

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS - 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>				
TAKE-OUT DOUBLE - 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>				
1N OVERCALL	Responses	Other Meanings		
2nd pos. RAPTOR	Q = ? M or STRG	after 2 Bids:		
<i>4M/5+m</i>	2M to play / 2m paco	NAT 15-18		
4th pos. <i>10-14</i>	as after 1N opening	Passed hand: 2-suiter		
JUMP OVERCALL	(WEAK)	INTERM	STRONG	2 SUITER
OTHERS	3-11			Constr. 10*
in BAL. POS:		(12)13-16		
Responses	<i>+1 ask short; +2 ogust</i>			
UNUSUAL NT	<i>2-suiter with lower unbid suits good hand</i>			
Responses	<i>CUE INV*</i>			
DIRECT CUE-BID	STYLE <i>Ghestem (not vs. 1m less than 3-cards)</i>			
<i>(1m³⁺) 2m MM; (1♣) 3♣♦+♠; (1♦) 3♣♣+♠ (1♣⁻²) 2♦/(1♦⁻²) 3♦ MM</i>				
<i>Only good hands; Responses: 2N INV*, CUE M-fit</i>				
VS. NT	<i>Apstro</i>	Responses		
<i>X = 1suit 13+ / PEN vs. wk NT/ 3rd (15+ or tricks)</i>		NAT / 2N FG		
<i>2♣=♥+other 2♦=♠+other → +1 no Fit</i>		2N INV* relay		
<i>2♥, 2♠= NAT, 2N = mm</i>		2N F1 INV* relay,		
VS. PREEMPTS				
<i>X = T/O, (non-)leaping Michaels (4♦ MM)</i>				
<i>vs. weak twos: X = T/O Responses: RUMPELSOHL (see inside)</i>				
VS. ARTIFICIAL STRONG 1♣/♦ or 2♣/♦ OPENINGS				
<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>				
OVER OPPONENTS' TAKE-OUT DOUBLE				
<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^{HCP}, F1, 2-level TRF, jumps: often FIT show</i>				

