



Category: World Mind Games 2008 Beijing, China
 NCBO: Australia EVENT: Open Teams
 PLAYERS: Ron Klinger
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SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
 15-17 1NT
 5 card majors
 1♣=3+ cards
 1♦=4+ cards except if 4432
 Longest suit first
 2♣=Game Force, 2♦=Weak two in either Major (5-9)
 2♥ & 2♠=5+ cards in major & 4+ cards in either minor 5-9
 Transfer responses to 1♣
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
 2♦=Weak two in either Major (5-9)
 Response of 2♣ to 1♥/1♠ is artificial and INV
 Response of 2♦ to 1♥/1♠ is artificial and GF
 In response to 1♣: 1♦=4+♥, 1♥=4+♠, 1♠=4+♦(denies major if 6-10)
 1♣2♣ & 1♦2♦=4+ support & 10+ HCP(denies a major) 1 Round force
 2NT response to 1♥/♠=6-13 & 4+ support

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS: No agreements & no history

LEADS AND SIGNALS

OPENING LEADS STYLE		
	Lead	In Partner's suit
Suit	3+5	3+5
NT	ATT	ATT
Subseq	ATT	ATT

LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AKQ(x), AKJ(x)
King	KQx(x)	KQJ(x), KQ10(x)
Queen	QJx(x)	QJ10(x), QJ9(x)
Jack	J10x(x)	J109(x), J108(x)
10	109x(x)	1098(x), 1097(x)
9	Doubleton, Singeton, 3+5	Doubleton, Singeton, 3+5
Hi-x	Doubleton	ATT
Lo-x	3+ cards	ATT

SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Rev ATT (Low=Like)	Rev CT (L/H=Odd)	O/E (Odd=Enc)
	2 Suit Pref	Rev CT	Rev ATT
	3 Suit Pref	Suit Pref	Suit Pref
NT	1 Rev ATT	Rev Smith(Low=Like)	O/E
	2 Suit Pref	Rev CT	Rev ATT
	3 Suit Pref	Suit Pref	Natural present count

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)
 Neg X's to 5♣/♦, Resp X's to 4♣, Support X's at 2 level after 1♥/♠response
 Initial action is sound but may be light if shapely

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES
 Support XX's at 2 level after 1♥/♠response
 XX for rescue after 1NT opening or overcall is doubled for penalties
 X's after we pre-empt are for penalties

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
 Aggressive at 1-level, sound at 2 level. Change of suit in response is forcing.
 Fit showing jumps in response.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)
 15-18 2nd seat (system on)
 11-14 4th seat (system on)

JUMP OVERCALLS (Style; Responses; Unusual NT)
 Weak after 1suit opening
 2NT=5+/5+ in two lower unbid suits

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
 Cue raise of partners overcall at 2-level shows 3 card support & 10+HCP
 Cue raise of partners overcall at 3-level shows 4+ card support & 10+HCP
 Cue after partner opens shows INV+ raise.

Michael's Cuebid
 VS. NT (vs. Strong/ Weak; Reopening; PH)
 X=penalties (could be lighter if reopening seat)
 2♣=♥+any (5+/4+ either way)
 2♦=♠+minor (5+/4+ either way)

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
 Doubles are T/O at all levels.
 Cuebid: 2x(3x)= asks for stopper in suit shown
 2♥/♠(4♣/♦)= 5+ cards in suit bid & 5+ cards in other major
 Cuebid: 3♣/♦(4♣/♦)= 5+/5+ Majors
 2NT=15-18, 3NT=15+

VS. ARTIFICIAL STRONG OPENINGS
 vs 1♣: 1♦=♦+♥, 1♥=♥+♠, 1♠=♠+♣, 2♣=♣+♦
 X=♥+♠, 1NT=♦+♠, 2NT=Good 2 Suiter (usually 6+Major/5+Minor)
 Except for 2NT all actions are destructive (<opening strength)

OVER OPPONENTS' TAKEOUT DOUBLE
 XX=10+HCP, denies primary fit and looking for penalties, all responses remain as normal. If they double a 1-major response then XX shows 3 card support.

