DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style, Responses, 1/2 Level, Reopening)

8-17HCP, usually 5+suit, jump raise preempt, Cuebid = F1

Jump-Cuebid = inv. or better 4+trumps

new suit forcing at 1-level, nonforcing at 2-level

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

15-18HCP (2nd seat) Stayman, Transfers, system on

10-14HCP (4th seat) Stayman

JUMP OVERCALLS (Style, Responses, Unusual NT)

Weak Jumps, 4-10HCP

2NT shows 2 lowest suits

Intermediate after any suit opening, pass, pass

3♣over1 ♣/♦/♡/♠ shows ♦+♠/♣+♠/♦+♠/♦+♡

DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)

1♣/ ♦ Cuebid shows majors at least 5/5

1♥/♠ Cuebid shows other Major +♣ at least 5/5

Jump Cuebid asks for Stopper in OPPT suit

("indirect gambling")

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

2♣ = ♥+♠ , 2♦ = 1Major, 2♥ = ♥+1Minor

2♠ = ♠+1Minor, 2NT = ♣+♦ or any strong two suiter

X = strong

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

T/O →to 4♠

Leaping Michaels

3♣/♦ -> Cue shows majors

Vs Multi: x= t.o vs ♠ , 2♡ = t.o.short ♡ 2♠= t.o. minors

After 2♦ x 2♡ x= points at least 1h 2♠=nat

After 2♦ x 2♠ x= pen   2NT = Lebensohl

VS. ARTIFICIAL STRONG OPENINGS

against strong ♣(♦) X= ♥+♠, 1♦/♥/♠ = trf., 1NT = ♦

2-level see vs. NT

OVER OPPONENTS' TAKEOUT DOUBLE

1M x 1NT (2♣♦(♥)) TRF fit jump if 3 level

1 level forc. 1Mx 2NT=4+Fit invit.+   XX = 8+

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3./5.	3./5.
NT	4. (2.)	3./5.
Subseq	Small = attitude but 2.4	thru declarer

Other: 10+9 may have two higher

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx, Ax,A	AK xx, AKx
King	AK, KQJx, KQx, Kx, K	Q10xx, AKJxx
Queen	QJx, QJ, Q	QJ10x, AQJ10x, KQx
Jack	J10x, Jx, J	J109x, Jx, J
10	109x, 10x, 10, KJ109x	1098x, AJ109x, KJ10
9	Q109x, KJ98, 9x, 9	A109x, K/D109x
Hi-x	Xx	Xx, xXxx
Lo-x	HxXx, HxxxX, xxX	HxxX(xx), HxX

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	pos./neg.	Count	pos./neg.
	2	Count	S/P	Count
	3	S/P		S/P
NT	1	pos./neg.	Count	S/P 3 suits
	^	Count	S/P	Count
	3	S/P		Pos/neg

Signals (including Trumps): U/D Upside Down

(reversed signals) Lo = even or ENCRG

Smith-Peter low = encouraging

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

11+HCP with minimum values almost perfect distribution

4th seat 8+HCP

X vs multi shows t.o.vs spade or strong hand

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Neg.-X→ to 4♠

Game-try-X

Responsive+Competitive-X →to 4♦

Support-X at low level

Lightner-X

Lead-directing-X

X in competitive bidding T/O or additional strength

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: BLUE

NBO: *Germany*   EVENT:

PLAYERS: Reiner Marsal   Herbert Klumpp

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE   Precision Club

5card Majors

1♣ usually 17+P

1♦ 10-16HCP may be singleton

1NT Opening: 14 - 16P

1M -2♣= gf relais 2+♣ or invitational ♣

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣   = 5+♣, 10-15 P

2♦   = weak ♡(♠) or strong ♣(♦)

2♥/♠ = ♡/♠ + minor 4-10P

2NT   = ♣+♦ 5/5, 4-10P

3NT   = Gambling NT, solid Minor, w/o side values 1/2pos.

