

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive 1-level, 4card suit poss.; sound 2-level; could be weaker with passed partner;
CUE bid RESP: Fit at least INV; JUMP CUE: Mixed Raise
New suit= NF at 2-level, F1 1/3-level
Jump RAISE= PRE, simple RAISE= constructive, NT RESP= NF
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2nd: 15-18 HCP, BAL; RESP: like 1NT opening
4th: 10-14 HCP, BAL, STOPPER opener's suit; RESP: like 1NT opening; TRF into openers suit shows shortage, asks for good STOPPER, at least INV; accepting TRF shows exactly the Ace;
After 1x P P 1NT DBL: NAT, RDBL= STRONG
JUMP OVERCALLS (Style, Responses, Unusual NT)
1-suit: WK, Resp: 2NT F1 ask for Min/Max
2-suit: GHESTEM, see below
REOPEN: suit= Intermediate, 2NT= 19-20 HCP BAL
DIRECT AND JUMP CUE BIDS (Style, Resp, Reopen)
GHESTEM (WK or STR):
(1m)- 2m: S + om; (1m) - 3m: S + H; (1m) - 2NT:H + om;
(1M) - 2M: oM + C; (1M) - 3C: oM + D; (1M) - 2NT: both ms
RESP: [4]
VS. NT (vs. Strong / Weak, Reopening, PH)
2C: Ms; 2D: 1-suiter in H/S; 2H/ S: H/ S + m, 5-4
after 2C: 2D ask for better M;
after 2D: 2H= relay NF; 2S= INV for H; 2NT: ASKS for MIN/MAX
after 2H/S: 2NT= ASK -> 3m= MIN, with m, 3H/S= MAX with C/D;
3C= ASK for m, NF
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
DBL: T/O; 2NT: 15-18 HCP, BAL, CUE: asks for STOPPER,
leaping MICHAELS: 2M- 4m= 5-5 in m + oM;
non-leaping MICHAELS: 3m -4m: both Ms, 3M- 4m: 5-5 with m + oM); 3M - 4M: both ms, 4NT: 2-suiter, WK
VS. ARTIFICIAL STRONG OPENINGS
DBL= C; 1NT= ms, 2C= Ms, 2D= M one suiter, 2H/S= H/ S + m
After 1C p 1D: DBL= both Ms, 1NT= both ms, 2H/S: H/ S + m
OVER OPPONENTS' TAKEOUT DOUBLE
New suit= NF at 2-level, F1 at 1/3 level; 1M DBL 2M= WK raise,
1M DBL 3M= PRE, 1M DBL 4M= PRE, 1M DBL 2NT= at least
INV; 1m DBL 2NT= 0-5, FIT
RDBL= 9+ HCP denies FIT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd/4th	2nd/4th	
NT	2nd/4th	2nd/4th	
Subseq	2nd/4th	2nd/4th	
Other: A/Q asks for Attitude, K for count			
Small from xx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), A(+), AKJ10(+)	AKx(+), A(+)	
King	AKQ(+), AK(+), KQJ(x), KQx(+), KQ	AKJ10(+), KQJ(+), KQ	
Queen	KQ10(+), KQx(+), QJ, QJx(+)	KQ109(+), KQx(+), QJ(+)	
Jack	KJ10(+), J10x(+), J10, Jx	(A/K)J10x(+), J10x(+), J10, Jx	
10	H109+, 109+, 10x	H109+, 109+, 10x	
9	H9x	H9x	
Hi-x	HSx, xSx	HSx, xSxx	
Lo-x	xS, xxxS, HxxS(+), xxxSx(+)	xS, xxxS, HxxS(+), xxxSx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Lo= ENC	Lo= EVEN	Lo= ENC
	2 Hi/Lo= Odd		
	3 Suit preference		
NT	1 Lo= ENC	Lo= EVEN	Lo= ENC
	2 Hi/Lo= Odd		
	3 Suit preference		
Signals (including Trumps):			
Smith-Peter (Hi= ENC), suit preference in trump suit			
A/Q asks for Attitude, K asks for count or unblock			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
T/O DBL: may be light with (10HCP) with classic shape, emphasises Ms			
RESP: JUMP= 8-10 HCP, CUE bid= 11+ HCP			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Most low level DBLs are take out; 1C- (1D) - DBL= 4-4 in Ms,			
1m -(1H) - DBL= no 4S; 1m - (1S)- DBL= suggests 4H;			
NEG DBL then new suit= GF; Support DBL/RDBL up to 2 in M,			
Game try DBL, RESPONSIVE DBL, COMPETITIVE DBL,			
Lightner DBL			

