

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Wide range 6-17 ; 2level good suit norm 6 or better values, (1♦)-2♣=more aggressive, responses: CUE= GF or Fit 10+
New suit NF but constr, Jump Shift INV good suit 12-14
Jump raise=PRE 4-6, Jump CUE=mixed, 7-9;
R/O: may be less
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2 <sup>nd</sup> :15-18 system on (TRF to OPP M 5oM INV )
R/O: 11-14 system on
Sandwich: 15-18 system on
JUMP OVERCALLS (Style, Responses, Unusual NT)
nv: WJO PRE vul: 6+ 14-16
(1♣)-2♦=5/5 MM; (1♦)-3♣=5/5♣+♠; (1M)-3♣=5/5♦+oM
(1m)-2NT=5♥+5om; (1M)-2NT=5/5 mm
R/O: 6+ 14-16, 2NT 18-19 BAL
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop)
(1♣)-2♣=5/4 MM, 10-16; (1♦)-2♦=5/5 MM any strength;
(1♣)-3♣=5/5♦+♠; (1♦)-3♦=PRE nv, 14-16 vul; R/O asks ST
(1M)-2M=5oM+5♣, (1M)-3M=asks stopper, any solid suit
VS. NT (vs. Strong 14+/ Weak, Reopening, PH)
DBL= 5+m/4M or 18+, 2♣=5+/4+MM, 2♦=one suiter M, 2♥/♠=5♥/♠ with 4+m, 2NT=5/5 mm, 3m=6+m, 3M=PRE
Vs WK NT same but constr, except DBL=15+ R/O 12+
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
T/O DBL; LEB over 2any; (2M)-3M=5oM +5m;
(2M)-4m=5m+5oM F; (2M/3♣)-4M=5/5+mm STR;
(3♥)-4♥=5♠/5m; (2/3M)-4NT=5/5+mm; (2m)-3m=5/5MM,
(3m)-4♣= 5/5om+M, (3m)-4♦=5/5MM
(2♦ MULTI)-4♣=5/5♣+♥; (2♦ MULTI)-4♦=5/5♦+♥
(4m)-4NT=NAT; (4♥)-4NT=5/5 mm
(4♠)-4NT=any 5/5; STR JS; 5 any DBL=PEN
VS. ARTIFICIAL STRONG OPENINGS
Vs 1♣: DBL=MM, 1NT=mm, same over (1♣)-(1♦), 2♣=NAT
Vs 2♣: DBL=MM, 2NT=mm, but (2♣)-(2♦)-DBL=L/D
OVER OPPONENTS' TAKEOUT DOUBLE
Vs 1m: RDBL=10+, 1lv=F, 2lv=NF, WJS M, 2NT=FG raise
2/3m=5-9, JS om=INV raise ; Vs 1M: RDBL=10+; 1♠=4+ F,
1NT-2new s=TRF, 2NT=4M FG, 3♣=4M INV, 3M-1=4M 7-9

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	3rd/low	3rd/low, Sxx(+) if raised		
NT	4th with ATT	3rd/low, Sxx(+) if raised		
Subseq	ATT	3rd/low, Sxx(+) if raised		
Other: K lead vs NT requests UB or CT				
In PART S or Subseq: 10/9 0 or 2 higher				
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	AK(+)	AK(+)		
King	KQ(+) AK *	Strong lead for UB or CT		
Queen	QJ(+) Qx AKQ(+)	QJ(x) QJ10(+) KQ(x)		
Jack	(K)J10(+) Jx	J10(x) J109(+) HJ10(+)		
10	10x (K/Q)109(+)	10x (H)109(+) H10x		
9	9x Q/J98(+) KJ98	9x(x) H98(+) HJ98		
Hi-x	Sx xxSxxx	Sxx xSxx(+)		
Lo-x	xxS(x) xxxS xxSxxx	HxxS(+)		
* K from AK w/ side singl, 5+ LEV, OPP PRE 3+LEV				
or PART S				
SIGNALS IN ORDER OF PRIORITY				
	Partner's	Declarer's	Discarding	
Suit	1	Low=ENC	Low=E	Low=ENC
	2	Low=E	S/P	Low=E
	3	S/P		S/P
NT	1	Low=ENC	Smith Echo	S/P
	2	Low=E	Low=E	Low=ENC
	3		S/P	Low=E
Signals: UDCA, ATT priority				
Smith Echo vs NT (High=ENC from both sides);				
Frequent S/P in Trump or H=ability to ruff				
DOUBLES				
TAKEOUT DOUBLES (Style, Responses, Reopening)				
T/O DBL emphasize M, may be K less R/O				
Better minor Lebensohl on 2-level openers				
2NT scramble over Repeated T/O;				
CUE by ADV = MM/mm 8-11 or any GF				
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
NEG DBL, SUPP DBL and RDBL, COMP DBL,				
Thrupp DBL, Snapdragon DBL, Maximal DBL				