4♣/♦ = Namyats, good 4♥/♠ opening

SPECIAL FORCING PASS SEQUENCES

after 1♣ opening any positive answer is FG

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Lebensohl

Rubensohl

PSYCHICS   very rare

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	x	0	4♠	17+P any distribution	1♦ neg., 1♥/♠ = ♠/♡ FG, 2♣/♦ = nat. FG	after 1♣-1♦-1♥ = Relay - now 1NT = 20-21HCP, 2NT = 22-	
				Or upgrade	2♥/♠ = nat.5-7HCP, 3NT = any solid suit	23HCP, 2♥ = nat., 2♣/♦/♠ = ♥+suit muppet stayman	
					2NT =3 suiter 8+	1♣-1♦ now 2NT = 24+HCP FG, Asking Bids after 1♥/♠/NT	
1♦	x	1	4♠	10-16P unbalanced if 14-16	2♦ = Inverted Minors, 2♠ = 4-7(8)HCP 6+cards	no Inverted Minor in competition	
					3♣ = at least 4♦ 5♣ 7-10 , 2♥= 5♠,4+♥ 5-9HCP	after 1NT -Rebid 2♣/♦ = two way checkback	Drury 2♦ shows good opening
1♥		5	4♦	10-16P	2NT = gameforcing raise, 3♣ = inv.+ 4+trumps	long suit Trialbid direct, 2♠ = general try, 2NT = LST ♠	2NT = ♣.
					3♦ = inv.+ 3trumps, 3♥ =pre., 3♠/4♣/♦ = Splinter	After 2NT : level3 short 3♡= maximum unbalanced 3NT = max balanced	3♣/♦ Fit jump
1♠		5	4♦	10-16P	same as above except 3♥ = Splinter, 4♥ = nat.	long suit Trial-Bid direct, 2NT = general try	2NT=♣
					2♣ =RELAIS		
1 NT			3♠	14-16P	Stayman (NF), 2♦/♥/♠/NT = Transfer,	X = negative thru 3♠, Rubensohl	X by passed hand shows 1 minor
					3♣ = ♣+♦ weak, 3♦ = ♣+♦ strong	1NT-2C-2P-4T= Splinter	pass - pass - 1NT - pass
					3♥,♠ = short ♥,♠ , 4♦ = ♥+♠ at least 5/5		pass - double
2♣		5	4♥	10-15P	2♦ = forcing Relay, 2♥/♠ = nat. nonforcing,	2♦ - 2♥/♠/3♣ = min., 2NT/3♦/♥/♠ = nat. max. 6♣	
					3♦ = nat. FG, 3♥/♠ = nat. 6+suit inv.	2NT - 3♣ - bid shows 2 suiter g.f.	
					3♣= 8-11 2NT = trf ♣		
2♦	x			4-10P weak ♥ or ♠	2NT = forcing Relay, 3♣/♦ = nat. nonforcing,	2♦ - 2NT: 3♣/♦ = min♡/♠ 3♡/♠ =max ♠/♡,	same
				or strong 3 suiter	2(3)♡/♠= poc , 4♣ bid major trf	X after 2♡/♠ 3♡ =poc after minor x=pen	
				2NT= 17-20 ,3♣(♦♥♠) 21+ single above	2♦ x xx = bid your suit		
2♥		6(5)		4-10P ♡ + minor	2NT = forcing Relay, 2♠= to play 3♣=poc	2NT - 3♣/♦= Min 3♡/♠= Max	same
					3♥ = preempt, 3♠ forcing	To play 3M , 4M 5 m X= poc vs min, pen vs ♠	
					4♥/♠ = to play	Next suit asking shortness next to next rKCB lower suit	same
2♠		6(5)		4-10P ♠+ minor	same as above 4♥ to play	same as above	
2 NT	x			4-10P ♣+♦ 5/5	3♥ = asking strength + shortness 3♠=nat	3♠= Min -> 4m to play , 3NT = Max -> 4♣) ask shortness 4♣(♦)= void ♡(♠)-> 1.(2.) Stufe = RKCB ♣(♦)	
3♣		7(6)		4-10 Preempt	new suit forcing at 3-level, 4in new minor = slaminv.	4♦ = slaminv.	
3♦		7(6)		4-10 "	new suit forcing at 3-level, 4in new minor = slaminv	4♣ = slaminv.	
3♥		7(6)		4-10 "	3♠ forcing	after 3♥/♠ - 4♣ = slam inv. w/ fit, 4♦ = slam inv. w/o fit	
3♠		7(6)		4-10 "	"	as above "	
3 NT	x	7(6)		Gambling w/o side values 1/2nd, 3rd/4th with side values	4♣ = P/C, 4♦ asks for shortness, 4♥/♠ = to play 4♦- 4♥/♠ = short, 4NT = bal. 5♣/♦ = short other m.	**HIGH LEVEL BIDDING**	
4♣	x	7		good 4♥ opening	4♦ = asks for outside ace, later for shortness	RKCBW 41, 30, Splinter, Cuebids, Exclusion KCBW, forcing Pass, Ropi-Dopi mod.	
4♦	x	7		good 4♠ opening	4♥ = asks for outside ace, later for shortness	4m = conditional RKCB in forced situation	
4♥		7(6)			4♠ = RKCB, 4NT = ♠ Cuebid		
4♠		7(6)			4NT = RCKB		