

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Variable, new suit by partner nonforcing
cuebid by Partner of the overcaller often shows 3 card support
Jump-cuebid shows 4-card-support
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2 <sup>nd</sup> 15 – 18 HCP, Stayman, Transfer if RHO passed
4 th 10 – 14 HCP, Stayman, Transfer if RHO passed
JUMP OVERCALLS (Style, Responses, Unusual NT)
6(7)card-suit , 10 – 13 HCP
Unusual NT for the lowest unbid suits (5/5 at least)
DIRECT AND JUMP CUE BIDS (Style, Respones, Reopen)
Direct cuebids = 2 suits incl. the highest unbid suit (5/5 at least)
Jump cuebids in a major = a long solid minor,
Jump cuebids in a minor = natural,6(7) cards,9 – 14 HCP
VS. NT (vs. Strong / Weak, Reopening, PH)
Crowhurst = 2 Cl = any 6(5) card suit,
2 D = majors (4/4), 2 H = Hearts and a minor (5/4)
2 Sp = Spades and a minor (5/4)
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Optional double
VS. ARTIFICIAL STRONG OPENINGS
<b>Ag. strong 1 Cl:</b> double for majors, 1 NT for minors (at least 5 / 4), 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	AKx	AKxx	
King	KQx, KQJx, AK, KQ10	KQ10xx, AKJ10	
Queen	QJx, QJ9,	QJ9xx, KQ109	
Jack	J10x, KJ10x,	J109x, KJ10x, QJ98	
10	109x, K109, Q109	A109x, K109x,1098x	
9		987xx	
Hi-x	xx	xx, xxx	
Lo-x	Xxx, <b>xxxxx High or 5th</b>	xxxxx (small or 2 <sup>nd</sup> h)	
SIGNALS IN ORDER OF PRIORITY or 1st			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 low =	low = even	low = pos
	2 positive /even		or even
	3		
NT	1 low =	low = even	
	2 pos. or even		
	3		
Signals (including Trumps): low = even			
Lavinthal			
<b>DOUBLES</b>			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Takeout doubles mainly for unbid majors			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Responsive double thru 3 Spades			
Competitive doubles thru 3 Spades			
PSYCHICS: nearly never			

## International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: \_\_\_\_\_

NCBO: Germany EVENT: Seniors

PLAYERS: Ulrich Kratz

Bernhard Sträter

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE <b>Acol</b>
Long suit first, 4-card-majors ( with 4 4 3 2 and one major and one minor 4-card suit we usually open the major suit, if the major is not very weak)
1NT Opening: 15 – 17 (5card-major possible)
2 over 1 Responses: forcing for one round
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2 Cl = Semiforcing / Gameforcing
2 D = multi = weak two in a major or balanced 20/21 HCP
2 H = 5/5 with hearts and any other suit, 4 – 9 HCP Non-vuln. ag. vuln. the 2 <sup>nd</sup> suit can be 4 cards
2 Sp = 5/5 with Spades and a minor, 4 – 9 HCP Non-vuln. ag. vuln. the 2 <sup>nd</sup> suit can be 4 cards
2 NT = 5/5 with both minors, 4 – 11 HCP
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: nearly never

opening	TICK IF ART	Min No of Cards	Neg X Thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	3Sp	11 – 20 HCP	Inverted minor except after 1 NT by RHO, 2 Hearts = 5 Spades / 4 Hearts, 5 – 9 HCP	New suit shows values, cuebids with first round-controls	
1 D		4	3 Sp	11 – 20 HCP	Inverted minor except after 1 NT by RHO 2 Hearts = 5 Spades / 4 Hearts, 5 – 9 HCP	New suit shows values, cuebids with first round-controls	
1 ♥		4	3 Sp	11 – 20 HCP	2 NT = support with 7 or less losers	3 Cl = 8 loser, 3 D = 7 loser, 3 H, Sp, NT = 6,5,4 loser; then a relay asks for a singleton. Cuebids = first round control	
1 ♠		4	3 H	11 – 20 HCP	2 NT = support with 7 or less losers	3 Cl = 8 loser, 3 D = 7 loser, 3 H, Sp, NT = 6,5,4 loser; then a relay asks for a singleton. Cuebids = first round-control	
1 NT				15 – 17 HCP	Transfer, 2Sp = Clubs, 2 NT = Diamonds 3 Diam. = 5/5 in majors, invit or strong	Next step after 2 Sp or 2NT: shows good support (Axx, Kxx, QJx)	
				5card major, 6card minor, singleton honor possible,	<b>2 Cl does not promise a 4 card major</b>		
2 Cl	X	0		Partieforcing or Semiforcing	2 D = negative, 2H = 3 Controls / any distribution, 3 NT = AKQJx in any suit other bids natural	2 Cl – 2 D – 2 H = natural or 25 HCP, balanced, then 2 Spades relay	
						Puppet-Stayman over strong 2 NT	
2 ♦	X	0		Multi = weak two in a major or 20/ 21 balanced	2 NT = positiv, 3 Hearts for either major	3 Cl = Minimum / Hearts, 3 D = Minimum / Spades, 3 Hearts = Maximum / Spades, 3 Sp = Maximum / Hearts	
2 ♥		5		5/5 with hearts and 2. suit 4 – 9 HCP	Raise = weak, 2 Sp = weak relay, 2 NT = strong relay	2H – 2NT – 3Cl/D – 3H = invitational	
2 ♠		5		5/5 with Spades / Minor 4 – 9 HCP	Raise = weak, 3Cl = weak relay, 2NT = strong relay	2Sp – 2NT – 3any – 3Sp = invitational	
2 NT	X			5/5 in the minors 4 – 11 HCP	3 Cl / D = sign off, 3 Hearts = strong relay, 3 SP= nonforcing	After 3 Hearts 3 SP = Minimum, 3 NT= Maximum; then 4Cl asks for short suit ( 4D = short H, 4H = short Sp )	
3 Cl		6					
3 ♦		6					
3 ♥		7 (6)					
3 ♠		7 (6)					
3 NT				Solid minor, no other A,K	4 D asks for a singleton, then 4 H/Sp = Singleton, 4 NT = singleton in a minor, 5 Cl / D = no Singleton	<b>HIGH LEVEL BIDDING</b>	
4 Cl	x			8/9 tricks in Hearts		Cuebids, RKCB (1/4, 3/0), Gerber after NT-bids, 4 Clubs / Diam = RKCB if not competitive	
4 ♦	x			8/9 tricks in Spades			

