



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style Responses 1/2 Level reopen)
CONST with not PH partner 8-16 Variable with PH partner or in sandwich RESP new suit: L1 F1 /L2 NF /Fit-jumps CUE : Fit 10+ or any F suit 13+
1NT OVERCALL (2nd/4th Live Responses reopen)
2 nd 15-18 R/O 11-14 STAY, TRF 1S pass 1oS 1NT two-suiter other 2 suits 1NT by passed hand R/O: mm
JUMP OVERCALLS (Style Responses Unusual NT)
NV WJO 6-11 ; VUL 14-16; R/O seat or over 2-level: 14-16 2NT 5+/5+ lowest unbid-suits
DIRECT AND JUMP CUE BIDS (Style Responses)
1♣ 2♣=MM (5+/4+), 1♦2♦=MM /1♥2♥=♠+m 1♠ 2♠♥+m; Jumpcue: asking for stopper with SOL ; 1x pass 1Y 2x 6+5+ other suits-6 in higher suit ; 1x pass 1y 2Y natural
vs NT (vs. Strong / Weak, Reopening, PH)
2♣ MM /2♦ 1M /2♥♥+m / 2♠♠+m / 2NT 2m /3♣♦ nat. / X ♣ or ♦ PH only Else pen-X 2nd , 12+ R/O If we X 1NT then 1 st -X=NEG (not if 2♣♦ ART)
vs PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
2♦ (Multi) X 4♥ or 17+/ 2♥♠ X t/o 2NT 15-18 > PUP-STAY, TRF in COMP 3♣-3♠ t/o-X; WK2-4m 2-suiter(2 nd +R/O) 3♣♦ 4♦ MM, 3♣♦ 4♣ 5om+5M, 2♦ (Multi) p 2♥/3♥ X t/o or 5+♥ /2♦X2♥X 8+ 2♦ (Multi) p 2♠ X t/o or 5+♠
vs ARTIFICIAL OPENINGS
vs 1♣ 2-level same as vs 1NT, X=♣; 1NT mm 1♣ pass 1♦ X 55MM; 1NT 55mm
vs polish ♣ pass can be 15-18 NT ; 1♦ 15-18NT 1NT ♦ s. 1♣ p 1♦ p 1♥♠ X pen. 15+ NT;
OVER OPPONENTS' TAKEOUT DOUBLE
New suit 5+ NF [04] ; XX 10+; 1m X 2NT fit, INV ,Groco by GF ; LIM

LEADS AND SIGNALS			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5	3/5	
Subseq	3/5 ATT	3/5 ATT	
RUS only on 6-7 – level from AK ; K from AKx(+) with side-short; Xxx if raised possible			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+),Ax(+)	AKx...	
King	KQx(+), AK	AKJ10 KQx	
Queen	(AK)Qx(+), QJx(x)	(A)QJx(+), KQ109x(+)	
Jack	Jx,J10x(+),KJ10(+)	Jx J10x(+) HJ10x(+)	
10	10x, (H)109x(+)	10x (H)109x(+)	
9	9x	9x 9xx(+)	
Hi-x	Sx, xxSx, xxxxSx	Sx, xxSx, HxSx	
Lo-x	xxS, xxxxS HxS	xxS, xxxxS HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's	Declarer's	Discarding
suit	Low E rev. CNT S/P	rev. CNT S/P	Low E rev. CT S/P
NT	Low E rev. CNT S/P	rev. CNT SP	S/P 5-6-7 E
if shown 6+: middle E ; original count later; Signals in NT: Smith-high E from both sides;			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopen)			
neg X - 3♠:(43)oS or 1S 5+ GF general agreement: in doubt X in front of length t/o -X behind length penalty 1Y pass 1NT 2Z X = BAL 15+			
SPECIAL; ARTIFICIAL AND COMPETITIVE X			
RESP X - 3♠ /COMP X -3♠ ; SUPP X up to 2 of openers suit /SUPP XX ; G/T X reversed: (1♠ 2♥ 2♠ 3♥ X= COMP; 3♠ = INV)			

