	(Style; responses: 1/2 level; reopening)					
General Style = Sound						
Reponses: Jump Raise = Preemptive						
	Forcing raise					
New Suit = Forcing - jump shift = fit						
<u>In Balanc</u>	ing Position: Same					
Take-out	double:					
General S	Style = Can be light / shaped					
Response	es: Natural. Cue bid = Forcing					
1NT over	calls (2nd/4th live; responses; reopening)					
	ion = 15 - 18					
Response	es: Bid as 1NT opening					
Natural						
4th Posit	ion = 10 - 14					
Response	es: Natural					
1-Suit : N Response	atural es - New suit = forcing					
	d Jump cue Bids (Style; responses; reopen) (Note 5)					
	s Strong/weak; reopening; pH					
DON'T (	Note 6)					
Vs pree	mpts (doubles, cue-Bids; jumps; NT bids	_				
Take out	doubles thru 4 🧡					
Vs Artifi	cial Strong Openings					
<u> </u>	onents take out double					

Lead Normal In Partner's Suit  Suit 3rd / 5th 3rd / 5th  NT 4th 3rd / 5th  Standard Card  Hilfiker Gabriele / Vohland Brigitte  Leads  Lead Vs. Suit Vs. NT  Ace Akx.Axxx(+) Ak.Akx(+)  King KQ; KQ109x KQ; KQ109(+)  Queen QJ; QJx(x) QJ; QJx(+) QJ10x()3-er Sequenz  Jack J10; J10x(+); K110x(+); I10x(+); K110x(+)  10 109; 109x(+); H109x(+); 10x 109; 109x(+);  9 9x; 98x(+) 98x(+)  Signals in order of Priority  Partner's Lead Declarer's Lead Discarding  1 Hi/lo = E Same Same  2 Opening = semifor 4-5L, 6 suits 22-23 NT, weak 6-♠ (Note 1)  2 NT Opening: 19 Seption 3-4L, 24+NT (Note 4)  2 Opening = Weak Maior 6+ (6-10 HCP)  Ghestem (Note 5)  DON'T (Note 6)  Lebensohl after 2-level overcall of 1NT (Note 7)  3rd and 4th position / 2 ♣ =4cards 2 ♣ Acards 11b  Takeout Doubles (Style; responses reopening)	Opening Le	eads - style			
Suit 3rd / 5th 3rd / 5th  NT 4th 3rd / 5th  Standard Card  WORLD BRIDGE FEDERATION  Standard Card  Hilfiker Gabriele / Vohland Brigitte  System Summary  Leads  Lead Vs. Suit Vs. NT  Ace AKx: Axxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx		-	<b>↑</b>		
Subseq Other 2nd from 4 small  Leads Leads  Lead Vs. Suit Vs. NT  Ace AKx.Axxx(+) AX:AKx(+) Natural, 5-card Majors  Rougen QJ; QJx(x) QJQx(+) QJ0x(+); RJ0x(+); RJ0x			WORLD BRIDGE FEDERATION		
Subseq   Other   2nd from 4 small   Hilfiker Gabriele / Vohland Brigitte			Standard Card		
Hilfiker Gabriele / Vohland Brigitte					
Lead Vs. Suit Vs. NT  Ace AK: Axxx(+) AK: Akx(+) Ace AK: Axxx(+) Ace	Other	2nd from 4 small	Hilfiker Gabriele / Vohland Brigitte		
Lead Vs. Suit Vs. NT  Ace AKx:Axxx(+) AK:AKx(+)  Ace AKx:Axxx(+) AK:Axxx(+)  Ace AKx:Axxx(+) AK:AKx(+)  Ace AKx:Axxx(+) AK:Axxx(+)  Ace AKx:Axxx(+) AK:Axx(+)  Ace AKx:Axxx(+) AK:Axxx(+)  Better Minor (3	Loade		System Summary		
Ace AKx:Axxx(+) AK:AKx(+) King KQ; KQ109x KQ;; KQ109(+) Queen QJ; QJx(x)QJ; QJx(+) QJ10x(3)3-er Sequenz Jack J10; J10x(+); KJ10x(+); KJ10x(+); KJ10x(+) 10 109; 109x(+); H109x(+); KJ10x(+); 9 9x; 98x(+) 98x(+)  Signals in order of Priority Partner's Lead Declarer's Lead Discarding 1 Hi/lo = E Same Same 2 Lo=encouraging 3 Hi/lo = even numbered 4 Lo/hi = odd numbered  Signals: Lavinthal  Takeout Doubles (Style; responses reopening) May be light with classic shape  Cue = F until a suit is bid twice; New suit = F1 Reopen: same as above Special, artificial and competitive doubles/redoubles Responsive Dbl:After T/O Dble thru 4 ✓ after o/call thru 4 ✓ after opponents biddings. 2-er leve!= nonforcing (Note 9)  Natural, 5-card Majors Better Minor (3 ♠ /3 ♠ min.) Bergen Raises (Note 2)  1NT response = not forcing  1NT Opening: 15-17 (Note 1)  2NT Opening: 20-21  Special Bids that may require defence  2 ♠ Opening = semifor 4-5L, 6 suits 22-23 NT, weak 6- ♠ (Note 1)  2 ♠ Opening = game force. Ace-cuestion. 3-4L 24+NT (Note 4)  2 ♠ Opening = Weak Maior 6+ (6-10 HCP)  Ghestem (Note 5)  DON'T (Note 6)  Lebensohl after 2-level overcall of 1NT (Note 7)  3rd and 4th color = forcing, 4th = asking for a stopper Inverted Minor  Drury in 3rd and 4th position (2 ♠ =3cards. 2 ♠ =4cards. 11+ (Note 11)  Special Forcing Pass Sequences  Weak jump on partners opening (no 6 HCP) (Note 9)  Normal splinter on partners major opening  After opponents biddings. 2-er leve!= nonforcing (Note 9)		Vs. Suit Vs. NT	General approach and Style		
Better Minor (3 ♣ /3 ♠ min.)   Bergen Raises (Note 2)   Signals in order of Priority	Ace	AKx:Axxx(+) AK:AKx(+)			
