

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Wide range 6-18 ; 2level good suit norm 6 or better values, 1♦-2♠=more aggressive, responses: CUE=supp. INV+
Non jump new suit 1/3 level F1, 2 level NF, jumps FG 15+
Jump raise=PRE 4-6, Jump CUE=mixed, 7-9;
R/O: may be less
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2 nd :15-17 system on (TRF to OPP suit shows shortness)
R/O: 12-15 vs 1M system on; 11-14 vs 1m
Sandwich: 15-17 system on
JUMP OVERCALLS (Style, Responses, Unusual NT)
WJO PRE except: 1♣-2♦=5/5 MM
1♦(L/T 3) 2♥=5/5 MM NF
1m-2NT=5♥+5om 1M-2NT=5/5 mm
R/O: 6+ 13+-16
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
1♣-2♠=NAT; 1♣-3♠=PRE; 1♦(3+)-2♦=5/5 MM;
1♦(L/T 3)-2♦=NAT; 1♦(L/T 3)-3♦=5/5 MM STR;
1M-2M=5oM+5m, 1M-3M=asks stopper
VS. NT (vs. Strong / Weak, Reopening, PH)
Vs STR NT: DBL=5+m 4M, 2♠=4+/4+MM, 2♦=one suiter M, 2♥/♠=5♥/♠ with 4+m, 2NT=5/5 mm
Vs WK NT: DBL=15+HCP, 1 st DBL T/O; other see above
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
T/O DBL; LEB over 2any; 2M-3M=5 oM +5m;
2/3M-4m=5m+5oM STR; 2/3M-4M=5/5+mm STR,
2/3M-4NT=5/5+mm; 2m-3m=5/5MM, 3m-4m=5/5MM
3m-4om=5/5om+M
2♦ (MULTI)-4♠=5/5 ♥m; 2♦ (MULTI)-4♦=5/5 ♠m
2NT/3NT NAT; 4m-4NT=NAT; 4♥-4NT=5/5 mm
4♠-4NT=any 5/5; STR JS; 5 any DBL=PEN
VS. ARTIFICIAL STRONG OPENINGS
Vs 1♣: DBL=MM, 1NT=mm, same over 1♣-1♦, 2♠=NAT
Vs 2♠: DBL=MM, 2NT=mm, but 2♣-2♦-DBL=L/D
OVER OPPONENTS' TAKEOUT DOUBLE
Vs 1m: RDBL=10+, 1lv=F, 2lv=NF, WJS M, 2NT=PRE raise
3m=mixed, JS om=INV+ raise ; Vs 1M: RDBL=10+; 1♠=4+
1NT-2new suit=TRF, 2NT=4M INV+, 3m=PRE, 3M=PRE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit [B1]	3rd/low	3rd/low, Sxx(+) if raised	
NT [B2]	ATT	3rd/low, Sxx(+) if raised	
Subseq	ATT		
Other: H lead in NT requests UB of H below (K UB Q; Q UB J...)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+) [B1]	AK(+)	
King	KQ(+) AK [B1]	AKJ10(+) KQJ(+) KQ10(+)	
Queen	QJ(+) Qx	QJ(x) QJ10(+) KQ109(+)	
Jack	(K)J10(+) Jx	J10(x) J109(+) HJ10(+)	
10	10x (K/Q)109(+)	10x (H)109(+)	
9	9x	9x(x) HH98(+) Q/J98(+)	
Hi-x	Sx xxSxxx	Sxx xSxx(+)	
Lo-x	xxS(x) xxxxS	Hx(+)S	
SIGNALS IN ORDER OF PRIORITY			
	Partner's	Declarer's	Discarding
Suit	1 Low=E	Low=E	Low=ENC
	2 Low=ENC	S/P	Low=E
	3 S/P [B3]		S/P [B5]
NT	1 Low=ENC	Smith Echo	S/P
	2 Low=E	Low=E	Low=ENC
	3 [B4]	S/P	Low=E [B6]
Signals: UDCA, CT priority vs Suit ATT priority vs NT Smith Echo vs NT (Low=ENC from both sides); Trump Echo (High=ruff); Frequent S/P			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
T/O DBL emphasize M, may be K less R/O			
Lebensohl on 2level openers, 2NT scramble over			
Repeated T/O; CUE by ADV = F until fit is found or denied			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
NEG DBL, SUPP DBL and RDBL, COMP DBL,			
Thrump DBL[E1], Snapdragon DBL[E2], Maximal DBL[E3]			

