

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style, Responses, 1/2 Level, Reopening)	
1 level: 8-17, usually 5+suit	
Simple Raise : 5-9, Jump Raise: Raptor or PRE	
1♣/1♦ – 2♥: 4♥ and (5)6+♦/(5)6+♣ (10-14 HCP)	
1♣/1♦ – 2♠: 4♠ and (5)6+♦/(5)6+♣ (10-14 HCP)	
Fit jumps	
1NT OVERCALL (2nd/4th Live, Responses, Reopening)	
15-18, System on	
In 4 <sup>th</sup> seat 10-14, System on	
JUMP OVERCALLS (Style, Responses, Unusual NT)	
2-Suit: (1m) – 2♦ = Majors	
UNT = low unbid suits	
(1m)-2♥: 4♥ and 5+m(10-14 HCP); (1?)-2♠: 4♠ and 5+m(10-14)	
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)	
(1M) – 2M : Michaels (W/S) > 2NT=asking	
(1M) – 3M : Asking for Stopper	
VS. NT (vs. Strong / Weak, Reopening, PH)	
Difference vs strong/weak in response: 10-15 > like 1NT open	
Dbl: strong	Reopen: intermediate (10-15)
2♣: both majors	4 <sup>th</sup> seat 2♣: both majors
2♦: 6+♥ or 6+♠	4 <sup>th</sup> seat 2♦: nat
2♥: 5+♥ & 4+m	4 <sup>th</sup> seat 2♥: nat
2♠: 5+♠ & 4+m	4 <sup>th</sup> seat 2♠: nat
2NT: both minors	4 <sup>th</sup> seat 2NT: 2-suiter
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	
DBL = T/O, Leaping Michaels and Non Leaping Michaels	
Vs 3NT-Gambling: Multy Landy	
VS. ARTIFICIAL STRONG OPENINGS	
vs 1♣: Multitransfer	
Vs 2♣ strong: same system as above	
OVER OPPONENTS' TAKEOUT DOUBLE	
RDBL = 10+, no fit	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5	3/5	
Subseq	3/5	same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+,	AK+	
King	KQ+, AK	good suit, unblock	
Queen	QJ+	QJ+, AQJ+	
Jack	J10+	J10+, AJ10+, KJ10+	
10	H109, 109+	H109+, 109+	
9	H98+, 9x	H98+	
Hi-x	xx, xxxx	xx, xxxx, Hxxx	
Lo-x	3/5	3/5	
SIGNALS IN ORDER OF PRIORITY			
	Partner's	Declarer'	Discarding
Suit	1 High = ENC	Low =	ODD = ENC
	2 Low = ODD	S/P	E = Lavinthal
	3 S/P		
NT	1 Low = ENC	Low =	ODD = ENC
	2 Low = ODD		E = Lavinthal
	3 S/P		
Signals (including Trumps): S/P sometimes in Trumps			
Smith high is ENC			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Reopen aggressively			
Takeout Doubles can be weaker with good shape			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Support X/RDBL (when our suit is available at 2 <sup>nd</sup> lvl)			
NEG DBL thru 4♥			
RESP DBL thru 3♠			
INHIBITORY DBL thru 2♠			
Most low-level DBLs = T/O			
Gametry-DBL = shows shortness			

## International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: green

NBO: Austria EVENT: All Events

PLAYERS: Judith Ferlic

Astrid Kerbl

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Majors, 4-card ♦
Inverted Minors
XYZ
Forcing Freebids
Reversed Bergen Raises
Omega (xfer Preemtive; 2suiter xfer+? 4loser; 10 tricks xfer)
1NT Opening: 15-17 HCP
2 over1 Responses (♦ or ♥): GF (unless partner repeats suit)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣: SF or F – any long suit or 23+ bal
2♦: Weak Two in ♥ or ♠, 25 – 26 bal
2♥: 5+♥ & 4+any, 6-10 HCP
2♠: 5+♠ & 4+minor, 6-10 HCP
3♣: PRE (6)7+♦ or strong ♦1-suiter or 2-suiter 5+♦+any (max 4Loser)
3♦: PRE (6)7+♥ or strong ♥1-suiter or 2-suiter 5+♥+any (max 4Loser)
3♥: PRE (6)7+♠ or strong ♠1-suiter or 2-suiter 5+♠+any (max 4Loser)
3♠: PRE (6)7+♣ or strong ♣1-suiter or 2-suiter 6+♣+any (max 4Loser)
SPECIAL FORCING PASS SEQUENCES
In most GF auctions, after XX and other obvious situations
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Rare

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣	x	2	4♥	11+ HCP	1NT= 6-10, 2NT=11-12, 2♣= Inverted Minors 5+	XYZ	same
1 ♦		4	4♥	11+ HCP	1NT= 6-10, 2NT= 11-12, 2♦= Inverted Minors 4+	XYZ	same
1 ♥		5	4♦	11+ HCP	2/1(♣)= ♣ or invit+ with 3card support, 2/1(♦)=GF (unless partner repeats suit), 1NT= 6-10, 2NT= 4+♥ GF, Reversed Bergen Raises	XYZ	same
1 ♠		5	4♥	11+ HCP	2/1(♣)= ♣ or invit+ with 3card support, 2/1(♦ or ♥)=GF (unless partner repeats suit), 1NT= 6-10, 2NT= 4+♣ GF, Reversed Bergen Raises		same
1 NT			3♣	15-17 bal, 5card M or 6card m possible	2♣= Stayman, 2♦- 2NT= Transfers ; 3♣= m weak; 3♦= m strong; 3♥= single ♥ ; 3♠= single ♠		
2 ♣	x	0		Semi Forcing+	2♦: waiting > 2 <sup>nd</sup> neg.	2NT: 23-24 bal (Muppet Stayman) 3NT: 27-28 bal (Baron+Transfer)	
2 ♦	x	0		Weak Two in ♥ or ♠, 25 – 26 bal	2♥/♠: P/C, 2NT:F		
2 ♥	x	5		5+♥ & 4+any, 6-10 HCP	2♣: P/C, 2NT:F		
2 ♠	x	5		5+♠ & 4+minor, 6-10 HCP	3♣: P/C, 2NT:F		
2 NT				20-22 bal, 5card M or 6card m possible	3♣= Muppet Stayman, 3♦/♥/♠ = Transfers, 3NT = 5♣/4♥		
3 ♣	x	0		Preemptive with (6)7+♦ or strong 1- or 2-suiter with 5+♦	3♦: P/C, New suit = F		
3 ♦	x	0		Preemptive with (6)7+♥ or strong 1- or 2-suiter with 5+♥	3♥: P/C, New suit = F		
3 ♥	x	0		Preemptive with (6)7+♠ or strong 1- or 2-suiter with 5+♠	3♠: P/C, New suit = F		
3 ♠	x	0		Preemptive with (6)7+♣ or strong 1- or 2-suiter with 6+♣	4♣: P/C, New suit = F		
3 NT	x			Gambling	4/5/6 ♣: P/C		
4 ♣	x			PRE in ♥, nothing to protect			
4 ♦	x			PRE in ♠, nothing to protect			
4 ♥		7(6)		9-14 HCP			
4 ♠		7(6)		9-14 HCP			
4 NT	x			RKC 03/14			
						<b>HIGH LEVEL BIDDING</b>	
						RKC 3014, Exclusion RKC-Blackwood, Splinter, Josephine, Lightner Dbl, Ropi-Dopi	