

Competitive Bidding		Leads and Signals				DBV Convention Card				
<b>Takeout-Doubles</b> Standard, 11+ no offshape doubles w/o extra strength <b>Balancing:</b> Slightly weaker, about 8+ Takeout-X after Penalty-X on 1NT-opening		<b>Opening leads style</b>								
		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.							
<b>Overcalls to (semi-)natural openings and responses</b> 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		<b>Leads by card</b>				GER 42225	Maximilian Litterst			
		Lead	VS. Suit	VS. NT		GER 37821	Philipp Pabst			
		A	->Attitude	AKQ(+), AKJ(+), Ax		Version	04/2021			
		K	Count, Outside single	KQJ(+), (A)KQ10(+)		<b>General approach</b> 5542, 1NT= (14)15-17, frequent up/downgrades 1♠= good 4+ suit or unbalanced Transfer-walsh and lots of competitive transfers 1♣-1♠= 6-9, no 4♥♠, or ♠, 9+; 1NT= 10-11, no 4♥♠ 1♣-1♦-1♥-1♠= 3♥♠; 1NT Rebid= 2♥♠ 12-14 bal (no 4♠) Two-way checkback in almost every 1x – 1y – 1z No TWC if both opps bid No TWC after 1♣-1♠-1NT				
		Q	QJ(x), Qx	AQJ(+), QJ10, QJ9(+)						
		J	(H)J10(+), J10(+), Jx	(H)J10(+), J10(+)						
		10	(H)109(+), 109(+),	(H)109(+), 109(+)						
		9	(HH)9(x), 9x	H9x						
		High-X	1/3/5	xXxx, 2/4						
		Low-X	1/3/5	2/4						
<b>1NT-Overcall.</b> (15)16-18 <b>Responses:</b> System on after 1♣♦ opening, Transfers after 1♥♠ opening. <b>Sandwich:</b> Remaining suits, 4+5+ <b>Balancing:</b> 1NT= 11-15; 2NT= (18)19-20		<b>Signals in order of priority</b>						<b>Special openings that may require defence</b>		
<b>Jump overcalls</b> weak, 6-10 except: V vs NV = Intermediate, about 11-14 <b>Balancing:</b> Intermediate, about 11-14		VS	Prio	Lead by				Discards	1♣	2+♣, longer ♦ possible; Responses= transfers
				Partner	Decl/Dummy				1♦	5+♦ or unbalanced 4+♦ or 4+♦ good suit
			Suit	1	Attitude	Count	Direct	2♣	Any GF, ♥/♠ SF or 22+NT	
			2	Count	Suit Pref	Suit Pref	2♦	9-11, 6♥/♠		
			3	Suit Pref		Count	2♥	5-8, 5+♥; usually 5♥ with shape or 6♥		
		NT	1	Attitude	Smith	Suit Pref	2♠	5-8, 5+♠; usually 5♠ with shape or 6♠		
			2	Count	Count	Count	<b>Responses</b> 2♦-2NT asks for min/max			
			3	Suit Pref	Suit Pref					
<b>VS. 1NT Opening</b> X= Penalty 2♣= Majors (54++) 2♦= One Major 2♥♠= 5+♥♠+ 4+♣♦ 2NT= Minors (55++) <b>Balancing:</b> System on		<b>VS. 1NT Overcall</b> X= Penalty 2♣= Majors (54++) if partner opened 1♣♦, otherwise natural 2♥♠= Natural 2NT= Minors (55++)		<b>Special signals</b>						
		<b>Later Count</b>		<input type="checkbox"/> Current <input checked="" type="checkbox"/> Original						
		<b>Attitude</b>		Low encouraging		<b>Forcing Pass</b>				
<b>VS. Preempts</b> (non-) Leaping Michaels, (2/3♣♦) - 4♣♦= Majors After X modified transfer-Lebensohl (see next page)		<b>Count</b>		Low even		in GF sequences, after penalty-X, and 10+ XX				
		<b>In the trump suit</b>		Suit Preference		<b>Important notes that don't fit elsewhere</b>				
		<b>NT: Smith</b>		Low= encouraging for opening lead		-Frequent up/downgrades -Very few intentional psychics				
<b>VS Artificial strong openings (1♣, 2♣)</b> 1-Level lead-directing; 1/2NT= rounded or pointed 54++; 2-Level Modified Timbuktu; jump to 3+Level= preempt		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.)  Later leads may be Suit preference, for example when giving a ruff, or Attitude in cashout situations.				<b>-Trial bids:</b> over 2♥/♠ -> 2NT= general invitation. Other bids are helpsuit trial bids.				
<b>Other notes</b> [(1m)] 1M (X) -> Transfers from 1NT up to 2M-1 Good/bad 2NT in many competitive sequences						In competition over a 1♥/♠ opening, cue= invitational to 4♥/♠, 2NT is GF				

