

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
1-Level: (7)8-18; reopening 6+ 2-Level: (10)12-18, reopening 8+ bad suits require higher overall strength after (1X)-1Y: 2X...2Y-1=TRF INV after (1X)-2Y (no jump): 2X...3Y-1=TRF INV (2NT = NAT)
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
(1X)-1NT = NAT 15-18, (1X)-p-(p)-1NT = NAT 12-15 (1X)-p-(1Y)-1NT = NAT 15-18 1NT overcalls promise a stopper in OPP's suit(s), although we may omit a stop after (1♣) if no other bid suits the hand after m opening: system on after M opening: TRFs, 2M-1 is Stayman
JUMP OVERCALLS (Style, Responses, Unusual NT)
WJO: 6 card suit, 5-10, can be stronger if partner is PH Ghesthem mod 5-11 or 16+: (1♣ nat)-2♦ = ♥+♠ (1♦ nat)-3♦ = ♥+♠, (1♥/♠)-3♣ = ♦+oM, (1X)-2NT = lowest unbid suits jump overcalls in 4 th seat are 6+ cards, 11-14
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
direct cue = highest and lowest unbid suit, 5-11 or 16+ (1M)-3M = ASK for stopper
VS. NT (vs. Strong / Weak, Reopening, PH)
x = strength, then first DBL from either side T/O 2♣ = ♥+♠ (54)+, 2♦ = 6+♥ or 6+♠, 2♥ = 5+♥ and 4+m 2♠ = 5+♠ and 4+m, 2NT = ♣+♦ (55)+
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
vs natural preempts, including two-suiters: (2/3M)-4m=m+oM, (2/3m)-4m=MM, (2/3m)-4om=om+M 2NT=15-18, DBL=take-out, TRF-LEB after (2M)-DBL-(p) after (2M)-2NT: 3m = to play, 3M = 5oM, 3oM = 4oM vs 2♦ multi: DBL = T/O vs. ♠, 2NT = 15-18, then Muppet vs 2♦ both M: DBL = BAL 13+ or any 18+, rest NAT vs 2NT both m: 3♣=shape-based T/O, 3♦=card-based T/O
VS. ARTIFICIAL STRONG OPENINGS
Against strong 1♣: DBL=MM, 1X=NAT, 1/2/3NT=♣+♥ or ♦+♠ 2/3♣ = ♣ or ♦+♥, 2/3♦ = ♦ or ♥+♠, 2/3♥ = ♥ or ♠+♣, 2/3♠ = ♠ or ♣+♦, pass may be strong
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+, then first DBL from either side T/O After 1M-(x) and (1X)-1M-(x) TRFs from 1NT to 2M-1, Fitjumps into minors

LEADS AND SIGNALS																											
OPENING LEADS STYLE																											
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Other: Vs. Suit: K from AK for CT (unless A is in dummy) or to show side singleton. Vs. NT: Lowest honour for UB																											
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ATT: low = encouraging, CT: low = even Vs. Suit: S/P when dummy has a singleton in led suit. We sometimes give S/P in trumps.																											
DOUBLES																											
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other suits 11+ or any 18+, reopening 8+ converting a ♣ response to ♦ does not show extra values (1m)-DBL-(p)-2m = any (11)12+ or MM 6-9 (1m)-DBL-(p)-3m = MM 10-11																											
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES																											
Support (Re-)Double, SOS-Redouble, Gametry Double, Snap Dragon Double, Responsive Double, Lightner's Double, Non-lead-directing Double (on own 5+ card suit) (1X)-1/2Y-(DBL)-RDBL = Ax or Kx Doubling a 2/3-level Cue in Partner's suit shows a raise.																											

