Competitive Bidding	
Overcalls (Style, Responses, Reopening)	
solid, usually (good) 5 cards	
new suit from responder is forcing (except 2 <sup>nd</sup> level)	
Cue inv+, asking stop	
2NT inv+ with fit (after suit overcalls)	
1NT Overcall (2./4. Position, Responses, Reopening)	
15-18 -> Stayman + Transfers	
D (10)44 44/45) + 01	
Reopening: (10)11-14(15) -> Stayman + Transfers	
Irman Organis (Chile Deepsing Linear LAT)	
Jump Overcalls (Style, Responses, Unusual NT)	
Style: 6+ cards, 4-11 hcp 2NT = 5-5 in lowest suits, 7+ hcp	
ZIVI - 3-3 III IOWESI SUIIS, I + IICP	
Cue-Bid + Jump Cue-Bid (Style, Responses, Reopening)	
1m-2m = two-suiter in M, 7+ hcp	
1M-2M = two-suiter in m + other M, 7+ hcp	
Jump-Cue-Bid = nat after ♣ ♦, asking stop after ♡ ♠	
Jump-Oue-Bid = Hat after ♣ ♥ , asking stop after ♥ ♣	
Against 1NT (strong, weak, 2./4. Hand)	
X = penalty	
$2\clubsuit = 4+\heartsuit + 4+\spadesuit$ $2\diamondsuit = 6+\heartsuit \text{ or } 6+\spadesuit$	
2 ♥ ♠ = 5 ♥ ♠ + 4+UF 2NT = 5+ ♣ + 5+ ♦	
VS Preempts (Doubles, Cue-Bids, Jumps)	
X=T/O 2NT=16-18 -> Stayman and Transfer	
Cue=both majors (after minor)	
against Multi: X=T/O vs ♠, pass then X = T/O vs ♡	
VS strong alub and artificial enemines	
VS strong club and artificial openings	
Over opponents negative double	_
Weak fit raises	_
2NT = inv+ with Fit (in Major)	

Leads and Signals					
Leads (gen	eral)				
,,	Lead		In Partners suit		
Farbe	2.4.		2.4.		
SA	2.4.		2.4.		
Nachfolg.	2.4. or Attitude		2.4. or A	Attitude	
Andere:					
Leads					
Lead	Against suit cor	ntracts		gainst NT	
Ace	AK()		AK()		
King	KQ()		KQ()		
Queen	QJ()		QJ()		
Jack	J10()		J10()		
10	109()		109()		
9	H9x()		H9x()		
High-x	Hx, xXxx		Hx, xXx		
Low-x	xX, xxxX		xX, xxxλ	<b>(</b>	
Signals in (	Order of priority				
	Partner's Lead	Decl. L		Discard	
1	pos./neg.	suit pr	ef.	pos./neg.	
Suit 2	Count			Count	
3	suit pref.			suit pref.	
1	pos./neg.	suit pr	ef.	suit pref.	
NT 2	Count			Count	
3	suit pref.			pos./neg.	
Signals (incl	luding Trumps):	UDCA			
	Do	ubles	•		
Takeout Do	uble (Style; Resp	onses	Reonen	ing)	
	, may be light (e				
natural, III	, may be light (e	оросіаі	.y ************************************	aj010 <i>j</i>	
Reopening :	= 8+ hcp				
ooponing	o nop				
Negative Dou	ble, Competitive D	ouble a	nd other (F	Re-) Doubles	
	ouble up to 4♡		`	·	
Support Double up to 2 in Partners suit					
	•				
Responsive Double					
(almost) never penalty X against 1/2-level suit bids					

## **Deutsche Konventionskarte**

♠ ♥ © DBV e.V. ◆ ♣

Kategorie:				
Club:		Turnier:	Online EC U16	
Paar:	Armin Wlad			
	Maximilian d	e Wiljes		

Maximilian de Wiljes
SYSTEM Summary
General Style
5 Card Majors, Limit Bids after 1M
4.017.0
1 NT Opening: 15 – 17, can be creative
2 over 4 Peanances; one round forcing
2 over 1 Responses: one round forcing
Bids that might require special treatment
1♦ shows 4+♦ or exactly 4432 (with 2♣)
1 V SHOWS 41 V OI GRACELY THOS (WILL 250)
Inverted minor bids
two way checkback after 1X – 1Y – 1NT
•
Forcing Pass Sequences
1suit – (X) – XX 1NT – (X) – XX
INT - (A) - AA
Other Remarks
Other Nemarks
Bluffs
rarely