Queen       Oj. (DX(x)) (DJ(DX(+); KJ10x(+)) (J10x(+); KJ10x(+))       Bergen Raises (Note 2)         10x       109; 109x(+); H109x(+); 110x 109; 109x(+);         9       9x; 98x(+) 98x(+)         1nt Opening: 15-17 (Note 1)         2nt Opening: 20-21         Signals in order of Priority         Partner's Lead Declarer's Lead Discarding       2nt Opening: 2semifor 4-5L,6 suits 22-23 NT,weak 6- (Note 2)         1nt Opening: 15-17 (Note 1)       2nt Opening: 20-21         Signals in order of Priority       2nt Opening: 2semifor 4-5L,6 suits 22-23 NT,weak 6- (Note 2)         2nt Opening: 2nt Ope	King				
Jack J10; J10x(+); KJ10x(+); KJ10x(+); KJ10x(+)  10 109; 109x(+); H109x(+); 109x(+);  9 9x; 98x(+) 98x(+)  Signals in order of Priority  Partner's Lead Declarer's Lead Discarding  1 Hi/lo = E Same Same  2 Lo=encouraging  3 Hi/lo = even numbered  4 Lo/hi = odd numbered  4 Lo/hi = odd numbered  Signals:  Lavinthal  Takeout Doubles (Style; responses reopening)  May be light with classic shape  Cue = F until a suit is bid twice;  New suit = F1  Reopen: same as above  Special, artificial and competitive doubles/redoubles  Responsive Dbl:After T/O Dble thru 4  after o/call thru 4  Marker opponents bidding. 2-er level= nonforcing (Note 9)  After opponents bidding. 2-er level= nonforcing (Note 9)	Queen				
10 109; 109x(+); H109x(+); 10x 109; 109x(+); 9 9x; 98x(+) 98x(+)  Signals in order of Priority  Partner's Lead Declarer's Lead Discarding 1 Hi/lo = E Same Same 2 Lo=encouraging 3 Hi/lo = even numbered 4 Lo/hi = odd numbered  Signals:  Lavinthal  Signals:  Lavinthal  Takeout Doubles (Style; responses reopening)  May be light with classic shape  Cue = F until a suit is bid twice;  New suit = F1  Reopen: same as above  Special, Artificial and competitive doubles/redoubles  Responsive Dbl:After T/O Dble thru 4  after o/call thru 4  After opponents bidding, 2-er level= nonforcing (Note 9)  After opponents bidding, 2-er level= nonforcing (Note 9)			-		
9 9x; 98x(+) 98x(+)    Signals in order of Priority	10		- INT response - not forcing		
Signals in order of Priority  Partner's Lead Declarer's Lead Discarding  1 Hi/lo = E Same Same  2 Lo=encouraging  3 Hi/lo = even numbered  4 Lo/hi = odd numbered  Ghestem (Note 5)  DON'T (Note 6)  Lebensohl after 2-level overcall of 1NT (Note 7)  Signals:  Lavinthal  Takeout Doubles (Style; responses reopening)  May be light with classic shape  Cue = F until a suit is bid twice;  New suit = F1  Reopen: same as above  Special Bids that may require defence  2 ♠ Opening = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 2)  Opening = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 2)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 3)  2 ♠ Opening = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  2 ♠ Opening = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Adwhat 6- ♠ (Note 5)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Copening = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Copening = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Copening = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Copening = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6- ♠ (Note 4)  Donning = semifor 4-5L,6 suits 22-23 NT,weak 6-	9		1NT Opening: 15-17 (Note 1)		
Signals in order of Priority  Partner's Lead Declarer's Lead Discarding  1 Hi/lo = E Same Same 2 Lo=encouraging 3 Hi/lo = even numbered 4 Lo/hi = odd numbered  Signals: Lavinthal  Takeout Doubles (Style; responses reopening)  May be light with classic shape  Cue = F until a suit is bid twice;  New suit = F1 Reopen: same as above  Special, artificial and competitive doubles/redoubles  Responsive Dbl:AfterT/O Dble thru 4 after o/call thru 4 After opponents bidding. 2-er level= nonforcing (Note 9)  Normal splinter on partners major opening  After opponents bidding. 2-er level= nonforcing (Note 9)					
Partner's Lead Declarer's Lead Discarding  1 Hi/lo = E Same Same  2 Lo=encouraging 3 Hi/lo = even numbered 4 Lo/hi = odd numbered  5 Signals:  Lavinthal  Takeout Doubles (Style; responses reopening)  May be light with classic shape  Cue = F until a suit is bid twice;  New suit = F1 Reopen: same as above  Special, artificial and competitive doubles/redoubles  Responsive Dbl:After T/O Dble thru 4  after o/call thru 4  After opponents bidding. 2-er level = nonforcing (Note 9)  Ameur Same as a powe  Same  2	Signals in c	order of Priority			
