


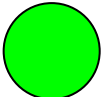
OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣		2	3♠	10-21 HCP	1MAJ: may have longer ♦ Double Raise = Preemptive(5 Cards) Simple Raise 4-7 HCP	after 1MAJ and 1 NT Rebid: Roudi	Cue Bid = Limit 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: with 4cards and minimum: 3♥ respect. 3♠ After transfer with 4 cards maximum: 2 SA After stayman : 2♦ - 2♠ : Relay; - 3♥/♠ : invit 5/4 <i>Hier ist für mich nicht alles klar</i>	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 - Slaminvite
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	Cue bid: INV.			
UNUSUAL NT	vs. Maj.=Min., vs. Min = Maj.			
Responses	CUE INV+			
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+: multi landy, x=strong hand/Unicolor			Responses	
2♣=both maj., 2♦ = weak maj. 2♥/2♠=maj./min				
vs. weaker NT- multi landy				
X= strong hand, 2 Clubs – both maj., 2♦ = weak maj. – 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
				YES	NO
(A) K	(K) Q	(Q) J	(J) 10		
(A) K x	<u>K(Q) x</u>	(Q) J x	(J) 10 x	(10) x	(x) x
(A) K J x	<u>K Q x (x)</u>	(Q) J 10 x	(J) 10 9 x	(10) 9	(x)x
<u>A (K) J 10 x</u>	(K) Q J x	<u>(K Q) 10 x</u>	K (J) 10 x	(10) 9 x	x(x)x
<u>A (Q) J x</u>	K (J) 10 x	<u>K (Q) 10 9 x</u>	K 10 9 (x)	(9) 8 x	x(x)x (x) x
<u>A x (x)</u>	K x (x)	Q x (x)	J x (x)	10 x (x)	x(x)x (x) x x
<u>A x x (x)</u>	K x x (x)	Q x x (x)	J x x (x)	10 (x) x (x)	K x x (x) x x
<u>A x x (x) x</u>	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					
	CARDS	HIGH	LOW	ODD	EVEN
SUIT	On partners lead	<u>E(2)*</u>	<u>D(1)*</u>		
	On declarers lead	2	1		
	Discarding	E	D		
N.T.	On partners lead	<u>E(2)</u>	<u>D(1)*</u>		
	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 = Invitation In ♥/♠					

Lebensohl

SPECIAL FORCING PASS SEQUENCES



Switzerland

NCBO

D. Langer

NAME OF PLAYER

R. Nikitine

NAME OF PLAYER

SYSTEM SUMMARY						
GENERAL APPROACH AND STYLE Standard American						
5 cards majors, 1♦ 4 cards						
1 NT : 15 -17 HCP						
RESPONSES: 1x/1NT NF 2 OVER 1 F1						
ARTIFICIAL STRONG 1♣ NO Response Style						
CANAP E:	OPENING	ALL	STRONG HANDS	SPECIAL SEQUENCES	✓	✓
	RESPONSES	HANDS				
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE						
OPENINGS		DESCRIPTION				
OP.2	2♣	FGor ACOL-2 in MAJ or 23+HCP BAL Allbaran				
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 <i>3NT</i>	<i>Gambling</i>
OP.6	
OP.7	
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE	
CB.1 <i>Weak Jump Shifts after Intervention</i>	
CB. 1 Treff – 2 Treff = majors	
CB. 1 Caro – 2 Caro = majors	
<i>CB 4 1 Treff – 2 Caro/2 Coeur/2 Pik = weak</i>	
CB.5	
CB 6	
IMPORTANT NOTES THAT DONT FIT ELSEWHERE	
Splinter/ 1C/1P – 2SA – x= penalty, 3 Clubs: fit 11+, 3 Diamant: other major weak, direct other major: strong	
PSYCHIC OPENINGS	OTHER
<i>Rare</i>	