



Category: Natural green
 CLUB: Saarbrücken EVENT: BL 2019
 PLAYERS: N.N.
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DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1 st /2 nd : 8-17/10-18. Preemptive jump raises; cue = 10 ⁺ raise; jump to new suit = NAT, FIT; new suit = F1 at 1+3 level, nf at 2 level
1NT OVERCALL (2nd/4th Seat; Responses; Reopening)
2 nd 15-18 / 4 th 10-14 □ "system on": but TRF to opp suit = short suit, asking for stopper + 4 cards in (O)M (1x)-p-(1y)-1NT = unbid suits, 5-4 ⁺ (1x)-p-(1y)-2NT= 5 ⁺ -5 ⁺ unbid suits, better LTC
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak jump o/c, except to 3 level vul vs nv □ intermediate (12-16) Ghestem mod: 5 ⁺ -5 ⁺ unlimited: 2NT=lowest 2 unbid suits; Reopening: intermediate jumps (12-16), 2NT = 19-20
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)
Michaels: CUE over m: = ♠+♥; CUE over 1M: OM+m (1M)-3M = asks for stopper, invites 3NT Reopening: (1x) - p - p - 2 x CUE = strong 2-suiter; (1m)-p-p - 4m = leaping Michaels
Vs. 1NT (vs. Strong / Weak; Reopening; Passed Hand)
vs. strong NT competitive, vs. weak NT constructive. DBL: vs. weak NT = penalty 15 ⁺ ; vs. strong NT = 4M + 5 ⁺ m. 2♣=both M; 2♦=1M (→3/4♦ = bid your suit); 2M = 5cards M + 4 ⁺ m; 2NT = 5-5m or FG 2-suiter; 3m = intermediate vs weak NT vs. 1NT overcall: as vs 1NT opening
Vs. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
t/o-X with LEB. resp.; 2NT=15-18; jumps=strong; 3CUE = stop-?; 4♣♦ = (non)leaping Michaels; 4M cue = m/m SI; 4NT=m/m no SI 2♣Multi: 2♦=t/o; 2NT=5♣5M, 13 ⁺ ; 3♦=5-5M, 13 ⁺ ; 3M=pre; X=13-15/19+ 2♦Multi: 2NT=15-18; X=13-15 or 19 ⁺ ; suits=nat; 4NT=m 2-suiter
Vs. ARTIFICIAL STRONG OPENINGS
A direct suit bid at any level shows the next higher suit or the 2 nd and 3 rd higher suits, the higher the more preemptive → P/C (1♣)-1NT = ♣♥ or ♦♠ → P/C. – Pass could be strong.
OVER OPPONENT'S TAKEOUT DOUBLE
XX = 9 ⁺ HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd (from weakness) / 4 th	2 nd /4 th	
Subseq	2 nd /4 th with attitude	2 nd /4 th with attitude	
K = asks for count (or H deblocking), may be from AK Q = asks for enc or S/P (vs NT J deblocking); possibly from KQ(x)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+), AKx(+), AK	Ax, AKx(+), AK	
King	KQx(+), AKJx(+), AKxxx	AKJx(+), KQJx(+)	
Queen	QJ(+), Qx, KQx(+)	KQ10x(+), QJ9x(+)	
Jack	KJ10(+), J10(+), Jx	KJ10(+), J10(+), Jx	
10	H109x(+), 1098x, 10x	H109x(+), 1098x, 10x	
9	H9x, 109x	H9x, 109x	
Hi-x	HSx, xSx	xSxx, HSx, xSx	
Lo-x	HxxS, xxxS, xSx, xS	xxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Enc or S/P**	Low = even	Low = enc
	2 Low = even	S/P	Low = even
	3		
