| DEFENSIVE AND COMPETITIVE BIDDING  |
|--|
| OVERCALLS (Style, Responses, 1/2 Level, Reopening)   |
| 8-17HCP, usually 5+suit, jump raise 3-7HP, Cuebid = F1   |
| Jump-Cuebid = inv. or better 4+trumps 10+HPor upgrade  |
| new suit forcing at 1-level, nonforcing at 2-level   |
|  |
|  |
|  |
| 1NT OVERCALL (2nd/4th Live, Responses, Reopening)  |
| 15-18HCP (2nd seat) Stayman, Transfers, system on  |
|  |
| 10-14HCP (4th seat) Stayman  |
|  |
|  |
| JUMP OVERCALLS (Style, Responses, Unusual NT)  |
| Weak Jumps, 4-10HCP  |
| 2NT shows 2 lowest suits   |
| Intermediate after any suit opening, pass, pass  |
| 3.4°over1.4./♦/♡/.4 shows ♦+4./4.+4./♦+4./♦+♡  |
| DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)   |
| 1♣/ ♦ Cuebid shows majors at least 5/5   |
| 1 ♥/♠ Cuebid shows other Major +♣ at least 5/5   |
| Jump Cuebid asks for Stopper in OPPT suit  |
| ("indirect gambling")  |
| VS. NT (vs. Strong / Weak, Reopening, PH)  |
| 2♣ = ♥+♠ , 2♦ = 1Major, 2♥ = ♥+1Minor  |
| 2♠ = ♠+1Minor, 2NT = ♣+♦ or any strong two suiter  |
| X = strong vs.2NT X= one suit ,3♣,♦,♥ = suit +higher suit  |
| VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)   |
| T/O →to 4♠   |
| Leaping Michaels   |
| 3♣/♦ -> Cue shows majors   |
| Vs Multi: $x=t.o vs \blacktriangle , 2\heartsuit = t.o.short \heartsuit 2\blacktriangle = t.o. minors$ |
| After 2♦ x 2♥ x= points at least 1h 2♠=nat   |
| After 2 ♦ x 2 ♠ x= pen 2NT = Lebensohl   |
|  |
| VS. ARTIFICIAL STRONG OPENINGS   |
| against strong ♣(♦) X= ♥+♠, 1♦/♥/♠ = nat., 1NT = ♣   |
| 2-level see versa NT   |
|  |
|  |
| OVER OPPONENTS' TAKEOUT DOUBLE   |
| 1M x 1SA( 2♣,♦(♡)) TRF fit jump if 3 level   |
| if 1-level forc. ,M x 2NT= 4er Fit invit+ XX = 9+HCP   |
|  |

|                  |        | LEADS A           | ND SI   | GNALS               |                |
|------------------|--------|-------------------|---|---------------------|----------------|
| OPENIN           | IG L   | EADS STYLE        |   |                     |                |
|                  |        | Lead              |   | In Pa               | artner's Suit  |
| Suit             | 3.     | /5.               |   | 3./5.               |                |
| NT               | 4.     | (2.)              | 3./5.   |                     |                |
| Subseq           | S      | mall = attitude l | out 2.4   | thru declarer       |                |
| Other: 1         | 0+9    | may have two l    | nigher  |                     |                |
| LEADS            |        |                   |   |                     |                |
| Lead             |        | Vs. Suit          |   | Vs. NT              |                |
| Ace              | Α      | Kx, Ax,A          |   | AK xx, AKx          |                |
| King             | Α      | K, KDBx, KDx, I   | <x, td="" κ<=""><td>KD10xx,</td><td>AKBxx</td></x,> | KD10xx,             | AKBxx          |
| Queen            | D      | Bx, DB, D         |   | DB10x, ADB10x, KDx  |                |
| Jack             | В      | 10x, Bx, B        |   | B109x, E            |                |
| 10               | 10     | 09x, 10x, 10, KE  | 3109x   | 1098x, AB109x, KB10 |                |
| 9                | D      | 109x, KB98, 9x,   | 9   | A109x, k            | (/D109x        |
| Hi-x             | X      | <b>⟨</b> χ        |   | Xx, xXxx            |                |
| Lo-x             | Н      | xXx, HxxxX, xx    | <   | HxxX(xx), HxX       |                |
| SIGNAL           | SIN    | ORDER OF P        | RIORIT  | Υ                   |                |
|                  |        | Partner's Lead    | Declar  | er's Lead           | Discarding     |
|                  | 1      | pos./neg. Coun    |   | t                   | pos./neg.      |
| Suit             | 2      | 2 Count S/P       |   | Count               |                |
|                  | 3      | S/P               |   |                     | S/P            |
|                  | 1      | pos./neg.         | Count   |                     | S/P.           |
| NT               | ٨      | Count             | S/P   |                     | Count          |
|                  | _      | 3 S/P             |   | Pos/neg             |                |
| Signals          | (inc   | luding Trumps):   | U/D Up  | side Dow            | n              |
| (reverse         | d si   | gnals) Lo = eve   | n or EN   | CRG                 |                |
| Smith-P          | eter   | low = encoura     | ging  |                     |                |
|                  |        | DO                | UBLE  | S                   |                |
| TAKEO            | JT [   | OOUBLES (Style    | e, Resp   | onses, Re           | eopening)      |
|                  |        | th minimum valu   | ues alm   | ost perfec          | t distribution |
| 4th seat         |        |                   |   |                     |                |
| X vs mu          | ılti s | shows t.o. vs spa | ade or s  | trong han           | d              |
| SDECIVI          | ٨г     | RTIFICIAL AND C   | OMDET!  | TIVE (DE V          | DOLIBI ES      |
|                  |        |                   |   | IIVE (RE-)          | DOODLE9        |
| NegX–<br>Game-tr |        | <b>4</b> V        |   |                     |                |
| Respons          | sive   | +Competitive-X    | →to 4   | <b>,</b>            |                |
| Support          | -Х а   | t low level supp  | ort xx  |                     |                |
| Lightner         | -X     |                   |   |                     |                |
| Lead-dir         | ecti   | ng-X              |   |                     |                |
| X in con         | npet   | itive bidding T/C | or add  | litional stre       | ength          |
|                  |        |                   |   |                     |                |

