



Category: GREEN (natural)  
 NCBO: ABF EVENT: 2010 Aust. Women's Playoff  
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**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

**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

**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)

OPENING	TICKET	ARTICLE	OF 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 2♣ = 6 - 9hcp, 3♣ = (9)10 -11, STR jump, Dbl jump = SPL	NAT, Standard Bidding, REV = (15)16+, F1. Jump rebid = FG INT rebid = 12 - 14 with CB (5), 2NT = 18 - 19	NO JUMP RESP
1♦		3	3♣		as above NB only 3♦ if 4432 shape	as above, 2/3♦ as above, Strong jump shift sets suit and Double Jump + Splinter	as above	
1♥		5	3♣		11 - 20, 5+ suit	1♣ = 6+hcp, 2/1 = 10+hcp, 1NT = 6-9, 2NT = 12-15 BAL 2♥ = 6-9, 3♥ = 9-11 with 4+support, 3m = Cue A or void 3NT = RKCB	NAT, Standard bidding, REV = (15)16+, F1. Jump Rebid = FG Cheapest NT rebid = 12 - 14 with CB (5). 2NT (jump) = 18 - 19	1M (3rd seat) - 2♣ = DRURY(7)
1♠		5	3♣		11 - 20, 5+ suit	as above		as above
1 NT					15 - 17 hcp BAL and may contain 5 card Major	2♣ = Lavings (6) 2♦♥♠/NT = Transfers to ♥/♠/♣/♦ 3X = NAT slam try, 4m = RKCB in minors	After Transfer a new suit = FG, 1NT - 2♣- 2NT or 1NT - 2NT - 3♣ = Super accept (Hxx+) 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 2NT = 8+ no 5 card suit	After 2NT rebid (23 -24 BAL) then 3♣ is Baron and Transfers apply	
2♦	✓	0			Weak 6 card M OR 20 - 22 BAL (may have 5 card M)	2M = Pass or Correct, 2NT = Enquiry 12+hcp Another suit Natural and Forcing	After 2NT response: 3♣/♦ = Max ♥/♠, 3M = that M minimum After 2NT rebid then Lavings and Transfers	
2♥	✓	5			5+/5+ ♥ + minor	2NT = enquiry for minor any strength Suit NAT and F, Jump = Splinter	Natural	
2♠	✓	5			5+/5+ ♠ and another	2NT = enquiry for other suit, any strength Suit NAT and F, Jump = Splinter	Natural	
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	<b>HIGH LEVEL BIDDING</b>	
							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