DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Sound, sometimes 4card at 1 level; Change of suit constructive
F 1/1, 2/2 NF 2/1
Jump shows fit, CUE= good raise
2NT= MIXED raise except after 2 level overcall
After raise in suit M then short suit G/T
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2nd: 15-18 HCP
4th: 10-14 (11-16 over M)
RESP: see 1NT opening (2C range enquiry when 11-16)
JUMP OVERCALLS (Style, Responses, Unusual NT)
1-suit: PREEMPTIVE
2-suit: 2NT= 2 lowest suits, CUE= 2 highest suits, 3C=
other 2 suits;
REOPEN: jump= 11-15 1-suited; 2NT= 18-20
DIRECT AND JUMP CUE BIDS (Style, Respones, Reopen)
CUE= 2 highest
JUMP= ASK for Stopper
VS. NT (vs. Strong / Weak, Reopening, PH) VS WK NT(13-15 or less): X= PEN, 2C= H + other, 2D= S + other
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X= T/O
Natural defence to MULTI 2D (X= 13-15 or 20+ HCP)
VS 2M: CUE= ASK for stop; 4m= m + oM, GF
VS. ARTIFICIAL STRONG OPENINGS
VS strong club: X= H, 1D= S, 1H= 2-suiter same colours,
VS strong club: X= H, 1D= S, 1H= 2-suiter same colours, 1S= 2-suiter same rank, 1NT= 2-suiter odd
VS strong club: X= H, 1D= S, 1H= 2-suiter same colours, 1S= 2-suiter same rank, 1NT= 2-suiter odd VS 1C- 1D or STR diamond: X= 2 colour, 1NT= 2 rank,
VS strong club: X= H, 1D= S, 1H= 2-suiter same colours, 1S= 2-suiter same rank, 1NT= 2-suiter odd VS 1C- 1D or STR diamond: X= 2 colour, 1NT= 2 rank, 2C= 2 odd
VS strong club: X= H, 1D= S, 1H= 2-suiter same colours, 1S= 2-suiter same rank, 1NT= 2-suiter odd VS 1C- 1D or STR diamond: X= 2 colour, 1NT= 2 rank, 2C= 2 odd OVER OPPONENTS' TAKEOUT DOUBLE
VS strong club: X= H, 1D= S, 1H= 2-suiter same colours, 1S= 2-suiter same rank, 1NT= 2-suiter odd VS 1C- 1D or STR diamond: X= 2 colour, 1NT= 2 rank, 2C= 2 odd OVER OPPONENTS' TAKEOUT DOUBLE RDBL= 10+, TRF over 1M X
VS strong club: X= H, 1D= S, 1H= 2-suiter same colours, 1S= 2-suiter same rank, 1NT= 2-suiter odd VS 1C- 1D or STR diamond: X= 2 colour, 1NT= 2 rank, 2C= 2 odd OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS											
OPENING LEADS STYLE											
	Lead				In Partner's Suit						
Suit	4t	h ; 2nd from poo	r suit	3rd/low							
NT	4th ; high from 3 low			3rd/low							
Subseq	, , ,			att							
Other: Ace ASK for Att, K ASK for count or unblock											
LEADS											
Lead	Vs. Suit			Vs. NT							
Ace				A, AK, AKJ							
King	ng AK or KQ			AKJ, KQJ, KQ10							
Queen		ຊ or QJ		KQ or QJ							
Jack	J10(+), Jx, KJ10			AJ10, KJ10, J10x, Jx							
10	10	9(+), 10x, H109		1098x, 10), H109						
9	9 9x			H98, 98x							
Hi-x	•	or suit		poor suit not 9xx							
Lo-x	H>	(S, HxxS, HxxS(+)		HxS, Hxx	S, HxxS(+)						
SIGNALS	S IN	I ORDER OF PF									
		Partner's Lead		er's Lead	Discarding						
	1	HI= ENC	HI= E\	/EN	HI= ENC						
Suit	_	HI= EVEN	S/P		HI= EVEN						
	3				S/P						
	•	HI= ENC	HI= EVEN		HI= ENC						
NT	-		Smith	echo	HI= EVEN						
	3	S/P	S/P		S/P						
		uding Trumps):									
Smith ech	o (I	HI= ENC from both	n sides),	S/P in trur	nps						
		DOU	JBLE	S							
TAKEOU	ΤC	DOUBLES (Style	, Resp	onses, Re	eopening)						
Most DBL			· .		1 0/						
CUE is FG	or	suit agreement at	3 level								
SPECIAL;	AR	TIFICIAL AND CC	MPETI	TIVE (RE-)	DOUBLES						
Support DBL at 1-level and 2-level; support 1NT when they											
Double; ga	ame	etry DBL; lead dire	cting								
Responsive DBL up to 4D											
1C/D – (1H) – X= Denies 4 S											
If they DBL our 1NT for PEN XX forces 2C and shows a 1-suiter											
(poss 3 su	iter	if followed by XX I	ater) an	d 2 suit is l	ow er of 2						
4+card sui	ts										