	Germany	
Anne Gladiator	Lisbon 2019 Category: GREEN	Michael Gromöller
Bamberg Standard		
5 card Majors 1♠ 5 / 1♥ 5 / 1♦ 3 / 1♣ 3		
1NT Opening: 12-14 (nv 11-14) 2 over 1 Responses: 10+ F1		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2♦ a) weak two ♥ 6-11 b) any GF 2♥ 5+/4+ MM 6-11 2♠ weak two 6-11 Weak-twos and 3-4 level in 3 rd pos. 0-13 HCP In 4 th pos. 10-12 3NT SOL m, no H O/S, 3 rd 4 th to play 4♣/4♦ SOL ♥/♠ NF free bids after O/C [04]		
1♣/♦ pass 2♦ GF ♣/♦ 1♣/♦ pass 2♥ 4+♥/5+♠ 4-7 1♦ pass 2♠ 8-11 ♦ -Fit 1♥ pass 2♠/2NT GF ♥ 1♠ pass 2NT/3♥ GF♠		
SPECIAL FORCING PASS SEQUENCES		
standard When we have 22+ HCP from 4th level up		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
LEB [01] in almost all COMP General agreement: in doubt we ask for stopper Scrambling 2NT [03]: when we must bid after X; Camouflage-trialbids: after fit next step asks for values [05]		
Anne often thinking long.		

OPENING	artificial	Tenght	NEG X	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION & COMPETITIVE BIDDING	PASSED HAND BIDDING
1♣		3+	3♠	11 – 20 HCP 33mm 1♣ ; 44mm 1♦	2♣ 8-11 HCP ; 3♣ 5-7 HCP 2♦ Grocoby [02] GF♣ 3♥♥ SPL 2♥4♥+5♠+ 4-7 HCP; 2♠ 6+♠ 9-11 HCP	2NT LEB after WJO or two-suiter new suit NF 2-level after 1♣♥♦♠ open new suit INV 3-level after simple O/C 2♦ or 2♥ (1♥ 2♦ 3♣ INV) new suit F 3-level after WJO or two-suiter	1♣ 2♦ 5♠+5♦ 5-8 HCP 1♣ 2♠ 5♠+4♣ 8-11 HCP
1♦		3+	3♠	11 – 20 HCP	2♦ Grocoby GF♦; 2♠ ♦-Fit 8-11 HCP 3♦ 5-7 HCP ♦-fit; 3♥♠4♣ SPL 2♥4♥+5♠+ 4-7 HCP; 3♣ 6+♣ 9-11 HCP	LEB after REV 1NT rebid 15-17 with 2♣ GF-(R), 2♦ INV-(R)	1♦ 2♦ 8-11 HCP 1♦ 2♠ 4♠+6♣ 5-8 HCP
1♥		5+	3♠	11 – 20 HCP	LIM /Grocoby 2♠ GF♥ 3♠ any-SPL 9-11 HCP 3NT4♣♦ SPL 12-14 HCP 2NT BAL GF♥ /3♣♦ 6+♣ 9-11 HCP	after O/C X/1♠/2♣ 2NT Grocoby GF♥ after O/C 2♥♥♠ 2NT LEB 1♥ p 1♠ p 1NT 12-17 >2♣ any inv., 2♦ any GF	1♥ 2♣ Fit♥ or ♣ or BAL 1♥ 2♠ 4♠+6♣♦ 5-8 HCP 1♥ 2NT 5♣+5♦ 8-11 HCP
1♠		5+	3♠	11 – 20 HCP 5♠ 5♣: 1♠ if 11-14 HCP	LIM /Grocoby 2NT GF♠ 3NT any SPL 9-11 HCP 4♣♦♥ SPL 12-14 HCP 3♦♦ 6+♣ 9-11HCP 3♥ 12-14 HCP BAL ♠-Fit	after overcall X/2♣ 2NT GF♠ after overcall 2♥♥♠ 2NT LEB after GF all RKCB is conditioned on 3-level	1♠ 2♣ Fit♠ or ♣ or BAL 1♠ 2NT 5♣+5♦ 8-11 HCP
1NT			3♠	12-14 HCP (NV 11-14) no 5 card M	STAY/TRF/2♠ 1m WK or BAL INV or GF-♣ or (41) M GF 2NT mm or GF-♦ or (31) M GF 3♣♦ INV/3♥♠ GF (4333) (4 oM)	distributional asking relays after X XX 10+, 2♣♦ nat or 44 two other suits; after O/C Neg-X (later PEN); LEB (if 2NT with 13+ : hand always show 4M)	
2♣	✓	0+	3♠	- 20/21 HCP BAL (4441) - 26/27, 30-31 HCP BAL - any 18-23 HCP w/♣♦♥♠ - SOL ♥ or ♠ 9 tricks	2♦ (R), 2♥ TRF, 2♠ TRF♥, 2NT TRF, 3♣ 55mm 0-3, 3♦ 6♥ 2-8, 3♥ 6♠ 2-8, 3♠ 55mm SI, 3NT 55MM SI	2♣- TRF - (R) : 20-21 NT 2♣-X 2♥♥ TRF, XX 4+, pass 0-3 HCP After opp bid: TRF, X NEG ,	
2♦	✓	0+	--	- weak two ♥ 6-11 HCP - any GF ; SOL ♥ or ♠ - 24/25, 28/29 HCP BAL	2♥ (R) NF 2♠ ASK S/S 2NT FG, ASK H in oS	after 2♦ p 2♥ p any GF > TRF 2♦ p 2♥ p 3♠ GF 4♠ 5+♥	
2♥	✓	4+	--	5+/4+ MM 6-11 HCP 3 rd : 0-13 HCP	2NT GF (R) or WK ♣ / 3♣ INV 3+M(s), 3♦ to play /3♥♠ PRE	when opps bid : X from opener short	
2♠		6	--	Weak two ♠ 6-11 HCP 3 rd : 0-13 HCP	2NT ASK S/S /3♣ FG, ASK H oS 3♥♥ NF	when opps bid : X from opener short	
2NT				22/23 HCP BAL 4441/5431)	PUP-STAY /TRF /4♣-4♠ TRF	1 st step after SI no interest	
3♣♦		6+		1 st /2 nd CONST 6-11 HCP	3♦ ask for 3M /3♣-4♦/ 3♦-4♣ RKCB		
3♥♠		6+		1 st /2 nd CONST 6-11 HCP	new suit GF /4♣ RKCB		
3NT	✓			Gambling no H O/S to play 3 rd /4 th pos.	4♣ paco /4♦ ask for 3M		
4♣	✓	0+		SOL 7♥+ace / SOL 8♥	4♦ ask for ace	HIGH LEVEL BIDDING	
4♦	✓	0+		SOL 7♠+ace / SOL 8♠	4♥ ask for ace	RKC-Blackwood/Gerber/: 14 03 2 2+TQ; Josephine; Splinter; ALL RKCB under 3NT are conditioned; often 4♣♦ RKCB, after Fit next step RKCB; After interference of Blackwood/Gerber: X penalty, pass no control- next steps 14 03 2 2+ ; after Fit next step RKCB; over 5 our trumpssuit: DOPE;	
4♥♠		7+		5-11 HCP 1 st /2 nd seat	4♠ to play ; oS ASK control in this suit.		

