



Category: Green
 NCBO: Australia EVENT: 2012 World Bridge Games
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DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1 level overcalls 8-19 HCP 5+ generally sound but aggressive with shape
2 level overcalls 8-19 HCP 5+ generally sound but aggressive with shape
Jump raise responses are preemptive
Cue raise responses are constructive
Fit showing jumps in competition
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT Overcall = 15-18 HCP and system ON
1NT Reopening = 11-14 HCP and system OFF
STAY and TRF (M and m) responses to 1NT overcall but NOT 1NT reopening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls are weak (6-10 HCP with a good 6 card suit) then new suit =F1
Style is destructive but with good suit quality
Reopening jump overcalls are intermediate (12-15 HCP with a good 6 card suit)
Unusual NT jump overcalls are for the lowest unbid suits
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct cue-bids over a m opening are Michaels (5+ ♠ & 5+ ♥ all strengths)
Direct cue-bids over a M opening are Michaels (5+ o/M & 5+ m all strengths)
2NT response = ask for m suit
VS. NT (vs. Strong/ Weak; Reopening; PH)
Over 1NT opening: ASPRO 2♣ = 5+4+ ♥ & another suit
2♦ = 5+4+ ♠ & m ; 2♥ = 6+♥; 2♠ = 6+♠ ;
DBL = PEN
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Takeout Doubles to 6♣
Cue-bids show strong 2 suiters
Jump bids are natural and invitational
NT bids are natural 15-18 HCP(5 card puppet stayman and transfers over 2NT)
Leaping Michaels: (2♥)-4♣ = ♣+♠ 5+5+
VS. ARTIFICIAL STRONG OPENINGS
Over Strong 1♣: RCO (DBL = Rank suits; 1♦ = Colour suits; 1NT = Odd suits)
Over Strong 2♣: RCO (DBL = Rank suits; 2♦ = Colour suits; 2NT = Odd suits)
Over Strong 2♦: X = majors; 2NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
Raises are natural and preemptive
Other bids are same as without the DBL
RDBL = 10+ HCP and generally a penalty interest

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	STND, 3rd and 5th	STND, 3rd and 5th	
NT	STND, 4th, MUD,	STND, 4th, MUD,	
Subseq	as above	as above	
Q asks for J to be dropped			
A asks for Attitude (Low = ENC High = DIS); K asks for Count (Reverse)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+), AKJT(+)	AKx(+), Ax(+),	
King	AK, AKx(+), KQ(J/T)x(+)	AKJT(+), KQx, KQJ(+),	
Queen	QJ, QJx(+), AQJx(+), KQT9	QJ(x), QJT(+), AQJx(+),	
Jack	JT0, JTx(+), KJTx(+),	JT(x), JT9(+), KJTx(+),	
10	T9, T9x(+), HT9x(+),	T9(x), T98(+), HT9x(+)	
9	9x, 9xxxx,	9x, 9xxxx,	
Hi-x	Sx, xxS, xxSx,	Sx, xSx, xSxx,	
Lo-x	xxS, HxS, HxSx, HxxxS,	xSx, HxS, HxxSx,	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Reverse count	Reverse count	Reverse attitude
	2 S/P (McKenny)	S/P (McKenny)	S/P (McKenny)
	3 ODD=ENCRG, E=S/P	if suit bid	Reverse count
NT	1 Reverse count	Reverse count	Reverse attitude
	2 S/P (McKenny)	S/P (McKenny)	S/P (McKenny)
	3 ODD=ENCRG, E=S/P	if suit bid	Reverse count
On lead of Ace we give reverse attitude, On lead of King we give reverse count.			
On lead of Q we give reverse attitude, On lead of J we give reverse count			
Trumps: Hi-lo shows an odd number and an interest in a ruff or SP signal			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Takeout doubles to 6♣ opening values generally; thereafter doubles show values			
May be light (10+) with classic shape, may be light (8+) with classic shape in passout seat, CUE-BID=F1,			
When 3 suits have been bid, doubles are usually penalty			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
NEG DBL thru 6♣ and RESP DBL thru 4♥			
1♣-(1♦)-DBL = 4+♥s; 1♣-(1♥)-DBL = 4+♠s; 1c-(1♠)-DBL = 4+♥s;			
NEG DBL then new suit = NF			
Most low level DBLs =T/O			
Lead directing DBL (L/D)			

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard American with 5 card majors (4 in 3/4) ; BERGEN raises over 1M;
1♣ = 3+ ♣s with transfer responses; 1♦ = 4(3)+ ♦s; Open sound generally,
Open light if UNBAL (9+); Open for lead in 3rd seat; Strong NT (15-17HCP) with
4 suit transfers; PREEMPTS generally comply to the rule of 2 and 3 and 4;
Negative doubles thru 6♣, Responsive doubles thru 4♥
Splinters, Cue bids, Roman Key Card Blackwood (1430)
2 Over 1 Response : 1M-2x=F2M, 1♦-2♣=F2♦,
Inverted m (1♣-2♣=10+HCP F2NT)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ = 3+ ♣s with transfer responses
2♦ Multi = Weak 6 card in either M
3NT = Gambling with no outside A or K
1M-2♣ = 2+♣s, 10+HCP Multi purpose 3 way bid
1♣-(p)-2♦ = 5+♣ 6-9 HCP
1♦-(p)-3♣ = 5+♦ 6-9 HCP
1♣♦-2♥/♠ = NAT 6 weak
SPECIAL FORCING PASS SEQUENCES
1m-(DBL)-RDBL is forcing thru 2♥; 1M-(DBL)-RDBL is forcing thru 2M
1x-(non jump overcall)-P-(P) is forcing through 2♥ if opener has <3 cards
in overcaller's suit
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
May open 4 card M in 3rd and 4th seat; All reference to HCP in this document
are indicative only and may vary with player judgment.
LEB-slow over our 1NT ; NT over NT = QUANT
PSYCHICS: Rare