International-Convention-Card
♠ ♥ © DBV e.V. ♦ ♣
NBO: GERMANY
PLAYERS: Daniela VON ARNIM
Roland ROHOWSKY
EVENT: European Mixed Team 2019
CATEGORY: GREEN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5+ M (1NT NF); 1♠=2+; 1♦=4+
2♦ WK2 M or NT 24/25
2♥ WK 5/4+ MM
2♠ WK 5/5+ ♠m
1NT Opening: (14+)15-17 5M regularly
2 over 1 Responses: FG; 1M-2♠: FG (R)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ - 2♦: WJS in a M
1♣/♦ - 2♥/♠: INV JS
1M-2♠: FG (R)
1Y-(X)-XX: 1 st DBL by OP shows 1 or 4+ in that suit [C1]
2♦ WK2 M or NT 24/25
2♥ WK 5/4+ MM
2♠ WK 5/5+ ♠m
SPECIAL FORCING PASS SEQUENCES
simple O/C of 2♠: pass F, DBL=0-4
jump O/C of 2♠: pass F, DBL=T/O
1Y-(X)-XX: F to 3Y
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
2NT F1 over 1m-1y-2m
PSYCHICS

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	NBO : Germany/European Mixed RESPONSES	Daniela von Arnim/Roland Rohowsky SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		2	4♣	2 with 4432	1♦=usually 5+, WK hd bypasses ♦ 2♣=(4)5+ ♣ 10+ ; 2♦= WJS in a M ;2♥/♠=NAT INV 2NT=INV BAL ; 3♣=mixed raise,3♦=INV; 3M=PRE 7	1♣-1y-1M=UNBAL ; 1♠-1y-1NT=may have 4M Two way CB after 1NT rebid ; 3rd suit F, 4SF	Jump shifts : fit jumps 4+♣ +5JS
1 ♦		4	4♣	44mm open 1♦	2♦=4+ ♦ 10+ ; 2♥/♠=NAT INV; 3♣= NAT INV 2NT= INV BAL ; 3♦=mixed raise, 3M=PRE 7	1♦-1♥-1NT=denies 4♣ Two way CB after 1NT rebid ; 3rd suit F, 4SFG	Jump shifts : fit jumps 4+♦ +5JS
1 ♥		5	4♣	BAL 14+-17 open 1NT	1NT=NF ; 2♣=FG (R), 2♦=5+ FG ; 2NT=INV 3+M ; 1♥-2♠=NAT INV ; 1♥-3♠= SPL ♠ 11-14 1♥-3N= SPL ♦11-14; 1M-4♣= SPL ♠11-14;	Gazilli [F2] ; Two way CB ; 3rd suit F 1M-2♣: ART [F3]	Drury : 1M-2♣ → 1M-2♦ : 2♦=full opener 5+M 2M=bad may be 4M ; 2NT=INQ
1 ♠		5	4♥	BAL 14+-17 open 1NT	1♠-2♥= 5+ FG ; 1♠-3♥= NAT INV ;1♠-3N= SPL ♥ 11-14 ; 1♠-4♦= SPL ♦ 1M-3♣/♦= NAT INV, 3M= 4M 6-9	1♥-2♥ : 2♠= any LST ; 2NT/3♣/♦=STT in ♠/♣/♦ 1♠-2♠ : 2NT= any LST ; 3♣/♦/♥=STT in ♣/♦/♥ 1M-2NT : 3♣=S/T ;3♦=G/T [F4]	3 other= 4+ NAT S/T; 3M=S/T 1M-2NT=5/5 mm INV; 1M-3NT=CONST raise to 4
1 NT			4♣	(14+)15-17 may have 5M, 6m May be off-shape with Medium 22(45) or 24(25)	STAY;TRF;2♠= INV or ♣ or mm FG; 2NT=PUP STAY or SPL M 4oM ; 3♣=♦ or mm FG; 3♦=5M(332) or 64MM; 3♥=31(54) 3♠= 13(54) FG ; 4♣=5/5MM ;4♦/♥=TRF	1NT-2NT : 3♣=no 5M ; 3♥/♠=5♥/♠ [F5]	
2 ♣	✓			22+ BAL Acol 2 M Any FG	2♦=NEG Or WAIT, 2M=5+, 2 of 3 H, 8+HCP 3m=6+, 2 of 3 H, 8+HCP 3M=6+, 2 of 3 H, 6-10 HCP	2 nd NEG	