Anne Gladiator - Michael Gromöller

[01] LEB = Lebensohl

In nearly all competitive bidding situations we bid **freely** 2NT with a hand

- which is too weak to force or invite partner to go on.
- which is forcing to game (then ist always with 4card-Major)
- which is invitational > when this suit could be bid on lower level.

With inviting values we bid the suit immediately.

Typical situations:

1NT 2♦♥♠ 2NT LEB
 1♥ 1NT 2♥ 2NT LEB
 1♠ 2♥ 2♠ 2NT LEB
 1♠ X 2♠ 2NT LEB

1♥ 2♦♥♠ - 2NT LEB

1♠ 2♦♥♠ - 2NT LEB

[02] Grocoby

Is a GF-raise with special answers. We do this also after X. Grocoby in m only without O/C.
 Grocoby in M only till O/C of 2♣. in M Grocoby always shows 12+ unbalanced OR 15+ balanced.

1♣ 2♦ 1♦ 2♦ 1♥ 2♠ 1♠ 2SA

- | | |
|---------|--|
| 1. step | any short 14-16 or 11-13 |
| 2. step | M: NT 14-16,17-19,11-13 or any short 17-19(20)
m: NT 15-17 or any short 17-19 oder NT 18-19 |
| 3. step | 5(422) 14-16 |
| 4. step | 5(422) 17-19 |
| 5. step | 5(422) 11-13 |
| 6. step | 6(322) 14-16 |
| 7. step | 6(322) 17-19 |
| 8. step | 6(322) 11-13 |
| 9. step | 7222 11-13 (not over 3NT/4♥) |

[03] Scrambling

In nearly all competitive bidding situations we **need to bid**:

2NT shows

- both minors NF
- ♦/♥ suit NF

3♣ shows ♣-suit 0-10 HCP

1SA X	2♥ pass	pass 2SA	pass	1SA 2SA	2♥ X	X	pass
2♦ Pass	pass 2SA	2♥ X					
1♠ X	2♥ pass	pass 2SA	pass	1♠ 2SA	2♥ X	X	pass
1♥ X	2♠ pass	pass 2SA	pass	1♥ 2SA	2♠ X	X	pass
2♥♠	Xpass	2SA					
1♣ 2SA	2♥♠	X	pass				

