

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		
solid (depends on vuln.) with not passed partner		
lead showing with passed partner		
Resp: 1/2 Level = constructive but not forcing		
Cue bid, at least invitation		
1NT OVERCALL (2nd/4th Live, Responses, Reopening)		
2.Pos.: 15 -18 pts.		
⇒ Stayman, Transfers		
4.Pos.: 10 -15 pts.		
⇒ Stayman, Transfers		
JUMP OVERCALLS (Style, Responses, Unusual NT)		
weak jumps		
1 m - 2 NT = ♥ + other minor		
1 M - 2 NT = both minors		
DIRECT AND JUMP CUE BIDS (Style, Responses, Reopen)		
1♣/♦ - 2♣/♦ = both Majors		
1 M - 2 M = other Major + minor		
Jump Cue-bid asks for stopper		
VS. NT (vs. Strong / Weak, Reopening, PH)		
vs strong NT: X = 4♥ + 5+m, vs weak NT: X = 15+ pts.		
2♣ = Majors, 2♦ = one Major; 2♥/♣ = ♥/♣ + minor		
2NT = minors or strong 2suiter; 3♣/♦ = natural		
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)		
Take out X		
cue-bids M = gameforcing		
2 NT = 16 -19 pts.		
Leaping Michaels		
VS. ARTIFICIAL STRONG OPENINGS		
X = ♣ + ♥, 1 NT = ♦ + ♣, 2/3 NT = ♣ + ♥ or ♦ + ♣		
suit bid: onesuiter in suit above or		
2suiter in remaining suits		
After 1♣ - pass - 1♦ - X = ♦ + ♣		
OVER OPPONENTS' TAKEOUT DOUBLE		
XX = 10+, suit-bid = nonforcing, Truscott		
suit raise = normal (like without double)		
jump raise = preempt		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	3/5.	3/5.
NT	3/5.	3/5.
Subseq	Attitude	Attitude
Other:	King requires count, Ace: Attitude	
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(x), Axx(x)	AKxx(x)
King	KQx(x), AKx	(A)KQJx
Queen	QJ10x, QJx(x), Qx	KQ109, QJxx
Jack	J10xx, KJ10x, Jx	J109x, KQ10x
10	109xx, K109x, 10x	109xx(x), K1098x
9	987x(x), 9x	987(x)
Hi-x	Double	Double
Lo-x	3/5.	3/5.
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
Suit	1 low = enc.	low = even
	2 low = even	suit pref.
	3	
NT	1 low = enc.	low = even
	2 low = even	suit pref.
	3	
Signals (including Trumps):		
NT: Smith Peter (low = enc.)		
Lavinthal if applicable (also in trump)		
DOUBLES		
TAKEOUT DOUBLES (Style, Responses, Reopening)		
normally 12 -17 pts. and promises 4-card Major or		
18+ any distribution ⇒ Resp: jump in Major 9-11 pts.		
cue bid = at least invitation		
1m - x - pass - 2/3m = both M with 6-8 / 9-11 pts.		
SPECIAL: ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES		
Negative X until 4♥		
Competitive X until 3♠		
Support X + XX = 15+ semibal.		

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: **Green**

NCBO: **Germany** EVENT: **Ostend Women (EBL Chships)**

PLAYERS: **Claudia Lüßmann**
Gisela Smykalla

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

4 Card Majors

usually open the higher of two 4-card suits,
except ♥ and ♠

1NT Opening: 12 -14 pts. (5card M, 5:4:2:2, 6card minor possible)

2 over 1 Responses: **autoforcing**

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ = **Semiforcing Major, Gameforcing**

2♦ = **Multi: weak two in one major or 20-22 NT**

2♥ = 5:5 in ♥ + minor, 5 -11 pts.

2♠ = 5:5 in ♠ + minor, 5 -11 pts.

2 NT = 5:5 minors, 5 -11 pts.

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS: **rarely**

OPENING	TICK IF A RT	MIN No.OFC	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		4	4♥	natural 11+	inverted minor, weak jumps (3-7 pts.)	1 NT = 15-17 pts., 2 NT = 18/19 pts.	
1 ♦		4	4♥	natural 11+	inverted minor, weak jump Major (3-7 pts)	1 NT = 15-17 pts. 2 NT = 18/19 pts.	
1 ♥		4	4♦	natural 11+	Mini Splinter, Splinter, 3 NT = 4+♥	1 NT = 15-17 pts. 2 NT = 18/19 pts.	
					2 NT Jacoby (14+)	1♥ - 2 x - 2 NT = 15-19 with 5♥ or 18/19 with 4♥ ; 3 NT = 15-17 with 4♥	
1 ♠		4	4♥	natural 11+	Mini Splinter, Splinter, 3 NT = 4+♠	1♠ - 2 x - 2 NT = 15-19 with 5♠ or 18/19 with 4♠ ; 3 NT = 15-17 with 4♠	
1 NT		3♠		12 -14 pts. (5-card Major, 5:4:4:2, 6 minor possible)	2♣/♦ = Stayman / forcing Stayman 2♥/♠ = Sign off 3♥/♠ = Invitation 4♣/♦ = Texas with Slam-Invitation		
2 ♣	✓			Semiforcing Major	2♦ = 0-3 or (7)8+ pts.	2 NT = 23/24,	
				Gameforcing	2♠ = 4-7 pts., balanced	2 NT = 23/24	
					2 NT = 4-7 pts. + 5+card ♠		
2 ♦	✓			weak two Major (5-10 pts.)	2♥ = pass or correct	pass / 2♠ = weak two, 2 NT = 20-22 pts.	
				NT 20-22 pts.	2♠ = Relay with interest in ♥	3♥ = Minimum, 4♥ = Maximum	
					2 NT = Relay inv+	3♣/♦ = Min. ♥/♠, 3♥/♠ = Max. ♠/♥	
2 ♥	✓	5		5:5 ♥ + minor	2 NT = Relay inv+	3♣/♦ = Min. ♣/♦+♥, 3♥/♠ = Max. ♣/♦+♥	
				5-11 pts	3♣ = pass or correct		
					3♦ = natural, NF		
2 ♠	✓	5		5:5 ♠ + minor	2 NT = Relay inv+	3♣/♦ = Min. ♣/♦+♠, 3♥/♠ = Max. ♣/♦+♠	
				5-11 pts	3♣ = pass or correct		
					3♦ = natural, NF		
2 NT	✓		-	5:5 both minors	3♣/♦ = suit preference		
				5-11 pts	3♥ = asks Min./ Max.	3♠ = Minimum, 3 NT = Maximum	
					4♥/♠ = KCBW in ♣/♦		
3 ♣	6			preempt 3-10 pts.	4♦ = KCBW 3♦/♥/♠ = forcing		
3 ♦	6			preempt 3-10 pts.	4♣ = KCBW 3♥/♠ = forcing		
3 ♥	6/7			preempt 3-10 pts.	3♠ = Control-Asking		
3 ♠	6/7			preempt 3-10 pts.	4♣ = Control-Asking		
3 NT	✓			Gambling		HIGH LEVEL BIDDING	
4 ♣	7			preempt 3-10 pts.		KCBW (3/0 - 4/1 – 2/5 no chicane or TQ)	
4 ♦	7			preempt 3-10 pts.		Cue bids with first and second control	
						Josephine, Dopi Ropi, DEPO	