

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1level = 8-18hcp, nat., 5er(4)
2level = 11-18hcp
Thereafter new suit at one level= f1, 2level=NF
After 1M overcall: 2NT=4+support, Fit Jumps
Reopen=can be weaker
Cuebid=limit raise or better
1NT OVERCALL (2nd/4 th Hands, Responses, Reopening)
15-17(18)hcp in 2 nd , promises stopper
After (1m), 2♣ is Stayman
After (1M), 2♣ transfer, transfer to opps suit is Stayman
10-13hcp in balancing position, thereafter natural responses
JUMP OVERCALLS (Style, Responses, Unusual NT)
One suit=weak
1m/M-2NT= lowest (5+/5+), weak or strong
Reopening position: 2NT=17-19hcp, 2♥/♠=6er, 12-16p
DIRECT AND JUMP CUE BIDS (Style, Respones, Reopen)
1♦-2♦, 1♣-2♣=majors (5+/5+), weak or strong
1M-2M=other major+minor (5+/5+), weak or strong
Jump cue asks for stop
VS. NT (vs. Strong / Weak, Reopening, PH)
Vs.strong X = 5m + 4M, 10+P, vs.weak X=penalty
2♣ = MM, 2♦ = w2 M, 2♥= 5♥ + m
2♠ = 5♠ + m, 2NT = 54 mm
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
T/O double thru 4♥, 14+hcp
(♠/♥ weak2) – cuebid = asks for stopper, 2NT nat
(2D multi) – X t/o for ♥, pass + later X t/o for ♠
Leaping Michaels and Non Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS
Vs. 1♣ X = majors, 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
2 over 1 = F1
1M-(X)-2NT=at least invitational, 4c support
XX = 10+hcp (sometimes with support)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1./2./4	3./5.	
NT	1./2./4	3./5.	
Subseq	Small from odd	Small from odd	
Other: attitude when playing a new suit, attitude after fitshowing auction			
LEADS			
	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK, KQ	AK, KQ	
Queen	KQ, QJ	KQ, QJ	
Jack	(K) J10	(K) J10	
10	109, Q10x	109, Q10x	
9	109x, Q9x	109x, Q9x	
Hi-x	xXxx	xXxx	
Lo-x	xX	xX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Attitude	Count	Lavinthal
	2 Count	Lavinthal	
	3 Lavinthal		
NT	1 Attitude	Count	Lavinthal
	2 Count	Lavinthal	
	3		
Signals (including Trumps): Lo=ENCR; Count Lo-Hi=E, Hi-Lo=O; Count on lead of a K, Smith Peter			
Trumps-High = lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
11+ with classic shape, or 18+hcp, any			
Responses: cuebid GF			
Reopen: can be lighter (8-15P), or 16+hcp, any			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
take-out double, re-open double, optional double,			
penalty double, informative double, competitive double,			
Lightner double, support double			
SOS-redouble, support redouble			
1m-(1♥)-X = denies 4♠			

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: _____

NCBO: Germany EVENT: _____

PLAYERS: Philip Calder
Dietmar Korb

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Polish Club, 5cd Majors
3 way club-usually 12-14 balanced, limited 12-17 openings,
1♦ usually 5+ except 3-suiters
Weak 2 suiters: 2♥, 2♠, 2NT
1NT Opening: 15-17, balanced
2 over 1 Responses: GF
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♠: 11-14 bal., 15+ nat., 18+ any, F1
1♠-1♦ usually 0-6 neg with 4cd M or 0-8 neg with no 4cd M, or 9-11 with minors, or 12-16 bal. no 4cd M
1♠-1♦-1M 11-14 3-4 ♥/♠
2♠: Precision (11-14, 6+♠ or 5+♠ with 4cd M)
2♦: 5-10hcp, weak 2 in major
2♥: 5-10hcp, two-suiter, 5+♥-5+ another
2♠: 5-10hcp, two-suiter, 5+c♠ and 5+c minor
2NT: 5-10hcp, two-suiter, 5+ - 5+, m + m
3NT Gambling
4NT: 6+/5+ minors, 5-10hcp
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Lebensohl
Moderateur (2NT) after reverses
Semi-Forcing 1NT responses after 1M
PSYCHICS: Rare

