

# International-Convention-Card

Version 1.1, May 2024

♠ ♥ © DBV e.V. ♦ ♣

Category: GREEN

NCBO: Germany EVENT: \_\_\_\_\_

PLAYERS: Annaig Della Monta

Barbara Hackett

SYSTEM SUMMARY	
<b>GENERAL APPROACH AND STYLE</b>	
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	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
2C: SF in M or any GF or NT >= 23HCP	
2D/H/S: WEAK, 4-9 HCP, 5+ cards (1 <sup>st</sup> in hand non vul/vul usually)	
5cards – 2NT only Forcing bid)	
3NT: PREEMPT in minor	
4C/D: NAMYATS	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
After 2-suited overcalls -> [8]	
Drury -> [7]	
PSYCHICS: rare	

## 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, xxxS	HxS, xxS, xxSx, xxxS

### 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

## 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

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	<b>HIGH LEVEL BIDDING</b>	
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			

**Note...1:** after INVERTED minors

2/3 om	- 18+ HCP, BAL
2H	- STOPPER in H, doesn't deny stopper in S, if unbalanced
2S	- STOPPER in S, denies stopper in H
2NT	- STOPPER in both Ms, MIN
	→ 3m - ASK for CUE
3m	- MIN
3H	- SPL
3S	- SPL
3NT	- STOPPER in both Ms, MAX 17.

**Note...2:** after REVERSE

- direct raise= good raise
- 2NT= asking for 3C -> bid of one of partner's suit= bad raise

**Note...3:** 2-way checkback

1x 1y 1NT 2C= asks for 2D, either WK or INV

Pass	= WK with D, to play
2M	= INV with 5 card M
1m 1H 1NT 2C 2D 2S	= INV with 5c H & 4c S
1m 1H 1NT 2S	= INV with 44 in Ms
1m 1S 1NT 2C 2D 2H	= INV with 5c S & 4c H
1m 1S 1NT 2H	= non forcing with 5c S & 4c H

1x 1D/M 1NT 2D= GF, check back asks for distribution, Principle: always bid the other M first

2oM	= NAT, may have 3M
2M	= 3card support
2NT	= MIN, no 3c support, no 4 oM
3m	= MAX, 5c m
3M	= 3c support, MAX, no 4 oM
3NT	= MAX, no 3M no 4 oM

**Note...4: Bergen raises** (not after intervention or by passed hand)

1H/S-2H/S	5-9HCP, 3c support
1H/S-3H/S	0-5HCP, 4c support
1H/S-3D/H	6-9HCP, 4c support
1H/S-3C/D	invitational, 4c support
1H/S-2S/3C	invitational, 3c support
1M – 3 NT	13-15, 4er M, no shortage

**Note...5: Jacoby mod 1M – 2NT**

3C	any MAX	
	Then	3D/3oM/3NT= short in C/D/oM
3D	MIN, short in C	
3oM	MIN, short in D	
3M	MIN, no shortage	
3NT	MIN, short in oM	
4C/D	second suit, with 2 tops	
4M	MIN, 6 card suit	

**Note...6:** after 2NT opening

3C= asks for 4/5 card M

3D= no 5 card M, promises at least one 4 card M  
 3H= 4 card S, may have 4 card H -> then 3S sets the suit; 3NT= 4c H  
 3S= 4 card H, no 4 card S -> then 3NT= 4c S; 4C/D agrees H and CUE  
 4C= conditional key card for C  
 4D= conditional key card for D

3H= 5 card H  
 3S= 5 card S  
 3NT= no 4 or 5 card M

3D/H= TRF

break with 3 or 4 card support -> 3NT= 3C support, 4m= CUE + 4c support  
 after transfer break -> re transfer

3S= TRF to 3NT

Then 4C/D= NAT, slam try opt key card

4H/S= minors with longer C/D -> next step confirms C, next step + 1 confirms D, 4NT – no interest

3NT= 5/5 minors, slam try

Then Pass= no interest  
 4C/D= confirming C/D, conditional key card  
 4C/D/H= TRF to D/H/S  
 Then 4NT= key card  
 Any suit = void wood

**Note...7:** Drury

1M – 2C= 3 card support, 10+ HCP  
 -> 2D= normal opening  
 -> 2M= MIN  
 -> new suit= LST  
 -> 2NT= asks for Singleton, MIN/MAX  
 -> 3M= INV  
 -> 3NT= 15-17, BAL

1M - 2D= 4+ M, 10+ HCP  
 -> 2M= MIN  
 -> new suit= LST  
 -> 2NT= asks for Singleton, MIN/MAX  
 -> 3M= INV  
 -> 3NT= 15-17, BAL

1M - jump to new suit= fit showing jump

**Note...8:** after 2 suited overcalls of the opposition, i.e. 1H 2H= S + C

- DBL= 10-12 HCP then every double is PEN
- Single raise: NF
- 3 new suit= competitive
- If 2 suits from opposition are known:
  - lower suit of the opponents which can be bid = GF with new suit
  - higher suit of the opponents which can be bid = INV+ with partner's suit
- if only one suit is known:
  - lowest bid between opponent's known suit and 2 NT = GF with new suit
  - highest bid between opponent's known suit and 2 NT = INV+ with partner's suit

**Note...9:** Opponents double an artificial bid, i.e. Stayman

2NT p 3C X  
 -> PASS= stopper, asks for RDBL  
 -> XX = good 4 card C with controls, suggestion to play 3C XX  
 -> new suit bid= denies stopper  
 -> system on, direct denies stopper, slow shows stopper