

**DEFENSIVE AND COMPETITIVE BIDDING****OVERCALLS (Style, Responses, 1/2 Level, Reopening)**

1<sup>st</sup> Lev=8-15 hcp, 5(4) cards, 1/1 resp=F1, 1NT=9-12, NF,  
 Cue=F1, Fit=8-10 HCP, 2/1resp=NF, jump FIT=PRE  
 2N over 1M = limit raise or better  
 2<sup>nd</sup> lev = 6(5)+ cards, 10-15, Cue and 3/2=F1, 2/2 = NV  
 Reopening: 5+, 6-14 HCP, JS=6+, 11-14 HCP

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

in 2<sup>nd</sup> over 1 minor (nat.) or 4<sup>th</sup> live = 15-18 HCP, SYS on  
 Reopening: 10-14, sys on, no Stop promised  
 Over Major (1M)-1NT = 5 minor + 4 other Major (8+ hcp)  
 Sandwich 1NT = other 2 suits, 8-11, DBL = same but 12+

**JUMP OVERCALLS (Style, Responses, Unusual NT)**

PRE, VUL dependent, rule 4321  
 in NT: 5-5 lowest unbid  
 Reopening: 6+, 11-14; 2NT=18-20 HCP (bal/sbal)  
 1x-3♣=clubs! (not Ghestem)

**DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)**

Michaels (MM/oMm): 55+ over 3+ cards opener  
 1m-2m = NAT if 0-2 cards opener  
 1suit-3cue = asking for stopper, 7+ solid suit if 0-2 opener  
 (1♦)-2♦=MM if 3+♦, NAT if 0-2 cards

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

Multi-Landy: 2♣=44+ MM, 2♦=5+M, 2♥/♠=5+M w/ 4+m  
 DBL=5+m&4M vs. 14-18 and 13+hcp vs. weak NT (9-13)  
 vs. strong NT and in 4<sup>th</sup> pos: DBL=MM, the rest is NAT

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

DBL=T/O  
 leaping 2 suiters (4♣/4♦ = minor & OM, 55+)  
 2/3NT = NAT  
 Cue = Stopper ask  
 RUB over opp's 2<sup>nd</sup> lev openings -DBL (except STR 2♣)

**VS. ARTIFICIAL STRONG OPENINGS**

vs. Strong ♣: DBL = 44+ MM, 1 or 2NT = mm, rest NAT  
 vs. Strong 2♣: DBL = MM, rest NAT

**OVER OPPONENTS' TAKEOUT DOUBLE**

1♦-(DBL)→Transfers starting w/ RDBL, 1NT=8-11, NV  
 1M-(DBL)-TRFs on 2<sup>nd</sup> level (1♥-(dbl)-1♠=spades)

**LEADS AND SIGNALS****OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	2/4 / Attitude	2 <sup>nd</sup> /4th Attitude
NT		
Subseq	Lo=even/Hi=odd	same
Other: Q lead vs. NT requires unblocking of Jack or Ace		

**LEADS**

Lead	Vs. Suit	Vs. NT
Ace	Ax(x..), AKxx(x)	Same
King	AK(xx); KQ(xx),	same
Queen	Qx, QJ(x);	Could be KQ109!
Jack	Jx, J10(x), KJ10	Jx, J10(x)
10	10x, 109(x),	0 or 2 higher, e. g. HJ10x
9	2 <sup>nd</sup> or stiff	0 or 2 higher, e. g. H109x
Hi-x	2 <sup>nd</sup> or stiff	1 <sup>st</sup> or 2 <sup>nd</sup> from bad suit
Lo-x	2/4	usually 4 <sup>th</sup> best

**SIGNALS IN ORDER OF PRIORITY**

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Low=POS	Low=EVEN	LAV
	2 Low=even	(LAV)	COUNT
	3 Suit pref.		
NT	1 Low=POS	Rev. Smith	LAV
	2 Low=even	(LAV)	COUNT
	3 Suit pref.		

**Signals (including Trumps):**

UDCA Count (Hi-Lo=ODD), Smith Echo vs. NT(Lo=POS.)  
 Ace requires POS/NEG, King requires Count.

**DOUBLES****TAKEOUT DOUBLES (Style, Responses, Reopening)**

STD T/O, 12+ HCP, DBL on 1M might be 15-17NT w/ stop  
 17+ HCP ANY  
 Reopening = 9-14 hcp (e. g. 1x-p-p-DBL)  
 TRAP Pass = 13+ HCP (first pass and then DBL)

**SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES**

Support DBL / RDBL (e. g. 1♦-(p)-1♥-(1♠)-DBL=3 cards ♥)  
 DBL on opp's TRF is NAT, cue is for T/O

**International-Convention-Card**

♠ ♥ © DBV e.V. ♦ ♣

Category: **BLUE**NBO: **Germany** EVENT: all

PLAYERS D. Kröning (12637) – Hr. Gotsev (46737)

**SYSTEM SUMMARY****GENERAL APPROACH AND STYLE****PRECISION CLUB**

1♣ = 16+ HCP, any, Forcing  
 1♦ = 0+♦, 10-15(16) HCP; no 5<sup>th</sup> Major  
 1M = 5+ cards, 10-15 HCP  
 2♣ = 6+♣, 11-15 HCP; could have side suit