NT	1 Enc or S/P**	SMITH signal*	Lavinthal
	2 Low = even	Low = even	Low = even
	3		
SIGNALS: low-high = enc or even (original count) ** 1 st lead only: 3-way signal: low or high=S/P, middle=encouraging * SMITH signal vs NT: low = positive for lead or no swith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
light, 10 ⁺ HCP: emphasizes majors or any 17 ⁺ ; reopening: 8 ⁺ Resp: 1NT = 8-10 ⁺ ; 2NT = 10 ⁺ -12 ⁺ ; (1m)-X-(p)-3M = 9-11, 5 cards; m cue = M+M 5-8 or 13 ⁺ ; m jump cue = M+M 9-11; M cue = 11+			
vs. preempts: 2NT Lebensohl advances after DBL			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Negative X up to 3♦♠ (higher HCP-X). 1NT-(DBL)-RDBL= 0-9 and 5+ suit			

SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 cards majors	
1NT = (11+) 12-14 (15 vul vs. nv)	
2 over 1 = 11 ⁺ , forcing to 2SA 2 level negative free bids in competition = 7 ⁺ -11 ⁺ nf (strong via X) 1♣-1♦ usually denies 4cards M unless planning to reverse into M therefore opener will frequently not mention 4cards M (Walsh) 1♣-1M RESP may bypass 4 ⁺ cards ♦ w/o FG strength (Walsh) 1m-1y, 1SA: OPN may bypass 4 ⁺ cards M	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♦ = major 2-suiter (4 ⁺ ♥4 ⁺ ♠, 5-10) or NT 23-24 2♥♠ = weak2, 5 ⁽⁺⁾ cards (5-10) 3 NT gambling = solid 7 ⁺ cards minor, little outside strength Inverted minors: 1m-3m = 6-9; 1♣-2NT / 1♦-3♣ = 0-5 or 12 ⁺ Bergen raises: 1M→ 3♣ = 6-9 or 15 ⁺ ; 3♦ = 10-12; 3M = 0-5, 4 ⁺ M Non jump 2NT in competition (+ after reverse) = usually Lebensohl 1x-1y, 1z-2m/SA = 3-way check back	
SLAM BIDDING	
4NT RKCB: 14/30/52/52+Q/ 5NT=13 KCs+void/ 6 any=2 KCs+void 4m optional RKCB: no interest/14/30/52/52+Q/13+void/2+void Placed K; serious 3NT; mixed cue bids; splinter; exclusion RKCB Over X vs our relays: pass = 1 st step, XX = 2 nd step.	
After disturbed RKCB: mod. ROPI, DOPI, DEPO	
SPECIAL FORCING PASS SEQUENCES	
Pass-DBL inversion: In high level competitive bidding if we have clear HCP majority pass is TRF to Dbl to penalize, however, pulling later the Dbl is inviting to slam. Dbl shows preference to bid on. Direct bidding is competitive.	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE:	
Bridge is our hobby, let's try to be nice to each other!	

	tick if artificial	min length	neg. double up to	Description	Answers	Subsequent Bidding	Over Intervention
1♣		3	3♠	11-22 (Walsh answers; inverted m)	1♦=may be 3334 6-7 / 1SA = 8-10 / 3M=single/v. 2♣/2NT/3♣ 9+-12- / 0-6- or 12+ / 6+-9-, ♣ fit	1♣-1♦/♥/♠-1x (1NT 4M p.) →2-way CB 3♣ (after 2NT) = nf relay	1m-(X)-4m = pre 1m-(X / int)-2/1 = nf, 7+-11- over 1NT: as over 1NT OPN
					2M 4-7, nat 6 cards	1st step = s/s? 2nd step = HCP/suit qual.?	
