

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Variable, weak hands always with good suit
New suit forc. 1level, nonforc 2level
Cue forcing, maybe fit
Jump-cue: support, inv. Or better
Jump new suit: 1suiter (or support), forc.
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
15-18 / 10-14, system on
JUMP OVERCALLS (Style, Responses, Unusual NT)
Weak
Michaels
DIRECT AND JUMP CUE BIDS (Style, Respones, Reopen)
Michaels
Jump-cue asking for stopper
VS. NT (vs. Strong / Weak, Reopening, PH)
2 ♣: 1min or both min's or both MAJs or 4 ♥ + longer min
2 ♠: 1 MAJ; 2 MAJ: 5+MAJ, 4+min; 2 NT strong 55
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
T/o -> 4 ♦
Leaping michaels
VS. ARTIFICIAL STRONG OPENINGS
X on 2-level if weak suit isn't defined: 13-15 bal. or strong
Ag. Strong ♣: x=MAJ's, 1 NT=min's, others see VS NT
OVER OPPONENTS' TAKEOUT DOUBLE
New suit nonforc. on 2-level
Truscott

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	2 <sup>nd</sup> /4th	2 <sup>nd</sup> /4 <sup>th</sup>		
NT	2 <sup>nd</sup> /4th	2 <sup>nd</sup> /4 <sup>th</sup>		
Subseq	2 <sup>nd</sup> /4th	2 <sup>nd</sup> /4 <sup>th</sup>		
Other:				
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	AK..	AK..		
King	AK, KQ., Kx	KQ., AKJ10..		
Queen	QJ., Qx	QJ., QK109..		
Jack	J10., Jx	J10., QJ98..		
10	HJ10., H109., 10x	HJ10., H109..		
9	109x, H9x	109x, H9x		
Hi-x	xXxx	xXxx		
Lo-x	xX, xXx, HxxX	xX, xXx, HxxX		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	Dis/enc	Length	Lavinthal
	2	Length	Lavinthal	
	3			
NT	1	Dic/enc	Length	Lavinthal
	2	Length	Lavinthal	
	3			
Signals (including Trumps):				
Low is enc or even, smith-peter (low=enc)				
2 <sup>nd</sup> /4 <sup>th</sup> through declarer in subsequent play				
DOUBLES				
TAKEOUT DOUBLES (Style, Responses, Reopening)				
11+, with minimum always perfect distribution and values				
4 <sup>th</sup> pos. 8+				
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
Neg. x -> 4 ♦				
Game-try-x				
X in competitive bidding t/o or additional strength, very				
Seldom penalty				

## International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: green

NCBO: Germany EVENT: Warsaw 2006

PLAYERS: Joerg Fritsche

Reiner Marsal

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
4 card MAJORS, minor could be 3card if 18-19 balanced
1 NT: 15-17
2 over 1 Responses: promises rebid (except over 2 NT)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2 ♣: either 5-10 with 4+4+ MAJ or NT 20-21
2 MAJ: weak2
2 NT : 5-10, 5+5+ minors
(1 min) – 2 min : 5 ♥ + 5 other
(1 MAJ) – 2 MAJ : 5 ♠♦ + 5 other
(1 any) – 2 NT : 55 lowest unbid
SPECIAL FORCING PASS SEQUENCES
Because of neg. x
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Good NT in competitive bidding
Lebensohl
PSYCHICS:
Very rare

OPENING	TICK IFA RT	MIN No.OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		4/3	4 H	11-21, can be 3 if 18-19 NT	Inv min (off in comp); 2 NT 0-5 with fit; weak jumps; Double-jump fit-jump with 12-15	2-way-checkback after rebid 1 NT 1 ♣ – 1 M – 2 ♣ – 2 ♠ = F1	
1 ♥		4/3	4 H	11-21, can be 3 if 18-19 NT	Inv min (off in comp); 2 NT 0-5 with fit; weak jumps; Double-jump fit-jump with 12-15	2-way-checkback after rebid 1 NT 1 ♥ – 1 ♠ – 2 ♥ – 2 ♠ to play, 3 ♠ 55 inv.	
1 ♦		4	4 D	11-21, less than 8.5 tricks	2 NT gameforcing fit; jump = splinter with 6-8 or 13-15; double-jump = splinter with 9-12	ROMEX-trials (direct=long, 2 ♠ starts short) Raise of 2/1 is weak	2/1 doesn't promise 2 <sup>nd</sup> bid
1 ♠		4	4 D	11-21, less than 8.5 tricks	2 NT gameforcing fit; jump = splinter with 6-8 or 13-15; double-jump = splinter with 9-12	ROMEX-trials (direct=long, 2 NT starts short) Raise of 2/1 is weak	2/1 doesn't promise 2 <sup>nd</sup> bid
1 NT			3 S	15-17, balanced	2 ♣ doesn't promise MAJ; transfer for 4 suits; 3 suit = splinter		
2 ♣	X	0	7 S	Semiforcing MAJ NT 22+ Any gameforcing	2 ♠ 0-2 controls; 2 ♠ 8+ w/o biddable 5card suit; 2 NT 3(2)+ controls, 5+ ♠	2 ♣ – 2 ♠ – 2 ♥ : NT 24+ or H Puppet stayman after rebid 2 NT	
2 ♠	X	0		a) 5-10, 4+4 MAJ's b) NT 20-21	Play; 3 MAJ preempt, 4 ♠ asks longer MAJ	2 ♠ – 2 NT: 3 ♣ min ; 3 ♠ 44 max, unbal. ; 3 MAJ longer MAJ ; 3 NT 44 max bal.; 4 min 55, splinter	
2 ♦		5		5-10, good suit if only 5	2 ♠ asks shortage; 2 NT asks min/max and feature	2 NT short ♠, 4 min 64 or 65	
2 ♠		5		5-10, good suit if only 5	2 NT asks shortage; 3 ♣ asks min/max and feature	4 suit 64 or 65	
2 NT	X			5-10, 5+5+ min's	3 ♦ asks shortage; 4 min preempt	3 ♠ short ♦; 3 NT short ♠; 4 min 65, both MAJ short	
3 ♣		6		Preempt, 2 tops 1 <sup>st</sup> and 2 <sup>nd</sup>			
3 ♠		6		Preempt, 2 tops 1 <sup>st</sup> and 2 <sup>nd</sup>			
3 ♦		6		Preempt			
3 ♠		6		Preempt			
3 NT	X			Solid min in 1st and 2nd			
4 ♣	X	0		8 solid ♦ or 7 solid + ace	4 ♠ asks which ace	RKCB 1430; mixed cue-bids; serious NT; exclusion KC; minorwood	
4 ♠	X	0		8 solid ♠ or 7 solid + ace	4 ♦ asks which ace		
4 ♦		6		Preempt			
4 ♠		6		preempt			

**HIGH LEVEL BIDDING**