

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level,
1 st Lev=8-15 hcp, 5(4) cards, 1/1 resp=F1, 1NT=9-12, NF, Cue=F1, Fit=8-10 HCP, 2/1resp=NF, jump FIT=PRE
2N over 1M = limit raise or better
2 nd lev = 6(5)+ cards, 10-15, Cue and 3/2=F1, 2/2 = NV
Reopening: 5+, 6-14 HCP, JS=6+, 11-14 HCP
1NT OVERCALL (2nd/4th Live, Responses,
in 2 nd over 1 minor (nat.) or 4 th live = 15-18 HCP, SYS on
Reopening: 10-14, sys on, no Stop promised
Over Major (1M)-1NT = 5 minor + 4 other Major (8+ hcp)
Sandwich 1NT = other 2 suits, 8-11, DBL = same but 12+
JUMP OVERCALLS (Style, Responses, Unusual NT)
PRE, VUL dependent, rule 4321
in NT: 5-5 lowest unbid
Reopening: 6+, 11-14; 2NT=18-20 HCP (bal/sbal)
1X-3♣=clubs! (not Ghestem)
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
Michaels (MM/oMm): 55+ over 3+ cards opener
1m-2m = NAT if 0-2 cards opener
1suit-3cue = asking for stopper, 7+ solid suit if 0-2 opener
(1♦)-2♦=MM if 3+♦, NAT if 0-2 cards
VS. NT (vs. Strong / Weak, Reopening, PH)
Multi-Landy: 2♣=44+ MM, 2♦=5+M, 2♥/♠=5+M w/ 4+m
DBL=5+m&4M vs. 14-18 and 13+hcp vs. weak NT (9-13)
vs. weak NT and in 4 th pos: 2♣=MM, the rest is NAT
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
DBL=T/O
leaping 2 suiters (4♣/4♦ = minor & OM, 55+)
2/3NT = NAT
Cue = Stopper ask
RUB over opp's 2 nd lev openings -DBL (except STR 2♣)
VS. ARTIFICIAL STRONG OPENINGS
vs. Strong ♣: DBL = 44+ MM, 1 or 2NT = mm, rest NAT
Vs. Strong 2♣: DBL = MM, rest NAT
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL= 10+ HCP, 1/1 F1, 2/1 NF, 1NT=8-11, NV
RDBL implies no fit, 10+ hcp and following DBL = PEN
1M-(DBL)-TRFs on 2 nd level (1♥-(dbl)-1♠=spades)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4 / Attitude	2 nd /4th Attitude	
NT	4th best (2 nd)	same	
Subseq	Lo=even/Hi=odd	same	
Other: vs. NT a Q lead requires unblocking of Jack			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(x..), AKxx(x)	Same	
King	AK(xx); KQ(xx), Kx	same	
Queen	Qx, QJ(x); QJ10,	Cud be KQ109!	
Jack	Jx, J10(x), AJ10,	same	
10	10x, 109(x), H109(x)	0 or 2 higher, e. g. HJ10x	
9	2 nd or stiff	0 or 2 higher, e. g. H109x	
Hi-x	2 nd or stiff	same	
Lo-x	2/4	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's	Discarding
Suit	1 Low=POS	Low=EVEN	LAV
	2 Low=even	(LAV)	COUNT
	3 Suit preference		
NT	1 Low=POS	Rev. Smith	LAV
	2 Low=even	(LAV)	COUNT
	3 Suit preference		
Signals (including Trumps):			
UDCA Count (Hi-Lo=ODD), Smith Echo vs. NT(Lo=POS.)			
Ace requires POS/NEG, King requires count.			
Different discarding from both players, please ask.			
Detlev discards COUNT (Lo-Hi=even), Hristo = LAV			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
STD T/O, 12+ HCP, DBL on 1M might be 15-17NT w/ stopp			
17+ HCP ANY			
Reopening = 8-14 hcp (e. g. 1x-p-p-DBL)			
TRAP Pass = 13+ HCP (first pass and then DBL)			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Support DBL / RDBL (e. g. 1♦-(p)-1♥-(1♠)-DBL=3 cards ♥)			
DBL on opp's TRF is NAT, cue is for T/O			

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: **BLUE**

NBO: **Germany** EVENT: all

PLAYERS: D. Kröning (12637) – Hr. Gotsev (46737)

