



SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Support X and XX at 1 and 2 level	LEADS AND SIGNALS			
Negative X can be strong hand	OPENING LEADS STYLE			
X of "michaels" shows willingness to penalise		Lead	In Partner's Suit	
Mini NT: (X): XX = 13+ & willingness to penalise	Suit	4th from honours, 2nd	4th from honours, 2nd	Category: Red with Brown conventions
11-14 NT (X) XX = single suited hand		from small, overlead	from small, overlead	Country: Australia
1NT:(P):P:(X): XX = both Majors	NT	same as suit except A	same as suit except A	Event: 2010 Playoffs / PABF
(2D-multi): X = take out of Spades, 16+		asks for reverse count	asks for reverse count	Players: Sheila Bird and Karen Creet
DEFENSIVE AND COMPETITIVE BIDDING		and K asks for reverse	and K asks for reverse	SYSTEM SUMMARY
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		attitude	attitude	GENERAL APPROACH AND STYLE
Non-jump overcalls are constructive - up to approx 17	Subseq			Acol'ish with weak or mini NT,
New suit = Nat & forcing	Other:	Overlead interior sequences, i.e. lead of Q		5 card ♠, 4 card ♥/♦ and 2 card ♣
Cue = good raise to that level		infers J, denies K, but may have A. Lead of J		1♣ in 1st/2nd NV can have longer D and
Jump in new suit=fit showing, limit or better		infers T, denies Q but may have A or K		includes all bal 12-14 w/out 5M
Jump overcalls are weak - approx 5+ to 10 with	LEADS			Myxo 2's
2NT enquiry as to strength/suit quality	Lead	Vs. Suit	Vs. NT	1NT Openings: 9-11 in 1st/2nd seats NV can be unbal, (5M, 6m not
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Ace	Overlead	Overlead (note re A/K)	5/5, no void) else 11-14 bal (can have 5M),
15-18 balanced with stopper. Lavings, transfers and	King	Overlead	Overlead (note re A/K)	11-15 in 3rd seat NV
Lebensohl apply	Queen	Overlead	Overlead	2 OVER 1 Response: F to 2NT
10-14 in pass-out seat. Stayman and transfers apply	Jack	Overlead	Overlead	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Overlead	Overlead	Mini NT in 1st/2nd NV 9-11 - can be unbalanced
1-Suit: Jump overcalls are weak - approx 5+ to 10 with 6+ suit and	9	Overlead	Overlead	(5M, 6m, singleton - Not 5/5 & no void)
2-Suit: 2NT enquiry as to strength/suit quality.	Hi-x	4th from honour	4th from honour	1♣ in 1st/2nd NV can have longer D and
Jump NT = lowest suits		2nd from small	2nd from small	includes all bal 12-14 w/out 5M
Reopen: Over (1suit) P (1suit) 1NT=distributional TO, weaker than X	Lo-x	4th from honour	4th from honour	*Brown Sticker conventions (see Notes) 2D-2♠ openings have Note#999
		2nd from small	2nd from small	strong and multi weak (wk) options
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY			2D=wk H or wk S&C or Acol2D or 23-24 bal/semi
Cue bid = Spades & another, over 1S=H & another		Partners Lead	Declarer's Lead	Discarding
strength = weak or Game Force (never intermediate)	Suit:1st	rev att on Hon	rev count	odd encourage
All responses are to play/correctable	2nd	rev count	Wenceslas	even suit pref
Jump cue = stopper ask	3rd			rev count
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st	rev att on Hon	rev count	odd encourage
TOXIC applies over weak and strong NT Note#1	2nd	rev count on A	Wenceslas	even suit pref
