

DEFENSIVE AND COMPETITIVE BIDDING				
<b>OVERCALLS</b> - General Style <i>light on 1-level, normal on 2-level</i>				
Responses <i>1-lev. Ovc: new suit 1-level F1, TRF 2/3Q*</i>				
<i>raises acc. LAW, jump to 3LEV 1 good card, fit-jumps, 1N 7-12, 2N 12-14</i>				
<i>2-lev. O/C: TRF start with 2/3Q, 2N NAT</i>				
IN BAL. POS. <i>8+ HCP; 1N 10-14; 2N = 19-21 BAL</i>				
Responses <i>same, but 3 HCP stronger</i>				
<b>TAKE-OUT DOUBLE</b> - General Style <i>MAJs 10+ or 18+ any</i>				
Responses <i>new suit 0-7, 1N: (7)8-10, CUE (11)12+ or both MAJ 5-8, JCUE</i>				
<i>jump MAJ: 4-c 8-10, jump MIN, double jump MAJ: 5-c 8-10; jump CUE MM 8-10</i>				
IN BAL. POS. <i>8-12, 17+ any, 15-18 BAL (borrowed king)</i>				
Responses <i>same, but 3 HCP stronger (15-18 bal. over X)</i>				
<b>1N OVERCALL</b>	Responses	Other Meanings		
2nd pos. <i>RAPTOR</i>	<i>Q = ? M or STRG</i>	<i>after 2 Bids:</i>		
<i>4M/5+m</i>	<i>2M to play / 2m paco</i>	<i>NAT 15-18</i>		
4th pos. <i>10-14</i>	<i>as after 1N opening</i>	<i>Passed hand: 2-suiter</i>		
<b>JUMP OVERCALL</b>	<b>(WEAK)</b>	<b>INTERM</b>	<b>STRONG</b>	<b>2 SUITER</b>
OTHERS	<i>3-11</i>			<i>Constr. 10+</i>
in BAL. POS:		<i>(12)13-16</i>		
Responses	<i>+1 ask short; +2 ogust</i>			
<b>UNUSUAL NT</b>	<i>2-suiter with lower unbid suits good hand</i>			
Responses	<i>CUE INV*</i>			
<b>DIRECT CUE-BID</b> STYLE <i>Ghestem (not vs. 1m less than 3-cards)</i>				
<i>(1m<sup>3+</sup>) 2m MM; (1♣) 3♣ ♦+♠; (1♦) 3♦ ♣+♠ (1♣<sup>-2</sup>) 2♦ / (1♦<sup>-2</sup>) 3♦ MM</i>				
<i>Only good hands; Responses: 2N INV*, CUE M-fit</i>				
<b>VS. NT</b> <i>Apstro</i>		Responses		
<i>X = 1suit 13+ / PEN vs. wk NT/ 3<sup>d</sup> (15+ or tricks)</i>		<i>NAT / 2N FG</i>		
<i>2♣=♥+other 2♦=♠+other → +1 no Fit</i>		<i>2N INV* relay</i>		
<i>2♥, 2♠= NAT, 2N = mm</i>		<i>2N F1 INV* relay,</i>		
<b>VS. PREEMPTS</b>				
<i>X = T/O, (non-)leaping Michaels (4♦ MM)</i>				
<i>vs. weak twos: X = T/O Responses: RUMPELSOHL (see inside)</i>				
<b>VS. ARTIFICIAL STRONG 1♣/♦ or 2♣/♦ OPENINGS</b>				
<i>vs. 1♣♦: x: MAJs; 1♦, ♥, ♠: nat.;</i>				
<i>1/2N: ♣+♥ or ♠+♦; 2 Level: nat. or adj. higher 2-suiter</i>				
<i>vs. 2♣♦: x: ♣/♦ or adj. higher 2-suiter; other like 1♣ strg</i>				
<i>vs. 2♠ nat.: 2♦="Multi" (WK 1 MAJ ♦-1/2-suiters); 3♠: MAJ's</i>				
