

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Light at 1-level, normal at 2-level

Responses 2-level NF but CONSTR, other level F1

Raises acc LAW

After 1M (2O/C): **2NT fit FG**

After 1♥ (1♠): 2NT fit FG, 2♠ fit INV

1NT OVERCALL (2nd/4th Live, Responses, Reopening)

2nd pos 15-18 BAL, resp 1NT-opening system

4th pos 10-14 BAL, resp 1NT-opening system

After 2 Bids 15-18 BAL, resp 1NT-opening system

JUMP OVERCALLS (Style, Responses, Unusual NT)

2-level and other level weak,

4th pos 12-16 HCP

2NT: 5/5 in lowest unbid suits

2NT in 4th seat: 18-20 HCP

DIRECT AND JUMP CUE BIDS (Style, Resp., Reopen)

2-level: 2-suiter MAX MAJ (Michaels mod),

with passed Pd wide ranges

3-level: asks for Stop

VS. NT (vs. Strong / Weak, Reopening, PH)

Weak NT: X 15+, Strong NT: 5⁺m + 4M (2♣ ?m, **2♦ ?M**);

2♣: both M; 2♦: 1M; 2♥♠: ♥♠+m 5⁺/4⁺; 2NT: both m

VS 2NT: X both M; 3NT both m

VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

X: T.O.

leaping Michaels

nonleaping Michaels

(3♣) 4♣: ♦+M, 4♦: ♥+♠

(3♦) 4♦: ♣+M, 4♠: ♥+♠

VS. ARTIFICIAL STRONG OPENINGS (strg 1♣/♦)

X = ♣

1LEV NAT

1NT = ♣+♦

2LEV = MultiLandy (like vs. 1NT)

OVER OPPONENTS' TAKEOUT DOUBLE

1LEV F1; 2LEV NF constr. (7-11); XX 10+

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd /5 th	3 rd /5 th
NT	3 rd /5 th	3 rd /5 th
Subseq	3 rd /5 th	3 rd /5 th

Other: subseq. same present count, rarely. ATT or S/P

K for count, AQ for ATT, higher adjacent for deblock in NT

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A,Ax,AK(+) (K=count)	same <small>(adjacent:deblock or count)</small>
King	K,Kx,KQ(+),AK(+) (K=count)	
Queen	Q,Qx,QJ(+),AQJ(+),KQ(+),(K=count)	
Jack	J,Jx,J10(+),AJ10(+),KJ10(+)	
10	10,10x,109(+)	
9	9x	
Hi-x	Hx xx	
Lo-x	xxX xxXx xxxxX(+) Hxx ...)	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 ATT/Length	Length	Lo ENC
	2 Length	S/P	S/P
	3 S/P		
NT	1 ATT/Length	1. rev S-peter	S/P
	2 Length	Length	
	3 S/P	S/P	

Signals (including Trumps):

Basic: UDCA: Lo=ENC, Hi/Lo=Odd

special: Suit: Trump – SP; NT: 2. Tr rev smith peter

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

10+ M oriented

After 1NT and intervention T/O double

1st and 2nd DBL often T/O, 3rd PEN

SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

T.O.-X up to 4♦ (or 4♥♠ if raised)

First 2 X/XX are T/O, 3rd is pen. X is pen. if pass is forcing.

Supp.-X/XX at 1 and 2 LEV

Responsive-X up to 3♣

Unlead-X on Opp.-Cuebid at 3 LEV, if stop-asking

Strength showing XX F to 2NT

International-Convention-Card



Category: **green**

NCBO: **Germany**

EVENT: _____

PLAYERS: Werner Kühn

Berthold Engel

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card Majors 5 – 5 – 3 – 3

2/1 Gameforcing

1NT Opening: 15 – 17

2 over 1 Response: Gameforcing

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣: weak-both-MAJ / FG any / 24-25 NT / 28-29 NT

