DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	_
6 – 16 natural- possible 4 card suit	
New Suit F1	
Jumpshift = fit and good suit after pass, else Inv.	
Direct jump raise = Inv on min / wk on Maj.	
Jump cue-bid = 4 card fit and good hand	
ANT OVEROALL (Or 1/44) Live Decreases Decreases	
1NT OVERCALL (2nd/4th Live, Responses, Reopening)	
In 2 nd strong, balanced or semi-balanced	
Responses: after minor opening- stayman, transfers	
After major - transfers	
In 4 th : 10 – 13 Responses same as above	
JUMP OVERCALLS (Style, Responses, Unusual NT)	
weak	
TOUR.	
Reopen natural 2nt = 1nt opening 17-19	
DIRECT AND JUMP CUE BIDS (Style, Respones, Reopen)	
$1 \text{ m} - 2 \Rightarrow \text{ = majors}$ $1 \text{ M} - 2 \text{ M} \text{ other M} + 1 \text{ min}$	
Impossible trsft asks for stopper	
Reopening cue= 2suiter	
VS. NT (vs. Strong / Weak, Reopening, PH)	
X = 5 min + 4 Maj // 2♣ = Maj 5/4+ // 2♦ = 6♥ or ♠ //	
2♥/♠ = 5♥/♠ and 4+ min // 2NT = min	
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	
Takeout X natural cuebid = asks for stopper, may be	
Minors	
Leaping michaels	
VS. ARTIFICIAL STRONG OPENINGS	_
1♣ strong: double = both majors 1nt = both minors	
Other Natural	
OVER OPPONENTS' TAKEOUT DOUBLE	
New suit F1 (trsft) 1 over 1, 2 over 1 (Trsft) nf	

LEADS AND SIGNALS					
OPENING LEADS STYLE					
	Lead	In Partner's Suit			
Suit	3rd – 5th	3rd – 5th			
NT	4th best	3rd – 5th			
Subseq					
Other:					
LEADS	LEADS				

LEADS						
Lead	Vs. Suit	Vs. NT				
Ace	AKx	AKx				
King	KQx	KQJx, KQ10x				
Queen	QJx	QJ10x or KQx				
Jack	J10x or HonorJ10x	J10x or Honor J10x				
10	10 9 x or Honor 109	10 9 x or Honor 109				
9	9x	9xx or Honor 98x				
Hi-x	even number	Bad suit				
Lo-x	odd number	4 th best				
SIGNALS IN ORDER OF PRIORITY						

SIGNALS IN ORDER OF PRIORITY					
			Partner's Lead	Declarer's Lead	Discarding
		1	low enc	high=odd	Small enc
	Suit	2	count	Suit pref.	count
		3	Suit pref		
		1	low = encour.	high=odd	Small enc
	NT	2	count	Suit pref	Small=even
		3	Suit pref		
Signals (including Trumps): UDCA					

DOUBLES

3 suiter or 16+ HCP any distribution
Responses natural – only cuebid F
Reopening either 3 suiter or 14+HCP
Suit at lowest level ambiguous
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

1minor 1♥ x = 4+ cards in ♠

1♠ = trsft for 1NT		
$2 \clubsuit / ♦ / ♥ = \text{trsft wk} / / 2 ♠ = 7-9 in the min, // 3min = Inv.$		
1♥/♠ double 2♥/♠ double is a preference for minors		

Openers X show either 3 cards in partners M or a strong hand

International-Convention-Card



	Chris Catzeflis
	SYSTEM SUMMARY
GENERAL APPI	ROACH AND STYLE
NATURAL, 5 CA	ARD MAJOR
1 could be 4 ca	
2♣ = both Maj W	/K, min 5/4
	on the answer of 2H)
2 ∀ /♠ = 6 (5) card	ds v /♠ WK
1NT Opening: (1	14+)15 – 17(18-) balanced or semi-balanced
	nses: Game Forcing
	THAT MAY REQUIRE DEFENCE
C. LOI, (L DIDO	THE WALL DELLINOE
2♣ Roudi	
2♣ drury fit (10-1	11)
• •	r no outside A 7cds AKQ
SPECIAL FORC	CING PASS SEQUENCES
Dopi/ropi	DING FASS SEQUENCES
Борі/Торі	
IMPORTANT NO	OTEC THAT DON'T FIT FLORWINGDE
	OTES THAT DON'T FIT ELSEWHERE
Frequent light of	pening in 3 rd seat according to vulnerability. mpts are often weak
in 3" seat, preer	mpts are often weak
PSYCHICS: rare	