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>				
<i>XX: 10+ HCP, 1N+: TRF</i>				
<i>raises COMP (LAW) not INV, 2N: 4-card raise, INV*,</i>				
<i>new suit: 1-level / TRF 5<sup>+HCP</sup>, F1, 2-level TRF, jumps: often FIT show</i>				

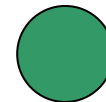
LEADS AND SIGNALS				
Opening Leads	SUIT	<i>3<sup>d</sup>/low; (poss. Attitude)</i>		
		<i>OTHERS: low from xx, high from xxx (not Pard suit)</i>		
N.T.		<i>4<sup>th</sup>; (poss. Attitude; 1<sup>st</sup>/2<sup>nd</sup> from bad suits)</i>		
		<i>OTHERS: ;, Pard suit 3./5. (after raise Attitude)</i>		
SUBSEQUENT LEADS <i>Attitude, 3./5. (2./4. Thru decl. **)</i>				
<b>LEADS</b> -DEBI on K-				
Lead	Vs. Suit	Vs. NT		
<b>Ace</b>	<i>AK.. A..</i>	<i>Ax AK..</i>		
<b>King</b>	<i>AK KQ..</i>	<i>AKJ10.. KQ10x..</i>		
<b>Queen</b>	<i>Qx QJ..</i>	<i>KQx QJx Qx</i>		
<b>Jack</b>	<i>Jx J10.. J10 HJ10..</i>	<i>Jx J10.. HJ10..</i>		
<b>10</b>	<i>10x 109.. H109.. (10xx)</i>	<i>10x 109.. H109.. (10xx)</i>		
<b>9</b>	<i>9xx H98.</i>	<i>9xx 9x H98..</i>		
<b>Hi-x</b>	<i>xxx xxXx xxXxxx</i>	<i>Xxx Xx XXxX XXxXx</i>		
<b>Lo-x</b>	<i>Xx HxXx HxX(xxx) HxxxX</i>	<i>HxX HxxX HxxXx xXxX(x)</i>		
<b>SIGNAL WHEN FOLLOW SUIT OR DISCARDING</b>				
USE 1 = ODD No. OF CARDS, 2 = EVEN No. OF CARDS				
D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREF.				
** only new suits				
BRACKET THE SIGNALING SYMBOL WHEN RARELY USED				
	CARDS	HIGH	LOW	ODD
SUIT	On partners lead	<i>D(1)<sup>#</sup></i>	<i>E(2)<sup>#</sup></i>	
	On declarers lead	<i>1(S)<sup>#</sup></i>	<i>2(S)<sup>#</sup></i>	
	Discarding	<i>S</i>	<i>S</i>	<i>E (1. Dis.)</i>
N.T.	On partners lead	<i>D(1)<sup>#</sup></i>	<i>E(2)<sup>#</sup></i>	
	On declarers lead	<i>1(S)<sup>#</sup></i>	<i>2(S)<sup>#</sup></i>	
	Discarding	<i>S</i>	<i>S</i>	<i>E (1. Dis.)</i>
SIGNALS IN TRUMP SUIT		OTHER SIGNALS		
<i>suit preference</i>		<i>#1. Trick: SP if needed</i>		
<i>Smith (low pos.) in NT contracts</i>		<i>2.-4. Trick: often SP</i>		
<b>SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES</b>				
<i>Responsive and negative doubles through 4♥</i>				
<i>No SUPPORT-X/XX (X or XX usually showing values)</i>				
<i>LEAD INHIBITING X on 3-LEVEL on Opponents CUE-bid</i>				
<i>LIGHTNER-X: Also after PREEMPTING; if OPP have 9<sup>+</sup>FIT</i>				
