

Opening bids	Tick if artificial	No. of cards	Neg.-X thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1 ♣	ü	0	4 ♥	17+ any	1 ♠:0-7; 1 ♥:11+BAL or 8+4♠ 1 ♠:8+4♥;1 N:8+5+♦; 2 ♣:8+5+♣ 2 ♦:8-10 BAL; 2 ♥:11+5♣(332) or 8-115+♣+ 4-c ♦ 2 ♠:8-10 4441 any or AKQxxxx any suit w/o side A/K; 2NT:11+ 4441 any; 3 ♣: 11+ 5/5 mm or 6 ♣/5 ♦ 3 ♦:4-7 ♥-suit; 3 ♥:4-7 ♠-suit; 3 ♠/NT/4 ♣/4 ♦: 11+, 6 ♦ /5 ♣	1 ♦♠ 1 ♥ 20+; 1 ♠17-19 4+♠;1NT; 2♣:2♦;2♥: NAT 17-19; 2 ♠-3♥: 17-19 2-suiter with ♥ 3 ♠: TRF to 3NT often with ♠; 4 ♣,4♦: set ♥; 3NT 4M to play; Positive responses: Op may relay; other bids "Break outs" 2; jumps setting trumps	over overc. ; - X: "BAL" 6+ (8+ over 2 ♠++) - 1 in suit: (5)6+ non GF/F1 - next level lowr suit: 8+/GF Trsf - cuebid: GF short oppo suit - trsf style (also X) on NAT 2 X - 2 in M / jump: 4-7 6+suit - some special treatment if overcall (incl X) is ART
1 ♦	ü	0	4 ♥	a) 11-13 BAL 3 (exceptionally 22(54) or 6m(322)) b) 11-16 4M UNBAL (rarely 5M/6m)	Pass could be up to 6-7 HCP; 1♥/♠ NAT could be 3 cards and weak/tactical; 1NT:7-12; 2 ♣: art GF Relay 3.2; 2 ♦:3-7 6+ M or 5-9 5+5+ mm; 2 ♥: INV 5+4+mm; 2 ♠: ♣ wk or STR; 2NT:INV BAL no 4-c M; 3 ♣: ♦ wk or STR.; 3♦ INV 3♥/♠ PRE; 3NT/4♥/♠: to play;	1M♠ 1NT: BAL11-13 4oM poss. ♠ modified 2-way chbc; 2 M: 11-13 rel. BAL (3)4-card support. 3 m: max 6m/4oM. 3 M: 5+♦/4 M min Higher jumps show voids 1 ♥ spec: 2 ♣: 4♥ UNBAL; 2 ♦: 4♠/3♥ UNBAL; 2 N: ♣+♥ min 1 ♠ spec: 2 m: 5m+4♥; 2NT: 1444 15-16	Trsf style over X or a 1 M overc. Pass over X can be strong Passed hand has 2 ♣ rel, not 2 ♦ GF over 1 N
1 ♥ 1 ♠		5	4 ♥	11-16 5+ card suit may be 5M/6m	1 NT: semiF (≈7-12 or 5-6 with support) 2 ♣: GF relay 4 2 ♦: transfer (support or own ♥ suit) 2♥++ trump support – single raise = semi-constructive but: 3 m: NAT INV	1 ♥-1♠-2♣ ART (♥+♣, STR BAL, STR 3-c ♠) 1 M – 1 N – followed by transfers (2 ♣=♦ or "BAL") Romex style INV after 1 M – 2 M	over X: XX= 10-13, 1NT+TRF Passed Hand TRF 2LEV Overc: Neg X, Rubensohl after 2-level intervention
1NT			4 ♥	14-16 BAL 5 possibly. 6m322; 5m422; normally no 5-c M	2 ♣: STAYMAN (no M promised); 2♦/♥:TRF promise only 5.1 4card: 2♠ TRSF ♣; 2NT mm; 3 ♣:TRSF ♦ (wk/str); 3♦:NAT INV; 3M: 4 M /short oM + long ♦; 4 ♣:5+5+ MM; 4♦/♥: Texas SIMPLIFIED MODEL with passed partner or 1 ♣-1♦-1 NT 5.2	STAYMAN with normal resp + 2 N/3 ♣ min/max 4-4 MM; Smolen 5.1 2♦♠ 2♥-2♠: INV 5-c ♥ or GF 4♥ 441 2♦/♥♠ 2NT/3 ♣:re-TRSF♣/♦ (wk INV Canapé or FG 4+m5+M) 1 N – 2♦ – 2 ♠: supermax, 3-card ♥ supp. Other superacc. 4+supp.	Neg.-X Rubensohl modified Passed hand: simple Staym+ 2♦/♥ trsf, 2♠ 1 or 2 mm 5.2
2 ♣ 2 ♦		5	4 ♥	11-16 5+ card suit if only 5 then 4 cards in other minor	Relay: INV+, enquiry (mostly ART rebids) 2 M otherwise NF 2 N: 5+5+MM (over 2 ♣) / 5+♥ F1 (over 2 ♦) Raises: NAT	ART over relay (1stp 4-card om, 3♥/♠ 5-5/5-6 mm, others show one-suiter)	OVC: TRF-X and bids on 2LEV
2 ♥ 2 ♠	ü	(5)6		(0)5-9 weak 2 constructive 1-2 pos (4th seat: 10-12)	Raises to play. +1 relay asks for min/max and shortness +2 relay asks for suit quality and min/max 2♥-3♣ shows ♠	Over 1 step rel: +1: max or min lo shortness, +2/3 min shortn, +4 min no shortn, +5++ max+shortness. Over 2 step rel: +1 good suit, +2/3 bad suit min/max	X PEN
2NT	ü			11-14 5+♣/5+♦	any m-suit bid/3 N/4 M: to play 3♥: REL, asks shortness/distr 3♠ F1 NAT	3♥-3♠ sh ♠, 3 N sh ♥ After some 2NT NAT BAL à Romex Puppet 5.3 (1 ♣ OP, defensive 2 N bid)	
3m		6		PRE 6	3new F1 nat or enquiry in suit → 4 om conditional RKC	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3M		6		PRE 6	3♠ F1 nat or with fit ♠ O bid shortage or raises with fit	Roman Key-Card BW (1430) + Exclusion BW, 6 Ace BW, 4 m often Conditional RKCB Spiral scan; DOPI/ROPI; (DEPO as of 5♠) 5NT BW;	
3NT				Bad m (to pl in 4th) 6	4/5 ♣: p/c 4♦ asks for ctrl 4M to play; 4 N: Slam int. (gen)	Cuebids (1st/2nd) Splinters	
4♣	ü	0		Strg. ♥ PRE	Relay ask for: extra length (yes=5M), extra KC (yes=4NT),	After Relay sequences: Control-Ask and trump-setting RKCB. Denial Cuebids.	
4♦	ü	0		Strg. ♠ PRE	void (yes=5new); 4N SI with 2 KC's	Jump to 5 Trump+1: "Josephine" ♠ 1. A/K, 2. extra length, 3. AQ or KQ; 4. none, 7in suit AK	
4M		6		PRE	4♠ to play;4NT:KCBW; 5new:ask CUE; 5M:ask quality	Free 5M: ask for TH (6 not AK; 5NT AK+ length, new AK+ value) or contr.in Opp. suit	
4NT	ü			Ace asking	5♣ none, 5♥ that ace, 5NT 2, 6♣ ace	5 NT (normally jump) "Pick-a-slam"	

