OVERCALLS (Style, Responses, 1/2 Level, Reopening)	OPENI
1 level aggressive, especially with passed pard	
2 level sound	Suit
	NT
Some transfer-responses	Subsec
New suit nonforcing	Other:
Jumps: fit	
1NT OVERCALL (2nd/4th Live, Responses, Reopening)	LEADS
15-18	Lead
4 <sup>th</sup> hand: 11-14	Ace
Stayman, transfers	King
	Queen
	Jack
JUMP OVERCALLS (Style, Responses, Unusual NT)	10
Weak,,,,nonvulnerable aggressive	9
	Hi-x
	Lo-x
	SIGNA
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)	
Cue of minor: A and other	
Cue of major: other major+minor	Suit
Vulnerable: opening bid or 6-5	
Nonvulnerable: 5-11 or 16+	
VS. NT (vs. Strong / Weak, Reopening, PH)	NT
Weak: X=pen 2♣:♥+minor or 6+♠ / 2♦: 4♠+minor or 6+♥/	
2♥=MM 2♠:♠+minor. <b>Strong:</b> X=4♥+minor or 6+♠/ 2♣=MM	Signals
2♦:4♠+minor or 6+♥ 2♥/♠: 5♥/♠ +minor	Known
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	Genera
X=takeout vs weaktwo	
X= 13-15 balanced or strong vs. multis	
NT=nat	TAKEC
	Shape,
VS. ARTIFICIAL STRONG OPENINGS	SPECIA
Strong Club: X= H+m, 1S=S+D,	In relay
Suits: the suit above or both others	
Jumps in S: S+d or H+C	
OVER OPPONENTS' TAKEOUT DOUBLE	
Ignored, XX=9+	

## LEADS AND SIGNALS ING LEADS STYLE In Partner's Suit Lead High from 3 small if fit С 3/5 3/5 (attitude poss) N same pe Ρ Vs. Suit Vs. NT Akxx AK KA, KD AKB, KDB, KD10 DB, Dx DB9, DB10, KDxx J10, Jx J10, 109x, KJ10, 10x AB10,KJ10, 1098 D109, K109, 9x 98x, 9x, K109, D109 Xx, (xxx) ΧХ Hxx, Hxxx, Hxxxxx Xxx,xxx,xxxxx, ALS IN ORDER OF PRIORITY Declarer's Lead Discarding Partner's Lead 1 enc 5,6,7 enc lenght 2 lenght Others suit 3 pref 1 enc lenght 2 lenght 3 Is (including Trumps): in trumps suit pref, in long n suits:middle enc, others suit pref, ral: udca DOUBLES OUT DOUBLES (Style, Responses, Reopening) IAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES y-bidding lot of ropidopi

## International-Convention-Card

## ♦ ♥ © DBV e.V. ♦ ♣

Category:							
NBO:	Germ	any	EVENT:	Sanya			
PLAYERS: Pete		Peter Joki	sch – Udo Kas	imir			

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2way ♣, 4+♦, 5card majors
Relaybidding if gameforcing
1NT Opening: (11) 12-14
2 over 1 Responses: artificial mostly
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2 . 20+ with 5+. or 5-10 with 5+. and 5+minor
2 $\bullet$ : w2 in $\bullet$ or 20+ with 4+ $\bullet$
2 ♥: w2 in ♠ or 20+ with 5+♥
2 ★: 5+5+ in ★ and a minor 5-10
2NT: 5+5+ in minors 5-10
4. 8 tricks in ♥ or preempt in C
4♦: 8 tricks in ♠ or preempt in D
SPECIAL FORCING PASS SEQUENCES
If we are gameforcing
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS rare : 1 &-pass-1 M sometimes 3 if unsuitable
For 1 NT response

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 🌲	Х	2	4H	Natural 4+Club 11+	1D : 0-5 or 12+ 1H : nat 6-11 1S : nat 6-11	1C-1D-1SA=15-20	1D : 0-5
				Or any balanced hand 15+	2C : 9-11, 4+C, ( 4 M poss) 2D :6+D 9-11	1C-1M-1SA=15-17	
				5M with 21-23 bal. poss	3C : 5-8, 5+C 3D : 6+D 6-8 2 H/S : 4H/S+6D	1C-1M-2SA= 18-20 1C-1D-2SA=21-23 balanced	
1 ♦		4	4H	1444 or 4441 or 5+	1H/ S : nat 6-11 2C :any 12+ 2D : 9-11, 4+D	1D-1M-1SA= 15-17 5332 ( 5422)	2C : nat 9-11
					2H : 5+S/4+H 6-9 2 :4S+6C 6-10	1D-1M-2SA= 18-20 balanced or invit 4+ M	
1 🖤		5	4D	12-14 unbalanced or 15+	1S : nat 6-11, 1NT : forcing 2C :any 12+		2C : transfer D, 2 H :nat 2D : invit H
					2D : 7-9, fit 2H : 3-6 fit 2S : invit raise		
1 🛦		5	4H	12-14 unbalanced or 15+	1NT : forcing 2C :any 12+ 2 D : transfer 6+points		2C : transfer D, 2 H : invit S
					2H : fit 7-9 2S : fit 3-6 2NT : raise invit		
1 NT				12-14 balanced, 11 possible	2C : stay or any gf 2 D,H ,S,NT=transfer	After stayman : 2 S=gf relay	
				5M poss,5422 poss, 6min poss	3C :min weak 3D :min strong 3H/S :fragment		
2 🌲		0		Weak 2suiter H+minor or	2D/ H : nonforcing 2 S : gf relay	2C-2H-2S=gf S 2C-2H-2NT=SF S 2C-2H-3C= S/C 20-23	
				2o+ points with 5+ spades	2NT : invit relay 3C/D/H preempt 3 S :invit	2C-2H-3D=S+D, 20-23	
2 ♦		0		W2 in H or 20+ with 5(4) +	2/H : nonf 2 !S : forc relay 2NT : invit 3C/D :nonf	2D-2S-2NT :w2, no shortness 2D-2S-3C :w2, short S	
				Diamonds	3H : preempt	2S-2S-3D : w2, short C	
2 🛡		0		W2 in S or 20+ with 5+ Hearts	2S :nonf 2SA : forc. relay 3 C : invite relay	See above	
					3S : preempt		
2 🌢		5		5+S and 5+ minor 5-10	2S : forcing relay 3C : p/c 3D : invite relay 3S : preempt	2NT :3C=S+C 3D = S+longer D 3H/S 5512 5521	
2 NT				5+/ 5+minors	2C/D : sign off 3H : gf relay 3S : nat, invite	3H : 3S/NT 1255 2155 4C longer C / 4 D 1165	
3 ♣		6		nat	3D : gf relay, ask for shortness	After 3 D : 3 H = no shortness 3S= S shortness	
3 ♦		6		nat	3H/S : stopper 4C : gf relay		
3♥		6		nat	3 S : ask for shortness		
3 🌢	1	6		nat	4C : ask for shortness		
3 NT	1			Gambling, no outside A/k 1-3	4D : ask for shortness 4NT : ask for lenght	HIGH LEVEL BIDDING	3
4 🌲	1	0		8 tricks in H or preempt in C	4D: relay 4H:p/c		
4 ♦	1			8 triks in S or preemopt in D	4H: relay 4S: p/c		
4 ♥	1			nat			
4 🌢	1			nat			