[04] negative free-bids

1♣♦♥♠	X	- 1♦♥♠	= 5+card suit 4-9 HCP
1♣♦♥♠	O/C	- new suit 2-level - new suit 3-level without jump	= NF 6-11 HCP = NF 9-11 HCP
1♣♦♥	WJO	- new suit 2-level - new suit 3-level	= NF 6-11 HCP = F
1♣♦♥♠	2-suiter	- new suit 2-level - new suit 3-level	= NF 6-11 HCP = F
1NT	2♣♦♥♠	- new suit 2-level - new suit 3-level woj - new suit 3-level jump	= NF 6-11 HCP = INV 10-12 HCP = F 12+ HCP

[05] Camouflage Trial-bids:

1♥	2♥	
2♠	2SA	♣-values
	3♣	♦-values
	3♦	♠-values
	3♥	minimum
	3♠	maximum
1♠	2♠	
3♣	3♦	♣-values or minimum > 3♥ ask >> 3♠ minimum
	3♥	♦-values
	3♠	♥-values

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive, FREQ 4-card suit, Jump RAISE=PRE, New suit=F1 at 1-level, CUE-BID RESP usually promises SUPP, New suit JUMP = FIT INV, MIXED RAISE(3 of OPPT suit), NT RESP=NF and wide range, 2NT after 1M-O/C, is 4+card fit INV+, 4THX implies at least 4 cards in unbid suit, MAX DBL, SCRAMBLING 2NT
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd POS+4th LIVE: 15-18 HCP, responses as over NT OPEN except TRF into the OPPT M = shortness
Reopen: over 1m: 15-17 HCP, over 1M: 10-14 HCP, 2NT=20/21 HCP
ESCAPING FROM 1NT DOUBLED [2]
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK, 5-card possible, TRF responses either lead directing or NAT (1m)-2NT: ♥+om, (1M)-2NT: ♦+♣ both any strength
Reopen: INTERMEDIATE jumps
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE: (1m)-2sm:♠+♥ (5+5+), 2♦ advance shows equal M lengths, (1M)-2SM:OM+m (55+); 2NT positive for m, 3♣ P/C, 3♦ INV for M, CUE FG M, (1m)-2NT:♥+om, (1M)-2NT:♦+♣, JUMP CUE ASKS STOP (Ms only),(1♦=0-2+)-2♦: NAT,(1♦=0-2+)-3♦:♠+♥(55+)
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL=PEN, 2♣ STAY, often 43+ Ms or 4M+5+m STR or short ♣, 2♦=♦+M, 2♥/♠=NAT, 3♣/♦ wide range, 3♥/♠= PRE
in 4th seat and by PH: DBL = 1m or both Ms, 2♣ = ♣+M, 2♦ = ♦+M
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL is T/O,(WK 2♦):4♣=♣+M,4♦=♠+♥,(WK 2M):4♣=OM+♠,4♦=OM+♦,(3♣)-4♣=♠+♥,(3♣)-4♦=♦+M,(3♦)-4♣=♦+M, (3♦)-4♦=♠+♥, (3M)-4m=OM+sm, LEB after (WK2x)-DBL-(P), o/ DBL in 4th 2N=NAT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣ or 1♣-(P)-1♦: DBL=MS, 1N=ms, 2♠=♦ or ♥, 2♦=♥ or ♠, 2♥=♠ or ♣, 2♠=♣ or ♦, 2N=♠+♦ or ♥+♠, 3♣=♠+♣ or ♥+♦,over 2♣ : DBL=MS or ms, over 2♣-(P)-2♦:DBL=♥ or ♠, rest as over 1♣
OVER OPPONENTS' TAKEOUT DOUBLE
TRF incl. RDBL, pass may be a traditional RDBL, first pass then DBL=PEN, first pass then bid: another place to play, FIT JUMPS, 2N=EG raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th	3rd/5th
NT	ATT, RNOW w/ 4+-card suits	3rd/5th, RNOW w/ 4+-cd suits
Subseq	same	same

Other: 2nd/4th + RNOW thru declarer, K from AK 5-level or higher, K may be led from AK when intending to shift to a singleton, though not mandatory

K vs. NT asks for UB

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A(+), AK(+)	no UB
King	KQ(+), K(x)	asks for UB or CT [1]
Queen	QJ(+), Q(X)	KQ(+), QJ(x), Qx(x)
Jack	J10(+), J(x), KJ10(+)	QJx(+), J10(x),Jx(x), (A/K)J10
10	109(+), 10(x)	J10x+, 10x(x), (H)J10+
9	9(x)	109x+, 9x
Hi-X	Sx, xSx	xSxx, xSx,
Lo-X	xxS, xxSx, xxxxS	HxSS, HxSSS

