DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening) Light 5(4)+ suit 7HCP on 1st level, 6(5)+ suit 9+ HCP on 2nd level
Non forcing responses, cue bid 10+ fit showing or any 12+
1,2,3 NT response showing 8-11,14-15,16+
Intermediate jump overcalls when reopening
The mediate jump overdand when respensing
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2 <sup>nd</sup> 15-18 sys on, 4 <sup>th</sup> 11-14 sys on
2suited in sandwich position, usually 4+M,5+m, but 5+H,4+m if
Spades are bid by opps
JUMP OVERCALLS (Style, Responses, Unusual NT)
Weak 6(5)+ suit 5-10, intermediate when reopening
2NT Ogust, new suit nonforcing
Unusual 2NT showing 2 lowest unbid suits 5+/5+
2NT 18-20 nat whn reopening
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
Mod. Michaels after a Major – 5+ oM 5+m 5-10 or 16+
After a Minor 5+S 5+ other suit 5-10 or 16+
2NT asking suit and strength
VO NT ( - CO (W) - I B BU)
VS. NT (vs. Strong / Weak, Reopening, PH)
X suggests penalty, 2C 4+4+ Majors, 2D any 6(5)+ Major,
2H 5+H 4+m, 2S 5+S 4+m, 2NT 5+/5+ minors
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Takeout X, 2suited cuebids, (non)-leaping Michaels,
Natural NT bids 2NT 15-18, 3NT 19-22 on 2 level
3NT 17-22 on 3 level
4NT after 4S: H + any 2suited
THE TOTAL TO
VS. ARTIFICIAL STRONG OPENINGS
X=C, 1 level nat, 1NT any 6(5)+ m, 2level as vs. NT
2, 3,2,3,2,3,3,3,4,5,5,4,5,5,4,5,5,4,5,5,4,5,5,4,5,5,4,5,5,4,5,
OVER OPPONENTS' TAKEOUT DOUBLE
XX any 6+HCP without good suit, suits = 5(4+) forcing
Transfers up to opened suit from 1NT up to 2 <sup>nd</sup> level
<u> </u>

LEADS AND SIGNALS										
OPENING LEADS STYLE										
		Lead		In Partner's Suit						
Suit		nd/4th		2nd/4th						
NT	2r	nd/4th		2nd/4th						
Subseq		st/3rd/5th1st/3rd/								
Other: Attitude or high if necesary										
LEADS										
Lead		Vs. Suit		Vs. NT						
Ace		sks attitude		Asks attitude						
King		sks Count or deb	oloc.	Asks count or debloc.						
Queen	_	sks attitude		Asks attitude						
Jack	na	atural		natural						
10		atural		natural						
9		atural		natural						
Hi-x		x, xXx		Hx, xXxx						
Lo-x		, xXx, xxxX		xX, xXx.	xXxx					
SIGNALS	N 6	ORDER OF PR								
		Partner's Lead		er's Lead	Discarding					
	1 Attitude Count		•	SuitPref						
Suit		SuitPref	SuitPref		Count					
	3	Count								
	1	71111111111	Smith		SuitPref					
NT	2	SuitPref	Count	-	Count					
	3 Count SuitPr		ref							
		uding Trumps):								
		ll encourages, si								
O-E-disca	ard	s, Trump Echo o	r SuitP	ref in Trur	nps					
		DO	UBLE	S						
TAKEOU	ΤC	OUBLES (Style	, Resp	onses, Re	opening)					
		bid majors or str	ong sin	gle-suited	l hand 17+					
Standard										
Transferring an ace when reopening										
		TIFICIAL AND CO	MPETIT	ΓΙVE (RE-)Ι	DOUBLES					
		X up to 2S		· · · ·						
		X up to 3S/4D								
Take out X in competion up to 4H										
Snapdragon X in competition										
Gametry X in any firt auction up to 3S										
		X if not defined	as pen	alty						
Absolut X										

## International-Convention-Card ♠ ♥ © DBV e.V. ◆ ♣

Category: yellow

NBO: **Germany** EVENT: any

PLAYERS: Dr. Ralf Schlotmann

Ulli Trepnau

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors, weak NT, 2C/D major twosuiters or strong
2H/S weak majors, conv. Minor raises, wJS to any level
Reverse Bergen raises, Jacoby 2NT, Splinter, mixed Cues,
Long suit trial bids always showing values.
Kaplan-inversion, off in comp. or passed hand bidding
1C 2+C or 15-19 bal. (5cD poss.) with transfer answers
1NT Opening: 11-14 bal., any 5card holding possible
2 over 1 Responses: GF or conventional
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1NT 11-14 strictly bal. any 5 card (Major) possible
2C 5+4/45+ Majors 5-10 or 22-23NT or gf one- or 3suiter
2D 5+5+ Majors 5-10 or 24+NT or gf twosuiter
2H/S weak Major, 5-10
2NT 20-21 NT
3C/D/H/S 6+ suit, 5-10
3SA gambling without side values
4C C-preempt or solid 7+ H 8 playing tricks
4D D-preempt or solid 7+ S 8 playing tricks
4NT preemptive both minors 6+C/5+D
SPECIAL FORCING PASS SEQUENCES
GF auctions, high-level bidding over our honestly bid game
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Fit jumps/bids after partners overcall
Many 2NT lebensol or good/bd sequences esp. if right hand
Opponent interacts
PSYCHICS
rare