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: GREEN

NCBO: Germany EVENT: Venice Cup 2007

PLAYERS: Pony Nehmert

Barbara Hackett

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
4card M, NATURAL
1NT Opening: 15-17 HCP, BAL, (5card M, 6card m poss.)
2 over 1 Responses: F1
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2C: SF in M or any GF or NT >= 25HCP
2D: both M <= 10HCP or NT 23-24 HCP
2H/S: WEAK, 5-10 HCP, 5+ cards
3NT Gambling: 7 solid m, no outside K or A
4C/D: NAMYATS
GHESTEM
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: rare

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 C		4	3S	10+ HCP, 4card suit	WALSH (1H/S may have longer D); WJS; INV minors (also after DBL) -> [1]; 2NT= 0-5, FIT; SPL; 4m: RKCB; 4M to play	1C-1D-1M: UNBAL; 1C-1any-1NT -> 2-way checkback [2] MSP; after 1C/D-1D/H- 2S= SF with m or MSP in S or SPL in S -> 2NT ASK after WJS in H/S: 2S/NT= ASK for SI; 2NT/3C= ASK for MIN/MAX (RESP: 3C/D= MIN + bad suit, 3D/H= MIN + good suit, 3H/S= MAX + bad suit, 3S/NT= MAX + good suit);	
1 D		4	3S	10+ HCP, 4card suit	see 1C	see 1C	
1 H		4	3S	10+ HCP, 4card suit	2S: WJS; 2NT: FG, distr. ASKING; MSP; 3S: SPL; 3NT: VOID in S; 4C/D: VOID	after 2NT: 3C/D/oM= SI; 3M= MAX; 3NT=12-14 HCP; 4C/D= 2nd suit (2 Tops); 4M= MIN after 1M-2m-2NT-3M: 3card M support, distr. ASK [3]; 1M- 2m- 3m= GF, 5-4 H+m serious NT, LST	
1 S		4	3H	10+ HCP, 4card suit	see 1H except 1S - 3NT: VOID in H	see 1H	
1 NT				15-17 HCP, BAL, 5card M or 6card m possible	2C: Stayman; 2D/H: TRF; 2S: G/T or m (WK or STR); 2NT: ms; 3C/D: INV, bad 6card suit; 3H/S: SLAM try; 4C: Gerber; 4H/S: to play	after 2C-2H-2S: SLAM try with H; after 2C-2S-3H: SLAM try with S; after TRF: break w/ 4M; after 2S: 2NT= Min --> 3C/D= WK, 3H/S= FG with C/D; 3C= Max --> pass/3D= WK, 3H/S= FG with C/D; after 2NT: better m --> 3H/S= SI and F after 1NT- DBL- 2C= NAT or rescue; -> [5]	
2 C	✓			SF in M or any GF or NT >= 25HCP	2D: less than 3 CTRL; 2H/S: 5-card suit with 2 tops; 2NT: >= 3CTRL, no good 5-card suit; 3H/S: good 6-card suit -> ASK for CUE	2C-2D-2NT= 25-26HCP, BAL; after 2C- 2D- 2H: ASK for 2S relay; 2C- 2D- 2H- 2S- 2NT= 27-28 HCP, BAL; after 2C- 2NT- 3C= puppet stayman; 3D/H/S NAT F	
2 D	✓			Ms, at least 4-4, <= 10HCP or NT 23-24 HCP, BAL	2NT: distr. ASK, INV+; 3C to play; 3D: ASK for M; 4C/D: RKCB for H/S	after 2D-2/3any: lowest NT bid shows NT 23-24; after 2D-2NT: 3C/D= longer H/S, 3H= 4-4 MIN, 3S= 5-5 MIN; 3NT= 4-4 MAX; 4C/D= 5-5, SI C/D, MAX; 4H= 5-6; 4S= 6-5; after 2D DBL: PASS= 5card D; RDBL= ASK for M; any other bid= system on	
2 H		5		WK, 5+ H, <= 10HCP	2S: ASK for SI; 2NT ASK for MIN/MAX; new suit at 3-level: F1; SPL; 3NT to play	after 2H- 2S: 2NT= SI S; 3C/D: SI C/D; after 2H- 2NT: 3C= MIN, bad suit; 3D= MIN, good suit; 3H= MAX, bad suit; 3S= MAX, good suit	
2 S		5		WK, 5+ S, <= 10HCP	2NT: ASK for SI; 3C: ASK for MIN/MAX; new suit at 3-level: F1; SPL; 3NT to play	after 2S- 2NT: 3any = SI; after 2S- 3C: 3D= MIN, bad suit; 3H= MIN, good suit; 3S= MAX, bad suit; 3NT= MAX, good suit;	
2 NT				20-22 HCP, BAL, 5M poss.	3C: Puppet Stayman; 3D/ H: TRF; 3S: ms, at least 4-4 -> [6]; 4C/D: RKCB with fit	after 3C: 3D= no 5card M, promises at least one 4card M; 3H= no 4 or 5card M; 3S/NT= 5S/H; after 3C-3D: 3H/S= 4S/H, 4C= both Ms, 4-4, SLAM try, 4D= both Ms, 4-4 after 3D/ H: 3H/S= shows exactly doubleton	
3 any		6		PRE	New suit: F	After 3C/D/H/S DBL new suit= NF	
3 NT	✓			SOL m w/o outside values	4D: ASK for SI	HIGH LEVEL BIDDING	
4 C	✓	7		SOL 7-card H suit w outside Ace or SOL 8-card H suit	4D: ASK for CTRL	Mixed CUE, RKCB (14-30), SPL, serious NT, exclusion RKCB, DOPI-ROPI,	
4 D	✓	7		SOL 7-card S suit w outside Ace or SOL 8-card S suit	4H: ASK for CTRL	DEPO-REPO (DBL= EVEN, PASS= ODD), Josephine	
4 H		7		7(+) H			
4 S		7		7(+) S			

