

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, 2-level NF but CONST raises acc. LAW, fit-jumps, CUE: TRF, 1N 7-12, 2N 12-14</i>			
<i>2-lev. O/C: TRF start with Q-bid, after m 2N NAT, after M 2N Fit, IN BAL. POS. 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: 8-10, CUE (11)12+ or both MAJ, jump MAJ: 4 cards 8-10, jump MIN, double jump MAJ: 5 cards 8-10</i>			
IN BAL. POS. <i>8-12, 17+ any, 15-18 BAL</i>			
Responses <i>same, but 3 HCP stronger (15-18 bal. over X)</i>			
<b>1N OVERCALL</b>	Responses	Other Meanings	
2nd pos. POLISH	Q = ? M or STRG	after 2 Bids:	
4M/5+m	2M to play / 2m paco	NAT 15-18	
4th pos. 10-14	as after 1N opening	Passed hand 2-suiter	
<b>JUMP OVERCALL</b>	(WEAK)	INTERM	STRONG
OTHERS	3-11		2 SUITER
in BAL. POS:		(12)13-16	Constr. 10+
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 (not vs. 1m less than 3-cards)			
<i>2-suiter with MAJ (s) or oM+ good hand opening values</i>			
Responses <i>2N INV*, CUE MR in M</i>			
<b>VS. NT Multilandy</b>		Responses	
Vs. wk NT or 3 <sup>rd</sup> pos. X = PEN (15 <sup>+</sup> )		NAT	
All other positions X=4M5m		2N INV* relay	
2♠=♥+♠, 2♥=♠/♥, 2M=5M+4 <sup>m</sup>		2N INV* relay,	
<b>VS. PREEMPTS</b>			
X = T/O, (non-)leaping Michaels (4♦ MM)			
vs. weak twos: X = T/O Responses: RUMPELSOHL (see inside)			
<b>VS. ARTIFICIAL STRONG 1♠/♦ or 2♠/♦ OPENINGS</b>			
vs. 1♠♦: x: MAJs; 1♥,♥,♠: nat.;			
1/2N: ♠+♥ or ♠+♦; 2 Level: nat. or higher 2-suiter			
vs. 2♠♦: x: ♠/♦ or higher 2-suiter; other like 1♠ strg			
vs. 2♠ nat.: 2♠="Multi" (WK 1 MAJ ♦-1/2-suiters); 3♠: MAJ's			
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>			
XX: 10 <sup>+</sup> HCP, 1N+: TRF			
raises COMP (LAW) not INV, 2N: 4-card raise, INV*,			
new suit: 1-level 6 <sup>+</sup> , F1, 2-level TRF, jumps: often FIT			

LEADS AND SIGNALS				
Opening Leads	SUIT	3 <sup>rd</sup> /5 <sup>th</sup> ; (poss. Attitude)		
		OTHERS : low from xx, high from xxx (not Pd suit)		
N.T.		4 <sup>th</sup> ; (poss. Attitude; 1 <sup>st</sup> /2 <sup>nd</sup> from bad suits)		
		OTHERS : Pd suit 3./5. (after raise Attitude)		
SUBSEQUENT LEADS Attitude, 3./5. (2./4. Thru decl.)				
<b>LEADS</b> -DEBI on K-				
Lead		Vs. Suit	Vs. NT	
<b>Ace</b>		AK.. A..	Ax AK..	
<b>King</b>		AK KQ..	AK10.. KQ10x..	
<b>Queen</b>		Qx QJ..	KQx QJx Qx	
<b>Jack</b>		Jx J10.. J10 HJ10..	Jx J10.. HJ10..	
<b>10</b>		10x 109.. H109.. (10xx)	10x 109.. H109.. (10xx)	
<b>9</b>		9xx H98..	9xx 9x H98..	
<b>Hi-x</b>		xxX xxXx xxXxxx	Xxx Xx xXxX xXxXx	
<b>Lo-x</b>		Xx HxXx HxX(xxx) HxxxX	HxX Hxxx HxxXx xXxX(x)	
<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 PREFERENCE				
BRACKET THE SIGNALING SYMBOL WHEN RARELY USED				
	CARDS	HIGH	LOW	ODD
SUIT	On partners lead	D(1)*	E(2)*	
	On declarers lead	1(S)	2(S)	
	Discarding	S	S	E (1. Dis.)
N.T.	On partners lead	D(1)*	E(2)*	
	On declarers lead	1(S)	2(S)	
	Discarding	S	S	E (1. Dis.)
SIGNALS IN TRUMP SUIT		OTHER SIGNALS		
suit preference		*1. Trick : SP if needed		
Smith (low pos.) in NT contracts		2.-4. Trick : often SP		
<b>SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES</b>				
Responsive and negative doubles through 4♥				
No SUPPORT-X/XX				
LEAD INHIBITING X on 3 <sup>rd</sup> -LEVEL on Opponents CUE-bid				
LIGHTNER-X: Also after PREEMPTING if OPP has 9 <sup>+</sup> FIT				
BLACKWOOD-X: sacrifice (in unbid or our suit(s)) or lead lower suit				
SPL-X: Sacrifice or lead lower unbid suit				
3 N-X: lead shortest suit or lead unusual or lead your own suit /♠				
<b>SPECIAL FORCING PASS SEQUENCES</b>				
1N X pass = FORC to XX or bid 5Card suit;				



