DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
natural,
level 2 solid
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
15-18 system on
reopening 11-14, 2NT 17-19, system on
JUMP OVERCALLS (Style, Responses, Unusual NT)
preemptive after strong
2NT= lower unbid suits
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
Michaels Cue Bid
VS. NT (vs. Strong / Weak, Reopening, PH)
Multi Landy (2♣ majors, 2♦ multi, 2M=two suited w.minor, double = minors but penalty when NT weak)
double = minors but penalty when NT weak)
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
2NT = 15-19 system on
cuebid
Leaping Michaels
1 0 1 11 11
VS. ARTIFICIAL STRONG OPENINGS
X=clubs; 1NT=minors; 1x=natural; level 2 bids like
Mutliand
OVER OPPONENTS' TAKEOUT DOUBLE
Truscott
jumps are forcing
XX= strength

		LEADS A	ND SI	GNALS	<b>3</b>	International-Convention-Card		
OPENING LEADS STYLE						♦ ♥ © DBV e.V. ♦ ♣		
		Lead		In P	artner's Suit			
Suit	3/	3/5		3/5		Category:		
NT	2/4			3/5		NBO: Ge	ermany//Spain EVENT:	
Subseq	oseq attitude					PLAYERS:	Gonzalo Goded Merino	
Other: King asking for count or unblocking in NT							Waltraud Grüning	
King ask	ing	for count on hig	h level	contract			Walifadd Graffing	
LEADS							OVOTEM OUMANA DV	
Lead	Vs. Suit			Vs. NT			SYSTEM SUMMARY	
Ace	AK		AK		GENERAL	APPROACH AND STYLE		
King	K	KQ		AKJ/KQJ/KQJ		2/1 udca		
Queen	QJ		KQ/QJ					
Jack	J1	J10		J10				
10	10	109		109				
9	98	98		98				
Hi-x	3/	3/5		2/4 no honor				
Lo-x	3/	3/5		2/4 with honor		1NT Openir	ng: 15-17	
SIGNAL	S IN	ORDER OF PE	RIORIT	Υ		2 over 1 Re	sponses: game forcing	
		Partner's Lead	Declar	er's Lead	Discarding	SPECIAL B	IDS THAT MAY REQUIRE DEFENCE	
	1	1 Attitude Count 2 Count Lavin		t Attitude				
Suit	2			tal	Count			
	3	3						
	1	Attitude Coun		t Lavintal				
NT	2	2 Count Lavin		tal	Count			
3								
		uding Trumps):						
udca (lo	w er	ncourage or ever	n lengtl	h)				
		DO:	IIDI F					
			UBLE					
		OUBLES (Style		onses, Re	eopening)			
showing	dist	tribution + values	S					
ì								
						_	ORCING PASS SEQUENCES	
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES							double of artificial overcalls creates force	
suport X, XX						redouble after opponents t/o double creates force when		
						we opened		
						IMPORTAN	T NOTES THAT DON'T FIT ELSEWHERE	
						PSYCHICS		
						rare		

OPENING	TICK IF ART		NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE and PASSED HAND BIDDING	
1 ♣		3	4♠	better minor	inverted minors, weak jumps	xyz, 2NT Moderateur, 4 <sup>th</sup> suit game forcing		
				hattan mila an	Language de la company de la c	ONIT Manharataun dibanit nama familian		
1 +		3	4♠	better minor	inverted minors, weak jumps	xyz, 2NT Moderateur, 4 <sup>th</sup> suit game forcing		
		-		E	2 spame forcing; 3 spinvitational	CNIT May large (see 4th see ) and a see in a	Town Day Town Town Town	
1 ♥	1 ♥ 5		4♠	5+card major	2/1 game forcing 3m invitational; 1NT forcing	xyz, 2NT Moderateur, 4 <sup>th</sup> suit game forcing	rev. Drury, Truscott	
4		-		E	raise at level 3 natural without opps interference	CNIT May large (see 4th see ) and a see in a	Town Day Town Town Town	
1 🋦	5 4♠ 5+card major		5+card major	2/1 game forcing 3m invitational; 1NT forcing raise at level 3 natural without opps interference	xyz, 2NT Moderateur, 4 <sup>th</sup> suit game forcing	rev. Drury, Truscott		
4 NT				45 47 mannelly no 5 and maior		Constan		
1 NT		2		15-17 normally no 5card major	2NT, Stayman, Transfers	Smolen	ONT Laboratel	
				might be slightly offshape	2 & clubs (might be both minors)f	3 ♦= both minors; 3M= short oth.M; 3NT = short oth.m	2NT Lebensohl	
_				like 6322 5422	3 • diamonds	3M= short oth.M; 3NT = short oth.m		
2 ♣		-		game forcing	2 ♦ weak relais	Kokish		
2 ♦		6		weak	new suit F1 ; 2NT asking			
2 ♥		6		weak	new suit F1 ; 2NT asking			
2 🌢		6		weak	new suit F1 ; 2NT asking			
2 NT		2		20-21	Puppet Stayman			
					3 ♦ both minors ; 4 ♦ 4 ♦ natural			
3 ♣		7(6						
3 ♦		7						
3 ♥		7						
3 🏚		7						
3 NT		7				HIGH LEVEL BIDDII	NG	
4 ♣		8				RKCB 1430, DOPI ROPI		
4 ♦		8				Followed by asking for kings showing specific kings (smallest first)		
4 ♥		8				Exclusion Keycard but splinter followed by cuebid in same suit asking for judgement		
4 🏚		8				i symmetry and an outlier	3 - 1-3-3-	