

Wir haben eine kleine Konventionskarte für die Roboter erstellt.

Im Allgemeinen verwenden die ROBOTER auf BBO das unten beschriebene 2/1-System. Sie können auf jedes Gebot des Roboters klicken, um eine Erklärung zu erhalten, und Ihre Maus über einem geplanten Gebot anhalten, um zu sehen, wie es verstanden wird. Klicken Sie hier, um Hilfe zum Verständnis dieser Erklärungen zu erhalten. Bitte schreiben Sie uns an support@bridgebase.com, wenn Sie Fehler in diesem Dokument entdecken.

Übersicht:

2/1 Game Force mit 5er-OF, 15-17 SA, starkem (17+) Farbwechsel-Sprüngen, 2♦♥♠ weak two. 2♣ stark und künstlich.

2/1 bedeutet: eine neue Farbe vom Partner auf 2er-Stufe forciert bis zum Vollspiel.

1♣: könnte 3 sein, wenn 4333,3433 oder 4423.

1♦: normalerweise 4, außer 4432. Öffnet 1♦ mit 4-4 bei den Unterfarben.

1♥♠: zeigen normalerweise 5er. 1OF-2OF zeigt 7-10 Punkte. 1SA-Antwort ist forcierend! Jacoby 2NT. Splinter.

1SA: 15-17 ausgeglichen. Kann eine 5er-OF enthalten.

2♣: stark, künstlich. 22+

2♦♥♠: Weak-two !

2NT: 20-21 , kann eine 5er-OF enthalten.

Negative X und Responsive X bis 3♠, Support X bis 2♥ (Roboter sagt X mit Kx!)

Schwache Sprungübertreffe (aggressiv, 3-9 Punkte)

Cappelletti, wenn die Gegner 1SA eröffnen- 2♣ = beliebiger Einfärber.

Lebensohl nach 1SA

Michaels: gegen 2♥♠ zeigt 4♥♠ beide Unterfarben und 4SA beide UF schwach!

Vierte-Farbe Forcing (auch 1♣ -1♦ -1♥ -1♠)

RKCBlackwood mit den Antworten: 30 41 52

Konventionen, die der **Roboter nicht** spielt:

Gambling 3SA - Namyats - Bergen -DONT - Puppet Stayman

Weitere Konventionen und Antworten hier unten in englischer Sprache:

- nach 1SA-Eröffnung
- nach 2SA-Eröffnung
- Drury nach Eröffnung von 1♥♠ in 3ter oder 4ter Hand
- Weiterreizung nach RKCBlackwood

Nach 1SA-Eröffnung:

