

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	2♣ = 4-7 HCP, 3♣ = Preempt	1X - 1Y - 1NT - 2♣ : relay to 2♦ TP or invite 1X - 1Y - 1NT - 2♦ : GF 1X - 1Y - 1NT - 2NT = balanced invite	
1♦		4	4♦	10-21 HCP	1NT: 6-10 HCP 2♦ = 4-7 HCP, 3♦ = Preempt		
1♥		5	4♦	10-21 HCP	Bergen Raises (without intervention) 2 NT= Jacoby, Splinters 11-14 HCP – Truscott after Intervention or X, fit jumpst	After 2NT: Opener shows Shortness on 3 Level. Opener shows 2nd suit on 4th level, 3NT = balanced 3♥ = 15HCP+, 4♥ = min. hand, no shortness	Cue Bid = Limit bid or better 11+ Truscott on 3/4. Hand Drury=2♣ 11 HCP
1♠		5	3♥	10-21 HCP	Bergen Raises (without intervention OP), 2NT= 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 shortness	
1NT			3♠	15-17 HCP 11-14 balancing 5-card major 6-card minor possible	2♣ Stayman, 2♦/♥: Transfers 2♠ Transf for ♣, ♦ or both 3 Level = Natural slam invite 2 NT: both majors - Smolen 4♣ = 5/5 in majors / 4♠ = 5/5 minors 4♦ = Transfer 4♥ / 4♥ = Transfer 4♠	After 1NT 2♣ 2♦: 3♥/♠ : Smolen (5-4 in majors)	
2♣	✓			FG or 23-24 HCP BAL or ACOL-2 in MAJ	2♦ = 0-7neg.; 2♥ = red Ace; 2♠ = black Ace 2NT= 8 points or 2 kings 3x = KJXXXXX 3NT= 2 Aces	After 2NT System on 3NT= balanced → 4♣ = Stayman and Transfer	
2♦	✓		2♠	Multi : Weak ♥ or ♠ 4-10 or Strong NT 22-23	2♥/3♥ pass or correct 2♠ = invitation if partner has ♥ 3♣/3♦ = nat. NF 2NT: ask opener to describe his hand 4♣ : bid your suit in transfer 4♦ bid your suit directly 4M: natural to play	after 2♦ 2NT: 3♣: Min ♥ / 3♦ Min ♠ 3♥: Max ♠ / 3♠ Max ♥	
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♥: max. with clubs	
2♠		5	3♣ only	2-suiter 5+ ♠ 4+ MIN 5-10 HCP	2NT: INV+ relay, 3♣: pass or correct; new suits Nat NF	3♠ max. with diamonds Non vulnerable can be 5/4, vulnerable 5/5	
2NT				20-21 HCP BAL 5 Card maj. possible	3♣ = Puppet Stayman; 3♦/♥ = Transfer 3♠ = 6+ in any minor, slam interest 4♣ = 5/5 in majors / 4♠ = 5/5 minors 4♦ = Transfer 4♥; 4♥ = Transfer to 4♠	3♥/3♠ = 5cards / 3NT = no 4 or 5 card major 3♦ = at least one 4-card major, partner bids short major	
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; 4♦: asks for shortness	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 7-17H at 1-level, constructive at 2-level;

Responses: 1/1 = forcing; 2/1 = constructive but NF; jump shift = F1. cue bid 11 + forcing with fit

BALANCING: same as in direct seat, jump shift = .6+ cards 12-14

Responses

TAKE-OUT DOUBLE – 10+ with ideal shape, 17+ any distribution

Responses new suit 0-7, 1NT:7-10, CUE 12+ or both MAJ; F1 for both jump in major: 4 cards 8-10, jump in minor/double jump in major: 5 cards 8-11

IN BAL. POS. 8-12 with good shape or 17+ any,

Responses same, but 2H stronger

1NT OVERCALL	Responses	Other Meanings
2 nd pos. 15-18 nat.	System on	After [X] of 1NT: XX = Trsf to ♣
4th pos. 10-14	2♣ = Stayman, other: natural	

JUMP OVERCALL

OTHERS	4-10
in BAL. POS:	11-14
Responses	Cue bid = invitational

UNUSUAL NT 2 lowest unbid suits (5-10 or 16+)

Responses 3♣ = pass/correct, 4th suit = very good suit, invit.

