

Defensive and Competitive Bidding
Overcalls (Style, Responses, Reopening)
Minimum Point Count dependent on suit quality (1/1 7/8+, 2/1 10/11+)
Responses: 2NT and most jumps fit-showing; raises mainly preemptive;
... transfer advances from cuebid through one under partners suit
Reopening: common sense, natural follow-up, intermediate jump overcalls
1NT Overcall (2nd/4th, Responses, Reopening)
Direct: appr. 10-15, 4crd unbid major plus 5(+) unbid minor
Responses: in a known suit preemptive, in a prospective suit at 3-level p/c
... on (1m)-1N: 2m asks major, possibly weak; 2M natural; 2N/3m om-Fit
... on (1M)-1N: 2♣ p/c, 2♦ natural; cuebid inv+, no OM-fit; 2N OM-fit, inv+
Reopening: 10-14/12-16 after 1m resp. 1M, does not promise a stopper
Advances: 2♣ Range Stayman, M-cuebid stopper-ask; all others natural
Jump Overcall (Style, Responses, Unusual NT)
2♥ appr. 10-15, 5♥-4♠, then 2N relay; 2♠ and up: aggressive preempt
2N 5-5+, split range on 1m om+♥ (→ 3m relay) on 1M OM+♦ (→ 3♣ relay)
Cue-Bid + Jump Cue-Bid (Style, Responses, Reopening=Same)
Cuebid on 1m: majors, continuous range (→ 2NT relay)
Cue-Bid on 1M: OM+♠, split range (→ 2NT relay)
Jump-Cue on 1m: om+♠ (→ 3♦/♥ relay), on 1M: minors, destructive
Vs. 1NT (any strength, position independent)
X = 5m-4M or m-onesuiter with appr. 7 tricks
Advances: 2♣ p/c; 2♦ asks major; 2N asks minor, inv+; others natural
2♣ = 4-4+ OFs
Advances: 2♦ asks major; 2N inv+ for a major; 3♠/♦ mixed raise in ♥/♠
2♦ = 6♥/♠ with 5-7 losers or M-m-twsuiter, with at most 5losers
Advances: 2/3/4♥/♠ p/c; 3m natural; 2NT relay, inv+
2♥/♠ = 5♥/♠-4+m, Advances: 3♣ p/c; 2NT asks minor, inv+
2N 5-5 minors; 3m onesuiter with appr. 8 tricks; 3M preemptive, good suit
Versus Preempts
General: T/O-X through 3♠ (at 2-Level incl. Lebensohl), higher optional
Versus 2/3M: 4♣/♦ ♣/♦+OM; 4M(strong)/N both minors
Versus (2)3m: 4♣ om+M (→ 4♦ asks major); 4♦ both majors
Versus Weak Two: cuebid asks Stopper, often with long suit
(3any)-3NT either long suit or high cards; then 4♣ asks which, transfers
Versus Multi; X = 13-15 balanced or strong, 2M = 4crd, short OM
... pass then 3/4♣/♦ = ♣/♦ plus other major; 4 th hand as on Weak Two
Versus Artificial 1♠/♦
Vs. Polish etc.: 2♣ natural and 2♦ replaces cuebid, others unchanged
Vs. all strong opening bids destructive 1-suited jumps from 2♥, Unusual NT
Vs. strong 1♣: P/1♠ 12+ with ♥/♠; 1♥/♠/N CRASH, often 4higher-5lower;
... 2♣ 1-suited, ♣s or ♦s; 2NT=5-5+ minors; 2♦ all other twosuiters
Vs.strong 1♦: X=14+, others as vs. strong 1♠
Vs. 2♣, 2♠-2♦, 2♦: 2♦(X)/♥/♠ CRASH; (2♠)-X strong, 1-suited
CRASH is 1 st step ♠+♣/♥+♦, 2 nd step ♠+♥/♦+♠, 3 rd step ♠+♦/♥+♠

