## **DEFENSIVE AND COMPETITIVE BIDDING**

OVERCALLS (Style; Responses; 1/2 Level; Reopening) 1 level: 8-18 2 level: 10-18 Responses: cuebid after major: at least inv. 1NT OVERCALL (2nd/4th Live, Responses, Reopening) 2<sup>nd</sup> hand: 15-18 4th hand: 11-14 Responses: stayman, jacoby-transfers (same as after 1NT Opening) JUMP OVERCALLS (Style, Responses, Unusual NT) Weak, 6+ cards DIRECT AND JUMP CUE BIDS (Style, Responses, Reopen) Direct cue after 1♥/♠: Michels, 2NT both lowest 1♣/1♦ - 2♦: ♥ and ♠ Jump cue: asks for stopper, strong VS. NT (vs. Strong / Weak, Reopening, PH) 2♣: ♥+♠; 2♦: ♥ or ♠; 2♥/♠: 5♥/♠+4m X against strong NT: 5+crd m/4 crd M X against weak NT: good 14+ VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids) (Non) Leaping Michaels VS. ARTIFICIAL STRONG 1♣ OPENING 1♣ - X = ♣, 1♦/♥/♠/ nat., 1NT = 5+crd m/4 crd M 2 level same as vs. 1 NT OVER OPPONENTS' TAKEOUT DOUBLE XX: 10+ HCP

## **LEADS AND SIGNALS**

**OPENING LEADS STYLE** 

		Lead		In Partner's Suit							
Suit	2.	/4.		3./5.							
NT	at	titude		3./5.							
Subseq		/4. ; attitude		2./4. ; attitude							
Other: highest from sequence/											
LEADS											
Lead		Vs. Suit		Vs. NT							
Ace		x ; <b>A</b> Kx		<b>A</b> Kx <b>x</b>							
King		K, KQxx		KQxx; AKJ10x							
Queen	Q	J ; <b>Q</b> x		<b>KD</b> 10 9, <b>D</b> B10, <b>D</b> B9,							
Jack		Γ; <b>J</b> x; K <b>J</b> 10		Jx ; JT9							
10	10	<b>0</b> 9x ; <b>10</b> x		109xx, 10x							
9	9:	<b>c</b> , 9 <b>8</b>		9 <sub>X</sub>							
Hi-x	X)	<b>c</b> X		xxx							
Lo-x	x	(		<b>x</b> x ; <b>xx</b> xx							
SIGNAL	S II	N ORDER OF F	PRIOR	RITY							
		Partner's Lead	Declar	er's Lead	Discarding						
	1	Attitude	Attitude I		Low-high						
Suit	2	2 Count C		t							
	3	3 La		thal							
	1	Attitude	Smith	Smith							
NT	2	Count	Count	t							
	3		Lavint	thal							
Signals (	(inc	luding Trumps)	:								
UDCA: I	ow	= encouraging	= ever	n							
DOUBLES											
TAKEOL	JT [	OOUBLES (Sty	le, Re	sponses,	Reopening)						
Respons	ses	: limit bids			-						
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES											
Optional-Double; penalty-double; reopening-double;											
takeout-double ; support-(re-)double; lead-double											
		dbl shows 4♥	-								

## International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: Green

NCBO: **GERMANY** EVENT: 2020

PLAYERS: Buchlev, Nedju

Schilhart, Norbert

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card major,
Light opening bids in 3 <sup>rd</sup> hand possible
1NT Opening: 15 – 17 Pts, 5card M regular
2 over 1 Responses: R1
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2 ♦ = Multi (weak M; SF m)
2 ♥ = 5 ♥ + m, 5-10
2 ♠ = 5 ♠ + m, 5-10
SPECIAL FORCING PASS SEQUENCES
Dopi-Ropi
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: rare