International-Convention-Card

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Category: 0	GREEN								
NCBO: EN	GLAND EVENT: Bermuda Bowl 2005								
PLAYERS:	Justin Hackett								
	Jason Hackett								
SYSTEM SUMMARY									
GENERAL AF	PPROACH AND STYLE								
()	be canapé if WK)								
Frequent light of									
0	T response to 1D/H/S								
5 card weak 2's	· · · ·								
Intermediate ju	mp shifts at 3-level , WK at 2-level								
	14-16 (1st/2nd), 15-17 (3rd/4th), 5M, 6m poss.								
	oonses: GF (except 1M-2C)								
	OS THAT MAY REQUIRE DEFENCE								
	n 5card suits, do not deny a side M suit and very								
	0 1st/2nd, 3-13 3rd, 9-14 4th);								
	FIT in competition								
In competition 2									
Jump overcalls	are destructive, but do not explicitly deny values								
SPECIAL FO	RCING PASS SEQUENCES								
After RDBL or s	similar, after our side doubled 1NT								
IMPORTANT	NOTES THAT DON'T FIT ELSEWHERE								
	er 1NT opening and over WK twos;								
	canapé 1H- 1S- 2D, maybe 5-4 or 4-5								
PSYCHICS:									
Sometimes 1M	with 3 card								

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING	
1 🌲		3	4H	Maybe 3 card if 17-19 BAL if any 4333	LIMIT raise, 2NT= PRE, WJS, SPL, INV minors	After 1NT rebid 2C forces 2D : PASS or 3C to play, any other bid is INV, 2D= GF checkback ; After 2NT rebid : 3C checkback is any sign off		
1 ©		4	4H	May contain longer clubs	As 1C	As 1C		
1 Ş		4	4D	May hide longer m if MIN	2NT= LIMIT raise or 16+ ; after 1M-2M short suit game try ; 2/1= GF apart from 1M- 2C= GF NAT or 9-12 3 card support and 5card suit ; 3S= any SPL ; 4C= FIT with good CTRLs ; 4D= FIT with poor CTRLS	After 2NT- 3any below M= GT 1M-2NT-3m-3NT= 16+ HCP		
1 «		4	4H	As 1H	As 1H except 1S- 3NT= any SPL			
1 NT				14-16 (1st + 2nd) 15-17 (3rd + 4th)	2C= Puppet Stayman (ASK for 5card M); 2D= H or INV (BAL or strong BAL); 2H= S ; 2S= C ; 2NT= D (for TRF to m complete shows FIT); 3m= NAT, F ; 3M= SI	1NT-2D-2H-2S= BARON (either raise to 2NT or SLAM interest) ; Break of M TRF shows doubleton (no Qx) ;		
2 "	х			22+ BAL or any GF (unless 22-24 BAL)	2D= Relay ; other bids= positive with good suit (usually 2 TOP honours)	KOKISH;		
2 ©		5		WK, (3-10 1st/2nd, 3-13 3rd, 9-14 4th);	2 new suit= NAT, constructive, NF ; Raise to 3- level= to play and shows A/K/Q ; TRF below opening	2D-2NT= ASK for stop		
2 Ş		5		As 2D	As 2D plus 2NT= ASK for quality and points	After 2H/S : 3C= MIN, bad suit, 3D= MIN, good suit, 3H= MAX, bad suit, 3S= MAX, good suit, 3NT= 4card in oM		
2 «		5		As 2D	As 2H	As above		
2 NT				19-21 (1st/2nd), 20-22 (3rd/4th);	Puppet stayman ; TRF 3D >H, 3H>S, 3S>3NT ; 3NT= C+S F1 ; 4C= D+S ; 4D= 5-5 Ms ; 4H/4S= NAT, SLAM try			
3 bids		6		PREEMPT	3-level= NAT, F1			
	х			GAMBLING (1st/2nd); to play (3rd/4th)	4C= escape ; 4D= pass or correct	HIGH LEVEL BIDDING		
4 "	Х	7		South african texas		Italian style CUE bidding with rolling 4NT; 4NT after m suit a	greement is good raise to 5 m;	
4 ©	Х	7		South african texas		DOPI ROPI; RKCB (3041) after which 5NT ASK for specific KINGS; Josephine 5NT;		
						LIGHTNER DBL; Forcing PASS followed by pull is inviting to SLAM		