<i>BLACKWOOD-X: sacrifice (in unbid or our suit(s)) or lead lower suit</i>				
<i>SPL-X: Sacrifice in dbl. suit or lead lower suit</i>				
<i>3 N-X: lead dummy's or short suit (M) or unusual or lead your own suit or lead ♠</i>				
<b>SPECIAL FORCING PASS SEQUENCES</b>				
<i>1N X pass = FORC to XX or bid 5Card suit; (if X = cards)</i>				
Print date Friday, 19 January 2024 Safe date: Friday, 19 January 2024				



Germany  
NCBO



A. Alberti  
NAME OF PLAYER



N. Bausback  
NAME OF PLAYER

SYSTEM SUMMARY				
GENERAL APPROACH AND STYLE: <b>TRANSFER-WALSH</b>				
<b>1N 14-16/15-17, 1♠/♥ "UNBAL" 5<sup>+</sup>-card</b>				
<b>1♦ UNBAL 5<sup>+</sup>-card ♦ or 4♦(441)</b>				
<b>1♣ 2<sup>+</sup>-card ♣ (incl. BAL with any 5-card suit)</b>				
RESPONSES: <b>1♥-1♠ (0-4♠'s); 1♥-1N(5+♠);</b> <b>1♠-1N(SF); 1M-2♣ (BAL/♣); 2/1 (FG*)</b> <b>1♣ → TRANSFER</b>				
ARTIFICIAL STRONG 1♠ Response Style				
CANAPE:	OPENING RESP.	ALL HANDS	STRONG HANDS	SPECIAL SEQU. <input checked="" type="checkbox"/>
<b>SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE</b>				
OPENINGS	DESCRIPTION			
<b>2♣</b>	<i>FG any/22+ HCP BAL</i>			
<b>3N</b>	<i>8 Tricks in 1 MAJ</i>			
<b>1<sup>st</sup>/2<sup>nd</sup></b>	<b>2♦</b>	<i>5<sup>+</sup>-c M (2-9) MINIMULTI</i>		<i>1<sup>st</sup> Pos. nv (0)2-6</i>
	<b>2M</b>	<i>6<sup>+</sup>-c M (9)10-12</i>		<i>1<sup>st</sup> Pos. nv 8-11 6-c</i>
<b>3<sup>d</sup>/4<sup>th</sup></b>	<b>2♦</b>	<i>4<sup>+</sup>♠ + 4<sup>+</sup>♥ 3<sup>d</sup> 0-12</i>		<i>4<sup>th</sup> 10-12</i>
	<b>2M</b>	<i>3<sup>d</sup> 5<sup>+</sup>-c M 0-12</i>		<i>4<sup>th</sup> 6-c M 10-12</i>
<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b>				
<i>CB.1 we OVC: pard TRF start with 2Q/3Q (also in COMP)</i>				
<i>CB.2 they OVC: pard TRF start with X/1♦/2♠-(1N after X)</i>				
<i>CB.3 2<sup>nd</sup> pos. or passed hand 1N OVC 4M 5+m</i>				
<i>CB.4 Power-X: in many comp sits our X is just HCP strong</i>				
<i>→ after oppo raise on 2LEV, on 3(4)LEV</i>				
<i>CB.5 1m(1N)2m: ♥+♠; 2om: om + M; 1M (1N) 2m: m+oM</i>				
<b>IMPORTANT NOTES THAT DONT FIT ELSEWHERE</b>				
<i>2/1M FG</i>				
<i>But nonforcing: 1M-2♣/2♦-3♣; 1♠-2♣/2♥-3♣</i>				
<b>PSYCHIC OPENINGS Rare</b>				