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION CLUB
1♠ = 16+ HCP, any, Forcing
1♦ = 0+ ♦, 10-15(16) HCP; no 5 th Major
1M = 5+ cards, 10-15 HCP, cud be 4+ in 3 rd , 1NTresp= F1
2♣ = 6+ ♣, 11-15 HCP; could have side suit 4M or 4+♦
1NT Opening: 14-16 in 1 st &2 nd and 3 rd Pos. and 15-17 in 4 th Pos. (5M, 6m, stiff H are possible)
2 over 1 Responses: semi GF; in competition 2/1=NF; 2/1 resp. does not deny 4M (e. g. 1♥-2♣ cud still have 4♠)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ = 16+ HCP, Forcing, or equivalent of 8,5+ tricks
1♦ = 0+♦, 10-15(16) HCP, no 5M
2♣ = 6+♣, 11-15 HCP, cud have side suit 4M or 4+♦
2♦ = both Majors, at least 5-4 or 4-5, 5-10 HCP
2♥/♠ = weak 2 in that Major, 4-10 HCP
2NT = 20-22, cud have 5M, 6m, semi BAL, stiff H
3x = PRE 6+, 5-10 HCP could be very light based on VUL
3NT= Good Major pre-empt (Namyats), 8-8,5 playing tricks
4x = PRE, 7+ cards, VUL dependent
4NT = 65+ mm, PRE
1M-2♣ = 2+ cards ♣, GF
(1M)-1NT = Polish NT → 5 minor + 4 other Major (8-15hcp)
SPECIAL FORCING PASS SEQUENCES
when we are in GF pass is F and shows stronger hand
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Rubensohl, 2NT is usually not NAT in competitive bidding
TRF after 1M-(DBL) and 1M-(2x), 1♦-(2M)
PSYCHICS
No agreements

