

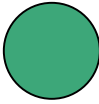


OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣		2(3)	4♥	10-22 HCP May be 2 cds only in 1 st and 2 nd seat NV with 15/17 bal.	1♦: no 4+ MAJ unless FG, 2 cards poss if bal. (5-7 or 11-12) 1MAJ: may have longer ♦ if not FG 1NT 8-10 HCP, 2♦, 2♥, 2♠ 5-8, 6-cd suit. After Pass or X only simple raise 10-12, jump raise 6-9, 2NT: 0-5 or 13+ with fit	after 1NT rebid: 2♣ any INV or weak ♦ (poss. 4-cd MAJ) 2♦: any FG after reverse: 4th suit at 2-level or 2NT: weak after 2NT rebid: 3♣: WOLFF sign-off		jump in new suit by PH: fit Cue shows fit, INV+
1♦		2(3)	4♥	10-22 HCP May be 2 cds only in 1 st and 2 nd seat NV with 12-14 bal..	1NT 6-10 HCP, 2♥, 2♠ 5-8, 6card suit. After Pass or X only, simple raise 10-12, jump raise 6-9, 3♣: 0-5 or 13+ with fit	after jumps at 2 LEVEL: 2NT asks → Ogust New suit: asks for stop 4th suit forcing (always FG), new minor forcing		jump in new suit by PH: fit Cue shows fit, INV+
1♥		5	4♥	10-22 HCP	2♠ 5-8, 6♠ After Pass or X only, Bergen raises, 2NT Jacoby. 3NT: 3-cd fit bal. 13-15 3♠, 4♠, 4♦: splinter 10-15, 4♥: preempt	after single raise: help suit trial after 2/1: 2NT 15-17, 3NT: 18-19 after 2NT rebid: WOLFF sign-off		jump in new suit by PH: fit / Bergen 2♦ = Drury 2NT by PH: nat. Cue shows fit, INV+
1♠		5	4♥	10-22 HCP	After Pass or X only, Bergen raises, 2NT Jacoby, 3NT: 3-cd fit bal. 13-15 4♣, 4♦, 4♥: splinter 10-15, 4♠: preempt	after reverse: 2NT weak		
1NT				9-11(12) HCP in 1st & 2nd NV 12-14 in 4th Otherwise 15-17	2♣: Stayman (non-promissory) 2♦, 2♥: transfers 2♠: INV with a minor or bal. without MAJ or STR 4-1 MAJ 2NT: both minors WK 5/5 or STR 5/4+, 3 minor: to play, 3MAJ = 4333 FG (4 in other MAJ) 4♣: Gerber, 4♦: 5/5 MAJors, to play 4♥♠: to play	after transfer: break with 4-cd fit (break shows doubleton) 3 LEVEL FG 2 LEVEL F1	Lebensohl X=PEN, 2-level =WK, 3NT to play, 2NT puppet to 3♣: WK ♣ or any other; 3♣, 3♦, 3♥, 3♠ STR (OPP suit: STAYMAN) after 2♣ intervention: system on (X=STAYMAN)	
2♣	✓	0		WK2 ♦, 22-23 bal. or any strong hand	2♦: to play if WK ♦, 2♥/2♠/3♣: constr., 2NT: strong relay, 3♦ preempt	after 2NT(INV+): 3♣: Min, 3♦: Max. no 3-cd MAJ 3♥: Max 3♠'s, 3♠: Max 3♥'s, 3NT: Max, good ♦'s:		
2♦	✓	0		Multi: bal. 24-25 or WK2 ♥ or ♠ 3-10	2♥♠: paco, 3♣ 3♦: forc, 3♥, 3♠, 4♥: paco 4♣ asks for transfer; 4♦ asks for suit 2NT: F1 INV+	after 2NT(INV+): 3♣: Min ♥, 3♦: Min ♠; 3♥: Max ♠, 3♠: Max ♥		
2♥		5		2-suiter 5+ ♥ + 4+ MIN 3-10 HCP	2NT: INV+ relay, 2♠: to play, 3♣♦ paco, 3♥ preempt, new suits NAT forc	after 2NT: 3♣/♦: Min with ♣/♦ 3♥3♠: Max with ♣/♦		new suits by PH: fit
2♠		5		2-suiter 5+ ♠ + 4+ MIN 3-10 HCP	2NT: INV+ relay, 3♣♦: paco; 3♥: nonforc.	after 2NT: 3♣/♦: min with ♣/♦; 3♥/♠ max with ♣/♦		new suits by PH: fit
2NT				20-21 HCP bal.	3♣ mod. Puppet: 3♦ = 4-cd MAJ(s) 3♥ no MAJ, 3♠/3NT = 5♠/♥ 3♦, 3♥: TRANSFER 4♣: Gerber 4♦: both MAJs, FG 4♥♠: to play	break MAJ transfer with 3-cd fit (break by bidding nat.) after transfer: new suit 2-suiter >> 1st + 2nd free step KCBW		
3any		(6)7		preempt	new suit F1 (fit by PH), 3♣-4♦ and 3♥/♥/♠-4♠ = RKCB	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)		
3NT	✓			Gambling, no side A/K	4♣: pass or correct; 4♦: asks for shortness	mixed CUEs (1st and 2nd round controls), ROPI-DOPI, DEPO		
4♣	✓			TEXAS	4♦: fit, SI	RKCB(3/04/1,2,2+TQ) + SPIRAL SCAN; RKCB is conditional below 4NT		
4♦	✓			TEXAS	4♥: fit, SI	JOSEPHINE 5NT		
4♥♠		7		preempt	new suit at 5-LEVEL asks for control			

