

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 = 16 - 18

Responses: Bid as INT opening

Natural

4th Position = 10 - 14

Responses: Natural

JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)

1-Suit : Natural;

Responses - New suit = forcing

2-suit:- 1♣ - 2♦ = 5♥/5♠

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

DIRECT AND JUMP CUE BIDS (STYLE; RESPONSES; REOPEN)

Direct Cue Bid = Michaels (Note 1)

VS NT (VS STRONG / WEAK; REOPENING; PH)

Landy (Note 3)

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	In Partner's Suit
Suit	3rd / 5th	3rd / 5th
NT	4th	3rd / 5th
Subseq		
Other	2nd from 4 small	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx; Axxx(+)	AK; AKx(+)
King	KQ; AK; KQ109x	KQ; AKJ10(x); KQ109(+)
Queen	QJ; QJx(x)	QJ; QJx(+); AQJx(+); KQx(+);
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+); KJ10x(+)
10	109; 109x(+); H109x(+); 10x	109; 109x(+); H109x(+)
9	9x; 98x(+)	98x(+)
Hi-x	Sx; xxS	Sx; Sxx; xSxx
Lo-x	HxS; HxSx(+); xSxx(+)	HxS; HxxS(+); xxxS(+)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = E	Same	Same
2	Hi=encouraging		
3	S/P		
1	Hi/lo = E	Same	Same
2	Hi = 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 dble 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



THE GENERALI MASTERS INDIVIDUAL BRIDGE CHAMPIONSHIP



System Card

System Summary

GENERAL APPROACH AND STYLE

Natural, 5-card Majors

Longer Minor - 1♣ if 3.3

Limit jump raises over majors

INT response = not forcing

INT Opening: 15 - 17

2 over 1 response: Promises rebid (See Note 7)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ Opening = strong, near Game Force - any suit,(s) any shape

2♦ Opening = Weak ♦ 6+ (6-10 HCP)

2♥ Opening = Weak Major 6+ (6-10 HCP)

2♠ Opening = Weak Major 6+ (6-10 HCP)

3NT Opening = Gambling

2NT Overcall = two lower unbid suits

Michaels Cue-bids (Note 1)

Lebensohl after 2-level overcall of INT (Note 2)

Negative Doubles to 3♠

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Double Jump in new suit = Splinter if minor over major

Jump Cue Bid by Opener = Splinter raise

PSYCHICS:

Rare

<i>Opening</i>	<i>Tick if Artificial</i>	<i>Min. No. Cards</i>	<i>Neg. Dbl. Thru'</i>	<i>Description</i>	<i>Responses</i>	<i>Subsequent Auction</i>	<i>Modifications over Competition and with Passed Partner</i>
Pass				Not an Opening Bid			
1♣		3	3♠	11 - 21 HCP	Single raise weaker than double raise Strong jump shift (1♣ - 2 any)	4th suit forcing: game forcing; Reverses by opener forcing; 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	Single raise weaker than double raise Strong jump shift (1♣ - 2 any)	As above - NOTE 5 -	As above
1♥		5	3♠	11 - 21 HCP	1NT not forcing, 5+ points Raises = limit. 2NT = FG with trump support	Raises = limit. Re-raise = Pre-emptive General principles as above	Cue bid over Comp = Strong Raise
1♠		5	3♠	11 - 21 HCP	As for 1♥	As for 1♥; 1♠ - 2♣; 2♠ - 3♠ = limit	As for 1♥
1NT				15 - 17 balanced	Jacoby Transfers: Note 9	Over Stayman: rebids are Major invitational, minor forcing	Dble at 3-level shows values. Dbl at 2-level is T/O
2♣	✓		3♠	Artificial, strong - near Game Force, any suit,(s) any shape	Natural; positive requires good suit; 2♦ = neutral	Cheaper minor = second negative thru' 3♦	Natural
2♦		6	3♠	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2♥		6		6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2♠		6		6 - 10 HCP	As for 2♥ opener	As for 2♥ opener	Natural
2NT				20 - 21 balanced	Jacoby Transfers; Stayman Note 9	2NT - 3♣ > ♣ 2NT - 3♠ 2NT - 4♣ > ♦ 3♦ - 3♥ = 5♠ + 4♥	Natural Dbl = Penalties
3♣		6		Pre-emptive	New Suit forcing	<i>Slam Approach and Conventions (including all Slam-Interest Bids)</i> Five - Ace Blackwood: RKCB (Note 6) Cue Bids Splinters GSF <i>No Changes Allowed: All conventions are interpreted by reference to the</i>	
3♦		6	Pre-emptive	New Suit forcing			
3♥		6	Pre-emptive	3♠ Natural. Minors = cue-bid			
3♠		6	Pre-emptive	4♥ Natural. Minors = cue-bid			
3NT		7(6)		Gambling	Natural		
4♣		7		Pre-emptive	Natural		
4♦		7		Pre-emptive	Natural		
4NT				Blackwood			



