Defensive and Competitive Bidding									
Overcalls (Style; responses: I/2 level; reopening)									
top and another; weak (max. 11 HCP)									
Michaels Cuebid, unusual no trump									
Drury (Note 11)									
New Suit = Forcing - jump shift = fit									
Take-out double:									
General Style = Can be light / shaped									
in 4. Position both unbidding colors 4+/4+									
Responses: Natural. Cue bid = Forcing									
INT overcalls (2nd/4th live; responses; reopening)									
2 <sup>nd</sup> position: polish (Note 5)									
4 <sup>th</sup> position II – I4									
responses natural									
4 <sup>th</sup> position after both opponents have bidden a color, 8 – 11 P									
And the other not named colors									
Jump Overcalls: (Style; responses; unusual NT)									
weak 2, responses natural									
2 NT= unusual no trump: both lowest colors until 11 P									
2 NT= unusual no trump: both lowest colors until 11 P									
2 NT= unusual no trump: both lowest colors until I I P  Direct and Jump cue Bids (Style; responses; reopen)									
2 NT= unusual no trump: both lowest colors until II P  Direct and Jump cue Bids (Style; responses; reopen)  Michaels cuebid until II P									
2 NT= unusual no trump: both lowest colors until II P  Direct and Jump cue Bids (Style; responses; reopen)  Michaels cuebid until II P  Vs NT (vs Strong/weak; reopening; pH									
2 NT= unusual no trump: both lowest colors until II P  Direct and Jump cue Bids (Style; responses; reopen)  Michaels cuebid until II P									
2 NT= unusual no trump: both lowest colors until II P  Direct and Jump cue Bids (Style; responses; reopen)  Michaels cuebid until II P  Vs NT (vs Strong/weak; reopening; pH									
2 NT= unusual no trump: both lowest colors until 11 P  Direct and Jump cue Bids (Style; responses; reopen)  Michaels cuebid until 11 P  Vs NT (vs Strong/weak; reopening; pH  Gromöller vs strong or weak NT (Note 6)  Vs preempts (doubles, cue-Bids; jumps; NT bids									
2 NT= unusual no trump: both lowest colors until 11 P  Direct and Jump cue Bids (Style; responses; reopen)  Michaels cuebid until 11 P  Vs NT (vs Strong/weak; reopening; pH  Gromöller vs strong or weak NT (Note 6)									
Direct and Jump cue Bids (Style; responses; reopen)  Michaels cuebid until 11 P  Vs NT (vs Strong/weak; reopening; pH  Gromöller vs strong or weak NT (Note 6)  Vs preempts (doubles, cue-Bids; jumps; NT bids  X points, X until 2 ♠ info X  natural									
Direct and Jump cue Bids (Style; responses; reopen)  Michaels cuebid until 11 P  Vs NT (vs Strong/weak; reopening; pH  Gromöller vs strong or weak NT (Note 6)  Vs preempts (doubles, cue-Bids; jumps; NT bids  X points, X until 2 ♠ info X natural  Vs Artificial Strong Openings									
Direct and Jump cue Bids (Style; responses; reopen)  Michaels cuebid until 11 P  Vs NT (vs Strong/weak; reopening; pH  Gromöller vs strong or weak NT (Note 6)  Vs preempts (doubles, cue-Bids; jumps; NT bids  X points, X until 2 ♠ info X natural  Vs Artificial Strong Openings natural									
Direct and Jump cue Bids (Style; responses; reopen)  Michaels cuebid until 11 P  Vs NT (vs Strong/weak; reopening; pH  Gromöller vs strong or weak NT (Note 6)  Vs preempts (doubles, cue-Bids; jumps; NT bids  X points, X until 2 ♠ info X natural  Vs Artificial Strong Openings natural  Over Opponents take out double									
Direct and Jump cue Bids (Style; responses; reopen)  Michaels cuebid until 11 P  Vs NT (vs Strong/weak; reopening; pH  Gromöller vs strong or weak NT (Note 6)  Vs preempts (doubles, cue-Bids; jumps; NT bids  X points, X until 2 ♠ info X natural  Vs Artificial Strong Openings natural									

