

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

5+ cards, light NVUL on 1 Level

New suit = non forcing

New suit jump = SPLINTER (Limit or better)

Responses: Cue-bid = Only forcing

INT OVERCALL (2nd/4th Live, Responses, Reopening)

15-18, Responses as for opening INT

REOP: 11-15, Responses as for opening INT

JUMP OVERCALLS (Style, Responses, Unusual NT)

1♠-2♦ = WEAK

1-2 Major = WEAK

1-3 Major+Minor = WEAK

DIRECT AND JUMP CUE BIDS (Style, Responses, Reopen)

MICHAEL's CUE with highest suit

4th Pos. = any 5-5

Jump-CUE asks for stopper

VS. NT:

X = PEN; 2♠ = both Majors; 2♦ = any one-suiter

2♥/♠ = ♥/♠ + minor; 2 NT = any two-suiter, 3♣, ♦ = weak

VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

T/O x thru 4♥, 2NT RESP = 8+ or FG

T/O x thru 3♠ = 3♦ strong take out

T/O x thru 3♦ = 4♣ strong take out

Vs 2♦ MULTI: x = T/O 12-15 or 16+; 2 NT = 15-18

VS. ARTIFICIAL STRONG OPENINGS (only 1♣)

X = Ms; 1♥/♥ = Transfer; 1♠ = MINORS

1NT = ♠; 2♣ = ♦; 2♦, ♥ + ♠ = Weak

2NT = any two-suiter

OVER OPPONENTS' TAKEOUT DOUBLE

xx = 10+, PEN-orientated

Preempt raises; 2NT = strong limit bid with HCP

New suit jump = SPLINTER (limit or better)

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 rd / 5 th	3 rd / 5 th
NT	4 th or ATT or 2 nd	3 rd / 5 th
Subseq	3 rd / 5 th or ATT or 2 nd	3 rd / 5 th or ATT or 2 nd
Other: A vs NT asks UB or CT		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), A(+)	AKB(+), AQBx(+)
King	K, AK, Kx, KQ(+)	KD(+)
Queen	Q, Qx, QJ(+)	QJ(+)
Jack	J, Jx, J10(+)	J10(+)
10	10, 109(+), 10x, KJ10(+)	109(+), AJ10(+), KJ10(+)
9	9, 9x, K109(+), D109(+)	9x(x), A/K/Q109(+)
Hi-x	Xx, xXXx, HxXx, xXXx	xXXx(+), XxX
Lo-x	XxX, HxX,	H/10xX(+)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi=DISCRG	Hi/lo=O	Pos./Neg., Lav.
	2 Hi/lo=O	S/P	
	3		
NT	1 Hi=DISCRG	Smith-Peter	Pos./Neg., Lav.
	2 Hi/lo=O	S/P	
	3		

Signals (including Trumps):

Vs NT = HIGH on 1st suit by declarer encourage lead

(Smith-Peter)

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

Promise 3 of other Major or 3-3 Majors 12-15 or 16+ any

Responses: CUE = F (11+), Lebensohl-Variations

Reopen : May be lighter, 8-15 or 16+ any

SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Vs Cuebid in Partner's opening or overcall-suit:

Double = no top (pass = one top or length), negative-double

cooperative-double, response-double, Lightner's double

ONE-TRICK-DOUBLE vs Slam when Sacrifice-bid is possible

SOS-redouble, informative redouble

International Convention Card

♠ ♥ © DBV e.V. ♦ ♣

Category: **BLUE**NCBO: **GERMANY** EVENT: **Senioren 2017/2018**8PLAYER **Hans FRERICHs****Ulrich WENNING****SYSTEM SUMMARY**

GENERAL APPROACH AND STYLE

PRECISION CLUB, natural responses

5-card Majors, 1♠ can be 0 cards

1NT Opening: 15-17 BAL (444H or 543H poss.)

