Category: BLUE

NBO: **Germany**     EVENT:

PLAYERS:     Reiner Marsal     Herbert Klumpp

## DEFENSIVE AND COMPETITIVE BIDDING

**OVERCALLS (Style, Responses, 1/2 Level, Reopening)**

8-17HCP, usually 5+suit, jump raise preempt, Cuebid = F1

Jump cue = mixed raise  4+trumps  at least inv.

new suit forcing at 1-level, nonforcing at 2-level

After 1♥ 1♠ 2♥ 2NT inv.+  4 er♠     1♥ 2♠  2NT inv.+ 3+ ♥

**1NT OVERCALL (2nd/4th Live, Responses, Reopening)**

15-18HCP (2nd seat) Stayman, Transfers, system on

10-14HCP (4th seat) Stayman

**JUMP OVERCALLS (Style, Responses, Unusual NT)**

Weak Jumps, 4-10HCP

2NT  shows 2 lowest suits

Intermediate after any suit opening, pass, pass

3♣over1 ♣/♦/♡/♠ shows  ♦+♠/♣+♠/♦+♠/♣+♡

**DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)**

1♣/ ♦ Cuebid shows majors  at least 5/5

1♥/♠ Cuebid shows other Major +♣ at least 5/5

Jump Cuebid asks for Stopper in OPPT suit

("indirect gambling")

**VS. NT (vs. Strong / Weak, Reopening, PH)**

2♣ = ♥+♠ , 2♦ = 1Major, 2♥ = ♥+1Minor

2♠ = ♠+1Minor, 2NT = ♣+♦ or any strong two suiter

X = strong

**VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)**

T/O →to 4♠

Leaping Michaels

3♣/♦ -> Cue shows majors

Vs Multi: x= t.o vs ♠ , 2♡ = t.o.short ♡  2♠= t.o. minors

After 2♦ x  2♡ x= points at least 1h  2♠=nat

After 2♦ x 2♠ x= pen   2NT = Lebensohl

**VS. ARTIFICIAL STRONG OPENINGS**

against strong ♣(♦) X= ♥+♠, 1♦/♥/♠ = trf., 1NT = ♦

2-level see vs. NT

**OVER OPPONENTS' TAKEOUT DOUBLE**

1M x  1NT (2♣♦(♥)) TRF  fit jump if 3 level

1 level forc. 1Mx 2NT=4+Fit invit.+  XX = 8+

## LEADS AND SIGNALS

**OPENING LEADS STYLE**

|  | Lead | In Partner's Suit |
|---|---|---|
| Suit | 3./5. | 3./5. |
| NT | 4. (2.) | 3./5. |
| Subseq | Small = attitude  but 2.4 | thru declarer |

Other: 10,9   2 or 0  higher

**LEADS**

| Lead | Vs. Suit | Vs. NT |
|---|---|---|
| Ace | AKx, Ax,A | AK xx, AKx |
| King | AK, KQJx, KQx, Kx, K | Q10xx, AKJxx |
| Queen | QJx, QJ, Q | QJ10x, AQJ10x, KQx |
| Jack | J10x, Jx, J | J109x, Jx, J |
| 10 | 109x, 10x, 10, KJ109x | 1098x, AJ109x, KJ10 |
| 9 | Q109x, KJ98, 9x, 9 | A109x, K/D109x |
| Hi-x | Xx | Xx, xXxx |
| Lo-x | HxXx, HxxxX, xxX | HxxX(xx), HxX |

**SIGNALS IN ORDER OF PRIORITY**

|  |  | Partner's Lead | Declarer's Lead | Discarding |
|---|---|---|---|---|
| Suit | 1 | pos./neg. | Count | pos./neg. |
|  | 2 | Count | S/P | Count |
|  | 3 | S/P |  | S/P |
| NT | 1 | pos./neg. | Count | S/P 3 suits |
|  | ^ | Count | S/P | Count |
|  | 3 | S/P |  | Pos/neg |

Signals (including Trumps): U/D Upside Down

(reversed signals) Lo = even or ENCRG

Smith-Peter  low = encouraging

## DOUBLES

**TAKEOUT DOUBLES (Style, Responses, Reopening)**

11+HCP  with minimum values almost perfect distribution

4th seat  8+HCP

X  vs multi shows t.o.vs spade or strong hand

**SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES**

Neg.-X→ to 4♠

Game-try-X

Responsive+Competitive-X →to 4♦

Support-X at low level

Lightner-X

Lead-directing-X

X in competitive bidding T/O or additional strength

## SYSTEM SUMMARY

**GENERAL APPROACH AND STYLE     Precision Club**

5card Majors

1♣ usually 17+P

1♦ 10-16P may be singleton

1NT Opening:  14 - 16P

1M -2♣= gf relais  or invitational  with ♣

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**

2♣    = 5+♣, 10-15 P

2♦    = weak ♡(♠)  or  strong  3 suiter

2♥/♠  = ♡/♠ + minor  4-10P

2NT   = ♣+♦  5/5, 4-10P

3NT   = Gambling NT, solid Minor, w/o side values 1/2pos.