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: Green

NBO: Germany EVENT: _____

PLAYERS: Viktor Otto, Jonathan Pieper

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = (10)11+, 2+♣, then transfers; 1♦ = (10)11+, 4+♦ BAL hands with 4(5)♦ may open 1♣ or 1♦ 1♥/♠ (10)11+, 5♥/♠, then F1 1NT ((5)6+, 3 SUPP possible) 2 over 1 Responses: FG except 1♣-2♥-2♠-2NT 1NT15-17, then STAY and TRFs; 2♣ strongest opening In COMP: If NEG DBL is available, new suit on 2-level is CONST NF and simple jump to 3-level NAT FG w/ good 6- card suit. Otherwise (and from PH) Fitjumps, except SPL into OPP's suit, which is oM after their T/O DBL against M.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣-1♦/♥ = 4+♥/♠, (4)6+ HCP 1♣-1♠ = a) BAL w/o 4M, 6+ HCP b) 5+♦, INV+ moderately sound preempting style: (3)5-10 HCP (wider range in 3 rd seat), decent suit quality
2♦: (5)6+ ♥/♠ preemptive or (4441) 20+ 2♥: MM (54)+, preemptive 2♠: 5+♠ and (4)5+m, preemptive 1♣-2♦: WJS 5-8, 6+♦ (analogous for any 1m-2M) 1♣-2NT: 6+ ♣, 7-9; 1♣-3♣ = 6+♠ 3-6 after 1m-(DBL/1X): TRFs from 2♦/X to 2♠ after 1M-(DBL) and (1m)-1M-(DBL): TRFs from 1NT to 2M-1 after (1X)-1Y: 2X...2Y-1=TRF INV after (1X)-2Y (no jump): 2X...3Y-1=TRF INV (2NT = NAT) Good/Bad or TRF-LEB in some COMP situations on 2-Level see back for details
SPECIAL FORCING PASS SEQUENCES
after 1X-(DBL)-RDBL: forcing pass up to 2NT after FG bids, game bids that cannot be PRE/COMP and usually after 2♣-Opening (exceptions see back): always FP 4-level and above: pass = PUP DBL, DBL = cooperative; pass and pull shows a more flexible hand type
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
HCP are only a guideline, there may be up- or downgrades. A suit is "Partner's Suit" if partner has a) supported the suit, b) shown 4+ cards in it or c) made a T/O DBL against oM.
PSYCHICS
very rare

