

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
1-Level: 8+, depending on vulnerability; new suit forcing in the same level, CUE=ASK for strength; Jump RAISE=PRE
2-Level: 11+, depending on vulnerability
Reopening: slightly weaker
OBAR BIDS: 8+ HCP
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2 <sup>nd</sup> : (15) 16-18; Responses: System On
4 <sup>th</sup> live: Remaining Suits 4+5+
Reopening: 11-13 (14); Responses: System on
Escaping from 1NT DOUBLED: xx=♣; 2♣=♦; 2♦=♥; 2♥=♠
JUMP OVERCALLS (Style, Responses, Unusual NT)
Weak, 5-10; Responses: 2NT=(R) ==>OGUST
Reopening: intermediate, about 11-14
(1♣/♦/♥/♠) 3♣ = the two highest unbid suits (55++)
Unusual NT: the two lowest suits (55++)
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
(1♣/♦/♥/♠) 2♣/♦/♥/♠ = highest and lowest unbid suits (55++)
Jumps in known suit PRE, New suit bids NAT/NF
Reopening: same
JUMP CUE ASKS STOP (except 1♣-(3♣))
VS. NT (vs. Strong / Weak, Reopening, PH)
X = 15+, subsequent doubles are penalty
2♣ = Majors (54++) -> 2♦ = ASK longer M
2♦ = 6+M; 2M=5M+m; 2NT=mm; 3any=NAT
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
VS 2M: DBL=TAKEOUT, 4m=m+OM;
CUE=mm, 2NT=15-18, Responses: System on
VS 3m: DBL=TAKEOUT, 4om=om+M ==>4M=P/C
VS 3M: DBL=TAKEOUT, 4m=m+OM
VS. ARTIFICIAL STRONG OPENINGS
VS 1♣ strong: TIMBUKTU in 2- and 3-Level:
2/3 ♣=♣ or ♦ + ♥; 2/3♦=♦ or ♥ + ♠; 2/3♥=♥ or ♠ + ♣
2/3 ♠ = ♠ or ♣ + ♦; 2/3NT= Non touching colours
In 1- and 4 Level NAT
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=10+ HCP; New suit in 2-Level NF
1M-(x): 2M+1= FG with Fit, Responses see 1M opening;
Fit Jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3+5/LOW	3+5/LOW	
NT	4 th with H or 10	3+5/LOW	
Subseq	ATT		
Other: vsNT:2nd from 4 small; Ace vs NT asks CT or UB; Ace vs Suit asks ATT; King vs Suit asks CT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax, ATT	AKQ(+), AKJ(+), CT	
King	KQ(+), Kx, CT	KQJ(+), KQ10(+), ATT	
Queen	QJ(x), Qx	AQJ(+), QJ(x), Qx	
Jack	(H)J10(+), J10(+), Jx	(H)J10(+), J10(+), Jx	
10	(H)109(+), 109(+), 10x	(H)109(+), 109(+)	
9	(HH)9(x), 9x		
Hi-x	Sx; xxS	xSxx; Sxx; Sx	
Lo-x	HxS; HxSx; HxxxS(+)	HxS; (H/10)xxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Lo=ENCRG	Lo=E	Lo=ENCRG
	2 Lo=E	S/P	S/P
	3 S/P		Lo=E
NT	1 Lo=ENCRG	"SMITH"	S/P
	2 Lo=E	Lo=E	Lo=E
	3 S/P	S/P	
Signals (including Trumps): "SMITH": Lo=ENCRG;			
UPSIDE DOWN SIGNAL: Lo=E, Lo=ENCRG			
TRUMP SIGNAL: S/P			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Promise 4OM or 43+Ms; offshape ok with extra strength;			
10+ with ideal shape; any shape with 18+; CUE=4-4 M 8+ or 11+HCP, F2M; Jump response=8-10; LEB variations			
Reopening : Slightly weaker, about 8+; any shape 15+			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
1♣-(1♦)- DBL shows at least 4 cards in both Ms			
1m-(1♥)- DBL shows exactly 4♠			
1m-(1♠)- DBL suggests 4♥ 7+HCP – if followed by suit rebid – F1 (we use NEGATIVE FREEBIDS)			
SUPP DBL THRU 2♠			
LEAD DIRECTING DBL (L/D)			
NEG DBL THRU 4♥			
OBAR DBL 8+HCP			

## International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: Green

NBO: Germany EVENT: 3. BL Staffel C

PLAYERS: Finnley Paoella

Richard Hömmen

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five card Majors (♦3+, ♣3+); most jump shift responses
ART; NAT weak two bids in Majors; many weak COMP jumps; many "FIT" bids; flexible NEG DBL style; frequent WJO; frequent use of non penalty DBL and ART 2NT in COMP; 1♣ - 1♦ = 6-7 without 4♥/♠ or NAT ♦
1♣ - 1♥/♠ = natural, 4♥/♠, longer ♦ possible (WALSH)
1NT Opening: 15-17
2 over 1 Responses: F2NT
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ Opening= FG or SF with a Major
2♦ Opening= Both Majors at least 5-4, 5-10
2♥ Opening= weak two, 6♥, 5-10
2♠ Opening= weak two, 6♠, 5-10
3NT Opening= broken 8-card minor preempt
4♣/♦ Opening= SOL 6+ ♥/♠, 7-8 Tricks (NAMYATS)
1♣ - 4♦ = MINORWOOD
1♦ - 4♠ = MINORWOOD
2NT Overall = lowest suits (55++)
(1♣/♦/♥/♠) 2♣/♦/♥/♠ = highest and lowest unbid suits (55++)
(1♣/♦/♥/♠) 3♣ = highest unbid suits (55++)
Transfer Lebensohl after 2 level overcall of 1NT (Note 1)
Negative Doubles to 4♥
SPECIAL FORCING PASS SEQUENCES
In FG sequences, after penalty-X, and 10+ XX
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Double Jump in new suit = Splinter if over Major
PSYCHICS
Rare