Leads and Signals			
Opening Leads Style			
	Lead	Partners Suit	
Suit	3./5.	idem	
NT	2./4.	3rd from strength	
Subsequent	idem	idem	
Others:	Zero Leads, Royal Leads against NT, 5-Suit and higher: A asks Attitude, K asks Count		
Opening Leads			
Lead	Versus Suit	Versus NT	
Ace	AK+, A+	idem	
King	AK+, KQ+, Kx, (AK)	AKJT+/AKJxx+, KQ+	
Queen	QJ+, Qx, (KQ)	KQT9+/KQTxx+, QJx	
Jack	JT+, Jx, (QJ)	AQJT+/AQJxx+, JT+	
10	KJT+, T9+, Tx	AJT+/KJT+AQT9+, T9+	
9	KT9+QT9+, 98+/9x+	AT9+/KT9+/QT9+, 98+/9x+	
High-x	Even	Top of Nothing, HXx	
Low-x	Odd	4th best, encouraging	
Order of Priority			
	Partners Lead	Declarers Lead	Discards
Suit	1	Suit Pref./Attitude *	Smith
	2	Count	Count
	3	Suit preference	Suit preference
NT	1	Attitude	Smith
	2	Count	Count
	3	Suit preference	Suit preference
Signals (including Trump)			
* only 1st Lead: middle card positive, low/high suit preference			
Doubles			
T/O Doubles (Style; Responses; Reopening)			
Depending upon Distribution: 8/9+ hcp or 17/18+ hcp balanced,			
Strong, onesuited 16/17 and up, seldom 2-suited or short in unbid suit			
1NT-Response: 0-6 without a 4crd that can be bid on the 1-level			
Reopening: lower limit slightly weaker			
Negative Doubles, Competitive Doubles and other (Re-)Doubles			
Negative Double:			
After 1♠-opening: 1- and 3-Level, otherwise cooperative			
After 1♦-opening: 1-3-Level, higher cooperative			
After 1♠/♦-opening: over 1♥ denies 4+♠, over 1♠ shows 4+♥			
After 1♥/♠-opening: including any gameforcing hand			
After 1NT: 2- and 4(+)-level Penalty, 3-level Transfer			
After 2♣ and higher: Penalty!			
Later in the Bidding: 2-Level often cooperative, 2♠ and higher fit-showing			

International Convention Card
♠ ♥ © DBV e.V. ♦ ♣
Kategorie: Red <u>QUC (Quickborn Unassuming Club)</u>
NBO: Germany/Netherlands
Paar: Ronald Kalf (GoldenCalf) Peter Groeneweg (HarderNL)
SYSTEM Summary
General Style
Modified Polish Club with Weak Notrump:
1♣ = natural (if minimum plus 4crd M), strong notrump, most 19+
1♦ = 12-18, 4+, always unbalanced, longer ♣ possible
MAjors First In Answering over 1♠/♦-opening
1♥/♠ = 10-18, 5+, longer minor possible → 1NT forcing (1st/2nd)
1NT = 12-14, 3rd/4th 11-14 → 2♥/♠ and 3♣/♦ to play
Aggressive Preempts
2/1 Response to 1M
Quasi-Gameforcing (may stop in 4m) 2m usually 5+, 2♥ always 5+
Rebids: 1st step punt, 2N 6(+)M; on 2m: 3♣ good raise; 3♦ 5om;
...on 2♥: 3♣ either 5♣ or unbal. 3crd raise
Opening Bids requiring Specific Defense
2♦: Weak Only Multi: Weak Two in ♥ or ♠, possibly 5crd esp. NV
2♥: Ekren-Style: 5-11 (3. Hand 3-11), 4/5♥ plus 4/5♠
2♠: sub-minimum or strong minor twosuiter
2NT: strong ♣-M twosuiter
For Suggested Defense see Page 3
Forcing Pass Sequences
1NT-(X)-XX, 1NT-(2?)-X, 1?-(X)-XX und 1?-(1NT)-X forcing to X/2♠
After an invite as long as the invite has not been declined
After a gameforcing bid or after bidding game to make
Further Important Notes
Evaluation: Frequent Up-/Downgrading, Ranges given in Points not hcp
Preempts: in 3rd <u>anything</u> goes in, 3♣/♦ on 6 even in 1st
Competitive Bidding: 2NT frequently artificial (Fit, Lebensohl, Unusual)
Psyches: rare