**1NT Opening:** 14-16 or 15-17 (4<sup>th</sup> seat).  
 (5M, 6m, stiff Honour are possible)

**2 over 1 Responses:** semi-GF; in competition 2/1=NF;  
 2/1 resp. does not deny 4M (e. g. 1♥-2♣ doesn't deny 4♠)

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**

1♣ = 16+ HCP, Forcing, or equivalent of 8,5+ tricks  
 1♦ = 0+♦, 10-15(16) UNBAL or 11-13 BAL  
 2♣ = 6+♣, 11-15 HCP, could have side suit 4M or 4+♦  
 2♦ = Multi, weak 2 in a Major, 3-10 HCP, could be 5 cards  
 2♥ = both majors, at least 5-4 or 4-5+, 5-10 HCP  
 2♠ = ♠ and a minor, 5-4, 5-10 HCP

3NT= Good Major pre-empt (Namyats), 8-8,5 playing tricks

1♦-2♦ = 4+♦, GF  
 1M-2♣ = 2+ cards ♣, GF  
 (1M)-1NT = Polish NT→ 5 minor + 4 other Major (8-15hcp)

**SPECIAL FORCING PASS SEQUENCES**

when we are in GF pass is F and shows stronger hand

**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**

Rubensohl, 2NT is usually not NAT in competitive bidding  
 TRF after 1M-(DBL) and 1M-(2x), 1♦-(2M), 1♣-(1x)

**PSYCHICS**

No agreements

Ope nin	ART	MIN	Neg X	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✓	0	4H	16+, any, 17+ BAL	1♦ = 0-7 HCP, any; could be also 8 HCP w/ 0-1 controls 1M/2m=5+ cards, 8+HCP, GF 1NT=11+HCP, BAL //2♥=8-10 HCP, BAL (2-4♥), 2♠ = (4441), 12+; 3x=4441, 8-11HCP, singl. NAT 2NT=55MM, 5-7 1♣-(DBL,1x)-TRF starting with (Re)DBL, 5+HCP	1♣-1♦-1M=could be 4M & 5 m, 1♣-1♦-2♥=Kokish 1♣-1♦-1N=17-19, 2N=22-23, 2♥=24+ BAL or long ♥, F 1♣-1N-2♣=⑥→2♦=♥,2♥=♠,2♠=44mm, 2N=3334,3♣=44MM 1♣-2♥-2N=⑥→3♣=44MM,3♦=♥,3♥=♠,3♠=44mm,3N=33(43) 1♣-1N-2N=5♣, cud have 4♦, but not 4M, 1♣-1N-3♣=6+♣ 1♣-(2x)-DBL=5-7, suit is NAT w/ 8+hcp, 1♣-(2N+)-DBL=8+	Over 1♣-1♦-2NT: 3♣=Muppet Stayman
1♦	✓	0	4H	10-15(16), no 5th M 11-13 if balanced	1M=4+, F1, 1NT= (7-11), NF could be UNBAL 2m=4+, GF; 2♥=5♠-4♥, 9-12; 2♠=11-12 INV or wk 1m 2NT= weak both minors, 3m=6+ INV; 3M or 4m=pre 1♦-(DBL)-TRF starting w/RDBL, 2♣=mm, 2♦=nat, NF	1♦-1M-1N-2♣ =any INV or Sign off ♦, -2♦=any GF 1♦-1x-2♣ =9+cards in mm or 6♣ 1♦-1M-2♠/3x=SPL, 4 fit, INV 1♦-(1♥)-1♠=4+♠, DBL shows less than 4♠	
1♥/♠		5	4H	5+ cards, 10-15 HCP Could have longer minor	1N=F1, (0-13) HCP but usually 6-12, 1♠=4+(3) F1 2♣=2+ if BAL, GF; 2♦=4+ GF; 2M=8-10, 3 <sup>rd</sup> fit; 1♥-2♠wk 2N=INV+ w/ 4+FIT, 3x=NAT, INV, 6 card suit, NF 3M=MIXED 4-7 hcp, 4+ fit, 4M=PRE, cud have points	1M-1N-2♣=2+ cards, 1M-1N-2♦=4+♦, 1M-1N-2x-3M=11-13 1M-2N: 3♣=MIN, 3♦=no short, 3♥/♠/NT=Lo-Mi-Hi SGL 1M-2M-2N=INV, any shortness, new suit = INV w/ losers In competition: 1M-(2x) -TRF on 3 <sup>rd</sup> level, NAT on 2 <sup>nd</sup>	1M-1N=NF;1M-2♣=Drury → rebid in M is weak rest 13-15, Jump=SPL, 2NT=9-10 w 4fit
1 NT	✓			1 <sup>st</sup> , 2 <sup>nd</sup> & 3 <sup>rd</sup> = 14-16 4 <sup>th</sup> pos. = 15-17 5M, 6m, 5422, 6322 Stiff H possible	2♣=PUP to 2♦ (2♦ can be passed!); 2♦/♥=TRF w/ 4+c, 2♠=range ask, 2N=INV w/ ♣, 3♣=Muppet Stay, 3♦=any 6M INV, 3♥/♠ = (45) mm & SGL M 4♣=55MM, 4♦/♥=TRF to ♥/♠ w/ 6+ cards.	1N-2♣-2♦→2♥=TRF w 5+♠, 2♠=mm or STR, 2N+=5♥ inv+ 1N-2♦-2♥-2♠=44+ MM, F→2N=no 4M, 3♣=ask→3♦=55, 3M=nat5, 3N=44MM, 4m=55 & Void	STR variants are off
2♣		6	4H	11-15 HCP w/ 6+ ♣ May have side suit	2♦=⑥; 2M=5+, F1; 2NT=bid 3♣ for out or 5-5 w/o ♣, GF; 3♣=3+fit, INV;3♦=NAT INV, 3M=SPL, 4♣=PRE, 4♦=RKC ♣, 4M=to play	2♣-2♦-2♥=any 4M // 2♠=no 4M, any shortness // 3♦=4♦ 2N/3♣= 6+♣ w/o side suit, STR (2 Stop) / weak (1 Stop) 2♣-2♦-2N-3♦=? suit w/o Stop; 2♣-2♦-3♣-3♦=? w/ Stopper 2♣-2N-3♣-? // 3♦=55♦♥; 3♥=55♥♠, 3♠=55♠♦, all GF	2♣ - 2M = NAT but NF
2♦	V	0		Multi: weak 2 in a major 3-10 HCP, could be 5 crds	2M/3M = pass/correct, 2NT=⑥, 3♣=ask ♥, 3♦ = ask ♠ 3N/4M=to play, 3NT/4♥/♠ = to play 4♣ = bid your suit in TRF, 4♦ = bid your suit NAT	2♦-2NT: 3♣ = min. ♥, 3♦=min ♠, 3♥= MAX ♠, 3♠ = MAX ♥ 2♦-2NT-3♣/♦ → next step ask # of cards 2♦-(X)-XX:bid your M, pass = 5+♦, 2M=own suit, 2N+=Rub	
2♥	✓	0		Both Majors, 5-10 HCP At least 5-4 or 4-5	2♠=to play; 2NT=ASK; 3M=PRE, 4M or 3NT= to play 3♣ = ask shortness, 4♣ = RKC ♥, 4♦=RKC ♠	2NT→ 3♣ = MAX, any, 3♦ asks again → Smolen, 3NT=5-5 3♦=MIN, longer ♥, 3♥=MIN, longer ♠, 3♠=MIN, 5-5 2♦-3♣ → NO, Lo-Hi SGL, Lo-Hi VOID, 4♦=1-1mm	
2♠	V	5		5+♠ -4+minor, 5-10 HCP	2NT=ASK minor and strength, 3♣ = pass / correct for m		
2 NT	V			20-21 HCP, else like 1NT	3♣=Muppet STAY, 3♦/♥=TRF to ♥/♠, 3♠=54+mm 4♣ = 55 MM, 4♦ =TRF♥, 4♥=TRF♠, 4♠/4N=RKC♣/♦	2N-3♣ → 3♦=4M; 3♥=No 4 or 5M; 3♠=5♠, 3N=5♥	
3 x		6		Preempt, rule 4321	New suit = F1 from unpassed hand		
3 NT	V			any M preempt, 8-8,5 trick	4♣=bid M in TRF, 4♦=bid M NAT, 4♥/4♠=to play, own		
4♣		7		PREEMPT ♣		<b>HIGH LEVEL BIDDING</b>	
4♦		7		PREEMPT ♦		RKC 14,03,2(5) w/o Q, 2 w/ Q;5NT=EVEN KC +unspec. VOID; 6x=ODD KC+that VOID;	
4♥/♠		7		PREEMPT ♥/♠		5N=asks Kings → any suit is showing that King or the other two, 6NT = 3 side Kings excl. RKC → 0(4), 1, 2, 3 DOPI/ROPI if opp. interferes (DBL shows 0, pass=1)	