2 ♦	✓			6M (may be 5 in 3 rd hd) ; 4-10 24/25 BAL	2♥/♠=P/C ; 2NT=INQ FG ;3♣=INV TRF to M ; 3♦=6+♥♥ ;3♥= P/C; 3♠=NAT INV ;4♣= TRF to M ; 4♦=bid M; 4♥= P/C ; 4♠=NAT	2♦-2NT : 3m=max;3♦=♥ min 3♥=♠ min;	
2 ♥		4		5+/4+MM 5-10	2NT= (R) ; 3♦=INV M ; 3♣/♦=NAT NF 3♥/♠= to play 4♣= 4+♥ SPL in ♠, S/T; 4♦= 4+♠ SPL in ♥, S/T	2♥-2NT : 3♣=5/5 MIN or MAX ; 3♦=4♠5♥ MIN;3♥=5♠4♥ MIN; 3♠=4♠5♥ MAX;3NT=5♠4♥ MAX; 4♣=5/5 MAX void in ♣ 4♦=5/5 MAX void in ♦	
2 ♠		5		5+♠ /5+m, 5-10	2NT= bid m, to play in m or any FG 3♣= P/C INV for m; 3♦=INV for ♠, 3♥=NAT INV 3♠=PRE, 4♣= P/C PRE, 4♦=PRE KC ♣		
2 NT				20-21 BAL, may have 5M, 6m may be off shape	3♠=PUPP STAY; 3♦/♥=TRF ; 3♠=m/mm; 4♣=5/5MM; 4♦/♥=TRF ;4♠=(32)44 QUANT	2NT-3♣ : 3♦=at least one 4M ;3♥/♠=5♥/♠ ; 3NT=no 4M 2NT-3♠-3NT : 4♣/♦=5+♦/♠,4♥=5♠/4♦,4♠=5♦/4♠ ; 4NT=5/5mm S/T ;5♠=5/5mm; 5NT=5/5mm pick a slam	
3 ♣		6		Might be 6 more often	3M NAT F ; 4♦=PRE KC	3m-3♥-3♠=good hand no fit; 3m-3♥-3NT=SPL♠; 4m bad	
3 ♦		7		destructive NV 1 st and 3 rd	3M NAT F ; 4♣=PRE KC	3m-3♠-3NT=good hand no fit; 3m-3♠-4m bad	
3 ♥		7		3-9	3♠=NAT F, 4♣= S/T→CUE ; 4♦= PRE KC		
3 ♠		7			4♣=S/T→CUE ; 4♦=PRE KC		
3 NT	✓			7+ solid m, no outside K or A	4♣ /5♠=p/c; 4♦=asks SPL; 4NT=asks length	HIGH LEVEL BIDDING	
4 ♣		7		Usually 8 cards	4M=NAT; 4♦= PRE KC; 4NT=to play	RKCB(1430); PRE KC(0/1/1+Q/2/2+Q); 4 Aces BW(0 or 4/1/2/3);	
4 ♦		7		7 playing tricks NV	4M=NAT; 4NT to play; 5♠=S/T	Exclusion KC (0 or 3, 1 or 4, 2, 2+Q), CUE 1 st and 2 nd CTRL; Non Serious 3NT; Last train	
4 ♥		7		8 playing tricks V	4♠=NAT; 4NT=PRE KC; 5m=ask CTRL	SPL; Flag bids; DOPI (DBL=0, P=1); DEPO; w/ m fit: 4♦ = optional RKCB [F6]	
4 ♠		7			4NT=PRE KC; 5m=ask CTRL		

Supplementary sheets

NBO: Germany

Players: Daniela von Arnim & Roland Rohowsky

A. Conventions used

B. Leads and Signals

[B1] Leads vs Suit

3rd from 4 or 6, lowest from 3/5/7

After bid and 3 card raise: ATT

Ace from AK

With following exceptions

- 1) AK bare
- 2) They are at 5 level or higher
- 3) Declarer opened a preempt at 4 level (maybe 3level?)
- 4) Partner's suit
- 5) Suit we have bid and been supported in
- 6) Showing side suit singleton

[B2] Leads vs NT

Attitude leads (the smaller the better)

From a very strong suit headed by AK we may lead the K and partner has to unblock the Q.