DIRECT CUE-BID STYLE (weak or strong)

Michaels over 1♥/♠ (other major + any minor) 5-10 or 16+

(1♣) 2♣ = natural, (1♦) 2♦ = majors

VS. NT Landy (2♣ = majors, min. 4-4)

X = 15+ (penalty oriented)

vs. weak NT: same as versus strong NT

VS. PREEMPTS

X = T/O

vs. weak twos: X = T/O; Cue Bid: asking for stopper; 4♣/♦; :2-suiter (other Major + ♣/♦)

VS. ARTIFICIAL STRONG 1♣/♦ or 2♣ OPENINGS

(1♣/♦): X = T/O 1♦ = Maj. 7-11 HCP 1NT = Minors

OVER OPPONENTS' TAKE-OUT DOUBLE

Weak jumps, redouble = 11+ misfit or 3-card in partner's major, 10-12

LEADS AND SIGNALS

Opening Leads	SUIT	3rd/5th
	N.T.	2 nd (9xxx or worse)/ 4 th (10xxx or better) OTHERS: , in pd's suit 3/5. (after raise: attitude)

SUBSEQUENT LEADS

Attitude, 3rd./5th

Circle opening leads vs. no-trumps					same leads if our side showed suit	
Underline leads against suit contracts if different					YES	
(A) <u>K</u>	(K) Q	(Q) J	(J) 10			
(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>A</u> (K) J 10 x	(K) Q J x	<u>(K Q)</u> 10 x	K (J) 10 x	(10) 9 x	x(x)x	
<u>A</u> (Q) J x	K (J) 10 x	<u>K (Q)</u> 10 9 x	K 10 8 (x)	(9) 8 x	x(x)x (x) x	
<u>A</u> x (x)	K x (x)	Q x (x)	J x (x)	10 x (x)	x(x)x (x) x x	
<u>A</u> x x (x)	K x x (x)	Q x x (x) x	J x x (x)	10 (x) x (x)	K x x (x) x x	
<u>A</u> x x (x) x	K x x (x) x	Q (10) 9 x	J x x (x) x			

SIGNAL WHEN FOLLOWING 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

Lavinthal

SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES

Responsive and negative doubles through 4♥

SUPPORT-X and XX (on 3-level with extras)

[1x] 1♥/♠ [3x] X = invitational in ♥/♠

1♣]♦ [1♥] X = 4 cards in ♠ (1♠ = 5+ cards)

[4♥] X = take-out, [4♠] X = penalty oriented

1NT [2x] X = take-out

SPECIAL FORCING PASS SEQUENCES



Switzerland

[R. Nikitine](#)



[P. Schurter](#)



[T. Andersson](#)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE: 2 over 1 GAME FORCE

5-card majors, 4-card diamonds

1 NT : 15 -17 HCP

RESPONSES: 1M - 1NT = F1

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE

OPENINGS	DESCRIPTION
2♣	Forcing game or semiforcing in ♥ or ♠
2♦	Multi : 6+ in major suit, 5-10 or strong NT 22-23
2♥	weak-2-suiter 5♥ + 4+ minor (5-10)
2♠	weak-2-suiter 5♠ + 4+ minor (5-10)
3NT	7+ solid minor, no outside king or ace 4♣ = pass/correct 4♦ asks for singleton In 4 th position = to play

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

Weak Jump overcalls (6+ cards, 5-10 hcp)

[2♦ multi.] 2♥/2♠ = natural; X = bal. 13+H
2NT = nat., 15-18H, normal Stayman

1♥/♠ - [2NT] - 3♣ = Fit 11/12, 3♦ = other major NF

3♥/♠ = competitive

3♠/3♥ (other major) = forcing

[1♣] - 2♦ = majors, either 5-11 or 16+

[1♦] - 2♦ = majors, either 5-11 or 16+

[1♥/♠] 2♥/♠ = other M + any minor, 2NT = F1; 3♣ = pass/correct

PSYCHICS: Rare