## International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

NBO: GERMANY  
 PLAYERS: Daniela VON ARNIM  
 Helmut HÄUSLER  
 EVENT: Mixed  
 CATEGORY GREEN

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5+ M (1NT F); 1m=3+
2♣ any SF or NT 20/21 or NT 26/27
2♦ any GF or NT 24/25 or NT 28/29
2♥ WK2 (5-10 HCP)
2♠ WK2 (5-10 HCP)
1NT Opening: (14+)15-17 5M regularly
2 over 1 Responses: FG, 1M-2♣=2+♣
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
After 1m-(1♥): DBL=4+♠, 1♠=0-3♠
TRF after 1M-(DBL) (also after 1M overcall)
TRF after wk 2M-(DBL) (also after 2M overcall)
SPECIAL FORCING PASS SEQUENCES
After 2/1 GF; 1m-2m; 1M-Jacoby
1Y-(X)-XX: F to 2NT (2Y by PH)
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
In COMP 2NT rarely natural: OPP bid 2♣ or below
We bid 1M >2NT= 4+Fit INV+, we bid 1m NAT INV
Over higher bids > Lebensohl
PSYCHICS

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	NBO : Germany/Mixed RESPONSES	Daniela von Arnim/Helmut Häusler SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	4♣	33mm open 1♣, 44mm open 1♦	1♦=usually 5+, WK hd bypasses ♦; 2♣=(4)5+♣ INV+; 2♦= 5+♣+4+♥,5-9; 2♥/♠=6♥/♠,5-8; 2NT=INV BAL; 3♣=5-9,3♦=6+♦ INV; 3M=SPL 12-14	1♣-1♦-1M=UNBAL ; 1♣-1♥-1NT=may have 4♣ rarely (4333) Two way CB after 1M/1NT rebid ; 3rd suit F, 4SFG 1m-1M-2M : special (R)	Jump shifts : fit jumps 4+♣ +5JS except. 2♦= 5+♣+4+♥,5-9 2♣=(4)5+♣ INV
1 ♦		3	4♣	3 with 4432, 44mm open 1♦	2♣=(4)5+♣ FG; 2♦=4+♦ INV+ ; 2♥/♠=6♥/♠,5-8; 3♣=6+♣ INV, 2NT= INV BAL ; 3♦=5-9, 3M= SPL 12-14	1♦-1♥-1NT= may have 4♣ rarely, Two way CB after 1♠/1NT rebid ; 3rd suit F, 4SFG	Jump shifts : fit jumps 4+♦ +5JS 2♦=4+♦ INV ; 2♣=5+♣ 9-11
1 ♥		5	4♣	BAL 14+-17 open 1NT	1NT=F; 2♣=6♣,5-8;2NT=4+♥ FG;3♣=4+♥ INV/bad game;3♦=NAT INV;3♥= 4+♥ 6-9, 3♠= any SPL 9-11, 3N= ♠SPL 12-14; 4♣/♦= ♣/♦SPL 12-14;	Two way CB after 1NT rebid; 4SFG 1M-2NT : 3♣=11-14;3♥=any void or 16-19 BAL;	3-way-Drury : 1M-2♣ 9+ with ♣ or 9+with M or 10/11 BAL 1M-2♣ : 2♦=full opener 5+M