1 Hi/lo = E Same Same 2 Lo=encouraging 3 Hi/lo = even numbered 4 Lo/hi = odd numbered 4 Lo/hi = odd numbered 5 Signals: Lavinthal 6 Takeout Doubles (Style; responses reopening) 7 May be light with classic shape Cue = F until a suit is bid twice; New suit = F1 Reopen: same as above Special, artificial and competitive doubles/redoubles Responsive Dbl:After T/O Dble thru 4  after o/call thru 4  After opponents bidding, 2-er level= nonforcing (Note 9) Normal splinter on partners major opening After opponents bidding, 2-er level= nonforcing (Note 9)			· · ·		
2 Lo=encouraging 3 Hi/lo = even numbered 4 Lo/hi = odd numbered  Signals: Lavinthal  Takeout Doubles (Style; responses reopening) May be light with classic shape  Cue = F until a suit is bid twice; New suit = F1 Reopen: same as above  Special, artificial and competitive doubles/redoubles  Responsive Dbl:AfterT/O Dble thru 4  after o/call thru 4  After opponents bidding. 2-er level= nonforcing (Note 9)  Application (Note 9)  Application (Note 4)  Application (Note 7)  Bo Opening = Weak Maior 6+ (6-10 HCP)  Application (Note 5)  DON'T (Note 6)  Lebensohl after 2-level overcall of 1NT (Note 7)  3rd and 4th color = forcing, 4th = asking for a stopper Inverted Minor  Drury in 3rd and 4th position (2 = 3cards. 2 = 4cards. 11+ (Note 11)  Special Forcing Pass Sequences  Important notes that don't fit elsewhere  Weak jump on partners opening (no 6 HCP) (Note 9)  Normal splinter on partners major opening  After opponents bidding. 2-er level= nonforcing (Note 9)					
3 Hi/lo = even numbered 4 Lo/hi = odd numbered  Signals: Lavinthal  Takeout Doubles (Style; responses reopening) May be light with classic shape  Cue = F until a suit is bid twice; New suit = F1 Reopen: same as above  Special, artificial and competitive doubles/redoubles  Responsive Dbl:After T/O Dble thru 4  after o/call thru 4  After opponents bidding, 2-er level = nonforcing (Note 9)  Age opening = Weak Maior 6+ (6-10 HCP)  Chestem (Note 5) DON'T (Note 6)  Lebensohl after 2-level overcall of 1NT (Note 7)  3rd and 4th color = forcing, 4th = asking for a stopper Inverted Minor  Drury in 3rd and 4th position (2  3 = 3cards, 2  4 = 4cards, 11+ (Note 11)  Special Forcing Pass Sequences  Important notes that don't fit elsewhere  Weak jump on partners opening (no 6 HCP) (Note 9)  Normal splinter on partners major opening After opponents bidding, 2-er level= nonforcing (Note 9)		,			
4 Lo/hi = odd numbered  Ghestem (Note 5)  DON'T (Note 6)  Lebensohl after 2-level overcall of 1NT (Note 7)  3 <sup>rd</sup> and 4 <sup>th</sup> color = forcing, 4 <sup>th</sup> = asking for a stopper Inverted Minor  Takeout Doubles (Style; responses reopening)  May be light with classic shape  Cue = F until a suit is bid twice;  New suit = F1  Reopen: same as above  Special, artificial and competitive doubles/redoubles  Responsive Dbl:After T/O Dble thru 4  after o/call thru 4  Normal splinter on partners major opening  After opponents bidding, 2-er level= nonforcing (Note 9)					
Ghestem (Note 5) DON'T (Note 6) Lebensohl after 2-level overcall of 1NT (Note 7)  3rd and 4th color = forcing, 4th = asking for a stopper Inverted Minor Drury in 3rd and 4th position (2 ← =3cards, 2 ← =4cards, 11h (Note 11)  Cue = F until a suit is bid twice; New suit = F1 Reopen: same as above Special, artificial and competitive doubles/redoubles Responsive Dbl:After T/O Dble thru 4 ← after o/call thru 4 ← Wafter opponents bidding, 2-er level= nonforcing (Note 9)  Ghestem (Note 5) DON'T (Note 6) Lebensohl after 2-level overcall of 1NT (Note 7)  3rd and 4th color = forcing, 4th = asking for a stopper Inverted Minor Drury in 3rd and 4th position (2 ← =3cards, 2 ← =4cards, 11h (Note 11)  Special Forcing Pass Sequences  Important notes that don't fit elsewhere Weak jump on partners opening (no 6 HCP) (Note 9) Normal splinter on partners major opening After opponents bidding, 2-er level= nonforcing (Note 9)		,	2 • Opening = Weak Major 6+ ( 6-10 HCP)		
