

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
6 – 16 natural- possible 4 card suit
New Suit F1
Jumpshift = fit and good suit after pass, else Inv.
Direct jump raise = Inv on min / wk on Maj.
Jump cue-bid = 4 card fit and good hand
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
In 2 nd strong, balanced or semi-balanced
Responses: after minor opening- stayman, transfers
After Maj Nat
In 4 th : 10 – 13 Responses same as above
JUMP OVERCALLS (Style, Responses, Unusual NT)
weak
Reopen natural 2nt = 1nt opening 17-19
DIRECT AND JUMP CUE BIDS (Style, Responses, Reopen)
1 m – 2♦ = majors 1M – 2M other M + 1min
Impossible trsft asks for stopper
Reopening cue= 2suiter
VS. NT (vs. Strong / Weak, Reopening, PH)
multilandy
X vs WK = 14+
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Takeout X natural cuebid = asks for stopper, may be
Minors
Leaping michaels
VS. ARTIFICIAL STRONG OPENINGS
1♣ strong: Red : double = both majors 1nt = both minors
Other Natural
Green : Nat or the 2 upper suits(at all levels)
Double = ♣ or ♦+♥ / 1NT = ♠+♦ or ♥+♣
OVER OPPONENTS' TAKEOUT DOUBLE
New suit F1 (trsft) 1 over 1 , 2 over 1 (Trsft) nf

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd – 5th	3rd – 5th	
NT	4th best	3rd – 5th	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQx	KQJx, KQ10x	
Queen	QJx	QJ10x or KQx	
Jack	J10x or HonorJ10x	J10x or Honor J10x	
10	10 9 x or Honor 109	10 9 x or Honor 109	
9	9x	9xx or Honor 98x	
Hi-x	even number	Bad suit	
Lo-x	odd number	4 th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 low enc	high=odd	Small enc
	2 count	Suit pref.	count
	3 Suit pref		
NT	1 low = encour.	high=odd	Small enc
	2 count	Suit pref	Small=even
	3 Suit pref		
Signals (including Trumps): UDCA,			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
3 suiter or 16+ HCP any distribution			
Responses natural – only cuebid F			
Reopening either 3 suiter or 14+HCP			
Suit at lowest level ambiguous			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
1minor 1♥ x = 4+ cards in ♠			
1♠ = trsft for 1NT			
1♥/♠ double 2♥/♠ double is a preference for minors			
Openers X show either 3 cards in partners M			
or a strong hand			

International-Convention-Card



Category: _____

NCBO: Switzerland

EVENT: _____

PLAYERS: Massimo Goretti

Chris Catzeffis

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NATURAL, 5♠, 4♦/♥

1♠ could be 4 cards in 3rd & 4th

2♣ = both Maj WK, min 5/4

2♦ = GF (except on the answer of 2H)

2♥/♠ = 6 (5) cards ♥/♠ WK

1NT Opening: (14+)15 – 17(18-) balanced or semi-balanced

2 over 1 Responses: Game Forcing Kickback

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ Roudi

2♣ drury (10-11)

3NT: solid minor no outside A 7cds AKQ

SPECIAL FORCING PASS SEQUENCES

Dopi/ropi

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Frequent light opening in 3rd seat according to vulnerability.