- **2♣ Stayman**
 - **2♦** No 4-card major
 - **2♥/2♠** Invitational with 5 of the suit bid and 4 of the other major
 - **2NT** Invitational (does not promise a 4-card major)
 - **3♣/3♦** 5+ card suit. Forcing to game
 - **3♥/3♠** **Smolen** (forcing to game with 4 of the suit bid and 5 of the other major)
 - **4NT** Invitational to 6NT.
 - **2♥** 4 hearts (could also have 4 spades)
 - **2♠** Invitational with 4 spades
 - **2NT** Invitational, denying 4 spades
 - **3♣/3♦** 5+ card suit. Forcing to game
 - **3♥** Invitational
 - **3♠** **Artificial** slam try with at 4+ hearts, usually balanced
 - **4♣/4♦** Splinters (singleton or void in the suit bid, 4+ hearts, interest in slam)
 - **4NT** Invitational to 6NT
 - **2♠** 4 spades (denies 4 hearts)
 - **2NT** Invitational (does not promise 4 hearts)
 - **3♣/3♦** 5+ card suit. Forcing to game
 - **3♥** **Artificial** slam try with 4+ spades, usually balanced.
 - **3♠** Invitational
 - **4♣/4♦/4♥** Splinters (singleton or void in the suit bid, 4+ spades, interest in slam)
 - **4NT** Invitational to 6NT
- **2♦ Jacoby Transfer Bid** (promises 5+ hearts). Opener would normally bid **2♥**, but can superaccept with a maximum and 4-card heart support. After **2♥**:
 - **2♠** 5+ hearts, 5+ spades, invitational to game.
 - **2NT** Exactly 5 hearts, invitational to game.
 - **3♣/3♦** 5+ hearts, 4+ card suit. Forcing to game.
 - **3♥** Invitational with 6+ hearts
 - **3NT** Exactly 5 hearts. Choice of games (**4♥** or **3NT**).
 - **3♠/4♣/4♦** Splinters (6+ hearts, singleton or void in the suit bid, interest in slam)
 - **4♥** 6+ hearts, no singleton or void, mild slam interest
 - **4NT** Exactly 5 hearts. Invitational to **6♥** or **6NT**
 - **5NT** Choice of slams (**6♥** or **6NT**)
- **2♥ Jacoby Transfer Bid** (promises 5+ spades). Opener would normally bid **2♠**, but can superaccept with a maximum and 4-card spade support. After **2♠**:
 - **2NT** Exactly 5 spades, invitational to game.
 - **3♣/3♦** 5+ spades, 4+ card suit. Forcing to game.
 - **3♥** 5+ spades, 5+ hearts. Forcing to game.
 - **3♠** Invitational with 6+ spades
 - **3NT** Exactly 5 spades. Choice of games (**4♠** or **3NT**).
 - **4♣/4♦/4♥** Splinters (6+ spades, singleton or void in the suit bid, interest in slam)
 - **4♠** 6+ spades, no singleton or void, mild slam interest
 - **4NT** Exactly 5 spades. Invitational to **6♠** or **6NT**
 - **5NT** Choice of slams (**6♠** or **6NT**).
- **2♠ Minor Suit Stayman** (Usually at least 54 in the minors, forcing to game)
 - Opener would normally bid a 4+ card minor if he had one, but can bid **2NT** with 3343 or 3334 distribution.
 - If responder's next bid is 3 of a major, he is promising a singleton or void in that suit, but not necessarily slam interest
- **2NT Minor Suit Transfer** (Promises 6+ clubs. Opener must bid **3♣**)
 - If responder's next bid is 3 of a new suit, he is promising a singleton or void in that suit, but not necessarily slam interest
 - Responder's **3NT** rebid is a mild slam try (usually balanced).
 - Responder's **4NT** rebid is **RKCB**
- **3♣ Minor Suit Transfer** (Promises 6+ diamonds. Opener must bid **3♦**)
 - If responder's next bid is 3 of a new suit, he is promising a singleton or void in that suit, but not necessarily slam interest
 - Responder's **3NT** rebid is a mild slam try (usually balanced).
 - Responder's **4NT** rebid is **RKCB**
- **3♦/3♥/3♠ Singleton** or void in the suit bid, at least 4 cards in the other 3 suits, no 5-card major, forcing to game.
- **3NT** Signoff

- 4♣ Gerber
- 4♦ **Texas** Transfer (Promises 6+ hearts, opener must bid 4♥)
 - New suit rebid by responder is a cuebid.
 - 4NT rebid by responder is RKCB.
- 4♥ **Texas** Transfer (Promises 6+ spades, opener must bid 4♠)
 - New suit rebid by responder is a cuebid.
 - 4NT rebid by responder is RKCB.
- 4NT Invitational to 6NT
- 5NT Invitational to 7NT

Nach 2SA-Eröffnung:

- 3♣ **Stayman** (promises at least one 4-card major)
 - 3♦ No 4-card major
 - 3♥/3♠ **Smolen** (forcing to game with 4 of the suit bid and 5 of the other major)
 - 4♣/4♦ 5+ card suit. Interest in slam
 - 4♥/4♠ Signoff bids
 - 4NT Invitational to 6NT
 - 3♥ 4 hearts (could also have 4 spades)
 - 3♠ **Artificial** slam try with 4+ hearts
 - 3NT Choice of games (4♠ or 3NT). Promises 4 spades.
 - 4♣/4♦ 5+ card suit. Interest in slam
 - 4NT Invitational to 6NT
 - 3♠ 4 spades (denies 4 hearts)
 - 3NT Signoff (promises 4 hearts)
 - 4♣/4♦ 5+ card suit. Interest in slam.
 - 4♥ **Artificial** slam try with 4+ spades
 - 4NT Invitational to 6NT
- 3♦ **Jacoby** Transfer Bid (promises 5+ hearts). Opener would normally bid 3♥, but can superaccept with a maximum and 4-card heart support. After 3♥:
 - 3♠ 5+ hearts, 5+ spades, interest in slam
 - 3NT Exactly 5 hearts. Choice of games (4♥ or 3NT)
 - 4♣/4♦ 5+ hearts, 4+ cards in suit bid, forcing to game
 - 4♥ Mild slam try with 6+ hearts
 - 4NT Exactly 5 hearts. Invitational to 6♥ or 6NT
 - 5NT Choice of slams (6♥ or 6NT)
- 3♥ **Jacoby** Transfer Bid (promises 5+ spades). Opener would normally bid 3♠, but can superaccept with a maximum and 4-card spade support. After 3♠:
 - 3NT Exactly 5 spades. Choice of games (4♠ or 3NT)
 - 4♣/4♦ 5+ spades, 4+ cards in suit bid, forcing to game
 - 4♥ 5+ spades, 5+ hearts, choice of games (4♥ or 4♠)
 - 4♠ Mild slam try with 6+ spades
 - 4NT Exactly 5 spades. Invitational to 6♠ or 6NT
 - 5NT Choice of slams (6♠ or 6NT)
- 3♠ **Minor Suit Stayman** (usually at least 54 in the minors, forcing to game)
 - Opener would normally bid a 4+ card minor if he had one. Otherwise he would bid 3NT.
 - If responder's next bid is 4 of a major, he is promising a singleton or void in that suit
- 3NT Signoff
- 4♣ Gerber
- 4♦ **Texas** Transfer (Promises 6+ hearts, opener must bid 4♥)
 - New suit rebid by responder is a cuebid.
 - 4NT rebid by responder is RKCB.
- 4♥ **Texas** Transfer (Promises 6+ spades, opener must bid 4♠)
 - New suit rebid by responder is a cuebid.
 - 4NT rebid by responder is RKCB.
- 4NT Invitational to 6NT
- 5NT Invitational to 7NT