**DEFENSIVE AND COMPETITIVE BIDDING****OVERCALLS (Style, Responses, 1/2 Level, Reopening)**

1<sup>st</sup> Lev=8-15 hcp, 5(4) cards, 1/1 resp=F1, 1NT=9-12, NF,  
 Cue=F1, Fit=8-10 HCP, 2/1resp=NF, jump FIT=PRE  
 2N over 1M = limit raise or better  
 2<sup>nd</sup> lev = 6(5)+ cards, 10-15, Cue and 3/2=F1, 2/2 = NV  
 Reopening: 5+, 6-14 HCP, JS=6+, 11-14 HCP

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

in 2<sup>nd</sup> over 1 minor (nat.) or 4<sup>th</sup> live = 15-18 HCP, SYS on  
 Reopening: 10-14, sys on, no Stop promised  
 Over Major (1M)-1NT = 5 minor + 4 other Major (8+ hcp)  
 Sandwich 1NT = other 2 suits, 8-11, DBL = same but 12+

**JUMP OVERCALLS (Style, Responses, Unusual NT)**

PRE, VUL dependent, rule 4321  
 in NT: 5-5 lowest unbid  
 Reopening: 6+, 11-14; 2NT=18-20 HCP (bal/sbal)  
 1x-3♣=clubs! (not Ghestem)

**DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)**

Michaels (MM/oMm): 55+ over 3+ cards opener  
 1m-2m = NAT if 0-2 cards opener  
 1suit-3cue = asking for stopper, 7+ solid suit if 0-2 opener  
 (1♦)-2♦=MM if 3+♦, NAT if 0-2 cards

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

Multi-Landy: 2♣=44+ MM, 2♦=5+M, 2♥/♠=5+M w/ 4+m  
 DBL=5+m&4M vs. 14-18 and 13+hcp vs. weak NT (9-13)  
 vs. strong NT and in 4<sup>th</sup> pos: DBL=MM, the rest is NAT

