

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Variable, new suit by partner nonforcing
New suit by partner is forcing, if opening was weak (for ex. Weak two, multi, etc.)
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2 nd 15 – 18 HCP, Stayman, Transfer if RHO passes
4 th 10 – 14 HCP
JUMP OVERCALLS (Style, Responses, Unusual NT)
6 (7) card-suit, 10 – 14 HCP
Unusual NT for the lowest unbid suits
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
Direct cuebids = 2 suits incl. the highest unbid suit
Jump cuebid in a major = a long solid minor
Jump cuebid in a minor = natural 6(7)cards, 9 – 14 HCP
VS. NT (vs. Strong / Weak, Reopening, PH)
2 Clubs = 4 or 5 spades
2 Diam = majors (4/4 at least – hearts may be longer)
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
takeout double,
leaping + non leaping michaels
Lebensohl after 2 H / Sp - double - pass
VS. ARTIFICIAL STRONG OPENINGS
Ag. 1 Club : double for majors, 1 NT for minors, weak jump
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = 10(9) HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd, 5th	3rd, 5th	
NT	4th	Small with 3 cards	
Subseq	3rd, 5th		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx	AKxx	
King	KQxx	KQJx, AKJ10	
Queen	DJ10, QJ9	QJ10, KQ109	
Jack	J109x, KJ10x	J109x, KJ10x, QJ98	
10	109x, K109, Q109	A109xx, K109x	
9	987x, 9x		
Hi-x	xx, (x)x(x)x	Xx, xxx, x(x)xxx	
Lo-x	xxx, Hxxxx, (xx)xx(x)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 low =	low = even	Low =
	2 pos. / even		pos. or
	3		even
NT	1 low =		
	2 pos. or even	low = even	
	3		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
takeout doubles mainly for unbid suits			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
responsive double up to 3 spades			
negative and competitive doubles up to 3 spades			

International-Convention-Card

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Category: _____

NBO: **Germany** EVENT: _____

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SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Long suit first, 4-card-majors (with 4432 and one major and one minor 4-card suit we usually open the major suit, if the major is not very weak)
1NT Opening: (14+) 15 – 17 (5-card major poss.)
2 over 1 Responses: forcing for one round
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2 Clubs = Semiforcing / Gameforcing
2 Diamonds = multi, weak two in a major or 22 / 23 HCP
2 Hearts = 5/5, hearts and any suit, 4 – 9 HCP (non-vuln. ag. vuln. the 2 nd suit can be 4 cards)
2 Spades = 5/5, spades and a minor, 4 – 9 HCP (non-vuln. ag. vuln. the 2 nd suit can be 4 cards)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS nearly never

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	3Sp	11 – 20 HCP	Inverted minor, not after 1 NT by RHO	new suit = values, cuebids with first round	
					2 Hearts = 5 Spades, 4 Hearts, 5 – 9 HCP	controlls	
					2 Spades = 6 cards, weak		
1 ♦		4	3 Sp	11 – 20 HCP	as after 1 Club-opening	new suit = values, cuebids with first round	
						controlls	
1 ♥		4	3 Sp	11 – 20 HCP	2 NT = support with 7 or less losers	3 Cl = 8 loser, 3 D = 7 loser, 3 Hearts = 6 loser	
					1 Heart – 2 Cl/D - 2 Hearts = nonforcing	then relay asks for Singleton	
1 ♠		4	3 H	11 – 20 HCP	2 NT = support with 7 or less losers	3 Cl = 8 loser, 3 D = 7 loser, 3 Hearts = 6 loser	
					1 Spade – 2 Cl/D/H -2 Spades = nonforc.	then relay asks for Singleton	
1 NT			3 Sp	15 – 17 HCP (14+)	transfer, 2 Sp = Clubs, 2 NT = Diamonds	next step after 2 Sp / 2 NT = good support	3 D = 5/5 majors
				5-card major, 6-card minor,	3Cl = Puppet-stayman, 3 D = 5/5 majors	= Axx, Kxx, Qxx	3 H = 1345 / 1255
				Singleton honor poss.	2 Clubs does not promise a 4-card-major, smolen	Lebensohl, if RHO bids	3 Sp =3154 / 2155
2 ♣	x			Gameforcing / Semiforc.	2 D = neg., 2H = 3 controlls-any distribution	2 Cl – 2 D – 2H = natural or 25 + HCP balanced	then 2 Sp = relay
				Balanced 24+ HCP		Puppet Stayman over 2 NT, 3 Sp over 2 NT = 5Spa	des, 4 Hearts
2 ♦	x			Weak two in a major	2 NT = positiv	3 Clubs / Diamonds = Minimum Hearts / Spades	
				or 22 / 23 balanced	3(4) Hearts = pass or correct	3 Hearts = Max. Spades, 3 Spades = Max. Hearts	
							2 NT = 22/23 HCP
2 ♥		5		5/4, Hearts + 2 nd suit	raise = weak, 2 Spades = weak relay	2 H – 2 NT – 3 Cl/D – 3 H = invitational	
					2 NT = strong relay	2 H – 2 NT – 3 H = Majors / Min ;	
						2H – 2NT - 3Sp = Majors / Max	
2 ♠		5		5/4, Spades + Minor	raise = weak, 3 Clubs = weak relay		
					2 NT= strong relay	2 Sp – 2 NT – 3 Cl/D – 3 Sp = invitational	
2 NT	x			19+ bis 21 HCP, balance	3 Cl = puppet stayman, 3D / H = transfer		
					3 spades = 5 sp / 4 hearts		
3 ♣		6					
3 ♦		6					
3 ♥		6/7					
3 ♠		6/7					
3 NT	x			solid minor, no other A,K	4 D asks for Singleton, then 4 H / Sp = Singl.	4 NT = Singleton in a minor, 5 Clubs / Diam = no singleton	
						HIGH LEVEL BIDDING	
4 ♣	x			8/9 tricks in Hearts		Cuebids, RKCB (1/4, 0/3), Gerber after NT-bids	
4 ♦	x			8/9 tricks in Spades		4Clubs / 4 Diamonds = RKCB if not competitive	