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi= DISCG, LO on A	S/P or count hi=odd	Hi = DISCG
Suit 2	S/P when shift		S/P
3	obvious		
1	xS,Sxx,HSx,xxSx,	S/P or count hi=odd	S/P
NT 2	HxSx, xxxxS,HxxxS		Hi = DISCG
3	Hi = DISCG [1]		

Signals (including Trumps): 3-WAY SIGNAL[when we are known to hold at least 5 cards or with S/S in dummy or declarer's hand)

Trumps: hi-lo is S/P

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Emphasize Ms;m unclear, may be light (9+) with classic shape EQUAL

LEVEL CONVERSION, CUE-BID promises rebid,

Over RDBL: Jump is PRE, pass is more than 1 place to play

SCRAMBLING 2NT

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1♣-(1♦)-DBL: 4* ♥, 1m-(1♥)-DBL:4*♠, 1m-(1♠)-DBL: TRF to NT or ♣, 2-WAY

DBL,COMP DBL, ANTI L/D DBL, most low-level DBLs=TO, RESP DBL at the

3-level and higher promise, useful values and usually some support for

partner's suit, RESP-EXT, MAX DBL, SPL DBL[VUL vs NV asks for

lower suit]

W B F CONVENTION CARD
EC Mixed Lisbon 2019
CATEGORY: Red
NCBO: Germany
PLAYERS: Roy Welland - Sabine Auken
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card M, 1♣=2+ may be any BAL hand incl. any other 5-cd suit, 1♦/♥/♠-opening usually UNBAL
Open light (10+), ART resp, TRF resp to 1♣, NAT weak 2M, aggressive COMP style
Frequent non-PEN DBL
1NT: 14-16 HCP, 15-17 3rd VUL + 4th, Odd shapes OK
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
FLANNERY 2♦(10-15 ⁺ or 17 ⁺ -19))
TRF resp. o/ 1♣-opening, 1♣-1♠ = FG (R), 1♦/♥/♠-1N = FG (R)
1♦-2♣ = NAT NF
1♥-1♠ = like F NT may have 4 ⁺ ♠, 1♥-2♣= 5+♠ 9-13 HCP,
1♥-2♦ = 3+-card raise 9-13 HCP
1♠-2♠ = like F NT, if 2 ♠ < 9 HCP, 1♠-2♦ = 2-card raise 9-13 HCP
3NT opening = 4 M to be played from the other side
O/ comp:2-level raise NAT, other bids TRF, jump CUE=bid 3NT
Special bids: 1♣-(x)-2♣=5 ⁺ 4 ⁺ ms < FG, 1♣-(1♦)-2♠= 5♠+4 ⁺ ♥
1♣-(x/1♦)-2♦=5 ⁺ ♥+4 ⁺ ♠, 1♣-(x/1♦)-2♥= 5 ⁺ ♠+4 ⁺ ♠
1♣-(1♥)-2♦= 5 ⁺ ♠+4 ⁺ ♠, 1♣-(1♥)-2♥= 5 ⁺ 4 ⁺ ms, 1♠-(1♠)-2♥= 5 ⁺ 4 ⁺ ms
1♦-(x)-2♠= 5 ⁺ ♥+3 ⁺ ♦, 1♦-(x)-2♥= 5 ⁺ ♠+3 ⁺ ♦ 5-10 or FG
1xy-(1N)-2N+ = TRF
Over competition vs. NT: TRF
SPECIAL FORCING PASS SEQUENCES
(1NT)-DBL-(any)-Pass: in principle F thru 2♠
1NT-(2any)-DBL: we won't let OPPT play undoubled on 2-level
IMPORTANT NOTES
PSYCHICS:
Often NT opening in 3rd seat esp. NV vs. VUL suspect

