

## Defensive and Competitive Bidding

### Overcalls (Style; responses: 1/2 level; reopening)

General Style = Sound

Responses: Jump Raise = Preemptive

Cue-Bid = Forcing raise

New Suit = Forcing - jump shift = fit

In Balancing Position: Same

### Take-out double:

General Style = Can be light / shaped

Responses: Natural. Cue bid = Forcing

### INT overcalls (2nd/4th live; responses; reopening)

2nd Position = 15-17, maybe semibal

Responses: Bid as INT opening

Natural

4th Position = 10 - 14

Responses: stayman, transfer

### Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural;

Responses - New suit = forcing

2-suit: 1min- 2♦ = 5♥/5♠

Reopen: Cue = any good 2-suiter. 2NT = 19-21

### Direct and Jump cue Bids (Style; responses; reopen)

Direct Cue Bid = Michaels

### Vs NT (vs Strong/weak; reopening; pH)

Landy, dbl is Penalty, Rest nat

### Vs preempts (doubles, cue-Bids; jumps; NT bids)

Take out doubles thru 4♥

### Vs Artificial Strong Openings

#### Over Opponents take out double

New suit forcing at 1-level

Jump Shift non-forcing

Double Jump = Splinter / 2NT = limit raise or better

## Leads and Signals

### Opening Leads - style

Lead

Suit 3rd / 5th

NT Small = Like in Partners suit 3.5.

Subseq

Other

### Leads

| Lead | Vs. Suit | Vs. NT |
|------|----------|--------|
|------|----------|--------|

|     |              |            |
|-----|--------------|------------|
| Ace | AKx; Axxx(+) | AK; AKx(+) |
|-----|--------------|------------|

|      |                |                        |
|------|----------------|------------------------|
| King | KQ; AK; KQ109x | KQ; AKJ10(x); KQ109(+) |
|------|----------------|------------------------|

|       |           |                             |
|-------|-----------|-----------------------------|
| Queen | Q; QJx(x) | Q; QJx(+); AQJx(+); KQx(+); |
|-------|-----------|-----------------------------|

|      |                        |                        |
|------|------------------------|------------------------|
| Jack | J10; J10x(+); KJ10x(+) | J10; J10x(+); KJ10x(+) |
|------|------------------------|------------------------|

|    |                             |      |
|----|-----------------------------|------|
| 10 | 109; 109x(+); H109x(+); 10x | 109; |
|----|-----------------------------|------|

|   |            |        |
|---|------------|--------|
| 9 | 9x; 98x(+) | 98x(+) |
|---|------------|--------|

|      |         |               |
|------|---------|---------------|
| Hi-x | Sx; xxS | Sx; Sxx; xSxx |
|------|---------|---------------|

|      |                       |               |
|------|-----------------------|---------------|
| Lo-x | HxS; HxSx(+); xSxx(+) | HxS; HxxS(+); |
|------|-----------------------|---------------|

### Signals in order of Priority

| Partner's Lead | Declarer's Lead | Discarding |
|----------------|-----------------|------------|
|----------------|-----------------|------------|

|   |           |                       |
|---|-----------|-----------------------|
| 1 | Hi/lo = E | Same odd=enc, even=SP |
|---|-----------|-----------------------|

|   |                |  |
|---|----------------|--|
| 2 | Hi=encouraging |  |
|---|----------------|--|

|   |     |  |
|---|-----|--|
| 3 | S/P |  |
|---|-----|--|

|   |           |                       |
|---|-----------|-----------------------|
| 1 | Hi/lo = E | same odd=enc, even=SP |
|---|-----------|-----------------------|

|   |                 |  |
|---|-----------------|--|
| 2 | Lo= encouraging |  |
|---|-----------------|--|

|   |     |  |
|---|-----|--|
| 3 | S/P |  |
|---|-----|--|

### Signals (including trumps):

Echo in trump suit shows ability to ruff

### Takeout Doubles (Style; responses reopening)

May be light with classic shape

Cue = F until a suit is bid twice;

New suit = FI

Reopen: same as above

### Special, artificial and competitive doubles/redoubles

Responsive Dbl: After T/O Dble thru 4♥; after o/call thru 4♠

Repeat same suit dbl by Neg doubler = Take out (See Note 8)