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♥	10-22 HCP NAT♣ or BAL,  <b>17-19 BAL incl. any 5-c suit</b> <b>11-14 BAL incl. any 5-c suit</b>	1♠ :no 4+ MAJ BAL or long INV♦; 1♥♦♦:4+ M TRF may have longer♦; 1NT: 5♠ 4+♥ (to play vs. wk BAL) or FG BAL; 2♣: 6+♦ wk/FG; 2♦: 10+ 6+♣; 2♥♠: 5-8 6M; 2N: 3-6♣ or FG 6/4mm; 3♠: 7-9 6+♣ 3♦♥♠ PRE (5-9)	after 1♣ 1 red: 1N 17-19 BAL → Txf=CheckBack; 2N 1.INV+ Raise/ 2. Long m short M; 3♦ UNBAL raise 3M 17-19 BAL raise; TRF accepted (1)2-3-c →TCB after revers: 4th suit on 2 LEVEL or 2NT: LEBENSOHL after 2NT rebid: 3om FG relay after 2M-raise: +1 INV rest SI	If a 3rd hand opener has a weak hand he should have a good suit.  After X: TRF start with 1♦/1N → syson After 1LEV bid TRF start with X → Sys off TRF-CUE mm or MM After 1♣ (1♦) 2♣ = 45MM nf 1N = 44MM nf  After 1♣ (1♠) 1N = 4-c♥ NF 2♥ = mm After Jump: Rumpelsohl s.b.  Passed hand: jumps 3Lev : Fit +value/length 2♣ Drury 1♥-2♠ : any shortage 1♥-2N : Fitjump♠ 1♠-2N : any shortage
1♦		5	4♥	10-22 HCP UNBAL  (4) Only 4-4-4-1 OR 14+ 1-4-4-4	1NT: SF seldom passed; 2♣: ♣ "FG"; 2♦: ♦ 10+ 3+ FIT → F3♦ 2♥♠: 4-8, 6card suit; 3♣: NAT INV; 3♦ 7-9♦; 2N ♦ 3-6 or FG SPL → 3♦ to play 3M short 3M	after jumps on 2 LEVEL: 1.step ? for short 2.step ? Ogust 4th suit FG after 1♦ 2N: 3♦ MIN; 3♣ MAX → 3M/N* short after 1♦ 1♥: 1N GAZ; 2♣ NAT; 2♦/♥ 3-c♥ 11-13/14-16; after 1♦ 1♠: 1N GAZ; 2♦ 4-c♥ NF; 2♥/♠ 3-c♠ 11-13/14-16	
1♥		5	4♦	10-22 HCP  <b>1.&amp;2. Pos. mostly UNBAL</b>	1♠: F1 0-4♠, 1NT: 5+♠, 5+ HCP; 2/1: GF; 2♣: 2+c if BAL; 2NT: GF Relay; 3♦: 7-9 4-c Fit / 14-16 any void; 3♣ :INV 3/4-c♥ Fit; 3♥: PRE; 3♠: any SPL 10-13 3N* 4♣ 4♦: void 10-13/17+, 4♥: PRE	after 1♥-1♠: 1NT: GAZ; (after 1♥-1N similar) 2♣ 11-16 NAT (no 4-c♣) or 17+ 2♦ 13+ 6+♥; 2♥ 11-16 4♠; 2♠ Revers after 1♠-1NT: pass BAL min NF (3rd/4th Pos.); 2♣ GAZ UNBAL 4-c♥ or 17+ 2♦ 11-16 NAT; 2♥ 13+ 6+♠; 2♠ 11-16 4-c♣	
1♠		5	4♥	10-22 HCP  <b>1.&amp;2. Pos. mostly UNBAL</b>	1N: F1, 2/1: FG; 2♣ 2+c if BAL; 2N: GF Relay; 3♣ :INV 3/4-c♠ Fit 3♦: 7-9 4-c Fit / 14-16 any void; 3♥: INV NAT HH6+; 3♠: PRE; 3N: 10-13 any SPL; 4♣♦♥: void 10-13/17+; 4♠: PRE	after 2♣: 2♦ waiting, 2M 6+c, 2oM 4+c, 3ns 5-5 14+ after 2♦♥/1M: 2M 6-c; 2NT waiting after single raise: +1 INV; rest SI (not in competition) after 2N: 3♣ min; 3♦ 6-c; 3M no short; 3oM any short	
