




DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
6 – 16 natural- possible 4 card suit
New Suit F1
Jumpshift = fit and good suit after pass, else weak
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 - transfers
In 4 th : 9 – 13 Responses same as above
JUMP OVERCALLS (Style, Responses, Unusual NT)
Weak Q invitational to game, Vs 2suits unusual vs unusual 4*
Leaping michaels (2♦ 2♥ 2♠)-4♣ / ♦ = 5+ bid m+ 5M
Reopen natural 2nt = 1nt opening 17-19
DIRECT AND JUMP CUE BIDS (Style, Responses, Reopen)
1 m – 2♦ = majors 1M – 2M other M + ♣
Jump cuebid asks for stopper
Reopening cue= 2suiter
VS. NT (vs. Strong / Weak, Reopening, PH)
Multilandy 1*
Vs weak NT X=hcps after which pd bids as if X bidder has
Bid 1NT(system on), rest multilandy
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Takeout X natural cuebid = asks for stopper, may be
Minors
Leaping michaels
Vs wk 2 11* ,
Over opps wk 2NT opening showing mms 3♣ =5-4MMs 3♦ =5-5MMs
Rest natural
Vs 3m 4m=MM, 4 om leaping michaels
VS. ARTIFICIAL STRONG OPENINGS
1♣ strong: 2*
OVER OPPONENTS' TAKEOUT DOUBLE
New suit F 1 1 over 1 , 2 over 1 nf
Redouble = 10+ HCP
Truscott(inv + with 3/4 card fit), rev in minor

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead		In Partner's	
Suit	3rd – 5th		3rd – 5th	
NT	4th best		3rd – 5th	
Subseq	attitude			
Other:				
LEADS				
Lead	Vs. Suit		Vs. NT	
Ace	AKx		AKx	
King	KQx		KQJx, KQ10x	
Queen	QJx		QJ10x or KQx	
Jack	J10x or HonorJ10x		J10x or Honor	
10	10 9 x or Honor 109		10 9 x or	
9	9x		9xx or Honor	
Hi-x	even number		Bad suit	
Lo-x	odd number		4 th best	
SIGNALS IN ORDER OF PRIORITY				
	Partner's	Declarer's Lead	Discarding	
Suit	1	low enc	high=odd	Small enc
	2	count	Suit pref.	count
	3	Suit pref		
NT	1	low =	high=odd	Small enc
	2	count	Suit pref	Small=even
	3	Suit pref		
Signals (including Trumps): UDCA,,rev smith				
DOUBLES				
TAKEOUT DOUBLES (Style, Responses, Reopening)				
3 suiter or 16+ HCP any distribution				
Responses natural – only cuebid F				
Reopening either 3 suiter or 14+HCP				
Suit at lowest level ambiguous				
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
1minor 1♥ x = no 4 cards in ♠				
Support X and XX				
1♥ /♠ double 2♥ /♠ double is a preference for minors				
Openers X show either 3 cards in partners M				
or a strong hand				

International-Convention-Card

		
Category:		
NCBO:	Switzerland	EVENT: _____
PLAYERS:	Hedy Grey	
	Chris Catzefflis	

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL 5 CARD MAJOR 4card ♦
2♣ = gf
2♦ multi
2M weak 2suiter
1NT Opening: 15 – 17 balanced or semi-balanced
2 over 1 Responses: Game Forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Walsh over 1♣ opening
2♣/♦ 2way checkback
2♣ drury 2♦ mini drury (7-9 hcp)
3NT: solid minor no outside A or K 7cbs AKQ
michaels
Good-bad 2 NT *7
When opp overcalls by 1NT: after our m opening we play that 2♣ by
Responder is stayman, rest xfer
After a major opening all bids over opps 1NT are xfers
After opps overcall of our opening up to 2♣ responder transfers majors
On the 2 level, 2NT= mms
SPECIAL FORCING PASS SEQUENCES
Dopi/ropi
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Frequent light opening in 3 rd seat according to vulnerability.
In 3 rd seat, preempts are often weak
PSYCHICS: rarely

