

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 2 cards, only with 4432	1NT: 6-10 HCP Double Raise = Preemptive(5 Cards) Simple Raise 5-7 HCP	4 <sup>th</sup> suit forc. (prom. Rebid) FG if on 3-Level	Cue Bid = Limit Bid or better
1♦		4	3♠	10-21 HCP	1NT: 6-10 HCP Double Raise= Preemptive Simple Raise 5-7 HCP		
1♥		5	3♠	10-21 HCP	Bergen Raises, 2 NT= Jacoby Splinters 11-14 HCP	After 2NT: Opener shows Shortness on 3 Level. 4th level = 2nd suit, 3NT = 14-16 HCP bal.	Cue Bid = Limit bid or better Truscott Jump in new suit weak
1♠		5	3♥	10-21 HCP	Bergen Raises, 2 NT= Jacoby Splinters 11-14 HCP		
1NT			3♠	15-17 HCP 5Card MAJ 6Card min possible	2♣ Stayman, 2♦/♥: Transfers 2♠ Transf for ♣s or ♦s or both minors. 3 Level = Slaminvite	After 2♠ : later 3♥/♠ :short with 5/5 minors After 2♦ : Smolen	After Comp.: New without Jump: n.f., natural Cue Bid: asking for Stopper 2NT: balanced ca. 8 HCP dbl = negative
2♣	✓			FG or 23-24 HCP BAL or ACOL-2 in MAJ	2♦ : no Ace, 2♥ = red Ace + extras, 2♠ = black Ace + Extras. 2NT= 2 Aces, 3♠/♦ = black/red Ace		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♣	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 3♠: ♦ MAX	
2♠		5	3♣	2-suiter 5+♠&4+ MIN 5-10 HCP	2NT: INV+ relay, 3♣: pass or correct; new suits NAT nf		
2NT				20-22 HCP BAL 5 Card maj. possible	3♣= Puppet Staym 3♦/♥s = Trans. 3♠ = 5♠ + 4♥ 4♠/4♦=nat. slaminvite	3♦ = 4card mayor, 3♥ = 5 card ♥, 3♠ = 5 card ♠ 3 NT = no 4 card mayor	
3any		6		PRE	new suit = F1		
3NT	✓			Gambling, no side A/K	4♣: pass or correct;		
4♣		7		PRE (tactical)			
4♦		7					
4♥		7					
4♠		7					
				SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)			
				CUES (1st round controls), ROP1-DOP1,			
				RKCB(3/0, 4/1,2,2+TQ), 4♣/♦ = RKCB in non-comp. Auctions			

**DEFENSIVE AND COMPETITIVE BIDDING**

<b>OVERCALLS</b> - General Style aggressive 7-17 P on 1-level, <i>constructive on 2-level;</i>	
Responses: <i>constructive but n.f. Cue Bid 10 + with Fit</i>	
<i>Mixed Raise ; Jump Raises Pre</i>	
IN BAL. POS. 8+ HCP	
Responses <i>same, but 2 HCP stronger</i>	
<b>TAKE-OUT DOUBLE</b> - General Style <i>MAJs 10+ or 18+ any</i>	
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. <i>Ms 8-12 or 17+ any,</i>	
Responses <i>same, but 2 HCP stronger</i>	
<b>1NT OVERCALL</b>	Responses Other Meanings
2nd pos. 15-18	Nat. + Cue Bid: Stay
4th pos. 9-13	<i>nat.</i>
<b>JUMP OVERCALL</b>	(WEAK) INTERM STRONG 2 SUITER
OTHERS	4-10 Vuln.
IN BAL. POS:	12-15
Responses	<i>Cue bid: INV.</i>
<b>UNUSUAL NT</b>	<i>Lower unbid suits</i>
Responses	<i>CUE INV+</i>
<b>DIRECT CUE-BID</b>	<i>STYLE (weak or strong)</i>
<i>on Min: Ms on Maj.: oMaj 1 Min</i>	
Responses: 2NT :F1 3♣ :n.f.Relay	
vs. NTvs 15+ : D.O.N. T. ; 2♠ : 5♣+5min constr.	Responses
vs. weaker NT: X = PEN (15+), Rest D.O.N.T	NAT
	2NT INV+ relay
	2NT INV+ relay,
<b>VS. PREEMPTS</b>	
X = T/O, CUE=2-Suiter	
vs. weak twos: X = T/O CueBid: asking for Stopp	
4♣♦-2suiter oMaj	
<b>VS. ARTIFICIAL STRONG 1♠/♦ or 2♣ OPENINGS</b>	
vs. 1♣♦ : x: T/O 1♦ = Maj. 7-11 HCP 1NT = Minors	
vs.	