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND OR COMPETITIVE BIDDING
1 ♣	x	2	4♥	(10)11-22, with 4(5)♠ BAL, we may judge to open 1♣ instead of 1♦. With 4♣4♦ and a good ♦ suit, we usually prefer 1♦	1♦/♥ = 4+♥/♠ (4)6+, 1♠ = a) no 4M 6+ b) 5+♦ INV+, M first unless STR, 1NT=10-12; 2♣=INV+ 2♦/♥/♠=WJS 4-8, 2NT=6+♣ 7-9, 3♣=6+♣ 3-6, 3♦/♥/♠ = WK, 3NT = 13-15	after 1♣-1♦/♥: 1♥/♠ = 3♥♠, 2♦=a) REV b) ♣ STR c) 4♥/♠ FG, 2NT = 18-19 BAL, then transfers after 1X-1Y-1Z: 2♣=PUP 2♦: a) any INV b) ♦ WK, 2♠=CB FG 2NT = ♣ WK or STR, 3X = TRF FG (PH: omF / 4SF instead) 1♣-1♦/♥-2♣-2♦ and 1♣-1♠-2♦-2♥ are ART F2NT 4SF below RESP suit is F2NT, otherwise FG	after (DBL) or (1X): DBL/1♦/♥=TRF 1♣-(1♦)-1♠=MM, 1m-(1♠)-DBL=NEG 1m-(1♥)-1♠=T/O w/o 4♣ XX=10+, then first DBL=T/O 2X...2♥=TRF 4-8 or STR, 2♠=♣ INV+ 1♦-(DBL/1X)-3♣=♦ INV+
1 ♦		4	4♥	(10)11-22, can rarely be 5♣4♦ with a very weak ♣ suit	1♥/♠=4+♥/♠ (5)6+, 1NT=6-10, 2♦=INV+, 2♥/♠=WJS, 2NT=11-12 BAL, 3♣ = 6+♣ INV, 3♦=5+♦ 6-9		
1 ♥		5	4♦	(10)11-20(22) As weak as 8 HCP in 3 rd seat	1♠=4+♠, 1NT=(5)6+ F1 (3♥ possible), 2♣=2+♣ FG, 2♦ = 5+♦ FG, 2♥ = 3+♥ 8-10, 2♠ = 4+♥ INV+	after 1♥-1♠: 2♣=a)NAT b)15-17 BAL, 2NT=a)NAT b)6+M FG after 1NT: 2♣ = 2+♣, 2♦ = (3)4+♦, 2NT=a) NAT b) 6+M FG after 1♥-2♣ and 1♠-2♠/♦: 2M=6+M, 2M-1=5M after 2♥/♠: 3♥/♠=COMP, 2♠/NT=general G/T, other=L/S G/T after 2♠/NT: 2NT/3♣=11-13, 3♣/♦=17+, 3♦/♥... 14-16 ART	after 1M-(DBL): 1NT...2M-1=TRF after 1♥-1♠ or 1M-(2X nat) (no jump): CUE=INV raise (PH: 3M) 2NT=FG raise (PH: 4M) PH: 1NT=NF, 2♣=Drury, 2♦=NAT INV
1 ♠		5	4♦	(10)11-20(22) As weak as 8 HCP in 3 rd seat	1NT = (5)6+ F1 (3♠ possible), 2NT = 4+♠ INV+, 2♥=5+♥ INV+, 3♣/♦/♥=NAT INV, 3NT=any void SPL		
1 NT				15-17 BAL (if semi-BAL, we often have Hx in doubletons) very rarely 5 card M 6 card m possible	2♠ = STAY (can be WK), 2♦/♥ = TRF, 2NT = mm 2♠ = a) INV BAL b) m WK or STR c) (31)(54) STR 3♣/♦ = NAT INV, 3♥ = 4333 FG, 3♠ = 3433 FG 4♠/♦ = transfer to 4♥/♠, 4♥/♠ = to play	after 2♦/♥: superaccept 3♥/♠=4♥/♠ MIN, 2NT=4♥/♠ MAX new suit=4♥/♠ MAX with values in bid suit after 2♠: 2NT = MIN, 3♣ = MAX 1NT-2♣-2♥-3♣ / 1NT-2♠-2♠-3♥ = fit + slam interest	after (2♦/♥/♠): DBL=PEN, 2X=to play 2NT...3♣=TRF-LEB (see below) NEG DBL from 3♣ to 4♥
2 ♣	x			strongest opening a) 22+ (semi-)BAL b) 23+ unBAL (except (4441)) c) 6+♥ or 6+♠, 20-22	2♦ = relay, 2♥=5♥+5♠/♦ or 6♥, 2♠=5♠+5♣/♦/♥ or 6♠ 3♣/♦ = 6+ ♣/♦, 3♥/♠ = 7+ ♥/♠ - Positive responses require H+ in each suit for two-suiters, HH+ for ♥/♠ one-suiters, HHJ+ for 6♠/♦ and HH+ for 7+♣/♦	after 2♦: 2♥=PUP 2♠: 5+♥ or 24-25/28-29 (semi-)BAL, 2NT = 22-23, see 2NT opening for details, 3♣/♦ = NAT FG 3♥/♠=NAT INV (then forcing pass off), 3NT = 26-27	after direct intervention: (R)DBL = 0-3 (then forcing pass off), pass = 4+ FG
2 ♦	x		2♠	(3)5-10, (5)6+♥ or (5)6+♠ or 20+, (4441) moderately sound preempts 5 card Weak Twos are rare	2/3♥/♠ = P/C, 2NT = ART INQ, 3♣/♦ = 5+ ♥/♠ 4♣ = requesting transfer, 4♦ = asking for suit, 4♥♠ = to play	after 2♥: 2NT = 4441, ..., 3♥ = 1444 after 2♠: pass = ♠, 2NT = ♥ MIN, 3♣ = ♥ MAX, 3♦ = 4144, ... after 2NT: 3♣/♦ = ♥/♠ MIN, 3♥/♠ = ♠/♥ (switched!) MAX after 3♣/♦: RESP SUPP (2/0-1/3/5+)	after 2♦-(x): pass=offer to play, RDBL = ASK suit, 2♥/♠=NAT 2♦-(2/3/4M)-DBL = P/C 4X as in responses
