

Gegenreizung und kompetitive Reizung		Ausspiele und Markierung			Deutsche Konventionskarte	
Überrufe (Stil, Antworten, Reopening)	Ausspiele (grundsätzlich)				♠ ♥ © DBV e.V. ♦ ♣	
Variable (not vul: light, vul: sound)		Ausspiel		In Partners Farbe		
1m/M: 8-17pts, 2m/M: 11-17;	Farbe	3 rd / 5 th	3 rd / 5 th			
Resp: Cuebid forcing (invit with supp or any GF), Mix. raises	NT	3 rd / 5 th	3 rd / 5 th			
New suit F1 (if bid on the same level); jump shift: nat & Invit	nachf.	Attitude tendency	Attitude tendency			
Jump raises: preemptiv, 1NT/2NT: limit bids	Andere:				Kategorie: _____ Brown Sticker	
					Club: BC Stuttgart Turnier: _____ Liga 2020	
					Paar: _____ Holger Hoffmann	
					_____ Christian Dörmer	
	Ausspiele				SYSTEM Zusammenfassung	
1NT Überruf (2./4. Position, Antworten, Reopening)	Lead	Gegen Farbkontrakte		Gegen NT		
2 nd pos: 15-18	As	AK(x), Ax		AK(x), Ax		
4 th pos: 11-14	König	AKJ10(x), KQJ; KQ(x), Kx		KQJ(x), KQ109(x), Kx		
System on	Dame	QJ10(x), QJ(x), Qx		QJ10(x), KQ109(x), QJ(x), Qx		
	Bube	J10(x), Jx		J108(x), QJ98(x), Jx		
Sprunggegenreizung (Stil, Antworten, Unusual NT)	10	10x, 109(x)		109(x), 10x		
Weak jumps after 1♥/♠; Gromöller mod after 1♣/♦ (< 12pts)	9	9x		9x		
	Hoch-x					
	Klein-x					
	Reihenfolge der Markierung					
Cue-Bid + Sprung Cue-Bid (Stil, Antworten, Reopening)		Partners Aussp.	Gegners Aussp.	Abwurf	Gebote, die besondere Gegenreizungen erfordern	
Cue-Bid: Michaels mod (after 1♥/♠)	1	Attitude	Count	Suit pref.	2♣: any SF, GF ♥, strong NT or W2 ♦	
Gromöller mod (after nat 1♣/♦)	Farbe	2	Suit pref	Suit pref	2♦: any GF, strong NT or W2 ♥	
Jump Cue-Bid: asking for stopper (usually w/ solid sidesuit)		3	Count		2♥: both majors, 5-11	
		1	Count/Attitude	Count	2♠: W2 ♠	
Gegen 1 SA (stark, schwach, 2./4. Hand)	NT	2	Attitude/Count	Suit pref		
Gromöller mod: 2♣= 4+/4+ majors or 5+minor or 4♣		3	Suit pref		Weak Two: 5+ cards, 3-10pts (according to vulnerability)	
and 5+minor; (->2♦ relay); 2♦ = 5+ major (-> 2NT forcing	Markierungen (inklusive Trumpffarbe):					
Relay); 2♥/♠ = 5+♥/♠ & 4+minor; 2NT= 5+/5+ minors	Low=pos/even;				3NT: 1 st /2 nd pos: solid 7 card minor; 3 rd / 4 th pos: to play	
Gegen Sperransagen (Kontras, Cue-Bids, Sprünge)	Discards: Lavinthal					
Against W2: X = t/o (-> Lebensohl); 2NT= 15-18 bal;	Kontras				4♣/♦: 1 st /2 nd pos: preempt in minor or solid 7card major	
Leaping Michaels; cue-bid asks for stopper;					with one side value (no ace)	
Against 2♦ Multi: X = t/o against ♠; 2NT= 15-18 bal;	Informationskontra (Stil; Antworten; Reopening)				3 rd /4 th pos: to play	
Leaping Michaels; cue-bid asks for stopper; 3NT = to play	In 2 nd pos: 11+ (tendency major(s)), in bal. Pos: variable					
Against 2♦ both Maj: X= 15+, 2NT = 15-18, both maj stop	Responses: new suit = 0-7pts, 1/2NT = 7-10/11-12 pts;				Against nat 1♣/♦: Gromöller mod is played on the 2-level	
Against 3 lev preempts: takeout, 3NT = to play	Single jump: 8-10; cue bid: forcing				with weak hands	
Gegen starke Treff und andere künstliche Eröffnungen	Negativ-Kontra, competitive-Kontra und weitere (Re-) Kontras				Forcing Pass Sequenzen	
Gromöller mod on 2-level (<12pts), 1NT = both minors	Responsive, Support, Game Try, DIPO, RIPO,					
					Wichtige sonstige Bemerkungen	
					Lebensohl is played in various situations	
