

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			International-Convention-Card	
OVERCALLS 1 <sup>st</sup> level about 8-17 2 <sup>nd</sup> level about 9-18		OPENING LEADS STYLE			♠ ♥ © DBV e.V. ♦ ♣	
			Lead	In Partner's Suit	Category: green	
		Suit	2./4.	2./4.	NCBO: Germany	
		NT	2./4.	2./4.	EVENT: ALL	
		subseq	same; attitude possible		PLAYERS: Pony Nehmert	
					Christian Fröhner	
1NT OVERCALL 2 <sup>nd</sup> 6-15 ⇒ 4M + 5m 4 <sup>th</sup> 10-14 ⇒ "System on"		LEADS			SYSTEM SUMMARY	
		Lead	vs. Suit	vs. NT	GENERAL APPROACH AND STYLE	
		Ace	from AK: asks attitude	from AK: asks attitude	2/1 GF	
		King	from AK: count	from AK: asks count/deblock	1NT Opening: 15 -17 (5 M possible)	
		Queen	from KQ: attitude	from KQ: asks attitude		
		Jack	J, Jx, J10x, KJ10	J, Jx, J10x, J10		
		10	10, 10x, 109x	10, 10x, H109x, HJ10x		
		9	H9x	H9x		
		Hi-x	xXx (xXxx)	xXx xXxx		
		Lo-x	xX xxxX	xX xxxX		
JUMP OVERCALLS weak jump overcalls Ghestem over 1♥/♠		SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
			Part's Lead	Declarer's Lead	Discarding	2 ♣ 1.GF or SF ♣/♦/♥/♠
		Suit	1 Att. lo-hi	count lo-hi	direct	2. NT 22-23
			2 count lo-hi	trumps Lav.		
			3			
		NT	1 Att. lo-hi	Smith: hi = enc.	direct	2 ♦ 1. both 4+/4+M (5-10)
			2 count lo-hi		count lo-hi	2. NT 24+
			3	count lo-hi		
		low = enc. or even, high = disc. or odd , 10=enc				2 ♥/♠ weak two
		attitude direct discards				
		smith-peter high is encouraging				3 NT gambling, no outside King or Ace 1. and 2. position
GHESTEM MOD. (1♣)-2♣ = ♠+♦; (1♣)-3♣ = ♥+♠; (1♠)-2NT = ♦+♥; (1♦)-2♦ = ♠+♣; (1♦)-3♦ = ♥+♠; (1♦)-2NT = ♣+♥; (1♥)-2♥ = ♣+♠; (1♥)-2NT = ♣+♦; (1♥)-3♣ = ♦+♠; (1♠)-2♠ = ♣+♥; (1♠)-2NT = ♣+♦; (1♠)-3♣ = ♦+♥		DOUBLES				
vs. NT x = 15+vs weak NT / 5m+4M vs strong NT (14+); 2♣=♠+♥; 2♦= 1suiter M or m; 2♥/♠ = ♥/♠ +m; 2 NT = ♦+♣ or strong 2-suiter		TAKEOUT DOUBLES (Style, Responses, Reopening)				SPECIAL FORCING PASS SEQUENCES
		show other major(s) or = strong				
		neg x ⇒ 4♥ show major(s)/minors or = strong				
		cuebid = forcing				
		Rosenkranz-x				
		SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
						PSYCHICS: seldom
vs. PREEMPTS 2♥/♠ ⇒ 4♣/♦ = ♣/♦ + M x @ 2/3-level = t/o						
vs. any MULTI-STYLE 2-OPENINGS 2M/3any=nat., 2NT 15-18, x=12+, T/O with ♥; 4♣/♦ = ♣/♦ +M 4NT = ♣+♦						
vs 2-WAY 1♣/♦-OPENINGS						
vs. ARTIFICIAL STRONG OPENINGS @1-Level (1♣): x=♣;1♦/♥/♠= nat.; 1NT= minors 2nd level = as over 1NT (1♣)-p-(1♦): x = Majors; 1NT =minors; 2♥/♠=weak jump						
OVER OPPONENTS' TAKEOUT DOUBLE new suit 1 <sup>st</sup> level forc, 2 <sup>nd</sup> level nf Truscott over Majors						

OPENING	TICK IFA	MIN No.OF	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING + AFTER INTERVENTION
1♣		3	4♥	10 – 22 HCP	Walsh; 3♣=6-9 HCP; 3♦ =9-11 with ♦; 2♦/♥/♠=weak (4-7)	over weak jumps: 3 openers suit to play, next suit asks for shortness, 2 <sup>nd</sup> next suit ogust, 0peners suit to play	2-level bids after intervention nonforcing.
