

Competitive Bidding		Leads and Signals		DBV Convention Card				
<u>Takeout-Doubles</u> Standard, 11+ no offshape doubles w/o extra strength <b>Balancing:</b> Slightly weaker, about 8+ Takeout-X after Penalty-X on 1NT-opening		<u>Opening leads style</u>						
		VS. Suit	1/3/5					
		VS. NT	2/4 (Attitude from bad suits)					
		Partner's Suit	1/3/5					
		Subsequent	2/4 through declarer (including Rusinow)					
		Note:	Leads may be creative.					
<u>Overcalls to (semi-)natural openings and responses</u> 1-level 8-18; 2-level 10-18; Depending on vulnerability <b>Responses:</b> Rubens Transfers from 2 in opp's suit, but 2NT natural <b>Balancing:</b> Slightly weaker		<u>Leads by card</u>		GER 42225	Maximilian Litterst			
		Lead	VS. Suit	VS. NT	GER 37821	Philipp Pabst		
		A	->Attitude	AKQ(+), AKJ(+), Ax	Version	05/2020		
		K	->Count	KQJ(+), (A)KQ10(+)	<u>General approach</u>			
		Q	QJ(x), Qx	AQJ(+), QJ10, QJ9(+)	5542, 1NT= (14)15-17, frequent up/downgrades			
		J	(H)J10(+), J10(+), Jx	(H)J10(+), J10(+)	1♦= good 4+ suit or unbalanced			
		10	(H)109(+), 109(+),	(H)109(+), 109(+)	Transfer-walsh and lots of competitive transfers			
		9	(HH)9(x), 9x	H9x	1♣-1♠= 6-9, no 4♥♠, or ♦, 9+; 1NT= 10-11, no 4♥♠			
		High-X	1/3/5	xXxx, 2/4	1♣-1♦♥-1♥♠= 3♥♠; 1NT Rebid= 2♥♠ 12-14 bal (no 4♠)			
		Low-X	1/3/5	2/4	Two-way checkback in almost every 1x – 1y – 1z			
				No TWC if both opps bid				
<u>Jump overcalls</u> Non-vulnerable = weak, 6-10 Vulnerable = No nonsense but also weak <b>Balancing:</b> Intermediate, about 11-14		<u>Signals in order of priority</u>		<u>Special openings that may require defence</u>				
		VS Prio	Lead by		Discards	1♣	2+♣, longer ♦ possible; Responses= transfers	
			Partner	Decl/Dummy		1♦	5+♦ or unbalanced 4+♦ or 4+♦ good suit	
			1	Attitude		Count	Direct	
		Suit	2	Count	Suit Pref	Suit Pref	2♣	Any GF, ♥/♠ SF or 22-25 NT
			3	Suit Pref		Count	2♦	9-11, 6♥/♠ or 26+ NT
			1	Attitude	Smith	Suit Pref	2♥	5-8, 5+♥; usually 5♥ with shape or 6♥
		NT	2	Count	Count	Count	2♠	5-8, 5+♠; usually 5♠ with shape or 6♠
			3	Suit Pref	Suit Pref		<u>Responses</u>	
							2♦-2NT asks for min/max	
<u>Two-suiters: Ghestem</u> (1X) 2X= outer unbid suits; (1X) 2NT=lowest unbid suits; (1X) 3♣= highest unbid suits; -> Always at least 5-5 <b>Exceptions:</b> (1♦) 3♣= natural, (1♦) 3♦= majors		<u>Special signals</u>						
		Later Count		<input type="checkbox"/> Current <input checked="" type="checkbox"/> Original				
		Attitude		Low encouraging				
		Count		Low even				
		In the trump suit		Suit Preference				
		NT: Smith		Low= encouraging for opening lead				
<u>VS. 1NT Opening</u> X= Penalty 2♣= Majors (54++) 2♦= One Major 2♥♠= 5+♥♠+ 4+♣♦ 2NT= Minors (55++) <b>Balancing:</b> System on		<u>VS. 1NT Overcall</u> X= Penalty 2♣= Majors (54++) if partner opened 1♣♦, otherwise natural 2♦♥♠= Natural 2NT= Minors (55++)		Discards vs suit: direct = low encouraging Definition of partner's suit: Any 4+ Suit that hasn't been supported. (1♦/1♥/1♠ opening; any overcall; responses to partner's opening, etc.) Later leads may be Suit preference, for example when giving a ruff, or Attitude in cashout situations.				
