

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
1-Level: 8-18; reopening 6+
2-Level: 10-18, reopening 8+
better suit with fewer points
Rubens-Transfers
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2.: 15-18
4.: 11-14
Subsequent bidding as after 1NT opening
JUMP OVERCALLS (Style, Responses, Unusual NT)
Weak Jump, Ghesthem mod 5-11/16+: (1♣ nat)-2♦ = ♥+♠
(1♦ nat)-3♦ = ♥+♠, (1♥♠)-3♣ = ♦+oM, (1♣♦♥♠)-2NT =
lowest unbid suits
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
direct overcall = highest and lowest unbid suit
(1♥♠)-3♥♠ = asking for stop
VS. NT (vs. Strong / Weak, Reopening, PH)
x = strength, 2♣ = ♥+♠ (54)+, 2♦ = 6+♥ or 6+♠, 2♥ = 5+♥
and 4+♣♦, 2♠ = 5+♠ and 4+♠♦, 2NT = ♣+♦ (55)+
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
(Non)-Leaping Michaels, 2NT = 15-18, x = take-out
Rumpelsohl after x
VS. ARTIFICIAL STRONG OPENINGS
Against strong/polish 1♣: 1/2/3NT = ♣+♥ or ♦+♠, 2/3♣ =
♣ or ♦+♥, 2/3♦ = ♦ or ♥+♠, 2/3♥ = ♥ or ♠ + ♠, 2/3 ♠ = ♠ or
♠+♦, pass may be strong
OVER OPPONENTS' TAKEOUT DOUBLE
xx = strong

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3./5.	3./5.	
NT	4. (ATT with 3)	3./5.	
Subseq	3./5. through dummy +		
Other: 2./4. through declarer (even from sequences)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(xx)	AKJ(xx), Ax	
King	AK, KD(xx)	AKJT(xx), KQx	
Queen	QJ(xx)	QJx, QJT(xx), KQT9	
Jack	(K)JT(xx)	JT9(x), JT8(x), HJT(x)	
10	Tx, T9x	T9(x), HT9(x), Tx	
9	9x		
Hi-x	Xx, HxX		
Lo-x	HxX, HxxxX, HxXx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Attitude	Count	Attitude
	2 Count	Lavinthal	Count
	3 Lavinthal		
NT	1 Attitude	Lav./Smith	Lavinthal
	2 Count	Count	Count
	3 Lavinthal	Lavinthal	
Signals (including Trumps): positive = low = even			
Smith-Peter vs. NT			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
majors, 11+, reopening 8+,			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Support (Re-)Double, SOS-Redouble, Gametry Double,			
Snap Dragon Double, Responsive Double			

International-Convention-Card
♠ ♥ © DBV e.V. ♦ ♣
Category: Green
NBO: <u>Germany</u> EVENT: _____
PLAYERS: <u>Stig Jesse, Jonathan Pieper</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ 11+, 2+♠, (may include ♦s), Transfer-Walsh
1♦ 11+, 4+♦
1♥♠ 11+. 5♥♠
1NT Opening: 15-17
2 over 1 Responses: game forcing except suit repetition
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣: any game force or 20+ with M
2♦: Weak Two or 20+ (4441)
2♥: M (54)+ weak
2♠: 5+♠ and 4+♠♦ weak
1♠-2♥: 5-8 6+♥ and similar
SPECIAL FORCING PASS SEQUENCES
FG bids, natural redoubles
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣	x	2		11-22, bad quality ♦ suit	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 6-9/16+ BAL or 5+♦	after 1♦♥: 1♥♠ = 3 card support, Two-Way-Checkback	
				with 4 or 5 cards possible	1NT = 10-11, inverted minors; 2♦♥♠ = 5-8, 6+♦♥♠	2♦ = multi, 2NT = 18-19	
					2NT = 11-12, 3♦♥♠ = void splinter, 3NT = 13-15		
1 ♦		4		10-22	natural, inverted minors, 2♥♠ = 5-8, 6+♥♠		
					3♠ = 9-11, 6+♠		
1 ♥		5		10-20	1♠ = 4+♠, 1NT = forcing, 2♠ = 2+♠, 2♦ = 5+♦	after 1NT: 2♠ = 2+, 2♦ = 4+	2♠ = Drury
					2♥ = 8-10, 3+♥, 2♠ = INV+, 4+♥, mini-SPL 6-10/16+		
1 ♠		5		10-20	1NT = forcing, 2NT = INV+, 4+♠, 3NT = 6-9, 5+♠		2♠ = Drury
1 NT				15-17	2♠ = nonforcing Stayman, 2♦♥ = transfer		
					2♠ = INV BAL or to play 3♠♦ or (31)(54) FG		
					3♠♦ = INV with ♠♠s, 3♥ = 4333 FG, 3♠ = 3433 FG		
2 ♣	x			any game force	2♦ = positive relay, 2♥ = negative, 2♠ = positive only	after 2♦: 2♥ = ♥s or 24-25/28-29 BAL, 2♠ = NAT	
				♥s or ♠s near game force	towards ♥s	2NT = 22-23, 3NT = 26-27	
				22+ BAL			
2 ♦	x			5-10, 5+♥ or 5+♠	2♥/3♥♠ = pass or correct, 2♠ = inv towards ♥s	after 2♥♠: 2NT = 4441, ..., 3♥ = 1444	
				20+, (4441)	2NT = forcing, 4♠ = requesting transfer	after 2NT: 3♠♦ = ♥♠ MAX, 3♥♠ = NAT MIN	
					4♦ asking for suit, 4♥♠ = to play		
2 ♥	x	4		5-10, (54)+ in ♥+♠	2♠ = to play, 2NT = forcing	after 2NT: 3♠ = 5♥4♠, 3♦ = 5♠4♥, 3♥ = 55 MIN	
						3♠ = 5521 or 5530 MAX, 3NT = 5512 or 5503 MAX	
2 ♠	x	5		5-10, 5+♠ and 4+♠♦	2NT = forcing, 3♠ = pass or correct	after 2NT: 3♠♦ = NAT MIN, 3♥♠ = ♠♦ MAX	
					3♦ = INV+ with ♥s, 3♥ = INV+ with ♠s		
2 NT				20-21	3♠ = puppet Stayman, 3♦♥ = transfer, 3♠ = 5♠4♥		
3 ♣		6		PRE, good suit in 1 <sup>st</sup> /2 <sup>nd</sup> hand	3♦ = asking for support in major, 4♦ = RKCB		
3 ♦		6		PRE, good suit in 1 <sup>st</sup> /2 <sup>nd</sup> hand	4♠ = RKCB		
3 ♥		6		preemptive	4♠ = RKCB		
3 ♠		6		preemptive	4♠ = RKCB		
3 NT	x			7+♠♦, preemptive		HIGH LEVEL BIDDING	
4 ♣	x			solid 7+♥, 8 tricks	4♥ = to play	RKCB, Exclusion RKCB, D0P1-R0P1, DEPO-REPO	
4 ♦	x			solid 7+♠, 8 tricks	4♠ = to play		
4 ♥		7		preemptive			
4 ♠		7		preemptive			