1♦		3	3♠	11-22 (Walsh answers; inverted m)	(see 1♣) - 2NT = nat, 11-12 2♦/3♣/3♦ = 9+-12- / 0-6- or 12+ / 6+-9-, ♦ fit	3♦(after 3♣) = nf relay	over X / int: 3♣ = nat, FG 2NT = 0-6- or 12+, ♦ fit
1♥		5	3♠	11-22	1NT nat or 5-7 3cards ♥ fit 2♥ 8-10, 3cards ♥ fit	Rebid after 2/1: 2NT=17-19, 3NT=15-16 long (good) suit trial bids	over X: 3x=Bergen system on 2NT = 3 cards ♥fit, 10-12- 3NT = 3+ cards ♥fit, 12+-15
					2♠ 4-7, nat 6 cards	1st step = s/s? 2nd step = HCP/suit qual.?	over 2x: 2NT = Lebensohl
					2NT 12+-15-, 3(+)-♥ fit	3 level = s/s, 4 level = 2nd 4cards suit	over int: 3m = nat, FG; cue = fit FG
					3♣/3♦ / 3♥ 6-9 or 15+ / 10-12- / 0-5, 4+ ♥ fit 3♠/4m Splinter, 12-15		
1♠		5	3♥	11- 22	(see 1♥) 1♠-4♥ = NAT S/O	After 2m: 3♥ = 5-5 SI; 4♥ = 5-5 no SI	(see 1♥)
1NT			3♠	11+ - 14 BAL - at least 12 HPC if vul - 3rd in hand when vul: 13-15 - 5M or 6m or 5m422 possible	2♣ = Stayman (could be weak) 2♦/2♥ and 4♦/♥ = TRF'ß 2♠= art: a. bal INV, b. weak ♣, c. INV ♦, d. SI m, e. FG+ 31M + 54m / 30M + 64m 2NT = 5+-5+ m, weak or strong	1NT-2♣, 2M-OM = SI with M-fit TRF break (after 2♦/2♥) = 4cards fit 2NT/3♣ = min/max →3♣ = s/o; 3♦ = INV; 3M = s/s, 3cards OM; 4m = opt. RKCB 3m = preference →3M = s/s, FG	over X: XX = strong 2any = 5cards pass forces to XX (w/ two 4cards suits) or a 5cards suit over int.: 2NT = Lebensohl
					3♣ = Puppet Stayman 3♥/♠ = 4441 / 45m40 with S/S in OM, FG 3♦ = weak s/o. - 4♣ = 5-5 M	3♦ = 4card M; 3M = 5+; 3NT = no 4*M OM = good M fit 1NT-4♣, 4♦ = no SI	
2♣	X	0	---	1. FG m or semiforcing+ M 2. NT 25+	2♦ = no 3 controls or no good 5+cards suit 2M/3m = nat, 3+ controls 2NT = 5+-5+ m, 3+ controls	2M = SF+ →2NT = 2nd negative 3M = GF, very good suit	X = 5+ HCP Cue = S/S, 5+ HCP
2♦	X	0	---	1. 4+♥ and 4+♠, 5-10 2. NT 23-24	2NT = Relay, INV+ 3♣ = nat, s/o; 3♦ = longer M? 3♥/♠ = mixed raise; 4♣♦ = RKCB (♥♠)	2NT→3m=longer M; 3♥=4-4 min; 3♠=5-5 min; 3NT=4-4 max; 4m=S/S, 5-5 max	Over X: pass = 5+♦, short Ms XX = asks for longer M
2♥♠		(5)6	---	weak2 in ♥♠, 5-10	1st step = short suit? 2nd step = HCP and suit quality? 3OM = GF; 4♣ = RKCB ♥♠	1st -3rd step = S/S in ♣♦♥; 3M = no S/S min-bad, min-good, max-bad, max-good	Over X: XX = to play Over int.: X = penalty
2NT			---	20-22 BAL	3♣ = Puppet Stayman; 3♦♥ and 4♦♥ = TRF 3♠ = m-suit Stayman; 4♣ = 5-5 M	TRF break: 3NT=3cards fit; suit=4cards fit	
3♣♦		(6)7	---	PRE	3M = GF; 4om = RKCB		
3♥♠		(6)7	---	PRE	4♣ = fit + SI; 4♦ = no fit + SI	4♣→4M=no s/s; 4♦→4M=not semi-solid	
3NT	X	7	---	1st/2nd: solid m, 3rd/4th: to play	4♣ = p/c; 4♦ = ask for s/s	4♦→4M/NT = om/♥/♠ s/s; 5m = 7222	Over X: pass/XX = to play
4♣-♠		(7)8	---	PRE			