DEFENSIVE AND COMPETITIVE BIDDING			
OVERCALLS - General Style: active 1LEV, constructive 2LEV			
1/2 LEV : nat. δ TRF Rubens advance; 2 \clubsuit could be BAL INV			
δ Jumps : PRE if we have a lower F1 bid 8			
- Some jumps are fitshowing bids -			
IN BAL. POS.: "borrowed King"; Responses: no TRF responses			
TAKE-OUT DOUBLE - General Style: Normal			
Resp: jump/2 8-10 4/5M; dbljump 3M INV 5-c M Cuebid 2 m= MM			
Limited or any GF, 3 mv INV MM. Cuebid 2 M: F1, often FG. (1 \spadesuit)-X-(p) 1 N neg.			
IN BAL. POS.: "borrowed King":			
1NT OVERCALL	Responses	Other Meanings	
15-18	Sys on	4. pos.	
IN BAL POS:	Sys on	Sandwich 16-18	
(10)11-14	(conv trsf to opps suit)		
JUMP OVERCALL	(WEAK)	INTERM	STRONG 2 SUITER
OTHERS	\hat{u}		
in BAL. POS:		\hat{u}	
Responses: 2 N F1			
UNUSUAL NT lower unbid suits			
Responses CUE F1			
DIRECT CUE-BID STYLE Michaels normally constructive, Jump M-cue = Stopask			
2 m = highest+other; 2M= oM+m, Jump m-cue= MM 2 suiter			
Responses: 2NT INVIT+ 3m Paco			
VS. NT Apstro		Responses	
STR NT δ X/2 \clubsuit = :4 \heartsuit/\spadesuit +other (if oth=oM then the oM is longer and hand is limited if 6-4)			+1 paco,
2 \spadesuit :4 4+ MM equal length or \approx 6-4 w good hand			
Wk NT X δ X:15+;2 \clubsuit :4+ \heartsuit 4+oth.;2 \spadesuit :4+ \spadesuit 4+oth.;			2NT INV+
Both(vs. wk/strg) δ 2M: NAT, 2NT: mm			
VS. PREEMPTS			
T.O. - X δ Rubensohl modl after 2M (NAT weak) NT=NAT			
(non-) Leaping Michaels mod. Vs unNAT \rightarrow 9			
VS. ARTIFICIAL STRONG 1 \spadesuit / \heartsuit or 2 \clubsuit / \diamond OPENINGS			
X=bid suit, 1LEV = NAT, 1/2NT = \clubsuit + \heartsuit / \diamond + \spadesuit , also used in 4th pos.			
2LEV = NAT or next 2suiter if no suit is known			
Vs 2-way (Sw/Polish) P:wk/str, 2 \spadesuit 1-s M, 2 M: 2-way 2-suiters			
Vs. 2 \clubsuit nat.: 2 \spadesuit = T.O. 12-17, X strg BAL or 18+T.O.			
2NT = \spadesuit +M, 3 \clubsuit MM, 3 \diamond NAT constr.			
OVER OPPONENTS' TAKE-OUT DOUBLE			
1LEV F1, 1 \diamond (X)XX+:TRF; 1M(X) XX=10-13, 1NT+:TRF;			
JUMPS: PRE or support; pass could hide FG hand w/o support			

