

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS - General Style <i>light on 1-level, normal on 2-level</i>				
Responses <i>1-lev. Ovc: new suit 1-level F1, 2-level NF but CONST raises acc. LAW, fit-jumps, CUE: TRF, 1N 7-12, 2N 12-14</i>				
<i>2-lev. O/C: TRF start with Q-bid, after m 2N NAT, after M 2N Fit FG, IN BAL. POS. 8+ HCP; 1N 10-14; 2N = 19-21 BAL</i>				
Responses <i>same, but 3 HCP stronger</i>				
TAKE-OUT DOUBLE - General Style <i>MAJs 10+ or 18+ any</i>				
Responses <i>new suit 0-7, 1N: 8-10, CUE (11)12+ or both MAJ, jump MAJ: 4 cards 8-10, jump MIN, double jump MAJ: 5 cards 8-10</i>				
IN BAL. POS. <i>8-12, 17+ any, 15-18 BAL</i>				
Responses <i>same, but 3 HCP stronger (15-18 bal. over X)</i>				
1N OVERCALL	Responses		Other Meanings	
2nd pos. <i>POLISH</i>	Q = ? M or STRG		after 2 Bids:	
4M/5+m	2M to play / 2m paco		NAT 15-18	
4th pos. <i>10-14</i>	as after 1N opening		Passed hand 2-suiter	
JUMP OVERCALL	(WEAK)	INTERM	STRONG	2 SUI TER
OTHERS	3-11			Constr. 10+
in BAL. POS:		(12)13-16		
Responses <i>2N: asks feature, new SUIT F1</i>				
UNUSUAL NT <i>2-suiter with lower unbid suits good hand</i>				
Responses <i>CUE INV+</i>				
DIRECT CUE-BID STYLE				
<i>2-suiter with MAJ(s) good hand opening values</i>				
Responses <i>2N INV+, CUE MR</i>				
VS. NT vs. <i>Multilandy.</i>			Responses	
<i>X = PEN (3rd hd open or 15+) if strg N 4M5m</i>			NAT	
<i>2♣ = MAJs, 2♦ =, any 1-suiter (mostly M-suit)</i>			2N INV+ relay	
<i>2♥, 2♠ = 2-suiter with a MIN</i>			2N INV+ relay,	
VS. PREEMPTS				
<i>X = T/O, (non-)leaping Michaels (4♦ MM)</i>				
<i>vs. weak twos: X = T/O Responses: RUMPELSOHL (see inside)</i>				
VS. ARTIFICIAL STRONG 1♣/♦ or 2♣/♦ OPENINGS				
<i>vs. 1♣♦: x: MAJs; 1♦, ♥, ♠: nat.;</i>				
<i>1/2N: ♣+ ♥ or ♠+ ♦; 2 Level : nat. or higher 2-suiter</i>				
<i>vs. 2♣♦: x: ♣/♦ or higher 2-suiter; other like 1♣ strg</i>				
<i>vs. 2♣ nat.: 2♦ = "Multi" (WK 1 MAJ ♦-1/2-suiters); 3♣: MAJ's</i>				
OVER OPPONENTS' TAKE-OUT DOUBLE				
XX: 10+ HCP, 1N+: TRF				
<i>raises COMP (LAW) not INV, 2N: 4-card raise, INV+,</i>				
<i>new suit: 1-level 6+, F1, 2-level TRF, jumps: often FIT</i>				