From AKQ10 the Q. From KQ109 the Q.

[B3] Signals vs Suit

Primarily CNT

ATT at trick 1:

- ATT on A lead if dummy has at most 10xx
- ATT on K lead if dummy has at most 9xx or Axx
- ATT by 3+-card raiser

SP at trick 1:

- When dummy has a singleton or void in the suit led.
- When it is known from the bidding, declarer has a singleton or void in the suit led.
- Partner leads the Ace and the King appears in dummy. But if it's clear partner is looking to give a ruff, then CNT.
- When it's clear or probable partner has led a singleton and is looking for your entry. Also when it is probable partner is short, for example when he is leading your suit while he denied support by not showing it at a low level.
- On the A/K lead when dummy shows up with a doubleton and the suit has not been bid naturally by us. But no SP vs 5+ level; instead we give count.

[B4] Signals vs NT

Primarily ATT signals

COUNT at trick 1:

- if partner leads his 5+ suit which we didn't support at the 2 level

- if partner leads his 6+ suit unless dummy has a singleton
- if dummy has 4+ cards (also during the hand, except when playing the A → ATT)
- on A lead, if Q in dummy
- if we don't beat the dummy (even if we possibly could), cases known are KQx or QJx in dummy, but ATT if declarer wins K or Q from Kxx/Qxx

[B5] Discards in Suit

1st discard low is encouraging, then original count.

1st discard CNT in a suit already played.

When dummy has 5+ cards in a suit: a discard shows count in this suit.

[B6] Discards in Suit

1st discard if 3 suits are still in picture we play SP, otherwise low is ENC in a new suit or CNT in a suit already played.

C. Bids that may require a defence

[C1] 1Y-(X)- XX

Redouble at 1-level generally shows 10+ HCP and creates competitive force through 3 of opener's suit (2 of opener's suit if redoubler is PH).

After we redouble and they bid a new suit (non-jump), double by opener is TWO-WAY, either 1 or 4(+) in their suit. Pass shows 2 or 3 in their suit. (With 0, bid something or pass and pull X later.)

If they jump in a new suit and we are in a force (i.e., we are below 3 of opener's suit), dbl= shortness.

If they jump in a new suit and we are not in a force, dbl just shows extras.

D. Defensive and competitive bidding

E. Doubles

[E1] Thrump DBL

In a non-forcing auction when we have no room to ask for a stopper in opponents' suit, priority for the meaning of dbl is a Thrump dbl asking for a stopper.

[E2] Snapdragon DBL

When they open, we overcall, and they bid a new suit, double is Snapdragon, showing 5-cards in the unbid suit and tolerance for partner's suit (at least xx)

[E3] Maximal DBL

If we have an 8-card fit and there is no room to make a game try, then double is a game try

F. Back of card

[F1] 1m-1M; 2M

Next step asks for opener's hand with 6 step response

3m is a short suit trial bid, 5+M normally

2NT/3♥ shows 4 in oM

A raise to 3M is invitational with 5+ M

A jump to 3♠ or 4 level is a Splinter bid with 5+ M

1m - 1♥

2♥ - 2♠ Relay

→ 2NT 4 cards in ♥, unbalanced, 3♣ asks; 3♥ NF

→ 3m 3 cards in ♥; responder may pass or bid values natural; 3♥ NF

- 3om 4 cards in ♥, balanced minimum; 3♥ NF, 3NT COG, new suit cue bid
 → 3♥ 4 cards in ♥, balanced minimum; 3♥ NF, 3NT COG, new suit cue bid
 → 3♠ 4 cards in ♥, balanced maximum; 3NT COG, new suit cue bid

1m - 1♥

2♥ - 2♠

2NT - 3♣

- 3♦ singleton om
 → 3♥ singleton ♠
 → 3♠ 5m 4♥ 22 bad hand
 → 3NT 5m 4♥ 22 good hand
 → 4♣ void om
 → 4♦ void ♠

1m - 1♠

2♠ - 2NT Relay

- 3m 3 cards in ♠; responder may pass or bid values natural; 3♠ NF
 → 3om 4 cards in ♠, unbalanced, next step asks; 3♠ NF
 → 3♥ 4 cards in ♠, balanced minimum; 3♠ NF, 3NT COG, new suit cue bid
 → 3♠ 4 cards in ♠, balanced maximum; 3NT COG, new suit cue bid

