

Competitive Bidding		Leads and Signals			DBV Convention Card	
<u>Takeout-Doubles</u> Standard, 11+ no offshape doubles w/o extra strength Balancing: Slightly weaker, about 8+ Takeout-X after Penalty-X on 1NT-opening		<u>Opening leads style</u>				
		VS. Suit	1/3/5			
		VS. NT	2/4 (Attitude from bad suits)			
		Partner's Suit	1/3/5			
		Subsequent	2/4 through declarer (including Rusinow)			
		Note:	Leads may be creative.			
<u>Overcalls to (semi-)natural openings and responses</u> 1-level 8-18; 2-level 10-18; Depending on vulnerability Responses: Rubens Transfers from 2 in opp's suit, but 2NT natural Balancing: Slightly weaker		<u>Leads by card</u>			GER 42225	Maximilian Litterst
		Lead	VS. Suit	VS. NT	GER 37821	Philipp Pabst
		A	->Attitude	AKQ(+), AKJ(+), Ax	Version	04/2021
		K	Count, Outside single	KQJ(+), (A)KQ10(+)	<u>General approach</u>	
		Q	QJ(x), Qx	AQJ(+), QJ10, QJ9(+)	5542, 1NT= (14)15-17, frequent up/downgrades 1♦= good 4+ suit or unbalanced Transfer-walsh and lots of competitive transfers 1♣-1♠= 6-9, no 4♥♠, or ♦, 9+; 1NT= 10-11, no 4♥♠ 1♣-1♦♥-1♥♠= 3♥♠; 1NT Rebid= 2♥♠ 12-14 bal (no 4♠) Two-way checkback in almost every 1x – 1y – 1z No TWC if both opps bid	
		J	(H)J10(+), J10(+), Jx	(H)J10(+), J10(+)		
		10	(H)109(+), 109(+),	(H)109(+), 109(+)		
		9	(HH)9(x), 9x	H9x		
		High-X	1/3/5	xXxx, 2/4		
		Low-X	1/3/5	2/4		
<u>1NT-Overcall.</u> (15)16-18 Responses: System on Sandwich: Remaining suits, 4+5+ Balancing: 1NT= 11-15; 2NT= (18)19-20		<u>Signals in order of priority</u>			<u>Special openings that may require defence</u>	
		VS Prio	Lead by		Discards	1♣ 2+♣, longer ♦ possible; Responses= transfers
			Partner	Decl/Dummy		1♦ 5+♦ or unbalanced 4+♦ or 4+♦ good suit
			1 Attitude	Count	Direct	2♣ Any GF, ♥/♠ SF or 22+NT
		Suit	2 Count	Suit Pref	Suit Pref	2♦ 9-11, 6♥/♠
			3 Suit Pref		Count	2♥ 5-8, 5+♥; usually 5♥ with shape or 6♥
		NT	1 Attitude	Smith	Suit Pref	2♠ 5-8, 5+♠; usually 5♠ with shape or 6♠
			2 Count	Count	Count	<u>Responses</u>
			3 Suit Pref	Suit Pref		2♦-2NT asks for min/max
<u>Two-suiters: Ghestem</u> (1X) 2X= outer unbid suits; (1X) 2NT=lowest unbid suits; (1X) 3♣= highest unbid suits; -> Always at least 5-5 Exceptions: (1♦) 3♣= natural, (1♦) 3♦= majors		<u>Special signals</u>				
		Later Count		<input type="checkbox"/> Current <input checked="" type="checkbox"/> Original		
		Attitude		Low encouraging		<u>Forcing Pass</u>
		Count		Low even		in GF sequences, after penalty-X, and 10+ XX
		In the trump suit		Suit Preference		<u>Important notes that don't fit elsewhere</u>
		NT: Smith		Low= encouraging for opening lead		-Frequent up/downgrades -Very few intentional psychics
<u>VS. 1NT Opening</u> X= Penalty 2♣= Majors (54++) 2♦= One Major 2♥♠= 5+♥♠+ 4+♦♠ 2NT= Minors (55++) Balancing: System on		<u>VS. 1NT Overcall</u> X= Penalty 2♣= Majors (54++) if partner opened 1♦♠, otherwise natural 2♦♥♠= Natural 2NT= Minors (55++)		Discards vs suit: direct = low encouraging Definition of partner's suit: Any 4+ Suit (1♦/1♥/1♠ opening; any overcall; responses to partner's opening, etc.) Later leads may be Suit preference, for example when giving a ruff, or Attitude in cashout situations.		
