

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style, Responses, 1/2 Level, Reopening)	
1. Level 8-18, usually 5+c suit Lead In Partner's Suit 2. Level 10-18, good suit	
1NT OVERCALL (2nd/4th Live, Responses, Reopening)	
2. seat: 15-18 Balancing: 11-14	
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JUMP OVERCALLS (Style, Responses, Unusual NT)	
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)	
VS. NT (vs. Strong / Weak, Reopening, PH)	
Multi-Landy vs NT	
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	
T/O DBL with focus on M NT nat, might be little unbal	
VS. ARTIFICIAL OPENINGS	
OVER OPPONENTS' TAKEOUT DOUBLE	
1 lvl and 3 lvl forcing, 2 lvl nonforcing XX 10+, later X=PEN Escape Sequences after X 1NT	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2./4.	2./4.	
NT	2./4.	2./4.	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx,Ax	AKQx, AKJ	
King	AK, KQx, Kx	KQJx, KQ10	
Queen	AQJ,QJx,Qx	QJ10,QJ9	
Jack	AQJ,J10x, Jx	AQJ, J109, J108	
10	HJ10, 109x, 10x	HJ10, 1098, 1097	
9			
Hi-x			
Lo-x			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Att	even/odd	Italian
	2		
	3		
NT	1 Att	even/odd	italian
	2		
	3		
Signals (including Trumps):			
Even = Lavinthal odd = direct 6 = neutral			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Up to 4♥			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Support Double (and Redouble)			
Lead directing doubles, SOS-X			

International-Convention-Card	
♠ ♥ © DBV e.V. ♦ ♣	
Category:	Green
NBO:	<u>Germany</u> EVENT: <u>BBO</u>
PLAYERS:	<u>Mareille - Zhivko</u>
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 card majors	
Aggressive competitive bidding when favorable	
Transfer- walsh	
1NT Opening: 15-17	
2 over 1 Responses: GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2 ♦ : w2 Major	
SPECIAL FORCING PASS SEQUENCES	
When in GF	
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 ♣		2		9-22	Transfer-walsh, 1NT= gf, 2♣/♦/♥/♠ : transfer, inv or gf 2NT: 4441 any ,12+		
1 ♦		4		9-22 nat.,unbal.	Nat,1NT= 6-11, 2♣=2+ GF; 2/♦/♥/♠ transfer 5+, weak or GF 2NT:transfer weak or GF with ♦		
1 ♥		5		9-22 nat	Nat ; 2 ♠ = 6-11 HCP, ; 2NT = gf.,fit ; 3♣/♦ = bergen, fit ; 3 ♥ weak; 4 ♥ = preemptive ; Splinters	1 ♥ - 2NT - 3x = singleton - 4x = void and slam interest 1 ♥ -2 ♥ - 3x = short suit trial bid, Gazilli	Drury
1 ♠		5		9-22 nat.	Nat ; 2NT = gf., fit ; 3♠ = weak :4♠ = preemptive 3♣/♦ = bergen , fit	1 ♠ – 2NT – 3x = singleton - 4x = void and slam interest 1 ♠ – 2 ♠ – 3x = short suit trial bid, Gazilli	Drury
1 NT				15-17 bal/semibal.	Stayman, transfers; 2 ♠ = transfer ♣; 2NT = transfer ♦ ; 3 ♣: 5+/5+ ♣/♦ gf; 3 ♦ :5+/5+ Majors gf .	1NT – 2 ♠ – 2NT = fit 1NT – transfer – jump accept = max. + 4Ms	
2♣	X			a) any Semiforcing b)22-23NT	2 ♦ waiting ; 2 ♥/♠ =5+,3+contr.; 3x=transfers to good 7+suit 2-3 control; 4x = trasfers to 8+ suit 1-2 control .	2NT = 25-26 bal., 2 ♥ = nat or bal NT ; forcing 2♠= nat. gf	
2 ♦	X			Weak 2 Majors	2 ♥ = p/c ; 2♠ = 3+ ♥ inv ;2NT = 15+ forcing		
2 ♥		5		Weak, both Majors	2nt : forcing	After 2NT: 3 ♠ =5/4min ; 3 ♦ = 5/5min ; 3 ♥ =5+ ♠ /4 ♥ ;max 3 ♠ =5+ ♥ /4 ♠ max ; 3NT 5/5 max.	
2 ♠		5		Weak, + 5 minor	2NT : forcing	After 2NT: 3 ♠ : nat.min ; 3 ♦ : nat.min ; 3 ♥ : max with ♣ ;3 ♠ : max with ♦ .	
2 NT				20-21 bal/ semibal., 5 card major possible	Transfers, Puppet-Stayman		
3 ♣		6		Preempt			
3 ♦		6		Preempt			
3 ♥		6		Preempt			
3 ♠		6		preempt			
3 NT	X			Gambling	4♠ : Pass or Correct	HIGH LEVEL BIDDING	
4 ♣		7		Preempt		Mixed cuebids	
4 ♦		7		Preempt		RKCB = 41/30	
4 ♥		7		Preempt		Exclusion (41/30)	
4 ♠		7		Preempt		Placed Kings	