X of weak NT = penalty	3rd	rev count		rev count
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Signals (including Trumps):			4C/4D = H/S pre-empt with some defense
X is take-out, NT bids are natural, suits are natural and constructive, cues would generally be 2-suited.				
Over 4S pre-empt, X=penalty and 4NT=TO	DOUBLES			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	TAKEOUT DOUBLES (Style; Responses; Reopening)			(1NT): X - most passes are Forcing
Over strong C, TOXIC (Note 1) and wonderbids Note#2	Negative and responsive X to 4♥			mini 1NT: (X): XX - most passes are Forcing
apply. TOXIC bids tend to be destructive	Classical - shortage in opps suit and support for others			1suit: (X): XX - most passes are Forcing
OVER OPPONENTS' TAKE OUT DOUBLE	the stronger the hand the less requirement for shape			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1 suit (X) 1 suit = natural (4+) forcing	non-jump response 0-7, NT response constructive			
1 suit (X) XX = 10+ neither promises/denies support	(about 7+ to 10), jump response 8-11/12, cue=GF			
1suit (X) 2suit (nonjump) = Natural nonforcing	Re-opening X = aggressive and doesn't promise extras			Psychics: Seldom
1 suit (X) 2M (jump) = Weak 6+suit about 0-7	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Y	2	4♥	10+; 1/2 NV can be 2 and can have longer ♠	New suit = Nat & F, 2♣ = 10+, 2♦ = fit show 1NT=5+ to 10-; 2NT=10-12; 3NT=13-15 Jump to 2M = 0-7 6+ suit; 3♣ = preemptive	New suit F; 4th suit GF, minisplinters over all suit openings/responses	No inv minor raise
1♦	N	4	4♥	10+; never 11-14 bal	Same as for 1♣ opening		
1♥	N	4	4♥	10+; 4+ ♥. With 4♥ and 4m or any 4441 open suit which gives best rebid	New suit Nat & F; 2NT=limit or 16+ raise 2♥=5+ - 10-; 2♠=0-7 6+suit; 3newsuit=fit show 3NT=13-15 raise; 3♥ =preemptive	long and short suit trial over 1M;2M	
1♠	N	5	4♥	10+	Same as for 1♥ opening		
1NT	N			9-11 can be unbal or 11-14 bal	Lavings/mod lavings (note 3) Transfers, 3 suit=slam interest; namyatS	Swine or modswine over X (Note4) Super accept major T/F with 4 and minor with max and honours Puppet stayman and transfers	in 3rd seat 1NT is Note#3 NV 11-15
2♣	Y	0	4♥	GF or 21-22 bal or semi	controls, 2♦=0,1or 5+, 2♥=2; 2♠=3; 2NT=4 3 suit = 3 controls with good suit		
2♦	Y	0		Acol 2♦ or Weak 2♥ or Weak 5♠ and 5♣ (5-9) or 23-24 bal or semi	All suit bids correctable - neither show or deny values. 2NT enquiry with at least game interest. 3NT to play	Over enquiry show min/max plus suit(s) T/F and puppet over strong NT	
2♥	Y	0		Acol 2♥ or Weak 2♠ or Weak 5♣ and 5♦ (5-9) or 25-26 bal or semi	Same as over 2♦ opening	Same as over 2♦ opening	
2♠	Y	0		Acol 2♠ or Weak 5♥ and 5♣ or 5♦ and 5♥♥ or 27-28 bal or semi	Same as over 2♦ opening	Same as over 2♦ opening	
2NT	Y			Weak ♥ and ♦ or weak ♥ and ♠	3♣ enquiry with at least game interest; other suit bids correctable		
3♣	N	6		All 3suit preempt. Rule of 2/3/4	New suit natural and forcing		
3NT	Y			4-level minor preempt	Minor suit correctable, Major to play		
4♣	Y			♥ preempt - some defence			
4♦	Y			♠ preempt - some defence			
4♥	N	7		♥ preempt			
4♠	N	7		♠ preempt			
4NT	Y			specific ace ask			
5♣	N			Nat preempt. Rule of 2/3/4			

