DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

1-Level: 8-17; response: new suit forcing on 1-level only

2-Level: 10-17; response: new suit non-forcing (but forcing in case opponent opened a preempt)

Subsequent Cue-bid shows good hand (inv⁺) and fit

1NT OVERCALL (2nd/4th Live, Responses, Reopening)

2ⁿᵈ: 15-18; responses: system on

4ᵗʰ: 11-14; responses: system on

JUMP OVERCALLS (Style, Responses, Unusual NT)

6-card suit and 5-10

1 in suit - 2NT: 2 lowest unbid suits 5⁺/5⁺

DIRECT AND JUMP CUE BIDS (Style, Responses,

Direct cue-bid: 5⁺/5⁺ in unbid suits including highest suit

Jump cue-bid: asks for stopper

VS. NT (vs. Strong / Weak, Reopening, PH)

2♣ = 1-suiter in any suit; 2♦ = 4⁺♥ + 4⁺♠;

2♥ = 5⁺♥ + 4⁺minor; 2♠ = 5⁺♠ + 4⁺minor

VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

Against 2-level preempt: X = t/o; 2NT=15-18 HCP; Cue asks for Stopper; 4♣/♦ = 5⁺ ♣/♦ + 5⁺ other Major (game-forcing)

Against 3♣/♦: X = t/o; 3NT = to play; Cue = 5⁺♥ + 5⁺♠

Against 3♥/♠: X = t/o; 3NT = to play; 4NT = 5⁺♣ + 5⁺♦;

Cue = 5⁺ other Major + 5⁺ minor

VS. ARTIFICIAL STRONG OPENINGS

VS. strong ♣: X = t/o; 1NT =5⁺♥ + 5⁺♠; 2♣ = ♣;

2♦ = weak 2 in a major; 2♥ = 5⁺♥ + 5⁺ minor

2♠: 5⁺♠ + 5⁺ minor; 2NT = 5⁺♣ + 5⁺♦

After (1♣)-p-(1♦): X = ♦; overcalls as after 1♣ (s. above)

OVER OPPONENTS' TAKEOUT DOUBLE

New suit on 2-level is non-forcing; XX = 10+ HCP

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th	3rd/5th
NT	3rd/5th	3rd/5th
Subseq		
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(x)	AKJx
King	KQ(x)	KQ10x
Queen	Qx, QJ(x)	QJ(x)
Jack	J x, J10(x), K J10(x)	Jx, J10(x), A(K) J10(x)
10	10x, 109(x)	10x, 109(x), A(K/Q)109
9	9x	9x, 98x(x)
Hi-x	Xx; xxXx	Xx; xxXx
Lo-x	xxx; xxxxx	xxx; xxxxx

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	High Enc	High even	Lavinthal
	2	High even	Suit Preference	High even
	3	Suit Preference		
NT	1	High Enc	High even	Lavinthal
	2	High even	Suit Preference	High even
	3	Suit Preference		

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

Negative X up to 3♠

After negative X on 2-level: 2NT = Lebensohl (0-7 HCP)

SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Competitive X up to 3♠

Responsive X up to 3♠

DOPI

DEPO

Lightner X

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

ACOL

1NT Opening: 12-14 HCP

2 over 1 Responses: 10⁺ HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦: weak 2 in ♥ or ♠; NT = 21-22 or NT 25-26 or SF minor

2♥: 5⁺♥ + 5⁺ other suit; 5-10 HCP

2♠: 5⁺♠ + 5⁺ minor; 5-10 HCP

3NT: Solid 7⁺minor w/o side values

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS: very rare

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		4	3♠	11(10)-21 HCP	Inverted minors	New suit below 3NT shows stopper	
					jump shift to 2-level = 6+ cards, 0-5 HCP		
					jump shift to 3-level = Splinter		
1 ♦		4	3♠	11(10)-21 HCP	See 1♣ opening		
1 ♥		4	3♠	11(10)-21 HCP	2♠ = 6+♠, 0-5 HCP		
					2NT = game-forcing raise	New suit = shortness	
					mini-splinters and splinters		
1 ♠		4	3♥	11(10)-21 HCP	2 NT = game-forcing raise	New suit = shortness	
					mini-splinters and splinters		
1 NT			3♠	12-14 HCP	2♣ = Stayman ; 2♦/♥ = Transfer	1 NT- 2♣ - 2x - 3♣/♦ = Slam interest with ♣/♦	
					2♠ = weak with 1 minor or inv. balanced	2NT = min; 3♣ = max	
					2NT = ♣+♦ ; 3♣/♦ = 6+♣/♦ inv. to 3NT		
2 ♣	x	0	3♠	Any game-forcing or NT23-24	2♦ = any hand with 0-2 controls (A=2 ; K=1)	After 2♣ - 2♦ - 2♥/2♠/3♣/3♦: lowest suit = 2nd negative	
				or NT 27+	2♥, 2♠,2NT, 3♣,3♦ = natural, 3+ controls;	After 2♣ - 2♦ - 2NT: 3♣ = Stayman; 3♦/♥ = transfer; 3♠ = minor suit Stayman	
2 ♦	x	0	2♠	Weak 2 in ♥ or ♠, 5-10 HCP	2♥/2♠/3♥/3♠ = pass or correct		
				or NT = 21-22 or NT 25-26	2NT= asking (inv+)	3♣ = ♥min; 3♦ = ♠min; 3♥ = ♠ max; 3♠ = ♥ max	
				or semiforcing in ♣ or ♦	3♣/3♦ = to play		
2 ♥	x	5	-	5+♥ + 5+ other suit;	2NT= asking (inv+)	3♣ = ♥+♣; 3♦ = ♥+♦; 3♥ = ♥+♠ min; 3♠ = ♥+♠ max	
				5-10 HCP	2♠, 3♣, 3♦ = pass or correct		
					3♥ = preemptive		
2 ♠	x	5	-	5+♠ + 5+ minor; 5-10 HCP	2NT= asking (inv+)	3♣ = ♠+♣ min; 3♦ = ♠+♦ min; 3♥ = ♠+♣ max; 3♠ = ♠+♦ max	
					3♣, 3♦ = pass or correct		
					3♥ = natural, forcing; 3♠ = preemptive		
2 NT			-	19-20	3♣ = Stayman; 3♦/♥ = transfer; 3♠ = minor suit Stayman		
3 ♣		7	-	Preempt 5-10 HCP	New suit = natural, forcing		
3 ♦		7	-	Preempt 5-10 HCP	New suit = natural, forcing		
3 ♥		7	-	Preempt 5-10 HCP	New suit = natural, forcing		
3 ♠		7	-	Preempt 5-10 HCP	New suit = natural, forcing if below game		
3 NT	x		-	Solid 7+minor w/o side values	4♣ = pass or correct		
					4♦ = asking for void	4♥/4♠/4NT: void in ♥/♠/minor; 5♣/♦: natural w/o void	
4 ♣	x	0	-	Solid 7+♥	4♥ to play; 4♦ = slam interest		
4 ♦	x	0	-	Solid 7+♠	4♠ to play; 4♥ = slam interest	**HIGH LEVEL BIDDING**	
4 ♥		7	-	Preempt 5-10 HCP		RKCB 03/14/2/2+trump Q; splinters; Gerber after 1NT/2 NT; DOPI/DEPO; Josephine	
4 ♠		7	-	Preempt 5-10 HCP		Cue bids showing 1st round controls;	