2 ♥	x	4		5-10, ♥+♠ (54)+ honour concentration in the majors	2♠ = to play, 2NT = ART INQ, 3♣/♦ = a) NAT forcing b) G/T seeking shortness in om. 3/4♥/♠ = preemptive	after 2NT: 3♣ = MIN, 3♦ = MAX ♥ > ♠, 3♥ = MAX ♠ > ♥ 3♠ = 5521 or 5530 MAX, 3NT = 5512 or 5503 MAX, then 4♣/♦ from RESP=RKCB for ♥/♠ (Voidscan when applicable) after 3♣/♦: 3♥ = no S/S in om, other = S/S in om, descriptive	In some COMP situations on 2 Level By Opener (above 2 of opened suit): 2NT = a) ♣ WK, b) other STR, 3♣ = NAT STR, 3other = WK By Responder: Transfer-Lebensohl: 2X = to play 2NT = PUP 3♣: any weak or ♣ STR 3X = TRF INV+, except: a) after 1NT-(2♦/♥/♠) TRF into OPP's suit = STAY FG 3♠ = ASK stop b) after 1m... and (1/2M)-DBL-(2M/p) TRF into OPP's suit = ASK stop 3♠ = PUP 3NT (shows stop) c) partner opened or overcalled 1M TRF into OPP's suit = INV raise TRF into 3M = FG raise 3M = competitive raise
2 ♠	x	5		5-10, 5+♠ and (4)5+m The quality of the ♠ suit is more important than the quality of the minor suit.	2NT = ART INQ, 3/4/5♣ = pass or correct 3♦ = INV+ with ♥s, 3♥ = INV with ♠s 3♠ = preemptive	after 2NT: 3♣/♦ = NAT MIN, 3♥/♠ = ♣/♦ MAX	
2 NT				20-21 (semi-)BAL 5 card M possible singleton A/K/Q possible	3♣ = Muppet Stayman, 3♦♥ = TRF, 3♠ = ASK m 4♣/♦ = TRF to ♥/♠, 4♥♠ = to play	after 3♣: 3♦ = 4M, 3♥ = no 4/5M, 3♠ = 5♠, 3NT = 5♥ after 3♦: 3♥ = 2♥, 3♠ = 5233, 3NT = 3♥, then 4♠=Re-TRF after 3♥: 3♠ = 2♠, 3NT = 3♠, then 4♥=Re-TRF; CUE w/ 4♣ after 3♠: 3NT = S/O (can have 4m), 4♣/♦ = 4+♣/♦	
3 ♣		6		preemptive, (3)5-9 in 1 st /2 nd seat: no 4 card side M wider range in 3 rd seat	3♠-3♦ = asking for support in major 3♣-4♦ or 3♦/♥/♠-4♣ = mini-KCB (RESP: 1-/0/1+/2-/2+)		
3 ♦		6		We often have a seven card suit (especially VUL).	new suit = NAT FG, 3NT = to play		
3 ♥		(6)7					
3 ♠		(6)7					
3 NT	x			(7)8+m, preemptive	4/5/6/7♠ = pass or correct		
4 ♣	x			a) solid 7♥/♠ with side ace b) solid 8♥/♠ w/o side values	4♦ = asking for type of hand, 4♥ = to play		
4 ♦	x				4♥ = asking for type of hand, 4♠ = to play		
4 ♥		(7)8		preemptive, can have opening strength in 3 rd seat			
4 ♠		(7)8					
						HIGH LEVEL BIDDING	
						Mixed CUEs (first or second round control). If a CUE was skipped, the next CUE shows control of that suit. CUE in partner's suit always promises A or K. If there is no space for CUEs (e.g. after SPL into 4M-2), 4M-1 is a general S/T.	
						After ♥/♠ trump suit is set: 3♠/NT=mild slam interest, 4♥/♠=absolute MIN, CUE is a strong S/T 4m is OPT KCB if a) there was S/A for m or b) 4m was a non-COMP rebid. Exception: If a stopper for 3NT is missing, 4m is NF. If 4m was not OPT KCB, 4m+1 is then KCB. For ♥, 4♠ is KCB. RESP to KCB: 14/30/2-/2+/void-even/void-odd. Showing a void is optional. Exclusion KCB only if shortness is already shown or via a double jump. DOP1, DEPO. Spiral Scan after KCB. If OPPs DBL, we play system on. Pass shows weakness (e.g. no control in DBLed suit).	