

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♠	10-21 HCP	1MAJ: may have longer ♦s, Walsh, weak jump shifts (WJS) Double Raise = Preemptive(5 Cards)	after 1Nt Rebid (4 Card MAJ poss.): 2♣: any INV or weak ♦ 2♦ = any GF 4 th suit forc. 2 Level 11& P; FG if on 3-Level	Cue Bid = Limit Bid or better 1x 1y 3Y = Trf. To 3NT
1♦		4	3♠	10-21 HCP	1NT: 6-10 HCP, WJS Double Raise= Preemptive Simple Raise 4-7 HCP		
1♥		5	3♠	10-21 HCP	Bergen Raises, 2 NT= Jacoby, WJS 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	Cue Bid = Limit bid or better 2♣Drury; Truscott
1♠		5	3♥	10-21 HCP	Bergen Raises, 2 NT= Jacoby Splinters 11-14 HCP		Jump in new suit weak
1NT			3♠	15-17 HCP 5Card MAJ 6Card min possible	2♣ Stayman, 2♦/♥: Transfers 2♠ Transf for ♣s or ♦s or both minors. 3♣ Puppet Stayman, other 3 Level = Slaminvite, Smolen, Texas 4♣ = ♥, 4♦ = ♠	After transfer: break with 4card FIT New suit 2 LEVEL F1 New Suit 3 LEVEL FG After stayman : 2♦ - 2♠ : Relay; - 3♥/♠ : invit 5/4 After 2♠ : later 3♥/♠ :short with 5/4 minors	After Comp: 2NT= Relay to 3♣ (one suiter n.f.) New suit on 3 Level = GF Cue Bid: asking for Stopper
2♣	✓			FG or 23-24 HCP BAL or ACOL-2 in MAJ	2♦ = waiting bid, 2♥/♠ = 5+cards 7+ HCP ♥/♠		Dopi-Ropi
2♦	✓		2♠	Multi : Weak Two ♥ or ♠ 4-10 SF in Minor	2♥/3♥ pass or correct 2♠/3♣/3♦ = nat. n.f. 4♣: ask for transfer; 4♦:ask for suit 2NT: F1 INV relay	after 2NT(INV ⁺): 3♣: Min ♥ WT 3♦ Min ♠ WT 3♥: Max ♠ WT 3♠ Max ♥ WT	. to play ♥: bid 2♥ then 3♥
2♥		5	3♣	NV: 5-4 in Maj. 5-10 HCP only V: -5♥s + 5+ min 5-10	2NT: INV ⁺ relay, 3♣: pass or correct, new suits NAT nf	after 2NT: 3♣/♦/: MIN with ♣/♦ 3♥: 5♥+5♣ MAX 3♠:5♥+5♦ MAX 3NT:5♥+4min MAX	
2♠		5	3♣	NV/V: -5♠ + (4) 5+ min only 5-10 HCP	2NT: INV ⁺ relay, 3♣: pass or correct; new suits NAT nf		
2NT				20-22 HCP BAL 5 Card maj. possible	3♣=Pup. Staym 3♦/♥s = Transfers 3♠ = to 3NT 3NT= 5er ♠+ 4er ♥ 4♣/4♦=nat. slaminvite 4♥/♠= 5-5 in Mi		
3any		6		PRE	new suit = F1	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3NT	✓			Gambling, no side A/K	4♣: pass or correct;	mixed CUEs (1st and 2nd round controls), ROPI-DOPI,	
4♣		7		PRE (tactical)		RKCB (3/0, 4/1, 2, 2+TQ) + Scan 4♣/♦ = RKCB in non-comp. Auctions	
4♦		7		""			
4♥♠		7)	""			

