

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 Double Raise = Preemptive(5 Cards) Simple Raise 4-7 HCP	after 1MAJ and 1 NT Rebid: Roudi	Cue Bid = Limit Bid or better
1♦		4	3♠	10-21 HCP	1NT: 6-10 HCP Double Raise= Preemptive Simple Raise 4-7 HCP	after 1MAJ and 1 NT Rebid: Roudi	
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	Cue Bid = Limit bid or better 2♣Drury; Truscott
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	Jump in new suit weak
1NT			3♠	15-17 HCP 5Card MAJ 6Card min possible	2♣ Stayman (kann schwach sein) 2♦/♥: Transfers 2♠ Transf for ♣s or ♦s or both minors. 3 Level = Slaminvite 4♣ - Texax für Herz - 4♦s = Texas für Pik	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.: New without Jump: n.f. Cue Bid: asking for Stopper 2NT: balanced ca. 8 HCP
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	after 2 NTRebid:: Puppet Stayman	
2♦	✓		2♠	Multi : Weak Two ♥ or ♠ 4-10 SF in Minor	2♥/3♥ pass or correct 2♠/3♣/3♦= nat. n.f. 2NT: F1 INV relay 4 Treff – announce your colour by Transfer 4 Caro – announce your colour direct	after 2NT(INV*): 3♣: Min ♥ WT 3♦ Min ♠ WT 3♥: Max ♠ WT 3♠ Max ♥ WT	. to play ♥: bid 2♥ then 3♥
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				20-22 HCP BAL 5 Card maj. possible	3♣= PuppetStaym 3♦/♥s = Transfers 3♠ = Weak with minor 4♣/4♦=nat. slaminvite		4 Treff –beide OB 4 Caro-beide OB - Slaminvit
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;	CUEs up to 4NT, after 4NT 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	Nat. + Cue Bid: Stay			
4th pos. 9-12	nat.			
JUMP OVERCALL	(WEAK)	INTERM	STRONG	2 SUITER
OTHERS	4-10			
in BAL. POS:		11-14		
Responses <i>Cue bid: INV.</i>				
UNUSUAL NT	vs. Maj.=Min., vs. Min = Maj.			
Responses <i>CUE INV+</i>				
DIRECT CUE-BID STYLE (weak or strong)				
<i>on Min: Ms on Maj.: oMaj 1 Min</i>				
Responses :2Nt :F1 3♣ :n.f.Relay				
VS. NT vs 15+: Capeletti			Responses	
vs. weaker NT- Capeletti				
X = strong hand, 2 Clubs – unicolor,				
2 diamonds – majors – 2C/2Pik nat with mineur				
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				
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;				
	N.T.	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					same leads if our side showed suit	
(A) <u>K</u>	(K) Q	(Q) J	(J) 10		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) <u>xx</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>xx</u>	
<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(<u>x</u>)x (x) x	
<u>A</u> x (x)	K x (x)	Q x (x)	J x (x)	<u>10</u> x (<u>x</u>)	x(<u>x</u>) <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 (<u>x</u>) <u>x</u> (x)	K 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 3 ♠						
SUPPORT-X,XX (on 3Level with Extras)						
1x 1 ♥/♠ 3x X = INV. In ♥/♠						
1 x – 1 SA – x = redouble Einfärber, 2 Treff = Treff und OB -						
2 Caro = Caro und OB, 2 Coeur = Coeur und Pik – kann 4/4 sein						
SPECIAL FORCING PASS SEQUENCES						