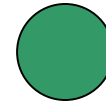
LEADS AND SIGNALS					
Opening Leads	SUIT	3 rd /5 th ; (poss. Attitude)			
		OTHERS : low from xx, high from xxx (not Pd suit)			
	N.T.	4 th ; (poss. Attitude; 1 st /2 nd from bad suits)			
		OTHERS : Pd suit 3/5. (after raise Attitude)			
SUBSEQUENT LEADS Attitude, 3/5. (2/4. Thru decl.)					
LEADS		-DEB1 on K-			
Lead	Vs. Suit		Vs. NT		
Ace	AK.. A..		Ax AK..		
King	AK KQ..		AKJ10.. KQ10x..		
Queen	Qx QJ..		KQx QJx Qx		
Jack	Jx J10.. J10 HJ10..		Jx J10.. HJ10..		
10	10x 109.. H109.. (10xx)		10x 109.. H109.. (10xx)		
9	9xx H98..		9xx 9x H98..		
Hi-x	Xxx xxXx xxXxxx		Xxx Xx xXxX xXxXx		
Lo-x	xX HxXx HxX(xxx) HxxxX		HxX HxxX HxxXx xXxX(x)		
SIGNAL WHEN FOLLOW SUIT OR DISCARDING USE 1 = ODD No. OF CARDS, 2 = EVEN No. OF CARDS D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE BRACKET THE SIGNALING SYMBOL WHEN RARELY USED					
CARDS		HIGH	LOW	ODD	EVEN
SUIT	On partners lead	D(1)*	E(2)*		
	On declarers lead	1(S)	2(S)		
	Discarding	S	S	E (1. Dis.)	S
N.T.	On partners lead	D(1)*	E(2)*		
	On declarers lead	1(S)	2(S)		
	Discarding	S	S	E (1. Dis.)	S
SIGNALS IN TRUMP SUIT			OTHER SIGNALS		
suit preference			*1. Trick : SP if needed		
Smith (low pos.) in NT contracts			2.-4. Trick : often SP		
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES					
Responsive and negative doubles through 4 ♥					
No SUPPORT-X/XX					
LEAD INHIBITING X on 3+-LEVEL on Opponents CUE-bid					
LIGHTNER-X: Also after PREEMPTING if OPP has 9+FIT					
BLACKWOOD-X: sacrifice (in unbid or our suit(s)) or lead lower suit					
SPL-X: Sacrifice or lead lower unbid suit					
3 N-X: lead shortest suit or lead unusual or lead your own suit / ♠					
SPECIAL FORCING PASS SEQUENCES					
1N X pass = FORC to XX or bid 5Card suit;					



Germany
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A. Alberti
NAME OF PLAYER



N. Bausback
NAME OF PLAYER

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE: TRANSFER-WALSH

1N 14-16/15-17, 5+-card ♠♥

1♦ UNBAL 5-card ♦ or 4-4-4-1,

1♣ 2+-card ♣ (incl. BAL with 5♦)

RESPONSES: 1♥-1♠ (0-4♠'s)/1N(5+♠) 1♠-1N= SF 2/1 FG *

ARTIFICIAL STRONG 1♣ NO

Response Style

CANAPE:	OPENING	ALL		STRONG		SPECIAL	✓
	RESPONSES	HANDS		HANDS		SEQUENCES	✓

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE

OPENINGS	DESCRIPTION
OP.2 2♣	FG any/24+ HCP BAL
OP.2 2♦ 1 st /2 nd	Multi : weak MAJ (4-9) or 22-23 HCP BAL
OP.3 3 rd /4 th	both MAJ (3 rd "any;" 4 th 10-12)
OP.4 2♥ ♠	(9)10-12 6-c (3 rd "any")
OP.5 3N	Minor Pre broken suit (3 rd /4 th pos. to play)
OP.6 4♣/♦	Texas, 8 Tricks in correspo. MAJ

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

CB.1 we OVC: pd TRF start with 2Q (also in COMP)

CB.2 they OVC: pd TRF start with X/1 ♠/ 2♣

CB.3 2nd pos. 1N OVC 4M 5+m

CB.4 Power-X: in many comp sits our X is just HCD strong

→after oppos raise on 2LEV, on 3(4)LEV

CB.5 1m(1N)2m: ♥+♠; 2om: om + M;