Pony Nehmert - Barbara Hackett, Germany

Note...1: after INVERTED minors

2/3 om - 18+ HCP, BAL
2♥ - STOPPER in H, doesn't deny stopper in S, unbalanced
2♠ - STOPPER in S, denies stopper in H
2NT - STOPPER in both Ms, MIN
 → 3m - ASK for CUE

3♣ - MIN
3♦ - SPL
3♥ - SPL
3♠ - SPL
3NT - STOPPER in both Ms, MAX

Note...2: after 1NT rebid of opener -> 2-way checkback:

2♣ - TRF to 2♦, INV or to play in 2♦
2♦ - GF, distr. ASK
3♣ - to play

1♣ - 1♦ - 1NT - 2M = 5♦-4M with Slam interest (otherwise use 2♦ checkback)

1m - 1M - 1NT - 2♣ - 2♦ - 2M= INV with 4M
2NT= INV with 5M

Note...3: after 1M - 2m - 2NT - 3M -> distributional ASKING

after 1H - 2m - 2NT - 3♥

3S - 4-4 in S+H
3NT - 4H
4♣/♦ - CUE, 5card H, MAX
4♥ - 5card H, MIN

after 1S - 2m - 2NT - 3S

3NT - 4S
4♣/♦/♥ - CUE, 5card S, MAX
4S - 5card S, MIN

Note...4: after GHESTEM

2-level - NF
2NT - ASK for 3♣
 → Pass to play
 → 3 in partner's suit to play
 → CUE in opener's bid, shows F in partner's lower suit
CUE in opener's M - F with partner's M or higher ranking suit
3-level - constructive
3NT - to play