

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
Light @ 1-level / 2♣ / lead showing with passed partner → raise= 6-8 (5-10 if both m are bid); jump raise=4+ cards, vul 8-10,nv 5-7; new suit = F1@1-level, otherwise nf; highest unbid 2m (or 2NT over resp bid)=art, 9-11, M-fit; cue = INV+ with fit, 12+; 1NT = 8-12; 2NT jump 13-14;	
Reopening: lowest unbid minor (1♦/2♣) = art 12-15 t/o	
1NT OVERCALL (2nd/4th Live, Responses, Reopening)	
After 1m = 4-card M + 5+ card om, 10+ HCP → 2M = p/c; cue = relay 7+; 3M = nat INV	
After 1M & in sandwich position=15-18(19) → 2♣ = puppet to 2♦; Transfer to 2M = Stayman; Trf to 2OM = INV+ OM.	
Reopening: bal 11-14 vs 1m-OPN, bal 13-16 vs 1M-OPN	
JUMP OVERCALLS (Style, Responses, Unusual NT)	
1-suiter: weak. – Reopening: suit = 14-16; 2NT = 18+ 20+ 2-suiter: Ghestem max 7/6/5 or fewer losers depending on vulnerability; (1♣)-2♦ & (1M)-3♣ = highest unbid suits; (1♦)-3♣=♣+♠, max 5-7 losers; (1x)-2NT=lowest unb.suits	
DIRECT + JUMP CUE BIDS (Style, Responses, Reopen)	
Ghestem ("7/6/5"): (1♦)-2♦ = ♥+♠; (1M)-2M = ♣+OM; (1♣)-3♣ = ♦+♠; (1♦)-3♦ = ♠+♣, max. 4 losers; (1♣)-2♣ = nat; (1♣)-p-(1M)-2♣ = nat; (1x)-p-(1M)-2M=nat; (1♦)-p-(1M)-2♦ = 5OM+4+♣; (1m)-p-(1NT)-2♣/♦ = 5-4/5-5 M; 3M jump-cue-bid = stop ask with solid suit.	
Reopening: cue = lowest unbid minor	
VS. NT (vs. Strong / Weak, Reopening, PH)	
General: 2♣ = 5+4+M, 8+; 2♦=any 1-suiter; 3x = pre-empt; 2M = 5+M +4+m 8+; 2SA = ♣+♦ PRE o. any FG 2-suiter vs. weak 1NT constructive: X = penalty 15+(then X = neg); vs. 14+-NT: X = 5+m+4M, 10+ / 3rd nv: penalty 15+	
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	
t/o-X thru 4♥ (vs weak2 with Lebensohl advances) 2SA =15+18 (vs weak2: 3♣ advance = puppet to 3♦) 4m = L. Michaels max 5 losers; 4M cue=m-1suiter w/Sl. vs Multi:X=13-15(3+-3+ M) or 19+;(2♦)-p-(2/3M)-X= t/o or M vs. defined 2-suiters: cue bids = min/max-t/o	
VS. ARTIFICIAL STRONG 1♠ OPENINGS: Multi/Landy	
X = ♣; 1NT = 5+m + 4M; 2♣ = M-2-suiter; 2♦ = M-1-suiter; 2M = 5M + 4+m. – (1♣)-p-(1♦)-2m = nat; X = majors	
OVER OPPONENTS' TAKEOUT DOUBLE	
General: new suit 1-level = F1; 2-level = nf	
1M-(X)→XX=11+no fit; 3M=4-card vul 8-10 / nv 5-7; 2♦=art:3-card M 8-10; 2♠/2NT=M-FG; 2NT/3♥=art:M-INV; 3♣=FB; 3♦=nat INV	
1m-(X)→XX=Fit FG; 3m=pre; 1♣/♦-(X)-2♠/3♣= INV m-fit	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd / 4 th / 6 th attitude	2 nd / 4 th / 6 th	
NT	2 nd / 4 th / 6 th attitude	2 nd / 4 th / 6 th	
Subseq	2 nd / 4 th / 6 th	2 nd / 4 th / 6 th	
Other: 1 st trick: king count ask (vs. NT unblock+count ask)			
LEADS			
	Vs. Suit	Vs. NT	
Ace	A(+), AK(+)	A(+), AK(+)	
King	AK+, KQx(+), Kx	AK+, KQx(+), Kx	
Queen	KQ+, QJ+, Qx	KQ+, QJ+, Qx	
Jack	KJ10+, J10+, Jx	HJ10+, J10+, Jx	
10	H109+, H10x, 10x	H109+, H10x, Tx	
9	H9x, 109x, 1098+	H9x, 109x, 1098+	
Hi-x	HSx, xSx, xSxx(x+)	HSx, xSx, xSxx(x+)	
Lo-x	HxxS(x), HxxxxS, xS	HxxS(x), HxxxxS, xS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 low = enc*	low = even	low = enc
	2 low = even	S/P	low = even
	3 S/P		
NT	1 low = enc*	reverse Smith	S/P
	2 low = even	low = even	low = even
	3 S/P		
Signals: *Exceptions when attitude doesn't make sense (eg can't beat dummy or strong dummy)+after lead of king.			