<u>VS. Preempts</u> (non-) Leaping Michaels, (2/3♦♠) - 4♦♠= Majors After X modified transfer-Lebensohl (see next page)					<u>-Trial bids:</u> over 2♥/♠ -> 2NT= general invitation. Other bids are longsuit trial bids.	
<u>VS Artificial strong openings (1♣, 2♣)</u> 1-Level lead-directing; 1/2NT= rounded or pointed 54++; 2-Level Modified Timbuktu; jump to 3+Level= preempt					In competition over a 1♥/♠ opening, cue= invitational to 4♥/♠, 2NT is GF	
<u>Other notes</u> [(1m)] 1M (X) -> Transfers from 1NT up to 2M-1 Good/bad 2NT in many competitive sequences						

Openings and responses							
Opening	Artificial	Is Min. No.	on Negative-	Description	Responses	Subsequent auction	Passed hand or competitive bidding
1♣	☒	2	3♠	a) 11-22 natural, 4+ b) 11-14 bal, no 5♥/♠, no good 4♦ c) 18-19 bal, no 5♥/♠, no good 4♦	T-walsh: 1♦=♥; 1♥=♠; 1♠=6-9 or 4+♦; 1NT=10-11; 2♣= inverted; 2♥♥=4-8, 6+♥♥♠; 2NT= weak, 6+♣ (3-6); 3♣= constructive 6+♣ (7-9)	1♣-1♦♥-1♥♠= 3♥♠ 11-17; 1♣-1♦♥-1NT= 2♥♠ 12-14 balanced; 1♣-1♠-1NT-> 2m to play; No TWC; 1♣-1♦♥-2♦= Multi-meaning Reverse;	1♣ (1♦/♥) X= Transfer 1♣ (1♥) 1♠= 0-3♠ 1♣ (1♦) 2♥♥= 6+♥♠, 5-8 or GF
1♦	☐	5(4)	3♠	11-22, good 4+ suit or unbalanced	1NT= 6-10; 2♦= inverted, 2♥♠= 4-8, 6+♥♠; 2NT/3♣= nat, inv. 3♦= preempt		Passed hand after 1♥♠:
1♥	☐	5	3♠	11-22, 5+♥	1NT= 5-11, forcing 1; 2♣= 2+GF; 2♦= 5+ GF; 2♥/♠= 8-10 & usually 3♥/♠; 1♥/♠ - 2NT= inv+ 4+♥/♠; 3♣♥= natural, invitational; 3NT= good preempt to 4♥/♠	1♥♠-2NT: ->3♣= 11-13; ->3♦= 17+; ->3♥ and higher= 14-16, descriptive	2♣= Drury. Responses: 2♦= Healthy opening 2♥♠= Subminimum Other= descriptive, invitational or better.
