Overcalls (Style; responses: 1/2 level; reopening)								
General Style = Sound								
Reponses: Jump Raise = Preemptive								
Cue-Bid = Forcing raise								
New Suit = Forcing - jump shift = fit								
In Balancing Position: Same								
Take-out double:								
General Style = Can be light / shaped								
Responses: Natural. Cue bid = Forcing								
INT overcalls (2nd/4th live; responses; reopening)								
2nd Position = 15 - 18								
Responses: Bid as INT opening								
Natural								
4th Position = 10 - 14								
Responses: Natural								
Jump Overcalls: (Style; responses; unusual NT)								
I-Suit : Natural								
Responses - New suit = forcing								
10070000								
Direct and Jump cue Bids (Style; responses; reopen)								
Ghestem (Note 5)								
Vs NT (vs Strong/weak; reopening; pH								
DON'T (Note 6)								
Vs preempts (doubles, cue-Bids; jumps; NT bids								
Take out doubles thru 4 💙								
Vs Artificial Strong Openings								

Leads o	and Signals			
Opening	Leads - style	<b>♣</b> ■♠ ♦		
Lead	Normal In Partner's Suit	WORLD BRIDGE FEDERATION		
Suit	3rd / 5th 3rd / 5th			
NT	4th 3rd / 5th	Standard Card		
Subseq				
Other	2nd from 4 small	Hilfiker Gabriele / Vohland Brigitte		
Leads		System Summary		
Lead	Vs. Suit Vs. NT	General approach and Style		
Ace	AKx:Axxx(+) AK:AKx(+)	Natural, 5-card Majors		
King	KQ; KQ109x KQ;; KQ109(+)			
Queen	QJ; QJx(x) QJ; QJx(+) QJ 10x()3-er	Better Minor (3 min.)		
lack	J10; J10x(+); KJ10x(+)J10; J10x(+); KJ10x(+)	Bergen Raises (Note 2)		
10	109; 109x(+); H109x(+); 10x 109;	INT response = not forcing		
9	9x; 98x(+) 98x(+)	INIT Opening IF 17 (Note 1)		
		INT Opening: 15-17 (Note 1) 2NT Opening: 20-21		
		ZIVI Opening: 20-21		
	order of Priority	Special Bids that may require defence		
Partner's	Lead Declarer's Lead Discarding	2 ♣ Opening = semifor 4-5L,6 suits 22-23 NT,weak 6- ♦ (Note		
	Hi/lo = E Same Same	2 Opening = game force, Ace-question, 3-4L, 24+NT (Note 4)		
2 Lo=encouraging		2 Opening = Weak Major 6+ (6-10 HCP)		
3 Hi/lo = even numbered		2 \ Opening = Weak Major 6+ (6-10 HCP)		
4	Lo/hi = odd numbered			
		Ghestem (Note 5)		
		DON'T (Note 6)		
Signals:		Lebensohl after 2-level overcall of INT (Note 7)		
Lavinthal		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		Drury in $3^{rd}$ and $4^{th}$ position (2 $\clubsuit$ =3cards,2 $\spadesuit$ =4cards,		
		(Note 11)		
Cue = F u	until a suit is bid twice;	Special Forcing Pass Sequences		
New suit	• •			
	ame as above			
-	artificial and competitive doubles/redoubles	Important notes that don't fit elsewhere		
Responsiv	ve Dbl:After T/O Dble thru 4 🤎 after o/call thru 4 秦	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)		
		Psychics:		



20	1		1				
Opening	Tick if Artificial	Min. No. Cards	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner	
Pass			Not an Opening Bid				
I 🏚		3	11 - 21 HCP	Single raise stronger than double raise (better minor)  I ◆ (maybe no points)  Weak jump in ♥/♠ (Note 9)	4th suit forcing: game forcing; Reverses by opener forcing; by responder = Game forcing; Third suit = I Round Force		
I 🄷		3	II - 2I HCP	Single raise stronger than double raise(better minor)  Weak jump in  (Note 9)			
I 💚		5	II - 2I HCP	INT not forcing, 6+ points, Bergen Raises (Note 2)	Bergen Raises	Cue bid over Comp = Strong Raise	
I 🧆		5	11 - 21 HCP	As above	As above	As above	
INT			15 - 17 balanced	Jacoby Transfers: (Note I) 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	Slam Approach and Conventions (including all	Slam Internet Dide	
3 🔷		7	Pre-emptive	As above	Slam Approach and Conventions (including all Slam-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)			



## **Supplementary Sheet**

# **Note 1: 1 NT Opening:**

Stayman, can be also weak

Smolen (4/5 in  $\heartsuit$  and  $\spadesuit$ ) = weak or strong, partner bids after  $2 \diamondsuit$  the  $4^{th}$  major

4 ♣ = RKCB

 $4 \spadesuit = 5/5 \heartsuit / \spadesuit$ 

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, I3+ HCP

Opener decides for full game or not after 2 NT = next color = single or chicane

# **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: $2 \spadesuit$ game-forcing, 23+HCP, 3-4L:

5-er suits strong

24+ NT

Partner's answers:

2 ♥ = no Ace and less points

2 ♠ = I Ace

2NT = no Ace, 8 points or 2 kings

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

3 ♦ = I red Ace and I 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 - \frac{1}{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:**

```
I NT - 2xy - 2 NT
                                  yes, I have a stopper
3 ♣ – pass – 3 NT
I NT - 2XY - 3 NT
                                  no, I don't have a stopper
I NT − 2 ♥ − 3 ♥
                                  4 cards in \spadesuit, gameforce, no \heartsuit-stopper
I NT − 2 ♥ − 2 NT
                                  4 cards in A, gameforce and V-stopper
3 ♣ - pass - 3 ♥
I NT – 2 ♦ - 3 ♦
                                  asking for a major 4, no \( \infty \) -stopper
I NT – 2 ♦ – 2 NT
                                  asking for major 4, with a \phi-stopper
3 - pass - 3
I NT – 2 ♦ – 2 ♥
                                  5 cards in , weak, non forcing
I NT – 2 ♦ – 2 NT
3 ♣ – pass – 3 ♣
                       5 cards in 🛖, 9 HCP and forcing
I NT – 2 ♣ – 3 ♥
                                  5 cards in wand 10+HCP
I NT − 2 ♥ − 2 Sans
3 - pass - 3
                          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}{•} = 3 \text{ or } 0

5 \stackrel{\bullet}{•} = 4 \text{ or } 1

5 \stackrel{\bullet}{•} = 2

5 \stackrel{\bullet}{•} = 2 + \text{Queen of Trumps}

5 \text{NT} = 2 + \text{a void}
```

## Note 9: Non Forcing Sequences

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

### Note II: Drury

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

Responder: 2 ♠ = 3 cards support and II HCP

2 ♦ = 3 cards support and II HCP
```