Opening	X if artificial	Min. # of cards.	Negative-X thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	-	-1♣ 3♣-3♣	1) 12-18, 5+, if 12-15 always 4crd M 2) 15-18, balanced 3) 12-18, 4414 4) 19+, any, except twosuiters with ♣s	1♦ 0-5, or 6-9 without 4crd major or 5crd ♣ 1♥/♠ 6+, longer minor possible 1NT/2♣ 10+, 4+♦/♠ or 8/9 decent 6crd 2♦ 6-9 5♣-4/5♦2♥/♠ 4-7, 6+ 2♥/♠ 4-7, 6+ 2N 13-15/18+ balanced 3♣ 4-6, 5-5 minors 3♦ 10-12 44(41)	-1♦-: 1♣ 12-18 5♣-4♠/4414 or 17-18 5♣-4♥; 2♣ 12-16 5♣-4♥; ...3♣ 16-18, 6+; 1/2N 15-17/21-22 bal.; 1♥ 18+ bal. or many 19+; ...2♦ FG with a major; 2M nat. semiforcing; 3♦ ♥+♠; 3M M+♦, FG -1♥/♠-: 1NT 15-18 balanced, 2♣ 12-15, 4crd ♠/♥; 3♣ 16-18, 6+; ... 2N 6♣-3♥/♠; 2♦ 19+, <4♥/♠; 3♦/♥ 19+, 4+♥/♠; 3N 7♣, stoppers -1♥-: 1♣ natural balanced or 16-18 5+♠; 2♣ 19+ ♣-♠-twosuiter -1♠-: 2♥ 16-18, 5+♣-4♥; 3♦ 19+ ♣-♥-twosuiter -1NT/2♣-: 2NT 15-18 balanced; 2/3♣ min.; only 2♦ shows 19+ -2♦-: 2♥ 19+; 2♣ art, inv+; 3♦ 19+, ♥+♠; 3M 19+, M+♦	
1♦		4	3♣	12-18, longer ♣ possible always unbalanced	1♥/♠ 6+, longer minor possible; 2/3♦ inverted; 1NT 6-10; 2♣ 10+; 2♥/♠ 4-7, 6+.; 3♣ 8-9 5+♦; 2NT 13-15/18+ balanced	-1♥/♠-: 1NT both minors, if 12-15 longer ♣, nonforc.; 2N 6♦-3♥/♠ -1NT-: 2♣ 2+♠, F1, 2♥/♠ max., 0/1♠, stopper, 2NT,3♣ min., -1NT-: 2♣ F1, 2♥/♠ 16-18 artificial, 2NT,3♣ 12-15, both minors	
1♥		5	3♣	10-18, longer ♣ possible	1♠ often 5+, always if FG; 2♠ weak; 3N 16-17, 4333 1NT 5-13, 0-3(4)♥, forcing; 2♠ weak, 2m FG, (4)5+ 2♥ 8-11, fit; 3♣/♦/♥ 4crd ♥, 13+/11-12/4-7; JNS splinter 2N 13-15/18+ balanced	-1♠-: 1N up to 16, bal., 4+♦ or most 16-18; 2♦ up to 16, 3crd ♣ -1N-: 2♣ up to16, nat., bal. 4crd ♠ or most 16-18; art. follow-up -2m-: 2m+1 punt; 2m+2 4crd ♠; 2N 6+♥; 3♣ m-raise; 3♦ 5om -2N-: 3♣/♦ artificial, up to 16; 3♥/♠ 16-18 4crd ♠ resp. 6+♥	2♣ 10-12, 2-3 ♥; 2♦ 10+, 4+♥ 1NT semi-forcing 3NF Fit-Jump
1♠		5	3♥	10-18, longer ♣ possible	2♥ FG, 5+; 3♣ SJS ♥; others comparable to 1♥ 2♠ 8-11, fit; 3♣/♥/♠ 4crd ♥, 13+/11-12/4-7; JNS splinter	-2♥-: 2♠ punt; 2N 6+♠; 3♣ 5♣ or unbal. 3crd ♥; 3N 11-13 53(32 -3♦-: to be defined	Comparable to 1♥, 2♥ non-f.
1NT		2	-	12-14	2♣ Stayman, doesn't deny/promise hcp or 4crd M; 2♦ 5crd M, inv+; 2♥/♠, 3any, 4♥/♠ to play; 4♠/♦ RKCB ♠/♦ 2NT weak with both minors or strong one or both minors;	-2♦-: 2♥/♠ doubleton; 2NT 4-3 majors; 3♣ 3-3 or 4-4 majors -2N-: 3♣/♦ longer minor, always 3♣ with equal length	3 rd /4 th 11-14 1NT-2♦ natural 1NT-2NT weak, both minors
2♣		6	-	12-15, 6+♠, rarely 4crd major	2♦/♥ 5+♥/♠; 2♠ relay, inv+; all raises preemptive 2N natural invite; 3♦/M natural slamtry	-2♦-: 2♥/♠ non-forcing; -2♥-: 2♠ I2D, Others strong -2♠/NT-: 3♣ and 4any strong, others I2D showing strength and fit	