Signals:  Lavinthal  Takeout Doubles (Style; responses reopening)  May be light with classic shape  Cue = F until a suit is bid twice;  New suit = F1  Reopen: same as above  Special, artificial and competitive doubles/redoubles  Responsive Dbl:After T/O Dble thru 4 ◆ after o/call thru 4 ◆ After opponents bidding, 2-er level= nonforcing (Note 9)		LO/III - Odd Hambered			
Lebensohl after 2-level overcall of 1NT (Note 7)  3 <sup>rd</sup> and 4 <sup>th</sup> color = forcing, 4 <sup>th</sup> = asking for a stopper Inverted Minor  Drurv in 3 <sup>rd</sup> and 4 <sup>th</sup> position (2 ♣ =3cards.2 ♣ =4cards, 11+ (Note 11)  Cue = F until a suit is bid twice;  New suit = F1 Reopen: same as above  Special, artificial and competitive doubles/redoubles  Responsive Dbl:After T/O Dble thru 4 ♣ after o/call thru 4 ♣  Normal splinter on partners major opening After opponents bidding, 2-er level= nonforcing (Note 9)			·		
Lavinthal  Takeout Doubles (Style; responses reopening)  May be light with classic shape  Cue = F until a suit is bid twice;  New suit = F1  Reopen: same as above  Special, artificial and competitive doubles/redoubles  Responsive Dbl:After T/O Dble thru 4 ● after o/call thru 4 ●  Meak jump on partners opening (no 6 HCP) (Note 9)  Normal splinter on partners major opening  After opponents bidding, 2-er level overcan of INT (Note 7)  3rd and 4 <sup>th</sup> color = forcing, 4 <sup>th</sup> = asking for a stopper  Inverted Minor  Drury in 3 <sup>rd</sup> and 4 <sup>th</sup> position (2 ♣ =3cards, 2 ♠ =4cards, 11F(Note 11)  Special Forcing Pass Sequences  Important notes that don't fit elsewhere  Weak jump on partners opening (no 6 HCP) (Note 9)  Normal splinter on partners major opening  After opponents bidding, 2-er level= nonforcing (Note 9)	Signals:		, ,		
Takeout Doubles (Style; responses reopening)  May be light with classic shape  Cue = F until a suit is bid twice;  New suit = F1  Reopen: same as above  Special, artificial and competitive doubles/redoubles  Responsive Dbl:After T/O Dble thru 4 ● after o/call thru 4 ●  Normal splinter on partners major opening  After opponents bidding, 2-er level= nonforcing (Note 9)					
Takeout Doubles (Style; responses reopening)  May be light with classic shape  Cue = F until a suit is bid twice;  New suit = F1  Reopen: same as above  Special, artificial and competitive doubles/redoubles  Responsive Dbl:After T/O Dble thru 4 ● after o/call thru 4 ●  Normal splinter on partners major opening  After opponents bidding, 2-er level= nonforcing (Note 9)	Lavillilliai				
May be light with classic shape  Cue = F until a suit is bid twice;  New suit = F1  Reopen: same as above  Special, artificial and competitive doubles/redoubles  Responsive Dbl:After T/O Dble thru 4 → after o/call thru 4 → Normal splinter on partners major opening  After opponents bidding, 2-er level= nonforcing (Note 9)	Takeout D	oubles (Style: responses regnening)			
New suit = F1  Reopen: same as above  Special, artificial and competitive doubles/redoubles  Responsive Dbl:After T/O Dble thru 4 ♥ after o/call thru 4 ♠  Weak jump on partners opening (no 6 HCP) (Note 9)  Normal splinter on partners major opening  After opponents bidding, 2-er level= nonforcing (Note 9)	May be light with classic shape				
Reopen: same as above  Special, artificial and competitive doubles/redoubles  Responsive Dbl:AfterT/O Dble thru 4 after o/call thru 4 Wafter o/call thru 4 Normal splinter on partners major opening  After opponents bidding, 2-er level= nonforcing (Note 9)			Special Forcing Pass Sequences		
Special, artificial and competitive doubles/redoubles  Responsive Dbl:After T/O Dble thru 4 ♥ after o/call thru 4 ♠  Normal splinter on partners major opening  After opponents bidding, 2-er level= nonforcing (Note 9)					
Responsive Dbl:After T/O Dble thru 4 after o/call thru 4 Weak jump on partners opening (no 6 HCP) (Note 9)  Normal splinter on partners major opening  After opponents bidding, 2-er level= nonforcing (Note 9)					
Normal splinter on partners major opening  After opponents bidding, 2-er level= nonforcing (Note 9)	•	•	Important notes that don't fit elsewhere		
Normal splinter on partners major opening  After opponents bidding, 2-er level= nonforcing (Note 9)	Responsiv	<u>⁄e Dbl:AfterT/O Dble thru 4 ♥ after o/call thru 4 秦</u>	Weak jump on partners opening (no 6 HCP) (Note 9)		
After opponents bidding, 2-er level= nonforcing (Note 9)					