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

DBL=T/O  
 leaping 2 suiters (4♣/4♦ = minor & OM, 55+)  
 2/3NT = NAT  
 Cue = Stopper ask  
 RUB over opp's 2<sup>nd</sup> lev openings -DBL (except STR 2♣)

**VS. ARTIFICIAL STRONG OPENINGS**

vs. Strong ♣: DBL = 44+ MM, 1 or 2NT = mm, rest NAT  
 vs. Strong 2♣: DBL = MM, rest NAT

**OVER OPPONENTS' TAKEOUT DOUBLE**

1♦-(DBL)→Transfers starting w/ RDBL, 1NT=8-11, NV  
 1M-(DBL)-TRFs on 2<sup>nd</sup> level (1♥-(dbl)-1♠=spades)

**LEADS AND SIGNALS****OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	2/4 / Attitude	2 <sup>nd</sup> /4th Attitude
NT		
Subseq	Lo=even/Hi=odd	same
Other: Q lead vs. NT requires unblocking of Jack or Ace		

**LEADS**

Lead	Vs. Suit	Vs. NT
Ace	Ax(x..), AKxx(x)	Same
King	AK(xx); KQ(xx),	same
Queen	Qx, QJ(x);	Could be KQ109!
Jack	Jx, J10(x), KJ10	Jx, J10(x)
10	10x, 109(x),	0 or 2 higher, e. g. HJ10x
9	2 <sup>nd</sup> or stiff	0 or 2 higher, e. g. H109x
Hi-x	2 <sup>nd</sup> or stiff	1 <sup>st</sup> or 2 <sup>nd</sup> from bad suit
Lo-x	2/4	usually 4 <sup>th</sup> best

**SIGNALS IN ORDER OF PRIORITY**

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Low=POS	Low=EVEN	LAV
	2 Low=even	(LAV)	COUNT
	3 Suit pref.		
NT	1 Low=POS	Rev. Smith	LAV
	2 Low=even	(LAV)	COUNT
	3 Suit pref.		

**Signals (including Trumps):**

UDCA Count (Hi-Lo=ODD), Smith Echo vs. NT(Lo=POS.)  
 Ace requires POS/NEG, King requires Count.

**DOUBLES****TAKEOUT DOUBLES (Style, Responses, Reopening)**

STD T/O, 12+ HCP, DBL on 1M might be 15-17NT w/ stop  
 17+ HCP ANY  
 Reopening = 9-14 hcp (e. g. 1x-p-p-DBL)  
 TRAP Pass = 13+ HCP (first pass and then DBL)

**SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES**

Support DBL / RDBL (e. g. 1♦-(p)-1♥-(1♠)-DBL=3 cards ♥)  
 DBL on opp's TRF is NAT, cue is for T/O

**International-Convention-Card**

♠ ♥ © DBV e.V. ♦ ♣

Category: **BLUE**NBO: **Germany** EVENT: all

PLAYERS D. Kröning (12637) – Hr. Gotsev (46737)

**SYSTEM SUMMARY****GENERAL APPROACH AND STYLE****PRECISION CLUB**

1♣ = 16+ HCP, any, Forcing  
 1♦ = 0+♦, 10-15(16) HCP; no 5<sup>th</sup> Major  
 1M = 5+ cards, 10-15 HCP  
 2♣ = 6+♣, 11-15 HCP; could have side suit

**1NT Opening:** 14-16 or 15-17 (4<sup>th</sup> seat).  
 (5M, 6m, stiff Honour are possible)

**2 over 1 Responses:** semi-GF; in competition 2/1=NF;  
 2/1 resp. does not deny 4M (e. g. 1♥-2♣ doesn't deny 4♠)

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**

1♣ = 16+ HCP, Forcing, or equivalent of 8,5+ tricks  
 1♦ = 0+♦, 10-15(16) UNBAL or 11-13 BAL  
 2♣ = 6+♣, 11-15 HCP, could have side suit 4M or 4+♦  
 2♦ = Multi, weak 2 in a Major, 3-10 HCP, could be 5 cards  
 2♥ = both majors, at least 5-4 or 4-5+, 5-10 HCP  
 2♠ = ♠ and a minor, 5-4, 5-10 HCP

3NT= Good Major pre-empt (Namyats), 8-8,5 playing tricks

1♦-2♦ = 4+♦, GF  
 1M-2♣ = 2+ cards ♣, GF  
 (1M)-1NT = Polish NT→ 5 minor + 4 other Major (8-15hcp)

**SPECIAL FORCING PASS SEQUENCES**

when we are in GF pass is F and shows stronger hand

**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**

Rubensohl, 2NT is usually not NAT in competitive bidding  
 TRF after 1M-(DBL) and 1M-(2x), 1♦-(2M), 1♣-(1x)