If 6+ cards bid: middle = encouraging, high & low = S/P			
Trump signal: high-low = S/P			
Reverse Smith signal vs. NT from both sides: low = enc			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Classic shape or 17+ (vs.1m: no 4-card M promised)			
1NT = 7-10 (after m-OPN) / 5-9 (after M-OPN)			
Cue-bid = 5-8 MM / 8-10 mm or any GF			
Jump Cue-bid = 9-12' MM / 11-13 mm			
Reopening: X = 7-11 or 16+; lowest unbid m = art 12-15 t/o			
SPECIAL, ARTIFICIAL, COMPETITIVE (RE-)DOUBLES			
Negative-X emphasizing majors thru 3♠/4♦/4♥;			
Responsive-X thru 4♦;		• HCP / competitive X;	
Support-X thru 3♦;		• Maximal-X thru 3♦;	
4 th seat X of 3 rd suit (snapdragon-X) thru 2♠ = 4 th suit			
+ tolerance for partner's suit;		• Stopper ask X;	
Anti-lead X (& lead-directing pass) at 3 ⁺ level			

International-Convention-Card	
♠ ♥ © DBV e.V. ♦ ♣	
Category:	green
NCBO:	<u>Germany</u> EVENT: <u>From Noc 2020</u>
PLAYERS:	<u>Kathryn Herz</u> <u>Eckhard Böhlke</u>
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-cards majors in 1 st & 2 nd , 4-cards ♦, 2+-cards ♣ 1NT = 12-14 (6m, single A/K/Q). – 1♥-1♠, 1NT = 12-15 Bal minimum OPN: 12 HCP (unbalanced may be lighter) 2 over 1 response: forcing to 2NT (nf in competition)	
Frequent use of non penalty doubles Light overcalls and free PRE especially w/ passed partner 2NT in competition: frequently LEB / unusual / scrambling Jump to new suit in competition: frequently fit bid	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♣ = weak 2-suiter 5♥ + 4+m or various strong hands 2♦ = Multi: weak M or various strong hands 2♥ = weak 2-suiter 5 + 4+ majors 2♠ = weak 2-suiter 5♠ + 4+m 2NT = weak m-2-suiter or weak ♦ or GF m-2-suiter 3NT = 7+ solid ♥ or ♠, no side ace/king	
Weak jump raises of 1-level OPN: 3m = 0-6, 3M = 5-7/8-10 1♣-1M: RESP may bypass 4+-card ♦ if weak (6-7) 1m-1y, 1SA = 15-17, OPN may bypass 4-card M/OM 1m-1y, 2SA = 18-19, OPN may bypass 4-card M/OM 1m-1M, 2om & 1M-1♠/NT, 2♣ = nat or art 17+ any (Gazzilli) 1x-1y, 1z-2♣/♦/NT=3-way checkb. (not as passed after 1M) 2NT / lower unbid M replies to reverse: art, potentially weak 1M-(X/2m)-3M = 4-card vul 8-10 / nv 5-7 1M-(X/1♠/2♣)-2♦ = art: 3+card M fit 8-10; 2M=3+card, 5-7 1x-(1NT)-2♣ = Landy; 2NT=weak m-2-suiter; 3x/y=nat INV 1NT-(2any)-p-(p), X = t/o (forced with doubleton) 1x-(3y)-X-(p), 3y+1 = default bid (if not 3NT)	
SPECIAL FORCING PASS SEQUENCES	
After having established our clear HCP majority	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE:	
Point count includes distributional values	
PSYCHICS: rarely	