4♣/♦  = Namyats, good 4♥/♠ opening

**SPECIAL FORCING PASS SEQUENCES**

after 1♣ opening any positive answer is FG

**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**

Lebensohl

Rubensohl

**PSYCHICS**   very rare

| OPENING | TICK IF ART | MIN No. OF C | NEG X THRU | DESCRIPTION | RESPONSES | SUBSEQUENT AUCTION | PASSED HAND BIDDING |
|---|---|---|---|---|---|---|---|
| 1 ♣ | x | 0 | 4♠ | 17+P any distribution | 1♦ neg., 1♥/♠ = ♠/♡   FG, 2♣(♦)  FG ♦(♣) | after 1♣-1♦-1♥ = Relay - now 1NT = 20-21HCP, 2NT = 22- | |
| | | | | Or upgrade | 2♥/♠ = nat.5-7HCP, 3NT = any solid suit | 23HCP, 2♥ = nat., 2♣/♦/♠ = ♥+suit | |
| | | | | | 2NT =3 suiter 8+ | 1♣-1♦ now 2NT = 24+HCP FG, Asking Bids after 1♥/♠/NT | |
| 1 ♦ | x | 1 | 4♠ | 10-16P unbalanced if 14-16 | 2♦ = Inverted Minors, 2♠ = 4-7(8)HCP 6+cards | no Inverted Minor in competition | |
| | | | | | 3♣ = at least 4♦ 5♣  7-10 , 2♥= 5♠,4+♥ 5-9HCP | after 1NT -Rebid 2♣/♦ = two way checkback | Drury 2♦ shows good opening |
| 1 ♥ | | 5 | 4♦ | 10-16P | 2NT = gameforcing raise, 3♣ = inv.+ 4+trumps | long suit Trialbid direct, 2♠ = general try, 2NT = LST ♠ | 2NT = ♣. |
| | | | | | 3♦ = inv.+ 3trumps, 3♥ =pre., 3♠/4♣/♦ = Splinter | After 2NT : level3 short  3♡= maximum unbalanced 3NT = max balanced | 3♣/♦ Fit jump |
| 1 ♠ | | 5 | 4♦ | 10-16P | same as above except 3♥ = Splinter, 4♥ = nat. | long suit Trial-Bid direct, 2NT = general try | 2NT=♣ |
| | | | | | 2♣ =RELAIS gf    or inv. ♣ | | |
| 1 NT | | | 3♠ | 14-16P | Stayman (NF), 2♦/♥/♠/NT = Transfer, | X = negative thru 3♠, Rubensohl | X by passed hand shows 1 minor |
| | | | | | 3♣ = ♣+♦ weak, 3♦ = ♣+♦ strong | 1NT-2C-2P-4T= Splinter | pass - pass - 1NT - pass |
| | | | | | 3♥,♠ = short ♥,♠ , 4♦ = ♥+♠ at least 5/5 | | pass - double |
| 2 ♣ | | 5 | 4♥ | 10-15P | 2♦ = forcing Relay, 2♥/♠ = nat. nonforcing, | 2♦ - 2♥/♠/3♣ = min., 2NT/3♦/♥/♠ = nat. max. 6♣ | |
| | | | | | 3♦ = nat. FG, 3♥/♠ = nat. 6+suit inv. | 2NT - 3♣ - bid shows 2 suiter g.f. | |
| | | | | | 3♣= 8-11  2NT = trf ♣ | | |
| 2 ♦ | x | | | 4-10P  weak ♥ or ♠ | 2NT = forcing Relay, 3♣/♦ = nat. nonforcing, 3♠ forc | 2♦ - 2NT: 3♣/♦ = min♡/♠  3♡/♠ =max ♠/♡, | same |
| | | | | or strong 3 suiter | 2(♥,♠) 3♥= poc , 4♣ bid major trf | X after 2♡/♠ 3♡ =poc after minor x=pen | |
| | | | | 2NT= 17-20 ,3♣(♦♥♠) 21+ single above | 2♦  x  xx = bid your suit | | |
| 2 ♥ | | 5(4) | | 4-10P  ♡ + minor | 2NT = forcing Relay, 2♠= to play 3♣=poc | 2NT - 3♣/♦= Min   3♡/♠= Max | same |
| | | | | | 3♥ = preempt, 3♠ forcing | To play 3M , 4M  5 m    X= poc vs min, pen vs ♠ | |
| | | | | | 4♥/♠ = to play | Next suit asking shortness next to next rKCB lower suit | same |
| 2 ♠ | | 5(4) | | 4-10P  ♠+ minor | same as above  4♥ to play | same as above | |
| 2 NT | x | | | 4-10P ♣+♦ 5/5 | 3♥ = asking strength + shortness  3♠=nat | 3♠= Min -> 4m to play , 3NT = Max -> 4♣) ask shortness  4♣(♦)= void ♡(♠)-> 1.(2.) Stufe = RKCB ♣(♦) | |
| 3 ♣ | | 7(6) | | 4-10  Preempt | new suit forcing at 3-level, 4in new minor = slaminv. | | |
| 3 ♦ | | 7(6) | | 4-10    " | new suit forcing at 3-level, 4in new minor = slaminv | | |
| 3 ♥ | | 7(6) | | 4-10    " | 3♠ forcing | after 3♥/♠ - 4♣ = slam inv. w/ fit, 4♦ = slam inv. w/o fit | |
| 3 ♠ | | 7(6) | | 4-10    " | " | as above            " | |
| 3 NT | x | 7(6) | | Gambling w/o side values 1/2nd, 3rd/4th with side values | 4♣ = P/C, 4♦ asks for shortness, 4♥/♠ = to play  4♦ - 4♥/♠ = short, 4NT = bal. 5♣/♦ = short other m. | **HIGH LEVEL BIDDING** | |
| 4 ♣ | x | 7 | | good 4♥ opening | 4♦ = asks for outside ace, later for shortness | RKCBW  41, 30,  Splinter, Cuebids, Exclusion KCBW, forcing Pass, Ropi-Dopi mod. | |
| 4 ♦ | x | 7 | | good 4♠ opening | 4♥ = asks for outside ace, later for shortness | 4m = conditional RKCB in forced situation | |
| 4 ♥ | | 7(6) | | | 4♠ = RKCB, 4NT = ♠ Cuebid | | |
| 4 ♠ | | 7(6) | | | 4NT = RCKB | | |