					2NT raise 0-5 or GF with fit; spl; 4♣ RKCB; raise in minors invit , 4♥/♠ to play; 1NT = 6-10	1 way checkback	
1♦		3	4♥	10 – 22 HCP	as above , but 2nt nat, 3 clubs weak or strong raise	as above	
1♥		5	4♥	10 – 22 HCP	1NT = forcing, maybe with fit, 5-12 HCP 2♥=8-10, 3♥= limit raise with 4 card support ,4♠ to play; 4♣/♦ spl 3♣♦= nat 6card,invit	over 2NT: new suit 3 <sup>rd</sup> level=shortness; 3M=SI;	Drury with passed hand :2♣ after 1♥/♠ =invite with fit
					2NT raise (=GF); 2♠= weak (4-7)	3NT= weak NT; 4M=to play, 4m=2 <sup>nd</sup> suit (11-14)	
1♠		5	4♥	10 – 22 HCP	4♣/♦ spl, 3♣♦♥= nat 6card, invit		
					2NT raise (=GF), raises as over 2♥		
1NT			3♣	15-17	NF Stayman, 3♣ puppet ; 3♦/♥/♠ = 6/5++ nat. SI ; 2♦/♥ xfer; 4♥/♠ = to play, 2♠= invit or weak m		Lebensohl ( 2 NT weak or with stopper )
				(5-card major poss.)	4♣/♦ RKCB; 2♠ = inv. 3NT or 1-suiter ♣/♦ weak		
					2SA = ♣+♦ weak or strong		
2♣	x			I. gf/sf ♣/♦/♥/♠	2♦ RELAY;	2♣ -2♦ - 2♥= SF or GF ♥, -> 2♠ relay	
				II. NT 22-23	2♥/♠ + 3♣/♦ nat. and 3+ controls	2♣- 2♦ - 2♠ = SF or GF ♠, -> 2 NT relay	
					2NT both m and 3+ controls	2♣ - 2♦ - 2SA = 24+	
2♦	x			4+♥ and 4+♠ (5-10) or NT 24+	3♣ nat. to play; 3♦ asks for longer M		
					3♥/♠ mixed raise; 2NT asks		
					4♣ RKCB (♥);4♦ RKCB (♠)		
2♥	x	5		weak two ♥	2♠ asks for shortness, 2NT asks for strength		
				usually 6 cards, 5-10	3♣/♦/♠ nat., forcing		
					3♥ = to play		
2♠	x	5		weak two ♠	2NT asks for shortness, 3♣ asks for strength		
				usually 6 cards, 5-10	3♦/♥ nat. forcing 3♠ to play		
2NT				20-21	3♣ puppet; 3♦/♥ xfer		
					3♠ minor-Stayman; 4♣/♦ RKCB 4♥/♠ nat. SI		
3♣		6		preempt	4♦ RKCB		
3♦		6		"	4♣ RKCB		
3♥		6		"	4♣ SI with fit, 4♦ SI w/o fit, asks trump quality		
3♠		6		"	4♣ as above		
3NT	x			Gambling	4♣ POC; 4♦ asks for shortness; 4♥/♠ to play		
4♣♦	x			Texas, 8 tricks ♥/♠	HIGH LEVEL BIDDING RKCBW 1430 , depo, ropi-dopi 1430, Depo, serious NT, mixed cue, (non-) leaping michaels		
4NT	x			both minors			