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	4♥	11-22, 3+♣	1♦ = 6-7 without 4+♥/♠ or natural ♦, 1♥/♠ = natural, longer ♦ possible; 1NT = 8-10 2/3♣ = inverted minors; Jumps = NAT, weak	Two way check back after 1NT rebid: 2♣ = F1; 2♦ = FG 1♣ - 1♦ - 1M = unbalanced, 4+♣ & 4+M 1♣ - 1♦ - 1NT does not deny 4 card M	
1 ♦		3	4♥	11-22, 4+♦ unless 4432	1NT = 6-10; 2♣ = 5+♣ F2NT; 2/3♦ = inverted m 2NT = 11-12; 3♣ = 6+♣, 9-11; Jump M = weak	1NT rebid = 12-14 balanced; 1♦ - 1♥ - 1NT denies 4 card ♠	
1 ♥		5	4♥	11-22, 5+♥	2♥ = 6-10; 3♥ = 4+♥, PRE; 2♠ = INV+, 4+♥; 2NT = mini SPL ♠; 3m = mini SPL; 3SA = BAL /FIT	1♥ - 2♠; 2NT = 11-13; 3♣ = 17+; 3♦ = 14-16 any chicane or (5-5+); 3♥ = 14-16 any single; 3♠ = 14-16 (5-3-3-2)	2♣ = Reverse Drury : 2♥ = MIN; 2NT = ASK; 2/3 new suit = S/S/Trial
1 ♠		5	4♥	11-22, 5+♠	2♠ = 6-10; 3♠ = 4+♠, PRE; 2NT = INV+, 4+♠; 3m/3♥ = mini SPL; 3SA = BAL/ FIT	1♠ - 2NT: 3♣ = 11-13; 3♦ = 17+; 3♥ = 14-16 any chicane or (5-5+); 3♠ = 14-16 any single; 3NT = 14-16 (5-3-3-2)	2♣ = Reverse Drury : 2♠ = MIN; 2NT = ASK; 2/3 new suit = S/S/Trial
1 NT				15-17, may be S-BAL	2♣ = NF STAY; 2♦/♥ = ♥/♠ TRF; 2♠ = INV to 3NT or 6+♣ weak or strong ; 2NT = 6+♦ or 5-5 m weak or 6+♦ strong ; 3m = 6m, INV to 3NT; 3♥ = FG 4333; 3♠ = FG 3433; 4♣ = GERBER; 4♦ = 55 (++) M	1NT - 2♣ - 2♦ - 2♥ = P/C 1NT - 2♠ - 2NT = MIN/3♣ = MAX 1NT - 2NT - 3m = preference	
2 ♣	x	0		a) SF+ Major b) FG minor c) 22+ NT	2♦ = (R); 2♥/♠ = 5+♥/♠ with 2+ top honors (AKQ); 3♣/♦ = 6+♣/♦ with 2+ top honors (AKQ);	2♣ - 2♦: 2♥ = 5+♥ or NT 24-25 or 28-29 ⇒ 2♠ = (R) ; 2♠ = 5+♠ FG ; 2SA = 22-23 ; 3M = SF M ; 3SA = 26-27	
2 ♦	x	0		Majors, at least 5-4, 5-10	2♥/♠ = preference; 2NT = 15+, ASK MIN/MAX and length in Majors; 3♣/♦ = Natural & forcing	2♦ - 2NT: -> 3♣ = longer ♥; -> 3♦ = longer ♠; -> 3♥ = 5-5, minimum; -> 3♠/NT = 5-5, maximum, ♣/♦ shortness	
2 ♥	x	6		Weak Two, 5-10	2NT = ASK MIN/MAX & suit quality New suit = Natural & forcing	After 2M-2NT: -> 3♣ = minimum, bad suit; -> 3♦ = minimum, good suit -> 3♥ = maximum, bad suit	
2 ♠	x	6		Weak Two, 5-10	2NT = ASK MIN/MAX & suit quality New suit = Natural & forcing	-> 3♠ = maximum, good suit	
2 NT				20-21, may be S-BAL	3♣ = Puppet STAY; 3♦/♥ = ♥/♠ TRF; 3♠ = TRF to 3NT; 3NT = 5♠+4♥; 4♣ = GERBER; 4♦ = Majors 55(xx)	3♣: 3♦ = one or both 4-card Majors; 3M = 5-card M; 3NT no 4+ Major 3♦/♥: 3♥/♠ = MAX 2 cards; 3NT = 3 cards (Retransfer)	
3 ♣		6		PRE			
3 ♦		6		PRE			
3 ♥		6		PRE			
3 ♠		6		PRE			
3 NT	x	8		broken 8-card minor PRE	4♣ = P/C; 4♦ = ASK for S/S	<b>HIGH LEVEL BIDDING</b>	
4 ♣	x	6		SOL 6+ ♥ , 7-8 Tricks		Mixed Cuebids; SPL; Exclusion KCB	
4 ♦	x	6		SOL 6+ ♠ , 7-8 Tricks		RKCB : 14/30/52 no Q/52 + Q no lowest K/.....; next step SPIRAL SCAN	
4 ♥		7		PRE		Opponents double RKCB: D1P0-R1P0; Opponents double Answer: -> Pass asks for	
4 ♠		7		PRE		Control; XX shows 2 <sup>nd</sup> round control; -> Bidding on shows 1 <sup>st</sup> round control	