DEFENSIVE AND COMPETITIVE BIDDIN	NG
OVERCALLS (Style; Responses; 1/2 Level; Reopening	g)
1level = 8-18hcp, nat., 5er(4)	
2level = 11-18hcp	
Thereafter new suit at one level= f1, 2level=NF	
After 1M overcall: 2NT=4+support	
Reopen=can be weaker	
Cuebid=limit raise or better	
1NT OVERCALL (2nd/4 th Hands, Responses, Reopen	ing)
15-17(18)hcp in 2 nd , promises stopper, system on	
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, 13-16	
DIRECT AND JUMP CUE BIDS (Style, Respones, Rec	open)
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	
4 th Hand X=33+OF 12P,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 Pa	artner'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											
Lead		Vs. Suit			Vs. NT						
Ace	AK			AK							
King	King AK, KQ			AK, KQ							
Queen		KQ, QJ		KQ, QJ							
Jack		(K) J10		(K) J10							
10		109, Q10x			09, Q10x						
9		109x, Q9x		10	09x, Q9x						
Hi-x		xXxx			xXxx						
Lo-x		xX			xX						
SIGNALS	I١	I ORDER OF PR	IORIT	Y							
		Partner's Lead	Declarer's Lead		Discarding						
				Count	Roman						
Suit			Lavint	thal							
	3 Lavinthal										
	1	Attitude	Count		Roman						
NT	2	Count	Lavint	:hal							
	3										
		uding Trumps):			nt Lo-Hi=E,						
		ount on lead of a	K, Sm	ith Peter							
Trumps-	Ηiς	gh = lavinthal									
		DOI	JBLE	S							
TAKEOU	ΓΩ	OUBLES (Style,	Respo	onses, Re	eopening)						
11+ with	cla	ssic shape, or 18	3+hcp,	any							
Response	es:	cuebid GF									
Reopen: can be lighter (8-15P), or 16+hcp, any											
SPECIAL;	AR	TIFICIAL AND CO	MPETIT	TVE (RE-)[OOUBLES						
		e, re-open double, o									
penalty double, informative double, competitive double,											
Lightner double, support double											
SOS-redouble, support redouble											

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category:

NCBO: **Germany** EVENT:

PLAYERS: Philip Calder

Marek Skuratowicz

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♥, 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♠: 4-10hcp, 4+/4+ Majors
2♦: 5-10hcp, weak 2 in major
2♥: 5-10hcp, two-suiter, 5+♥ -5+ minor
2♠: 5-10hcp, two-suiter, 5+c♠ and 5+c minor
2NT: 5-10hcp, two-suiter, 5+ - 5+, m + m
3NT Gambling
SPECIAL FORCING PASS SEQUENCES
After two over one, after we bid game after strong
sequence, after strong redouble

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Lebensohl

PSYCHICS: Rare

Moderateur (2NT) after reverses
Semi-Forcing 1NT responses after 1M

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING	
1 &	Х	0	4•	11-14 bal, 15+ nat, 18+ any	1 • : 0-8 any, 9-11 with minors, 12-16 bal. no 4cd M, 1 ♥/ • 7+hcp	1♣-1M-1NT = 2♠ relay with weak or invitational hands, 2♦=GF		
				11-17 4414	1*-2* =5er+cds 10-11(12)	1♠-1y-2♠-2♦ = 3rd suit F1 11+hcp. 1♠-1♦-1NT 18-20 (4cM poss.) 4th suit RF, 1♠-1♦-1♥(1♠)-2NT=minors 9-11		
					$2NT/2$ = 12+ hcp with 6+♣/ \bullet cards 2 \checkmark / \bullet = 4-7hcp, 6+cards	1♣-1♦-1M 11-14, 3-4 ♥/♠, 1♣-1♦-2♦ art FG(2♥ double negative), 1♣-1M-2♦ art FG, 1♣-1♦-2M +18		
1 •		4+	4•	11-17hcp, 5+♦	2♦ = 10-11(12) hcp with 4+cards 2NT=12+hcp with 6+cds	1 ♦-1y-1NT = 2 ₱ relay with weak or invitational hands, 2 ♦=GF	Inverted Minors ON	
				11-17 444 1	2 ♥/ \spadesuit = 4-7hcp, 6+cards	1♦-1y-2♦-2♥ = 3rd suit F1 11+hcp, 4th suit RF		
				11-17 4♦/5♣		After 1 • - 2 • , bid suits, 2NT 12-13hcp, 3 ♥ / • splinter, 1 • - 2 • - 2 ▼ - 2NT/3 • NF		
1 ♥		5+	4♥	11+hcp	2NT = 4+c support GF, Bergen	1M-2NT №♣/•/3oM shortness, 3M:15+ no shortage,	Drury	
					Jump raises=preempt	3NT 15-17p bal., 4♣/♦/oM 15+ 4 cards, 4M min. 1M-2M ▶2NT 16-17hcp any distribution, 2oM/3♣/3♦ help suit		
1 ♠		5+	4♥	11+hcp	2NT = 4+ card support GF, jump raises = preempt	4th suit RF, 10F-3NT 14-16, 4333	Drury	
1 NT			3♠	15-17, semi-balanced (2245, 2326, 5332)	Nonpromissory stayman, 2♦/♥/♠=transfers 4♠ = 5-5 in Majors no slam interest 4♦/♥ = Texas Transfers, 3♣=Puppet Stayman 3♦ =nat., slam interest, 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, 1NT-2NT=minors After 1NT-2♠-2♥-2♠=slam interest with ♥ After m transfer-3♥/♠ by responder shows 3c with oMsingle		
2 ♣		0	4♥	4-10(11)p, 4+/4+ Majors	2 -asking NF, raises to play, 3 -asking GF 2 -asking GF	After 2♣-2NT: 3♣ min. 4/4 or longer ♥, 3♦ min. longer ♠, 3♥ max. with longer ♠, 3♠ max. with longer ♥, 3NT= 5/5		
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 a minor, 5/5(4), weak	Raises are to play, 2♠=signoff, 3♠/3♦=nat, invite 2NT=asking bid, 3NT= to play, Splinter	After 2♥-2NT-3♣/♦ nat., min., 3♥ max. with ♣, 3♠ max. with ♦		
2 4		5	4•	Spades and a minor, 5/5(4), weak	Raises are to play, 3♠=pass or correct, 3♦/♥=nat, invite 2NT=asking bid, 3NT= to play, Splinter	After 2♠-2NT-3♣/♦ min, 3♥ max with ♣, 3♠ max with ♦		
2 NT	Х		3♠	Minors, 5/5, weak	3/4/5m = to play, 3♥= M holding ask, 3♠=transfer to 3NT			
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	Х			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 1430, 2 2+Q, mixed cuebids, DOPI ROPI, Exclusion BW, after RKCB answer next step asks for Q and/or lowest King, after opps's 4 level opening 4NT is an unspecified 2 suiter		
4 •		8		Preemptive	New suit = to play, 4NT=RKCB			
4 ♥		7+		Preemptive	4NT= RKCB			
4 ♠		7+		Preemptive	4NT= RKCB			