

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Solid (depending on vuln.) with not passed partner;  
Lead-showing with passed partner;  
Answer: new suit: 1-level F1; 2-level NF; Fit-jumps;

### 1NT OVERCALL (2nd/4th Live, Responses, Reopening)

2<sup>nd</sup>: 15-18 system on; 4<sup>th</sup> 11-14 system out;  
1x pass 1y 1NT = twosuit other 2 suits

### JUMP OVERCALLS (Style, Responses, Unusual NT)

Non vuln. Weak jumps ; vuln. 14-16; 4<sup>th</sup> seat: 14-16

### DIRECT AND JUMP CUE BIDS (Style, Responses, Reopen)

Cuebid: twosuit  $\spadesuit$  + another ( 1 $\spadesuit$  2 $\spadesuit$   $\heartsuit$  +another)  
Jumpcue: asking for stopper with solid suit  
1x pass 1Y 2x = twosuit other 2 suits  
1x pass 1y 2Y = natural

### VS. NT (vs. Strong / Weak, Reopening, PH)

2 $\clubsuit$ :  $\heartsuit$ + $\spadesuit$  : 2 $\diamond$ : 1 M : 2 $\heartsuit$ :  $\heartsuit$ +m  
2 $\spadesuit$ :  $\spadesuit$ +m ; 2NT: 2m ; X = penalty ; 3 $\clubsuit$ / $\diamond$  nat.

### VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

2 $\diamond$ : X= 4 $\heartsuit$  or stra.: 2 $\heartsuit$  $\spadesuit$ : X=t.o. 2NT 15-18>Puppet  
3 $\clubsuit$ /3 $\spadesuit$ : X=penalty, 3 $\diamond$ /4 $\clubsuit$  = t.o. 2<sup>nd</sup> seat, 4<sup>th</sup>: always  
X = t.o.; 4 $\clubsuit$  over 3 $\diamond$  and 4 $\diamond$  over 3 $\clubsuit$  promise 2-suit  
Including suit bid

### VS. ARTIFICIAL STRONG OPENINGS

Vs 1 $\spadesuit$ : same as vs 1 NT: 1 $\spadesuit$  pass 1 $\diamond$  X = 4M + 5 m  
VS polish $\clubsuit$ : pass can be 15-18 NT with 4 $\heartsuit$ / $\spadesuit$ ; 1NT 15-18  
no major> 2 $\clubsuit$  to play

### OVER OPPONENTS' TAKEOUT DOUBLE

New suit 5+-suit NF ; XX 9+; 1mi X 2NT constr. mi-raise

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5	3/5
NT	3/5	3/5
Subseq	3/5 attitude	3/5 attitude

Other: Rushinov 5-7 - level

Xxx in supported suit possible

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	AKxx
King	KQx ; AK ;	AKJ10; KQ109
Queen	Qx; QJx	QJx; KQx
Jack	Jx; J10x; KJ10x	Jx; J10x; HJ10x
10	10x; 109x; K(Q)109x	10x ; 109x ; H109x
9	9x	9x , 98x(x)
Hi-x	Xx ; xxXx, Hxxx	Xx; xxXx; Hxxx
Lo-x	xxx; Hxx ; Hxxxx ;	xxx; Hxx ; Hxxxx

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Low E	Low even	Low E
	2 Low even	SP	Low even
	3 SP		SP
NT	1 Low E	Low even	234 SP
	2 Low even	SP	8910 SP
	3 SP		567 E

Signals in NT: Smith – high = E from both sides

## DOUBLES

### TAKEOUT DOUBLES (Style, Responses, Reopening)

Nea X - 3 $\spadesuit$ :

1x pass pass 2 $\clubsuit$  = t.o.13-17; 1x pass pass X: 8-12 or 15+,  
1 $\clubsuit$  p p 1 $\diamond$  = 13-17 t.o. ; general agreement: in doubt X before length: t.o. ; X behind length : penalty

### SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Resp.X - 3 $\spadesuit$ : comp.X -2 $\spadesuit$  :

Support X ; Support XX ;

X on cuebid of our bid 5-card-suit: bad suit ( both sides)

## International-Convention-Card

$\spadesuit$   $\heartsuit$   $\clubsuit$  DBV e.V.  $\diamond$   $\clubsuit$

Category: GREEN

NCBO: Germany EVENT: Peking 2008

PLAYERS: Michael Gromöller

Andreas Kirmse

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

Swiss-Acol : 1 $\spadesuit$  5 / 1 $\heartsuit$  4 / 1 $\diamond$  4 / 1 $\clubsuit$  3

