

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
8-17 natural- possible good 4 card suit
New Suit F1 at one and two level
Jumpshift = fit and good suit
Direct jump raise = preempt
Jump cue-bid = 4 card fit and good hand
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
In 2 nd strong, balanced or semi-balanced
Responses: after minor opening- stayman, transfers
After major opening - transfers
In 4 th : 10 – 13 Responses same as above
JUMP OVERCALLS (Style, Responses, Unusual NT)
Weak except michael's non précisés
Reopen natural 2nt = 1nt opening 17-19
DIRECT AND JUMP CUE BIDS (Style, Responses, Reopen)
1♣ – 2/3♣ natural /1M – 2M : M + minor/1♥/♠– 3♣ natural
1m-2♦(5+5+M), 1any : jump overcall : weak (5-10)
Jump cuebid asks for stopper except 1♣ 3♣ = preempt
Reopening cue= 2suiter
VS. NT (vs. Strong / Weak, Reopening, PH)
vs strong : dble(4M+5m), 2♣(4+4+M), 2♦(6suit M), 2♥/♠
(5♥/♠+4+m), 2NT(5♣/5♦), 3bids (PRE). vs weak : dble (14+), others : see above
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),
3♦ – 4♠ : 5+♠+5+♣ 3♦ – 4♦ (5+5+M),
vs 2♥/♠ weak: after dble-lebensohl/4♣/♦ (5+♣/♦+5+♠/♥);
2NT(16-18 after transfer); 4♣/♦ : 5+♥+5+♣/♦
vs 2♦ multi : natural overcalls; Dbl : 13-15 or 18+; 2NT (16-18); 4♣/♦ : 5+♥+5+♣/♦; pass and 4♣/♦ : 5+♠+5+♣/♦
VS ARTIFICIAL STRONG OPENINGS
1♣ strong: X = both majors 1NT = both minors
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
1♣ (X) : XX (11+), 1♦/♥ : 4+ ♥/♠; 1♠(0-3♠);
1♦ (X) : XX 4+ ♥; 1♥ : 4+ ♠; 1♠(0-3♠); 1♥(X) : XX : 4+♠
Double over 1 = transfert

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd – 5th	3rd – 5th	
NT	4th best	3rd – 5th	
Subseq			
Other:			
Even: pair			
LEADS			
Lead	Vs. Suit	Vs. NT	
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 5 th suit	
Lo-x	odd number	4 th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 High = want	Small=odd	High = want
	2 Count	Suit pref	Odd/even
	3 Suit pref		Suit pref
NT	1 Small = want	Small=odd	lavinthal
	2 Count	Suit pref	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			
Sup. double : e.g 1♣-P-1♠-2♦-x/ Sup. redble : eg. 1♣-P-1♠-X-XX:			
show either 3cards in partner M, or very strong hand			

International-Convention-Card

Category: Senior

NCBO: Switzerland EVENT: EBL 2024

PLAYERS: Gojko Zivkovic

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SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL, 5 CARD MAJOR
Best Minor (1♦ 3 cards only when 4432)
2♥ 5+♥ + 4+ minor weak / 2♠ 5+ ♠ + 4+ minor weak
2♦ MULTI (weak in Majors-strong in Minors- NT22-23)
1NT forcing
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♣: strong, near GF
2♦: weak in M, SF in m, 22-23 NT
2♥: 5♥ + 4+ minor weak
2♠: 5♠ + 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
Resp Dble thru 4♥
XYZ/NT : 2♣=Trf to 2♦ TP, or weak in ♣, or invit. 10-11;
XYZ/NT : 2♦=any FG
SPECIAL FORCING PASS SEQUENCES
Pass : Forcing when we bid GF
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Frequent light opening in 3 rd and 4 th seat according to vulnerability.
In 3 rd seat, preempts are often weak
PSYCHICS: seldom

OPENING	TICK IFA RT	MIN No.OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	Natural 11 – 23HL; may be weaker in 3 rd ; rule of 15 in 4 th . If unbalanced,rule of (19)20	2♣ IM without 4 major 3♣ = preempt (0-7) 2♦=8-10, 5♣, without 4 major 2♥/♠ : weak	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 IM
						If 1NT overcall : 2♣ (4+4+M), 2♦/2♥/2♠/2NT = transfer; If 2♦ M overcall : takeout dble; 2♥/♠= inv. ♣/♦	See above
1♦		3	4♥	Natural 11 – 23 HL; may be weaker in 3 rd ; rule of 15 in 4 th . If unbalanced,rule of (19)20	2♦ IM without 4 major 3♦ = preempt (0-7)	See above	Truscott after X Fit jump IM
					1♣ 1Maj does not exclude long ♦		
1♥		5 (4)	4♦	Natural 11 – 23 HL; may be weaker in 3 rd ; rule of 15 in 4 th . If unbalanced,rule of (19)20	BERGEN 2NT GF 4card fit 2♥ = 8-10 (3cards) 3NT natural 1NT forcing (5-12)	1♥/1♠ – 2x – 2♥/2♠ – 3♥/3♠ : strong If 1NT overcall : 2♣/2♦/2♥/2♠/2NT = transfer If 2NT m 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♣/Double/Redble
1♠		5 (4)	4♦	See above (1♥)	BERGEN 2NT GF 4card fit 3NT natural 1NT forcing (5-12)	See above	See above
							Jump in new suit is 5 cards + 4 cards in opening suit
1NT				15 – 17 balanced or Semi-balanced	2♣ =stayman can be weak, with or without major 2♦/2♥/2♠/2NT =transfer 3X= strong	Super accept : m=3 cards + 1H; 2NT/3M=4M max./min	Rubensohl
				Possible 5Maj or 6minor	4♣ = 5-5 M inv. Slam 4♦ = 5-5 M without inv. 4M = 5-5 m, shor in M	About 4♣ : 4♦ (RKCB ♥); 4NT (RKCB ♠)	
2♣	X	0		GF or SF	Italian controls; same over x; over suit : x=5+; pass=0-4	3M is NT (8.5 tricks)	
2♦	X	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	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 th seat : 22-23H
				Strong in a minor		After 2NT, 3NT=22/23 4♣/4♦ = strong in minor	
2♥	X	4		5♥ + 4+ minor weak	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	2NT = strong 3♣ pass or correct 3♠ = preempt	After 2♠ - 2NT 3♣ and 3♦ min, 3♥ max in ♣, 3♠ max in ♦	
2NT				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		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 : DOPI/ROPI	
4NT		5-5		BOTH MINORS		If no fit, over 4NT: 5♣/♦=4cards, inv. slam ♣/♦; 5NT : 4♣-4♦, inv. slam in m; 6♣/♦ : 5 cards	