

big 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♦	10-21 HCP	simple Raise 11+, double Raise preemptiv		
1♦		4	4♦	10-21 HCP	1NT: 6-10 HCP Double Raise= Preemptive - Simple Raise 4-7 HCP		
1♥		5	4♦	10-21 HCP	Bergen Raises (without intervention) 2 NT= Jacoby, Splinters 11-14 HCP – Truscott after Intervention also contra, jumpsuit in fit	After 2NT: Opener shows Shortness on 3 Level. Opener shows 2nd suit on 4th level, 3NT = bal. hand, 3♥ = 15HCP+, 4♥ = min. hand, no single	Cue Bid = Limit bid or better 11+ Truscott on 3./4. Hand Drury 10/11P 2♦ enbigu, Repeating the colour min.
1♠		5	3♥	10-21 HCP	Bergen Raises (without intervention OP), 2 NT= Jacoby Splinters 11-14 HCP	After 2NT: Opener shows Shortness on 3 Level. Opener shows 2nd suit on 4th level, 3NT = bal. hand, 3♠ = 15HCP+, 4♠ = min. hand, no single	
1NT			3♠	15-17 HCP 5Card MAJ 6Card mineur possible	2♣ Stayman, 2♦/♥: Transfers 2♠ Transf for ♣s or ♦s or both minors. 3 Level = Slaminvite 2 NT: both majors - Smolen 4♣ = 5/5 in majeurs / 4♠ = 5/5 mineurs 4♦ = Transfer 4♥ / 4♥ = Transfer für 4♠	After stayman : 2♦ = 2♠ : nat. weak with spades/heards) 3♥/♠ : Smolen	After transfer 2♦/2♥= 2 NT=2Honeurs 3 cards 3♥/3♠ =. 4 cards – after Transfer Cubid: max. 4cards
2♣	✓			FG or 23-24 HCP BAL or ACOL-2 in MAJ	2♦ = 0-7neg. 2♥ = red Ace . 2♠ = black Ace 2NT= 8 points or 2 kings 3x = KJXXXXX 3SA= 2 Asse	After 2 NT System on 3 SA= balanced – after 4 Treff.= Stayman and Transfer	
2♦	✓		2♠	Multi : Weak Two ♥ or ♠ 4-10 Strong NT 22-23	2♥/3♥ pass or correct 2♠ = invitation if partner has ♥ 3♠/3♦ = nat. n.f. - 2NT: F1 INV relay Puppet Direct 4 Treff: Farbe im Transfer/4 Caro Farbe direct ansag Auf 2 Caro direct 4 Coeur oder 4 Pik: naturel zum Spielen	after 2NT(INV): 3♣: Min ♥ WT 3♦ Min ♠ WT 3♥: Max ♠ WT 3♠ Max ♥ WT	.
2♥		5	3♣ only	2-suiter 5+ ♥&4+ MIN 5-10 HCP	2NT: INV+ relay, 3♣ : pass or correct, new suits NAT nf	after 2NT: 3♣/♦: MIN with ♣/♦ 3♥: max. mit Treff	
2♠		5	3♣ only	2-suiter 5+ ♠&4+ MIN 5-10 HCP	2NT: INV+ relay, 3♣: pass or correct; new suits NAT nf	3♠ max. mit Caro Ungefährlich kann es 5/4 sein, in Gefahr immer 5/5	
2NT				20-21 HCP BAL 5 Card maj. possible	3♣ = PuppetStayman; 3♦/♥ = Transfers 3♠ = 5Pik/4Herz 4♣ = 5/5 in majeurs / 4♠ = 5/5 mineurs 4♦ = Transfer 4♥ / 4♥ = Transfer für 4♠	3♥/3♠ = 5er Farbe / 3 SA= keine Majeur 3♦ = eine oder beide majeurs zu viert –danach Kürze ansagen	Nach 3♦ = 4 Treff habe beide majeurs
3any		6/7		PRE	new suit = F1	<b>SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)</b>	
3NT	✓			Gambling, no side A/K	4♣: pass or correct; 4♦: fragt nach Singleton, 4♠: pass/corr	ROPI-DOPI,	
4♣		7/8		PRE (tactical)		RKCB(3/0, 4/1	
4♦		7/8		""			
4♥♠		7/8	)	""			

## DEFENSIVE AND COMPETITIVE BIDDING

**OVERCALLS** - General Style aggressive 8-17 P on 1-level, constructive on 2-level;

Responses: *constructive but n.f. Cue Bid 11 + with Fit*

IN BAL. POS. 8+ HCP

Responses

**TAKE-OUT DOUBLE** – General Style MAJs 10+ or 18+ any

Responses *new suit 0-7, 1NT:7-10, CUE 12+ or both MAJ,*

*jump MAJ: 4 cards 8-10, jump MIN, double jump MAJ: 5 cards 8-10*

IN BAL. POS. Ms 8-12 or 17+ any,

Responses *same, but 2 HCP stronger*

1NT OVERCALL	Responses	Other Meanings
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2nd pos. 15-18 nat.	System on	
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4th pos. 9-12	Answers Natural except 2♣=stayman	
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JUMP OVERCALL	(WEAK)	INTERM	STRONG	2 SUITER
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OTHERS	4-10			
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in BAL. POS:		11-14		
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Responses *Cue bid: INV.*

**UNUSUAL NT** 2 lower suits

Responses

**DIRECT CUE-BID** STYLE (weak or strong)

Michaels

VS. NT Multilandy	Responses
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X= 5card mineur./4card majeur / 2clubs majeurs  
2Caro= 6er majeur weak /2C/2P majeur plus min.

vs. weaker NT: : x = strong hand  
2 clubs majeurs/2 diamants : maj. Weak 6 cards.