OPENING	TICK IF ART	min number of cards	NEG X THRU	DESCRIPTION	Point count includes RESPONSES	distributional values SUBSEQUENT AUCTIONS
1♣ 1♦		2 4	4♥ 4♥	10-22 10-22	<ul style="list-style-type: none"> Inverted with m fit: 2m = 10-15; 3m = 0-6; 2♠ (after 1♣ OPN) + 3♣ (after 1♦ OPN) resp. = 7-9; 2NT = 16⁺, s/s ask; 3y = S/S, 12-15 1♣-1NT = 8-10, no 4-card M, 4-card ♥ possible 1♣-1♦ = nat; 2⁺-♦ cards possible if 3334♣ / 3325♣ 1♣-2♦ = 6-card M, 4-7 HCP • 1♦-2♠ = 6⁺-card ♠, 4-7 HCP 1m-2♥ = 5⁺-card ♠ + 4⁺-card ♥, 5-8/3-6 HCP 	<ul style="list-style-type: none"> 1m-2m → om = 17⁺, relay; 2y = stop, 12-16, (semi-)bal; 2NT = 18-19, M-stops, 4432♣/4333♣/334♦3; 3m = 11-13, 5⁺-cards; 3y (jump) = 14-17, s/s; 3NT= 15-17, M-stops, no SI 1m-1M, 2NT = 18-19. → p = 4-5 HCP; 3om = check-back; 3m/M = nf 1m-2NT → 3♣=15⁺ no s/s w/m; 3♦/M=om/M-s/s; 3NT=12-14 bal; 4om/M=nat, 5422, 15⁺; 4/5/6NT = 15-16 / 19-20 / 17-18 flat hand (4432♣/4333♣/334♦3) 1m-1y, 1NT→2♣=puppet to 2♦(♦/any INV); 2♦=GF art; 2NT=puppet to 3♣(♣weak/5-5FG) 1m-1M → 2om=F1, nat or art 17⁺ any (Gazzilli); 3m= 6⁺-card 14-16; 3om(♣)=5-5m 14-16
1♥♠		5	4♦	10-22 4-cards in 3 rd / 4 th possible	<ul style="list-style-type: none"> 1M-1NT = nf, 6-10 (3card-M-fit possible) • 2M = 6-10, 3⁺-card 3M = 4-card, vul 8-10, nv 5-7 • 3M-4 = 4⁺-card, 14⁺ FG relay 3M-3 = m-s/s 11-13 or 17⁺ • 3M-2 = art: 11-13 M-fit 3M-1 = OM-s/s: after 1♥: 11-13 or 17⁺; after 1♠: 10⁺ double jump in new suit = s/s, 14-16. However, 1M-4OM = nat 3NT = 12-15 bal with 3-card M-fit, side suits stopped, nf 	<ul style="list-style-type: none"> 1M-1♠/NT, 2♣ = F1: 3⁺-card ♣ 11-16 or art 17⁺ any (Gazzilli) → 2♦ = art, F1, 8⁺ 1M-1♠/NT, 3M=6⁺M 14-16 • 1M-1♠/NT, 3m=5-5,14-16 • 1♥-1♠, 1/2NT=12-15/16-17 bal 1M-2M → 1st step = any s/s G/T; 2nd to 4th steps = L/S G/T (2nd incl. general G/T) 1M-3M-4 → any good min; max any s/s; max any 2nd suit; 18-19/15-17 bal; 3x min void 1M-3M-2 → 1st step = relay: ask for trump length & s/s, G/T or SI → no / 3x s/s / 2xtrump+ 1M-3M-3 → 1st step = relay → ♣-s/s 11-13; ♦-s/s 11-13; ♠-s/s 17⁺; ♥-s/s 17⁺
1NT		-	3♠	12-14; 3 rd 12 ⁺ -15 Possible are: - single top honor - 5-card M or 6-card m - 5422 w/5-card m	<ul style="list-style-type: none"> 2♣ = Stayman: does not promise 4-card M, if 4-4 m w/SI 2♦/♥ = TRF • 2NT=longer m ask (weak or strong m-2-suiter) 2♠ = range ask (a. weak or strong m 1-suiter; b. INV bal) 3m = 6⁺-card INV • 3M = s/s, 3-card OM (5⁺4⁺m) • 4M = nat 4♣ = M 2-suiter, ask for transfer to better M • 4♦=M 2-suiter 	<ul style="list-style-type: none"> 1NT-2♣, 2♦-2♠ = 5♠ + 4⁺♥, forcing to 2NT, INV⁺ (5-4 / 5-5) 1NT-2♦, 2♥-2♠ = 4⁺♠ + 5⁺♥, forcing to 2NT, INV⁺ (4-5 / 5-6 / 4-6) 1NT-2♥, 2♠ → 3♥ = 5⁺♠ + 5⁺♥ w/SI; 4♣ = art 6⁺♠ w/SI: ♣-s/s or bal; 4♦♥ = s/s w/6⁺♠ 1M-2M, 2M-OM = M fit showing w/SI. • 1NT-2♣, 2♦-3M = s/s, 4-card OM, F3SA/4m TRF break w/4-card fit: new suit = max, small double; 2NT = max; raise to 3-level = min
