

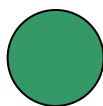


OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣		2	4♥	10-22 HCP 2 cards, only IF BAL	1♦:no 4 ⁺ MAJ unless FG strength, 3(2) cards possible if BAL; 1MAJ: may have longer ♦, if < FG 1 NT: 8-10 HCP, 2♦: 5-8, 5+♠/4+♥; 2♥,2♠: 5-8, 6card suit, simple raise 10 ⁺ jump raise (3)5-9;	after 1Nt rebid: 2♣: any INV or weak ♦ (poss. 4card MAJ) 2♦: any FG after revers: 4.suit on 2 LEVEL or 2NT: LEBENSOHL after 2NT rebid: 3♣: WOLFF-signoff		If opener has a weak Hand he should have a good suit jump in new suit by PH: FIT 1m X 2NT : both m PH: good suit with weak Hand Passed hand and after X: jumps 3Lev : Fit +value/length 2♦ gd 3crd raise (ph 9-11) (after X (7)8-10) 1♥-2♠ : any shortage 1♥-2NT : Fitjump ♠ 1♠-2NT : any shortage
1♦		4 2	4♥	10-22 HCP 2 cards, only if 12-14 BAL	1NT: 6-10 HCP 2♣: FG with ♣; simple raise 10 ⁺ jump raise (3)5-9; 2♥: 5-8, 5+♠/4+♥; 2♠: 5-8, 6card suit, simple raise 10 ⁺ , jump raise 5-9	after jumps on 2 LEVEL: 1.step ? for short 2.step ?Ogust. After 5/4♠/♥ 2Nt ? : 5/4 MIN/MAX, 5/5 MIN/MAX 4th suit F1 (FG if on 3-level or a reverse), NEW MIN forc. , sometimes also 2M ART F1		
1♥		5	4♦	10-22 HCP	1♠: F1, 1NT: 5 ⁺ ♠,5 HCP, 2/1: GF, good suit 2♠ 5-8 6card, Bergen raises mod., 2NT: FG JAC, 3NT: BAL.COG, 3♦:4+Fit 10-15 no SPL 3♠, 4♣, 4♦: SPL 10-14, 4♥: PRE	after 1♥-1♠: 1NT: 4card ♠ , 2♠: revers after single raise: long suit G/T after 2/1: 2Nt 12-14 or 17-18; 3NT: 15-16 after 2NT rebid: WOLFF-signoff		
1♠		5	4♦	10-22 HCP	1NT: F1, 2/1: FG good suit Bergen raises mod., 2NT: BAL. FG, 3NT: BAL, COG, 3♦:4+Fit 10-15 no SPL 4♣, 4♦, 3♥: SPL 10-14,4♥ to play 4♠: PRE	after revers: 2NT: LEBENSOHL after shortness: +1= CKC VOID BW		
1NT				9-11 HCP in 1.+ 2. Pos. nonvul. Otherwise 14 ⁺ -17	2♣: Stayman (maybe weak with both MAJ); 2♦,2♥: transfers 2♠: INV with a MIN or BAL without MAJ or STR 4-1 MAJ 2NT: both MINs WK 5/5 or STR 5/4 ⁺ , 3m: to play,3M: 4oM333 4♥/♠: to play 4♣/♦: SI with ♥/♠ (Invit.-KCBW) -> Fit/4NT=no intr. Other KCBW-Answer	after transfer: break with 4card FIT New Suit 3 LEVEL FG New suit 2 LEVEL F1 after STAYMAN-rebid: 4♣♦: SHARPLES	RUMPELSOHL(RUBENSOHL mod.) X=PEN, 2-level =WK, 3NT to play, 2NT puppet to 3♣: WK/STR ♣ or WK any other; 3♣,3♦,3♥, transfer INV+ (into OPP suit: STAY) 3♠: transfer to 3NT w/o stopper after 2♣ intervention: system on (X=STAYMAN)	
2♣	✓			FG or 24-25 HCP BAL or Acol 2 M or WK2♦	2♦: PACO; 2♥/♠: NF if WK2♦.; 2NT: F1 relay; 3♣♥♠: one suit 6 ⁺ card, FG 3♦: PREE if WK2♦	after 2NT rebid: see 2NT opening after 2NT: 3♣ MIN; 3♦ MAX 3M;3♥/♠ MAX 4oM 3NT MAXno 3+M		
2♦	✓	0		Multi : Bal. 22-23 or Weak Two ♥ or ♠ 3-10	2♥♠: paco, 3♣: nF, 3♦: FG, 3♥: paco 3♠: INV; 4♣: ask for transfer; 4♦:ask for suit 2NT: F1 INV+	after 2NT(INV ⁺): 3♣: Min, (then 3♦: GF, 3♥♠:paco) 3♦:INTERM♥, 3♥:INTERM♠; 3♠:MAX♥, 3NT:MAX♠ then 4♣ : nat. 4♦: SI with Fit		to play ♠: bid 2♠ then 3♠ to play ♥: bid 2♥ then 3♥ or 3♣/♦ to INV with ♣/♦ val.
2♥		5		2-suiter 5+♥ & 4+ min 3-10 HCP	2NT: INV ⁺ relay, 3♣ : paco, new suits NAT nf	after 2NT: 3♣/♦: MIN with ♣/♦; 3♠/NT 5/5 MAX with ♣/♦ 3♦: MAX with 5/4 any -> 3♦ = 5♦ , 4m CKCBW		new suits by PH: FIT
2♠		5		2-suiter 5+♠ & 4+ min 3-10 HCP	2NT: INV ⁺ relay, 3♣: paco; new suits NAT nf	after 2NT: 3♣/♦: MIN with ♣/♦; 3♠/NT 5/5 MAX with ♣/♦ 3♦: MAX with 5/4 any -> 3♦ = 5♦ , 4m CKCBW		new suits by PH: FIT
2NT				20-21 HCP BAL	3♣: ROMEX; 3♦,3♥: TRANSFER; 3♠,3NT: TRANSFER, 4♣/♦/♥/♠: S with ♥/♠/♣/♦ (Invit.-KCBW) > Fit(M)/4NT(m)=no intr. Other KCBW-Answer	break MAJ-TRANSFER with 3-FIT and MAX or any 4+Fit after transfer: new suit 2-suiter >> 1. free step (C)6KCBW after STAYMAN: 4♣♦: SHARPLES		
3x		6		PRE (classical or wild)	new suit below game ask for Fit and short., F1 (FIT by PH)	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 for ♥ 8 Tricks	4♥: to play; 4♦ INVIT KCBW	new suit on 5LEVEL: asking for control	RKCB(4/1,3/0,2,2+TQ) + specific Kings; PREEMPTGERBER;	
4♦	✓			TEXAS for ♠ 8 Tricks	4♠: to play; 4♥ INVIT KCBW		serious 3NT after MAJ-FIT (4 ⁺ /4 ⁺ or STR); JOSEPHINE 5NT;	
4M		7		PRE(classical)	4NT KCBW		Constr. Raise to 4♣/♦ INVIT KCBW (1. step = no intr.)	