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣	X	0	4♥	11-14 bal, 15+ nat, 18+ any 11-17 4414	1♦ : 0-8 any, 9-11 with minors, 12-16 bal. no 4cd M, 1♥/♠ 7+hcp	1♣-1M-1NT = 2♣ relay transfer with inv, GF and slam hands 1♣-1y-2♣-2♦ = 3rd suit F1 11+hcp. 1♣-1♦-1NT 18-20 (4cM poss.) 4th suit GF, 1♣-1♦-1♥(1♠)-2♠(2NT)=minors 9-11 2♣/2♦ = 11+ hcp with 5+cards (4c M poss.) 2♥/♠ = 4-7hcp, 6+cards	
1 ♦		4+	4♥	11-17hcp, 5+♦ 11-17 4441 11-17 4♦/5♣	2♦ = 10+ hcp with 4+cards (no 4c M) 2♥/♠ = 4-7hcp, 6+cards	1♦-1y-1NT = 2♣ relay transfer with inv, GF and slam hands 1♦-1y-2♦-2♥ = 3rd suit F1 11+hcp, 4th suit GF After 1♦-2♦, bid suits, 2NT 12-13hcp, 3♥/♠ splinter, 1♦-2♦-2♥-2NT/3♦ NF	Inverted Minors ON
1 ♥		5+	4♥	11+hcp	2NT = 4+c support inv+, Fit Jumps 5+/4-, values Jump raises=preempt	1M - 2NT → 3♣ = 15-17 6er+, 3♦ = 11-14 any, 3♥ = 15-17 w/o Sgl, 3♠ = 15-17 Sgl oM, 3NT = balanced 15-17 hcp, 4m = 15-17 Sgl	Modified Drury, 2NT=minors 5/5
1 ♠		5+	4♥	11+hcp	2NT = 4+ card support inv+, jump raises = preempt Fit Jumps 5+/4-	1M-2M ► 2NT 16-17hcp any distribution, 2oM/3♣/3♦ help suit 4th suit GF	Modified Drury, 2NT=minors 5/5
1 NT			3♠	15-17, semi-balanced (2245, 2326, 5332)	stayman, 2♦/♥/♠/3♣=transfers 4♣ = 5-5 in Majors no slam interest 4♦/♥ = Texas Transfers 3♥=splinter with 5/4 minors, 3♠=splinter with 5/4 minors 4NT quantitative	After 2♣-2♦:Smolen; delayed Texas After 1NT-Transfer: 2NT= max 4 card support. After 1NT-2♦-2♥-3♣=splinter. After major transfers, jump by responder to 4♥/♠ shows mild slam interest. After 1NT-2♥-2♠-3♥=5/5 majors, slam interest. After 1NT-2♠=min/max ask After 1NT-2♣-2♥-2♠=slam interest with ♥ After m transfer-3♥/♠ by responder shows 3c with oMsingle	
2 ♣		5+	4♥	11-14 6+♣ or 5+♠ with 4cdM	2♦=relay at least inv., 2 in a new suit=good 5+c suit NF, 2NT art. forces 3♣; 3♥/3♥/3♠=nat. inv		
2 ♦	x		3♠	Weak 2 in ♥ or ♠;	2♥/3♥/4♥=pass or correct. 2♠=pass or correct. 2NT=asking bid. 3♣/3♦=natural, forcing, 4♣=transfer your suit, 4♦=bid your suit	After 2♦-2NT :3♣ min ♥, 3♦ min ♠, 3♥ max ♠, 3♠ max ♥	
2 ♥		5	3♠	Hearts and another suit, 5/5, weak	Raises are to play, 2♠=pass or correct, 3♣/3♦=nat, forcing, 2NT=asking bid, 3NT= to play, splinter	After 2♥-2NT-3♥=shows spades	
2 ♠		5	4♥	Spades and a minor, 5/5, weak	Raises are to play, 3♠=pass or correct, 3♥/♥=nat, forcing, 2NT=asking bid, 3NT= to play, splinter	After 2♠-2NT-3♣min,3♦min, 3♥max with ♠,3♠max with ♦	
2 NT	X		3♠	Minors, 5/5, weak	3/4/5m = to play, 3♥= M holding ask, 3♠ = nat. F1		
3 ♣		7(6)		5-10 hcp	4♦ RKCB, New suit F1		
3 ♦		7(6)		5-10 hcp	4♣ RKCB, New suit F1		
3 ♥/♠		7		5-10 hcp	4♠ RKCB, New suit F1		
3 NT	X			Gambling without side A/K	4♣ pass or correct, 4♦ single ask, 4♥/♠ = to play	HIGH LEVEL BIDDING	
4 ♣		8		Preemptive	New suit = to play, 4NT=RKCB	RKCB 3014, 2 2+Q, mixed cuebids, DOPI ROPI, Exclusion BW	
4 ♦		8		Preemptive	New suit = to play, 4NT=RKCB	Spiralscan	
4 ♥		7+		Preemptive	4♠= RKCB		
4 ♠		7+		Preemptive	4NT= RKCB		