

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
1-Level: (7)8-18; reopening 6+ 2-Level: (10)12-18, reopening 8+ bad suits require higher overall strength
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
(1X)-1NT = NAT 15-18, (1X)-p-(p)-1NT = NAT 12-15 (1X)-p-(1Y)-1NT = NAT 15-18 after m opening: system on after M opening: TRFs, 2M-1 is Stayman
JUMP OVERCALLS (Style, Responses, Unusual NT)
WJO: 6cd suit, 5-10, can be stronger if partner has passed (1X)-2NT = lowest unbid suits
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
(1M)-2M = highest and lowest unbid suit, 55+ (1M)-3M = ASK for stopper
VS. NT (vs. Strong / Weak, Reopening, PH)
x = strength, then first DBL from either side T/O 2♣ = ♥+♠ (54)+, 2♦ = 6+♥ or 6+♠, 2♥ = 5+♥ and 4+m 2♠ = 5+♠ and 4+m, 2NT = ♣+♦ (55)+
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
vs natural preempts, including two-suiters: (2/3M)-4m=m+oM, (2/3m)-4m=MM, (2/3m)-4om=om+M 2NT=15-18, DBL=take-out, LEB after (2M)-DBL-(p) vs 2♦ multi: DBL = T/O vs. ♠, 2NT = 15-18, then Puppet vs 2♦ both M: DBL = BAL 13+ or any 18+, rest NAT vs 2NT both m: 3♣=shape-based T/O, 3♦=card-based T/O
VS. ARTIFICIAL STRONG OPENINGS
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+, then first DBL from either side T/O Fitjumps in competitive situations

LEADS AND SIGNALS																											
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ATT: low = encouraging, CT: low = even																											
Suit preference in trumps																											
DOUBLES																											
TAKEOUT DOUBLES (Style, Responses, Reopening)																											
other suits 11+ or any 18+, reopening 8+ converting a ♣ response to ♦ does not show extra values (1m)-DBL-(p)-2m = any (11)12+ or MM 6-8 (1m)-DBL-(p)-3m = MM 9-11																											
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES																											
Support (Re-)Double, SOS-Redouble, Gametry Double, Snap Dragon Double, Responsive Double, Lightner's Double, Non-lead-directing Double (on own 5+cd suit) (1X)-1/2Y-(DBL)-RDBL = Ax or Kx Doubling a 2/3-level Cue in Partner's suit shows a raise.																											

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: Green

NBO: Germany EVENT: _____

PLAYERS: Andreas Bauer, Jonathan Pieper

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ 11+, 2+♠, (may include weak 4(5)♦) 1♦ 11+, 4+♦ 1♥♠ 11+, 5♥♠ 1♣-1♦/♥=4+♥/♠ moderately sound preempt style
1NT Opening: 15-17 2 over 1 Responses: game forcing except 1♠-2♥-2♠-2NT
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣: any game force (except (4441)) or any M near game force or 22+ BAL 2♦: Weak Two in any M or 20+, (4441) 2♥: MM (54)+ weak 2♠: 5+♠ and 4+m weak
1♠-2♦: 5-8, 6+♦ (analogous for any 1m-2M)
2-Level bids are usually CONST NF if T/O DBL available
SPECIAL FORCING PASS SEQUENCES
FG bids, natural redoubles
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
HCP are only a guideline, there may be up- or downgrades
PSYCHICS
very rarely

