DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENIN	G LE	ADS STYLE				
8–17 natural- possible good 4 card suit	7		Lead		In F	artner's Suit	
New Suit F1 at one and two level	Suit	3rd	d – 5th		3rd – 5th		
Jumpshift = fit and good suit	NT	4th	n best		3rd – 5th		
Direct jump raise = preempt	Subseq	1					
Jump cue-bid = 4 card fit and good hand	Other:				ı		
	Even: pa	ir					
1NT OVERCALL (2nd/4th Live, Responses, Reopening)	LEADS						
In 2 <sup>nd</sup> strong, balanced or semi-balanced	Lead		Vs. Suit			Vs. NT	
Responses: after minor opening- stayman, transfers	Ace	AKx			AKx		
After major opening - transfers	King	KC	Qx		KQJxx,KQ10xx,AKJxx		
	Queen	QJ	Jx		QJ10x Q	J9x or KQx	
In 4 <sup>th</sup> : 10 – 13 Responses same as above	Jack	J1	0x or KJ10x		J10x or AJ10x		
JUMP OVERCALLS (Style, Responses, Unusual NT)	10	10	x,109x or Honor	10x	109x or Honor 109x		
2/3 level=Nat. (6H+)	9	9x			9xx		
1♣ - 2/3♣ natural	Hi-x	Hi-x even number			Bad suit of	or 5 <sup>th</sup> suit	
	Lo-x	od	d number		4 <sup>th</sup> best		
Reopen natural 2nt = 1nt opening 17-19	SIGNALS	S IN (	ORDER OF PRIC	RITY			
DIRECT AND JUMP CUE BIDS (Style, Respones, Reopen)	7		Partner's Lead	Decla	rer's Lead	Discarding	
1♣ - 2/3♣ natural /1M - 2M : M + minor/1♥/♠- 3♣ natural	7	1	High = want	Small	=odd	High = want	
1m-2•(5+-5+M), 1any : jump overcall : weak (5-10)	Suit	2	Count	Suit p	ref	Odd/even	
Jump cuebid asks for stopper except 1 & 3 & = preempt	7 i	3	Suit pref			Suit pref	
Reopening cue= 2suiter	1	1	Small = want	Small	=odd	lavinthal	
VS. NT (vs. Strong / Weak, Reopening, PH)	NT	2	Count	Suit p	ref	count	
vs strong : dble(4M+5m), 2♣(4+-4+M), 2♦(6suit M), 2♥/♣	7 i	3	Suit pref			Suit pref	
(5♥/♠+4+m), 2NT(5♣/5♦), 3bids (PRE). <u>vs weak</u> : dble (14+),	Signals (	no tru	ump): SMITH, hig	h = inter	ested		
others : see above	7						
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)							
Takeout X thru 4♥; Natural overcalls; cue bid							
3♣ - 4♣ : 5+♥+5+♦ 3♣ - 4♦ (5+-5+M),			D	DUBLES			
3♦ – 4♣ : 5+♠+5+♣ 3♦ – 4♦ (5+-5+M),	7		Ь	JUBLES	•		
vs 2♥/♠ weak: after dble-lebensohl/4♣/♦ (5+♣/♦+5+♠/♥);	TAKEOL	JT DC	DUBLES (Style, F	Response	es, Reopen	ing)	
2NT(16-18 after transfer); 4♣/♦: 5+♥+5+♣/♦	Sound 3	suite	r or 18+ HCP any	/ distribu	ition		
vs 2♦ multi : natural overcalls; Dbl : 13-15 or 18+; 2NT	Respons	Responses natural – only cue bid F					
(16-18); 4♣/♦ : 5+♥+5+♣/♦; pass and 4♣/♦ : 5+♠+5+♣/♦	Reopenii	ng eit	her 3 suiter or 14	+HCP			
VS ARTIFICIAL STRONG OPENINGS							
1. strong: X = both majors 1NT = both minors	7						
Otherwise : Natural	SPECIAL	_; AR	TIFICIAL AND C	OMPETI	TIVE (RE-)	)DOUBLES	
			<b>?</b> ; 1 <b>♥</b> : 4+ <b>♠</b> ; 1♠ (0-	·3 <b>♠</b> );			
		1minor (1♥) x = 4+ cards in ♠					
OVER OPPONENTS' TAKEOUT DOUBLE	OPPONENTS' TAKEOUT DOUBLE 1♥ /♠ double 2♥ /♠ double is a preference for minors						
1♣ (X) : XX (11+), 1•/♥ : 4+ ♥/♠; 1♠(0-3♠);	Lightner	doub	le				
1 ♦ (X) : XX 4+ ♥; 1♥ : 4+ ♠; 1♠(0-3♠); 1♥(X) : XX : 4+♠	Sup. dou	ıble :	e.g 1 <b>ஃ-</b> P-1 <b>∳</b> -2 <b>∳</b> ->	/ Sup. re	edble : eg.	1 <b>.</b> -P-1 <b>.</b> -X-XX:	
Double over 1 = transfert	show eith	ner 3d	cards in partner N	1, or ver	y strong ha	nd	

