

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
8-17HCP, usually 5+suit, jump raise preempt, Cuebid = F1
Jump cue = mixed raise 4+trumps at least inv.
new suit forcing at 1-level, nonforcing at 2-level
After 1♥ 1♠ 2♥ 2NT inv.+ 4 era 1♥ 2♠ 2NT inv.+ 3+ ♥
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♣over1 ♣/♦/♥/♠ shows ♦+♠/♣+♠/♦+♠/♦+♥
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. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
T/O →to 4♠
Leaping Michaels
3♣/♦ -> Cue shows majors
Vs Multi: x= t.o vs ♠ , 2♥ = t.o.short ♥ 2♠= 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♦/♥/♠ = trf., 1NT = ♦
2-level see vs. NT
OVER OPPONENTS' TAKEOUT DOUBLE
1M x 1NT (2♣♦(♥)) TRF fit jump if 3 level
1 level forc. 1Mx 2NT=4+Fit invit.+ XX = 8+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3./5.	3./5.	
NT	4. (2.)	3./5.	
Subseq	Small = attitude but 2.4	thru declarer	
Other: 10,9 2 or 0 higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax,A	AK xx, AKx	
King	AK, KQJx, KQx, Kx, K	Q10xx, AKJxx	
Queen	QJx, QJ, Q	QJ10x, AQJ10x, KQx	
Jack	J10x, Jx, J	J109x, Jx, J	
10	109x, 10x, 10, KJ109x	1098x, AJ109x, KJ10	
9	Q109x, KJ98, 9x, 9	A109x, K/D109x	
Hi-x	Xx	Xx, xXxx	
Lo-x	HxXx, HxxxX, xxX	HxxX(xx), HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 pos./neg.	Count	pos./neg.
	2 Count	S/P	Count
	3 S/P		S/P
NT	1 pos./neg.	Count	S/P 3 suits
	^ Count	S/P	Count
	3 S/P		Pos/neg
Signals (including Trumps): U/D Upside Down			
(reversed signals) Lo = even or ENCRG			
Smith-Peter low = encouraging			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
11+HCP with minimum values almost perfect distribution			
4th seat 8+HCP			
X vs multi shows t.o.vs spade or strong hand			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Neg.-X→ to 4♠			
Game-try-X			
Responsive+Competitive-X →to 4♦			
Support-X at low level			
Lightner-X			
Lead-directing-X			
X in competitive bidding T/O or additional strength			

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: BLUE

NBO: Germany EVENT: _____

PLAYERS: Reiner Marsal Herbert Klumpp

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE Precision Club
5card Majors
1♣ usually 17+P
1♦ 10-16P may be singleton
1NT Opening: 14 - 16P
1M -2♣= gf relais or invitational with ♣
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ = 5+♣, 10-15 P
2♦ = weak ♥(♠) or strong 3 suiter
2♥/♠ = ♥/♠ + minor 4-10P
2NT = ♣+♦ 5/5, 4-10P
3NT = Gambling NT, solid Minor, w/o side values 1/2pos.
4♣/♦ = Namyats, good 4♥/♠ opening
SPECIAL FORCING PASS SEQUENCES
after 1♣ opening any positive answer is FG
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Lebensohl
Rubensohl
PSYCHICS very rare

OPENING	TICK IF ART	MIN NO. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣	x	0	4 ♠	17+P any distribution	1♦ neg., 1♥/♠ = ♠/♥ FG, 2♠(♦) FG ♦(♣)	after 1♣-1♦-1♥ = Relay - now 1NT = 20-21HCP, 2NT = 22-	
				Or upgrade	2♥/♠ = nat.5-7HCP, 3NT = any solid suit	23HCP, 2♥ = nat., 2♠/♦/♠ = ♥+suit	
					2NT =3 suiter 8+	1♣-1♦ now 2NT = 24+HCP FG, Asking Bids after 1♥/♠/NT	
1 ♦	x	1	4 ♠	10-16P 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 ♦	10-16P	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	3♣/♦ Fit jump
					2♣ = Relais gf or inv with♣	3NT = max balanced	
1 ♠		5	4 ♦	10-16P	same as above except 3♥ = Splinter, 4♥ = nat.	long suit Trial-Bid direct, 2NT = general try	2NT=♣
					2♣ =RELAIS gf or inv. ♣		
1 NT			3 ♠	14-16P	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 ♥	10-15P	2♦ = forcing Relay, 2♥/♠ = nat. nonforcing,	2♦ - 2♥/♠/3♣ = min., 2NT/3♦/♥/♠ = nat. max. 6♣	
					3♦ = nat. FG, 3♥/♠ = nat. 6+FG	2NT - 3♣ - bid shows 2 suiter g.f.	
					3♣= 8-11 2NT = trf ♣		
2 ♦	x			4-10P weak ♥ or ♠	2NT = forcing Relay, 3♠/♦ = nat. nonforcing, 3♣ forc	2♦ - 2NT: 3♠/♦ = min♥/♠ 3♥/♠ =max ♠/♥,	same
				or strong 3 suiter	2(♥,♠) 3♥= poc, 4♣ bid major trf	X after 2♥/♠ 3♥ =poc after minor x=pen	
				2NT= 17-20 ,3♣(♦♥♠) 21+ single above	2♦ x xx = bid your suit		
2 ♥		5(4)		4-10P ♥ + 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 ♠		5(4)		4-10P ♠+ minor	same as above 4♥ to play	same as above	
2 NT	x			4-10P ♣+♦ 5/5	3♥ = asking strength + shortness 3♠=nat	3♠= Min -> 4m to play , 3NT = Max -> 4♣) ask shortness 4♣(♦)= void ♥(♠)-> 1.(2.) Stufe = RKCB ♣(♦)	
3 ♣		7(6)		4-10 Preempt	new suit forcing at 3-level, 4in new minor = slaminv.		
3 ♦		7(6)		4-10 "	new suit forcing at 3-level, 4in new minor = 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	x	7(6)		Gambling w/o side values 1/2nd, 3rd/4th with side values	4♣ = P/C, 4♦ asks for shortness, 4♥/♠ = to play 4♦- 4♥/♠ = short, 4NT = bal. 5♣/♦ = short other m.	HIGH LEVEL BIDDING	
4 ♣	x	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 ♦	x	7		good 4♠ opening	4♥ = asks for outside ace, later for shortness	4m = conditional RKCB in forced situation	
4 ♥		7(6)			4NT = RKCB		
4 ♠		7(6)			4NT = RKCB		