OPENING	TICK IF A RT	MIN No.OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		2	4♥	Natural 11 – 22HCP	2♣ inv + 3♣ = pre-empt 2M=weak 6 +cards	1♣ -1♦ – 1NT with or without Maj when hand balanced	Inverted Truscott
1♦		4	4♥	Natural 11—22 see above		1♣ – 1♥/♠ – 2♣ – 2♦ = relay forcing see also 6*	Jumps with fit
					1♣ 1Maj does not exclude long ♦ – after 1nt 2♣ forces to 2 ♦		
1 ♥		5	4♦	Natural 11 – 22 HCP	Rev bergen 5* 2NT(jacoby) GF 4card fit	1♥ /1♠ – 2x – 2♥ /2♠ – 3♥ /3♠ : FORCING! 1♥ /1♠ -p-3(4)♥ /3(4)♠ = PRE	Jump = fit natural ,
					1NT F1 3♠ splinter, 3NT void, 4x= void 3*	After 1M-p-2NT-p new suit on 3 level is short, on 4 level shows 5-5, 3M is a good opening hand	Drury2♣(10-11), mini drury 2♦ d(7-9)
1 ♠		5	4♥	Natural 11 – 22HCP	Rev bergen 5* 2NT(jacoby) GF 4card fit		See above
					1NT F1 3NT=splinter, 4♠ etc void 3*	After 1M-p-2NT-p new suit on 3 level is short, on 4 level shows 5-5, 3M is a good opening hand	Jump in new suit is 5 cards + 4 cards in opening suit after pass
1 NT				(14)15 – 17(18) balanced or	2♣ =stayman 3♣ = both min weak.	SMOLEN	Rubensohl/2nt with stopper
				Semi-balanced	2♣ /2♥ /2♠ /2NT =transfer 3♦ = " " strong	After stayman and bid M , 3 level bid OM= slamtry with fit	
				Possible 5Maj or 6minor	4♣ /4♥ texas 3♥ =3154 or 3145 3♠ =1354 or 1345 4♠ =majors gf	After 1NT-p-2♣-p-2♦ -p-3♣= minor suit stayman When opps intervene after we open 1NT 8* and 9*	
2 ♣	X	0		Gf except after 2♦ Response	Steps ((controls) 12*		
2 ♦	X	0		Weak in ♥ or ♠ or 22-23 balanced	2♥/♠ pass/correct, 2NT relay asking 4♣= xfer your major 4♦= bid your major		
2 ♥	X	6		5 ♥ plus 4+ ♠ or 4+ m weak	2♠ p/c , 2NT relay 10*		
2 ♠		6		5 ♠ + 4+m or 4 ♥	2NT relay, 3♠ p/c 10*		
2 NT				20/21 balanced Can have 5M or 6m	Puppet 4♠majors with ambition, 4♦ majors no ambition, 4♥ 5 5 minors short ♥, 4♠ 5 5 minors short sp, 3♠-3nt-4♥= 5 ♠ +4 ♦ slammish, 3♠-3nt-4♠ 5 ♦ + 4 ♣slammish, 3♠-3nt- 4♠=♦ slammish,3♠-3nt-4♦ = ♣slammish		
3 ANY				PREEMPT			
3 NT				Solid Minor no void	4♠ = correct in minor 4♦ = asking singleton,	HIGH LEVEL BIDDING	
						RKCB 4130 After Blackwood, next step asks for Queen of trumps – 1st step = no 5NT even + useful void, 6x=odd+void	
4 ♣				NAMYATS	STRONG HEART SUIT	josephine	
4 ♦				NAMYATS	STRONG SPADE SUIT	LIGHTNER DOUBLES	
4 NT				BOTH MINORS		3NT is non serious if non jump and M fit is known	

SUPPLEMENTS Ch. Catzefflis- H. Grey

1* **Multilandy** : $X = 5 + m + 4M$

2 ♣ = 9+ cards in Ms

2 ♦ = long major 1 suiter

2 ♥ = ♥ + m

2 ♠ = ♠ + m

2NT = minors

2* vs opps **Strong ♣** opening : 1 ♦ = ♥ or ♠ + ♣

1 ♥ = ♠ or ♣ + ♦

1 ♠ = ♣ or ♦ + ♥

1NT = multi

2 ♣ = ♦ or majors

2 ♦ = ♥ + ♣

2 ♥ = ♠ + ♦

3* **splinter and void bids**

1 ♥ p 3 ♠ = undetermined singleton -> 3NT = relay (-> 4 ♣ / ♦ / ♥ = singl. ♣ / ♦ / ♠)

1 ♥ p 3NT = void ♠

1 ♥ p 4 ♣ / ♦ = void

1 ♠ p 3NT = undetermined singleton -> 4 ♣ = relay (-> 4 ♦ / ♥ / ♠ = singl. ♣ / ♦ / ♥)