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OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	5♦	10+hcp, may be any BAL hand	1♦/♥=4+♥/♠, 1♠=FG (R) [3], 1N=BAL 5-11 4M poss.	o/1♣-1♦:1♥=typically 10-13 w/o 4-cd SUPP	1♠=BAL 4-8 or desire to play NT
				incl. any other 5-cd suit also	2♣=54+msINV, 2♦=5♠4+♥9-13, 2♥=BAL or 5+♣ INV	1N=17-19 BAL, 2♥/=11-13BAL w/4-cd SUPP	from other hand, 1NT=BAL 9/10
				5422	2♠=5+♦ INV, 2NT= BAL FG or ♣-PRE	2N=15+ raise w/SPL. 3♦=UNBAL MIN with 4cd	o/comp TRF, jump CUE asks
					3♠/♦/♥=♦/♥/♠ PRE or GF, 3♠=7+♣ asks 3N	SUPP, 3♥=17-19 BAL SUPP, o/1♠-1♥ analog	for 3NT
1♦		5(4)	5♣	10+hcp UNBAL except 3rd,	1N=FG (R) [4], 2♠=5+5+Ms<FG, 2M=6+M 3-7,	o/1♦-1♥: 1NT/2♠/♦=TRF, 2N=15+ 4cd SUPP	o/comp TRF, jump CUE asks for
				4 cards only if 4♦(441)	2N=L/R+[5], 3♣=NAT INV, 3♦=PRE	o/1♦-1♠: analog	3NT
1♥		5	5♦	10+ often UNBAL exc.3rd [19]	1♠=like F NT may or may not have ♠, 1NT=FG(R)[6]	o/1♥-1♠[18]:1NT/2♠/♦=TRF, 2♥=35(32)11-13	DRURY(FIT)
				5♥(332)/(422) may open 1♣	2♠=5+♠ 9-13, 2♦=3+SUPP 9-13, 2♠=6+♠ 3-7, 2NT=	o/1♥-2♦:2N asks WK doubleton G/T, 2♠/3♠/♦	o/comp TRF, jump CUE asks for
					NAT INV, 3m= NAT INV, 3NT= 12-14 SUPP	=TRF to ♠/♦/♠ S/T, jump=void+optional KCB	3NT
1♠		5	5♦	10+ often UNBAL exc.3rd [19]	1NT=FG (R)[7], 2♠= like F NT, if 2♠ < 9, 2♦=2♠9-13	o/1♠-2♠:2♦=3*♥, 2♥=6*♠, 2♠=4*m	DRURY(FIT) 2♥ response MIN,
				5♠(332)/(422) may open 1♣	2♥=3+SUPP 9-13, 2NT=NAT INV, 3m/♥=NAT INV	1♠-2♦-2♥=waiting, 1♠-2♥: analog 1♥-2♦	not hopeless, o/comp as above
1NT			4♦	14-16HCP, 3rd VUL+4th 15-17	2♠=PUP to 2♦, 2♦=TRF, 2♥=TRF, 2♠=BAL INV	1NT-2♠-2♦[8], 1NT-2♦-2♥[9],	o/comp 2N PUP to 3♠, 1N-(2x/3♠)-
				Any 54/ 6322 or singl. H poss.	/6*♠ INV+/ 6*♦ INV, 2NT=S/O in ♣ / (4441)	1NT-2♥-2♠[11], 1NT-2♥-3♠/♦/♥=MAX♠-SUP	3any=TRF, TRF to their suit=S/S
				FREQ up/downgrade, 44 majors	3♠=6+♦FG, 3♦=5+♠4♥INV, 3M=55/64 ms short M	worthless doubleton,	1NT-(3♦)-3♥/♠=5*♠INV*/5*♥FG
				often open 1C instead of 1N	4♠=GERBER, 4♦/♥TEXAS, 4♠=light S/T BAL	1NT-2NT-3♠=(R)[12]	
2♣	X			Any FG or 20/21 BAL	2♦=S/O In ♥ or waiting, 2♥=TRF, 2NT=both ms WK	2♠-2♦-2♥=20/21 BAL or NAT	DBL = shortness in OPPT suit
					2♠=1-loser suit ♣, 3♠=54*Ms, 3♦/♥=TRF 1-loser suit		
2♦	X			Flannery 5*♥4♠ 10-15, 17*-19	2NT=(R), 3♠/♦=NAT F, 3♥/♠=PRE	o/2♦-2NT:3♠/♦=short, 3♥/♠=5422 MIN/MAX	
2♥		5		3-9 HCP very light 1st NV vs	2♠= NF, 2N=♣ or fit-showing w/♠ or ART FG, 3♠=♦	o/2♥-2NT-3♠:3♦=ART FG no SUPP, 3♥=INV	RDBL asks partner to double
				VUL, wide range 3rd	or fit-showing w/♦, 3♦=INV* raise, 4♠=optional KCB	fit-showing w/♠, 2♥-3♦-3♠ suggests 3NT	with shortness
2♠				same as above	2NT=♣ or ART FG or INV SUPP, 3♠/♦=TRF NAT or	o/2♠-2NT-3♠:3♦=ART FG no SUPP, 3♥=5♥ F	RDBL asks partner to double
					fit-showing, 3♥=INV fit-showing w/♠, 4♠=opt. KCB	3♠=INV SUPP	with shortness
2NT				22-24 HCP BAL (5422) or (6322) or singleton H possible	3♠=PUP to 3♦, 3♦=4*♥, 3♥=PUP to 3♠[13], 3♠=both ms, 4♠/♦/♥/♠=optional KCB in ♦/♥/♠/♠	o/2N-3♠-3♦:3♥=4/5♠[14], 3♠=4♥[15], 3N=44M o/2N-3♦:3♥ denies 4♥[16], 4♠=4♥ + opt. KCB	
3♣				3-9 HCP very light 1st NV vs	3♦=NF 6+♥ or other hand types FG, 3♠=NF		RDBL asks partner to double
3♦				VUL, 4M possible, wide range in	new suit NF, 4♠ PUP to 4♦, then 4 new = NAT		with shortness over all PRE
3♥				3rd, same for all PRE	slam try, 4♦ = optional KCB		
3♠							
3NT				Gambling			
				other side			
4♣				NAT PRE as 3-lvl but longer suit			
4♦				NAT PRE as above			
4♥				NAT PRE as above			
4♠				NAT PRE as above			
4NT				asks for specific aces	5♠=no ace, 5NT=2 aces, 6♠=♠-ace	HIGH LEVEL BIDDING	
						RKCB-1430, all exclusion KCB is optional, i.e. 1st step=no interest, pulling 3NT to	
						4♠/♦ is treated as optional KCB in that suit, after fit in M is found 4♠ is often optional	
						KCB for that M, slam bidding in (R) auctions [17]	