Over minor Michaels: Major = stopper

Over Major Michaels: cue bid in opponents' major = limit raise or better

## WORLD BRIDGE FEDERATION

Standard Card. Renate Adelsberger



### System Summary

#### General approach and Style

2/1, Natural, 5-card Majors

INT response = semiforced

INT Opening: 15 - 17

2 over 1 response: gf

#### Special Bids that may require defence

2♣ Opening = gf or 22+bal

2♦ Opening = Weak ♦ 6+ (6-10 HCP)

2♥ Opening = Weak Major 6+ (6-10 HCP)

2♠ Opening = Weak Major 6+ (6-10 HCP)

2NT Overcall = two lower unbid suits

Michaels Cue-bids (Note 1)

#### Special Forcing Pass Sequences

#### Important notes that don't fit elsewhere

#### Psychics:

Rare

| Opening | Tick if Artificial | Min. No. Cards | Neg. Dbl. Thru' | Description  | Responses  | Subsequent Auction  | Modifications over Competition and with Passed Partner  |
|---------|--------------------|----------------|-----------------|--|--|---|---|
| Pass    |                    |                |                 | Not an Opening Bid   |  |   |   |
| 1♣      |                    | 3              | 3♠              | 11 - 21 HCP  | Inverted Minor<br><br>Strong jump shift (1♣ - 2 any) | 4th suit forcing: game forcing; Reverses by opener forcing;<br>by responder = Game forcing; Third suit = 1 Round Force  | Jump Cue-bid over overcall = Splinter Cue bid for overcall = asks for a stopper Jump shift pre-emptive over overcalls |
| 1◊      |                    | 3              | 3♠              | 11 - 21 HCP  | Inverted Minor,<br>Strong jump shift (1♣ - 2 any)    | As above  | As above  |
| 1♥      |                    | 5              | 3♠              | 11 - 21 HCP  | INT semif., 2cl= Maybe<br>0 cards if 14+ with M      | 1M-2cl:-2d(12-14 bal or with min)<br>-2M(6+ 12+)-2NT(18-19), -3min(nat)   | Cue bid over Comp = Strong Raise  |
| 1♠      |                    | 5              | 3♠              | 11 - 21 HCP  |  | 1sp-2cl: se   | As for 1♥   |
| INT     |                    |                |                 | 15 - 17 balanced   | Jacoby Transfers                                     |   | Dbl is T/O  |
| 2♣      | □                  |                | 3♠              | Artificial, strong - near Game Force, any suit,(s) any shape | 2◊ = neg 0-7, Rest nat 8+                            |   | Natural   |
| 2◊      |                    | 6(5)           |                 | 6 - 10 HCP   | New suit forcing<br>2NT asks for feature if maximum  |   | Natural   |
| 2♥      |                    | 6(5)           |                 | 6 - 10 HCP   | New suit forcing<br>2NT asks for feature if maximum  |   | Natural   |
| 2♠      |                    | 6(5)           |                 | 6 - 10 HCP   | As for 2♥ opener                                     | As for 2♥ opener  | Natural   |
| 2NT     |                    |                |                 | 20 - 21 balanced   | Jacoby Transfers, puppet stayman                     |   | Natural<br>Dbl = t.o.   |
| 3♣      |                    | 6 7            |                 | Pre-emptive  | New Suit forcing                                     |   |   |
| 3◊      |                    | 6 7            |                 | Pre-emptive  | New Suit forcing                                     | Slam Approach and Conventions (including all Slam-Interest Bids)<br><br>RKCB (14,30), Splinters, 5NT: GST      Cue Bids |   |
| 3♥      |                    | 6 7            |                 | Pre-emptive  | 3♠ Natural. Minors = cue-bid                         |   |   |
| 3♠      |                    | 6 7            |                 | Pre-emptive  | 4♥ Natural. Minors = cue-bid                         |   |   |
| 3NT     |                    | 7(6)           |                 | Gambling   |  |   |   |
| 4♣      |                    | 7 8            |                 | Pre-emptive  | Natural  |   |   |
| 4◊      |                    | 7 8            |                 | Pre-emptive  | Natural  |   |   |
| 4NT     |                    |                |                 |  |  |   |   |