## Openings and responses

Opening	Artificial	Is Min. No.	Negative	Description	Responses	Subsequent auction	Passed hand or competitive bidding
1♣	<input checked="" type="checkbox"/>	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♦/♥) X= Transfer 1♣ (1♦♥) 1♠= 0-3♣ 1♣ (1♦) 2♥♠= 6+♥♠, 5-8 or GF
1♦	<input type="checkbox"/>	5(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♥	<input type="checkbox"/>	5	3♣	11-22, 5+♥	1NT= 5-11, forcing 1; 2♣= 2+GF; 2♦= 5+ GF; 2♥/♠= 8-10 & usually 3♥/♠; 1♥/♠ - 2NT= inv+ 4+♥/♠; 3♣♥= natural, invitational; 3NT= good preempt to 4♥/♠	1♥♠-2NT: ->3♣= 11-13; ->3♦= 17+; ->3♥ and higher= 14-16, descriptive	
1♠	<input type="checkbox"/>	5	3♥	11-22, 5+♠			
1NT	<input type="checkbox"/>	-	3♣	(14)15-17 Offshape possible Frequent up/downgrades	2♣= (garbage) Stayman; 2♥♠NT= Transfer; 2♠= inv without 4card ♥/♠ or ♣♦ weak or (31)(54); 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♣	<input checked="" type="checkbox"/>	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♦	<input checked="" type="checkbox"/>	0	-	8-11, 6♥/♠ decent suit quality	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♥	<input type="checkbox"/>	5	-	4-8, 5+♥	2NT= Asks length & min/max, New suit forcing	After 2NT: 3♣= minimum 5♥♠ 5; 3♦= maximum 5♥♠; 3♥= minimum 6♥♠; 3♠= maximum 6♥♠;	In 4 <sup>th</sup> seat 2♥♠ are 10-14 with 6 card suit
2♠	<input type="checkbox"/>	5	-	4-8, 5+♠	2NT= Asks length & min/max, New suit forcing		
2NT	<input type="checkbox"/>	-	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♣	<input type="checkbox"/>	6	-	Depending on vulnerability and shape. 3 <sup>rd</sup> seat wide-ranged	4♦= RKC♣	<b>Answers to RKC♣ after Preempt:</b> 1 <sup>st</sup> Step= 1 KC, no queen 2 <sup>nd</sup> Step= 0 KC 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♦	<input type="checkbox"/>	6	-		4♣= RKC♦		
3♥	<input type="checkbox"/>	6	-		4♠= RKC♥		
3♠	<input type="checkbox"/>	6	-		4♠= RKC♠		
3NT	<input checked="" type="checkbox"/>	-	-	8-8.5 playing tricks in ♥/♠	4♣♦=Cue, SI; 4♥=P/C		
4♣	<input type="checkbox"/>	7(6)	-	Depending on vulnerability and shape. 3 <sup>rd</sup> seat wide-ranged	4♦= RKC♣	<b>High level bidding</b> RKC♣/minorwood/Exclusion -> 1430; mixed cuebids; placed kings 4♣♦ is minorwood if the GF fit has been found earlier 5NT pick a slam if no RKC♣ has been bid 4NT is Quantitative if no fit has been found 4♠ is RKC♣ 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♦	<input type="checkbox"/>	7(6)	-		4NT= RKC♦		
4♥	<input type="checkbox"/>	7(6)	-		4NT= RKC♥		
4♠	<input type="checkbox"/>	7(6)	-		4NT= RKC♠		
4NT	<input checked="" type="checkbox"/>	-	-	minors			
5♣	<input type="checkbox"/>	8(7)	-				
5♦	<input type="checkbox"/>	8(7)	-				