Germany  
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A. Seiter  
NAME OF PLAYER



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SYSTEM SUMMARY					
<b>GENERAL APPROACH AND STYLE: TRANSFER-WALSH</b>					
<i>1N 14-16/15-17, 5<sup>+</sup>-card ♠♥</i>					
<i>1♦ UNBAL 5-card ♦ or 4♦ (441)</i>					
<i>1♣ 2<sup>+</sup>-card ♣ (incl. BAL with "any" 5-card suit)</i>					
RESPONSES: <i>1♥-1♠ (0-4♠'s); 1♥-1N(5+♠); 1♠-1N(SF); 1M-2♣ (BAL/♣); 2/1 (FG*) 1♣ → TRANSFER</i>					
<b>ARTIFICIAL STRONG 1♣</b> Response Style					
CANAPE:	OPENING	ALL	STRONG	SPECIAL	✓
	RESP.	HANDS	HANDS	SEQU.	✓
<b>SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE</b>					
OPENINGS	DESCRIPTION				
OP.2 2♣	FG any/22+ HCP BAL				
OP.2 2♦ 1 <sup>st</sup> /2 <sup>nd</sup>	Multi W2M: 1. FAV 0-6 5 <sup>+</sup> -cM, else 4-9				
OP.3 3 <sup>rd</sup> /4 <sup>th</sup>	(3 <sup>rd</sup> "any;" 4 <sup>th</sup> 10-12)				
OP.4 2♥/♠	(9)10-12 6-c 1. Pos. (7)8-11 6-c				
OP.5 3 <sup>rd</sup> /4 <sup>th</sup>	2♦♥+♠: 2M NAT (3 <sup>rd</sup> "any;" 4 <sup>th</sup> 10-12)				
OP.6 3N	8 Tricks in1 MAJ				
<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b>					
CB.1 we OVC: pd TRF start with 2Q (also in COMP)					
CB.2 they OVC: pd TRF start with X/1♦/2♣					
CB.3 2 <sup>nd</sup> pos. 1N OVC 4M 5+m					
CB.4 Power-X: in many comp sits our X is just HCP strong →after oppos raise on 2LEV, on 3(4)LEV					
CB.5 1m(1N)2m: ♥+♠; 2om: om + M; 1M (1N) 2m: m+oM					
<b>IMPORTANT NOTES THAT DONT FIT ELSEWHERE</b>					
2/1M FG * rebid of m-suit NF					
PSYCHIC OPENINGS Rare					
Print date Friday, 02 June 2023 Safe date: Wednesday, 11 May 2022					