1♣ - 1♠

2♠ - 2NT

3♦ - 3♥

- 3♠ singleton ♦
 → 3NT singleton ♥
 → 4♣ 5♣ 4♠ 22 bad hand
 → 4♦ 5♣ 4♠ 22 good hand
 → 4♥ void ♦
 → 4♠ void ♥

1♦ - 1♠

2♠ - 2NT

3♣ - 3♦

- 3♥ singleton ♣
 → 3♠ singleton ♥
 → 3NT 5♦ 4♠ 22 bad hand
 → 4♣ 5♦ 4♠ 22 good hand
 → 4♦ void ♣
 → 4♥ void ♥

[F2] Gazilli

1♥-1NT

2♣ Gazilli

6♥11-14

6♥15-17

4♠/5♥15-17

17+ balanced

5+♥/4m 16+

1♠-1NT

2♣ Gazilli

6♠11-14

6♠15-17

5♠/4♥16⁺

17⁺ balanced

5⁺♠/4m 16⁺

[F3] 1M-2♣ FG Relay

1M – 2♣

2♦ min, denies 4oM → 2♥ relay

2♥ 4oM → 2♠ relay

2♠ max (=15⁺), 4⁺♦ → 2NT relay

2NT max, no 2nd suit, not good 6M (might be unbal) → 3♣ relay

3♣ max, 5M/4♣ → 3♦ relay

3♦ max, 6M/4♣ → 3♥ relay

3♥ max, 6M, good suit (3 of 4 top honors) → 3♠ agrees M, opener shows shortness or bid 3NT

(4♥ over 1♥ opener shows ♠ shortness!)

3♠ max, 5M/5♣ → 4♣ sets M, 4♦ optional KC for ♣ 4oM sets ♣ cuebid

3NT 17-19 balanced with 2♣

4M min, 7M

[F4] 1M-2NT limit with 3+ support

1M -2NT

3♣ artificial slam interest

3♦ = min 4M

→ 3♥ asks for shortness → 3NT = none, bid shortness natural

→ other bids by opener show shortness, 3NT = no shortness asks for cuebid

3♥ = max 3M

→ 3♠ asks for shortness → 3NT = none, bid shortness natural

→ other bids by opener show shortness, 3NT = ♠ shortness over 1♥

3♠ = max 4M (can't have shortness direct SPL with 4M and max)

→ 3NT = no shortness, cuebids

→ other bids show shortness (4♥ = ♠ shortness over 1H)

3NT = min 3M no shortness

→ cue bids

4♣/♦ = min 3M shortness

4♥ = min 3M shortness oM

[F5] 1NT-2NT mod. PUPP STAY, asks for 5 or 4 card M; may have (14)44, (14)(35), (04)(45)

1NT – 2NT

3♣ = neutral, may have 4M

3♦ = denies 4M, shows weak doubleton in a major

→ 3♥ = asks 3♠=♠, 3NT=♥

3♥ = 5♥

→ 3♠ = slam interest with ♥ support

→ 4♣/♦ = slam interest with 5⁺♣/♦

3♠ = 5♠

→ 4♣ = slam interest with ♠ support

→ 4♦ = slam interest with 5⁺♦

→ 4♥ = slam interest with 5⁺♣

1NT – 2NT

3♣ = neutral, no 5M, may have 4M

→ 3♦ = shortness in one M with 4 in the other M

3♥ asks → 3♠ shows shortness in ♠, 3NT shows shortness in ♥

→ 3♥ = 4♠

→ 3♠ = 4♥

→ 3NT = wanted to find out about 5M

[F6] Special slam tools with minor fits

Whenever we have agreed a minor fit below 3NT we play:

- 4♣ is slam invitational and asks for cue bid (or partner to take control by bidding KC himself)

→ 4♦ = optional Keycard

→ 4M = cue bid in that M

→ 4NT cue bid in other minor

if ♦ is trumps, we can ask for KC after one or two cue bids with 4NT; when clubs are trumps

4NT is a last train bid after one or two cue bids

4♦ is optional Keycard

→ 4♥ = rejects slam invitation (4♠ is now repeated KC; 4NT is to play)

→ 4♠ = 1 or 3 KC, 4NT = asks for Q of trumps

→ 4N = 0 or 4 KC

→ 5♣ = 2 KC without Q

→ 5♦ = 2 KC with Q

→ 5♥ = 2 KC with void

we don't show a void with one KC

G. Others

H. Prepared defences

