ raises.					
Over 1♥ (shows ♠), 1NT & all bids from 2♥ thru 4♠ = ♠ raises.					
1♦-1NT = weak, 4 ⁺ ♠, NF, 0-9 HCP.					
1♠-1NT = art, 10 ⁺ . 1♠-2♣=0-9, any.					
1♠-2♦/2♥=transfer to ♥/♠. 1♠-2♠=7-9, 4 ⁺ ♦.					
2♣=weak, ♥+♠. 2NT=weak, ♣+♦. 2♦=weak, 6 card major.					
SPECIAL FORCING PASS SEQUENCES					
In relays, pass often continues the relay.					
At high level, pass often F at unfav vul; pass-then-pull = slam try.					
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
HCP ranges shown on this card are best indication of meaning but we may vary HCP depending on hand quality & context.					
PSYCHICS: Possible nat non-forcing bids in short suit (v. rare).					
In 3rd seat we may depart from opening bid requirements to suggest a lead or obstruct opponents.					

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION / COMPETITIVE BIDDING	PASSED HAND BIDDING / COMPETITIVE BIDDING
1♣ [1]	Y	0	4♣	Either 18 ⁺ any; or 11-14 bal (maybe 5M332); or 10-17, 6 ⁺ ♣ (1-suited or 7♣4x).	1♦ = any 0-5 / 6 ⁺ , 4 ⁺ ♥! 1♥=6 ⁺ , balanced / 6 ⁺ , 4 ⁺ ♠! 1♠ = 6-12, unbalanced no M. 1NT=11(10)-12 BAL (maybe 4/5M). 2♣=FG, 6 ⁺ ♦. 2♦=FG, ♣+♦. 2♥ up=FG, 6 ⁺ ♣.	Over 1♣-1♦/1♥/1♠: 1 st step = 18 ⁺ art; 2 nd step = 11-14 bal. 1♣-1N: as over opening 1NT. 1♣-2♣ up: step=FG, ART relay. Others=11-14 BAL.	Same.
1♦ [3]	Y	0	4♣	10-17, 4 ⁺ ♥. Not 4333/4432/5332. Maybe canapé in any suit.	1♥ = F, ART, 10 ⁺ : if 10-12(13), <3♥. 1♠ = 8-13, 3♥. 1NT = NF, 0-9, 4 ⁺ ♣. 2♣ = 0-9, 3 ⁺ ♣ (not 4♣, not 3♥). 2♦ = 0-7, 3 ⁺ ♥; or 11-13, 4 ⁽⁺⁾ ♥, splinter somewhere. 2♥ = nat, 6-10, 4 ⁽⁺⁾ ♥. 3♥ = nat, 11-13. Other jumps = ♥ raises.	Over 1♥: 1♠ = min, not 4 ⁺ ♣; 1NT=♣, any strength; 2♣=♦, max; 2♦=♣, max; 2♥ up = art, max, 6 ⁺ ♥.	Same. Maybe not normal shape/strength.
1♥ [4]	Y	0	4♥	10-17, 4 ⁺ ♠, not 4♥ (unless 7♠4♥). Not 4333/4432/5332. Maybe canapé in minor.	1♠ = F, ART, 10 ⁺ : if 10-12(13), <3♣. 1N = 8-13, 3♠. 2m = 0-9, nat NF, 3 ⁺ m (not 3♠). 2♥ = 0-7, 3 ⁺ ♠; or 11-13, 4 ⁽⁺⁾ ♠, splinter somewhere. 2♠ = nat, 6-10, 4 ⁽⁺⁾ ♠. 3♠ = nat, 11-13. Other jumps = ♠ raises.	Over 1♠: 1N = min, not 4 ⁺ ♦; 2♣=♦, any strength; 2♦=♣, max; 2♥ up = art, max, 6 ⁺ ♠.	Same. Maybe not normal shape/strength.
