

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Solid overcall style, usually 5 cards
1lvl: 8+; 2lvl: 11+
Resp:
new suit forc
cue = INV+
2NT = INV+ with Fit
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
15-18 -> Stayman + Transfers
Reopening: (10)11-14 -> Stayman + Transfers
JUMP OVERCALLS (Style, Responses, Unusual NT)
Weak jumps (6 cards, 6-10p)
Unusual NT
DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)
(1m)2m = both Majors, 5-5
(1M)2M = other Major + one minor, 5-5
VS. NT (vs. Strong / Weak, Reopening, PH)
X = PEN
2♣ = both MM 4+-4+; 2♦ = 1 Major, 6c
2M = 5M + 4+m; 2NT = both mm 5+-5+
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X = T/O
2NT= 16-18 -> Stayman + Transfers
After Minor-Preempt: Cue = both Majors
Vs 2♦ Multi: X = T/O with short in Spades
VS. ARTIFICIAL STRONG OPENINGS
OVER OPPONENTS' TAKEOUT DOUBLE
Weak raises
2NT = INV+ with Fit in Major

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	2.4.	2.4.		
NT	2.4.	2.4.		
Subseq	2.4. or ATT	2.4. or ATT		
Other: high from Hx				
LEADS				
	Vs. Suit	Vs. NT		
Ace	AK(..)	AK(..)		
King	KQ(..)	KQ(..)		
Queen	QJ(..)	QJ(..)		
Jack	J10(..)	J10(..)		
10	109(..)	109(..)		
9	H9x(..)	H9x(..)		
Hi-x	xXxx	xXxx		
Lo-x	xX, 10orHigherHxxX	xX, 10orHigherHxxX		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	ATT	Suit Pref	COUNT
	2	COUNT		Suit Pref
	3	Suit Pref		
NT	1	same	same	same
	2			
	3			
Signals (including Trumps): udca				
DOUBLES				
TAKEOUT DOUBLES (Style, Responses, Reopening)				
t/o = 11+ with focus on Majors				
Reopening: 8+				
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
Negative-dbls up to 4h				
Supp-dbls up to 2h				
Responsive-dbls				

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: Green

NBO: Germany EVENT: Euros 2024

PLAYERS: Bruno-Nestor-Max-Levi

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5c Major, Limit raises
1NT Opening: 15-17, might be creative
2 over 1 Responses: forcing 1 round
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
SPECIAL FORCING PASS SEQUENCES
After 1m/NT (X) XX
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS
rarely

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	4♥	11+	1♦ walsh style ; 1M 4+c, 6+p, longer ♦s possible 2♣ = 4♣s 6-10p ; 3♣ = 5+♣s, 10-11p	New suit by opener on 1lvl = unBAL	
					2♦♥♠ = 6c 4-7p	After 1m-2higher-2NT = Ogust (see below)	
1♦		3	4♥	11+, 4+♦ or 11+, 4432	2♣ = 4+♣s 11+p ; 2♦ = 4+♦s, 10+p 2♥♠ = 6c 4-7p		
						If opener shows unBAL hand, repetition shows 6+c, INV :	
1♥		5	4♦	11+, 5+c	1NT 6-10p ; 2♣ = nat or bal, 11+p 2♦ = 4+♦s, 11+p, raise on 2lvl = 3+cards, 6-10p	1♥ - 1♠ - 2♣ - 2♠ = 6+c♠, INV	
					2NT = 11-12 Splinter bids		
1♠		5	4♥	11+, 5+c	1♠-2♥ = 5+c, 11+p		
1 NT			3♠	15-17	Stayman, Transfers (4 suit)		
				BAL 5M, 6m possible	2NT = INV		
				Sometimes creative ;)	3♦♥♠ = 6c, Slaminterest		
2♣	X			Any semi-forcing or BAL 22-23	2♦ = relay 2M = 5+cards with 2 Honors, 8+p	2♣-2♦-2M = SF in M After NT rebid -> Stayman + Transfers	
2♦	X			Any Game-forcing or BAL 24+	2♥ = relay 2♠ = 5+cards with 2 Honors, 8+p	After NT rebid -> Stayman + Transfers	
2♥	X	6		5-10p	2NT = Ogust 2♠ = 5+c, forcing 3m = 6+c, forcing	After 2NT-> MIN/MIN MAX/MAX : 3♣ = MIN, bad suit ; 3♦ = MIN, good suit 3♥ = MAX, bad suit ; 3♠ = MAX, good suit	
2♠	X	6		5-10p	same		
2 NT				20-21 (semi-BAL)	Stayman, Transfers		
3♣		6		Preempt			
3♦		6		Preempt			
3♥		6		Preempt			
3♠		6		Preempt			
3 NT	X			Gambling		HIGH LEVEL BIDDING	
4♣		7		Preempt		RKCB (41-30-52)	
4♦		7		Preempt		Mixed cuebids	
4♥		7		Preempt		1NT-4♣ Gerber	
4♠		7		Preempt		Minorwood (41-30)	