OP EN IN G	TIC K IF ART	MIN No. OF C	NEG X THR U			SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 🍁		3	4H	11HCP	Inv. Minors, 2•/2•/2• = 6+cards 4-7hcp, 2NT: 10-12	1♣-(1NT)-2♣= both M Inv. Minors forcing to 3♣ or 2NT	
1 •		3	4H	11 HCP	Inv. Minors, 2♥/2♠= 6+ cards 4-7hcp, 2NT:10-12, 3♠: 7-9 hcp 6+♣	1 ◆-(1NT)-2♣= both M Inv. Minors forcing to 3♦ or 2NT	
1 ♥		5	4H	11 HCP	2NT=support GF 15+, 3NT= support 12-14; 2♠= weak jump, 3♣/♦/♠= minisplinter 6-9hcp; 3♥= invit; 3♠,4♣/4♦= maxisplinter 10-14hcp, 4♠,5♣/5♦=exclusion-Blackwood	After 2NT 3♣/◆/♠= singl.; 3NT=17+; 4♣/◆= 5422 1♥-2♣/◆-2NT=11-13	3rd/4th hand Drury
1 ♠		5	4D	11 HCP		After 2NT 3♣/◆/♥= singl.; 3NT=17+; 4♣/◆= 5422 1♠-2♣/◆- 2NT=11-13; 1♠-2♥-3♥=11-13	3rd/4th hand Drury
1 NT				15-17, can be semibal. 5 card M regular	NF Stayman, 2♦/♥/♠/NT = Transfer, 3♣= both m weak, 3♦ = both M at least invit, 3♥/♠=single or void with 3 cards other M, Texas Transfers	Smolen, After opponents bidding: 4 m Blackwood, Texas Transfers	
2 🍁	x	0		SF ♥/♠, NT 23+/25, any GF	2♦ = 4+hcp gf; 2♥= 0-3 hcp		
2 🔸	x	0		Weak-two 6 card <b>∀</b> /♠, SF ♣/ <b>♦</b>	2♥/2♠/3♥/3♠= pass or correct,2NT= forc.relay 4♣: asks for transfer, 4♦: bid your major	2•- 2NT: (3♣/♦=min ♥/♠ , 3♥/♠=max ♠/♥	
2 ♥	x	5		5 <b>v</b> + 4+m, 5-10 pts		2♥-2NT: 3♣/♦=min ♣/♦, 3♥/♠=max ♣/♦, 2♥-2NT-3m-3♥= Slam	
2 ♠	х	5		5 <u>+</u> 4+m, 5-10 pts	2NT=asks, 3♣= nonforc., 3♠ = not inv. 3♦= inv. to 4♠	2 <b>-</b> 2NT: 3 <b>-</b> /•=min <b>-</b> /•, 3 <b>-</b> /•=max <b>-</b> /•, 2 <b>-</b> 2NT-3m-3 <b>-</b> Slam	
2 NT				20-22 / 5 card M possible	3♣= Puppet stayman, 3♦/♥= transfer; 3♠=	2NT-3♣-3♦-4♣=both M Slam (4♦=both M Game) 2NT-3♣-3xy-4♥=♣ / 4♠=♦	
3 ♣		6+		Weak	4♦ : ace asking, new suit invit.		
3 ♦		6+		Weak	4♣: ace asking, new suit invit.		
3 ♥		6+		Weak	3♠= nat + invit. 4♣/♦ = cue		
3 ♠		6+		Weak	new suit = cue		
3 NT	x			Gambling in ♣ or ♦, 4th hand to play	4♣: pass or correct, 4♦: ask shortness (4♥/♠= single, 4NT no single, 5♣/♦ = suit and m single).	HIGH LEVEL BIDDI	NG
4 🍁		7+		Nat			
4 ♦		7+		Nat		Slam Bidding: RKCB, (30,41,2,2+Q), SCAN, Splinte	er, exclusion-Blackwood,
4 ♥		7+		weak		Dopi-Ropi, 4♣/♦ Blackwood in the minorsuits	
4 ♠		7+		weak			