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 ♦; 1 NT: 5♠ 4+♥ 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 → TCB; 2N 1.INV+ Raise/ 2. Long m short M; 3M UNBAL 3♦ 17-19 BAL raise; TRF accepted →TCB after revers: 4 <sup>th</sup> suit on 2 LEVEL or 2NT: LEBENSOHL after 2NT rebid: 3om FG relay after M-raise: +1 INV rest SI	<p>If a 3<sup>rd</sup> hand opener has a weak hand he should have a good suit.</p> <p>After X: TRF start with 1♦/1N → syson After 1LEV bid TRF start with X → Sys off</p> <p>After Jump: Rumpelsohl s.b.</p> <p>Passed hand: jumps 3Lev : Fit +value/length 2♣ Drury 1♥-2♠ : any shortage 1♥-2N : Fitjump ♠ 1♠-2N : any shortage</p>
1♦		5 (4)	4♥	10-22 HCP UNBAL  Only 4-4-4-1/1-4-4-4	1NT: SF practically 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	after jumps on 2 LEVEL: 1.step ? for short 2.step ? Ogust 4th suit FG after 1♦ 2N: 3♦ MIN; 3♣ 3M MAX short M 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 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; 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>	1♠: F1 0-4 ♠, 1NT: 5+♠, 5+ HCP; 2/1: GF; 2♣: 2+-c if BAL; 3♣: INV ♥ Fit / 14-16 any void; 2NT: INV++ Relay; 3♦: 7-9 4-c Fit; 3♥: PRE; 3♠: 10-13 any SPL 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; 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: INV ++ Relay ; 3♣: INV ♠ Fit or 14-16 any SPL; 3♦: 7-9 4-c Fit; 3♥: INV NAT; 3♠: PRE; 3N: 10-13 an SPL; 4♣♦♥: void 10-13/17*; 4♠: PRE	after 2♣: 2♦ waiting, 2M 6+c, 2oM 4+c, 3ns 5-5 14-16 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 M; 3M no short; 3oM any short	
1N				nvul, 1 <sup>st</sup> /2 <sup>nd</sup> 14-16 vul or 3 <sup>rd</sup> /4 <sup>th</sup> 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♦; 2N: ♣+♦; 3♣:♦; 3♦: 44[41]; 3♥♠: 444-1oM 2N: both MINs WK 5/5 or STR 5/4+; 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	RUMPELSOHL X=T.O., 2-level =WK, 3N to play, 2N puppet to 3♣: WK/STR ♣ or WK any other; 3♣, 3♦, 3♥, transfer INV+ (TRF into OPP suit: "3-suited") 3♠: transfer to 3N w/o stopper after 2♣ intervention: "system" on (X=STAY)
2♣	✓			FG any/24+ HCP BAL	2♦: 0-1 C; 2♥: 2C; 2♠: 3+C ; 2N+ : TRF: Hhh6+;	Jump 3M 4M 5+♦; +1 from resp. often waiting/relay	X,XX :weak hand; Q-bid 3-suited
2♦	✓	0	3 <sup>rd</sup> any; 4 <sup>th</sup> 10-12	Weak Two ♥ or ♠ 4-9 1 <sup>st</sup> 0-6 5+-c (3 <sup>rd</sup> /4 <sup>th</sup> ♥+♠)	2♥♠: paco, 3♣: nf; 3♦: FG, 3♥: paco 3♠: INV; 4♣: ask for transfer; 4♦: ask for suit 2N: F1 INV+	after 2N(INV+): 3♣: Min, (then 3♦: GF, 3♥♠:paco); 3♦♥: MAX bad suit ♥♠; 3♠N: MAX good suit ♥♠ 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.
2♥	3 <sup>rd</sup> /4 <sup>th</sup>	6		(9)10-12 (1 <sup>st</sup> nv (7)8-11) (3 <sup>rd</sup> /4 <sup>th</sup> 4-12)	2♠*: ask short; 2N: ask ogust; ns F1; 3♠ FG; 4m SPL	*2♠ possible long own ♠	new suits by PH: FIT
2♠		6		(9)10-12	2N*: INV+ ask short; 3♣: ask ogust; ns F1; 4m SPL;	*2N 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 and good hand or any 4+Fit; after transfer/Stayman: 4m CBW m	X : T.O.
3x		6		PRE (classical or wild)	ns below game ask for 3N or Fit or short., F1 (FIT by PH)	<b>SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)</b>	
3N	✓			Minor PRE	4♣/♦: pass or correct; 4♥/♠ to play	mixed CUEs (1st and 2nd round controls), ROPI-DOPI, DEPO,	
4♣	✓			TEXAS for ♥ 8 Tricks	4♥: to play; 4♦ CBW	new suit on 5LEVEL: asking for control	RKCB(4/1,3/0,2,2+TQ) + specific Kings; PREEMPTGERBER (1-0-1-2);
4♦	✓			TEXAS for ♠ 8 Tricks	4♠: to play; 4♥ CBW		nonserious 3N after MAJ-FIT (4+ /4* or STR); JOSEPHINE 5N (0-1-2/3);
4M		7		PRE(classical)	4N KCBW	Constr. Raise to 4♣/♦ CBW (1. step = no intr.)	