**OVER OPONENTS' 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.
	NT.	4th; Attitude: OTHERS: ; Pd suit 3./5. (after raise Attitude)
SUBSEQUENT LEADS		

**Attitude, 3./5.**

Circle opening leads vs. no-trumps  
 Underline leads against suit contracts if different

(A) K	(K) Q	(Q) J	(J) 10	(10) x	(10) x	(x) x
(A) K x	K(Q) x	(Q) J x	(J) 10 x	(10) x	(10) x	(x) x
(A) K J x	K Q x (x)	(Q) J 10 x	(J) 10 9 x	(10) 9	(10) 9	(x)xx
A (K) J 10 x	(K) Q J x	(K) Q 10 x	K (J) 10 x	(10) 9 x	x(x)xx	
A (Q) J x	K (J) 10 x	K (Q) 10 9 x	K 10 8 (x)	(9) 8 x	x(x)x (x) x	
A x (x)	K x (x)	Q x (x)	J x (x)	10 x (x)	x(x)x (x) x x	
A 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	
A x x (x) x	K x x (x) x	Q (10) 9 x	J x x (x) x			

**SIGNAL WHEN FOLLOW SUIT OR DISCARDING**

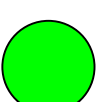
USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS  
 D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE  
 BRACKET THE SIGNALING SYMBOL WHEN RARELY USED

SUIT	CARDS	HIGH	LOW	ODD	EVEN
	On partners lead	E	D		
NT	On declarers lead	E	D		
	Discarding	E	D		
T-Z	On partners lead	E	D		
	On declarers lead	E	D		
S	Discarding	S	S		
	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 **D. Langer** **N. Oppenheim**  
 NCOBO NAME OF PLAYER NAME OF PLAYER

**SYSTEM SUMMARY**

**GENERAL APPROACH AND STYLE, American Standard**

**5 cards major, ♦ 4**

**1 NT : 15 -17 HCP**

RESPONSES: 1x/1NT NF 2 OVER 1 F1

ARTIFICIAL STRONG 1♣ NO	Response Style			
	ALL	STRONG	SPECIAL	✓
CANAP	OPENING	ALL	HANDS	SEQUENC
	ES	RESPONS	HANDS	ES
<b>SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE</b>				

OPENINGS	DESCRIPTION
OP.2 2♣	Fgor ACOOL-2 in MAJ or 23+HCP BAL Albaran
OP.2 2♦	Multi: weak MAJ or SF MIN
OP.3 2♥	weak-2-suiter 5♥s + 4+ minor
OP.4 2♠	weak-2-suiter 5♠s + 4+ minor
OP.5 3NT	Gambling

OP.6	
OP.7	
<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b>	
CB.1	<i>Weak Jump Shifts after Intervention</i>
CB.	
CB.	
CB.4	
CB.5	
CB.6	
<b>IMPORTANT NOTES THAT DONT FIT ELSEWHERE</b>	
Splinter	
PSYCHIC OPENINGS	OTHER
<i>Rare</i>	
<i>Dezember 2024</i>	