

Takeout-Doubles Standard, 11+ no offshape doubles w/o extra strength Balancing: Slightly weaker, about 8+ Takeout-X after Penalty-X on 1NT-opening	
Overcalls to (semi-)natural openings and responses 1-level 8-18; 2-level 10-18; Depending on vulnerability Responses: Rubens Transfers from 2 in opp's suit, but 2NT natural Balancing: weaker	
1NT-Overcall. (15)16-18 Responses: System On Sandwich: Remaining suits, 4+5+ Balancing: 1NT= 11-15; 2NT= (18)19-20	
Jump overcalls weak, 6-10 except: Balancing: Intermediate, about 11-14	
Two-suiters: (1X) 2X= top and another; (1X) 2NT=lowest unbid suits;	
VS. 1NT Opening X= Penalty 2♣= Majors (54++) 2♦= One Major 2♥♠= 5+♥♠+ 4+♣♦ 2NT= Minors (55++) Balancing: System on	VS. 1NT Overcall X= Penalty 2♣= Majors (54++) if partner opened 1♣♦, otherwise natural 2♥♠= Natural 2NT= Minors (55++)
VS. Preempts (non-) Leaping Michaels, (2/3♣♦) - 4♣♦= Majors After X-Lebensohl	
VS Artificial strong openings (1♣, 2♣) 1-Level lead-directing; 1/2NT= rounded or pointed 54++; 2-Level Modified Timbuktu; jump to 3+Level= preempt	
Other notes (1m) 1M (X) -> Transfers from 1NT up to 2M-1 Good/bad 2NT in many competitive sequences	

Opening leads style				DBV Convention Card		
VS. Suit		2/4				
VS. NT		2/4		Category:		
Partner's Suit		3/5				
Subsequent		2/4				
Note:		Leads may be creative.				
Leads by card				Jannik Lepper		
Lead	VS. Suit	VS. NT		Version	04/2024	
A	->Attitude	AKQ(+), AKJ(+), Ax				
K	Count, Outside single	KQJ(+), (A)KQ10(+)		General approach		
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+ bal, no 4♥♠, or ♣; 1NT= 10-11, no 4♥♠		
High-X	2/4	xxxX, 2/4		1♣-1♥-1♥♠= 3♥♠; 1NT Rebid= 2♥♠ 12-14 bal (no 4♠)		
Low-X	2/4	2/4		Two-way checkback in every 1x - 1y - 1z		
				No TWC if both opps bid		
Signals in order of priority				Special openings that may require defence		
VS	Prio	Lead by		Discards	1♣	2+♣, longer ♣ possible; Responses= transfers
		Partner	Decl/Dummy			
Suit	1	Attitude	Count	Direct	1♦	5+♦ or unbalanced 4+♦ or 4+♠ good suit
	2	Count	Suit Pref	Suit Pref(Reverse)	2♣	Any GF, ♥/♠ SF or 22+NT
	3	Suit Pref		Count	2♦	Weak2 in ♥/♠, 5 card suit possible
NT	1	Attitude	Suit Pref		2♥	5-10, (4)5/4++ in both Majors
	2	Count	Count	Count	2♠	5-10, 5+♠, (4)5+ in a minor
	3	Suit Pref	Suit Pref		Responses 2♦-2NT asks for min/max and suit	
Special signals						
Later Count		Current Original				
Attitude		Low encouraging		Forcing Pass		
Count		Low even		in GF sequences, after penalty-X, and 10+ XX		
In the trump suit		Suit Preference (Reverse)		Important notes that don't fit elsewhere		
Discards vs suit: direct = low encouraging Definition of partner's suit: Any 4+ Suit (1♥/1♥/1♠ opening; any overcall; responses to partner's opening, etc.)				-Frequent up/downgrades		
Later leads may be Suit preference, for example when giving a ruff, or Attitude in cashout situations.				-After we show Strength via X/XX: First X = t/o		
				-Trial bids: over 2♥/♠ -> 2NT= general invitation. Other bids are longsuit trial bids.		
				In competition over a 1♥/♠ opening, cue= invitational to 4♥/♠, 2NT is GF		