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS - General Style <i>light on 1-level, normal on 2-level</i>				
Responses <i>1-lev. O/C: new suit 1-level F1, 2-level NF but CONST raises acc. 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: BAD/GOOD</i>				
IN BAL. POS. <i>8⁺ HCP, 2NT = 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, 1NT: 8-10, CUE 11⁺ or both MAJ, jump MAJ: 4 cards 8-10, jump MIN, double jump MAJ: 5 cards 8-10</i>				
IN BAL. POS. <i>Ms 8-12 or 17⁺ any 15-18 BAL), 1♦, 2♣: T.O 13-16</i>				
Responses <i>same, but 3 HCP stronger (15-18 bal. over X)</i>				
1NT OVERCALL	Responses		Other Meanings	
2nd pos. <i>POLISH</i>	<i>Q = ? M or STRG</i>		<i>after 2 Bids:</i>	
<i>4M/5+m</i>	<i>2M to play /2m paco</i>		<i>2-suiter in unbid suits</i>	
4th pos. <i>10-14</i>	<i>as after 1NT opening</i>			
JUMP OVERCALL	(WEAK)	INTERM	STRONG	2 SUITER
OTHERS	<i>Nv 3-11</i>	<i>V 11-16</i>		
in BAL. POS:		<i>11-16</i>		
Responses <i>2NT: asks feature, new SUIT F1</i>				
UNUSUAL NT <i>2-suiter with lower unbid suits ≤ 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 vs. 14 ⁺ : D.O.N. T. ; 2♠ : 5♠+4 MIN.			Responses	
vs. weaker NT: X = PEN (15 ⁺),			NAT	
2♣ = MAJs, 2♦ =, any MAJ 1-suiter			2NT INV ⁺ relay	
2♥, 2♠ = 2-suiter with a MIN			2NT INV ⁺ relay,	
VS. PREEMPTS				
<i>X = T/O, CUE=both Ms or ms, nonleaping Michaels</i>				
vs. weak twos: X = T/O Responses: RUMPELSOHL (see inside)				
VS. ARTIFICIAL STRONG 1♣/♦ or 2♣ OPENINGS				
vs. 1♣♦ : x: MAJs; 1♦, ♥, ♠: nat.; CONST;				
<i>1/2NT : ♣+♥ or ♠+♦ ;</i>				
<i>2 Level : nat. or higher 2-suiter</i>				
vs. 2♣ nat.: 2♦ =“ Multi“ (WK 1 MAJ ♦ -1/2-suiters); 3♣: MAJ's				
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, 2NT: 4-card raise, INV⁺,</i>				
<i>new suit: 1-level 6⁺, F1, 2-level 6-9, NF, jumps: FIT</i>				