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS - General Style <i>light at 1-level, normal at 2-level</i>				
Responses: <i>new suit 1-level F1, 2-level NF but CONSTR</i>				
<i>raises acc. to LAW, fit jumps, CUE: 11+, 1NT 7-12, 2NT 12-14</i>				
<i>2-lev. O/C: new suit NF, fit-jumps, 3NT 12+, 2NT nat</i>				
IN BAL. POS. 8+ HCP				
Responses <i>same, but 3 HCP stronger</i>				
TAKE-OUT DOUBLE - General Style <i>MAJs 10+ or 17+ any</i>				
Responses <i>new suit 0-7, 1NT: 8-10, CUE 11+ or both MAJ,</i>				
<i>jump MAJ: 4 cards 8-10, double jump MAJ: 5 cards 8-10</i>				
IN BAL. POS. MAJs 8-12 or 16+ any,				
Responses <i>same, but 3 HCP stronger</i>				
1NT OVERCALL	Responses	Other Meanings		
2nd pos. <i>Polish</i>	<i>nat.</i>	<i>after 2 opp suits:</i>		
		<i>unusual</i>		
4th pos. <i>nat. 11-14</i>	<i>system on</i>			
JUMP OVERCALL	WEAK	INTERM	STRONG	2 SUITER
OTHERS	3-11			
in bal. pos. or vul		12-16		
Responses <i>2NT: OGUST, new SUIT F1</i>				
UNUSUAL NT <i>2-suiter with max MINS ≤ 12 or FG</i>				
Responses <i>CUE INV+</i>				
DIRECT CUE-BID STYLE				
<i>2-suiter with MAJ(s) ≤ 12 or FG</i>				
Responses <i>2NT INV, CUE FG</i>				
VS. NT <i>MULTI-LANDY, 2♣ = ♥+♠</i>				Responses
<i>2♦ = MAJ 1-suiter, 2♥/2♠ = ♥/♠ + MIN</i>				<i>NAT, paco</i>
<i>2NT=MINS, X=PEN vs. Weak NT, Polish vs.</i>				<i>2NT INV+ relay</i>
<i>strong NT (4MAJ + 5+MIN)</i>				<i>2NT INV+ relay,</i>
VS. PREEMPTS				
<i>X = T/O, Responses = LEBENSOHL, LEAPING MICHAELS</i>				
VS. ARTIFICIAL STRONG 1♣/♦ or 2♣ OPENINGS				
<i>vs. 1♣; X=♣'s, 1♦, ♥, ♠: NAT, 1NT=MINS, 2-level same as vs. 1NT</i>				
<i>vs. 2♣ nat.: 2♦ = WK MAJ 1-suiter; 3♣: MAJs</i>				
OVER OPPONENTS' TAKE-OUT DOUBLE				
<i>XX: 10+ HCP, 3-card-fit after MAJ opening possible, 1NT: 7-11</i>				
<i>raises COMP (LAW) not INV, Bergen raises/jumps,</i>				
<i>new suit: 1-level 6+, F1, 2-level 8-11, NF, jumps: fit (after PH)</i>				