Note...1: Signals vs. NT at trick 1

When there is a singleton or void in dummy in the suit partner led we give U/D ATT. We also give U/D ATT on queen lead or when it looks like a cash-out situation. In all other cases we signal as follows:

xS, Sxx, HSx, xxSx, HxSx, xxxxS, HxxxS

Note...2: Escaping from 1NT doubled

RDBL shows a one-suiter

2m shows sm+hearts, 2M is constructive inviting partner to compete on the 3-level

Pass forces RDBL. Then $2\clubsuit = \clubsuit + \diamond / \spadesuit$, $2\diamond = \diamond + \heartsuit$, $2\heartsuit = \heartsuit + \spadesuit$

Note...3: Continuations over $1\clubsuit$ - $1\heartsuit$ FG (R)

1N = BAL 11-13 or 17-19

$2\clubsuit = 5^+ \clubsuit 4^+ \diamond$ or any 3-suiter

$2\diamond = 5^+ \clubsuit 4^+ \heartsuit$

$2\heartsuit =$ one-suiter in \clubsuit

$2\spadesuit = 5^+ \clubsuit 4^+ \heartsuit$ short \heartsuit

2N = 4225 or 5116 or 4117

$3\clubsuit = 4315$

$3\diamond = 4216$

$3\heartsuit = 4306$

$3\spadesuit = 5206$

3N = 4207

$4\clubsuit = 5107$

Note...4: Continuations over $1\diamond$ -1NT FG (R)

$2\clubsuit = 5^+ \diamond 4^+ \heartsuit$ or any 3-suiter

$2\diamond = 5^+ \diamond 4^+ \clubsuit$

$2\heartsuit = 5^+ \diamond 4^+ \spadesuit$

$2\spadesuit =$ one-suiter in \diamond short \heartsuit

2N = one-suiter in \diamond no shortness

$3\clubsuit =$ one-suiter in \diamond short \clubsuit

$3\diamond =$ one-suiter in \diamond short \heartsuit

$3\heartsuit =$ 8-card \diamond with two singletons

Note...5: Continuations over $1\diamond$ -2NT L/R+

$3\clubsuit =$ MIN or extras without a singleton

$3\diamond =$ singleton \clubsuit , F to $4\diamond$

$3\heartsuit =$ singleton \heartsuit

$3\spadesuit =$ singleton \spadesuit

Note...6: Continuations over $1\heartsuit$ -1NT FG (R)

$2\clubsuit = 5^+ \heartsuit 4^+ \diamond$ or $5\heartsuit(332)$ or $5\heartsuit(440)$

$2\diamond = 5^+ \heartsuit 4^+ \clubsuit$

$2\heartsuit = 5^+ \heartsuit 4^+ \spadesuit$

$2\spadesuit =$ one-suiter in \heartsuit short \spadesuit

2N = one-suiter in \heartsuit no shortness

$3\clubsuit =$ one-suiter in \heartsuit short \clubsuit

$3\diamond =$ one-suiter in \heartsuit short \diamond

$3\heartsuit =$ 8-card \heartsuit with two singletons

$3\spadesuit =$ 8-card \heartsuit with two singletons, suit can play opposite void