Leads an	d Signals				
Opening Le	ads - style			<b>♣</b> ■♠ ◆	
Lead Normal In Partner's Suit				WORLD BRIDGE FEDERATION	
Suit	2nd / 4th	2nd / 4th			
NT	4th	2nd /4th		Standard Card	
Subseq				A. I. Discouring the Court of	
Other	top of nothing			Anke Blumenberg, Ute Struthoff	
	double with 1	0 or higher: high	nest card first	System Summary	
Leads				System Summary	
Lead	Vs. Suit Vs. NT	•		General approach and Style	
Ace	AKx; Axxx(+)	AK;AKx(+)		Natural, 5-card Majors	
King	KQ; KQ109x	KQ; KQ109(+	-)	3/3 = 1 ♣ , 4/4 = 1 ♦	
Queen	QJ; QJx(x)	QJ; QJx(+	)		
Jack	J10; J10x(+); KJ10	x(+) J10;J	10x(+); KJI0x(+)	INT response = not forcing	
10	109; 109x(+); H1	09x(+); 10x	109;	Bergen Raises/ Jacoby (Note 2)	
9	9x; 98x(+)	98x(+)		INT Opening: II – I4 (Note I)	
				2NT Opening: weak, both minors min. 5/4	
				3 NT long minor suit AKDxxxx no side AS	
Signals in o	rder of Priority			Special Bids that may require defence	
	Partner's Lead	Declarer's Lea	d Discarding	2 ♣ Opening = gameforcing or weak 2 in ♦	
color I	low positiv	low positiv	mod.	2 Opening = semiforc. or NT 21/21 or weak 2 in major	
color 2	low positiv	low positiv	mod.	2♥ Opening = ♥ 5 + and any other colour 4 + (6-10 HCP)	
color 3 low positiv low positiv mod.				2 Opening = $\bigcirc$ 5 + and any other colour 4 + (6-10 HCP)	
NT I	low positiv	low positiv	mod.	2 4 Opening - 40 5 1 and any other colour 4 1 (0-10 11Cl)	
NT 2	low positiv	low positiv	mod.		
NT 3	low positiv	low positiv	mod.		
	uding trumps):			Rubensohl after 2-level overcall of INT (Note 4)	
	lian Lavinthal			$3^{rd}$ and $4^{th}$ color = forcing, $4^{th}$ = asking for a stopper	
Lo/Hi encou				Inverted Minor	
	ubles (Style; resp				
Take out do	uble: shows 3 card	ls support in par	tners color		
X after majo	or opening: solid, th	ne other major 4	1+, II + HCP	Special Forcing Pass Sequences	
Or X 15 + I	HCP			-	
Reopen: 11	+				
				Important notes that don't fit elsewhere	
_	ficial and competi		doubles	Weak jump on partners opening (no 6 HCP)	
Negativ X I <sup>st</sup> step 6+, 2 <sup>nd</sup> step and 3 <sup>rd</sup> 11+				Normal splinter on partners major opening	
Competitive x: Rubensohl (Note 4)				After opponents bidding, 2-er level= nonforcing	
XX =points,				Psychics: -	
if partner opening I NT and opponent bid $X$ , than $XX$ from					
opener is take out:   NT – x - p – p - xx					
Support dou	ıble until 2 🧥				



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 💠		2	2 🛧	11 - 19 HCP	Inverted, 2 ♦ both majors 4+ 0-5 P, Weak jump in ♥/ ♠	Natural, 4 ♠ RKCB,  3 <sup>rd</sup> level: splinter  4. level: exclusion  1 ♠ -2 ♠ - 2 ? asking for stopper in this color and 14 – 16 P	
I <b>♦</b>		4	2 🏚	II - I9 HCP	Inverted, Weak jump in ♥/ ♠	Natural, 4 ♠ RKCB, 3 <sup>rd</sup> level: splinter 4. level: exclusion; I ♠ -2 ♠ as above	
♥		5	2 🛖	11 - 19 HCP	Bergen Raises, Jacoby, weak jumps	with fit help suit trial bids, Splinter	
I 🛖		5	2 🛖	11 - 19 HCP	As above	As above	
INT				II - I4 balanced	Weak stayman, smolen, transfer, Rubensohl		
2 🛖	х	0		Gameforcing, NT 22+, or weak 2 in ◆	2 ♦ relais, 2 NT forcing 14 + P; 2 ♥, 2 ♠ 5+,12-14 P, short in ♦	After strong NT: transfer, puppet stayman; 2 ♣ - 2 NT (Note 9)	
2 🄷	x	0		Multi weak2 in ♥ or ♠ or semiforcing or NT 20/21;Note 3		After strong NT: transfer, puppet stayman; after 2 NT: 3 ♠ w2 in ♥ min, 3 ♦ w2 ♠ in min, 3♥ w2 in ♠ max, 3 ♠ w2 in ♥ max	
2♥	х	5		5 ♥ and other color 4+ 6 - 10 HCP	<ul><li>2  pass or correct</li><li>2NT forcing, asking for other color</li></ul>	After 2 NT: 3 ♣,3 ♦ min; 3♥min and ♠; 3 ♠ max and ♠; 3NT max. and ♠ or ♦	
2 🛖	х	5		5 🛖 and other color 4+ 6 - 10 HCP	3 ♠ pass or correct 2NT forcing, asking for other color	After 2 NT: 3 ♣,3 ♦ min; 3♥min and♥; 3 ♣ max and ♥; 3NT max. and ♣ or ♦	
2NT	x			5 + ♠ and 4 + ♦, 6 – 10 P	3 ♠,3 ♦ to play; 3♥ forcing	Rebid after 3♥ (Note 13)	
3 🛖		7		Pre-emptive	New Suit forcing, 4 NT RKC		Cl. L. (P.I.)
3 🔷		7		Pre-emptive	New Suit forcing, 4 NT RKC	Slam Approach and Conventions (including all	Siam-interest bids)
3♥		7		Pre-emptive	New Suit forcing, 4 NT RKC	,	Bids
3 🛖		7		Pre-emptive	New Suit forcing, 4 NT RKC	Splinters	
3 NT				Gambling in minor	4 ♦ RKC, 4 ♣ pass or correct		



