

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Wide range 8 -17 HCP , 2 level good suit normal 6 cards
Cue bid= support inv+ , new suit F1 , if responder passes
Jump raise = PRE , Jump Cue = mixed raise
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
15-17 system on, balancing pos 11-14
JUMP OVERCALLS (Style, Responses, Unusual NT)
Weak jumps
2NT = 2 lowest suits, 3♣ over 1♠,♦,♥,♣ shows ♦+♠,♠+♠, ♦+♠,♦+♥
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
1m- 2m = MM , 1M 2M shows ♣and oM
Jump Cue = ask for Stop in OPPT suit
VS. NT (vs. Strong / Weak, Reopening, PH)
Vs strong : X = 1minor , 2♠= ♥+ ♠ 2♥(♠) = ♥(♠) + 1 minor
2NT = mm or strong 2 suiter, 2♠= 1M
Vs weak: X= points
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
t/o to 4♥ vs 4♠. X = optional
Leaping and non leaping Michaels
Vs 3 ♠,♦ cuebid = both Majors
4m-4NT= nat 4M= 4NT= 2 suiter
Vs multi X =4er ♥ or strong, 2NT = 15-18
VS. ARTIFICIAL STRONG OPENINGS
X= MM , 1NT = mm
OVER OPPONENTS' TAKEOUT DOUBLE
1M x 1SA ( 2♠,♦,♥ ) TRF fir jump if 3 level
XX= 9 + HCP M X 2NT= 4er fit inv. Vs mX nat weak jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2./4.	2/4	
NT	2./4./6. 2 <sup>nd</sup> from bad	2/4	
Subseq	2/4		
Other: K lead in NT is for unblock			
Vs 5level or pre-empts K from AK for count ,A for attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+(+)	
King	KQ+ , AK	AKB10, KD109,m KDJ+	
Queen	QJ+	QJ(x) KDxx	
Jack	J10+ KJ10+	J10(x) HJ10x	
10	10x, 109xx H109x	109xx , H109+	
9	H9x, 109x	H9x	
Hi-x	xXx HXx	xXx xXxx HXx	
Lo-x	xX xXx xxxX	HxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Attitude	count	Att
	2 count		
	3 s/p		
NT	1 On A,Q Att	Smith	Att
	2 count	count	count
	3		
Signals (including Trumps):			
Low= even or encouraging			
Smith (low =enc.)			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
First 2 X t.o. , lebensohl on 2 level openers,			
2NT= scramble over repeated t/O			
Rubensohl after 1NT and Opp bidding			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
XX show strength, Neg X , Support X , XX , Comp. X			
Snapdragon X , maximum X			

International-Convention-Card
♠ ♥ © DBV e.V. ♦ ♣
Category: Green
NBO: <u>Germany</u> EVENT: _____
PLAYERS: <u>C. Daehr</u>
<u>H. Klumpp</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5 Card majors
Inverted minors,
1♠=2+ , 1♦=4+
1NT Opening: 15-17 5M regularly
2 over 1 Responses: GF
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1M-1NT forcing
2 ♦ = Multi weak two or NT 22/23
2M= weak 2 suiter 5+M, 4+m
1M-1NT may have weak raise in M
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		2	4♥	2 if 4432 11-21 P	Walsh	1♣-1y-1M = unbalanced 1♣-2♣-2♦(gf)	
					Inverted m 2♦♥♠= 5-8	Two way check back	
					2NT = nat 3♣ = mixed raise 3♦, ♥, ♠ pre 7cards	1♦-1♥ - 1NT may have 4S	
1 ♦		4	4♥		Inverted , 3♣= inv 2NT = nat 3♦= mixed raise	1♦- 2♦- 3♣ (Gf)	
1 ♥		5	4♦	Bal 15-17 open 1 NT	1NT = F 2♣=2+ gf , 2♦= 5+ gf 2M= constr.	Two was check back after 1NT rebid	Drury 1M 2C 2D = full opening
					2NT =Jacoby, 3M= inv(4+), 3m= nat +inv., splinter	1M- 2NT= ask 3C(D) = any shortage 15+( 11-14)	2NT = Clubs
1 ♠		5	4♦	Bal 15.-17 open 1 NT	dto	3M= 15+ ,no shortage , 3NT= 5332 11-14 , 4m,oM= 5cards 2 tops After 1H – 2NT 3S shows 5S 2tops	
					Moderateur	4M= minimum may be 6cards or 5422	
1 NT			4♥	May be off- shape	Stayman(garbage), TRF,2S= C ,2NT = D		
				5M or 6m	3C= puppet , 3D =55mm gf, 3H(S)= shortage 5,4mm 4C= Gerber ,4D= 5-5M, 4♥(♠) nat.	Rubensohl , Smolen	
2 ♣	x			24+ bal or any SF, GF	2D=4+HCP, 2H= 0-3 HCP, 2S= 8+HCP balanced		
					,2NT(C,D,H) = 8+HCP TRFC( D,H,S ) at least Dxxxx or B !0xxx		
2 ♦	x			6M weak	2H= p/C 2S = fit H,3m= nat nonf.,3H= p/C 3S = nat	4C= bid your suit TRF , 4D= Bid your suit 4H(S) to play	
				22-23 NT	And f. 2NT = asking	3C,D = min H,S 3H,S = Max S,H	
						2♦( 3♣, 3♦) 3♠, X = inv M	
2 ♥		5		5+H + 5(4) m 4-10	3C= p/c 3D= to play 3H= pre , 3S = nat + forc	To play 3M, 3NT , 4M, 5 m	
					2NT = ask answer : 3C(D) = min C(D) 3H(S) = max C (D)	Next suit asking shortness , next to next rkc lower suit	
2 ♠		5		5+S + 5(4) m 4-10HCP	Same as above, 4H to play		
2 NT				20 – 21 bal	3C= muppet , 3D(H) = Trf 3S = m or mm	After 3D(H) : 3NT shows double, accept shows 3 cards	
					4C= Gerber 4D= MM 4H(S)= nat	4H(S) shows 4cards and all suits controlled, Cue shows	
					2NT-3S-3NT 4C(D) shows 1 suiter D (C) 4H(S) shows both minors with short H(S)	4 H(S) with 1 suit not controlled. 2NT-3C-3D-4C(D) 2M with SI ( no SI)	
3 ♣		6		preempt	3M F 3D = ask for shortness in M, 4D = kcb		
3 ♦		6		pre	4C = kcb		
3 ♥		6		pre	3S= F 4C = kcb		
3 ♠		6		pre	4C= kcb		
3 NT		7		7+ solid m, no side A or k	4(5) C = p/c 4D=ask for shortn. 4NT ask length	HIGH LEVEL BIDDING	
4 ♣		7		Normally 8 cards	4M = nat	RKC ( 1430) Gerber ( 0 oder4 , 1,2,3 )	
4 ♦		7		Same as above		Exclusion ( 0 or 3, 1 or 4, 2, 2+ ) Cue Bids first or second; serious NT, splinter	
4 ♥		7		pre	4S= nat , 5m = cue	Dopi Ropi	
4 ♠		7		pre	4NT = RKC , 5m = cue	Other m is kcb on, 4 level,	

