

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Wide range 6-18 HCP; 2level good suit norm 6 or better values,
1D-2C=more aggressive, responses: Cue bid=supp. inv+,
new suit F1 if responder passes
Jump raise=PRE, Jump Cue bid=mixed raise
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2 nd :15-17 system on
4 th live: 16-18 system on
4 th reopening: (11)12-14 system on
JUMP OVERCALLS (Style, Responses, Unusual NT)
Pre-empt except: 1C-2D=Michaels 5+H, 4+S
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
1C-2C=nat; 1D-2D=Michaels 5+H, 4+S
1m-2NT=5+H+5+om; 1M-2M=5+oM+5+m;
1M-2NT=5+mm, 1M-3M=asks stopper
VS. NT (vs. Strong / Weak, Reopening, PH)
Vs Str NT: X=6+m, 2C=5+4+MM, 2D=one suiter M,
2H/S=5H/S with 4+m, 2NT=5+mm
Vs wk NT: X=15+HCP, other see above
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
T/O X; Lebensohl applies o. 2y; 2M-3M=asks stopper;
2/3M-4m=5m+5oM; 2/3M-4M=55+mm strong,
2/3M-4NT=55+mm; 2m-3m=55+MM, 2/3m-4C=5H+5om,
2/3m-4D=5S+5om; Jump overcall=strong,
4m-4NT=nat, 4M-4NT=2 suiter
VS. ARTIFICIAL STRONG OPENINGS
Vs 1C: X=MM, 1NT=mm, same over 1C-1D, 2C=nat
Vs 2C: X=MM, 2NT=mm, but 2C-2D-X=lead directing
OVER OPPONENTS' TAKEOUT DOUBLE
Vs 1m: XX=10+, 1lv=F, jumps=pre, 2NT=LR+
Vs 1M: XX=10+; 1S=4+ F, 1N/2lv=TRF, 2M=wk raise,
jumps=preemptive

[illegible]

	♠ ♡ © DBV e.V. ♦ ♣	
Players:	Claus Daehr – Sebastian Reim	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 card M, 1C=2+, 1D=4+, 2/1 GF		
2D Multi; weak two M or NT24/25		
2H/S weak 2-suiter 5+/5+ Mm		
1NT Opening: 15-17 5M regularly		
2 over 1 Responses: FG		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
1M-1NT F, may have weak raise		
1H-1NT may have 4S with weak raise		
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	4S	2 if 4432	Walsh	1C-1y-1M=unbal ; 1C-1y-1NT=may have 4M	
					Inverted m ; 2D/H/S=5-8	Two way check back after 1NT rebid ; 3rd suit F	
					2NT=inv, bal ; 3C=mixed raise,3D/M=pre 7		
1 ♦		4	4S	44mm open 1D	Inverted m ; 2H/S=5-8; 3C= inv	1D-1H-1S=unbal ; 1D-1H-1NT=may have 4S	
					2NT= inv, bal ; 3D=mixed raise, 3M=pre	Two way check back after 1NT rebid ; 3rd suit F	
1 ♥		5	4S	bal 15-17 open 1NT	1NT=F ; 2C=2+FG, 2D=5+ FG ; 2M=constr	Two way check back ; 3rd suit F	Drury : 1M-2C
					2NT=Jacoby ;3C/D(H)=nat inv, 3H(S)=inv raise 4M	1M-2NT : 3C=SPL 15+ ;3D=SPL 11-14 ;3H=15+ no SPL ;	1M-2C : 2D=full opener 5+M
1 ♠		5	4H	bal 15-17 open 1NT	3S/4C/D/(H)= SPL11-13 ;	3S=11-14 6M no SPL ; 3NT=13/14 no SPL ; 4M : 11/12	2M=bad may be 4M ; 2NT=inquiry
					3NT=bal raise 10-13	4 other=5+M 5+other 2of top 4 side suit	3 other= 4+ nat slam try ; 3M=slam
1 NT			4S	15-17 may include 5M, 6m	Stayman, TRF ; 2P= C ; 2NT=D ;	Spiral Scan applies	
				May be off-shape with	3C=Puppet Staym ; 3D=55mm FG ;3H/S=SPL		
				Medium 22(45) or 24(25)	4C=Gerber ;4D/H=Texas ;4S=(32)44 quant.		
2 ♣	X			22+ bal or M SF or any FG	2D=4+HCP 2H=0-3HCP, 2S = 8+HCP		
					3m=6+ 2of 3 tops, 8+HCP		
					3M=6+ 2of 3 tops, 6-10 HCP		
2 ♦	X			6M (may be 5 3rd hd) ;	2NT=Inquiry FG ;3C=inv TRF to M ;3D=6+H ;	2D-2NT : 3m=max ;3D=H min 3H=S min;	
				24/25 bal	3M=pass/correct;4C= TRF to M, 4D=bid 4H		
					4H=pass/correct, 4S = to play		
2 ♥		5		5+H + 5+m, 5-10	2S=nat nf ;2NT = asks m, wk or FG		
					3C=inv for m pass/correct, 3D=inv for H, 3H=not inv		
					3S=6S inv., 4C=pass/correct		
2 ♠		5		5+S + 5+m, 5-10	2NT = asks m, wk or FG		
					3C=inv for m pass/correct, 3D=inv for H, 3H=nat inv		
					3S=not inv, 4C=pass/correct		
2 NT				20-21 bal, may include 5M, 6m	3C=Puppet Stay,3D/H=TRF,3S=m/mm ;	2NT-3C : 3D=at least one 4M ;3H/S=5H/S ; 3NT=no 4M	
					4C=55MM ;4D/H=Texas ;4S=(32)44 quant.	2NT-3S-3NT : 4C/D=5+C/D,4H=5+C+4D,4S=5+D+4C ;	
						4NT=5C+5D slam try ;5C=5C +5D game ; 5NT=5C+5D pick	
3 ♣		6		Normally 7 cards	3M F	3C-3H-3S= no fit, last train for 3NT	
3 ♦		6			3M F, 4C=asks for Q bid	3D-3H-3S= no fit, last train for 3NT	
3 ♥		6			3S=F, 4C= Qbid		
3 ♠		6			4C= Qbid		
3 NT	X			7+ solid m, no side A or K	4C/5C=paco ; 4D=ask shortn.,4NT=ask length	HIGH LEVEL BIDDING	
4 ♣		7		Normally 8 cards	4M nat.	RKC(1430); Gerber(0 or 4/1/2/3)	
4 ♦		7			4M nat.	Exclusion KC (0 or 3, 1 or 4, 2, 2+Q), Cue bids 1 st and 2 nd ; Serious NT; Last train	
4 ♥		7			4S nat, 5m Cue bid	Splinter bids	
4 ♠		7			4NT KC, 5m Cue bid		