bo.					T	1
Opening	Tick if Artificial	Min. No. Cards	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
Pass			Not an Opening Bid			
1 🏚		3	11 - 21 HCP	Single raise stronger than double raise (better minor)  1   ◆ (maybe no points)  Weak jump in ♥/♠ (Note 9)	4th suit forcing: game forcing; Reverses by opener forcing; by responder = Game forcing; Third suit = 1 Round Force	
1 🔷		3	11 - 21 HCP	Single raise stronger than double raise(better minor)  Weak jump in (Note 9)		
1 🖤		5	11 - 21 HCP	1NT not forcing, 6+ points, Bergen Raises (Note 2)	Bergen Raises	Cue bid over Comp = Strong Raise
1 🖍		5	11 - 21 HCP	As above	As above	As above
1NT			15 - 17 balanced	Jacoby Transfers: (Note 1) Weak stayman, smolen		
2 🛖	Х		Semiforce,4-5L,6 suits or 22-23 NT or weak 2 in ◆	2 ♦ relais or new color or NT (Note 3)		
2 🔷	Х		Gameforce,3-4L,5 suits or 24+NT (Note 4)	Ace-questions (Note 4)		
2 💚		6	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx, new color=maximum	Natural
2 🛖		6	6 - 10 HCP	As above	As above	Natural
2NT			20 - 21 balanced	Jacoby Transfers; Stayman		Natural Dbl = Penalties
3 🛖		7	Pre-emptive	New Suit forcing		Class Indexes Bide
3 🔷		7	Pre-emptive	As above	Slam Approach and Conventions (including all	Siam-interest Bids)
3 💚		7	Pre-emptive	As above	Five - Ace Blackwood: RKCB (Note 8)	
3 🛧		7	Pre-emptive	As above	Cue Bids Splinters	
4NT			Blackwood	RKCB (Note 8)	1	