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS - General Style aggressive 7-17 P on 1-level, constructive on 2-level;				
Responses: <i>constructive but n.f. Cue Bid 10 + with Fit Mixed Raise ; Jump Raises Pre</i>				
IN BAL. POS. 8+ HCP				
Responses <i>same, but 2 HCP stronger</i>				
TAKE-OUT DOUBLE – General Style MAJs 10+ or 18+ any				
Responses <i>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</i>				
IN BAL. POS. Ms 8-12 or 17+ any,				
Responses <i>same, but 2 HCP stronger</i>				
1NT OVERCALL	Responses		Other Meanings	
2nd pos. 15-18	Stay + Transfers			
4th pos. 9-13	nat.			
JUMP OVERCALL	(WEAK)	INTERM	STRONG	2 SUITER
OTHERS	4-10	Vuln.		
in BAL. POS:		11-14		
Responses	Cue bid: INV.			
UNUSUAL NT	Lower unbid suits			
Responses	CUE INV+			
DIRECT CUE-BID STYLE (weak or strong)				
on Min: MAJs on Maj.: oMaj 1 Min				
Responses :2Nt :F1 3♣ :n.f.Relay				
VS. NT 15+:	Multilandy, x = 4 maj. + 5 min.		Responses	
vs. weaker NT:	X = PEN (15+),		NAT	
2♣=Majs. 2♦= long Maj. 2♥: 5♥s + Min. 2♠:			2NT INV+ relay	
5♠s+ Min, 2NT = Mins.				
In 4 th Pos.:	Don't: 2Cl= Cls + Maj.		2NT INV+ relay,	
VS. PREEMPTS				
X = T/O, CUE=2-Suiter				
vs. weak twos: X = T/O CueBid: asking for Stopp 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				
XX: 10+ HCP, 3-card-fit after MAJ opening possible, 1NT: 7-11 raises COMP (LAW) not INV, 2NT: 4-card raise, INV+, new suit: 1-level 6+, F1, 2-level 6-9, NF, jumps: NF				

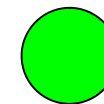
LEADS AND SIGNALS					
Opening Leads	SUIT	3rd/5th;			
		10 or 9 = 0 or 2 higher			
	N.T.	4th; Attitude;			
		OTHERS : Pd suit 3/5. (after raise Attitude)			
SUBSEQUENT LEADS					
Attitude, 3/5.					
Circle opening leads vs. no-trumps					same leads if our side showed suit
Underline leads against suit contracts if different					
(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 Q</u> 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 Q)</u> 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 8 (x)	(9) 8 x	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 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
<u>A</u> x x (x) x	K x x (x) x	Q 10 (9) x	J x x (x) 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	<u>E(2)*</u>	<u>D(1)*</u>		
	On declarers lead	<u>2</u>	<u>1</u>		
	Discarding	<u>E</u>	<u>D</u>		
N.T.	On partners lead	<u>E(2)</u>	<u>D(1)*</u>		
	On declarers lead	<u>2</u>	<u>1</u>		
	Discarding	<u>S</u>	<u>S</u>		
SIGNALS IN TRUMP SUIT			OTHER SIGNALS		
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES					
Responsive and negative doubles through 3 ♠					
SUPPORT-X,XX (on 3Level with Extras)					
1x 1♥/♠ 3x X = INV. In ♥/♠					
SPECIAL FORCING PASS SEQUENCES					



Switzerland
NCBO



D. Langer
NAME OF PLAYER



H-H.Gwinner
NAME OF PLAYER

SYSTEM SUMMARY					
GENERAL APPROACH AND STYLE					
5 Card-Major 1♦ 4 Cards, Walsh					
1 NT : 15 -17 HCP					
RESPONSES: 1x/1NT NF 2 OVER 1 F1					
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♣	FGor ACOL-2 in MAJ or 23+HCP BAL				
OP.2 2♦	Multi : weak MAJ or SF MIN				
OP.3 2♥	NV: 5-4 in Maj.5-10 V: -5♥ + 5+ min 5-10 HCP				
OP.4 2♠	NV / V: -5♠ + (4) 5+ min 5-10 HCP				
OP.5 3NT	Gambling				
OP.6					
OP.7					
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE					
CB.1	1m-1NT-2m: ♥+♠; 2om: om + M;				
CB.2	1M-1NT-2m: min + OM				
CB.3	Weak Jump Shifts after Intervention				
CB.4	1x-1NT-x-XX= 1 Suiter ; sonst D.O.N.T.				
CB.5					
CB.6					
IMPORTANT NOTES THAT DONT FIT ELSEWHERE					
PSYCHIC OPENINGS OTHER					
Rare					