OPENING	TICKET	ARTIF	MIN CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣			3	6♣	NAT 11+HCP(9+ with shape);	TRF resp 1♦=4+♥, 1♥=4+♠, 1♠=4+♦, 1NT = 6-10 HCP; 2♣=5+♠ 10+ HCP; 2♦=5+♣6-10 HCP; 2♥/♠=NNF;	1♣-1x-1NT=11-14 HCP then 2♣=PUP 2♦ and INV CB whereas 2♦=GF CB 1♣-1x-2NT=18-19 then TRF; 1♣-2NT=11-12 HCP BAL no 4+M; 4SFG;1♣-1M-3M=18-19;	same
1♦			5	6♣	NAT 11+HCP (9+with shape);	1♥/♠=4+ NAT & 5+ HCP; 1NT=6-10 HCP;2♣=10+HCP NAT 2♦=4+♦ & 10+ HCP; 2♥/♠=NNF; 3♣= 5+♦ 6-9 HCP	1♦-1M-1NT=11-14 HCP then 2♣=PUP 2♦ and INV CB whereas 2♦=GF CB 1♦-1M-2NT=18-19 then TRF; 1♦-2NT=11-12 HCP BAL no 4+M; 4SFG;	same
1♥			5	6♣	NAT 11+HCP(9+ with shape)	1♠=4+♠ & 6+HCP; 1NT=6-10 HCP; 2♣=ART 10+ HCP 2♦=NAT 10+HCP; 2♥=3♥ & 6-10 HCP; 2NT=4+ ♥ & GF 3♣=4+♥ & 6-9 HCP; 3♦=4+ ♥ & 10 -12 HCP; 3♠/4♠/♦=SPL	1♥-1♠-1NT=11-14 HCP then 2♣=PUP 2♦ and INV CB whereas 2♦=GF CB 1♥-1♠-2NT=18-19 then TRF; 1♥-2NT-3♣= MIN, 3♦/3♠/4♠= shortness; Help suit game try; 4SFG; 1♥ in 3rd and 4th seat may be 4 card suit	1♥-2♣= 3 card raise 6-9 HCP 1♥-2♦ = 3 card limit raise 1♥-2NT = 4 card limit raise
1♠			5	6♣	NAT 11+HCP (9+ with shape)	same as for 1♥	same as for 1♥	same
1 NT				6♣	15-17 HCP; BAL may contain a 5M	STAY does not promise 4M, 2♦/♥/♠/NT=TRF; 3♣=5/5 m INV; 3♦=5/4 m GF; 3♥/♠=SPL; 4NT=QUANT	Super accepts; LEB after interference;	
2♣	✓		0		FG or 23-24 HCP BAL	2♦=ART NEG (0-4 HCP); 2♥=ART positive A+K or 9+ HCP 2♣=ART BAL semi positive; 2NT= ART ♠ semi positive 3♣/3♦/3♥=NAT semi positive (5-8 HCP)	2♣-2x-2NT=23-24 HCP then 5 card STAY and TRF 2♣-2♦-2♥ = puppet to 2♣ then 2NT = 25+HCP then 5 card STAY and TRF 2♣-2♦-3NT= to play	same
2♦	✓		0		WK 2 in either M	2♥/2♠/3♥/3♠/4♥/4♠=P/C 2NT=STR INQ; 3♣/3♦=NAT NF; 3NT= to play	2♦-2NT-3♣= 6♥; 2♦-2NT-3♦ = 6♠; then after responder bids 3M opener bids 4M with MAX	same
2♥			5		Exactly 5♥ and 4+m Nominally 6-10 HCP	2NT=INQ for m either WK or STR; 3♣/3♦=NAT NF; 3♥=to play not INV; 2♠=NAT NF; 3♠=NAT INV;	2♥-2NT-3m-3♥ = INV; 2♥-2NT-3m-3♠ =F1	same
2♠			5		Exactly 5♠ and 4+m Nominally 6-10 HCP	2NT=INQ for m either WK or STR; 3♣/3♦=NAT NF; 3♠=to play not INV; 3♥=NAT NF	2♠-2NT-3m-3♠=INV; 2♠-2NT-3m-3♥=F1	same same
2 NT					20-22 HCP BAL may contain a 5 M	3♣= puppet STAY; 3♦/3♥ = TRF; 3♠ = minor suit STAY		same
3 bids			6		NAT PRE 6+m, 7+M,	new suit = F1		same
3NT	✓				7+ SOL m No outside A or K	4♠/4♦=P/C; 5♣=P/C		same
4♣			8		NAT PRE	4♦=CUE; 4♥/♠=NAT; 4NT=RKCB		same
4♦			8		NAT PRE	4♥/♠=NAT; 4NT=RKCB		same
4♥			7		NAT PRE	4NT=RKCB; suit = shows weakness in suit above and is INQ	HIGH LEVEL BIDDING RKCB (1430); 4NT-5NT = 2 (or 4) key cards + working void; 4NT-6♣ = 3 (or 1) key cards + working void;	
4♠			7		NAT PRE	4NT=RKCB; suit = shows weakness in suit above and is INQ	After interference DBL=1/4, Pass = 0/3, next suit = 2 without etc. Cue bidding showing 1st or 2nd round controls 5NT= Grand slam force or pick a slam if no suit agreed Lightner doubles of slams (and games) In a forcing situation DBL is regressive Pass is ENCRG In a forcing situation PASS then a pull is a slam try	