

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
8-17HCP, usually 5+suit, jump raise 3-7HP , Cuebid = F1
Jump-Cuebid = inv. or better 4+trumps 10+HPor upgrade
new suit forcing at 1-level, nonforcing at 2-level
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
15-18HCP (2nd seat) Stayman, Transfers, system on
10-14HCP (4th seat) Stayman
JUMP OVERCALLS (Style, Responses, Unusual NT)
Weak Jumps, 4-10HCP
2NT shows 2 lowest suits
Intermediate after any suit opening, pass, pass
3♣over1 ♣/♦/♥/♠ shows ♦+♠/♣+♠/♦+♠/♦+♥
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
1♣/♦ Cuebid shows majors at least 5/5
1♥/♠ Cuebid shows other Major +♠ at least 5/5
Jump Cuebid asks for Stopper in OPPT suit
("indirect gambling")
VS. NT (vs. Strong / Weak, Reopening, PH)
2♣ = ♥+♠ , 2♦ = 1Major, 2♥ = ♥+1Minor
2♠ = ♠+1Minor, 2NT = ♣+♦ or any strong two suiter
X = strong vs.2NT DONT
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
T/O →to 4♠
Leaping Michaels
3♣/♦ -> Cue shows majors
Vs Multi: x= t.o vs ♠ , 2♥ = t.o.short ♥ 2♠= t.o. minors
After 2♦ x 2♥ x= points at least 1h 2♠=nat
After 2♦ x 2♠ x= pen 2NT = Lebensohl
VS. ARTIFICIAL STRONG OPENINGS
against strong ♣(♦) X= ♥+♠, 1♦/♥/♠ = nat., 1NT = ♣
2-level see versa NT
OVER OPPONENTS' TAKEOUT DOUBLE
1M x 1SA(2♣,♦(♥)) TRF fit jump if 3 level
if 1-level forc. ,M x 2NT= 4er Fit invit+ XX = 9+HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3./5.	3./5.	
NT	4. (2.)	3./5.	
Subseq	Small = attitude but 2.4	thru declarer	
Other: 10+9 may have two higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax,A	AK xx, AKx	
King	AK, KDBx, KDx, Kx, K	KD10xx, AKBxx	
Queen	DBx, DB, D	DB10x, ADB10x, KDx	
Jack	B10x, Bx, B	B109x, Bx, B	
10	109x, 10x, 10, KB109x	1098x, AB109x, KB10	
9	D109x, KB98, 9x, 9	A109x, K/D109x	
Hi-x	Xx	Xx, xXxx	
Lo-x	HxXx, HxxxX, xxX	HxxX(xx), HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 pos./neg.	Count	pos./neg.
	2 Count	S/P	Count
	3 S/P		S/P
NT	1 pos./neg.	Count	S/P.
	^ Count	S/P	Count
	3 S/P		Pos/neg
Signals (including Trumps): U/D Upside Down			
(reversed signals) Lo = even or ENCRG			
Smith-Peter low = encouraging			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
11+HCP with minimum values almost perfect distribution			
4th seat 8+HCP			
X vs multi shows t.o.vs spade or strong hand			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Neg.-X→ to 4♠			
Game-try-X			
Responsive+Competitive-X →to 4♦			
Support-X at low level support xx			
Lightner-X			
Lead-directing-X			
X in competitive bidding T/O or additional strength			

## International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: BLUE

NBO: Germany EVENT: \_\_\_\_\_

PLAYERS: Reiner Marsal Herbert Klumpp

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE Precision Club
5card Majors
1♣ usually 17+HCP
1♦ 10-16HCP may be singleton
1NT Opening: 14 - 16HCP
2 over 1 Responses: nat. F1 usually 11+
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ = 5+♠, 10-16HCP
2♦ = weak ♥(♠) or strong 3 suiter 17+
2♥/♠ = ♥/♠ + minor 4-10HCP
2NT = ♣+♦ 5/5, 4-10HCP
3NT = Gambling NT, solid Minor, w/o side values 1/2pos.
4♣/♦ = Namyats, good 4♥/♠ opening
SPECIAL FORCING PASS SEQUENCES
after 1♣ opening any positive answer is FG
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Lebensohl
PSYCHICS very rare