Generali Masters Individual Bridge Championship



SUPPLEMENTARY SHEET

Note 1: Michaels Cue Bids:

1♣ - 2♦) Both majors 5(+) / 5(+)
1♦ - 2♦)

1♥ - 2♥ = 5♠ + 5 minor

1♠ - 2♠ = 5♥ + 5 minor

All jumps in known suits PRE (but may be tactically strong)

Note 2: Lebensohl:

2NT forces 3♣. Responder may now pass or make a minimum bid in a suit, NF

2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

INT (2x) 2NT (p)
3♣ (p) 3x = GF No Stopper

Note 3: Landy:

2♣ shows at least four cards in each major suit; then

vs No Trump:

Penalty Double

2♣ shows at least four cards in each major suit = Landy

2♦/♥/♠ = Natural

INT - 2♣ - ?

2♦ = relay to play the better major

2NT = strong inquiry (cue-bid!)

Note 5: Responses after NT rebid

1♦ - 1♥

INT - 2♣ = new minor, forcing

1♥ - 1♠

INT - 3♥ = forcing

3♦ = Nat. forcing

1♣ - 1♥

2NT - 3♣ Nat. Forcing (2NT denies 4 card ♠ suit)

1♣ - 1♦

INT - 3♣ = forcing

3rd suit: one round force

4th suit: one round force but 3 level responses or further bids by responder are game forcing

Note 6: R K C B**(4NT asks for 5 key cards, 4 Aces + King of Trumps)**

Responses:

5♣ = 3 or 0
5♦ = 4 or 1
5♥ = 2
5♠ = 2 + Queen of Trumps
5NT = 2 + a void
6 = 1 + a void

Note 7: Non Forcing Sequences

1♠ - 2♣
2♦/♥/♠ - 3♣

1♠ - 2♣
2♦/♥ - 2♠

1♠ - 2♣
2♦/♥/♠ - 2NT

1♠ - 2♣
2♠ - 3♠

1M - 2 lower
2NT = extra values

1♥ - 1♠
2♣ - 3♥ - limit raise

Note 8: Take Out Double

1♣ - 1♦ - X = denies 4-card major

1♣ - 1♥ - X = denies 4♠

Take Out Double by Opener: shows three card support for responder and a non-minimum hand or a strong hand

Note 9: Responses to 1NT and 2NT Opening**a) Stayman**

1NT - 2♣:

2♦
2♥
2♠

2NT - 3♣

= No Major
= 4♥
= 4♠

Same

b) Transfers

1NT - 2♦ = 5+♥

2♥ = 5+♠
2♠ = 5+♣
2NT = Nat
3♣ = 5+♦
4♦ = 5♥+5♠

2NT - Same

c) 1NT - 3♦/♥/♠ = strong, Natural

d) Subsequent Bids:

1NT - 2♣

2♦ - 3♥ = 4♥ + 5♠ F

1NT 2♣

2any 3♣ = forcing