

DEFENSIVE and COMPETITIVE BIDDING

Overcalls (Style; Responses, Reopening)

1-Level: Light, 2-Level: Sound

Responses: 2 over 1 non-forcing, others nat. Jumps are nat forcing, openers suit is cue raise, jump in opener's suit is mixed raise. 2NT is NAT except if they bid 2suit then 2NT = 4card invite.

1NT Overcall (2nd/4th; Responses; Reopen)

11-14 in 4th Seat over 1m; 14-16 over 1M
15-18 HCP in 2nd Seat. All System ON

Jump Overcalls (Style; Responses; Unusual NT)

1-suit: Weak

Reopen: 13-15, 6+suit

2-suits: 2NT = Lowest 2 Unbid Suits, any strength

Direct and Jump Cue bids (Style; Responses)

(1m)-2m = 5♠/5♥+

(1M)-2M = 5oM5m+

Jump cue-bid: = asks for stopper. Leaping Michaels = GF

VS. NT (vs. Strong/Weak; Reopen; PH)

X = Penalty (next double takeout, third double penalty)

2♣ = Both Majors

2♦ = ♥ OR ♠

2M = 5M+4m

2NT = Both minors

3x over Weak NT = Constructive

VS. Preempts (Dbls; Cue bids; Jumps; NT bids)

T/O X with Lebensohl vs. Weak 2's.

Cue-bid: Asks for stopper

2NT = (15)16-18 (System on)

Leaping (GF) Michaels

Over 3NT overcall: 4♣ = simple Stayman, 4♦ TRF ♥, 4♥ TRF to ♠ (but TRF to opp's suit = three suiter)

4♥: x=t/o; 4NT two places to play

4♠: x= values; 4NT = t/o

VS. Artificial Strong Openings

Over 1♣ or 2♣: X = M's, NT = m's (Also over 1♣-P-1♦ neg)

Over Opponent's Take Out Double

1m-(X) system off

1M-(X) system on

LEADS and SIGNALS

Opening Leads Style

	Lead	In Partner's Suit
Suit	4 th best	Attitude if raised
NT	4 th best	Attitude if raised
Subseq	ATT or above	ATT or above

Other: Overlead all*

Vs NT: underlead asks for unblock of card below

*K for count if at the 5+ lvl or after a preemptor becomes declarer.

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK(x)
King	AK, KQ(x)	KQ(x), AKJ10(x) underlead for unblock
Queen	QJ(x)	QJ(x), AQJ(x) KQ109+
Jack	J10(x), KJ10(x)	J10(x), HJ10(x)
10	109(x), H109(x)	109(x), H109(x)
9	9x	9x, 98(x),
Hi-x	xx, xxx(x) etc	xx, xxx(x) etc
Lo-x	From an honor or to show odd if partners suit	

Signals in Order of Priority

	Pard's Lead	Declarer	Discarding
Suit: 1 st	UD Attitude	UD Count	UD Attitude
2 nd	UD Count	Suit Pref.	UD Count
3 rd	Suit Pref.		Suit Pref.
NT: 1 st	UD Attitude	Suit Pref.	UD Attitude
2 nd	UD Count	UD Count	UD Count
3 rd	Suit Pref.		Suit Pref.

Signals (INC trumps): Upside Down

S/P: in trumps, if suit is clearly dead, if singleton/void in dummy.

Doubles

Takeout Doubles (Style; Responses; Reopen)

Can be light with more distribution

X of 2♦ multi = 13-15 bal or Strong hand

Responsive X's can be bal or 2 places to play

Special, ART and Comp Dbls/Rdbl's

Support X's & XX's, XX = to show Ax or Kx



System Card



Category:

Green

Country/team:

Australian Women's

Event:

2024 World Champs



Players:

Jessica
Brake

Susan
Humphries

System Summary

General Approach and Style

Natural, 5card Majors, 1♣ = 2+♣, 1♦=4+♦

Light openings vul/seat dependent

Responding can be made with a very light hand

Preempts can be weaker when favourable

1NT Openings: (14)15-17 (5M/6m/single/5422)

2-over-1 Responses: Game Forcing;

1M – 1NT = 0-12, not forcing

Pre-Alerts

After a preempt 4♣ = mini-KC (except over 3♣); 2-way checkback; 1♣ – 1♦ usually natural but could be weak with clubs

Special Forcing Pass Sequences

When obvious, like in a GF auction etc.

Other Conventions

Help suit game tries. Equal level conversion X's.

Blackout after reverses: rebidding M is F1

Non serious 3♠/3NT. Double of transfer by non-passed hand = takeout.