Nach Negativ-Kontra des Gegners						
XX = 10+ pts w/o fit; forcing at 1-level, 1NT = 6-9						
Raises: single : 6-9 with 3card supp; double: 4-8 with 4card					Bluffs: rare. After 1F – X – 1♥/♠ might be short suit;	
Supp; 2NT: invit)					After 1m – X - XX may be weak with support	

E r öf f n u n	X w e n n k ü n	M i n - A n z	N e g - X b	BESCHREIBUNG	ANTWORTEN	WEITERREIZUNG	ÄNDERUNGEN ALS GEPASSTE HAND
1 ♣		3	3 ♣	12-22pts, 4card if not 4-3-3-3 with 15-18pts	1NT=6-10pts, inv min, 2♦/♥/♠ = 4-8 pts & 6+ cards 2NT = 2-5pts with 5card supp; splinter	After inv min: new maj suit: values, relay =asking bid, 2NT = 17/18 bal, splinter, 3NT= 15/16 bal;	
					1NT=6-10pts, inv min, 2♥/♠ = 4-8 pts & 6+ cards 2NT = 2-5pts with 5card supp; splinter	After weak jumps: 2NT = Ogust, new suit : F1; after 1m- 2NT-3m: Sign off, new suit asks for stopper, 4m =preemptiv;	
1 ♦		4	3 ♣			After splinter: SCAN	
1 ♥		4	3 ♣	12-22pts	Limit bids, 1NT=6-10; 2♠ = 4-8 pts & 6+ cards; 2NT= 16+ with supp; 3♣/♦ = 12-14/15-17 with support; splinter; 3NT=13-15 and 4/3/3/3	1♥-2♥-2NT: invit with 4card ♥; short suit trial bids; After 1♥-3♣/♦: next step= asking relay; after splinter : SCAN	
1 ♠		5	3♥		Same scheme as after 1♥	Romex trial bids	
1 SA				11-14pts, bal, single top honor possible	Stayman (not promising 4card maj.), Transfers, 2♠ = asking for min/max; 2NT =both minors (weak or strong) or both majors (invit); 3♣/♦ = invit; 3♥/♠ = cond. RKCB	Distribut. Inquiries after stayman, super accepts after X-fer; 1NT-2♠-2NT/3♣-3♥/♠ = 3card and 4/5 minors 1NT -2♠-2NT/3♣-3♣/♦: to play 1NT-2♠-2♦-2♥ = weak with both majors	1NT-2♦/♥-2♥/♠-3min = invit. 1NT- 3Major = preempt
2 ♣	X	0	3 ♣	W2♦ or any semiforcing or NT 19/20 or 25/26 or gameforcing ♥	2♦: NF relay: 2♥/♠ = 5+cards to play (0-4) 2NT = Ogust, 3♦= preempt	2♣-2♦-2♥: 19/20 bal; 2♠/3♣/♦: SF; 2NT: SF or GF hearts	
2 ♦	X	0	3 ♣	W2 ♥ or any gameforcing or NT 23/24 or 27+	2♥: NF relay; 2♠ = asks for shortness; 2NT = Ogust 3♥ = preempt	2♦-2♥-2♠/3♣/♦-2NT/3♦/3NT = 0-5, any distribution 2♦-2♥-3♣/♦-4♣/♦: slam interest → 4♦/♥: RKCB	
2 ♥	X	0		Both majors (min. 5/4), 5-11 in third hand 4-4 possible	2NT= asks for distribution (gameforcing); 3♣/♦: invit with at least one 3card/4 card major, 3♥/♠: preempt; 4♣/♦: nat, forcing; 3NT to play	2NT-3♣: 5♥/4♠; 3♦: 5+/5+♥/♠, 3♥: 4♥/5♠ & ♣-shortage, 3♠: 4♥/5♠ & ♦-shortage; 4♥/5♠ & no shortage.	
2 ♠		5		3-10pts (depending on vulnerability)	2NT = asks for shortness; 3♣ = Ogust, new suit: NF	2♠-2NT-3♣/♦/♥: shortness;	
2 SA				21-22 bal	Puppet Stayman Transfers, 3♠ = stayman for minors, 3NT = 5♠ & 4♥	2NT-3♠-3♦: at least one 4card maj-> 3♥/♠ = 4card ♠/♥	
3 ♣		6		preempt	3♦ = asks for 3card Major, new suit F1		
3 ♦		6		preempt			
3 ♥		6		preempt			
3 ♠		6		preempt			
3 SA				Solid minor suit (little side val)	4/5/6♣= pa/co; 4♦= asks for 2 nd round control 4♥/♠ = to play	3NT-4♦-4♥/♠/ NT = control in ♥/♠/other minor	
						Gebote auf hoher Stufe (inkl. Schlemmreizung)	
4 ♣	X			1 st /2 nd pos: preempt ♣ or solid ♥ (7 card); 3 rd / 4 th : preempt	4♥/5♠ = pa/co, 4♦= asks for 2 nd round control	RKCB: 41-30-2w/o queen – 2w/ queen; SCAN: asks for single/chicane and KCB DIPO: Double 41, pass: 30; RIPO: similar	
4 ♦	X			1 st /2 nd pos: preempt ♦ or solid ♠ (7 card); 3 rd / 4 th : preempt	4♠/5♦ = pa/co, 4♥= asks for 2 nd round control	Mixed cuebids	