In 3rd seat, preempts are often weak

PSYCHICS: rarely

OPENING	TICK IF A RT	MIN No.OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♠		3	4♥	Nat 11 – 22HCP	2♣ Inv, ; 2♦/2♥ = trsf WK // 2♠ = 6-8♠ // 3♠ = WK 1♠ 1Maj does not exclude long ♦ (Walsh)	1♠ -1♦ – 1NT with or without Maj when hand balanced 1♠ – 1♥/♠ – 2♠ – 2♦ = relay forcing / 2♥♠ = WK 1♠ – 1♥/♠ – 2♥/♠ – 2♠/NT = Relay (2NT/3♠ = 4♥/♠ + singl)	Inverted Truscott Jumps with fit
						1♠ 1♦/♥ X/1♥ (trsf) 1♠ (trsf for 1NT) & 2♣♥♥ Trsf, 3♣ WK 1♠ X XX/1/2♦♥♠ Trsf / 1NT = Nat	
1 ♦		3		Nat 11 – 22 HCP	2♣ INV ♠ or ♦ 2♦/2♥ = trsf WK ; 2♠= Inv ♠/♦ // 3♣/♦ = WK	1♦ X XX/1/2♦♥♠ Trsf / 1NT = Nat / 3♦ WK // 1♦ 1♥ 1♠ (trsf for 1NT) & 2♣ = Nat / 2♦♥♠ Trsf, / 3♣/♦ = WK	
1 ♥		5(4)	4♦	Nat 11 – 22 HCP	2♣ = Nat or fit 9-11 // 2♦ = Nat // 2♥ = 4-6 1NT NF / 2NT GF + fit 4 cards / 3NT Sign off 2♠ / 3♣/♦ = 8-10 splinter 4 cards // 3♥ PRE // 2NT 3♣ = single unknown (3♦ = relay) 3♥/SA = min/max	1♥/♠ – 2x – 2♥/♠(WK) – 3♥/♠ : FORCING! 3♠/NT = WK 1♥ 1♠/NT 2NT = 5/4 18-19 or 6♥+ -> 3♣ = Relay 3♣/♦ = 5/5 / 3NT = 18-19 5/3/3/2	Jump = fit natural ,
1 ♠		5(4)	4♥	Nat 11 – 22HCP	Same as above	Same	See above
					1NT = NF / 2NT GF + fit 4 cards 3NT Sign off	1♠ 1NT 2♣ 2♥ (4+ cards NF) 1♠ 1NT 2♣ 2♦ = F, relay (4♥ possible)	Jump in new suit is 5 cards + 4 cards in opening suit after pass
1 NT				15 – 17 balanced or	2♣ =stayman (2♦/♥ = no Ma j/ 4♥, maybe 4♠) // 2♠ =Trsf ♠ or ♦ // 2NT = Nat, NF // 3♠ = Both min (3♦ = ask for singleton) // 3♦ = Both Maj	SMOLEN (4♠ = 6♥ + 4♠ / 4♦ = 6♠ + 4♥) 2♠ - 3♠ = pass or correct 3♦ = relay (3♥ = ♠ // 3♠ = ♦) // 2♦- 3♠ = stayman for min (3♦ = 5 cards min / 3♥ = 4♠ / ...)	Rebensohl/,2nt with stopper
				Semi-balanced	2♦ /2♥ /2♠ =transfer ♥/♠/♠ or ♦ //	2♣ X XX = to play / pass = no stopper / 2x = stopper system	
				Possible 5Maj or 6minor	3♥ = 3154 or 3145 // 3♠ = 1354 or 1345 4♠/♦ = max / min Maj GF	2♠ - 2♥ - 3♠ = relay (3♦ = 4♥ + 4♦ // 3NT = 4♥ + 4♦ // 3♥ = 5♥ // 3♠ = 4♥ + 4♠ // 3NT = 4♥	
2 ♣	X	0		Both Maj WK, min 5/4	2NT Relay -> 3♠ = 5/4 max / 3♦ = 5/5 min / 3♥ = min 5♥ / 3♠ = min 5♠ / 3NT = 5/5 max	4♠/♦ = BW ♥/♠	
2 ♦	X	0		Gf (except on the answer of 2♥)	Steps (Italian controls) 3♣♥♥♠ = AKQxxx ♦♠♥♥	2♦ - 2X - 4♠/♦ = both Maj, short ♠/♦	
2 ♥		6		6 (5) ♥ + WK	2NT relay // 3♥ = min., others cue-bid		
2 ♠		6		6 (5) ♠ + WK	2NT relay		
2 NT				20/22 balanced	Puppet / 4 = ♠ majors with ambition, 4♦ majors no ambition / 4♥ 5 5 minors short ♥, 4♠ 5 5 minors short♠ / 3♠-3nt-4♥ = 5♠ +4♦ slammish, 3♠-3nt-4♠ 5♦ + 4♠ slammish, 3♠-3nt- 4♠ = ♦ slammish, 3♠-3nt-4♦ = ♠ slammish / 3/4NT = Nat	3♠-3nt-4NT = 5♠+5♦ NF 3♦ 4♠/♦ = both Maj max/min	
3 ANY				PREEMPT	3♥/♠ = nat or relay		
3 NT				Solid Minor, Min 1K, no Ace	4♠ = correct in minor 4♦ = asking singleton,	HIGH LEVEL BIDDING	
						kickback 4130 After Blackwood, next step asks for Queen of trumps	
4 ♠				NAMYATS	STRONG HEART SUIT	JOSEPHINE	
4 ♦				NAMYATS	STRONG SPADE SUIT	LIGHTNER DOUBLES	
4 NT				BOTH MINORS			