**PSYCHICS**

No agreements

Ope nin	ART	MIN	Neg X	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✓	0	4H	16+, any, 17+ BAL	1♦ = 0-7 HCP, any; could be also 8 HCP w/ 0-1 controls 1M/2m=5+ cards, 8+HCP, GF 1NT=11+HCP, BAL //2♥=8-10 HCP, BAL (2-4♥), 2♠ = (4441), 12+; 3x=4441, 8-11HCP, singl. NAT 2NT=55MM, 5-7 1♣-(DBL,1x)-TRF starting with (Re)DBL, 5+HCP	1♣-1♦-1M=could be 4M & 5 m, 1♣-1♦-2♥=Kokish 1♣-1♦-1N=17-19, 2N=22-23, 2♥=24+ BAL or long ♥, F 1♣-1N-2♣=⑥→2♦=♥,2♥=♠,2♠=44mm, 2N=3334,3♣=44MM 1♣-2♥-2N=⑥→3♣=44MM,3♦=♥,3♥=♠,3♠=44mm,3N=33(43) 1♣-1N-2N=5♣, cud have 4♦, but not 4M, 1♣-1N-3♣=6+♣ 1♣-(2x)-DBL=5-7, suit is NAT w/ 8+hcp, 1♣-(2N+)-DBL=8+	Over 1♣-1♦-2NT: 3♣=Muppet Stayman
1♦	✓	0	4H	10-15(16), no 5th M 11-13 if balanced	1M=4+, F1, 1NT= (7-11), NF could be UNBAL 2m=4+, GF; 2♥=5♠-4♥, 9-12; 2♠=11-12 INV or wk 1m 2NT= weak both minors, 3m=6+ INV; 3M or 4m=pre 1♦-(DBL)-TRF starting w/RDBL, 2♣=mm, 2♦=nat, NF	1♦-1M-1N-2♣ =any INV or Sign off ♦, -2♦=any GF 1♦-1x-2♣ =9+cards in mm or 6♣ 1♦-1M-2♠/3x=SPL, 4 fit, INV 1♦-(1♥)-1♠=4+♠, DBL shows less than 4♠	
1♥/♠		5	4H	5+ cards, 10-15 HCP Could have longer minor	1N=F1, (0-13) HCP but usually 6-12, 1♠=4+(3) F1 2♣=2+ if BAL, GF; 2♦=4+ GF; 2M=8-10, 3 <sup>rd</sup> fit; 1♥-2♠wk 2N=INV+ w/ 4+FIT, 3x=NAT, INV, 6 card suit, NF 3M=MIXED 4-7 hcp, 4+ fit, 4M=PRE, cud have points	1M-1N-2♣=2+ cards, 1M-1N-2♦=4+♦, 1M-1N-2x-3M=11-13 1M-2N: 3♣=MIN, 3♦=no short, 3♥/♠/NT=Lo-Mi-Hi SGL 1M-2M-2N=INV, any shortness, new suit = INV w/ losers In competition: 1M-(2x) -TRF on 3 <sup>rd</sup> level, NAT on 2 <sup>nd</sup>	1M-1N=NF;1M-2♣=Drury → rebid in M is weak rest 13-15, Jump=SPL, 2NT=9-10 w 4fit
1 NT	✓			1 <sup>st</sup> , 2 <sup>nd</sup> & 3 <sup>rd</sup> = 14-16 4 <sup>th</sup> pos. = 15-17 5M, 6m, 5422, 6322 Stiff H possible	2♣=PUP to 2♦ (2♦ can be passed!); 2♦/♥=TRF w/ 4+c, 2♠=range ask, 2N=INV w/ ♣, 3♣=Muppet Stay, 3♦=any 6M INV, 3♥/♠ = (45) mm & SGL M 4♣=55MM, 4♦/♥=TRF to ♥/♠ w/ 6+ cards.	1N-2♣-2♦→2♥=TRF w 5+♠, 2♠=mm or STR, 2N+=5♥ inv+ 1N-2♦-2♥-2♠=44+ MM, F→2N=no 4M, 3♣=ask→3♦=55, 3M=nat5, 3N=44MM, 4m=55 & Void	STR variants are off
2♣		6	4H	11-15 HCP w/ 6+ ♣ May have side suit	2♦=⑥; 2M=5+, F1; 2NT=bid 3♣ for out or 5-5 w/o ♣, GF; 3♣=3+fit, INV;3♦=NAT INV, 3M=SPL, 4♣=PRE, 4♦=RKC ♣, 4M=to play	2♣-2♦-2♥=any 4M // 2♠=no 4M, any shortness // 3♦=4♦ 2N/3♣= 6+♣ w/o side suit, STR (2 Stop) / weak (1 Stop) 2♣-2♦-2N-3♦=? suit w/o Stop; 2♣-2♦-3♣-3♦=? w/ Stopper 2♣-2N-3♣-? // 3♦=55♦♥; 3♥=55♥♠, 3♠=55♠♦, all GF	2♣ - 2M = NAT but NF
2♦	V	0		Multi: weak 2 in a major 3-10 HCP, could be 5 crds	2M/3M = pass/correct, 2NT=⑥, 3♣=ask ♥, 3♦ = ask ♠ 3N/4M=to play, 3NT/4♥/♠ = to play 4♣ = bid your suit in TRF, 4♦ = bid your suit NAT	2♦-2NT: 3♣ = min. ♥, 3♦=min ♠, 3♥= MAX ♠, 3♠ = MAX ♥ 2♦-2NT-3♣/♦ → next step ask # of cards 2♦-(X)-XX:bid your M, pass = 5+♦, 2M=own suit, 2N+=Rub	
2♥	✓	0		Both Majors, 5-10 HCP At least 5-4 or 4-5	2♠=to play; 2NT=ASK; 3M=PRE, 4M or 3NT= to play 3♣ = ask shortness, 4♣ = RKC ♥, 4♦=RKC ♠	2NT→ 3♣ = MAX, any, 3♦ asks again → Smolen, 3NT=5-5 3♦=MIN, longer ♥, 3♥=MIN, longer ♠, 3♠=MIN, 5-5 2♦-3♣ → NO, Lo-Hi SGL, Lo-Hi VOID, 4♦=1-1mm	
2♠	V	5		5+♠ -4+minor, 5-10 HCP	2NT=ASK minor and strength, 3♣ = pass / correct for m		
2 NT	V			20-21 HCP, else like 1NT	3♣=Muppet STAY, 3♦/♥=TRF to ♥/♠, 3♠=54+mm 4♣ = 55 MM, 4♦ =TRF♥, 4♥=TRF♠, 4♠/4N=RKC♣/♦	2N-3♣ → 3♦=4M; 3♥=No 4 or 5M; 3♠=5♠, 3N=5♥	
3 x		6		Preempt, rule 4321	New suit = F1 from unpassed hand		
3 NT	V			any M preempt, 8-8,5 trick	4♣=bid M in TRF, 4♦=bid M NAT, 4♥/4♠=to play, own		
4♣		7		PREEMPT ♣		<b>HIGH LEVEL BIDDING</b>	
4♦		7		PREEMPT ♦		RKC 14,03,2(5) w/o Q, 2 w/ Q;5NT=EVEN KC +unspec. VOID; 6x=ODD KC+that VOID;	
4♥/♠		7		PREEMPT ♥/♠		5N=asks Kings → any suit is showing that King or the other two, 6NT = 3 side Kings excl. RKC → 0(4), 1, 2, 3 DOPI/ROPI if opp. interferes (DBL shows 0, pass=1)	