1♠	☐	5	3♥	11-22, 5+♠			
1NT	☐	-	3♠	(14)15-17 Offshape possible Frequent up/downgrades	2♣= (garbage) Stayman; 2♥♥= Transfer; 2♠= inv without 4card ♥/♠ or ♣♦ weak or (31)(54); 3♣♦= Asks for top honor, invit; 3♥♠= 4333/3433	1NT -2♦ - 2♥ - 2♠= invitational 5-5; 1NT -2♥ - 2♠ - 3♥= GF 5-5; 1NT -2♣ - 2♦ - 2♠= Asks distribution	Transferlebensohl: X=t/o; 2-level to play; 2NT= any weak/ inv+ ♣ 3♣= invit+ 5+♦ 3♦= invit+ 5+♥ 3♥= invit+ 5+♠ 3♠= asks Stopper Transfer to opponents' suit= Stayman
2♣	☒	0	-	a) SF in ♥♠ b) any GF c) 22+ NT	2♦= Relay; 2♥♠= 5+♥♠ with 2+ top honors (AKQ); 2NT= both minors, at least 1 top honor per suit; 3♣♦= 6+♣♦ with AKQ, AKJ, AQJ or KQJ	After 2♦: 2NT= 24-25; 2♣ - 2♦ - 2♥= kokish: ♥ GF or 24-25+ NT. Responder must bid 2♠.	
2♦	☒	0	-	8-11, 6♥/♠ decent suit quality	2♥♠=P/C; 2NT= asks suit and min/max; 3♥♠=P/C; 4♣= transfer to your suit; 4♦= bid it 4♥♠= to play	After 2NT: 3♣= minimum ♥; 3♦=minimum♠; 3♥= maximum ♠; 3♠= maximum ♥	
2♥	☐	5	-	4-8, 5+♥	2NT= Asks length & min/max, New suit forcing	After 2NT: 3♣= minimum 5♥♠ 5; 3♦= maximum 5♥♠; 3♥= minimum 6♥♠; 3♠= maximum 6♥♠;	In 4 th seat 2♥♠ are 10-14 with 6 card suit
2♠	☐	5	-	4-8, 5+♠	2NT= Asks length & min/max, New suit forcing		
2NT	☐	-	3♠	20-21, Offshape possible Frequent up/downgrades	3♣=Muppet; 3♥♥=♥♠ Transfer; 3♠ relay; 4♣♥♥♠= 2 steps Transfer, to play or Slaminterest	After 3♣: 3♦= one or both 4-card Majors; 3NT♠= 5-card ♥♠; 3♥= no 4+ Major	After 2NT: 3♣-3♦-4♣♦= both Majors 3♣-3NT-4♣= minor s.a. 3♣-3NT-4♦= Transfer 3♣-3NT-4♥♠= 6+♣♦ 3♣-3♥-3♠= minor s.a. ->3NT= 4333; ->4♣♦=5 ->4♥♠=5422 with 54♣♦
3♣	☐	6	-	Depending on vulnerability and shape. 3 rd seat wide-ranged	4♦= RKCB ♣	Answers to RKCB after Preempt: 1 st Step= 1 KC, no queen 2 nd Step= 0 KC 3 rd Step= 1 KC + queen 4 th Step= 2 KC, no queen 5 th Step= 2 KC + queen	
3♦	☐	6	-		4♣= RKCB ♦		
3♥	☐	6	-		4♣= RKCB ♥		
3♠	☐	6	-		4♣= RKCB ♠		
3NT	☒	-	-	8-8.5 playing tricks in ♥/♠	4♣♦=Cue, SI; 4♥=P/C		
4♣	☐	7(6)	-	Depending on vulnerability and shape. 3 rd seat wide-ranged	4♦= RKCB ♣	High level bidding RKCB/minorwood/Exclusion -> 1430; mixed cuebids; placed kings 4♣♦ is minorwood if the GF fit has been found earlier 5NT pick a slam if no RKCB has been bid 4NT is Quantitative if no fit has been found 4♠ is RCKB for ♥ wherever possible In uncontested bidding, jump to 5 Major=trump asks for trump quality In competition it asks for control in opponents' suit	
4♦	☐	7(6)	-		4NT= RKCB ♦		
4♥	☐	7(6)	-		4NT= RKCB ♥		
4♠	☐	7(6)	-		4NT= RKCB ♠		
4NT	☒	-	-	minors			
5♣	☐	8(7)	-				
5♦	☐	8(7)	-				