OPENING	TICK IFA RT	MIN No.OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	4♥	Nat 11 – 22HCP	2♣ Inv; 2•/2♥ /2♠ = trsf (7-9); 3♣ = Pre	1♣/♦ 1NT 2♣ = both Maj / other trsf // 2NT = both min	
					1♣ 1Maj does not exclude long ◆	1♣ - 1♥ /♠ - 2♣ - 2♦ = relay forcing / 2 ♥ ♠ = WK 1♣ - 1♥ /♠ - 2♥ /♠ - 2NT = Relay (3♣ = 3 ♥/♠ min,I)	Jumps with fit
						1♣ 1•/▼ X/1▼ (trsft) 1♣ (trsft for 1NT) & 2♣◆▼♣ Trsft / 3♣ Pre 1♣ X XX/1/2◆▼♠ Trsft / 1NT = Nat	
1 +		3		Nat 11 – 22 HCP	2♠ Inv ♣ or ♦ 2♦/2♥ /2♠ = trsf (7-9); 3♣/♦ = Pre.	1 ★ X XX/1/2♣♦♥♠. Trsft / 1NT = Nat / 3 ★ Pre 1 ★ 1 ▼ 1 ♠ (trsft for 1NT) & 2♣♦♥♠ Trsft, / 3♣/♦ = Inv	
1 ♥		5	4•	Nat 11 – 22 HCP	Rev bergen	$1 \checkmark / = -2x - 2 \checkmark / = -3 \checkmark / = FG! - 3 $	Jump = fit natural
					1NT F1 / 2NT GF + fit 4 cards //3NT Sign off // 1Maj X 1NT = Nat / 2♣ = trsft ♣, or lead ♦ + fit 7/9 // 2♦ = trsft ▼ 7/9 // 2♥ = 3+cards 4/7	1♥ 1♠/NT 2NT = 5/4 18-19 or 6♥+ -> 3♠ = Relay 3♣/♦ =5/5 / 3NT = 18-19 5/3/3/2	Drury2♣ (10-11),
1 ♠		5(4)	4♥	Nat 11 – 22HCP	Rev bergen	Same	See above
					1NT F1 / 2NT GF + fit 4 cards //3NT Sign off // 1Maj X 1NT = Nat / 2♣ = trsft ♣, or lead ♦ + fit 7/9 // 2♦ = trsft ♥ or lead♥ + fit 7/9 // 2♥ trsft ♠ 7/9 // 2♠ = 3+cards 4/7 = 3+cards	1 1NT 2 (2+ cards) (1 st /2nd seat)	Jump in new suit is 5 cards + 4 cards in opening suit after pass
1 NT				15 – 17 balanced or	2♣ =stayman 2NT = Nat, NF	SMOLEN (4♣ = 6♥ + 4♠ / 4♦ = 6♠ + 4♥)	Rebensohl /,2nt with stopper
				Semi-balanced	2♦ /2♥ /2♠ /3♣ =transfer 3♦ = Both min. strong		
				Possible 5Maj or 6minor	3♥/♠ = Nat, slam try 4 ♣/♦ = majors GF		
2 ♣	Х	0		Both Maj WK, min 5/4	2NT Relay -> 3♣ = 5/4 max / 3♦ = 5/5 min / 3♥ = min 5♥ / 3♠ = min 5♠ / 3NT = 5/5 max		
2 •	Х	0		Gf (except on the answer of 2♥)	Steps (Italian controls)	2 ♦ - 2X - 4♣/♦ = both Maj, short ♣/♦	
2 🔻		6		6 (5) ▼ + WK	2NT relay		
2 🌢		6		6 (5) ♠ + WK	2NT relay		
2 NT				20/22 balanced	Puppet / 4♣ = majors with ambition, 4♦ majors no ambition / 4♥ 5 5 minors short ♥, 4 ♣ 5 5 minors short sp, / 3♣-3nt-4♥= 5 ♣ +4 ♦ slammish, 3♣-3nt-4♠ 5 ♦ + 4 ♦ slammish, 3♣-3nt-4♠ = ♦ slammish / 3/4NT 5♠ + 4♥		
3 ANY				PREEMPT	3H/S = nat		
3 NT				Solid Minor	4♣ = correct in minor 4♦ = asking singleton,	HIGH LEVEL BIDDING	
						kickback 4130 After Blackwood, next step asks for Queen of t	rumps
4 🌲				NAMYATS	STRONG HEART SUIT	JOSEPHINE	
4 •				NAMYATS	STRONG SPADE SUIT	LIGHTNER DOUBLES	
4 NT				BOTH MINORS			