**DEFENSIVE AND COMPETITIVE BIDDING****OVERCALLS (Style, Responses, 1/2 Level, Reopening)**

1<sup>st</sup> Lev=8-15 hcp, 5(4) cards, 1/1 resp=F1, 1NT=9-12, NF,  
 Cue=F1, Fit=8-10 HCP, 2/1resp=NF, jump FIT=PRE  
 2N over 1M = limit raise or better  
 2<sup>nd</sup> lev = 6(5)+ cards, 10-15, Cue and 3/2=F1, 2/2 = NV  
 Reopening: 5+, 6-14 HCP, JS=6+, 11-14 HCP

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

in 2<sup>nd</sup> over 1 minor (nat.) or 4<sup>th</sup> live = 15-18 HCP, SYS on  
 Reopening: 10-14, sys on, no Stop promised  
 Over Major (1M)-1NT = 5 minor + 4 other Major (8+ hcp)  
 Sandwich 1NT = other 2 suits, 8-11, DBL = same but 12+

**JUMP OVERCALLS (Style, Responses, Unusual NT)**

PRE, VUL dependent, rule 4321  
 in NT: 5-5 lowest unbid  
 Reopening: 6+, 11-14; 2NT=18-20 HCP (bal/sbal)  
 1x-3♣=clubs! (not Ghestem)

**DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)**

Michaels (MM/oMm): 55+ over 3+ cards opener  
 1m-2m = NAT if 0-2 cards opener  
 1suit-3cue = asking for stopper, 7+ solid suit if 0-2 opener  
 (1♦)-2♦=MM if 3+♦, NAT if 0-2 cards

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

Multi-Landy: 2♣=44+ MM, 2♦=5+M, 2♥/♠=5+M w/ 4+m  
 DBL=5+m&4M vs. 14-18 and 13+hcp vs. weak NT (9-13)  
 vs. strong NT and in 4<sup>th</sup> pos: DBL=MM, the rest is NAT

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

DBL=T/O  
 leaping 2 suiters (4♣/4♦ = minor & OM, 55+)  
 2/3NT = NAT  
 Cue = Stopper ask  
 RUB over opp's 2<sup>nd</sup> lev openings -DBL (except STR 2♣)

**VS. ARTIFICIAL STRONG OPENINGS**

vs. Strong ♣: DBL = 44+ MM, 1 or 2NT = mm, rest NAT  
 vs. Strong 2♣: DBL = MM, rest NAT

**OVER OPPONENTS' TAKEOUT DOUBLE**

1♦-(DBL)→Transfers starting w/ RDBL, 1NT=8-11, NV  
 1M-(DBL)-TRFs on 2<sup>nd</sup> level (1♥-(dbl)-1♠=spades)

**LEADS AND SIGNALS****OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	2/4 / Attitude	2 <sup>nd</sup> /4th Attitude
NT		
Subseq	Lo=even/Hi=odd	same
Other: Q lead vs. NT requires unblocking of Jack or Ace		

**LEADS**

Lead	Vs. Suit	Vs. NT
Ace	Ax(x..), AKxx(x)	Same
King	AK(xx); KQ(xx),	same
Queen	Qx, QJ(x);	Could be KQ109!
Jack	Jx, J10(x), KJ10	Jx, J10(x)
10	10x, 109(x),	0 or 2 higher, e. g. HJ10x
9	2 <sup>nd</sup> or stiff	0 or 2 higher, e. g. H109x
Hi-x	2 <sup>nd</sup> or stiff	1 <sup>st</sup> or 2 <sup>nd</sup> from bad suit
Lo-x	2/4	usually 4 <sup>th</sup> best

**SIGNALS IN ORDER OF PRIORITY**

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Low=POS	Low=EVEN	LAV
	2 Low=even	(LAV)	COUNT
	3 Suit pref.		
NT	1 Low=POS	Rev. Smith	LAV
	2 Low=even	(LAV)	COUNT
	3 Suit pref.		