1 ♠		5	4♥	BAL 14+-17 open 1NT	1NT=F; 2NT=4+♠ FG;3♣=4+♠ INV/bad game; 3♣/♥=NAT INV;3♠= 4+♠ 6-9, 3NT= any SPL 9-11, 4♣/♦/♥= ♣/♦/♥SPL 12-14	3♥=any SPL 5M 15+;3♠=any SPL 6+M 15+;3NT=6/7M 15+; 4any= 5/5 15+, 4M=worst	Jump shifts: fit jumps 4+M +5JS ; 2NT 4M 10/11; void SPL, 1NT NF
1 NT			4♣	(14+)15-17 may have 5M, 6m May be off-shape with Medium 22(45) or 24(25)	STAY;TRF;2♠= INV or ♣; 2NT=PUP STAY; 3♣=♦; 3♥=5/5mm FG; 3♥=31(54) ; 3♠= 13(54) FG, 4♣=5/5MM ;4♦/♥=TRF; 4♠= QUANT (32)44 / 22(54)	1NT-2NT : 3♣=no 5M ; 3♦=4M333, 3♥/♠=5♥/♠	
2 ♣	✓			Any SF NT 20/21 or 26/27	2♠=waiting; 2M to play opposite 20/21,2NT=55mm 0-3; 3♣/♦=6♣/♦ 0-3;		
2 ♦	✓			Any GF NT 24/25 or 28/29	2♥=waiting 5+, 2♠=0-4; 2NT-3♥=TRF 6+ 2 Tops		
2 ♥		6		weak two M 5-10 1 <sup>st</sup> /2 <sup>nd</sup>	2♠ NF;2NT= (R) INV+; 3 any F; 3♥= to play ; 4♣=opt KCB in ♣; 4♦=opt KCB in ♦;	2M-2NT : 3♣=MIN any SPL; 3♥=MAX SPL m; 3M=MIN BAL; 3oM=MAX SPL oM; 3NT=MAX BAL	
2 ♠		6		10-12 4 <sup>th</sup> 3 <sup>rd</sup> variable 5M possible	2NT= (R); 3 any F;3♠= to play; 4♣/♦=optKCB in ♣/♦		
2 NT				22-23 BAL, may have 5M, 6m may be off shape	3♣=MOD PUPP STAY; 3♦/♥=TRF ; 3♠=m/mm; 4♣=5/5MM; 4♦/♥=TRF;4♠=(32)44 QUANT	2NT-3♣ : 3♦=at least one 4M;3♥=no 4M; 3♠=5♠; 3NT=5♥ 2NT-3♠-3NT: 4♣/♦=6+♣/♦,4♥=5♣+4♦,4♠=5♦+4♠; 4NT=5/5mm S/T ;5♠=5/5mm; 5NT=5/5mm pick a slam	
3 ♣		6		3-9, destructive NV 1 <sup>st</sup> /3 <sup>rd</sup>	3♦=waiting, 3M NAT F; 4♦=KCB	3m-3♥-3♠=SPL♠/3NT=SPL♥/4m=2♥/4om=SPLom	
3 ♦		6		10-12 4 <sup>th</sup>	3M NAT F; 4♣=KCB	3m-3♠-3NT=SPL♠/4m=2♠/4om=SPLom/4♥=SPL♥	
3 ♥		7		3-9, 6M possible NV 1 <sup>st</sup> /3 <sup>rd</sup>	3♠=NAT F; 4♣=KCB; 4♦= S/T asks for good trumps	3♥-3♠-3NT=SPL♠/4m=SPLm 4♥=good ♥	
3 ♠		7		10-12 4 <sup>th</sup>	4♣=KCB; 4♦= S/T asks for good trumps		
3 NT	✓			7+ SOL m, no O/S K or A 3 <sup>rd</sup> /4 <sup>th</sup> to play	4♣ /5♣=p/c; 4♦=asks SPL; 4NT=asks length	<b>HIGH LEVEL BIDDING</b>	
4 ♣		7		3-10	4♦=KCB; 4M=NAT; 4NT=S/T	RKCB(1430);4 Aces BW(1/0/2/3);	
4 ♦		7		3-10	4M=NAT; 4NT=KCB; 5♣=S/T	Exclusion KC (1430), CUE 1 <sup>st</sup> and 2 <sup>nd</sup> CTRL; Non Serious 3NT; Last train	
4 ♥		7		3-11	4♠=NAT; 4NT=KCB; 5m=ask CTRL	SPL; Flag bids; DIPO (DBL=1, P=0); DOPE (DBL=O, P=E); w/ m fit: 4m = OPT KCB	
4 ♠		7		3-11	4NT=KCB; 5m/♥=ask CTRL		