## **LEADS AND SIGNALS** OPENING LEADS STYLE Lead In Partner's Suit 3rd - 5th Suit 3rd - 5th NT 4th best 3rd - 5th Subseq Other: Even: pair LEADS Vs. NT Lead Vs. Suit Ace AKx AKx King KQx KQJxx,KQ10xx,AKJxx Queen QJx QJ10x QJ9x or KQx Jack J10x or KJ10x J10x or AJ10x 10 10x,109x or Honor 10x 109x or Honor 109x 9 9x 9xx Hi-x even number Bad suit or 5th suit 4<sup>th</sup> best Lo-x odd number SIGNALS IN ORDER OF PRIORITY Declarer's Lead Partner's Lead Discarding 1 High = want Small=odd High = want 2 Count Odd/even Suit Suit pref 3 Suit pref Suit pref 1 Small = want Small=odd lavinthal 2 Count Suit pref NT count 3 Suit pref Suit pref Signals (no trump): SMITH, high = interested **DOUBLES** TAKEOUT DOUBLES (Style, Responses, Reopening) Sound 3 suiter or 18+ HCP any distribution Responses natural - only cue bid F Reopening either 3 suiter or 14+HCP SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES 1♣(1♦) x : 4+♥; 1♥ : 4+♠; 1♠ (0-3♠); 1minor (1♥) x = 4+ cards in ♠ 1♥ /♠ double 2♥ /♠ double is a preference for minors Lightner double

## International-Convention-Card

Category: Natural Green NCBO: SWITZERLAND

Players : Gojko Zivkovic – Jean-Pierre Derivaz

Event: Seniors - Buenos Aires

August 4, 2024

DSYSTEM SUMMARY						
GENERAL APPROACH AND STYLE						
NATURAL, 5 CARD MAJOR, in 1 <sup>st</sup> and 2 <sup>nd</sup>						
Best Minor (1♦ 3 cards only when 4432)						
2♥ 5+♥ + 4+ minor (5-10H) / 2♠ 5+ ♠ + 4+ minor (5-10H)						
2◆ MULTI (weak in M [5-10H]-strong in m [19-23] - NT22-23)						
over 1♥/♠ : 1NT forcing (5-15H)						
2/1 response GF						
1NT Opening: 15 – 17 balanced or semi-balanced (5M or 6m poss.)						
2NT Opening: 20 – 22 balanced or semi-balanced (5M or 6 m poss.)						
SPECIAL BIDS THAT MAY REQUIRE DEFENCE						
2 <b>.</b> : artificial, near GF						
2♦: weak in M, SF in m, 22-23 NT;						
2 <b>v</b> : 5 <b>v</b> + 4+ minor weak;						
2 <u>♦</u> : 5 <u>♦</u> + 4+ minor weak						
3NT: solid minor no outside stopper						
Bergen raises over 1♥/♠ : 3♣=4 cards/10-11; 3♦=4 cards/7-9;						
3♥/♠ : 4 cards 0-6; fit jump by passed hand						
Splinter						
Neg dble thru 4♥						
Rubensohl after opp. overcalls partner's 1NT						
Resp Dble thru 4♥						
XYZ/NT : 2♣=Trf to 2♦ TP,or weak in ♣, or invit. 10-11;						
XYZ/NT : 2◆=any FG						
3 <sup>rd</sup> hand opening may be lead directing or weak						
SPECIAL FORCING PASS SEQUENCES						
Pass : Forcing when we bid GF						
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE						
Frequent light opening in 3 <sup>rd</sup> and 4 <sup>th</sup> seat according to vulnerability.						
In 3 <sup>rd</sup> seat, preempts are often weak						
PSYCHICS: seldom						