CB 6 1M (1N) 2m: m+oM

IMPORTANT NOTES THAT DONT FIT ELSEWHERE

2/1M FG *:

when opener is possible MIN then rebid of 2/1 suit is NF

PSYCHIC OPENINGS Rare

Print date Tuesday, 12 July 2016 Safe date: Tuesday, 12 July 2016

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣		2	4♥	10-22 HCP 2 cards, only IF BAL, (even 3-3-5-2 possible)	1♠ :no 4+ MAJ BAL or long INV ♥; 1♥♥ :4+ M TRF may have longer ♥; 1 NT: 5♠ 4+♥ or FG BAL; 2♣: 6+♦ wk/FG; 2♦: 10+ 6+♣; 2♥♠: 5-8 6M; 2N: 3-6♣ or FG 6/4mm; 3♣: 7-9 6+♣ 3♦♥♥♠ PRE (5-9)	after 1♣ 1 red: 1N 17-19 BAL → TCB; 2N 1.INV+ Raise/ 2. Long m short M; 3M UNBAL 3♦ 17-19 BAL raise; TRF accepted →TCB after revers: 4 th suit on 2 LEVEL or 2NT: LEBENSOHL after 2NT rebid: 3om FG relay after M-raise: +1 INV rest SI		If a 3 rd hand opener has a weak hand he should have a good suit. After X: TRF start with 1♦/1N → syson After 1LEV bid TRF start with X → Sys off After Jump: Rumpelsohl s.b. Passed hand: jumps 3Lev : Fit +value/length 2♣ Drury 1♥-2♠ : any shortage 1♥-2N : Fitjump ♠ 1♠-2N : any shortage
1♦		5 (4)	4♥	10-22 HCP UNBAL Only 4-4-4-1/1-4-4-4	1NT: SF practically never passed; 2♣: ♣ "FG"; 2♦: ♦ 10+ 3+ FIT 2♥♠: 4-8, 6card suit; 3♣: NAT INV; 3♦ 7-9♦; 2N ♦ 3-6 or FG SPL → 3♦ to play 3M short	after jumps on 2 LEVEL: 1.step ? for short 2.step ? Ogust 4th suit FG after 1♦ 2N: 3♦ MIN; 3♣ 3M MAX short M after 1♦ 1M: TRF 1N/2♣/2♦ from opener		
1♥		5	4♦	10-22 HCP	1♠: F1 0-4 ♠, 1NT: 5+♠, 5+ HCP; 2/1: GF; 2♣: 2+-c if BAL; 3♣: 7-9 4-c Fit / 14-16 any SPL; 2NT: INV++ Relay; 3♦: 10-12 4-c Fit; 3♥: PRE; 3NT: good 4♥; 3♠, 4♣, 4♦: SPL 10-13, 4♥: PRE	after 1♥-1♠: 1NT: BAL min NF; (after 1♥-1N similar) 2♣ 11-16 UNBAL no 4-c♠ or 17+ 2♦ 13+ 6+♥; 2♥ 11-16 4♠; 2♠ Revers after 1♠-1NT: pass BAL min NF; 2♣ 11-16 UNBAL 4-c♣ or 3-c♥ or 17+ 2♦ 11+ 4+♥; 2♥ 13+ 6+♠; 2♠ 11-16 4-c♦ after 2♣: 2♦ waiting, 2M 6+c, 2oM 4+c, 2N bal 3ns 5-5 14-16 after 2♦♥/1M: 2NT 12-14 or 17-18; 3N: 15-16 after single raise: +1 INV; rest SI		
1♠		5	4♥	10-22 HCP	1N: F1, 2/1: FG; 2♣ 2+-c if BAL; 2N: INV ++ Relay ; 3♣ INV 3-c Fit; 3♦: 7-9 4-c Fit; 3♥:10-12 4-c Fit; 3♠: PRE; 3N: good 4♠; 4♣♦♥♥: SPL 10-13; 4♠: PRE			