2♠/♦ over 1♥/♠: Responses forcing to 2NT

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♦ = 10-16-, can be 0 cards

2♦ = Weak with both Majors (at least 5-4)

2♥ = Weak Two with 6 (5) ♥

2♠ = Weak Two with 6 (5) ♠

2NT = Weak with 5♣ and 5♦

3NT = Weak with solid Minor

4♠/♦ = Solid ♥/♠ with or without one side-trick (A)

Direct Cuebid = MICHAEL's CUE with highest suit; at least 5-5 with variable strength (5+ to very strong hands)

SPECIAL FORCING PASS SEQUENCES

After INT-X-2/♥/♥

1♣-Opening - overcalls thru 1♠

After constructively bid to game VUL against NVUL

IMPORTANT NOTES THAT DONT FIT ELSEWHERE

Vs Cuebid in Partners Opening or Overcall-Suit: Double =

No Top; Pass = 1 Top or xxx(x)

PSYCHICS: rare

3rd hand opening may be weaker and/or less distribution NVUL

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♠	X	0	4♠	16+, any distribution (17+ NT V) Maybe less if highly distributional	1♠ = 0-7 or 14+ 1♥/♠/2♠/♦ = 8+HCP, 5+cards 2♥ = 2-4 HCP, 6-card 2♠ = 2-4 HCP, 6-card 2 NT = solid 6-card minor suit	1♥ = 5+♥ or strong NT (20-23) or strong 2-suiters (any) 1M ; 1NT = control ask, 2M = trump ask, subsequent ask Jump after pos. Response in new suit ask for Tops and Aces	1NT = natural
1 ♦	X	0	4♠	10-16-	1Major maybe 3 cards (rare); 2♦ = 11-15 1NT = 7-11-; 2♥ = 5♠+4♥ w / 2♠ = 4-7 with 6-cards	After 1♦ - 1♥/♠ - 1 NT: 2♠ = any INV; 2♦ = GF After 1♦ - 1♥ - 1♠: 2♠ = any INV; 2♦ = GF	
1 ♥		5	4♠	10-16-	1NT = 7-11-, 4♠ possible; 2NT = Game-Fit-Bid; Bergen-raises (3♠ = INV with 4♥ / 3♦ = INV with 3♥); 3♥ = weak; 3♠ / 4♠ / ♦ = Splinter	TRIAL BIDS (direct suit = losers, help needed; 2 NT = general strength)	After X: 2NT = strong limit bid
1 ♠		5	4♥	10-16-	1NT = 7-11-; 2NT = Game-Fit-Bid, Bergen-raises (3♠ = INV with 4♠ / 3♦ = INV with 3♠); 3♠ = weak; 3♥ / 4♠ / ♦ = Splinter	TRIAL BIDS (direct suit = losers, help needed; 2 NT = general strength)	After X: 2NT = strong limit bid
1 NT			3♠	15-17 BAL, 444H or 543H possible 5M or 6m possible (rare)	2♠ asks 4Major (non forcing); 2♦/♥/♠/NT = Transfer; 3♠ = both minors weak; 3♦ = both minors strong		
2 ♠		5	4♠	10-16-, 6+cards or 5+♠ + 4M	2♠ = (R); 2M = NF; 2NT = INV		
2 ♦	X	0	4♠	3-10 HCP, BOTH MAYORS (at least 4-4)	2NT = Inquire		Over X: PASS = 5+♦
2 ♥		5	4♠	3-10 HCP, 6 (5) ♥	2NT = Inquire		
2 ♠		5		3-10 HCP, 6 (5) ♠	2NT = Inquire		
2 NT	X			3-10 HCP, BOTH MINORS (at least 5-5)	3♠/♦ = to play; 3♥ = Inquire	After 3♥: 3♠ = MIN, 3NT = MAX,	
3 ♠		6		5-10	3M nat F1		
3 ♦		6		5-10	3M nat F1		
3 ♥		6		5-10	3♠ nat F1		
3 ♠		6		5-10	4m nat F		
3 NT	X			Solid m without 2 STOPS		HIGH LEVEL BIDDING	
4 ♠/♦	X	0		Solid ♥/♠ with/without side-Ace	4♦/♥ = ask for side trick	RKBC (5 Aces): 1. Step = 1 or 4, 2. Step 0 or 3, 3. Step 2 without Trump Queen; Trump Queen+placed Kings	
4 ♦	X	0		Solid ♠ with/without side-Ace	4♥ = ask for side trick	Asking bid for the Queen of trumps and for placed Kings	