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OPENING	TICK IF	MIN No. OF	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣	✓	0	4H	STRONG, 16+, any, 17+ BAL	1♦= 0-7 HCP, any; could be also 8 HCP w/ 0-1 controls 1M/2m=5+ cards, 8+HCP, GF 1NT=11+HCP, bal, 2♥=8-10HCP, BAL (2-4♥), 2♠= (4441), 12+; 3x=4441, 8-11HCP, singl. NAT 2NT=55MM, 5-7	1♣-1♦-1M=cud be 4M & 5 m 1♣-1x-1N=17-19, 2N=23-24, 3N=25+ or long minor, to play 1♣-1N-2♣=Ask → 2♦=♥, 2♥=♠, 2♣=no 44mm, 2N=3334, 3♣=44MM 1♣-2♥-2N=ASK → 3♣=44MM, 3♦=4♥, 3♥=4♠, 3♠=44mm, 3N=33(43) 1♣-1N-2N=5♣, cud have 4♦, but not 4M, 1♣-1N-3♣=6+♣	Over 1♣-1♦-2NT: 3♣=MUPP. STAY, 3♦/♥=TRF to ♥/♠, 3♠=♣, 4♣=♦
1 ♦	✓	0	4H	10-15(16), no 5th M 11-13 if balanced	1M=4+, F1, 1NT= (7-11), NF could be unbal. 2m=4+, semiGF; 2♥=5♠-4♥, 9-12; 2♠=11-12 INV or weak m 2NT= both minors, weak, 3m=6+ INV; 3M, 4m=pre, 3N to play	1♦-1M-1N-2♣=any INV or SOFF ♦, 2♦=GF, any (2way checkback) 1♦-1x-2♣=9+cards in mm or 6♣; 1♦-1M-2♠/3x=SPL, 4 fit, INV	
1 ♥/♠		5	4H	5+ cards, 10-15 HCP Could have longer minor	1N=F1, (0-12) HCP but usually 6-12, 1S=4+(3) F1 2♣=2+, if BAL, GF; 2♦=4+ GF; 2M=8-10, 3 rd fit; 1♥-2♠=6♠ wk 2N=INV+ w/ 4+FIT, 3x=NAT, INV, 6 card suit, NF 3M=MIXED 4-7 hcp, 4+ fit, 4M=PRE, cud have points	1M-1N-2♣=2+ cards (ALERT!), 1M-1N-2♦=4+♦, 1M-1N-2x-3 1M-2N: Opener shows MIN (3♣) or features with MAX 1M-2M-2N=INV, any shortness, new suit = INV w/ losers In competition: 1M-(2x) -TRF on 3 rd level, NAT on 2 nd	1M-1N=NF; 1M-2♣=Drury, → rebid in M is wk rest 13-15 Jump=nat. SPL, 2NT=9-10 w 4fit
1 NT	✓			1 st , 2 nd any & 3 rd (NV) = 14-16 3 rd (VUL) & any 4 th = 15-17 5M, 6m, 5422, 6322 possible	2♠=PUP to 2♦; 2♦/♥=TRF ♥/♠ 4+, 2♠=range ask, 2N=INV♣ 3♣=MUPP STAY, 3♦=any 6M INV, 3♥=31(45), 3♠=13(54) 3N=to play, 4♣=55MM, 4♦=TRF 6+♥, 4♥=TRF 6+♠ 4♠=65mm, 4NT=INV, NF	1N-2♣-2♦: pass for out, 2♥=TRF to ♠, 2♠=mm or STR, 2N+=5♥inv 1N-2♦-2♥-2♠=44+ MM, F→2N=no 4M, 3♣=ask→3♦=55, 3M=nat5, 3N=44MM, 4m=55 & Void 1N-TRF-2M: 2N=BAL, INV, NF; 3m=4M-5m, INV; 3M=SI w/ m ♣/♦; 3N=p/c w 4M, 4m=SPL 1N-Overcall-2x=Weak, DBL=T/O; 2NT=RUB (bid 3♣), 3x=TRF, inv+	STR variants are off
2 ♣		6	4H	11-15 HCP w/ 6+ ♣ May have side suit	2♦=Relay; 2M=5+, F1; 2NT=bid 3♣ for out or 5-5 w/o ♣, GF; 3♣=3+fit, INV; 3X=NAT INV, 3NT to play; 4♣=PRE, NF, 4♦=RKC ♣, 4M=to play	2♣-2♦-2♥=any 4M // 2♠=no 4M, have shortness // 3♦=4♦ 2N/3♣= 6+♣ w/o side suit, STR (2 Stop) / weak (1 Stop) 2♣-2♦-2N-3♦=bid suit w/o Stopper; 2♣-2♦-3♣-3♦=? w/ Stopper 2♣-2N-3♣=? // 3♦=55♦♥; 3♥=55 ♥♠, 3♠=55 ♠♦, all GF	2♣ - 2M = NAT but NF
2 ♦	✓	0		Both Majors, 5-10 HCP At least 5-4 or 4-5	2M=to play; 2NT=ASK; 3M=PRE, 4M or 3NT= to play 3♠= ask shortness, 4♠= RKC ♥, 4♥=RKC ♠	2NT→ 3♣ = MAX, any, 3♦ asks again → Smolen, 3NT=5-5 3♦=MIN, longer ♥, 3♥=MIN, longer ♠, 3♠=MIN, 5-5	
2♥/♠	V	5		Weak 2, 4-10 HCP Could be 5 cards in NVUL	2NT=Ogust, new suit is NAT and Forcing 2♥-3♠ or 2♠-4♣=ASK shortness; 2M-3M=NF; 4M or 3N=to play	2N→3♣=Bad suit, MIN, 3♦=Good suit, MIN, 3♥=Bad suit, MAX, 3♠=good suit, MAX; 3NT=AKQxxx	
2 NT	V			20-22 HCP,	3♣=Muppet STAY, 3♦/♥=TRF, 3♠=54mm, 3N=to play 4♠=TRF ♥, 4♥=TRF ♠, 4♥=TRF ♠, 4♣=TRF ♦	2N-3♣ → 3♦=4M; 3♥=No 4 or 5M; 3♠=5♠, 3N=5♥ After high TRF next step is RKC in the long suit	
3 x		6		Preempt, rule 4321	New suit = F1 from unpassed hand		
3 NT	V			Better M preempt, 8-8,5 tricks	4♣=bid M in TRF, 4♦=bid M NAT, 4♥=p/c, 4♠=to play	HIGH LEVEL BIDDING	
4 ♣		7		PREEMPT ♣		RKC 14, 03, 2(5) w/o Q, 2 w/ Q; 5NT=ODD Keys +unspecified VOID; 6x=EVEN Keys + that VOID;	
4 ♦		7		PREEMPT ♦		5N=asks Kings → bids NAT King, w/ 2 Kings partner bids 6N	
4♥/♠		7		PREEMPT ♥/♠		excl. RKC → 14, 03, 2w/o, 2w/ DOPI/ROPI if opp. interferes (DBL shows 0, pass=1)	