LEADS AND SIGNALS					
Opening Leads	SUIT	3rd/5th	Attitude in Pd suit if raised		
		Rusinow (down to 10) but not in pd's suit			
	N.T.	4th	but: 1st/2nd (xxx) or 2nd (xxxx...) from bad suits		
		3rd from internal seq. if leader has shown 5+length			
		3rd/5th in Pd's suit / K ask UNBL or count			
SUBSEQ LEADS : like 1st lead (thu dummy and always in pd's suit)					
2nd/4th (thru declarer - not in pd's suit)					
LEADS					
Lead		Vs. Suit	Vs. NT		
Ace		AK A.. A	AKxx AKx AK Ax A		
King		AK..KQ Kx K	KQJ10 KQ109 KQJ.. AKJ10 Kx K		
Queen		KO.. QJ Qx Q	KQx KO.. AQJ QJ10 QJ9 QJ.. Qx		
Jack		QJ.. Jx J	HJT.. J10.. Jx J		
10		HJ10.. J10.. 109 10x 10	109.. H109.. 10x 10		
9		H109.. 109.. 9x 9	9x 9xx 98x 98xx (H98..)		
Hi-x		Xx X	xXx(x) xXx(x)xx x Xxx Xx X		
Lo-x		xxXxxx xxxX xxXx xxX	HxxX.. HxX J(x)xX		
SIGNALS 10					
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 10	HIGH	LOW	ODD	other
SUIT	On partners lead	D(1)	E(2)		
	On declarers lead	1	2		
	Discarding	D(1)	E(2)	1st disc. E	SP
N.T.	On partners lead	D(1)	E(2)		
	On declarers lead	1	2		
	Discarding	D(1)	E(2)	1st disc. E	SP
SIGNALS IN TRUMP SUIT : SP; length					
OTHER SIGNALS Smith Peter (low=enc) Italian/SPdiscards					
In certain sit's: an ODD discouraging card is SP for higher suit					
an EVEN discouraging card is SP for lower suit 10.1					
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES					
NEG-X δ 4 \heartsuit ; RES-X δ 4 \heartsuit ; UNLEAD-X δ 3+LEV;					
GT-X δ they bid one under our 3M-fit					
STOPASK-X δ raise to 3 (we bid m); SPL-X δ lead next lower st					
3NT-X δ lead your suit, dmy's 1st, shortsuit (M), unusual					
Slam-X δ lead dmy's 1st, decl 1st, longest / highest unbid, unusual					
SPECIAL FORCING PASS AND OTHER SEQUENCES					
Pass / double conversion on 4+ LEV 7					