## International-Convention-Card

**♦ ♥** © DBV e.V. **♦ ♣** 

Category: BLUE

NBO: **Germany** EVENT: Seniors

PLAYERS: Reiner Marsal Herbert Klumpp

| SYSTEM SUMMARY  |
|---|
| GENERAL APPROACH AND STYLE Precision Club               |
| 5card Majors  |
| ocara majoro  |
| 1♣ usually 17+HCP                                       |
| 1♦ 10-16HCP may be singleton                            |
|   |
|   |
| 1NT Opening: 14 - 16HCP                                 |
| 2 over 1 Responses: nat. F1 usually 11+                 |
| SPECIAL BIDS THAT MAY REQUIRE DEFENCE                   |
| 2* = 5+*, 10-16HCP                                      |
| 2♦ = weak ♡(♠) or strong 3 suiter 17+                   |
| 2♥/♠ = ♡/♠ + minor 4-10HCP                              |
| 2NT = ♣+♦ 5/5, 4-10HCP                                  |
| 3NT = Gambling NT, solid Minor, w/o side values 1/2pos. |
| 4♣/♦ = Namyats, good 4♥/♠ opening                       |
|   |
|   |
|   |
|   |
|   |
|   |
|   |
|   |
| CDECIAL FORCING DAGG CECUENCES                          |
| SPECIAL FORCING PASS SEQUENCES                          |
| after 1♣ opening any positive answer is FG              |
|   |
| IMPORTANT NOTES THAT DON'T SIT SHOEW ISSE               |
| IMPORTANT NOTES THAT DON'T FIT ELSEWHERE Lebensohl      |
| Lebenson  |
|   |
| DOVOLUCE VOTA TOTO                                      |
| PSYCHICS very rare                                      |
|   |