Fit showing jumps in comp (not after 1M X)

If our 1NT is X for values: XX = Values, 2X=natural, pass asks partner to run. (If X is ART – System on)

Psyches

Can Occur, but rarely

Openin g	ART	Min. #	Neg. D. Thru	Description	Responses	Subsequent Auction	Passed Hand Bidding / Interference
1♣		2	4♣	10+ HCP, 2+♣	1x=Natural (1♦ usually natural but could be weak with clubs), 1NT=8-10, INVERTED m, 2♦=5+♣ 11-12, 2M=6+M invitational, 2NT=11-12, 3♣=6-9 can be weaker NV, 3x=Splinter 15+, 3NT=13-15, 4M=To Play 1♣: 2♣ GF, continuations same as Jacoby (Swap 2NT)	1♣-1x-1NT=May have 0-2 four-card Majors 1♣-1x-1y=promises an unbalanced hand 1♣-1♦-1♥-1♠ = Nat F1 1♣-1♦-1♥-2♠ = 4SF	Passed Hand: 1m – 2m = 10+ Interference: 1m (x): 2m = 6-9; jump om = limit+ raise; 2NT =0-6 with 5+m
1♦		4	4♣	10+ HCP, 4+♦	INVERTED m, 2♣=4+♣ GF, 3♣=5+♦ 11-12, 2M=6+M invitational, 2NT=11-12, 3♦=6-9 can be weaker NV, 3x=Splinter 15+, 3NT=13-15, 4M=To Play	1♦-1♥-1♠=In 1 st /2 nd it promises an unbalanced hand, in 3 rd /4 th can be bal.	
1♥		5	4♣	10+ HCP, 5+♥	1NT=0-12 NF, 2♣=2+♣ GF (clubs or BAL), 2♦=NAT GF, 2♥=3(4)♥ 6-10, 2♠=3♥ limit raise, 2NT=JACOBY GF, 3♣=4♥ 6-9, 3♦=4♥ limit raise, 3♥=4+♥ 0-8 vulnerability dependent, 3♠/4♣/4♦=9-12 splinter in ♠/♣/♦, 3NT=4333 shape 12-15, 4♣ and 5m to play	1M – 2NT responses: 3♣ = min, 3♦ = non min no SPL, 3♥/3♠/3NT = LMH shortage with extras	Passed Hand: 1M-2♣ = 8-12, 3+M 1M-2NT = minors 1M – Fit showing jumps
1♠		5	4♣	10+ HCP, 5+♠	1NT=0-12 NF, 2♣=2+♣ GF (clubs or BAL), 2♦/♥=NAT GF, 2♠=3(4)♠ 6-10, 3♥=3♠ limit raise, 2NT=JACOBY GF, 3♣=4♠ 6-9, 3♦=4♠ limit raise, 3♠=4+♠ 0-8 vulnerability dependent, 3NT/4♣/4♦=9-12 splinter in ♥/♣/♦, 4♥ and 5m to play	After 1m-1M-2M- 2NT (Invite+ inquiry): 3 min, 3 max, 4 min, 4 max, 4x = SPL max 4 After 1m-1M-2M- 3x = help suit trial	
1NT			4♣	(14)15-17 HCP (Good 14 to 17) May have 5cM, 6cm, 5422, or a singleton	2♣=Stayman with smolen and promises 4M, 2♦/2♥=TRF, 2♠=♣'s or Range Ask, 2NT=both minors wk or ♦ 3♣=5cM ask, 3♦=GF 5-5+ Minors 3M=(31)(54) GF, 4♣/4♦= two-under TRF to play or KC, 4M=to play, 4NT=Quant	1NT-2♣; 2♦/2♥-2♠ = 5♠ shapely invite 1NT-2♣; 2♥-2NT = 4♠ invite	
2♣	✓			Any GF or 22+Bal	2♦=Waiting, 2♥/2♠/3♣/3♦=Positive with (5)6+suit with 2 of top 3 honours,	2♣-2♦-2♥=Kokish Relay showing a big balanced hand or ♥'s	
2♦		(5) 6		Preempt	2NT =Shortage ask, new suit forcing except at favourable vul	2NT resp: NLMH shortage and 3NT = max with a nice suit	
2♥		(5) 6		Preempt	2NT =Shortage ask, new suit forcing except at favourable vul		
2♠		(5) 6		Preempt	2NT =Shortage ask, new suit forcing except at favourable vul		
2NT			4♣	20-21 HCP	3♣=Simple Stayman, 3♦/3♥=TRF, 3♠=minor suit Stayman 4♣4♦/4♥/4♠=two-under TRF, 4NT=Quant	2NT-3♣; 3♦-3M=Smolen; 2NT-3x(TRF) - Accepting=3 card support After MMS, 4♥=KC for ♣, 4♠=KC for ♦; 2NT- 4M - 4NT = to play	
3♣/♦		6		Preempt	4M=To Play, 3m-4om=Mini KC	High Level Bidding	
3♥/♠		6		Preempt	4♣=Mini KC		
3NT	✓			Gambling	4♣/5♣= Pass or Correct, 4♦=Shortage Ask		1430 RKCB; Q ask trumps is no; K ask 6x shows that K or other two 0,1,1+Q,2,2+Q EKCB/Mini KC After RKC interference: below our trump suit POD1, above DOPE. 1st or 2nd Round Ctrl Cues, Last Train Cue Bids 5NT is usually pick a slam, rarely GSF Lightner DBL
4♣/♦		7		Preempt			
4♥/♠		7		Preempt			
4NT	✓			Specific Ace Ask	5♣=No Aces, 5♦/5♥/5♠/5NT(♣) =that ace, 6♣/6♦/6♥ = two same colour, rank, odd		