

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style, Responses, 1/2 Level, Reopening)	
1-level 8-17, 2-level 11-17	
Responses: new suit forcing on the same level,	
1NT 8-11, 2NT 12-14, Fitjumps, Splinter	
1NT OVERCALL (2nd/4th Live, Responses, Reopening)	
2 <sup>nd</sup> Live 15-18	
4 <sup>th</sup> Live 11-14	
Responses: system on	
JUMP OVERCALLS (Style, Responses, Unusual NT)	
Weak jumps, Preempts, 2NT: the lowest unbid suits	
DIRECT AND JUMP CUE BIDS (Style, Responses,	
Cue-bid: highest and lowest unbid suit, 5+/5+	
VS. NT (vs. Strong / Weak, Reopening, PH)	
2♣: both majors, 2♦: one major, 2♥: ♥ + minor,	
2♠: ♠ + minor , 2NT: both minors 5+/5+, X: 16+	
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	
Takeout double, NT strong with stopper	
Against weak twos: 4♣/♦ GF 2-suiter ♣/♦+other major	
2NT: 15-19 balanced + stopper	
Cue-bid asks for stopper	
VS. ARTIFICIAL STRONG OPENINGS	
1 ♦♥♠: nat., X: majors, Timbuktu (a suit from 2 <sup>nd</sup> to 3 <sup>rd</sup>	
Level shows either the suit bid or the two next suits,	
i. e. 2♦ shows ♦ or ♥ + ♠, NT bids show either ♣ + ♥ or	
♦ + ♠	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX 11+ (next X from both sides are penalty)	
New suit 1-level: system on	

[illegible]

<h1>International-Convention-Card</h1> <p>♠ ♥ © DBV e.V. ♦ ♣</p> <p>Category: GREEN</p> <p>NBO: <u>Germany</u> EVENT: <u>Deutsche Team</u></p> <p>PLAYERS: <u>Fiona OELKER</u> <u>Kathrin SCHWALBACH</u></p>	
<h2>SYSTEM SUMMARY</h2>	
GENERAL APPROACH AND STYLE	
5-card majors, forcing 1 NT after a major opening	
2 over 1 Responses gameforcing	
1♣: min. 2 cards, 1♦: min 4 cards	
1 NT: 15-17, 5 card M possible	
2 NT: 20-21	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♣: SF in a major/NT or any GF	
2♦: bad W2	
2♥: good W2, 8-11	
2♠: good W2, 8-11	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
PSYCHICS	
rare	

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2		2+♣, could have 4 card ♦ if balanced, 11-22	inverted minors, 2♦/2♥/♠: weak jumps, 3♦/♥/♠: weak with long suit	1NT: 12-14; after 2♣ stopper showing, two-way-checkback after 1x-1y-1z	
1♦		4		11-22, natural	Nat; 1NT: 6-10; inverted minors; 2♥/♠: weak jumps, 3♥/♠: weak with long suit	1NT: 12-14; after 2♦ stopper showing, two-way-checkback after 1x-1y-1z	
1♥		5		11-22 natural	1NT: 6-11, forcing; 2♣: can be 2 cards, GF 2♦: 5+♦, GF ; 2♠: weak jump ; 2NT: 4+ cards support, invit+ ; 3♣/♦: nat, invit	long suit trial bids ; after 2NT: 3♣: 11-13, 3♦: 17+, 3♥: 5-5/any void, 3♠: any singleton, 3NT: balanced, 4♣/♦/♥: 5-4-2-2 with ♣/♦/♥, 4♠: 7-2-2-2	Drury
1♠		5		11-22, nat.	1NT: 6-11, forcing; 2♣: can be 2 cards, GF 2♦: 5+♦, GF ; 2♥: invit+ ; 2NT: 4+ cards support, invit+ ; 3♣/♦/♥: nat, invit	long suit trial bids ; after 2NT: 3♣: 11-13, 3♦: 17+, 3♥: 5-5/any void, 3♠: any singleton, 3NT: balanced, 4♣/♦/♥: 5-4-2-2 with ♣/♦/♥, 4♠: 7-2-2-2	Drury
1NT				15-17, (semi)-balanced, 5 card M possible	Nonforcing Stayman, transfers, 2♠: weak with a minor / invitational to 3NT / 3-1 in ♥+♠ GF, 2NT : 5+/5+ in ♣+♦, 3♣/♦: asking for honour, 3♣ Puppet Stayman	After 2♠: 2NT min/ 3♣ max	
2♣	X			Semiforcing in a major/NT or any GF	2♦ waiting bid	After 2♣ - 2♦ - 2♥ - 2♠ = relay	
2♦	X			Bad W2, up to 7 hcp	2♥/2♠/3♥: p/c, 2NT: asking, 3♣ to play, 3♦: natural, forcing, 3♠ inv with ♠	After 2NT: 3♣ = 5 card M, 3♦/3♥ = min. with 6♥/♠, 3♠/3NT = max. with 6♥/♠	
2♥		4		Good W2, 8-11 hcp	2NT Ougust, 3♥ to play, 2♠/3♣/♦: natural, forcing	After 2NT: min min max max	
2♠		5		Good W2, 8-11 hcp	2NT asking, 3♠ to play, 3♣/♦/♥: natural, forcing	After 2NT: min min max max	
2NT				20-21, (semi)-balanced, 5 card major possible	Puppet stayman; transfers 3NT: 5♠ + 4♥; 4♦/♥: transfer to ♥/♠, 4♥/♠: to play	Super accepts after transfers	
3♣		6		preemtive	New suit forcing, 3NT to play, 4♦ RKCB		
3♦		6		preemtive	New suit forcing, 3NT to play, 4♣ RKCB		
3♥		6		preemtive	New suit forcing; 3NT/4♥ to play, 4♣ RKCB		
3♠		6		preemtive	New suit forcing; 3NT/4♠ to play, 4♣ RKCB		
3NT	X			running Minor suit	4♣/♦ p/c; 4♥/♠ to play	<b>HIGH LEVEL BIDDING</b>	
4♣		7		preemptive	4♥/♠ to play	RCKB 41/30; D1P0 R1P0; DeP0 ReP0; Exclusion RKCB;	
4♦		7		preemptive	4♥/♠ to play	Always optional keycard in the minors	
4♥		7		preemptive			
4♠		7		preemptive			