Opening	X if artificial	Min. Number Of Cards	Negative-X up to	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE AND PASSED HAND BIDDING
1♣		3	4♡	11-22	1 ♦ =3+ ♦, 6+ hcp, no 4 ♥ ♠ if 6-11 hcp	New suit on 1-level shows unbal hand	
					1 $\heartsuit$ ♠=4+ $\heartsuit$ ♠, 6+ hcp, longer $\diamondsuit$ possible	New suit on 1-level shows unbal hand	
					<b>2♣=4+♣</b> , <b>10+</b> ; <b>3♣=5+♣</b> , <b>6-9</b>	New suit after 2/3♣ shows stop	
					1NT=6-10; 2NT=11-12 (both without 4 ♡ ♠)		
					2 ♦ ♥ ♠=6+ ♦ ♥ ♠, 3-6		
1 ◊		3	4♡	11-22, 4+♦ or	2 <b>-</b> =4+ <b>-</b> , 11+; 2 \cdot =4+ \cdot , 10+		
				11-22, 4432	3 ♦ =(4)5+ ♦ , 10+; 2 ♥ ♠ =6+ ♥ ♠ , 3-6		
1♡		5	4 ◊	11-22, 5+♡	1NT= 6-11, semiforcing; 2♣=nat or BAL, 12+		
					2 ♦ = 4 + ♦ , 12 +; 2 ♥ = 3 + ♥ , 6 - 9; 2 ♠ = 6 + ♠ , 9 - 11		Drury after 3rd and 4th hand
					2NT=10-11; 3 ♥ =3+ ♥, 10-11; Splinter bids		openings
1♠		5	4♡	11-22, 5+♠	Similar to 1♥; 2♥=5+♥, 12+		
1NT			3♠	15-17	Stayman; Transfers M; 2NT=Transfer to ♦		
				BAL, 5 ♥ ♠, 6 ♣ ♦ possible	3♣=Puppet-Stayman; 2♠=Trsf ♣ or inv bal	1NT – 2♠ – 2NT=min; 1NT – 2♠ – 3♣=max	
				can be creative	3 ♦ ♥ ♠=nat, slam interest		
					4♣=6+♡; 4♦=6+♠; 4♥♠=to play		
2♣	Х	-	-	any SF or	2 ♦ =Relay		
				BAL 22-23 etc.	2 ♥ ♠=8+, at least 2 Tops in ♥ ♠, 5+♥ ♠	After NT-Rebids: Puppet-Stayman and Transfers	
2 ◊	Х	-	-	any GF or	2♡=Relay		
				BAL 24-25 etc.			
2♡	Х	6	-	5-10, 6+♡	2NT=Ogust; 2♠=5+♠ forcing	after Ogust: min/bad suit, min/good suit etc.	
					3♣ ♦ =forcing, 6+♣ ♦		
2♠	Х	6	-	5-10, 6+♠	2NT=Ogust	after Ogust: min/bad suit, min/good suit etc.	
					$3 \clubsuit \lozenge \heartsuit = \text{forcing, } 6 + \clubsuit \lozenge \heartsuit$		
2SA	$\vdash$		-	20-21	Puppet-Stayman; Transfers		
		1		(Semi-)BAL	•		
3♣		6	-	Preempt	4♦=RKCB		
3◊		6	-	Preempt	4♣=RKCB		
3♡		6	-	Preempt	4♣=RKCB		
3♠		6	-	Preempt	4♣=RKCB		
3SA	Х	-	-	Gambling		High level bidding (incl. slam	bidding)
4 🐥		7	-	Preempt	4♦=RKCB	RKCB (14-30-2with-2without), placed kings, mixed cu	
4 ♦		7	-	Preempt	4SA=RKCB		
4♡		7	-	Preempt	4SA=RKCB		
4 🖍	1	7	-	Preempt	4SA=RKCB	Minorwood	