Competitive Bidding					
<u>Doubles</u>	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	VS. 1NT Overcall
X pen	X points
2 . Ms	2x nf long suits
2• 6+ M	-
2 ∀ / <u>♦</u> 5-4 M + m	
2NT both m	

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			
Α	AKx, Ax	King Power: Count or			
K	Kx, KQx	unblock. Q may be from			
Q	-	"weak" KQ Else: Top from (inner) Sequence			
J	Top from (inner) Sequence				
10	Sequence				
9	9x	H9x			
x	Xx, xxX, xxxxX	HxX, HxxX(), xX			

Signals in order of priority

S	0	o Lead by		Discards	
>	Prio	Partner	Decl/Dummy		
t	1	Attitude	Count	Italian Lavinthal	
Suit	2	Count	Attitude	Count	
0,	3	S/P	S/P	S/P	
	1	Attitude	Count	Italian Lavinthal	
N	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







U26 W: Charlotte Baumgart – Ece Aga

General approach

2/1 gf 5 card Majors 15-17 NT may be a little creative

Special bids that may require defence

2•		Troll-Multi, destructive Weak Two
		In a M, dependent on vul and seat
	i	

Forcing Pass

In GF, after pen X, XX 10+

Important notes that don't fit elsewhere

Usually penalty from 3rd X up

Trial bids

Long suit/Help suit trial bids

	Openings and responses										
Opening	Artificial	Min. No. of cards	Negative- X up to	Desc	ription	Responses		Subsequent auction		Passed hand or competitive bidding	
1♣		2							1 - -1 - ▼-1NT	Shows bal hand	
				10-22		1NT	6-10				
				Walsh style, inve	erted minors	2-Ivl Jumps	Weak J/S		1♣-1♦-3♦	16-18 unbal	
1+		4				2NT	11-12		_		
						1∳ - 2♣	Gf, 4+ ♣ s				
1♥		5		10-22		1NT	6-11(12)		2NT:	3NT semibal	
				10 22		2/1	GF		3 . any min 3• any 17+	4X 6+ trumps + shortness in X	
1♠		5		10-22		1♥ - 2♠	Weak J/S,		3♥ any void, 14-		2 \Delta Drury
						1 . - 2NT	4card M, g	ıf	3≜ any stiff,14-1		
1NT		-		15-17 might be a	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.	×		-	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+			-	Troll-Multi, destr in a M, depende seat	uctive Weak Two nt on vul and	2♥ paco 2♠ paco 2NT Ogust 4♠ transfer into M 4♦ bid your M			2NT: min ♥, min ♠, max ♠, max ♥, after max gf		
2♥		5	-	Constructive weak Two in ♥		2≜ forcing, na 2NT Ogust	at	3m nat forcing 4♣ okc			
2♠		5	-	Constructive weak Two in ♠		2NT Ogust		4♣ okc			
				Conductive we	an Two III &	3x forcing na		4¥ 01(0			
2NT		-	-	20-21		Puppet Stayr 3R Transfer	man		2NT – 3♣ – 3NT – 4m optional KC		
3♣			_			3♠ relay to 3N				– 4m optional KC	RKCB after
3+		ŀ	_	-		4♣/♦ transfer 4♥/♠ slam into		oonding m		·	preempt:
3♥		6	_	preemptive					1		14/30
3♠			-			4♣ optional keycard asking for opening suit, for clubs 4♦					
3NT		-	-	Gambling					-		
4.			-						High level bidding		
4		(0)=	-	preemptive					14/30, placed kings		
4♥		(6)7	-	preemptive					Exclusion		
4♠			-						Non serious 3NT		
4NT	\boxtimes	-	-	5-5 minors					4m always optional keycard		
5♣			-								
5∳			-								

Pre-alerts 2♦/♥/♠

Charlotte Baumgart – Ece Aga

2♦ destructive Mulit Nonforcing

"bad" weak 2 a Major Nonvul mostly 5 card suits

0 points possible

2OF "constructive" Weak 2 5+ card suit, more constructive than 2+



Principles for 2M opening

Vul always 6 card suit
Second seat nonvul usually 6 card suit
In second seat NV/V 5 cards or 6 cards possible
In 1st seat nonvul frequently only 5 cards
In 3rd seat by feeling

Decision making by:

- Suit quality
- Shape of the hand
- Points

Examples for the opening style of 2•/2M

	Nonvul-vul	none	Vulnerable
Q109xx Xx Xxxxx X	2♦ in 1 st or 2 nd seat in 3 rd seat both possible	2♦ in 1 st & 3 rd seat 2nd seat Pass	Pass
Xx KJ9xxx Qxxx x	2♥ in 1 st & 2 nd seat in 3rd seat both possible	2♥ in 1 st & 2 nd seat in 3 rd seat both possible	2•
KQ10xxx X Q10xx xx	3♠ in 1 st & 2 nd seat	3♠ in 1 st seat 2♠ in 2 nd seat in 3 rd seat by feeling	2♠ in 1 st & 2 nd seat in 3 rd seat unclear
KQ109x X Jxxx xxx	2♠ in 1st seat 2♠ in 2. Hand in 3 rd seat by feeling	2♠ in 1 st seat 2♠ in 2 nd seat in 3 rd seat by feeling	2• in 1 st and 3 rd seat pass in 2 nd seat
109xxxx X 10xxx xx	2♦ in 1 st seat pass most likely in 2 nd seat	probably pass	Pass