1♠ [5]	Y	0	4♣	10-17, 4 ⁺ ♦, not 4M (unless 74). Not 4333/4432/5332. Maybe canapé in ♣.	1NT = ART, 10 ⁺ . 2♣=0-9 any. Then: pass=5 ⁺ ♣, 2♦=5 ⁺ ♦, 2♥ up=16-17. 2♦/2♥=transfer to ♥/♠. Either 6 suit, or 5 ⁺ suit 4 ⁺ ♦. 2♠=7-9, 4 ⁺ ♦. 2NT = bid 3♣ with 4 ⁺ ♣, else bid 3♦.	Over 1NT: 2♣=♣+♦, 10-13. 2♦=♣+♦, 14-17. 2♥ up = single suited 6 ⁺ ♦ (maybe 7♦4♣) Other continuations generally = natural, NF.	Same. Maybe not normal shape/strength.
1NT [2]			4♣	15-17 BAL. (Maybe 14 with long suit.) Maybe 5 or 6M or 6m or 5422. Maybe singleton A or K.	2♣ = bid 2♦. Maybe ♦ weak/FG; or inv/FG artificial. 2♦ = transfer to ♥, 5(4) ⁺ ♥. 2♥ = transfer to ♠, 5 ⁺ ♠. 2♠ = range probe. 2NT = transfer to 3♣. 3♣/♦/♥/♠ = art splinter, FG.	After 1NT-2♣: opener can show long suit if min. After 1NT-2♦; 2♦: 2M = nat, INV; 2NT = asks for 5M. 3♣ = ♣ shortage; others = FG, ♦. Some ART conts after 1NT-2♦/2♥/2♠. [9] Over nat overcall: 2NT...3♠=Rubensohl transfers.	Same.
2♣	Y	0	4♦	5-10 (1 st /2 nd): 5 ⁺ 4 ⁺ in majors.	2♦/2NT=ART, F.	ART continuations over 2♦/2NT. [6]	3 rd : 0-12 nv, 5-12v; 4 th 10-14.
2♦	Y	0	4♠	5-9 (1 st /2 nd): 6 ⁽⁺⁾ ♥ or 6 ⁽⁺⁾ ♠.	2NT = ask. Majors = pass/correct. 3m = F1.	ART after 2NT. Others nat. [7]	3 rd : 0-12 nv, 5-12v; 4 th 10-14.
2♥	Y	5!	pen	6-10 (1 st /2 nd): exactly 5♥, not 4♠.	2NT = asks longer minor (3m=3 ⁺). Others = nat, NF.	After 2♥-2NT; 3m: 3♥ = INV, new suits = F. [8]	3 rd : 0-12 nv, 5-12v; 4 th 10-14,55.
2♠	Y	5!	pen	6-10 (1 st /2 nd): exactly 5♠, not 4♥.	2NT = asks longer minor (3m=3 ⁺). Others = nat, NF.	After 2♠-2NT; 3m: 3♠ = INV, new suits = F. [9]	3 rd : 0-12 nv, 5-12v; 4 th 10-14,55.
2NT	Y		pen	5-10 (1 st /2 nd): 5♣ 5♦.	Minors / NT / jump major = natural. 3M=ART,F [10]	HIGH LEVEL BIDDING	
3♣		6	pen	Natural.	4♦ = RKCB.	ART relays, esp after positive responses to opening 1♣/1♦/1♥/1♠. [98]	
3♦		6	pen	Natural.	4♣ = RKCB.	RKCB 1430 (occ. 3041). 4<minor> sometimes = RKCB. Suit asks. [98]	
3♥		6	pen	Natural.	4♠ = RKCB.	Many splinters, sometimes ART, sometimes with relay continuations.	
3♠		6	pen	Natural.	4♣ = RKCB.	Control bids at 4 level may = 1st or 2nd controls.	
3NT	Y		pen	Ask for specific aces.	4♣=0/1 ace. 4♦ ... 4NT=2 aces. 5x = 3 aces.	5NT may = pick a slam, or may = GSF Variant, or may = control ask in specific suit.	
4♣		7	pen	Natural.	Natural.		
4♦		7	pen	Natural.	Natural.		
4♥		6	pen	Natural.	Cue suit below needed control.		
4♠		6	pen	Natural.	Cue suit below needed control.		
4NT	Y		pen	Minors.			