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C		2	4H	Clubs unbal. or any 15-19 bal.	1D/H 4+ H/S, 1S 5+ HCP usually no 4+ Major,	Xferring = 3+ Support, after 1C-1D-1H–1S forcing relay,	
				longer D possible if bal.	2C both M 5-9 or GF C, 2H/S 6+ 3-7, 3H/S 7+ 3-7	After 1C-1H-1P-2C nf/2D GF relay	
					2D 4H5S 5-10 or GF with D, 3C/D 6+3-7		
1D		4	4H	4+ D 11-22	1H/S nat, 1NT 5+C, 2C 4+D 10+ or 54/45 M 5-10,	After 1H/S: 1NT 4+C, 2C 6+D, 2K 5D+3H/S min, 2SA gf, 3M	
				(5+ D or any 4441 with 4cD)	2D 3+D, 6-9, 2H/S 6+ 3-7, 3C 4+D 7-9, 3D 4+D 3-6	After 2C: 2H/S to play vs. M, 2D asking for 5cSuit, 2SA forc.	
1H		5	4H	5+H 11-22	1S 0-4S 5+, 1NT 5+S 5+, Gazzilli, 2C any gf, 2S wJ	After Gazzilli: 2NT-3level 14-16, 2C C min or any bal. 15+	2-way reverse Drury
					2D 3+H 8-14, 2H 3H 5-7, 2NT Jac. 3C/D rev. Berg.	After Jacoby: 3C/D any shortn. with/wo slam interest	Kaplan off, 1NT nf
1S		5	4D	5+ S, 11-22	1NT F1, Gazzilli, 3NT H-Splinter, Rest analog 1H	3M: 6+H/S, 3NT 15+ bal., 4C/D 5+/5+ M/CD	2-way reverse Drury
						After 2C gf: Transfer Bids	1NT nf
1 NT		-	3S	11-14 bal. any 5 card possible	2C nf Staym., 2D/H xfer H/S, 2S asks min/max or C	4C/D by responder usually optional RKCBW	
					2NT minors or D, 3C/D 6+ C/D inv., 3H/S 54 minors	After Opps X: 2C C or D+1M, 2D D or both M, 2H/S 5+H/S	XX for busines
					and 3H/S, 4C Majors, 4D/H Texas xfer	After X pass pass any Suit 5c holding, XX C+any	
2C	х	0	4D	54/45 M 5-10 or 22-23 NT or	2K asks longer M, 2H/S play weak M, 2NT forc.	After 2D/2H/2S 2NT strong NT, 3C gf 1suiter, 3D/H/S gf	
				GF one or 3suiter	3T inv. one M, 3D inv. both M, 3H/S preemptive	3suiter. After 2NT 3C min, 3D 5+H,Max, 3C 5+S, Max,	
						3S gf 3suiter, 3NT 22-23, 4 any suit gf 1suiter	
2D	х	0	4D	55M 5-10 or 24+ NT or	2H/S pref., 2NT strong Relay, 3C inv. one M or D,	After 2H/S 2NT 24+, 3C gf, C+other, 3D gf, D+M, 3H, gf M	
				Gf 2Suiter	3D inv. both M, 3-4 H/S preemptive	After 2NT 3C 55min, 3D 55max, 3H 6H5S, 3S 6S5H	
						After 3C always 3D	
2H		6	4D	6+H, 5-10	2S asks for 3cS, 2NT asks for feature/shortness	After 2S: 2SA 3cS 3C no S, Ogust min/med/max (Ogmmm)	
					3T asks for shortness, (normally 6+S),	After 2NT: 3suit Feat.; if no Feat.+ max 4suit shortness	
					3D 5S+long minor	After 3C 3H S-shortness	
2S		6	4D	6+S, 5-10	2NT asks for feature/shortness, 3C Ogmmm,	Analog 2H	
					3D asks for shortness (normally 6+H)		
					3H 5H+long minor		
2 NT		-	-	20-21 NT, any 5c suit possible	3C Romex Stayman, 3D/H xfer, 3S minor stayman	After xfer 3NT shows fit, 4C/D optional RKCBW	
					4C both Majors, 4D/H Texas xfer	2NT 3C 3D 3S shows 5S+4H	
3C		6		6+C, 5-10	4C asks shortness, 4D preempt RKCBW		
3D		6		6+D, 5-10	4C asks shortness, 4D preempt RKCBW		
3H	1	6		6+H, 5-10	4C asks shortness, 4D preempt RKCBW		
3S		6		6+S, 5-10	4C asks shortness, 4D preempt RKCBW		
3 NT	х			Solid 7+ minor, no side values	4C poc, 4D asks shortness	HIGH LEVEL BIDDING	
4C	х	0		C-preempt or solid 7+H/8tricks	4D poc	Splinter, Mixed Cues, RKCBW 14 03 2- +, Josephine, Exclusion RKCBW, Chicane RKCBW	
4D	х	0		D-preempt or solid 7+S/8tricks	4H poc	Dipo/Ripo, quantitative 4SA, 5SA bids, preempt RKCBW 1-/0	/1+/2-/2+
4H		7		4 level preempt	4P preempt RKCBW		
4S		7		4 level preempt	4NT preempt RKCBW		
				1 1		1	