1N				nvul, 1st/2nd 14-16 vul or 3rd/4th 15-17  we upgrade consistently with good 5-c suits	2♣: INV+ Stayman (not promising 4-c MAJ); 2♦,2♥: transfers (pos. 4M 5m wk INV) 2♠: ♣ / INV♦ / INV BAL; 2N:puppet mod.; 3♣: Txf♦; 3♦: FG 55mm → 3♥ relay; 3♠ some fit; 3N to play; 3♥♠ :444-1oM; 4♣: ♠+♥, 4♦/♥: ♥/♠, toplay or SI;	after M-TRF: break with 4card FIT New Suit 3 LEVEL FG → 2N* TRF poss CANAPÉ → 2♦ 2♥/2♠ INV 5-c♥ after STAY-rebid: 4♣♦: MM+m short after m-TRF: new suit shortness	<u>GUMPELSOHL</u> X=T.O., 2-level =WK, 3N to play, 2N aske better m WK/STR♣ or WK any other; 3♦,3♥, transfer INV+ (TRF CUE suit: 4-oM) 3♠: transfer to 3N w/o stopper (often with ♥ after 2♣ intervention: "system" on (X=STAY)
2♣	✓			FG any/22+ HCP BAL	2♦: 0-1 Contr; 2♥: 2Contr.; 2♠: 3+Contr. ; 2N+ : TRF: Hhh6+.; (Contr.= A=2,K=1)	Jump 3M 4M 5+♦; +1 from resp. often waiting/relay	X,XX :weak hand; Q-bid 3-suited
2♦	✓	0		Weak Two ♥ or ♠ 4-9  But: 1st nv (0)2-6 5+ -c But: 3rd ♥+♠ (0-12) 4th ♥+♠ (10-12)	2♥♠: paco; 3♣: nf; 3♦: FG; 3♥: paco; 3♠: INV; 4♣: ask for transfer; 4♦: ask for suit; 2N: F1 INV+;  (if MM→ 2N INV+ asking for longer M; 3♣♦ Inv fit ♥♠)	after 2N(INV+): 3♣: Min, (then 3♦: FG 3♥♠:paco); 3♦♥: MAX bad suit ♥♠; 3♠N: MAX good suit (2/3TH)♥♠ then 4♣: nat. 4♦: SI with Fit CBW	to play ♠: bid 2♠ then 3♠ to play ♥: bid 2♥ then 3♥ or 3♣/♦ to INV with ♣/♦ val.
2M		6		(9)10-12 But: 1st nv 8-11 But: 3rd "any" 3-12	2♠*: ask short; 2N: ask ogust; ns F1; 3♠ (over 2♥ FG); 4m SPL	*2♠ after 2♥ possible long own ♠	new suits by PH: FIT
2N				20-21 HCP BAL	3♣: ROMEX; 3♦,3♥ TRF; 3♠ m-Stayman 4♣/♦/♥/♠: SI with ♥/♠/♣/♦ (CBW)	break MAJ-TRANSFER with Hxx or better after Txf/STAY: 4m specialized CBW (4m module)	X : T.O.
<b>SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)</b>							
3x		6		PRE - classical 1st v / 2nd - wild 1st nv / 3rd	3♦ ask 3-cM; ns ask for 3N or Fit or short., FIT by PH)	5N pic a slam; mixed CUEs (1st and 2nd round controls), ROPI-DOPI, DEPO,	
3N	✓			1M 8/9 tricks semi/solide	4♣: ask TRF/ 4♦:SI 2KC; 4M SIoM+short M, NF  new suit on 5LEVEL:	RKCB(4/1,3/0,2,2+TQ) + specific Kings; PREEMPTGERBER conditional JOSEPHINE 5N (0-1-2/3); Forc. Raise to 4♣/♦ CBW (1. step = no intr.)	
4m	✓			4M to play 4N KCBW	4M to play 4N KCBW	3M-module 3M+1= unlimited: nonserious; limited: no shortage	
4M		7		PRE(classical)	4N KCBW asking for control	3/4m-module: 3/4♥ 3-c fit; 3/4♠ 4-c fit no SI; 3/4N no fit; 5LEV 4-c fit KCBW answer	