

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Sound
Responses: NF at 2-level
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2 nd : 15-18
4 th live: 16-19
Balancing after major: 13-16
Balancing after minor: 11-14
JUMP OVERCALLS (Style, Responses, Unusual NT)
Weak
Responses: Similar to 2♥♠ opening
2NT = 5-5 lowest unbid
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
Direct after major: 5-5 with other major
Direct after minor: 5-5 majors
Jump: stopper ask
VS. NT (vs. Strong / Weak, Reopening, PH)
2♣ = both majors
2♦ = one major
2♥♠ = 5+♥♠, 4+ minor
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X = Takeout
Leaping / non leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS
Vs. strong ♣: X = majors, 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+
2NT = good raise

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	3./5.	3./5.		
NT	3./5.	3./5.		
Subseq	3./5.	3./5.		
Other: Subsequent honour through declarer: 0/2 higher				
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	AK(...)	AK(...)		
King	KQ(...)	KQ(...)		
Queen	QJ(...)	QJ(...)		
Jack	(K)JT(...)	(A/K)JT(...)		
10	(K/Q)T9(...)	(A/K/Q)T9(...)		
9	9x, KJ9x	9x, KJ9x		
Hi-x	xx	Xx		
Lo-x	xxx(...)	xxx(...)		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	ATT	CT	ATT
	2	CT	SP	CT
	3	SP	ATT	SP
NT	1	ATT	CT	ATT
	2	CT	SP	CT
	3	SP	ATT	SP
Signals (including Trumps):				
Low = encouraging / even				
High = discouraging / odd				
DOUBLES				
TAKEOUT DOUBLES (Style, Responses, Reopening)				
Standard				
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
Support-XX always unbalanced				
1♣♦ - (p) - 1♥ - (1♠) – X = 15-17 NT with stopper				

International-Convention-Card
♠ ♥ © DBV e.V. ♦ ♣
Category: Green
NBO: <u>Germany</u> EVENT: _____
PLAYERS: <u>Paul Orth – Matthias Schüller</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors
1NT Opening: 12-14 (3 rd hand: 15-17)
2 over 1 Responses:10+
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ = 18-19 balanced
2♦ = 20-21 NT or any GF
3NT = solid minor
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 ♣		3		11-21	2♣ = 10+	2NT jump rebid after 1♣♦: a) 16-18 1-suiter without 3 card	
					2♦ = ♣-raise, INV opposite 15-17 NT	Fit for partner's suit ; b) GF-Raise ; c) GF 1-suiter	
					2♥♠ = 4-7		
1 ♦		3		11-21	2♦ = 10+ ; 3♣ = ♦-raise, INV opposite 15-17 NT		
					2♥♠ = 4-7		
1 ♥		5(4)		11-21	2NT = INV + raise	1♥ - 1♠ - 1NT = 11-15, 4+♣ or 2533	2♣ = Drury ; 2NT = nat
				Sometimes 4♥ in 3rd hand	3♥ = INV with 4♥	1♥ - 1♠NT - 2♣ = MIN 1-suiter, or any 16 +	
1 ♠		5(4)		11-21	2NT = INV + raise	1♠ - 1NT - 2♣ = MIN 1-suiter, or any 16+	2♣ = Drury ; 2NT = nat
				Sometimes 4♠ in 3rd hand	3♠ = INV with 4♠		
1 NT				12-14 balanced	2♣ = Stayman ; 2♦♥ ♠3♣ = Transfer ; 2NT = nat		
				15-17 in 3rd hand	3♦ = nat, INV ; 3♥♠ = 4♥♠, GF		
					4♣ = 5-5♥♠ ; 4♦♥ = Transfer		
2 ♣	x	2		18-19 balanced, no 5♥♠	2♦♥ = 4+♥♠ ; 2♠ = Transfer to 2NT (can be	Opener breaks transfer to major with 4-card fit	
					5-4 majors) ; 2NT3♣ = 6+♣♦ INV+ ; 3♦ = to play ;		
					3♥♠ = 5+♥♠, SI		
2 ♦	x	0		20-21 NT or any GF	2♥ = Relay	After 2NT rebid : See 2NT opening	
2 ♥		6(5)		Weak Two 5-10	2NT = INV+ Relay	After 2♥♠ - 2NT :	
						3♣ = any MIN -> 3♦ = GF-Relay	
						3♦♥ = MAX, bad/good suit - > next step relay	
2 ♠		6(5)		Weak Two 5-10	2NT = INV+ Relay		
2 NT				22-23 balanced	3♣ = Puppet Stayman mod.	2NT - 3♣ - 3♥ = no 4/5 card major	
					3♦♥ = Transfer		
					3♠ = ♣ ; 4♣ = ♦ ; 4♦♥ = Transfer		
3 ♣		6		PRE	4♦ = RKCB		
3 ♦		6		PRE	4♣ = RKCB		
3 ♥		6		PRE	4♣ = RKCB		
3 ♠		6		PRE	4♣ = RKCB		
3 NT	x			Solid minor		HIGH LEVEL BIDDING	
4 ♣		6		PRE		RKCB 30/41 (4♠ RKCB with ♥ agreed)	
4 ♦		6		PRE		Mixed cuebids	
4 ♥		6		PRE		Last Train	
4 ♠		6		PRE			