| OPENING      | TICK IF ART    | MIN No. OF C | NEG X THRU | DESCRIPTION  | RESPONSES  | SUBSEQUENT AUCTION  | PASSED HAND BIDDING            |  |
|--------------|----------------|--------------|------------|--|--|---|--------------------------------|--|
| 1 ♣          | 1 <b>*</b> x 0 |              | 4 🛧        | 17+HCP any distribution                                  | 1 ♦ neg., 1 ♥/♠ = ♠/♡ FG, 2♣/♦ = ♦/♣ FG  | after $1 \div 1 \div 1 \div 1 = \text{Relay - now 1NT} = 20-21\text{HCP}$ , $2\text{NT} = 22-23$ but $1 \div 1 \div 1 \div 1 \times $ |                                |  |
|              |                |              |            |  | 2♥/♠ = nat.5-7HCP,   | 23HCP, 2♥ = nat., 2♣/♦/♠ = ♥+suit muppet stayman  |                                |  |
|              |                |              |            |  | 2NT = 4-4-4-1 8+ 3NT= solid suit   | 1 - 1 + now 2NT = 24+HCP FG, Asking Bids after 1 ♥/ - NT  |                                |  |
| 1 ♦          | х              | 1            | 4♡         | 10-16HCP unbalanced if 14-16                             | 2♦ = Inverted Minors, 2♠ = 4-7(8)HCP 6+cards   | no Inverted Minor in competition  |                                |  |
|              |                |              |            |  | 3♣ = at least 4♦ 5♣ 7-10, 2♡ = 5♠,4+♡ 5-9HCP   | after 1NT -Rebid 2♣/♦ = two way checkback   | Drury 2♦ shows good opening    |  |
| 1 ♥          |                | 5            | 4♦         | 10-16HCP   | 2NT = gameforcing raise, 3♣ = inv.+ 4+trumps   | long suit Trialbid direct, 2 ♠ = general try, 2NT = LST ♠   | 2NT = ♣.                       |  |
|              |                |              |            |  | 3♦ = inv.+ 3trumps, 3♥ =pre., 3♣/4♣/♦ = Splinter   | After 2NT : level3 short 3♥= maximum unbalanced 3NT = max balanced  | 3♣/♦ Fit jump                  |  |
| 1 🛦          |                | 5            | 4♦         | 10-16HCP   | same as above except 3♥ = Splinter, 4♥ = nat.  | long suit Trial-Bid direct, 2NT = general try   | 2NT=♣                          |  |
| 1 NT         |                |              | 3♠         | 14-16HCP   | Stayman (NF), 2♦/♥/♣/NT = Transfer,  | X = negative thru 3♠, Rubensohl   | X by passed hand shows 1 minor |  |
|              |                |              |            |  | 3♣ = ♣+♦ weak, 3♦ = ♣+♦ strong   | 1NT-2C-2P-4T= Splinter  | pass - pass - 1NT - pass       |  |
|              |                |              |            |  | 3 ♥,♠ = short ♡,♠, 4 ♦ = ♥+♠ at least 5/5  |   | pass - double                  |  |
| 2 ♣          |                | 5            | 4♥         | 10-16HCP   | 2♦ = forcing Relay, 2♥/♠ = nat. nonforcing,  | 2 ♦ - 2 ♥/♣/3 ♣ = min., 2NT/3 ♦/♥/♣ = nat. max. 6 ♣   |                                |  |
|              |                |              |            |  | 3♦ = nat. FG, 3♥/♠ = nat. 6+suit forcing>  | 2NT - 3 bid shows 2 suiter g.f.   |                                |  |
|              |                |              |            |  | 3.4= 8-11 2NT = trf .4   |   |                                |  |
| <b>2</b> ♦ x | х              |              |            | 4-10HCP ♥/ ♠   | 2NT = forcing Relay, 3♣/♦ = nat. nonforcing,   | 2♦ - 2NT: 3♣/♦ = min♡/♠ 3♡/♠ =max ♠/♡,  | same                           |  |
|              |                |              |            | or strong 3 suiter 17+                                   | 2(3)♥ = poc ,3 ♠ nat 4♣ bid majo tr  | X after 2♥/♠ 3♥ =poc after minor x=pen  |                                |  |
|              |                |              |            | 2NT shows 17-20,<br>3♣(♦,♡,♠)=21+ single above           | 2 ★ x xx = poc , but 2 ♡(★) = nat  | after 2NT : 3. askin g for shortness other bids Fit ?   |                                |  |
| 2 ♥          |                | 6(5)         |            | 4-10HCP ♥ + minor  | 2NT = forcing Relay, 2. = to play 3. =poc  | 2NT - 3♣/♦= Min 3♡/♠= Max ♣,♦   | same                           |  |
|              |                |              |            |  | 3♥ = preempt, 3♠ forcing   | To play 3M , 4M 5 m X= poc vs min, pen vs ♣   |                                |  |
|              |                |              |            |  | 4♥/♠ = to play   | Next suit asking shortness next to next rKCB lower suit   | same                           |  |
| 2 🏚          |                | 6(5)         |            | 4-10HCP ♠+ minor   | same as above 4♥ to play   | same as above   |                                |  |
| 2 NT         | х              |              |            | 4-10HCP ♣+♦ 5/5  | 3 ▼ = asking strength + shortness<br>3 ▲=nat   | 3♠= Min -> 4m to play , 3NT = Max -> 4♣) ask shortness<br>4♣(♦)= void ♡(♠)-> 1.(2.) Stufe = RKCB ♣(♦)   |                                |  |
| 3 🌲          |                | 7(6)         |            | 4-10 Preempt   | new suit forcing at 3-level, 4in new minor = slaminv.  | 4♦ = slaminv.   |                                |  |
| 3 ♦          |                | 7(6)         |            | 4-10 "   | new suit forcing at 3-level, 4in new minor = slaminv   | 4. = slaminv.   |                                |  |
| 3 ♥          |                | 7(6)         |            | 4-10 "   | 3♠ forcing   | after 3♥/♠ - 4♣ = slam inv. w/ fit, 4♦ = slam inv. w/o fit  |                                |  |
| 3 🌢          |                | 7(6)         |            | 4-10 "   | "  | as above "  |                                |  |
| 3 NT         | х              | 7(6)         |            | Gambling w/o side values 1/2nd, 3rd/4th with side values | 4♣ = P/C, 4♦ asks for shortness, 4♥/♠ = to play<br>4♦-4♥/♠ = short, 4NT = bal. 5♣/♦ = short other m. | HIGH LEVEL BIDDING  |                                |  |
| 4 🐥          | Х              | 7            |            | good 4♥ opening  | 4 ◆ = asks for outside ace, later for shortness  | RKCBW 41, 30, Splinter, Cuebids, Exclusion KCBW, forcing Pass, Ropi-Dopi mod.   |                                |  |
| 4 ♦          | х              | 7            |            | good 4♠ opening  | 4♥ = asks for outside ace, later for shortness   |   |                                |  |
| 4 ♥          |                | 7(6)         |            |  | 4♠ = RKCB, 4NT = ♠ Cuebid  |   |                                |  |
| 4 🌢          |                | 7(6)         |            |  | 4NT = RCKB   |   |                                |  |