

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS 1 st level about 7-18 2 nd level about 9-18	
1NT OVERCALL 2 nd 6+ ⇒ 4M + 5m 4 th 10-14 ⇒ "System on"	
JUMP OVERCALLS weak jump overcalls Ghestem over 1♥/♠	
GHESTEM MOD. (1♣)-2♣ = ♠+♥; (1♣)-2♦ = ♦+♠; (1♣)-2NT = ♦+♥; (1♦)-2♦ = ♠+♥; (1♦)-3♣ = ♣+♠; (1♦)-2NT = ♣+♥; (1♥)-2♥ = ♣+♠; (1♥)-2NT = ♣+♦; (1♥)-3♣ = ♦+♠; (1♠)-2♠ = ♣+♥; (1♠)-2NT = ♣+♦; (1♠)-3♣ = ♦+♥	
vs. NT x = 15+vs weak NT / 5m+4M vs strong NT (14+); 2♣=♠+♥; 2♦ = 1suiter M or m; 2♥/♠ = ♥/♠ +m; 2 NT = ♦+♣ or strong 2-suiter	
vs. PREEMPTS 2♥/♠ ⇒ 4♣/♦ = ♣/♦ + M x @ 2/3-level = t/o 3♣/♦ - 4♣/♦ M, 3♣-4♦ = ♦+M, 3♦-4♣ = ♣ + M	
vs. any MULTI-STYLE 2-OPENINGS 2M/3any=nat., 2NT 15-18, x=12+, T/O with ♥; 4♣/♦ = ♣/♦ +M 4NT = ♣+♦	
vs 2-WAY 1♣/♦-OPENINGS	
vs. ARTIFICIAL STRONG OPENINGS @1-Level (1♣): x=♣; 1♦/♥/♠ = nat.; 1NT= minors 2nd level = as over 1NT (1♣)-p-(1♦): x = Majors; 1NT =minors; 2♥/♠=weak jump	
OVER OPPONENTS' TAKEOUT DOUBLE new suit 1 st level forc, 2 nd level nf Truscott over Majors 1M x 2NT = invit + with fit	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2./4.	2./4.	
NT	2./4.	2./4.	
subseq	same; attitude possible		
LEADS			
Lead	vs. Suit	vs. NT	
Ace	from AK: asks attitude	from AK: asks attitude	
King	from KQ or AK:	from AK: asks count/deblock	
Queen	from QJ: attitude	from KQ: asks attitude	
Jack	J, Jx, J10x, KJ10	J, Jx, J10x, J10	
10	10, 10x, 109x	10, 10x, H109x, HJ10x	
9	H9x ,	H9x	
Hi-x	xXx (xXxx)	xXx xXxx	
Lo-x	xX xxxX	xX xxxX	
SIGNALS IN ORDER OF PRIORITY			
	Part's Lead	Declarer's Lead	Discarding
Suit	1 Att. lo-hi	count lo-hi	direct
	2 count lo-hi	trumps Lav.	
	3		
NT	1 Att. lo-hi	Smith:	direct
	2 count lo-hi	hi = enc.	count lo-hi
	3	count lo-hi	
low = enc. or even, high = disc. or odd , 10=enc			
attitude direct discards			
smith-peter high is encouraging			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
show other major(s) or = strong			
neg x ⇒ 4♥ show major(s)/minors or = strong			
cuebid = forcing			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Gametry x			

International-Convention-Card	
♠ ♥ © DBV e.V. ♦ ♣	
Category:	green
NCBO:	Germany EVENT: ALL
PLAYERS:	Pony Nehmert Mieke Plath
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 GF	
1NT Opening: 15 -17 (5 M possible)	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♣	1.GF or SF ♣/♦/♥/♠
	2. NT 22/23
	3. NT 26/27
2♦	1. both 4+4+M (5-10)
	2. NT 24/25
	3, NT 28+
2♥/♠	weak two (5+)
3 NT gambling, no outside King or Ace 1. and 2. position	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Landik	
1♣ 1NT 2♣ = majors	
1♦ 1NT 2♣ = majors	
PSYCHICS: seldom	