Reverse Drury

GIB plays one-way Reverse Drury when partner opens a Major in 3rd or 4th seat. A 2♣ response shows at least 3-card support and invitational values (11-12 total points). This is not used if there is any interference; Jordan/Truscott 2NT is still used to show a limit raise over a double, a cue bid is used after an overcall, and 2♣ is natural (weak after a double, one-round force after an overcall).

Opener's rebids are as follows:

- 2♦ Full opener, inviting game, no extra shape.
- 2M Sub-minimum opener, no interest in game.
- New suit without jumping 4+ cards in the suit, less than 18 total points.
- New suit single jump 18+ total points, singleton in suit bid.
- New suit double jump 18+ total points, void in suit bid.
- 2NT 5332 shape, one-round force, less than 18 total points.
- 3NT 6322 shape, one-round force, less than 18 total points.
- 3M 18+ total points, balanced.
- 4M To play, nothing extra to show.

Roman Keycard Blackwood (RKCB)

RKCB is a 4NT bid that, unlike regular Blackwood, asks for "keycards" instead of Aces. There are always 5 keycards - the 4 Aces plus the King of the agreed trump suit. If no trump suit has been clearly agreed, the King of the most recently bid suit is typically counted as the 5th keycard.

Responses to 4NT **RKCB 0314**:

- 5♣ **0 or 3** keycards
- 5♦ **1 or 4** keycards
- 5♥ **2 or 5** keycards, but **no Queen** of the agreed suit
- 5♠ **2 or 5** keycards **plus Queen** of the agreed suit
- 5NT An even number of keycards plus an unspecified void
- 6x An odd number of keycards with a void. If 6x is below 6 of the agreed suit then the void is in the suit bid. If 6x is a bid in the agreed suit then the void is in an unspecified higher-ranking suit.

After the 5♣ and 5♦ responses, the 4NT bidder can bid the next step that is not a signoff in order to ask for the Queen of the agreed suit. Then:

- Bidding the agreed suit at the cheapest level denies the Queen of the agreed suit.
- Bidding a new suit promises the Queen of the agreed suit plus the King of the suit bid.
- Bidding 5NT promises the Queen of the agreed suit and denies a side King that can be shown below 6 of the agreed suit.

A subsequent 5NT bid by the 4NT bidder (regardless of whether or not an ask for the Queen of the agreed suit has taken place) asks for specific Kings. The 5NT bid promises that all of the 5 keycards and the Queen of the agreed suit are accounted for. Then:

- The responder to RKCB is entitled to bid a grand slam if he thinks that 13 tricks rate to be available.
- If the responder to RKCB has a King that is lower-ranking than the agreed suit, he should bid that suit at the 6-level. If he has more than one such King, he should bid his lowest-ranking King.
- Otherwise the responder to RKCB should bid 6 of the agreed suit.

DOPI after interferences:

- Interference after 4NT (whether RKCB or regular Blackwood) is handled by the DOPI convention.
- Double with 0 keycards (or ace, playing regular blackwood), pass with 1 keycard (or ace, playing regular blackwood).