LEADS AND SIGNALS					
Opening Leads	SUIT	3^d/5th, Attitude;			
		<i>OTHERS : low from xx,high from xxx (not Pd suit)</i>			
	N.T.	4th, Attitude; 1 st /2 nd from bad 4+card suits			
<i>OTHERS : , Pd suit 3/5. (after raise Attitude)</i>					
SUBSEQUENT LEADS Attitude, 3/5.					
LEADS					
Lead	Vs. Suit		Vs. NT		
Ace	AK(xx) A(xx) A		Ax AKx AKxx		
King	AK KQ		AKJ10 KQ10x		
Queen	Qx QJ		KQx QJ Qx		
Jack	Jx J10 J10x HJ10		Jx J10 HJ10		
10	10x 109 H109 (10xx)		10x 109 H109 10xx		
9	9xx 98		9xx 9x 98		
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	2		
	Discarding	S	S	E (1. Dis.)	S
N.T.	On partners lead	D(1)*	E(2)*		
	On declarers lead	1	2		
	Discarding	S	S	E (1. Dis.)	S
SIGNALS IN TRUMP SUIT			OTHER SIGNALS		
suit preference			*1. Trick : obvious Shift (high)		
			2.-4. Trick : suit preference		
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES					
Responsive and negative doubles through 4 ♥					
SUPPORT-X,XX (if partners suit could be bid on 2-LEVEL)					
LEAD INHIBITING X on 3 rd -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 NT-X: lead shortest suit or lead unusual or lead your own suit / ♠					
SPECIAL FORCING PASS SEQUENCES					
1NT X pass = FORC to XX or bid 5Card suit;					
When we bid vuln Game; When we bid game on 5 LEV;					

					
Germany NCBO	A. Alberti NAME OF PLAYER	N. Bausback NAME OF PLAYER			
SYSTEM SUMMARY					
GENERAL APPROACH AND STYLE					
5-card MAJ, 2** -card ♦, 2* -card ♣					
**1.+2. nv if BAL 12-14 else 4+♦					
*1.+2. nv.if BAL 15-17 or with 4432 other ranges					
1 NT: 1.+2. Pos. nonvul. 9-11(12) HCP ; other 14+ -17 HCP					
RESPONSES: 1-1* (0-4*s)/1NT(5+)// 1*-1NT= F1 2/1 FG *					
ARTIFICIAL STRONG 1♣ NO Response Style					
CANAPE:	OPENING RESPONSES	ALL HANDS	STRONG HANDS	SPECIAL SEQUENCES	✓ ✓
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE					
OPENINGS		DESCRIPTION			
OP.2 2♣		FG / ACOL-2 in M / 24-25 HCP BAL / WK2♦			
OP.2 2♦		Multi : weak MAJ or 22-23 HCP BAL			
OP.3 2♥		weak-2-suiter 5+♥ / 4+ minor			
OP.4 2♠		weak-2-suiter 5+♠ / 4+ minor			
OP.5 3NT		Gambling (no Side A/K)			
OP.6 4♣/♦		Texas, 8 Tricks in corresp. MAJ			
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE					
CB.1 2NT after competition on 2-LEVEL : BAD/GOOD/SCRAMBLING					
CB.2 MIN raise after competition					
CB.3 1♣-1♦-2♣: ♥+♠ NF; 1♣-1♥-2♣: ♦ NF; 1m-1♠-2m: ♥ NF					
CB.4 1♦-2♣-2♦ : 1M NF					
CB.5 1m-1NT-2m: ♥+♠; 2om: om + M;					
CB 6 1M -1NT - 2m: m+OM					
IMPORTANT NOTES THAT DONT FIT ELSEWHERE					
2/1 FG *:					
when opener is possible UNBAL MIN then rebid of 2/1 suit is NF					
PSYCHIC OPENINGS OTHER					
Rare					
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