Openings and responses

Opening	Artificial	Min. No. of cards	Negative-X up to	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♠=bal or 4+♦; 1NT=10-11; 2♣= inverted; 2♦=4-8, 6+♥♠; 2NT= 11-12 bal, 3♣= preemptive	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♦/♥) X= Transfer 1♣ (1♦♥) 1♠= 0-3♠ 1♣ (1♦) 2♦♥= 6+♥♠, 5-8 or GF
1♦		4	3♣	11-22, good 4+ suit or unbalanced	1NT= 6-10; 2♦= inverted, 2♥♠= 4-8, 6+♥♠; 2NT/3♣= nat, inv. 3♦= preempt		Passed hand after 1♥♠: 2♣= Drury. Responses: 2♦= Healthy opening 2♥♠= Subminimum Other= descriptive, invitational or better.
1♥		5	3♣	11-22, 5+♥	1NT= 5-11, semiforcing; 2♣= 2+GF; 2♦= 5+ GF; 2♥/♠= 5-9, 2NT= 11+ with Fit 3♣♦(♥) = natural, invitational; 3M preemptive 3NT= good preempt to 4♥/♠	1♥♠-2NT: ->3♣= Slaminterest; ->3♦= invit ->3M = Minimum, higher = Slaminterest, nat	
1♠		5	3♥	11-22, 5+♠			
1NT		-	3♣	(14)15-17 5 card M pos Offshape possible Frequent up/downgrades	2♣= (garbage) Stayman; 2♦♥= Transfer; 2♠=inv without 4card ♥/♠ or ♣ weak;2NT=GF M Ask 3♣♦= nat, invit; 3♥♠= 4144/1444	1NT -2♦ - 2♥ - 2♠= invitational 5-5; 1NT -2♥ - 2♠ - 3♥= GF 5-5; 1NT -2♣ - 2♦ - 2♠= 5♥, 4♠, invit	
2♣		0	-	a) SF in ♥♠ b) any GF c) 22+ 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	-	5-10, Weak2 in a Major 5 card suit possible	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	-	5-10, (4)5/4++ in ♠ + ♥	2NT= Asks length & min/max, New suit forcing	After 2♥-2NT: 3♣♦ = longer ♥♠, 3♥ = 5/5 in Majors min, Higher bids = 5/5 and Max	
2♠		5	-	5-10, 5+♠, (4)5+ in a minor	2NT= Asks length & min/max, 3♣ = pass or correct	After 2♠ - 2NT: 3♣♦ = nat, min, 3♥♠ = 5 card ♣♦, max	
2NT		-	3♣	20-21, Offshape possible Frequent up/downgrades	3♣=Puppet; 3♦♥=♥♠ Transfer; 3♠ relay; 3NT = 5♠4♥ 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♣		6	-		4♦= RKCB ♣		
3♦		6	-	Depending on vulnerability and shape.	4♣= RKCB ♦		
3♥		6	-	3 rd seat wide-ranged	4♠= RKCB ♥		
3♠		6	-		4♠= RKCB ♠		
3NT		-	-	Preempt in one minor	4♣♦=Cue, SI; 4♥=P/C		
4♣		7(6)	-		4♦= asks for outside control	High level bidding RKCB/minorwood/Exclusion -> 1430; mixed cuebids; Spiral Scan 4♣♦ is invitational RKCB 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)	-	8 playing tricks in ♥/♠	4♥ = asks for outside control		
4♥		7(6)	-		4NT= RKCB ♥		
4♠		7(6)	-	preemptive	4NT= RKCB ♠		
4NT		-	-	minors			
5♣		8(7)	-				
5♦		8(7)	-				