**Signals (including Trumps):**

UDCA Count (Hi-Lo=ODD), Smith Echo vs. NT(Lo=POS.)  
 Ace requires POS/NEG, King requires Count.

**DOUBLES****TAKEOUT DOUBLES (Style, Responses, Reopening)**

STD T/O, 12+ HCP, DBL on 1M might be 15-17NT w/ stop  
 17+ HCP ANY  
 Reopening = 9-14 hcp (e. g. 1x-p-p-DBL)  
 TRAP Pass = 13+ HCP (first pass and then DBL)

**SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES**

Support DBL / RDBL (e. g. 1♦-(p)-1♥-(1♠)-DBL=3 cards ♥)  
 DBL on opp's TRF is NAT, cue is for T/O

**International-Convention-Card**

♠ ♥ © DBV e.V. ♦ ♣

Category: **BLUE**NBO: **Germany** EVENT: all

PLAYERS D. Kröning (12637) – Hr. Gotsev (46737)

**SYSTEM SUMMARY****GENERAL APPROACH AND STYLE****PRECISION CLUB**

1♣ = 16+ HCP, any, Forcing  
 1♦ = 0+ ♦, 10-15(16) HCP; no 5<sup>th</sup> Major  
 1M = 5+ cards, 10-15 HCP  
 2♣ = 6+♣, 11-15 HCP; could have side suit

**1NT Opening:** 14-16 or 15-17 (4<sup>th</sup> seat).  
 (5M, 6m, stiff Honour are possible)

**2 over 1 Responses:** semi-GF; in competition 2/1=NF;  
 2/1 resp. does not deny 4M (e. g. 1♥-2♣ doesn't deny 4♠)

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**

1♣ = 16+ HCP, Forcing, or equivalent of 8,5+ tricks  
 1♦ = 0+♦, 10-15(16) UNBAL or 11-13 BAL  
 2♣ = 6+♣, 11-15 HCP, could have side suit 4M or 4+♦  
 2♦ = Multi, weak 2 in a Major, 3-10 HCP, could be 5 cards  
 2♥ = both majors, at least 5-4 or 4-5+, 5-10 HCP  
 2♠ = ♠ and a minor, 5-4, 5-10 HCP

3NT= Good Major pre-empt (Namyats), 8-8,5 playing tricks

1♦-2♦ = 4+♦, GF  
 1M-2♣ = 2+ cards ♣, GF  
 (1M)-1NT = Polish NT→ 5 minor + 4 other Major (8-15hcp)

**SPECIAL FORCING PASS SEQUENCES**

when we are in GF pass is F and shows stronger hand

**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**

Rubensohl, 2NT is usually not NAT in competitive bidding  
 TRF after 1M-(DBL) and 1M-(2x), 1♦-(2M), 1♣-(1x)

