

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
1 lvl: 8-17 points 2 lvl: 11-17 Answers on same lvl: forcing, 1NT answer 8-11(12) (1x)1y (p) 2NT = nat inv. Vul ~12-14, NV ~13-15
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2. seat: 15-17 Balancing: 11-14
JUMP OVERCALLS (Style, Responses, Unusual NT)
preemptive
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
Ghestem (split range): Cuebid (lowest and highest unbid suit) 3C = two highest unbid suits (except 1D 3D) 2NT = two lowest unbid suits
VS. NT (vs. Strong / Weak, Reopening, PH)
Vs strong NT: Multi-Landy, X = 4 card M with 5+ card minor Vs weak NT: (fewer than 15 hcp) nat, X penalty
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
VS. ARTIFICIAL STRONG OPENINGS
OVER OPPONENTS' TAKEOUT DOUBLE
1 lvl and 3 lvl forcing, 2 lvl nonforcing

LEADS AND SIGNALS																											
OPENING LEADS STYLE																											
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Signals (including Trumps):																											
DOUBLES																											
TAKEOUT DOUBLES (Style, Responses, Reopening)																											
Shows majors. Answers 1 lvl weak, 2 lvl ~8-10, via cuebid F. (1x) X (1y) X = t/o. (pre) X (new suit) X = Penalty																											
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES																											
Support Double (and Redouble) Lead directing doubles																											

# International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: Green

NBO: Germany EVENT: U21 Teams

PLAYERS: Baumgart, C. -Arend, R.

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors Aggressive competitive bidding when favorable
1NT Opening: 15-17 2 over 1 Responses: inv+
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
SPECIAL FORCING PASS SEQUENCES
When in GF
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3		12-22 nat.	Nat, 1NT= 6-10, 2♦/♥/♠ : 6+,4-8 points, 2NT: 11-12 bal.	Any bid after a raise to 2♣ or 3♣ shows stopper	
1 ♦		3		12-22 nat.	Nat, 1NT= 6-10, 2♥/♠ : 6+,4-8 points, 2NT: 11-12 bal.	Any bid after a raise to 2♦ or 3♦ shows stopper	
1 ♥		5		12-22 nat.	Nat ; 2♠= 0-8 HCP, 6+ p ; 2NT = gf.,fit ; 3♥/4♥ = preemptive ; 3♣/♦ = weak jump Splinters	1♥- 2NT - 3x = singleton - 4x = void and slam interest 1♥ -2♥ - 3x = long suit trial bid	Drury
1 ♠		5		12-22 nat.	Nat ; 2NT = gf., fit ; 3♠/4♠ = preemptive 3♣/♦/♥ = weak jump Splinters	1♠ – 2NT – 3x = singleton - 4x = void and slam interest 1♠– 2♠ – 3x = long suit trial bid	Drury
1 NT				15-17 bal/semibal.	Stayman, transfers; 2♠ : 5+ minor, weak 2NT = nat, inv.; 3♣: 5+♣, inv.; 3♦:5+♦, inv.	1NT – 2♠ – 2NT asks for minor 1NT – transfer – jump accept = max. + 4Ms	
2 ♣	X			Any GF or SF	Relay	2NT = 22-24 bal. (Puppet-Stayman), 3NT = 25-27 bal. 2x = nat unbalanced, non forcing 3x = unbalanced, gameforcing	
2 ♦		5		Weak, 5-10	2NT : Ogust ; New Suit :6+, forc ; Raises :preemt.	After 2NT: 3♣: min/min ; 3♦: min/max ; 3♥: max/min ; 3♠: max/max (Suit/points)	
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2 ♠		5		Weak, 5-10	2NT : Ogust ; New Suit :6+, forc ; Raises :preemt.	After 2NT: 3♣: min/min ; 3♦: min/max ; 3♥: max/min ; 3♠: max/max (Suit/points)	
2 NT				20-21 bal/ semibal., 5 card major possible	Transfers, Puppet-Stayman	Accepting transfer : Doubleton	
3 ♣		6		Preempt			
3 ♦		6		Preempt			
3 ♥		6		Preempt			
3 ♠		6		preempt			
3 NT	X			Gambling	4♠ : Pass or Correct	<b>HIGH LEVEL BIDDING</b>	
4 ♣		7		Preempt		Mixed cuebids	
4 ♦		7		Preempt		RKCB = 30/41	
4 ♥		7		Preempt		Exclusion (30/41)	
4 ♠		7		Preempt		Placed Kings	