

## *Defensive and Competitive Bidding*

### OVERCALLS (STYLE; RESPONSES: 1/2 LEVEL; REOPENING)

General Style = Sound

Reponses: 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

### 1NT OVERCALLS (2ND/4TH LIVE; RESPONSES; REOPENING)

2nd Position = 16 - 18

Responses: Bid as 1NT 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

	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 = F1

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



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## **System Card**

### *System Summary*

#### GENERAL APPROACH AND STYLE

Natural, 5-card Majors

Longer Minor - 1♣ if 3.3

Limit jump raises over majors

1NT response = not forcing

1NT Opening: 15 - 17

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

#### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ Opening = strong, forcing to game

2♦ Opening = Strong one-suiter (any suit) or 22 - 23 Bal

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 1NT (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	INT 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 (Game Forcing)	Natural; positive requires good suit; 2♦ = neutral	Cheaper minor = second negative thru' 3♦	Natural	
2♦	☞		3♠	Strong 1-Suiter. Forcing 1 Round or 22-23 balanced	2♥ = relay Others = Natural, positive	Natural	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			
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				
<b><i>Slam Approach and Conventions (including all Slam-Interest Bids)</i></b>								
Five - Ace Blackwood: RKCB (Note 6)							Cue Bids	
Splinters								
GSF								
<b><i>No Changes Allowed: All conventions are interpreted by reference to the attached Supplementary Sheets</i></b>								