2♣	X	-	only vs. 2♦ 2♥ 3♣	a. 5♥ ⁺ + 4 ⁺ m, 5-10 4 th : 10-12 b. semi-forcing ⁺ in any suit c. 20-21 / 24-25 / 28-29 NT	<ul style="list-style-type: none"> 2♦ = weak relay, ♥s/s or 4⁺♥ cards; 2♥ = p/c, 2 to 3 ♥ cards; 2♠ = art relay: INV opps weak 2-suiter (♥ fit not guaranteed) 2NT = FG relay: distribution ask (♥ fit not guaranteed) 3m/♠ = nat, INV • 3♥ = 5-card ♥, PRE • 4m = Fit bid (♥+m) 	<ul style="list-style-type: none"> 2♣-2♦♥ → 2♥/p = weak; 2♠ = any M FG; 3M=semi-forcing nf; 2-4NT = 20-21/24-25/28-29 2♣-2♠ → 3m = min, weak ♥/m 2-suiter; 3♠ = max, weak ♥/m 2-suiter; 2NT = 20-21 2♣-2NT → 3m = 4-card m; 3M = 5-card ♣/♦; 3NT = 5♥3♣4♦1♠; 4m = 6-card m 2NT strong→ 3♣=Puppet-St; 3♦♥=TRF (accept=fit); 3♠=puppet to 3NT; 3NT=5♠+4♥ w/o SI; 4m = opt. RKCB; 4♠ = mm 2-suiter; (2♣-2♦, 2NT → 4♦ = MM 2-suiter; 4♥ = RKCB ♦)
2♦	X	-	2♠	a. 5 ⁺ M 5-10; 3 rd wide range; 4 th : 10-12 b. 3-suiter, 18 ⁺ , 6 ⁺ controls c. 22-23 / 26-27 / 30 ⁺ NT	<ul style="list-style-type: none"> 2♥/3M/4♥ = p/c • 4♣ = transfer to your M; • 4♦ = bid your M 2♠ = 4⁺♥ PRE 0-8 or 3⁺♥ INV 14-17 or nat INV 2NT = INV⁺ relay → 3♠/♦ = min ♥/♠; 3♥/♠ = max ♠/♥; 3NT/4♣/♦/♥ = 3-suiter, 1 step below s/s; 4NT = 22-23 3♣ = nat, nf • 3♦ = number of cards in OM ask, INV⁺ 	<ul style="list-style-type: none"> 2♦-2NT, 3x → 1st suit step = s/s ask (thereafter: 1st step = single or void?); other suits = PM-Lackwood; 4NT = PMBW 2♦-3♦ → 3♥=S/S OM; 3♠=2-card OM; 3SA=3-card OM 6322; 4m=3-card OM w/m s/s 2♦-2♥/♠, 3x = 3-suiter, suit below s/s (2♦-2♠: 3/4♥ = min/max nat; 3SA = ♠-s/s). → s/s by RESP = number of controls ask (6 steps). → s/s by RESP = queen ask (8 steps)
2♥		4	-	5 ⁺ -4 ⁺ both majors, 5-10; 4th: 10-12; vul: 5♥ + 4 ⁺ ♠	<ul style="list-style-type: none"> 2NT = INV⁺ relay; 3M = not INV • 3♣♦ = nat, nf 4♣/♦ = "poor man's BW" for ♥/♠ • 4SA = double RKCB 	<ul style="list-style-type: none"> 2♥-2NT→3m = 45/54 min; 3♥ = 55 min; 3♠/NT = 45/54 max; 4♣ = 55 max; 4♦/♥ = 56/65; 4♠ = 66 (thereafter: lowest minor = ask for further distribution)
2♠		5	3♦	5 ⁺ ♠ + 4 ⁺ m, 5-10 4th: 10-12	<ul style="list-style-type: none"> 2NT = FG relay; • 3/5♣ = p/c; • 3♠ = not INV; 4m = fit bid, F1 3♦ = art INV (♠ fit not guaranteed); • 3♥ = nat 6⁺-card, INV 	<ul style="list-style-type: none"> 2♦-2NT → 3m = 4-card m; 3♥♠ = 5-card ♣♦; 3NT = 5♠3♥4♦1♠; 4m = 6-card m 2♠-3♦ → 3♥♠ = minimum with ♣♦; 3NT = maximum
