

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	Double Raise = Preemptive/ simple Raise 4 – 7 HCP		
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 OP), 2 NT= Jacoby Splinters 11-14 HCP - Truscott	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 auf 3./4.Hand Drury ab 10/11P 2♦ enbigu , Wiederholung Farbe 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 min possible	2♣ Stayman, 2♦/♥: Transfers; 2♠ Transf for ♣s 2 SA transfer for 2♦ . 3 Level = Slaminvite 2 NT: both majors - Smolen	After stayman : 2♦ = 2♠ : nat. (schwach mit Pik und Herz) 3♥/♠ : Smolen	After transfer 2♦/2♥= 2 SA=2Honeurs zu dritt 3♥/3♠ =min. 4 Karten – nach Transfer Cubid: max. 4 Karten
2♣	✓			FG or 23-24 HCP BAL or ACOL-2 in MAJ	controls 3 x = KJXXXXX	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 wenn Partner ♥ hat 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♥: 5-4 MAX 3♠: 5♥+5♣ MAX 3NT:5♥+5♦MAX	
2♠		5	3♣ only	2-suiter 5+ ♠&4+ MIN 5-10 HCP	2NT: INV+ relay, 3♣: pass or correct; new suits NAT nf		
2NT				20-21 HCP BAL 5 Card maj. possible	3♣= PuppetStayman; 3♦/♥ = Transfers 3♠ = 5Pik/4Herz	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	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3NT	✓			Gambling, no side A/K	4♣: pass or correct;	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: <i>constructive but n.f. Cue Bid 11 + with Fit</i>				
IN BAL. POS. 8+ HCP				
Responses				
TAKE-OUT DOUBLE – General Style MAJs 10+ or 18+ any				
Responses <i>new suit 0-7, 1NT:7-10, CUE 12+ or both MAJ,</i>				
<i>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 nat.	System on			
4th pos. 9-12	Answers Natural except 2♣=stayman			
JUMP OVERCALL	(WEAK)	INTERM	STRONG	2 SUITER
OTHERS	4-10			
in BAL. POS:		11-14		
Responses	Cue bid: INV.			
UNUSUAL NT	2 lower suits			
Responses	CUE INV+			
DIRECT CUE-BID	STYLE (weak or strong)			
Michaels				
VS. NT MultiLandy 2diamants:6card major weak x = 5er min/4 OF, 2 Treff=majeurs 2 hearts/2 Spades= natural			Responses	
vs. weaker NT: double: strong hand Rest dito oben.				
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				
XX: 10+ HCP, 3-card-fit after MAJ opening possible,1NT: 7-11/Truscott				

LEADS AND SIGNALS						
Opening Leads	SUIT	3rd/5th				
	N.T.	3rd/5th				
		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					same leads if our side showed suit	
(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)x <u>x</u>	
<u>A</u> (K) J 10 x	(K) Q J x	<u>(K)</u> Q 10 x	K (J) 10 x	(10) 9 x	x(x) <u>x</u> x	
<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) <u>x</u> (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 (x) <u>x</u> (x)	K x 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	E(2)*	D(1)*			
	On declarers lead	2	1			
	Discarding	E	D			
N.T.	On partners lead	E(2)	D(1)*			
	On declarers lead	2	1			
	Discarding	S	S			
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						
SA im réveil: danach Stayman/Rest naturel						
Lebensohl						
1SA – 2x – double= take out						
1 Treff – 1 x – 2 Coeur oder 2 Pik = schwach						
SPECIAL FORCING PASS SEQUENCES						

							
<u>Switzerland</u> NCBO	<u>Th. Andersson</u> NAME OF PLAYER	<u>R. Nikitine</u> 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 1 gamef							
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 oder semiforcing					
OP.2 2♦		Multi : weak MAJ or strong NT 22-23					
OP.3 2♥		weak-2-suiter 5♥ + 4+ minor					
OP.4 2♠		weak-2-suiter 5♠ + 4+ minor					
OP.5 3NT		Gambling					
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:alles natural, auf 2 SA gleich wie nach 2 SA Oeffnung							
CB. 4♥ opening opponents: double=take out							
CB 4♠ openings opponents: double penalty							
CB.5 1♥/♠ – 2SA - 3♣ = Fit 11/12, 3♦ = andere OF passb.							
3C/3Pik: strong forcing							
CB 6							
IMPORTANT NOTES THAT DONT FIT ELSEWHERE							
Splinter							
Lebensohl							
PSYCHIC OPENINGS				rare			

<i>Rare</i>