**PSYCHICS**

No agreements

Ope nin	ART	MIN	Neg X	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✓	0	4H	16+, any, 17+ BAL	1♦ = 0-7 HCP, any; could be also 8 HCP w/ 0-1 controls 1M/2m=5+ cards, 8+HCP, GF 1NT=11+HCP, BAL //2♥=8-10 HCP, BAL (2-4♥), 2♠ = (4441), 12+; 3x=4441, 8-11HCP, singl. NAT 2NT=55MM, 5-7 1♣-(DBL,1x)-TRF starting with (Re)DBL, 5+HCP	1♣-1♦-1M=could be 4M & 5 m, 1♣-1♦-2♥=Kokish 1♣-1♦-1N=17-19, 2N=22-23, 2♥=24+ BAL or long ♥, F 1♣-1N-2♣=⑥→2♦=♥,2♥=♠,2♠=44mm, 2N=3334,3♣=44MM 1♣-2♥-2N=⑥→3♣=44MM,3♦=♥,3♥=♠,3♠=44mm,3N=33(43) 1♣-1N-2N=5♣, cud have 4♦, but not 4M, 1♣-1N-3♣=6+♣ 1♣-(2x)-DBL=5-7, suit is NAT w/ 8+hcp, 1♣-(2N+)-DBL=8+	Over 1♣-1♦-2NT: 3♣=Muppet Stayman
1♦	✓	0	4H	10-15(16), no 5th M 11-13 if balanced	1M=4+, F1, 1NT= (7-11), NF could be UNBAL 2m=4+, GF; 2♥=5♠-4♥, 9-12; 2♠=11-12 INV or wk 1m 2NT= weak both minors, 3m=6+ INV; 3M or 4m=pre 1♦-(DBL)-TRF starting w/RDBL, 2♣=mm, 2♦=nat, NF	1♦-1M-1N-2♣ =any INV or Sign off ♦, -2♦=any GF 1♦-1x-2♣ =9+cards in mm or 6♣ 1♦-1M-2♠/3x=SPL, 4 fit, INV 1♦-(1♥)-1♠=4+♠, DBL shows less than 4♠	
1♥/♠		5	4H	5+ cards, 10-15 HCP Could have longer minor	1N=F1, (0-13) HCP but usually 6-12, 1♠=4+(3) F1 2♣=2+ if BAL, GF; 2♦=4+ GF; 2M=8-10, 3 <sup>rd</sup> fit; 1♥-2♠wk 2N=INV+ w/ 4+FIT, 3x=NAT, INV, 6 card suit, NF 3M=MIXED 4-7 hcp, 4+ fit, 4M=PRE, cud have points	1M-1N-2♣=2+ cards, 1M-1N-2♦=4+♦, 1M-1N-2x-3M=11-13 1M-2N: 3♣=MIN, 3♦=no short, 3♥/♠/NT=Lo-Mi-Hi SGL 1M-2M-2N=INV, any shortness, new suit = INV w/ losers In competition: 1M-(2x) -TRF on 3 <sup>rd</sup> level, NAT on 2 <sup>nd</sup>	1M-1N=NF;1M-2♣=Drury → rebid in M is weak rest 13-15, Jump=SPL, 2NT=9-10 w 4fit
1 NT	✓			1 <sup>st</sup> , 2 <sup>nd</sup> & 3 <sup>rd</sup> = 14-16 4 <sup>th</sup> pos. = 15-17 5M, 6m, 5422, 6322 Stiff H possible	2♣=PUP to 2♦ (2♦ can be passed!); 2♦/♥=TRF w/ 4+c, 2♠=range ask, 2N=INV w/ ♣, 3♣=Muppet Stay, 3♦=any 6M INV, 3♥/♠ = (45) mm & SGL M 4♣=55MM, 4♦/♥=TRF to ♥/♠ w/ 6+ cards.	1N-2♣-2♦→2♥=TRF w 5+♠, 2♠=mm or STR, 2N+=5♥ inv+ 1N-2♦-2♥-2♠=44+ MM, F→2N=no 4M, 3♣=ask→3♦=55, 3M=nat5, 3N=44MM, 4m=55 & Void	STR variants are off
2♣		6	4H	11-15 HCP w/ 6+ ♣ May have side suit	2♦=⑥; 2M=5+, F1; 2NT=bid 3♣ for out or 5-5 w/o ♣, GF; 3♣=3+fit, INV;3♦=NAT INV, 3M=SPL, 4♣=PRE, 4♦=RKC ♣, 4M=to play	2♣-2♦-2♥=any 4M // 2♠=no 4M, any shortness // 3♦=4♦ 2N/3♣= 6+♣ w/o side suit, STR (2 Stop) / weak (1 Stop) 2♣-2♦-2N-3♦=? suit w/o Stop; 2♣-2♦-3♣-3♦=? w/ Stopper 2♣-2N-3♣-? // 3♦=55♦♥; 3♥=55♥♠, 3♠=55♠♦, all GF	2♣ - 2M = NAT but NF
2♦	V	0		Multi: weak 2 in a major 3-10 HCP, could be 5 crds	2M/3M = pass/correct, 2NT=⑥, 3♣=ask ♥, 3♦=ask ♠ 3N/4M=to play, 3NT/4♥/♠ = to play 4♣= bid your suit in TRF, 4♦= bid your suit NAT	2♦-2NT: 3♣ = min. ♥, 3♦=min ♠, 3♥= MAX ♠, 3♠= MAX ♥ 2♦-2NT-3♣/♦ → next step ask # of cards 2♦-(X)-XX:bid your M, pass = 5+♦, 2M=own suit, 2N+=Rub	
2♥	✓	0		Both Majors, 5-10 HCP At least 5-4 or 4-5	2♠=to play; 2NT=ASK; 3M=PRE, 4M or 3NT= to play 3♣= ask shortness, 4♣= RKC ♥, 4♦=RKC ♠	2NT→ 3♣ = MAX, any, 3♦ asks again → Smolen, 3NT=5-5 3♦=MIN, longer ♥, 3♥=MIN, longer ♠, 3♠=MIN, 5-5 2♦-3♣ → NO, Lo-Hi SGL, Lo-Hi VOID, 4♦=1-1mm	
2♠	V	5		5+♠ -4+minor, 5-10 HCP	2NT=ASK minor and strength, 3♣ = pass / correct for m		
2 NT	V			20-21 HCP, else like 1NT	3♣=Muppet STAY, 3♦/♥=TRF to ♥/♠, 3♠=54+mm 4♣= 55 MM, 4♦=TRF♥, 4♥=TRF♠, 4♠/4N=RKC♣/♦	2N-3♣ → 3♦=4M; 3♥=No 4 or 5M; 3♠=5♠, 3N=5♥	
3 x		6		Preempt, rule 4321	New suit = F1 from unpassed hand		
3 NT	V			any M preempt, 8-8,5 trick	4♣=bid M in TRF, 4♦=bid M NAT, 4♥/4♠=to play, own		
4♣		7		PREEMPT ♣		<b>HIGH LEVEL BIDDING</b>	
4♦		7		PREEMPT ♦		RKC 14,03,2(5) w/o Q, 2 w/ Q;5NT=EVEN KC +unspec. VOID; 6x=ODD KC+that VOID;	
4♥/♠		7		PREEMPT ♥/♠		5N=asks Kings → any suit is showing that King or the other two, 6NT = 3 side Kings excl. RKC → 0(4), 1, 2, 3 DOPI/ROPI if opp. interferes (DBL shows 0, pass=1)	