1NT Opening: 11-13

2 over 1 Responses: 9+

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2 $\diamond$  : a) weak two  $\heartsuit$  b) anv GF

2 $\heartsuit$  : 4+/4+ majors 5-11

2 $\spadesuit$  : weak two

Weak-tvos and 3-level in 3<sup>rd</sup> hand 0-14 HCP

4 $\clubsuit$ /4 $\diamond$  south african Texas ( solid major)

1x pass 1 $\heartsuit$  $\spadesuit$ : could be 3-cards if 12+HCP

1x pass pass 2 $\clubsuit$  = take out 13-17

1 $\clubsuit$  pass 2 $\diamond$ =5 $\diamond$ /5 $\spadesuit$  5-8 ; 1 $\spadesuit$  $\diamond$  pass 2 $\heartsuit$ = 4+ $\heartsuit$ /5+ $\spadesuit$  5-8

1 $\heartsuit$  pass 2NT= 5+/5+ $\clubsuit$  $\diamond$  9-11 ;

### SPECIAL FORCING PASS SEQUENCES

standard

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Lebensohl in almost all competitive sequences !!

in doubt we ask for stopper

PSYCHICS:

OPENING	TICK IFA RT	MIN No.OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	3♠	11-20	Limit bids ; Splinter; 2♦:5♠/5♦ 5-8 2♥: 4♥/5♠ 5-8; 2♠: GF ♣	2NT Lebensohl after weak-jump or two-suiter	1♣ pass 2♠ 5♠/4♣ 8-10
1 ♦		4	3♠	11-20	Limit bids ; Splinter; 2♥: dito 1♣; 2♠:GF ♦, 3♣=nat., 9-11	Lebensohl after revers	1♦ pass 2♠ 4♠/6♣ 8-10
1 ♥		4	3♠	11-20	Limit bids ; mod. Jacoby 2♠ GF ; Splinter	after overcall 1♠/2♣ : 2NT=mod.Jacoby GF after overcall 2♦♥♠ : 2NT = Lebensohl	1♥ pass 2♠ 4♠/6♦ 8-10
					2NT= both min, 9-11 ; 3♣♦=nat., 9-11 ;		
1 ♠		5	3♠	11-20	Limit-bids ; mod. Jacoby 2NT ; Splinter ;	after overcall X/2♣ : 2NT = GF after overcall 2♦♥♠ : 2NT = Lebensohl	1♠ pass 2NT 5♣♦ 8-10
					3♣3♦♥=nat., 9-11 ;		
1 NT			3♠	11-13	Stayman ; transfers ; 2♠=1m wk or invit bal. or GF ♣ or 41M GF ; 2NT 2m wk or GF ♦ or 31M GF; 3♣♦ invit ; 3♥♠ GF with 4333 (4 in o.M)	Distributional Asking relais ; X : negativ till end of bidding	
2 ♣	X	0	3♠	a) 19/20 bal. b) any SF c) GF ♥ d) 25/26 bal. e) solid ♥♠ 8-9 tricks	2♦: relais; 2♥/2♠ to play (0-3) ;	2♣-2♦-2♥: 19/20 NT ; 2♣-2♦-2NT: SF or GF ♥	
2 ♦	X	0	--	a) weak two ♥ b) any GF c) 23/24 bal./ 27/28 bal.	2♥: relais; 2♠: asking for shortness; 2NT: asking for feature		
2 ♥		4	--	4+ / 4+ majors Vuln.: 6-11; nonvuln.: 5-9	2NT: forcing relais; 3♣: invite with 3+ major(s) 3♦: invite with 4 major		
2 ♠		5	--	Weak two ♠ 5-9	2NT asking for shortness; 3♣ asking for feature		
2 NT				21-22 bal.	Puppet-stayman; transfer; 3NT-4♥ Transfer		
3 ♣♦		6		5-9	3♦ asks for 3 card major		
3 ♥♠		6		5-9	New suit GF ; new suit 4-level: Lackwood	Lackwood: 1step denies control	
3 NT	X			Solid minor			
4 ♣	X	0		Solid 7 ♥+1 ace or solid 8 ♥	4♦ asks for ace	<b>HIGH LEVEL BIDDING</b>	
4 ♦				Dito with ♠	4♥ asks for ace	RKC-Blackwood/Gerber: 14 03 2 2+TQ; short suit trials ; Josephine; Splinter;	
4♥♠		7		5-11		After intererference of Blackwood/Gerber: X= penalty, next steps 14 03 2 2+	
						Blackwood after wk2+3-level-op.: 1/ 0 / 1+TQ / 2 / 2+TQ	
						Blackwood after 1NT opening/rebid: 1 / 2 / 0 / 3	