## **Supplementary Sheet**

## Note 1: 1 NT Opening:

4 ♣ = RKCB/14/30 4 ♦ = 5/5 ♥ / ♠ 4NT = Mini-Maxi

### **Note 2:** Bergen Raises:

3 ♣ = 4 cards fit, 6-10 HCP

3 ♦ = 4 cards fit, 11-12 HCP

2NT = 4 cards fit, 13+ HCP or 3 cards fit and 15+HCP (Stenberg)

Opener decides for full game or not after 2 NT = next color = single or chicane, 3 is 14+ and 4 is a normal opening/3NT=14 HCP

# **Note 3:** 2 ♠ semi-forcing, 19-23 HCP,4-5L:

6-er suits and strong or 22-23 NT or Weak 2 in ◆

Partner's answer: 2 (relais), when strong a new color or NT

# **Note 4:** 2 **♦** game-forcing, 23+HCP, 3-4L:

5-er suits strong 24+ NT

Partner's answers:

2 ♥ = no Ace and less points

2  **=** 1 Ace

2NT = no Ace, 8 points or 2 kings

3 ♣ = 1 black Ace and 1 king or 2 queens

 $3 \Leftrightarrow = 1 \text{ red Ace and 1 king or 2 queens}$ 

3NT = 2 Aces

Openers: 4 NT = asking for kings

#### Note 5: Ghestem

3 ♣ = 5/5 in the 2 highest colors 2NT = 5/5 in the 2 lower colors

Cuebid = 5/5 in the lowest and in the highest color

#### Note 6: DONT:

X (double) = 6-er suits in any color, partner has to say 2 •, except she has an own long suit 2 xy = it means 4+/4+ in x and in a higher one (y)

#### Note 7: Lebensohl:

1 NT - 2xy - 2 NT yes, I have a stopper 3 ♣ – pass – 3 NT 1 NT - 2XY - 3 NT no, I don't have a stopper 1 NT − 2 ♥ − 3 ♥ 4 cards in **A**, gameforce, no **Y**-stopper 1 NT − 2 ♥ − 2 NT 4 cards in 秦 , gameforce and 🤎 -stopper 3 ♣ - pass - 3 ♥ 1 NT - 2 ♦ - 3 ♦ asking for a major 4, no  $\blacklozenge$  -stopper 1 NT - 2 - 2 NTasking for major 4, with a  $\blacklozenge$  -stopper 3 ♣ – pass – 3 ♦ 1 NT − 2 ♦ − 2 ♥ 5 cards in , weak, non forcing 1 NT - 2 - 2 NT3 ♣ – pass – 3 ♣ 5 cards in 🛖 , 9 HCP and forcing 1 NT − 2 ♣ − 3 ♥ 5 cards in | and 10+HCP 1 NT − 2 ♥ − 2 Sans

no game forcing, partner please: pass

## Note 8: R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses:  $5 \stackrel{\bullet}{•} = 1 \text{ or } 4$   $5 \stackrel{\bullet}{•} = 3 \text{ or } 0$  $5 \stackrel{\bullet}{•} = 2$ 

5 ♠ = 2 + Queen of Trumps

5NT = 2 + a void

3 - pass - 3

# Note 9: Non Forcing Sequences

1  $\spadesuit$  /1  $\spadesuit$  - pass – 2  $\heartsuit$  /2  $\spadesuit$  (6-er suits, no 6 HCP) 1  $\spadesuit$  - 2  $\spadesuit$  - 2  $\heartsuit$  /2  $\spadesuit$  (5-er suits, nonforcing, no 10 points)

#### **Note 10:** Take Out Double: shows 3 cards support in partner's color

# Note 11: Drury

Opener is in 3<sup>rd</sup> or 4<sup>th</sup> position (major 5)

Responder: 2 • = 3 cards support and 11 HCP

2 
= 3 cards support and 11 HCP