2NT	X	-	-	a. 6 ⁺ ♦ 5-10, max 1tophonor b. 5 ⁺ -5 ⁺ m, 6-12 c. 5 ⁺ -5 ⁺ m, FG (max 3 loser)	<ul style="list-style-type: none"> 3/4/5m = p/c; • 4M = nat s/o; • 4NT = longer m ask, PRE 3♥ = art, INV⁺ relay without own M, min/max ask 3♠ = art, INV⁺ relay: M card ask (with own M) 	<ul style="list-style-type: none"> 2NT-3♥ → 3♠ = min; 3NT = max; 4♣ = max 5♦6♠; 4♦ = max 6♦5♠; 4♥ = max 6♦6♣ 2NT-3♠ → 3NT = ♦+M-s/s; 4♣ = ♦, no M-s/s; 4♦/♥ = 55m, ♥/♠-s/s; 4♠ = 6-5⁺m, ♥+♠-s/s 2NT-3m → 3M = s/s FG; 3SA = ♥+♠-s/s FG; 4m = RKCB; 4M = excl. RKCB
3♣♦♥ ♠		6	-	Preemptive 5-10 (4th 10-12) 3m = 2+ top honors 3M & 3rd pos: wide range	<ul style="list-style-type: none"> 3M = nat, forcing • 5m = nat • 3♠-4♥ = nat • 3M-5M = PRE Lowest unbid 4m = PMBW • Unbid 4M / 4NT = PMLW 3♣-3♦ = ask for 3card M (3♥/♠/NT/4♣/♦ = no!♥/♠/3316/3307) 	<p>HIGH LEVEL & SLAM BIDDING</p> <ul style="list-style-type: none"> 4NT = RKCB or quantitative • 4m may be optional RKCB • 4m+1 may be kickback RKCB 5SA may be pick a slam or substitution RKCB • Exclusion RKCB Mixed cue-bids = honour or s/s. • Vs doubled cue-bid: RIPO. • Last train cue bids Disturbed relay sequences: p = 1st step; X/XX = 2nd step. - Specifically: DEPO Disturbed FG relay sequences: p=control problem, X/XX=1st step response, no c. problem 1st step after establishment of FG M-fit on 3-level = art: any S/S Reply to RKCB: 41 / 30 / 52 / 52+TQ / 2+void / 3x 1+void. - RKCB above 4NT: 30/41/... Spiral scan after RKCB. - 5NT after RKCB = all 5 key cards + TQ. Reply to Double RKCB: 41 / 30 / 52 / 3x 52 + "low / high / both" TQ Reply to "Poor man's" BW: no KC(after 2-suiter OPN)/ TQ / 1 KC / 1KC+TQ / 2 KC/ 2+TQ Reply PM-Lackwood: no ctrl / 5x with 2nd rd ctrl / 1st rd ctrl (if space 5x) Reply to 5M (ctrl ask OPPT's suit):p= no; 4x 1st rd ctrl w/ 30,41,52,52+TQ; 6M=2nd rd ctrl
3NT	X	-	-	7 ⁺ solid ♥ or ♠, no side A/K	<ul style="list-style-type: none"> 4m = cue bid • 4♥ = p/c 4NT = suit length / quality ask (→ 7 no jack / 7 + jack / 8 / 9) 	
4♣♦		7	-	Pre-emptive, 5-10 (3rd/4th: flexible)	<ul style="list-style-type: none"> 4♣-4♦ = PMBW • 4♣-4NT = nat 4♦-4NT = PMBW • 4m-4M/5om = nat 	
4♥♠		7	-	Pre-emptive, 5-10 (3rd/4th: flexible)	<ul style="list-style-type: none"> 4NT = "poor man's" Blackwood • 4♠ = nat 5m(♥) = "poor man's" Lackwood • 5M = trump quality ask 	
4NT	X	-	-	4 ace ask	<ul style="list-style-type: none"> 5♣ = no ace. • 5♦/♥/♠/NT = ♣/♦/♥/♠-ace. • 6♣ = 2 aces. 	
5♥♠		7	-	♥/♠ ace/king ask	<ul style="list-style-type: none"> pass = no top; • 6M = 1 top; • 7M = 2 tops 	