1 ♠ p 4 ♣ / ♦ / ♥ = void

4* **Unusual vs Unusual**

suiters overcall lower possible cue = invite + in lower our suits, higher cue = invite+ in

Higher our suits. 3x and 3y are non invite, to play

5* reversed Bergen, 3 ♣ stronger than 3 ♦

6* we can fit responders major with 3 cards, 1st step asks, replies:

1st step: 4 cards fit + singleton (next step asks where)

2nd step: 3 cards fit mini

3rd step: 3 cards fit maxi

4th step: 4 cards fit mini

5th step: 4 cards fit maxi

7* good-bad 2NT bid by opener forces 3 ♣ by responder (except if he has a gamegoing hand), opener will pass or correct to his 2nd suit or his long opening suit showing a distributional but not strong hand.

8* Intervention on our 1NT :

a) 1NT X (except if X is for Maj.)

XX = xfer ♣ or ♦

2 ♣ = Stayman

2 ♦ / ♥ / ♠ / NT = xfer

b) 1NT 2 ♣

X = Stayman

2 ♦ / ♥ / ♠ = xfer

c) 1NT 2 ♦ / ♥

2 ♥ / ♠ = Nat

d) 1NT 2 ♥

2NT = xfer ♣, to pass or GF with stopper

3 ♣ = xfer ♦, no stopper

3 ♦ = 4 cards ♠, no stopper

3 ♥ = 5+ ♠, no stopper

3NT = to play without stopper

e) 1NT 2 ♥
3 ♣ pass

2NT = xfer ♣, to pass or GF with stopper

3 ♦ = 4 cards ♠, with stopper

3 ♥ = 5+ ♠, with stopper

3 ♠ = 5+ ♦, with stopper

3NT = to play with stopper

f) 1NT 2 ♠

2NT = xfer ♣, to pass or GF with stopper

3 ♣ = xfer ♦, no stopper

3 ♦ = 5+ ♥, no stopper

3 ♠ = 4 cards ♥, no stopper

3NT = to play without stopper

g) 1NT 2 ♠
3 ♣ pass

2NT = xfer ♣, to pass or GF with stopper

3 ♦ = 5+ ♥, with stopper

3 ♥ = 5+ ♦, with stopper

3 ♠ = 4 cards ♥, with stopper

3NT = to play with stopper

h) 1NT 2X = xfer

X = T/O

2Y = Nat.

Pass followed by X = penalty

Pass followed by 2NT = ♣ + ♦

9* double on our Stayman :

a) 1NT pass 2 ♣ X

XX = to play

Pass = no stopper

Rest is standard with stopper

b) 1NT pass 2 ♣ X
Pass pass XX = stayman with stopper

2 ♦ = Stayman no stopper (-> Standard)

c) 1NT pass 2 ♣ X
Pass pass XX pass

2 ♦ = 2 Maj. Min.

2 ♥ = 4 cards ♠

2 ♠ = 4 cards ♥

3 ♣ = 2 Maj. Max.

3 ♦ = 5+ ♦, no 4 Maj

10* 2♥/♠ opening:

a) 2 ♥ 2 ♠ = Pass or Correct

2NT = Relay

3 ♣/♦ = Nat F1

3 ♥ = PRE

b) 2♥ 2NT
 3♣ = 5+ cards in the 2nd suit
 3♦ = 4 cards in ♠
 3♥ = 4 cards in ♣
 3♠ = 4 cards in ♦

c) 2♥ 2NT
 3♣ 3♦ = Relay
 3♥ = 5 cards in ♠
 3♠ = 5 cards in ♣
 3NT = 5 cards in ♦

d) 2♠ 3♣ = Pass or Correct
 3♦/♥ = Nat F1

e) 2♠ 2NT = Relay
 3♣ = 5+ cards ♣ or ♦
 3♦ = 4 cards in ♥
 3♥ = 4 cards in ♣
 3♠ = 4 cards in ♦

f) 2♠ 2NT
 3♣ 3♦ = Relay
 3♥ = 5 cards in ♣
 3♠ = 5 cards in ♦

11* Over WK2 from opps :

a) 2X X pass 2Y = Nat WK
 2NT = WK (0-7H), xfer for 3♣
 3Y = Nat 8H+

b) 2X 2NT pass Stayman and xfer

12* Intervention over our 2♣ opening :

2♣ 2X double = 0-1 ctrl
 Pass = 2 ctrls
 Next step = 1A + 1K
 Next step +1 = 3K's