LUXEMBOURG



M. Löfgren
NAME OF PLAYER



N. Bausback
NAME OF PLAYER

EUROPEAN CHAMPIONSHIPS PAU 2008										
SYSTEM SUMMARY										
GENERAL APPROACH AND STYLE										
1\clubsuit: 17+  1NT: 14-16										
1$\heartsuit$$\spadesuit$: 11-16, 5+  1\diamond: 11-16, 0+										
RESPONSES: 1M-1NT SF; 1 \spadesuit /M-2 \clubsuit : FGR										
ARTIFICIAL STRONG 1 \clubsuit Response Style: ART (suis / BAL / 3-suiter)										
CANAPE:	<table border="1" style="display: inline-table;"> <tr> <td>OPENING</td> <td>ALL</td> <td>STRONG</td> <td>SPECIAL</td> <td rowspan="2">\hat{u}</td> </tr> <tr> <td>RESPONSES</td> <td>HANDS</td> <td>HANDS</td> <td>SEQUENCES</td> </tr> </table>	OPENING	ALL	STRONG	SPECIAL	\hat{u}	RESPONSES	HANDS	HANDS	SEQUENCES
OPENING	ALL	STRONG	SPECIAL	\hat{u}						
RESPONSES	HANDS	HANDS	SEQUENCES							
SPECIAL OPENINGS THAT MAY REQUIRE DEFENCE										
OPENINGS	DESCRIPTION									
OP.1 1 \diamond	1st 11-13 BAL; 2nd 11-16 UNBAL with 4-c M									
OP.2 2m	Nat 11-16 (5m+4+om or 6+m)									
OP.3 2 \heartsuit \spadesuit	W2 (0)5-10									
OP.4 2NT	5\clubsuit+5\diamond (10)11-13(14)									
OP.5 3NT	Broken minor (To play in 4th position)									
OP.6 4m	Namyats (str preempt in corr. M)									
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE										
CB.1	when we ovc 1LEV δ we use TRF from 2 opp suit+2 \clubsuit ART									
CB.2	when we ovc 2LEV δ we use TRF from 2 opp suit									
CB.3	they bid 1 \heartsuit/\spadesuit /X over 1 \diamond we use TRF from X,2 \clubsuit ,XX									
CB.4	they ovc on 2LEV, we use TRF from 2NT									
CB.5	they bid 2 suiter 0/1 suit known, we use TRF from 2 opp suit									
IMPORTANT NOTES THAT DONT FIT ELSEWHERE										
We frequently up- and downgrade hands due to to e.g. suit lengths/quality , e.g. 1 \clubsuit could be down to 15 hcp										
PSYCHIC OPENINGS										
OTHER										
very rare										