LEADS AND SIGNALS					
Opening Leads	SUIT	<i>3rd/low; (poss. Attitude)</i>			
		<i>OTHERS: low from xx, high from xxx (not Pard suit)</i>			
N.T.		<i>4th; (poss. Attitude; 1st/2nd 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>					
LEADS -DEBI on K-					
Lead	Vs. Suit	Vs. NT			
Ace	AK.. A..	Ax AK..			
King	AK KQ..	AKJ10.. KQ10x..			
Queen	Qx QJ..	KQx QJx Qx			
Jack	Jx J10.. J10 HJ10..	Jx J10.. HJ10..			
10	10x 109.. H109.. (10xx)	10x 109.. H109.. (10xx)			
9	9xx H98.	9xx 9x H98..			
Hi-x	<i>In unbid suits: Xxx/xx</i> xxxX xxxX xxXxxx	Xxx Xx XXxX XXxXx			
Lo-x	Xx HxXx HxX(xxx) HxxxX	HxX HxxX HxxXx xXxX(x)			
SIGNAL WHEN FOLLOW SUIT OR DISCARDING					
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					
SUIT	CARDS	HIGH	LOW	ODD	EVEN
	On partners lead	D(1) #	E(2) #		
	On declarers lead	1(S) #	2(S) #		
N.T.	Discarding	S	S	E (1. Dis.)	S
	On partners lead	D(1) #	E(2) #		
	On declarers lead	1(S) #	2(S) #		
SIGNALS IN TRUMP SUIT	Discarding	S	S	E (1. Dis.)	S
	suit preference		#1. Trick : SP if needed		
	Smith (low pos.) in NT contracts		2.-4. Trick : often SP		
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES					
<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⁺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>					
SPECIAL FORCING PASS SEQUENCES					
<i>1N X pass = FORC to XX or bid 5Card suit; (if X = cards)</i>					
Print date Thursday, 09 May 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: TRANSFER-WALSH						
1N 14-16/15-17, 1♠/♥ "UNBAL" 5⁺-card						
1♦ UNBAL 5⁺-card ♦ or 4♦(441)						
1♣ 2⁺-card ♣ (incl. BAL with any 5-card suit)						
RESPONSES: 1♥-1♠ (0-4♠'s); 1♥-1N(5+♠); 1♠-1N(SF); 1M-2♣ (BAL/♣); 2/1 (FG*) 1♣ → TRANSFER						
ARTIFICIAL STRONG 1♣ Response Style						
CANAPE:	OPENING	ALL	STRONG	SPECIAL	✓	
	RESP.	HANDS	HANDS	SEQU.	✓	
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE						
OPENINGS	DESCRIPTION					
	2♣	FG any/22+ HCP BAL				
	3N	8 Tricks in 1 MAJ				
	1 st /2 nd	2♦	5 ⁺ -c M (2-9) MINIMULTI			1 st Pos. nv (0)2-6
		2M	6 ⁺ -c M (9)10-12			1 st Pos. nv 8-11 6-c
	3 rd /4 th	2♦	4 ⁺ ♠ + 4 ⁺ ♥		3 rd 0-12	4 th 10-12
		2M	3 rd 5 ⁺ -c M		0-12	4 th 6-c M 10-12
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE						
CB.1 we OVC: <i>pard TRF start with 2♦/2Q/3Q (also in COMP)</i>						
CB.2 they OVC: <i>pard TRF start with X/1♦/2♣-(1N after X)</i>						
CB.3 2 nd pos. or passed hand 1N OVC 4M 5+m						
CB.4 Power-X: <i>in many comp sits our X is just HCP strong</i> → after oppos raise on 2LEV, on 3(4)LEV						
CB.5 1m(1N)2m: <i>♥+♠; 2om: om + M; 1M (1N) 2m: m+oM</i>						
IMPORTANT NOTES THAT DONT FIT ELSEWHERE						
2/1M FG						
<i>But nonforcing: 1M-2♣/2♦-3♣; 1♠-2♣/2♥-3♣</i>						
PSYCHIC OPENINGS Rare						

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, 17-19 BAL incl. any 5-c suit 11-14 BAL incl. any 5-c suit	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: 4 th suit on 2 LEVEL or 2NT: LEBENSOHL after 2NT rebid: 3om FG relay after 2M-raise: +1 INV rest SI	<p>If a 3rd 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 TRF-CUE mm or MM After 1♣ (1♦) 2♣ = 45MM nf 1N = 44MM nf</p> <p>After 1♣ (1♠) 1N = 4-c♥ NF 2♥ = mm 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♥	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 4 th 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 1.&2. Pos. mostly UNBAL	1♠: F1 0-4♠, 1NT: 5+♠, 5+ HCP; 2/1: GF; 2♣: 2+♣ if BAL; 2NT: GF Relay; 3♦: 7-9 4-c Fit / 14-16 any void; 3♣: INV 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 (3 rd /4 th 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 1.&2. Pos. mostly UNBAL	1N: F1, 2/1: FG; 2♣ 2+♣ if BAL; 2N: GF Relay; 3♣: INV 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, 1 st /2 nd 14-16 vul or 3 rd /4 th 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: 1 st nv (0)2-6 5+♣-c But: 3 rd ♥+♠ (0-12) 4 th ♥+♠ (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: 1 st nv 8-11 But: 3 rd "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 (accept=no fit); 3♠ m-ask or♦ 4♣ MM; 4♦/♥/♠: TRF ♥/♠/♣	break MAJ-TRANSFER with Hxx or better after TXF/STAY: 4m specialized CBW (4m module)	X: T.O.
SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)							
3x		6		PRE - classical 1 st v / 2 nd - wild 1 st nv / 3 rd	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 SloM+short M, NF after X: XX bid your suit/4♣ ask TRF	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	3M-module 3M+1= unlimited: nonserious; limited: no shortage	
4M		7		PRE(classical)	4N KCBW	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	