HIGH LEVEL BIDDING

RKCB - 1/4 - 3/0 responses. Next step Q ask - show

K's if +ve response; 5NT K ask - 6♣=0, 6♦=1 etc

6-Ace blackwood in some 2-suited auctions

Responder must move with 3/4 key cards after sign-off

Minorwood in some circumstances (1/4 - 3/0 responses)

Relay cues in many auctions - 4NT often 'waiting'

Cue 1st round controls (2nd after 1st shown or denied)

Many 4NT quantitative situations

Jump to 5NT Grand slam force

Note...999: Myxo 2's

2D,H and S openings are brown sticker conventions. All have weak and strong options without an anchor suit for the weak options. 2NT opening is weak 5/5 but has an anchor suit of H. The weak options in our 2D - 2NT openings are in the range of approx 5 - 10. The values tend to be in the suit(s) shown. 2suited hands are 5+/5+ and weak 2's are 6. A weak 2 in a major would tend to deny a 4 card suit in the other major. Voids are OK. We only use the 2NT (3C) enquiry with a hand where we have genuine game interest and tend to use lots of correctable bids. Over the 2NT 3C enquiry we show the type of hand and, for weak options, whether it is a minimum or maximum. In assessing min/max consideration is given to vulnerability and suit quality. Failure to use the enquiry when bidding game does not deny a good hand, for example, over 2D or 2H, 4H or 4S includes hands where we fully expect to make game in either the single suit, or one of the 2-suits but would also include hands that are preemptive in nature. Apart from making correctable bids, opener is not being asked to cooperate. Systemically, 2D, H or S openings cannot be passed, however in extremely rare occasions, responder will pass with a weak hand where she is confident that opener also has a weak hand and there is no fit. Where a 2suited hand has been shown, 4NT is 6-ace blackwood including the kings in both suits and where 2/5 key cards are shown, queens in the two suits are shown or denied.

Note...1: TOXIC

Applies over a strong 1C opening and also over 1NT, both weak and strong.

Over strong 1C : 1NT= C or D & H; 2C= D or H & S; 2D= H or blacks; 2H= S or minors; 2S= S & D or H & C

Over weak NT : X replaces 1NT to show C or D & H and all other bids are the same

Over strong NT : 2NT replaces 1NT to show C or D & H and all other bids are the same

Over strong club, the hands tend to be destructive and can be very weak at favourable vul. A single suited hand shown at the one level and then re-bid would likely be stronger than a single suited hand shown using TOXIC. 2-suited hands would generally be 4/5. Over strong NT they would tend to be destructive or competitive. Over weak NT they are more likely to be very strong or destructive as many 15+ type hands would double for penalty. 2NT over any TOXIC bid is an enquiry with at least game interest. All suit bids are correctable and we tend to bid to the level that makes it most difficult for opponents eg over a 2D bid showing H or blacks, 3H or 3S are not invitational in that suit.

Note...2: Wonder bids

Applies over a strong 1C opening. 1C, 1D, 1H or 1S shows either that suit, or short in that suit and support for all other suits. X shows C or short C and support for all other suits. Where we show the suit, it would be a minimum of 5; support for other suits could be 2344 but would not be 4333. Where we show a single suit, it does not deny a second suit - it may be a hand where there is a reluctance to show a two-suiter. This could be at unfavourable vul, or opposite a passed partner, particularly if there is a big discrepancy between the strengths of the two suits, eg with xxxxx x AKQJx Kx may choose to bid 1D and risk losing the S suit, rather than bidding 2S. Bids by responder are correctable.

Wonder bids also apply when mini NT is doubled (Note 4)

Note...3: Lavings/Mod lavings enquiry over 1NT

Over 1NT openings: 2C is enquiry asking for range and shape of hand - it promises a hand with at least game interest. Over our 11-14 NT responses are: 2D shows 11-12 with no 5card major, 2H/S shows 11-12 with 5card suit, 2NT is 13-14 with no 5card suit and 3 any suit is 13-14 with 5 card suit.

Over 2D response: 2H/S is natural NF and only promises 4card suit and 2NT is to play.

Over 2D/2NT response: 3C is Baron and 3D is Stayman.

Over our 9-11 NT: 2D denies a 5card Major and denies a maximum hand with a good 6card minor. 2H/S show 5card suit (9-11) and 3C/D shows a maximum with a good 6card suit.

Over 2D response: 2H/S nat NF and only promises 4card suit. 2NT is invitational. 3C/D is Baron/Stayman

Note...4: SWINE and modified SWINE

When our 1NT is doubled for penalty we play SWINE (over 11-14 NT) and modified SWINE (over 9-11 NT)

Over our 11-14 NT, (X) Pass asks for XX and will either be passed, or responder will bid lower of touching suits. XX asks opener to bid 2♣ which will either be passed, or responder will show her single suit. An immediate bid of 2C shows C & H or C & S; 2D shows D & S; 2H/2S shows that suit with a preparedness to compete to 3-level.

Over our 9-11 NT, (X), XX shows 13+ HCP, is forcing and looks to penalise - exclusion doubles apply.

All other bids deny 13+. Pass asks for XX which will either be passed, or bid lowest 3card suit scrambling for best spot to play. 2C/2D are wonder bids (refer Note 2) and 2H/S are simply to play.

Where either NT is doubled in pass out seat, 2C from opener shows 5/6 card suit and XX from opener shows 4+/4+ in majors.