Note...7: Continuations over $1\spadesuit$ -1NT FG (R)

$2\clubsuit = 5^+ \spadesuit 4^+ \diamond$ or $5\spadesuit(332)$ or $5\spadesuit(440)$

$2\diamond = 5^+ \spadesuit 4^+ \clubsuit$

$2\heartsuit =$ one-suiter in \spadesuit

$2\spadesuit = 5^+ \spadesuit 4^+ \heartsuit$ short \diamond

2N = 5422 or 6511 or 7411

$3\clubsuit = 5431$

$3\diamond = 5521$

$3\heartsuit = 6421$

3♠ = 5530
3N = 6430
4♣ = 6520
4♦ = 7420
4♥ = 6610
4♠ = 7510

Note...8: Continuations over 1NT-2♣-2♦

2♥ = 4♠ FG or 5+♠ INV
2♠ = 4♥ FG
2N = 5♠4♥ FG
3♣ = 55 majors short ♣
3♦ = 55 majors short ♦
3♥ = 4♥ choice of games
3♠ = 4♠ choice of games
3N = 44 majors

Note...9: Continuations over 1NT-2♦-2♥

2♠ = 5+♥4+♣
2N = 5+♥4+♠
3♣ = 5+♥4+♦
3♦ = 6+♥ slam-try or choice of game
3♥ = 5+♥ 4+♠ INV
3♠ = 6+♥ any splinter
4♣ = optional exclusion key card in ♣
4♦ = optional exclusion key card in ♦
4♥ = optional exclusion key card in ♥

Note...10: obsolete

Note...11: Continuations over 1NT-2♥-2♠

2N = 5+♠4+♣
3♣ = 5+♠4+♦
3♥ = 6+♠ slam-try or choice of games
3♠ = 6+♠ any splinter

Note...12: Continuations over 1NT-2NT-3♣

3♦ = 4414
3♥ = 4144
3♠ = 1444
3N = 4441

Note...13: Continuations over 2NT-3♥-3♠

3N = short ♠
4♣ = short ♣
4♦ = short ♦
4♥ = short ♥
4♠ = short ♠, doesn't want to get passed in 3N

Note...14: Continuations over 2NT-3♣-3♦-3♥

3♠ = 3♠, then 4♣/♦ = 4♠+5♣/♦, 4♥ = opt. key card in ♠, 4♠ = to play
3N = 2♠, then 4♣/♦ = 4/5♠+5♣/♦, 4♥/♠ = 4/5♠+4♣/♦
4♣ = 4♠ MAX, partner treats it as optional key card
4♠ = 4♠ MIN

Note...15: Continuations over 2NT-3♣-3♦-3♠

3N = denies 4♥, 4♣/♦ = 4♥+5♣/♦, 4♥/♠ = 4♥+4♣/♦
4♣ = 4♥ MAX, partner treats it as optional key card
4♥ = 4♥ MIN

Note...16: Continuations over 2NT-3♦-3♥

3♠ = forces 3N
3N = 54 majors, then 4♣ asks for TRF to 5-cd suit
4♣ = 4♠+5♥ slam-try
4♦ = 5♠+4♥ slam-try
4♥ = 55 majors NF
4♠ = 55 majors slam-try F1

2NT-3♦-3♥-3♠-3NT
4♣ = 5♥+5♠
4♦ = 5♥+5♦
4♥ = 5♥+4♠
4♠ = 5♥+4♦

Note...17: slam bidding in relay auctions

After discovering partner's distribution we can sign off in game or make a slam-try. With 17+ HCP opener is obliged to make another move over the sign-off by responding KCB in his longest suit.

In these auctions 4♦ is an end signal asking partner to bid 4♥ and then pass the next bid, first 4♦ and then 4NT however is quantitative. All other bids are optional KCB, the principal of longest suit/lowest game applies.

Exception: 4♥ is never KCB for ♥ and 4♠ never KCB for ♠, instead we swap with a lower bid.

Note...18: continuations over 1♥-1♠

2♠ = 5+♥+4♠ 15+-17-
2N = 5♥+5m or 4522 20+
3♣ = 5+♥+4♠+3♣ 20+
3♦ = 5+♥+4♠+3♦ 20+

Note...19: Opening 1M with BAL hands

With 5M(332) we have a choice of opening 1M or 1♣. We tend to open 1♣ in an attempt to show a BAL hand. But this decision can be overruled by factors like suit quality and small doubletons or considerations regarding which side the final contract should be played from. 35(32) distributions are more likely to be opened 1♥, since we can bid 1♥-1♠-2♥ = 5♥+3♠NF.

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