LEADS AND SIGNALS						
Opening Leads	SUIT	3rd/5th; 2nd/4th ; Attitude; Rusinow;				
	N.T.	3rd/5th; 2nd/4th ; Attitude; Rusinow;				
A/Q asks for attitude, K for count or unblock in NT						
SUBSEQUENT LEADS: attitude						
Circle opening leads vs. no-trumps Underline leads against suit contrats if different					same leads if our side showed suit	
(A) <u>K</u>	(K) Q	(Q) J	(J) 10		YES	NO
(A) <u>K</u> x	(K) Q x	(Q) J x	(J) 10 x	(10) x	x(x)x	
(A) <u>K</u> J x	<u>K</u> (Q) x (x)	(Q) J 10 x	(J) 10 9 x	(10) 9	x(x)x	
A (K) J 10(K Q) J x	<u>K</u> (Q) 10 x	K (J) 10 x	(10) 9 x	x(x)x x		
A (Q) J x K (J) 10 x	(K) <u>Q</u> 10 9 x	K 10 8 (x)	9 (8) x	x(x)x x x		
A (x) x	K (x) x	Q (x) x	J (x) x	10 (x) x	x(x)x x x x	
A x x (x)	K x x (x)	Q x x (x) x	J x x (x)	10 (x) x (x)	K x x (x) x x	
A x x (x) <u>x</u> K x x (x) x		Q (10) 9 x	J x x (x) x			
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING USE 1 = ODD No. OF CARDS, 2 = EVEN No. OF CARDS D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE BRACKET THE SIGNALLING SYMBOL WHEN RARELY USED						
CARDS		HIGH	LOW	ODD	EVEN	
SUIT	On partner's lead	D	E			
	On declarer's lead	1	2			
	Discarding	D	E			
N.T.	On partner's lead	D	E			
	On declarer's lead	1	2			
	Discarding	S	S			
SIGNALS IN TRUMP SUIT			OTHER SIGNALS			
echo			suit preference			
(suit preference)						
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES						
Responsive and negative doubles through 4♥						
SUPPORT X, XX (if below partner's suit at 2-level)						
LEAD-INHIBITING DOUBLE at 3+-level on opponents' CUE-bid						
LIGHTNER-X: Also after preempting if OPPs have 9+fit						
3 NT-X: lead shortest suit (or unusual)						
SPECIAL FORCING PASS SEQUENCES						

		
Germany NCBO	<u>Gareth</u> NAME OF PLAYER	<u>Anja</u> NAME OF PLAYER
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
1 NT: 1st + 2nd NV 9-11(12) HCP; 4th (11)12-14 otherwise 15-17 bal. (5-c MAJ or 6-c min possible)		
RESPONSES:		
ARTIFICIAL STRONG 1♣ NO		Response Style
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE		
OPENINGS	DESCRIPTION	
OP.2 2♣	WK2♦, any FG, ACOL-2 in MAJ, 22-23 bal.	
OP.2 2♦	Multi: WK2 MAJ, ACOL-2 in min, 24-25 bal.	
OP.3 2♥	weak 2-suiter ♥ + minor	
OP.4 2♠	weak 2-suiter ♠ + minor	
OP.5 3NT	Gambling, no outside entry	
OP.6		
OP.7		
SPECIAL COMPETITIVE BIDS THAT MAY REQ. DEFENCE		
CB.1 2NT after competition at 2-level: LEBENSOHL		
CB.2 inverted minor raises after take-out X		
CB.3 1min -1NT- 2 same min: ♥+♠		
CB.4 Polish NT in next hand, 4-cd MAJ & longer min 10-16		
CB.5		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
Psyches rare (3 rd seat less so)		