<u>VS. Preempts</u> (non-) Leaping Michaels, (2/3♣♦) - 4♣♦= Majors After X modified transfer-Lebensohl (see next page)				<u>Forcing Pass</u>				
<u>VS Artificial strong openings (1♣, 2♠)</u> 1-Level lead-directing; 1/2NT= rounded or pointed 54++; 2-Level Modified Timbuktu; jump to 3-Level= preempt				<u>Important notes that don't fit elsewhere</u> -Very frequent up/downgrades				
<u>Other notes</u> [(1m)] 1M (X) -> Transfers from 1NT up to 2M-1 Good/bad 2NT in many competitive sequences								

# Openings and responses

Opening	Artificial	Is Min. No.	on Negative-	Description	Responses	Subsequent auction	Passed hand or competitive bidding
1♣	☒	2	3♣	a) 11-22 natural, 4+ b) 11-14 bal, no 5♥/♠, no good 4♦ c) 18-19 bal, no 5♥/♠, no good 4♦	T-walsh: 1♦=♥; 1♥=♠; 1♠=6-9 or 4+♦; 1NT=10-11; 2♣= inverted; 2♥♥♠=4-8, 6+♥♦♠; 2NT= weak, 6+♣ (3-6); 3♣= constructive 6+♣ (7-9)	1♣-1♦♥-1♥♠= 3♥♠ 11-17; 1♣-1♦♥-1NT= 2♥♠ 12-14 balanced; 1♣-1♠-1NT-> 2m to play; No TWC; 1♣-1♦♥-2♣= Multi-meaning Reverse; 1♣-1♦-3♦= 4card ♥ fit, unbal 11-14	1♣ (1♦♥) X= Transfer 1♣ (1♦♥) 1♠= 0-3♣ 1♣ (1♦) 2♥♥= 6+♥♠, 5-8 or GF
1♦	☐	5(4)	3♣	11-22, good 4+ suit or unbalanced	1NT= 6-10; 2♥♠= 4-8, 6+♥♦; 2NT= 3-6, 4+♦; 2NT= weak, 4+♦ (3-6); 3♦= constructive 4+♦ (7-9)		Passed hand after 1♥♠:
1♥	☐	5	3♣	11-22, 5+♥	1NT= 5-11, forcing 1; 2♣= GF relay; 2♦= nat GF; 2♥/♠= 8-10 & usually 3♥/♠; 1♥/♠ - 2NT= inv+ 4+♥/♠; 3♦♥= natural, invitational; 3NT= a good preempt to 4♥/♠	1♥-2♣: ->2NT= 11-13; ->3♣= 17+; ->3♦ and higher= 14-16, descriptive; 1♠-2NT: ->3♠= 11-13; ->3♦= 17+; ->3♥ and higher= 14-16, descriptive	2♣= Drury. Responses: 2♦= Healthy opening 2♥♠= Subminimum Other= descriptive, invitational or better.
