

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
1. Level 8-18, usually 5+c suit Lead In Partner's Suit 2. Level 10-18, good suit
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2. seat: 15-18 Balancing: 11-14
JUMP OVERCALLS (Style, Responses, Unusual NT)
UNUSUAL NT
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
Michaels
VS. NT (vs. Strong / Weak, Reopening, PH)
Multi-Landy, X = penalty
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
T/O DBL with focus on M NT nat, might be little unbal
VS. ARTIFICIAL OPENINGS
vs. Multi 2D: X = t.o. S's, 2H = t.o. 4+ H's, else =: nat.
OVER OPPONENTS' TAKEOUT DOUBLE
1 lvl and 3 lvl forcing, 2 lvl nonforcing XX 10+, later X=PEN Escape Sequences after X 1NT

LEADS AND SIGNALS																											
OPENING LEADS STYLE																											
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Even = Lavinthal odd = direct 6 = neutral																											
DOUBLES																											
TAKEOUT DOUBLES (Style, Responses, Reopening)																											
Up to 4♥																											
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES																											
Support Double (and Redouble)																											
Lead directing doubles, SOS-X																											

International-Convention-Card
♠ ♥ © DBV e.V. ♦ ♣
Category: <u>Green</u>
NBO: <u>Germany</u> EVENT: <u>U21 Teams</u>
PLAYERS: <u>Ridou, S. -Körner, B.</u>
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
in comp. M bidding: Cuebid = inv+, asking for stopper
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♥ :inv 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♠ :inv 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			a) any Semiforcing b)22-23NT	2♦ : Relay, 2M 5+ with min. 2 Honors 8+hcp	2NT = 22-23 bal., 2x = nat unbalanced, non forcing	
2 ♦	X			a) any GF b) 24+NT	2♥ Relay, 2a 5+ with min. 2 Honors 8+hcp	2NT: 24+ bal	
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 ♠		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, Stayman		
3 ♣		6		Preempt			
3 ♦		6		Preempt			
3 ♥		6		Preempt			
3 ♠		6		preempt			
3 NT	X			Gambling	4♣ : Pass or Correct	HIGH LEVEL BIDDING	
4 ♣		7		Preempt		Mixed cuebids	
4 ♦		7		Preempt		RKCB = 30/41	
4 ♥		7		Preempt		Exclusion (30/41)	
4 ♠		7		Preempt		Placed Kings	