OPENING	TICKET	ARTIF	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	5♦		Natural	1♦=4+♥,1♥=4+♠,1♠=4+♦,1NT=6-10,2M=WK,2NT=11-12, 3NT=13-15, 2♣=4+♠10+HCP, 2♦=5+♣6-9, 3♣=5+♠pre	After 1♣:1♦,1♥=3 card support(as for 1♣:1♥),1♠:2♣ then 2x is stopper ask, 2NT/3♣ is NF After 1♣:1x,1y: 2♣ is a puppet to 2♦(continuations are INV), After 1♣:1x,1y:2♦ is GF (R)	same
1♦		3	5♣		Natural. Open 1D w/4♣4♦	1NT=6-10, 2NT=11-12, 3NT=13-15, 2M=WK 2D=4+♦10+HCP, 3C=5+♦6-9, 3D=5+pre	After 1♦:1x,1y:2♣ & 2♦ as for 1♣ opening	same
1♥		5	5♦		Natural.	1NT=6-10, 2♣=ART INV (R), 2♦=ART GF (R) 2♣=GF 5+5+ Minors,2NT=4+♥6-13,3♣/♦=Nat 7+cards 4-8 3NT=weak 4 card support 13-15 4333, 3♣,4♣/♦=SPL	After 1♥:2♣ then 2♦=any min, 2♥=6+♥ or 5♥ & 4♣/♦ non-min, 2NT=18-20 bal 3♣/♦=5+ card suit non-min, 2♣=4+♠ non-min After 1♥:2♦ then 2♣=4+♠, 2♥=6+♥ or 5♥ & 4♣/♦, 2NT=12-14 or 18-20, 3♣/♦=5+card suit	same P:1♥/1♠,2♣=Max pass, no fit
1♠		5	5♦		Natural.	2♥=6+♥9-11,3♥=GF 5+5+ Minors,3NT=♥SPL,rest as above	As for 1♥ opening	P:1♥/1♠,2♦=Max pass + fit
1 NT					15-17. May contain any 5 card suit or 6 card minor. We occasionally upgrade 14 counts	2♣=5 card extended Stay, 2♦/♥/♠/NT=TRF to suit above 3♣/♦/♥/♠=GF Singleton in suit above 4♣/♦=TRF to 4♥/♠,	After 1NT:2♣ then 2♦=min no 5 card Maj, 2♥/♠=min w/5 cards, 2NT=max no 5 card maj 3♥/♠=max w/5 cards After opener rebids 2♦/2NT then 3♣=4 card STAY, opener rebids 3♦=any 4333	same
2♣	✓				Game Force or 23-24 balanced	2♦=Neg or Waiting, 2♥/♠,3♣/♦=positive decent 5+ suit 2NT=Bal 10+, 3♥/♠,4♣/♦=1 loser 6+ card suit	2♣:2♦,2NT=23-24 Bal NF, 2♣:2♦,2♥=ART GF then 2♣=2nd neg or waiting 2♣:2♦ then 2♣=5+♠ GF, 3♣/♦/♥/♠ is 9 playing trick 1-suiter, 2♣:2♦,2♥:2♣ then 2NT=25+ bal, all others nat & GF	same
2♦	✓	5			Weak 6 card suit in ♥ or ♠ 5-9 HCP	2♥/♠,3♥/♠,4♥=P/C, 3♣/♦=Nat F, 4♣/♦=Nat, Sets Suit 2NT=Strong (R),	After 2♦:2NT,3♣=♥ then 3♦ sets ♥(shortage ask) & 3♥=INV After 2♦:2NT,3♦=♠ then 3♥ sets ♠(shortage ask) & 3♠=INV	same
2♥					5♥ & 4+♣/♦ 5-9 HCP	3♣=P/C, 3H♥=To play, 3♦/♠=Nat & F, 2NT=(R) 3♣,4♣/♦=SPL	After 2♥:2NT,3♣/♦=4 card suit(must be max) or 2♥:2NT,3♥=5♣ & 3♠=5♦	same
2♠					5♠ & 4+♣/♦ 5-9 HCP	3♣=P/C, 3♠=To play, 3♦/♥=Nat & F, 2NT=(R) 4♣/♦/♥=SPL	As for 2♥ opening	same
2 NT					21- 22 HCP	3♣=PUP STAY, 3♦/♥=TRF to ♥/♠, 3♠=Minors, 4♣/♦=Nat		same
3 bids					Pre-emptive	After 3♥/♠ then 5♣/♦ asks for control		
3NT	✓				Specific Ace Ask	4♣=0 aces, 4♦/♥/♠,5♣=ace in suit bid, 4NT=2 non-touching 5♦/♥/♠/NT=2 touching aces		same
4♣					Pre-emptive			
4♦					Pre-emptive			
							HIGH LEVEL BIDDING	
							GSF	
							DOPI	
							ROPI	
							RKCB (3014)	