1♠	☐	5	3♥	11-22, 5+♠			
1NT	☐	-	3♣	(14)15-17 Offshape possible Frequent up/downgrades	2♣= (garbage) Stayman; 2♥♥NT= Transfer; 2♠= invitational without 4card ♥/♠ or ♣ Transfer; 3♦♥= Asks for top honor, invit; 3♥♠= 4333/3433	1NT - 2♦ - 2♥ - 2♠= invitational 5-5; 1NT - 2♥ - 2♠ - 3♥= GF 5-5; 1NT - 2♣ - 2♦ - 2♠= Asks distribution	<b>Transferlebensohl:</b> X=t/o; 2-level to play; 2NT= any weak/ inv+ ♣ 3♣= invit+ 5+♦ 3♦= invit+ 5+♥ 3♥= invit+ 5+♠ 3♠= asks Stopper Transfer to opponents' suit= Stayman
2♣	☒	0	-	a) SF in ♥♠ b) any GF c) 22-25 NT	2♦= Relay; 2♥♠= 5+♥♠ with 2+ top honors (AKQ); 2NT= both minors, at least 1 top honor per suit; 3♦♥= 6+♦♥ with AKQ, AKJ, AQJ or KQJ	After 2♦: 2NT= 24-25; 2♣ - 2♦ - 2♥= kokish: ♥ GF or 24-25+ NT. Responder must bid 2♠.	
2♦	☒	0	-	a) 9-11, 6♥/♠ decent suit quality b) 26+ NT	2♥♠=P/C; 2NT= asks suit and min/max; 3♥♠=P/C; 4♣= transfer to your suit; 4♦= bid it 4♥♠= to play	After 2NT: 3♣= minimum ♥; 3♦=minimum♠; 3♥= maximum ♠; 3♠= maximum ♥	
2♥	☐	5	-	5-8, 5+♥	2NT= Asks length & min/max, New suit forcing	After 2NT: 3♣= minimum 5♥♠ 5; 3♦= maximum 5♥♠; 3♥= minimum 6♥♠; 3♠= maximum 6♥♠;	
2♠	☐	5	-	5-8, 5+♠	2NT= Asks length & min/max, New suit forcing		In 4 <sup>th</sup> seat 2♥♠ are 12-14 with 6 card suit
2NT	☐	-	3♣	20-21, Offshape possible Frequent up/downgrades	3♣=Muppet; 3♥♥=♥♠ Transfer; 3♠ relay; 4♦♥♥♠= 2 steps Transfer, to play or Slaminterest	After 3♣: 3♦= one or both 4-card Majors; 3NT♠= 5-card ♥♠; 3♥= no 4+ Major	After 2NT: 3♣-3♦-4♦= both Majors 3♣-3NT-4♣= minor s.a. 3♣-3NT-4♦= Transfer 3♣-3NT-4♥♠= 6+♦♥ 3♣-3♥-3♠= minor s.a. ->3NT= 4333; ->4♦♥=5 ->4♥♠=5422 with 54♦♥
3♣	☐	6	-	Depending on vulnerability and shape. 3 <sup>rd</sup> seat wide-ranged	4♦= RKCB ♣	<u>Answers to RKCB after Preempt:</u> 1 <sup>st</sup> Step= 0 KC 2 <sup>nd</sup> Step= 1 KC, no queen 3 <sup>rd</sup> Step= 1 KC + queen 4 <sup>th</sup> Step= 2 KC, no queen 5 <sup>th</sup> Step= 2 KC + queen	
3♦	☐	6	-		4♣= RKCB ♦		
3♥	☐	6	-		4♠= RKCB ♥		
3♠	☐	6	-		4♣= RKCB ♠		
3NT	☒	-	-	8-8.5 playing tricks in ♥/♠	4♦♥=Cue, SI; 4♥=P/C		
4♣	☐	7(6)	-	Depending on vulnerability and shape. 3 <sup>rd</sup> seat wide-ranged	4♦= RKCB ♣	<b>High level bidding</b> RKCB/minorwood/Exclusion -> 1430; mixed cuebids; placed kings 4♦♥ is minorwood if the GF fit has been found earlier 5NT pick a slam if no RKCB has been bid 4NT is Quantitative if no fit has been found 4♠ is RCKB for ♥ wherever possible In uncontested bidding, jump to 5 Major=trump asks for trump quality In competition it asks for control in opponents' suit	
4♦	☐	7(6)	-		4NT= RKCB ♦		
4♥	☐	7(6)	-		4NT= RKCB ♥		
4♠	☐	7(6)	-		4NT= RKCB ♠		
4NT	☒	-	-	minors			
5♣	☐	8(7)	-				
5♦	☐	8(7)	-				