

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Resps; 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, Fit showing jump
Jump RAISE= PRE, simple RAISE= constructive,
1NT OVERCALL (2nd/4th, Responses, Reopening)
2nd: 15-18 HCP, BAL; RESP: like 1NT opening
4th: 10-14 HCP, BAL, STOPPER opener's suit; RESP: like 1NT
After 1x P P 1NT DBL: NAT, RDBL= STRONG
JUMP OVERCALLS (Style, Responses, Unusual NT)
1-suit: WK, Resp: 2M+1 ASK for SI, 2M+2 ASK for MIN/MAX
2-suit: GHESTEM: CUE= 2 highest suits; 2NT= 2 lowest suits;
3C= 2 extreme suits
REOPEN: suit= Intermediate, 2NT= 19-20 HCP BAL
DIRECT AND JUMP CUE BIDS (Style, Resp, Reopen)
GHESTEM: CUE= 2 highest suits;
2NT= 2 lowest suits; 3C= 2 extreme suits
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, F then 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
After 1C strong: DBL= Ms, 1NT= ms
OVER OPPONENTS' TAKEOUT DOUBLE
New suit= NF at 2-level, F1 at 1/3 level; 1M DBL 2M= WK raise,
1M DBL 3/4M= PRE, 1M DBL 2NT= INV+ with 4c Fit;
After 1H/S DBL 2D/H= good raise in H/S;
1m DBL 2NT= 0-5 with Fit, RDBL= 9+ HCP or INV+ with Fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	3rd/5th	3rd/5th	
Subseq	3rd/5th	3rd/5th	
Other: A/Q asks for Attitude, K for count			
Subseq. when we lead a new suit : attitude			
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	109+, 10x, H109+	109+, 10x, H109+	
9	9x	9x	
Hi-x	xx	Xx	
Lo-x	HxS, xxS, xxSx, xxxxS	HxS, xxS, xxSx, xxxxS	
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
Version 1.1, May 2024
♠ ♥ © DBV e.V. ♦ ♣
Category: GREEN
NCBO: <u>Germany</u> EVENT: _____
PLAYERS: <u>Annaig Della Monta</u>
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SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5card M, 4card D, 1C may be doubleton
1NT Opening: (14+) 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 >= 23HCP
2D/H/S: WEAK, 4-9 HCP, 5+ cards (1 st in hand non vul/vul usually
5cards – 2NT only Forcing bid)
3NT: PREEMPT in minor
4C/D: NAMYATS
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
After 2-suited overcalls -> [8]
Drury -> [7]
PSYCHICS: rare

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 C		2	4S	9+ HCP, can be short if 4432	WALSH (1H/S may have longer D); WJS; INV minors (not after intervention) -> [1]; 2NT= 0-5, FIT ; SPL; 4m: cond. RKCB; 4M to play	1C-1any-1NT -> 2-way checkback -> [3] after WJS in D/H/S: 2NT= ASK for MIN/MAX (RESP : 3C= MIN + bad suit, 3D= MIN + good suit, 3H= MAX + bad suit, 3S= MAX + good suit); after reverse -> [2]	Fit Jumps
1 D		4	4S	9+ HCP, 4card suit	see 1C	see 1C	Fit Jumps
1 H		5	4S	9+ HCP, 5card suit	BERGEN raises -> [4]; 2NT: Jacoby mod-> [5]; new suit at 2level= F1 ; 3S: SPL; 4S= to play	after 2NT: 3C= any MAX, 3D/3S/3NT= MIN, SI in C/D/S; 3M= BAL, MIN; 4C/D= 2nd suit (2 Tops); 4M= MIN, 6 card suit; LST	Fit Jumps, Drury -> [7]
1 S		5	4H	9+ HCP, 5card suit	see 1H; 4H= SPL	see 1H	Fit Jumps Drury -> [7]
1 NT				(14+) 15-17 HCP, BAL, 5card M or 6card m possible	2C: Stayman -> Smolen; 2D/H: TRF; 2S: G/T or m (WK or STR); 2NT: ms (WK or STR); 3C: Puppet Stayman, 3D/H/S : shortage; 4C/D= TRF to H/S; 4H/S= to play	after TRF: break w/ 4M and max; 3M : 4M and min after TRF: 1NT - 2H/S - 3H/S= slam try, no shortage after Puppet -> [7] after 3D/H/S= NAT	
2 C	✓			SF in M or any GF or NT >= 23HCP	2D : Relay (Kokish);	2C-2D-2NT= 25+ HCP, BAL 2C – 2D – 2H – 2S (relay) – 2NT = 23-24 NT , BAL After Kokish: 2C 2D 2H -, 2NT= both m WK ; 3C/D= C/D WK	
2 D		5		WK, 5+ D, <= 9HCP	2NT ASK for feature, 2H/S NF but constr., new suit at 3-level : F1, 3NT/4H/4S= to play	after 2D-2NT – 3D : MIN	
2 H		5		WK, 5+ H, <= 9HCP	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, <= 9HCP	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: TRF to 3NT ; 3NT= 55 m, slam interest; 4C/D/H: TRF -> [6]	after 3C: 3D= no 5card M, promises at least one 4card M ; 3H/S= 5card H/S ; 3NT= no Ms; after 3C-3D : 3H/S= 4S/H -> [6] after 3D/H : break with any 3 or 4-card support	
3 any		6		PRE	New suit: F	After 3C/D/H/S DBL new suit= NF	
3 NT	✓			PRE in a minor	4/5C= pass or correct ; 4D= BW mod -> 4H= D ; 4S/NT= 1430 with C ; 4M= to play ; 5D= to play	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), Spiral Scanning ; SPL, exclusion RKCB, DOPI-ROPI, Josephine	
4 D	✓	7		SOL 7-card S suit w outside Ace or SOL 8-card S suit	4H: ASK for CTRL		
4 H		7		7(+) H			
4 S		7		7(+) S			
4NT	✓			Both minors			