Switzerland - Gojko Zivkovic - Jean-Pierre Derivaz

OPENING	TICK IFA RT	MIN No.OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING	
1*		3	4♥	Natural 11 – 23 HL; may be weaker in 3 <sup>rd</sup> ; rule of 15 in 4 <sup>th</sup> . If unbalanced,rule of (19)20	2m=F1 (11+ and fit, no 4 card M), 3m=PRE (0-7H) 1 • -2 • =FG 1 • -2 • & 1 • -3 • = FIT & 8-10H (FJ if PH)	1♣ - 1♥ /♠ - 2♣ - 2♦ = relay forcing; 1♣-1x-1NT : 2♣= weak ♦ or ♣, or any inviting 1♣-1x-1NT : 2♦ = GF	Truscott after X Fit jump 2m=F1 (11+ and fit, no 4 card M),	
						If 1NT overcall : 2♣ (4+-4+M), 2♦ /2♥ /2♥ /2NT = transfer; If 2♦ M overcall : takeout dble; 2♥/♠= inv. ♣/♦		
1+		3	4♥	Natural 11 – 23 HL; may be weaker in 3 <sup>rd</sup> ; rule of 15 in 4 <sup>th</sup> . If unbalanced,rule of (19)20	2m=F1 (11+ and fit, no 4 card M), 3m=PRE (0-7H)	See above	See above	
					1♣ 1Maj does not exclude long ◆			
1♥		5 (4)	4•	Natural 11 – 23 HL; may be weaker in 3 <sup>rd</sup> ; rule of 15 in 4 <sup>th</sup> . If unbalanced,rule of (19)20	BERGEN 2NT GF 4card fit 2♥ = 8-10 (3cards) 3NT natural 1NT forcing (5-15)	1♥ /1♠ -2x -2♥ /2♠ -3♥ /3♠: strong If 1NT overcall: 2♠/2♦ /2♥ /2♠ /2NT = transfer If 2NT overcall: 3♠/♦=inv.♥ /♠; 3♥ /♠: weak (8-10)	Jump in new suit is 5 cards + 4 cards in opening suit  1NT: F1; 2NT fit 4 + a short  Drury with fit: 2*/Dble/Redble	
	-	F (4)	1	0	l Occupations	Oversham	O. a. ahaara	
1 <b>4</b>		5 (4)	4•	See above	See above	See above	See above	
1NT	-			15 – 17 balanced or	2♣ =stayman can be weak, with or without major	Curan account man 2 and a table 2NT/2NA-4NA accounts in	Rubensohl	
				Semi-balanced	2 → /2 ▼ /2 ★ /2NT =transfer 3X= strong	Super accept : m=3 cards + 1H; 2NT/3M=4M max./min		
				Possible 5Maj or 6minor	4♣ = 5-5 M inv. Slam 4M = 5-5 m, shor in M	About 4♣ : <b>4</b> ♦ (RKCB ♥); 4NT (RKCB ♠)		
2*	Х			GF or SF	Italian controls (A=2, K=1); 2♦:0/1, 2♥:2, 2♠:3; 2NT:4; 3NT:5; 3♣/♦/♥/♠:KQJxxx; 4♣/♦/♥/♠: AKQxxx	3M is NT (8.5 tricks)	same over x; over suit : x=5+; pass=0-4	
2•	Х	0		MULTI : 22-23 semi regular	2NT asks : 3♣/•/▼/♠ : min▼/♠; max ♠/▼ (puppet stayman,3nt=5♠+4▼)		System on over x; pass is 5+ ◆; xx : to play 2◆	
				Weak in a Major (5-10H)	4♣ = bid your M in trans, 4♦ = bid your M 3♣ /3♦ = natural F 2/3♥ /2/3♠ : P/C	3♣ =mini ♥, 3 ♦ = mini ♠ 3♥ =max ♠, 3♠ = max ♥	4 <sup>th</sup> seat : 22-23H	
				Strong in a minor (19-23)		After 2NT, 3NT=22/23 4♣/4♦ = strong in minor		
2♥	X	4		5♥ + 4+ minor weak (5-10H)	2NT = strong 3♣ pass or correct 3♥ = preempt	After 2♥ - 2NT 3♣ and 3♦ min, 3♥ max in ♣, 3♠ max in ♦		
2♠		5		5♠ + 4+ minor weak (5-10H)	2NT = strong 3♣ pass or correct 3♣= preempt	After 2♠ - 2NT 3♠ and 3♦ min, 3♥ max in ♣, 3♠ max in ♦		
2NT	1			20-21	3♣ : Puppet stayman; 3♦ /♥/♠ : transfer ♥/♠/NT	2 NT-3♣-3♦-4♣/♦ (4♥+ 4♠ : inv. slam/no interest)		
					3/4/5NT : 5♠+4♥/inv. slam/slam; 4♠ = 5-5 M inv. Slam 4♦= 5-5 M without inv.	Transfer 3NT (3♠): 4♣/♦ (6+♦/♣); 3NT 4♥/♠=5♣/4♦ - 5♦/4♣ About 4♣: 4♦ (RKCB ♥); 4NT (RKCB ♠)		
3X	1	7 (6)		PREEMPT	3♣-4+;3•-4♣; 3♥/♠-4NT = RKCB4130			
3NT				Solid Minor	4♣ = correct in minor 4♦ = asking for shortage; 4M to play	HIGH LEVEL BIDDING		
						RKCB 4130 After Blackwood, next step asks for Queen of trumps – 1st step = no After Blackwood 5NT: bid the suit of first K		
4♣		8 /7		preempt	4♦ = cue-bid; 4♥/4♠ : to play	Excl. RKCB response as above starting from the next bid		
4+		8/7		preemp	4♥/4♠ : to play	Opp interfere after p. bids 4NT : DOPI/ROPI (double : 0, pass : 1; redouble : =; pass : 1)		
4NT		5-5		BOTH MINORS		If no fit, over 4NT: 5♣/♦=4cards, inv. slam ♣/♦; 5NT : 4♣-4♦, inv. slam in m; 6♣/♦ : 5 cards		
<b>4</b> ♥/♠ 5♣/♦		7/8 7/8		Natural to play				