2 Cœur/2 Pik= und eine mineur

**VS. PREEMPTS**

X = T/O, CUE=2-Suiter

vs. weak twos: X = T/O CueBid: asking for Stop 4♣♦:2suiter oMaj

**VS. ARTIFICIAL STRONG 1♣/♦ or 2♣ OPENINGS**

vs. 1♣♦: x: T/O 1♦= Maj. 7-11 HCP 1NT = Minors

vs.

**OVER OPPONENTS' TAKE-OUT DOUBLE**

## LEADS AND SIGNALS

Opening Leads	SUIT	<b>3rd/5th</b>
	N.T.	<b>4th</b>
<i>OTHERS : , Pd suit 3/5. (after raise Attitude)</i>		

### SUBSEQUENT LEADS

*Attitude, 3/5.*

<b>Circle opening leads vs. no-trumps</b>				same leads if our side showed suit	
<b>Underline leads against suit contracts if different</b>					
(A) <u>K</u>	(K) <u>Q</u>	(Q) <u>J</u>	(J) <u>10</u>	YES	NO
(A) K x	<u>K(Q)</u> x	(Q) J x	(J) 10 x	(10) x	(x) x
(A) K J x	<u>K</u> Q x (x)	(Q) J 10 x	(J) 10 9 x	(10) 9	(x)xx
<u>A</u> (K) J 10 x	(K) <u>Q</u> J x	<u>(K)</u> (Q) 10 x	K (J) 10 x	(10) 9 x	x(x)xx
<u>A</u> (Q) J x	K (J) 10 x	<u>K</u> (Q) 10 9 x	K 10 <u>8</u> (x)	(9) 8 <u>x</u>	x(x)x (x) x
<u>A</u> x (x)	K x (x)	Q x (x)	J x (x)	<u>10</u> x (x)	x(x)x (x) x x
<u>A</u> x <u>x</u> (x)	K x <u>x</u> (x)	Q x x (x) <u>x</u>	J x <u>x</u> (x)	10 ( <u>x</u> ) <u>x</u> (x)	K x <u>x</u> (x) x x
<u>A</u> x x (x) <u>x</u>	K x x (x) <u>x</u>	Q (10) 9 x	J x x (x) <u>x</u>		

**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		<b>E(2)*</b>	<b>D(1)*</b>		
	On declarers lead		<b>2</b>	<b>1</b>		
	Discarding		<b>E</b>	<b>D</b>		
N.T.	On partners lead		<b>E(2)</b>	<b>D(1)*</b>		
	On declarers lead		<b>2</b>	<b>1</b>		
	Discarding		<b>S</b>	<b>S</b>		

SIGNALS IN TRUMP SUIT		OTHER SIGNALS	

**SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES**  
*Responsive and negative doubles through 4♦*  
*SUPPORT-X,XX (on 3Level with Extras)*

1♣/♦ - 1♥ opponent : 1♠ = 5 cards

1SA réveil: than Stayman/Rest naturel

Lebensohl/Pingpong

1SA - 2x - double = take out

1♣ - 1x - 2♥ or 2Pik = weak

**SPECIAL FORCING PASS SEQUENCES**



**Switzerland**



**Th. Andersson**



**R. Nikitine**

NCBO

NAME OF PLAYER NAME OF PLAYER

## SYSTEM SUMMARY

**GENERAL APPROACH AND STYLE** Standard American

**5 cards majors/better minor**

1 NT : 15 -17 HCP

RESPONSES: 1x/1NT forcing / 2 over one game forcing

ARTIFICIAL STRONG 1♣ NO Response Style

CANAPE:	OPENING	ALL	STRONG	SPECIAL	3
	RESPONSES	HANDS	HANDS	SEQUENCES	3

### SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE

OPENINGS	DESCRIPTION
OP.2 2♣	Forcing game or semiforcing
OP.2 2♦	Multi : weak MAJ or strong NT 22-23
OP.3 2♥	weak-2-suiter 5 Coeur + 4+ minor
OP.4 2♠	weak-2-suiter 5♠ 4+ minor
OP.5 3NT	Gambling, 4 Tr.pass/correct 4♦ asking for singl
OP.6	Michaels 1♣ - 2♦ = majeurs 1♦ - 2♦ = majeurs
OP.7	

### SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

CB.1	Weak Jumps in general
CB.	After 2♦ from oponents: exclusion After 2 SA = System on
CB.	4♥ opening oponents: double=take out
CB	4♠ openings oponents: double penalty
CB.5	1♥/♠ - opp 2NT - 3♣ = Fit 11/12, 3♦ = other major not forcing 3C/3Pik: strong forcing