2♦	X	-	-	Weak Two in ♥ or ♠, 5crd possible, NV often	2♥/♠, 3♥/♠, 4♥ p/c, doesn't deny/promise anything; 2NT relay, FG vs. maximum; 3♣/♦ 5+ in ♥/♠, support-ask	-2♠-: 2NT non-minimum; 3♣ minimum; - others: just p/c -2NT-: 3♣/♦ min. ♥/♠, 3♥ non-min ♠; 3♠ and higher non-min ♥	3 rd hand anything goes 4 th hand 12-14 good 6crd
2♥	X	4	-	5-11 4-4/5-4/5-5 in ♥+♠ (not 7/8/9 4-4)	2NT relay, inv+; all raises preemptive, 3m natural, nonf.	-2NT-: 3♣ min 5-4/5-5, 3♦ 4-4, 3♥/♠ max 54/45, 3NT max 5-5	3 rd 3-11; 4 th 10-12 5-5 3♣/♦ natural with fit;3♥/♠ inv.
2♠		-	-	Minors, sub-minimum or less then 5 losers	2N relay, but may stop in 3m; 3m weak pref.; 3M 6+, FG	-2N-: 3♣ weak; 3♦ 4-4.5 losers; 3♥/♠ <4, without/with ♠-stopper	
2NT	X	-	-	Twosuiter ♠+M, less then 4 losers	3♣ relay; 3♦ 5crd , no ♠-fit; 3M natural,good suit	-3♣-: 3♥/♠ 0-2, no stopper; 3NT stopper; 4♣/♦ ♠/♦+xxx/Jxx	
3♣		6/7	-	Aggressive Preempt	3♦ relay for strength and stoppers; 3M natural in principle	-3♦-: 3M/N(=♦) stopper; 4♣ bad hand; 4♦ 2KC; 4♥+ 1KC control	4 th 12-14 good 6crd
3♦		6/7	-	Aggressive Preempt	3M natural in principle; 4♣ optional weakness-RKCB	-4♣-: 4♦ bad hand (→ 4♥ reask); 4♥/♠/N,5♠/♦ 0, 1, 1+Q, 2, 2+Q	
3♥		6/7	-	Aggressive Preempt	3♠ natural in principle; 4♠/♦ comparable 3♠-opening	-4♠-: 4♦ bad hand (→ 4OM reask); 4♥/♠/N,5♠/♦ 0, 1, 1+Q, 2, 2+Q	4 th good 7crd, 7,5-8 tricks
3♠		6/7	-	Aggressive Preempt	4♣ optional weakness-RKCB; 4♦ asks ♥-fit	-4♦-: 4OM Hx/xxx or better; 4M no fit	
3NT				7/8crd major, 8-8.5 tricks, 1KC+Q or 2KC	4♣ asks for transfer; 4♦ mild slamtry	-4♦-: 4N(=OM).5m void; 5M solid 8 or semi-solid 7 + 4 with A or K	4 th long, strong minor, stoppers
4♣		7	-	Aggressive Preempt		High Level Bidding (incl. Slam Conventions)	
4♦		7	-	Aggressive Preempt			
4♥		7	-	Preemptive			
4♠		7	-	Preemptive			
4NT	X		-	Preemptive, both Minors			
5♣/♦		7	-	Preemptive		Kickback Turbo (asking KC-parity and cuebids) after many 4-level fit-confirmations	
5♥/♠		7	-	Asks for 6/7 with 1/2 top-honors		Picture Bids versus unlimited Partner	

Suggested Defense Against our 1♣ Opening Bid

Play 2♣ as natural and 2♦ as Michaels, otherwise use normal defense

Suggested Defense Against our 2-Level Opening Bids

- 2♦/♠:

X = (12)13-15 balanced or 19+ (weaker with comparable playing strength)
2N = 16-18 balanced
- 2♦

2M = 4crd M, shortness OM (like t/o-X of OM)
t/o-X of 2M by 4th hand
3m by 6th hand show m+OM
- 2♥

2♠ = minors
3M = shows Stopper for 3N, denies Stopper OM
- 2N

X = strong, one-suited
3♣/♦/♥ = 5-5 or better, ♦+♠, ♦+♥, ♥+♠,
3♠ = preemptive, good 6 or better