2♦: w2 MAJ / Semiforc any / 22-23 NT / 26-27 NT

2♥: weak-2-suiter 5⁺♥ + 4⁺minor

2♠: weak-2-suiter 5⁺♠ + 4⁺minor

3NT: 8 Tricks with ♥ or ♠

SPECIAL FORCING PASS SEQUENCES

- in Supp-X/XX Situations

- after strength showing XX up to 2NT

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS: rare

Opening Bids	tick if Artificial	Nr. Of Cards	Ne-X through	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED and O/C HAND BIDDING
1♣		3	4♦	NAT ; 11-22 also with 3♣/3♦	1♦: 2*♦, no 4*M if less than FG; 1M: might have 5+♦ 2M: 5-8 6+; 2♣: 9-11; 3♣ 6-8; 2NT: 2-5/12+ 5+♣ 1NT: 8-10; 4♣♦: AKQ(+5) ♥♠; 4♥♠: to play	After 1NT rebid and after 1♥-1♥-1♠: 2♣ 1. ♦ wk 2. any INV; 2♦ any FG After 2M: 2NT OGUST	INV m structure after X: 2♣ 5-8,
1♦		3	4♦	NAT; 11-22; also with 4♣/4♦	2M: 5-8 6+; 2♦ 9-11; 3♦ 6-8; 3♣ 2-5/12+ 4+♦ 4♣♦: AKQ(+5) ♥♠; 4♥♠: to play	After 1NT rebid: 2♣ 1.♦ wk 2. any INV; 2♦ any FG After 2M: 2NT OGUST After 1♥-2♣: 2♥ 1. nat, strong, 2. NT wk, 3. ♣ wk	INV m structure after X: as above 1♣
1♥		5	4♦	NAT 1NT SF 11-22	2♣ 5-8; 2NT FG raise; 3♥ 4-c ♥ PRE; 3NT 3-c ♥ bal 2♥ 8-10; 3♣: 4-c ♥ 7-9; 3♦: 4-c ♥ 10-11; 3♣ 4m: SPL	1♥-2♥: 2NT any INV 1♥-1NT2♣♦-2NT: 18/19 bal; 1♥-2NT-3♣: min. (3♦ asks shrt)	2♦: Drury 2NT+Bergen also after X
1♠			4♦	NAT 1NT SF 11-22	2NT FG raise; 3♣ 4-c ♣ PRE; 3NT 3-c ♣ bal; 3♥: INV 2♣ 8-10; 3♣: 4-c ♣ 7-9; 3♦: 4-c ♣ 10-11; 4m♥: SPL	1♠-2♠: 2NT any INV 1♠-1NT2♣♦♥-2NT: 18/19 bal; 1♠-2NT-3♣: min.	2♦: Drury 2NT+Bergen also after X
1NT				15-17 5-c M poss, 6-c m poss	2♣: nf STAY or FG m; 2♥♥: TRF; 2♣: a) INV bal (no M), b) wk long m, c) FG [41]44 or [40][54]; 3M: 1M3oM[54] FG; 2NT: Puppet STAY 3♣♦: 5/5 ♣♦ wk resp. FG; 4♣: both M; 4♥♥ TRF;	After TRF: break with 4+ After STAY: 2♦3M: Smolen; 4m: CKCBW After Puppet STAY: 3♣ maybe 4M (=> TRF)	LEB-mod after O/C 2♥♠ (LEB-mod: ask for better minor)
2♣	X	-		1. both MM (9-c), 5-10 2. BAL 24-25/28-29 3. FG any	2♦ ask longer M; 2SA: INV+	After 2NT: 3♣♦ MIN longer ♥♠, 3♥♠ MAX longer ♠♥, 3SA55	2♣ X: pass 5+♣, XX ask longer M
2♦	X	-		1. W2 M 5-10. 2. Semif any 3. BAL 22-23/26-27	2/3M: P/C (2♣ poss nat); 2NT: INV+; 3m: F1; 4♣: ask TRF to M; 4♦: ask M; 4M to play	After 2NT: 3♣♦ MIN ♥♠, 3♥♠ MAX ♠♥, After 2♣ - 3♥ - 3♣ to play	2♦ X: pass 5+♦, XX ask M 2♦ X: 2M3m NF; 2♦ 2/3M X: P/C
2♥	x	5		5+♥ 4+m 5-10 (3 rd -12) 4 th 10-15	2♣: NF, 2NT: INV+, 3♣: P/C, 3♦: INV to 4♥ 3♣: nat FG, 4m: SPL	After 2NT: 3♣♦ MIN, 3♥♠ MAX ♣♦	after X: 2♣3♣♦ NF; XX ask m after o/c M: X PEN, o/c m: X P/C
2♠	x	5		5+♠ 4+m 5-10 (3 rd -12) 4 th 10-15	2NT: INV+, 3♣: P/C, 3♦: INV to 4♠, 3♥: F1 4m♥: SPL	After 2NT: 3♣♦ MIN, 3♥♠ MAX ♣♦	after X: 3♣♦♥ NF; XX ask m after o/c M: X PEN, o/c m: X P/C
2NT				20-21 BAL 5M poss.	3♣: MuppetSTAY, 3♥♥: TRF M, 3♣: TRF ♣; 4♣: TRF ♦; 4♥♥ TRF	After STAY/TRF: 4m often cond. RKCB m	NT Sys also applies after other strg 2NT bids
3♣		6		PRE	3♦ asks M-length		
3♦		6		PRE			
3♥		6		PRE			
3♠		6		PRE			
3NT	x			8 Tricks with ♥ or ♠	4♣: ask TRF, 4♦: ask M		
4♣				PRE			
4♦				PRE			
4♥				PRE			
4♠				PRE			
4NT				Both minors	nat		
HIGH LEVEL BIDDING							
						RKCBW (4130); 4m RKCB are conditional (1. Step = no interest);	
						Spiral Scan after BW Answer; Mixed Cuebids; Last Train; 5SA is not Weber; no Serious	
						Ropi-Dopi after BW interference; Depo after interef. higher than 5-fitsuit, Voidwood	