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND OR COMPETITIVE BIDDING
1 ♣	x	2	4♥	(10)11-22 with weak 4(5)♦ opener may judge to open 1♣ instead of 1♦	1♦/♥ = 4+♥/♠ (5)6+, 1♠ = no M 6+ or 5+♦ INV+, M first unless STR, 1NT=10-12; 2♣=INV+ 2♦/♥/♠=WJS 4-8, 2NT=6+♣ 7-9, 3♣=6+♣ 3-6, 3♦/♥/♠ = WK, 3NT = 13-15	after 1♦/♥: 1♥/♠ = 3♥♠, 2NT = 18-19 BAL after 1X-1Y-1Z : 2♣ = PUP 2♦, ♦ WK or any INV, 2♦ = FG 2NT = nat inv w/o fit in opened m 1♣-1♦/♥-2♣-2♦ and 1♣-1♠-2♦-2♥ are ART F2NT 4SF FG	after (DBL) or (1X): DBL/1♦/♥=TRF 1m-(1♦)-1♠=MM, 1m-(1♠)-DBL=NEG 1m-(1♥)-1♣=T/O w/o 4♣ XX=10+, then first DBL=T/O
1 ♦		4	4♥	(10)11-22, preferred with 4♦4♣ rarely opened with 5♣4♦	1♥/♠ = 4+♥/♠ (5)6+, 1NT=6-10, 2♦=INV+, 2♥/♠=WJS 2NT=11-12 BAL, 3♣ = 6+♣ INV, 3♦=5+♦ 6-9		
1 ♥		5	4♦	(10)11-20(22)	1♠ = 4+♠, 1NT = forcing (3♥ possible), 2♣ = 2+♣ FG 2♦ = 5+♦ FG, 2♥ = 3+♥ 8-10, 2♠ = 4+♥ INV+	after 1♥-1♠: 2♣ = NAT or 15-17 BAL after 1NT: 2♣ = 2+♣, 2♦ = 4+♦ unless 4531 after 2♥/♠: 2NT=general INV, L/S trial bids, 3♥/♠=COMP after 2♠/NT: 1 st : 11-13 / 2 nd : 17+ / 3 rd +: 14-16 ART shape	after 1♥-1♠ or 1M-(2X nat) (no jump): CUE=INV raise (PH: 3M) 2NT=FG raise (PH: 4M) PH: 1NT=NF, 2♣=Drury, 2♦=NAT INV
1 ♠		5	4♦	(10)11-20(22)	1NT = forcing, 2NT = 4+♠ INV+, 3♣/♦/♥ = NAT INV 3NT = 13-15 (4333)		
1 NT				15-17 (semi-)BAL 5cd M possible	2♣ = NF STAY, 2♦/♥ = TRF, 2NT = Puppet STAY 2♠ = INV BAL or m WK or (41)(44) FG 3♣/♦ = INV with ♣/♦, 3♥=31(54) FG, 3♠=13(54) FG 4♣/♦ = transfer to 4♥/♠, 4♥/♠ = to play	after 2♦/♥: superaccept 3♥/♠=4♥/♠ MIN, 2NT=4♥/♠ MAX new suit=4♥/♠ MAX, small doubleton after 2♠: 2NT = MIN, 3♣ = MAX	after (2♦/♥/♠): DBL=T/O, 2X=to play 2NT...3NT=LEB
2 ♣	x			any game force (except (4441)) or ♥ or ♠ near game force or 22+ BAL	2♦ = relay	after 2♦: 2♥ = ♥s or 24-25/28-29 BAL, 2♠ = NAT FG 2NT = 22-23, 3NT = 26-27, 3♥/♠=NAT INV	after direct intervention: (R)DBL = 0-3 FP off, pass = 4+ FG
2 ♦	x			(3)5-10, (5)6+♥ or (5)6+♠	2/3♥/♠ = pass or correct, 2NT = forcing 4♣ = requesting transfer, 4♦ = asking for suit, 4♥♠ = to play	after 2♣: p = ♠, 2NT = ♥ MIN, 3♣ = ♥ MAX after 2NT: 3♣/♦ = ♥/♠ MIN, 3♥/♠ = ♠/♥ MAX	2♦-(2/3/4M)-DBL = P/C 4X as in responses
2 ♥	x	4		5-10, ♥+♠ (54)+	2♠ = to play, 2NT = forcing, 3♣/♦ = NAT forcing	after 2NT: 3♣ = MIN, 3♦ = MAX ♥ > ♠, 3♥ = MAX ♠ > ♥ 3♠ = 5521 or 5530 MAX, 3NT = 5512 or 5503 MAX 4♣/♦ from RESP=RKCB for ♥/♠ (Voidscan when applicable)	
2 ♠	x	5		5-10, 5+♠ and (4)5+m	2NT = forcing, 3/4/5♣ = pass or correct	after 2NT: 3♣/♦ = NAT MIN, 3♥♠ = ♣/♦ MAX	
2 NT				20-21 (semi-)BAL 5 card M possible singleton A/K/Q possible	3♣ = Puppet Stayman, 3♦ = TRF, 3♠ = ASK m 4♣/♦ = TRF to ♥/♠, 4♥/♠ = to play	after 3♣ : 3♦ = 4cd M, 3♥/♠ = 5♥/♠, 3NT = no 4+ M	
3 ♣		6		preemptive, (3)5-9	4♦ = mini-RKCB		
3 ♦		6			4♠ = mini-RKCB		
3 ♥		(6)7		preemptive, (3)5-9	4♣ = mini-RKCB		
3 ♠		(6)7			4♣ = mini-RKCB		
3 NT	x			7+m, preemptive	4/5/6/7♣ = pass or correct	HIGH LEVEL BIDDING	
4 ♣	x			solid 7-8♥/♠, side ace if only 7	4♦ = asking for type of hand, 4♥ = to play	RKCB 1430, Exclusion RKCB, D0P1-R0P1, DEPO, Spiral Scan	
4 ♦	x				4♥ = asking for type of hand, 4♠ = to play		
4 ♥		(7)8		preemptive, can be opening strength in 3 rd seat			
4 ♠		(7)8					