OPENING	TICK IFA	MIN	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING + AFTER INTERVENTION
1♣		3	4♥	10 – 22 HCP	Walsh; 2♣ invit fit, 3♣=6-9 HCP; 3♦ =9-11 with ♦; 2♦/♥/♠=weak (4-7)	over weak jumps: 3 openers suit to play, next suit asks for shortness, 2 nd next suit ogust, 0openers suit to play	2-level bids after intervention nonforcing.
					2NT raise 0-5 or GF with fit; spl; 4♣ RKCB; raise in minors invit, 4♥/♠ to play; 1NT = 6-10	2 way checkback, 1♣/♦ p 1♥ p 1NT p 2♣ = 44M GF	
1♦		3	4♥	10 – 22 HCP	as above, but 2nt nat, 3 clubs weak or strong raise	as above	
1♥		5	4♥	10 – 22 HCP	1NT = forcing, maybe with fit, 5-12 HCP 2♥=8-10, 3♥= limit raise with 4 card support, 4♠ to play; 3♣/4♣/♦ spl 3♣♦= nat 6card, invit	over 2NT: new suit 3 rd level=shortness; 3M=SI;	Drury with passed hand :2♣ after 1♥/♠ =invite with fit
					2NT raise (=GF); 2♠= weak (4-7)	3NT= weak NT; 4M=to play, 4m=2 nd suit (11-14)	Jump to 3-level after intervention strong one-suiter
1♠		5	4♥	10 – 22 HCP	4♣/♦ spl, 3♣♦♥= nat 6card, invit	2-way checkback over 1♥/1♠	
					2NT raise (=GF), raises as over 2♥		
1NT			3♣	15-17	NF Stayman, 3♣ muppet; 3♦/♥/♠ = 6/5++ nat. SI; 2♦/♥ xfer; 4♥/♠ = to play, 2♠= invit or weak m		Lebensohl (2 NT weak or with stopper)
				(5-card major poss.)	4♣/♦ RKCB; 2♠ = inv. 3NT or 1-suiter ♣/♦ weak		Neg x
					2SA = ♣+♦ weak or strong		
2♣	x			I. gf/sf ♣/♦/♥/♠	2♦ RELAY;	2♣-2♦ - 2♥= SF or GF ♥, -> 3♣ relay	
				II. NT 22-23	2♥/♠ + 3♣/♦ nat. and 3+ controls	2♣- 2♦ - 2♠ = SF or GF ♠, -> 3♣ relay	
					2NT both m and 3+ controls	2♣ - 2♦ - 2SA = 22/23	
2♦	x			4+♥ and 4+♠ (5-10) or NT 24+	3♣ nat. to play; 3♦ asks for longer M		2♦ x xx = asking for longer major
					3♥/♠ mixed raise; 2NT asks		2♦ x p = 5+♦
					4♣ RKCB (♥); 4♦ RKCB (♠)		
2♥	x	5		weak two ♥ usually 6 cards, 5-10	2♠ asks for shortness, 2NT asks for strength 3♣/♦/♠ nat., forcing 3♥ = to play		
2♠	x	5		weak two ♠ usually 6 cards, 5-10	2NT asks for shortness, 3♣ asks for strength 3♦/♥ nat. forcing 3♠ to play		
2NT				20-21	3♣ muppet; 3♦/♥ xfer 3♠ minor-Stayman; 4♣/♦ RKCB 4♥/♠ nat. SI		
3♣		6		preempt	4♦ RKCB		
3♦		6		"	4♣ RKCB		
3♥		6		"	4♣ SI with fit, 4♦ SI w/o fit, asks trump quality		
3♠		6		"	4♣ as above		
3NT	x			Gambling	4♣ POC; 4♦ asks for shortness; 4♥/♠ to play		
4♣♦	x			Texas, 8 tricks ♥/♠		HIGH LEVEL BIDDING	
4NT	x			both minors	RKCBW 1430, depo, ropi-dopi 1430, Depo, serious NT, mixed cue, (non-) leaping Michaels		