1N				nvl, 1 st /2 nd 14-16 vul or 3 rd /4 th 15-17 we upgrade consistently with good 5-c suits	2♣: INV+ Stayman (not promising 4-c MAJ); 2♦,2♥: transfers (pos. 4M 5m wk INV) 2♠: ♣ / INV♦; 2N: ♣+♦; 3♣:♦; 3♦: 44[41]; 3♥♠:444-1oM 2N: both MINs WK 5/5 or STR 5/4+; 4♣: ♠+♥; 4♦/♥: ♥/♠ toplay or SI	after M-TRF: break with 4card FIT New Suit 3 LEVEL FG → 2N+ TRF poss CANAPÉ → 2♦ 2♥/2♠ INV 5-c♥ after STAYMAN-rebid: 4♣♦: MM+m short after m-TRF: new suit shortness	RUMPELSOHL X=T.O., 2-level =WK, 3N to play, 2N puppet to 3♣: WK/STR ♣ or WK any other; 3♣,3♦,3♥, transfer INV+ (into OPP suit: "3-suited") 3♠: transfer to 3N w/o stopper after 2♣ intervention: system on (X=STAYMAN)	
2♣	✓			FG any / 24+ HCP BAL	2♦: 0-1 C; 2♥: 2C; 2♠: 3+C; 2N+ : TRF: Hhhxxx(x).;	Jump 3M 4M 5+♦; +1 from responder often forcing relay		X,XX :weak hand; Pass : gd hand Q-bid shortness 3-suited
2♦	✓	0		Multi : Bal. 22-23 or Weak Two ♥ or ♠ 3-9 3 rd /4 th both MAJ	2♥♠: paco, 3♣: nF, 3♦: FG, 3♥: paco 3♠: INV; 4♣: ask for transfer; 4♦: ask for suit 2N: F1 INV+	after 2N(INV+): 3♣: Min, (then 3♦: GF, 3♥♠:paco); 3♦♥: MAX bad suit ♥♠; 3♠N: MAX good suit ♥♠ then 4♣: nat. 4♦: SI with Fit CBW		to play ♠: bid 2♠ then 3♠ to play ♥: bid 2♥ then 3♥ or 3♣/♦ to INV with ♣/♦ val.
2♥		6		(9)10-12	2♠*: ask short; 2N: ask ogust; ns F1; 3♠ FG; 4m SPL	*2♠ possible long own ♠		new suits by PH: FIT
2♠		6		(9)10-12	2N*: INV+ ask short; 3♣ : ask ogust; ns F1; 4m SPL; 4♥ tp	*2N possible long own ♣		new suits by PH: FIT
2N				20-21 HCP BAL	3♣: ROMEX; 3♦,3♥ TRF; 3♠ m-Stayman 4♣/♦/♥/♠: SI with ♥/♠/♣/♦ (CBW)	break MAJ-TRANSFER with Hxx and good hand or any 4+Fit after transfer/Stayman: 4m CBW m		X : T.O.
3x		6		PRE (classical or wild)	ns below game ask for 3N or Fit or short., F1 (FIT by PH)	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)		
3N	✓			Minor PRE, broken suit	4♣/♦: pass or correct; 4♥/♠ to play	mixed CUEs (1st and 2nd round controls), ROPI-DOPI, DEPO,		
4♣	✓			TEXAS for ♥ 8 Tricks	4♥: to play; 4♦ CBW	new suit on 5LEVEL: asking for control	RKCB(4/1,3/0,2,2+TQ) + specific Kings; PREEMPTGERBER (1-0-1-2);	
4♦	✓			TEXAS for ♠ 8 Tricks	4♠: to play; 4♥ CBW		nonserious 3N after MAJ-FIT (4+ /4+or STR); JOSEPHINE 5N (0-1-2/3);	
4M		7		PRE(classical)	4N KCBW		Constr. Raise to 4♣/♦ CBW (1. step = no intr.)	