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♠	x	0	4 ♠	17+HCP any distribution	1♦ neg., 1♥/♠ = ♠/♥ FG, 2♠/♦ = ♦/♠ FG 1♦ may be 4-4-4-1 12+	after 1♠-1♦-1♥-1♠ = Relay - now 1NT = 20-21HCP, 2NT = 22-23 but 1♠-1♦-1♥-1NT(2♠,♦,♥)TRF 0-4 but 2♠=mm,2NT=MM 3♠(♦)=♠+♠(♦) 3♥(♠)=♥+♠(♦)	
					2♥/♠ = nat.5-7HCP, 2NT = 4-4-4-1 8-11 F	23HCP, 2♥ = nat., 2♠/♦/♠ = ♥+suit puppet stayman	
					2NT = 4-4-4-1 8+ 3NT= solid suit	1♠-1♦ now 2NT = 24+HCP FG, Asking Bids after 1♥/♠/NT	
1 ♦	x	1	4 ♠	10-16HCP unbalanced if 14-16	2♦ = Inverted Minors, 2♠ = 4-7(8)HCP 6+cards	no Inverted Minor in competition	
					3♠ = at least 4♦ 5♠ 7-10, 2♥ = 5♠,4+♥ 5-9HCP	after 1NT -Rebid 2♠/♦ = two way checkback	Drury 2♦ shows good opening
1 ♥		5	4 ♦	10-16HCP	2NT = gameforcing raise, 3♠ = inv.+ 4+trumps	long suit Trialbid direct, 2♠ = general try, 2NT = LST ♠	2NT = ♠.
					3♦ = inv.+ 3trumps, 3♥=pre., 3♠/4♠/♦ = Splinter	After 2NT : level3 short 3♥= maximum unbalanced 3NT = max balanced	3♠/♦ Fit jump
1 ♠		5	4 ♦	10-16HCP	same as above except 3♥ = Splinter, 4♥ = nat.	long suit Trial-Bid direct, 2NT = general try	2NT=♠
1 NT			3 ♠	14-16HCP	Stayman (NF), 2♦/♥/♠/NT = Transfer,	X = negative thru 3♠, Rubensohl	X by passed hand shows 1 minor
					3♠ = ♠+♦ weak, 3♦ = ♠+♦ strong	1NT-2C-2P-4T= Splinter	pass - pass - 1NT - pass
					3♥,♠ = short ♥,♠, 4♦ = ♥+♠ at least 5/5		pass - double
2 ♠		5	4 ♥	10-16HCP	2♦ = forcing Relay, 2♥/♠ = nat. nonforcing,	2♦ - 2♥/♠/3♠ = min., 2NT/3♦/♥/♠ = nat. max. 6♠	
					3♦ = nat. FG, 3♥/♠ = nat. 6+suit forcing>	2NT - 3♠ - bid shows 2 suiter g.f.	
					3♠= 8-11 2NT = trf ♠		
2 ♦	x			4-10HCP ♥/ ♠	2NT = forcing Relay, 3♠/♦ = nat. nonforcing,	2♦ - 2NT: 3♠/♦ = min♥/♠ 3♥/♠ =max ♠/♥,	same
				or strong 3 suiter 17+	2(3)♥ = poc ,3 ♠ nat 4♠ bid majo tr	X after 2♥/♠ 3♥ =poc after minor x=pen	
				2NT shows 17-20, 3♠(♦,♥,♠)=21+ single above	2♦ x 2♥ =poc, 2	after 2NT : 3♠ askin g for shortness other bids Fit ?	
2 ♥		6(5)		4-10HCP ♥ + minor	2NT = forcing Relay, 2♠ = to play 3♠=poc	2NT - 3♠/♦ = Min 3♥/♠ = Max	same
					3♥ = preempt, 3♠ forcing	To play 3M , 4M 5 m X= poc vs min, pen vs ♠	
					4♥/♠ = to play	Next suit asking shortness next to next rKCB lower suit	same
2 ♠		6(5)		4-10HCP ♠+ minor	same as above 4♥ to play	same as above	
2 NT	x			4-10HCP ♠+♦ 5/5	3♥ = asking strength + shortness 3♠=nat	3♠= Min -> 4m to play , 3NT = Max -> 4♠) ask shortness 4♠(♦)= void ♥(♠)-> 1.(2.) Stufe = RKCB ♠(♦)	
3 ♠		7(6)		4-10 Preempt	new suit forcing at 3-level, 4in new minor = slaminv.	4♦ = slaminv.	
3 ♦		7(6)		4-10 "	new suit forcing at 3-level, 4in new minor = slaminv	4♠ = slaminv.	
3 ♥		7(6)		4-10 "	3♠ forcing	after 3♥/♠ - 4♠ = slam inv. w/ fit, 4♦ = slam inv. w/o fit	
3 ♠		7(6)		4-10 "	"	as above "	
3 NT	x	7(6)		Gambling w/o side values 1/2nd, 3rd/4th with side values	4♠ = P/C, 4♦ asks for shortness, 4♥/♠ = to play 4♦- 4♥/♠ = short, 4NT = bal. 5♠/♦ = short other m.	HIGH LEVEL BIDDING	
4 ♠	x	7		good 4♥ opening	4♦ = asks for outside ace, later for shortness	RKCBW 41, 30, Splinter, Cuebids, Exclusion KCBW, forcing Pass, Ropi-Dopi mod.	
4 ♦	x	7		good 4♠ opening	4♥ = asks for outside ace, later for shortness		
4 ♥		7(6)			4♠ = RKCB, 4NT = ♠ Cuebid		
4 ♠		7(6)			4NT = RCKB		