### **Supplementary Sheet**

#### **Note 1: 1 NT Opening:**

Stayman, can be also weak

Smolen (4/5 in  $\P$ / $\spadesuit$ )= strong, partner bids after 2  $\spadesuit$  the 4<sup>th</sup> major

4 ♣ = RKCB

4 = 5/5 in / 4

4NT = Question Mini-Maxi

### **Note 2:** Bergen Raises / Jacoby:

3 • = 4 cards fit, 8-10 HCP

 $3 \Rightarrow = 4 \text{ cards fit, 6-7 HCP}$ 

2NT = 3 cards fit, I4+ HCP

Opener decides for full game or not after 2 NT = next color = single or chicane

#### Note 3: 2 ♦ semi-forcing or weak

6-er suits strong any colour

20,21 NT

Weak in ♥ or ♠ 6+; 6 – 10 HCP

Partner's answers:

2♥ = relay, below 15

2  $\spadesuit$  = 0/1 cards in spade

2NT = 15+

#### Note 4: Rubensohl

INT -  $2xy - 2 \checkmark / \diamondsuit / \diamondsuit$  weak, to pass

INT -  $2xy - 2SA = transfer to <math>\frac{1}{2}$ , II+points

INT - 2xy - 2 ♠ -transfer to d ♦, II+points

INT -2xy - 2  $\blacklozenge$  = transfer to  $\blacktriangledown$ , II+points

INT- 2xy - 2 ♥ = transfer to ♠,II+points

INT -2xy - transfer to opponents colour= stopper question

INT - 2xy X = II + points

#### Note 5: polish NT

I major - I SA = other major 4 plus minor suit 5+

I minor - I SA = other minor 5 + and unknown major 4

Partners responses: overcall: question of unknown color

#### Note 6: Gromöller

#### Note 7: RKCB (4NT asks for 5 key cards, 4 Aces + King of Trumps)

```
Responses: 5 \stackrel{\bullet}{•} = 3 \text{ or } 0

5 \stackrel{\bullet}{•} = 4 \text{ or } 1

5 \stackrel{\bullet}{•} = 2

5 \stackrel{\bullet}{•} = 2 + \text{Queen of Trumps}
```

# Note 8: Non Forcing Sequences

```
I - \sqrt{1} - pass - 2 / 2  (6-suit, no 6 HCP)
```

# Note 9: Answers 2 ♠ - 2 NT 3 ♠ weak 2 in ♠ minimum 3 ♠ weak 2 in ♠ maximum

#### Note 10: Take Out Double:

Until the 2nd step: shows 3 cards support in partner's color

# Note II: Drury

example:

I ♦ - I ♥ - p - 2 ♠ : asking for points , if opening under I2 points 2 hearts

# Note 12 modified Italian Lavinthal

3,5,7: direct marking2,4,6: marking for the lowest color8 and more: marking for the highest color

# Note 13 opening 2 NT − 3 ♥

```
2 NT − 3 ♥
3 ♠ single ♠, double ♥
3 NT single ♥, double ♠
4 ♠ 6 + ♠
4 ♦ 6 + ♦
4 ♥ chicane ♥
4 ♠ chicane ♠
```