




Competitive Bidding	
Doubles	Solid t/o double (1m) X can be short in om
Mandatory support X/XX through 2M	After X/XX = points, 1 st X t/o subsequent X penalty
Overcalls to (semi-)natural openings and responses 1lvl 8+, 5card suit, can be light 2lvl no jump, 11+, usually 6 card suit, solid	
1NT-Overcall	
Responses	System on
Sandwich	15-18
Balancing	11-14(16)
Jump overcalls Jump overcalls: preemptive, dependent on vul and if partner is passend	
Two-suiters: Michaels Unusual NT	
VS. 1NT Opening X pen 2♣ Ms 2♦ 6+ M 2♥/♠ 5-4 M + m 2NT both m	VS. 1NT Overcall X points 2x nf long suits
VS. Preempts (non)Leaping Michaels	
VS. Artificial strong openings (1♣, 2♣) X Ms, 1NT ms, everything else nat aggressive	
Other notes	

Leads and Signals				
Opening leads style				
VS. Suit	1/3/5			
VS. NT	2/4 with attitude			
Partner's Suit	3/5, attitude if raised			
Subsequent	Attitude			
Note:	Leads can be creative			
Leads by card				
Lead	VS. Suit	VS. NT		
A	AKx, Ax Kx, KQx	King Power: Count or unblock. Q may be from "weak" KQ Else: Top from (inner) Sequence		
K				
Q	Top from (inner) Sequence			
J				
10				
9	9x	H9x		
X	Xx, xxX, xxxxX	HxX, HxxX(...), xX		
Signals in order of priority				
VS	Prio	Lead by		Discards
		Partner	Decl/Dummy	
Suit	1	Attitude	Count	Italian Lavinthal*
	2	Count	Attitude	Count
	3	S/P	S/P	S/P
NT	1	Attitude	Count	Italian Lavinthal*
	2	Count	S/P	Count
	3	S/P		Attitude
Special signals				
Later Count		Original		
Attitude		UDCA		
Count		UDCA		
In the trump suit		S/P		
NT: Smith		reverse		
*Italian Lavinthal: Even card is S/P Odd card is positive attitude for that suit				

DBV Convention Card		
		
Ece und Charlotte		
General approach 2/1 gf 5 card Majors 15-17 NT may be a little creative		
Special bids that may require defence		
2♦		Destructive preempt in a M look
		At the prealerts
2M		Constructive weak two in a M
Forcing Pass In GF, after pen X, XX 10+		
Important notes that don't fit elsewhere Usually penalty from 3 rd X up		
Trial bids Long suit/Help suit trial bids		

Openings and responses

Opening	Artificial	Min. No. of cards	Negative-X up to	Description	Responses		Subsequent auction		Passed hand or competitive bidding
1♣	<input type="checkbox"/>	2		10-22 Walsh style, inverted minors	1NT	6-10	1♣-1♦♥-1NT	Shows bal hand	
					2-lvl Jumps	Weak J/S	1♣-1♦-3♦	16-18 unbal	
1♦	<input type="checkbox"/>	4			2NT	11-12			
					1♦ - 2♣	Gf, 4+ ♣s			
1♥	<input type="checkbox"/>	5		10-22	1NT	6-11(12)	2NT: 3♣ any min 3♦ any 17+ 3♥ any void, 14-16 3♠ any stiff, 14-16	3NT semibal 4X 6+ trumps + shortness in X 4M either 6 card trump no shortness or 1- Y	2 ♣ Drury
					2/1	GF			
1♠	<input type="checkbox"/>	5		10-22	1♥ - 2♣	Weak J/S, 4-7			
					1♠ - 2NT	4card M, gf			
					1				
1NT	<input type="checkbox"/>	-		15-17 might be a little creative		2♣ Stayman 2♦♥ Transfer M 2♠ range ask or ♣	2NT ♦ any or both m 3♣ asking for 5c M 3♦ both Ms inv+		
2♣	<input checked="" type="checkbox"/>		-	Strongest opening Any gf	22+ bal SF in M	2♦ usual relay, every other bid shows two top honors in that suit and usually 6+ cards		2♥ Kokish either 2NT 24+ NT or gameforcing in ♥	
2♦	<input checked="" type="checkbox"/>		-	Troll-Multi, destructive Weak Two in a M, dependent on vul and seat		2♥ paco 2♠ paco 2NT Ogust	4♣ transfer into M 4♦ bid your M	2NT: min ♥, min ♠, max ♠, max ♥, after max gf	
2♥	<input type="checkbox"/>	5	-	Constructive weak Two in ♥		2♠ forcing, nat 2NT Ogust	3m nat forcing 4♣ okc		
2♠	<input type="checkbox"/>	5	-	Constructive weak Two in ♠		2NT Ogust 3x forcing nat	4♣ okc		
2NT	<input type="checkbox"/>	-	-	20-21		Puppet Stayman 3R Transfer 3♠ relay to 3NT 4♣♦ transfer to ♥/♠ 4♥/♠ slam interest corresponding m 4♣ optional keycard asking for opening suit, for clubs 4♦		2NT – 3♠ – 3NT – 4m optional KC 2NT – 3♣ – 3NT – 4m optional KC	RKCB after preempt: 14/30
3♣	<input type="checkbox"/>	6	-	preemptive					
3♦	<input type="checkbox"/>		-						
3♥	<input type="checkbox"/>		-						
3♠	<input type="checkbox"/>		-						
3NT	<input checked="" type="checkbox"/>	-	-	Gambling					High level bidding 14/30, placed kings Exclusion Non serious 3NT 4m always optional keycard
4♣	<input type="checkbox"/>	(6)7	-	preemptive					
4♦	<input type="checkbox"/>		-						
4♥	<input type="checkbox"/>		-	preemptive					
4♠	<input type="checkbox"/>		-						
4NT	<input checked="" type="checkbox"/>	-	-	5-5 minors					
5♣	<input type="checkbox"/>		-						
5♦	<input type="checkbox"/>		-						