

# International-Convention-Card

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Category: Green

NBO: Germany EVENT: U31 2024

PLAYERS: Zixuan ZHU - Yang ZUO

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

2/1 GF (5533)

1NT 15-17 BAL with 5c major possible;

Semi-forcing 1NT responding to 1M;

2D opening: destructive weak 2 in either M;

1M-2C: 0+C, FG.

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

vs. 5542 2/1: (1C)-2C is natural and (1C)-2D is Michaels

Range of Michaels: weak or strong

### SPECIAL FORCING PASS SEQUENCES

We are in a clear GF situation.

After 1NT - (X = Penalty) - Pass.

We have points majority and opps bid the 2<sup>nd</sup> or 4<sup>th</sup> level.

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Lebensohl, Rubensohl, Michaels,

Nebulous 2C, Multi-Landy, General 2NT,

Gazzilli, 2-Way-Checkback

### PSYCHICS

Seldom

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> / low	See below
NT	4 <sup>th</sup> best	See below
Subseq	The same as lead	See below

Other: 1. In subseq., 3<sup>rd</sup>/low is combined with ATT; 2. If pd's suit is supported in bidding, ATT, otherwise, 3<sup>rd</sup>/low.

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	<b>A(x), AK(x),</b>	<b>AKQ(x), AKJ(x), A(x)</b>
King	<b>AK(x), KQ(x), K(x)</b>	<b>AK(x), KQJ(x), KQT(x)</b>
Queen	<b>AKQ(x), QJ(x), Q(x)</b>	<b>QJT(x), QJ9(x)</b>
Jack	<b>AJT(x), KJT(x), JT(x)</b>	<b>AJT(x), KJT(x), JT(x)</b>
10	<b>AT9(x), KT9(x), T9(x)</b>	<b>AT9(x), KT9(x), T9(x)</b>
9	<b>98(x), 9(x)</b>	<b>98(x), 9(x)</b>
Hi-x	<b>Xx</b>	<b>Xx, XXx, XXxx</b>
Lo-x	<b>xxX, xxxX, xxXx(xx)</b>	<b>HxX, HxxX</b>

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Attitude	(Count)	Attitude
	2 Count		Count
	3		
NT	1 Attitude	(Count)	Attitude
	2 Count		Count
	3		

Signals (including Trumps):

High: even. (enc. vs suit and disc. vs NT)

Discard: high – enc.

## DOUBLES

### TAKEOUT DOUBLES (Style, Responses, Reopening)

Generally 11+ HCP, 3+ in other suits or 16+ HCP any

### SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Responsive DBL, Support DBL/ReDBL

Anti-lead directing DBL

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style, Responses, 1/2 Level, Reopening)

Solid on either level.

Positive freebids.

Michaels: (1m)-2m, <11HCP or >15HCP, majors.

(1M)-2M, OM + an unspecified minor.

(1X)-2NT, the two least-ranked unbid suits.

### 1NT OVERCALL (2nd/4th Live, Responses, Reopening)

15-18 HCP BAL. with stopper.

4<sup>th</sup> position: 11-15 BAL..

### JUMP OVERCALLS (Style, Responses, Unusual NT)

Preemptive.

(1X)-2NT, 11+ HCP, the two least-ranked unbid suit.

### DIRECT AND JUMP CUE BIDS (Style, Responses, Reop.)

(1M)-3M, ask for stopper.

(1m)-3m, nat., preempt.

### VS. NT (vs. Strong / Weak, Reopening, PH)

Multi-Landy.

X: 5m+4M, 9+ HCP vs strong 1NT; Penalty vs weak 1NT.

### VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

(Non-)Leaping Michaels with a strong hand

Lebensohl: a) (2M)-X; b) (1M)-X-(2M); c) (1NT\*)-X-(2X)

\*: Weak 1NT(< 14-16 HCP)

Rubensohl: a) 1X-2Y (Y>X); b) 1NT-(2X);

Double: take-out double

### VS. ARTIFICIAL STRONG OPENINGS

X: Majors.

1NT: Minors.

Overcalls can be aggressive.

### OVER OPPONENTS' TAKEOUT DOUBLE

Transfer response after 1M-(X)-?

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3		11+ HCP	1H: H4+; 1S: S4+; 1NT: 5-12 bal. Inverted minors; 2NT: INV 2D/2H/S: nat, preemptive.	Two-Way Checkback	
1 ♦		3		11+ HCP	All nat.; 2C: GF; Inverted minors		
1 ♥		5		11+ HCP	1NT: 5-12 HCP, SF; 2C: C0+, GF; 2D: D5+, GF; 2S: nat, preemptive; 2NT: 4c support 7-12 HCP; 3S: any singleton; 3NT/4C/4D: SPL, void in S/C/D	After 1S/1NT: Gazzilli	Drury
1 ♠		5		11+ HCP	See 1H	After 1NT: Gazzilli	Drury
1 NT				15-17 HCP, 5c-M allowed	2C: Stayman; 2D/2H/2S/2NT: Transfer; 3C: Minors, weak; 3D: Minors, GF; 3H: 31(54), GF; 3S: 13(54), GF; 4D/4H: Transfer	Super accept; Garbage Stayman; Smolen	
2 ♣				22+ HCP	2D: Relay; all other nat., good suit		
2 ♦	x	5		0-7 HCP, preemptive in either M	Major: Pass/Correct; 2NT: Ask 4C: Ask to bid M in transfer; 4D: Ask to bid M.	2D-2NT-?: 3C: Bad hearts; 3D: Bad spades; 3H: Good hearts; 3S: Good spades	
2 ♥		6		8-10 HCP	2NT: Ask; all other nat. F1	2H-2NT-?: 3C: Bad, min.; 3D: Good, min.; 3H: Bad, max; 3S: Good, max	
2 ♠		6		8-10 HCP	2NT: Ask; all other nat. F1	2S-2NT-?: 3C: Bad, min.; 3D: Good, min.; 3H: Bad, max; 3S: Good, max	
2 NT				20-21 HCP, 5c-M allowed	3C: Muppet Stayman; 3D/3H: Transfer; 3S: Minor Stayman; 3NT: S5 + H4		
3 ♣		6		Preemptive			
3 ♦		6		Preemptive			
3 ♥		6		Preemptive			
3 ♠		6		Preemptive			
3 NT		7		Either solid M	4C: Ask to bid M in transfer; 4D: Ask to bid M.	<b>HIGH LEVEL BIDDING</b>	
4 ♣		7		Preemptive		4NT: RKCB (14/03/2-/2+/even with any void/ odd with void in C/ odd with void in D/odd with void in H/odd with void in S)	
4 ♦		7		Preemptive		5NT: Positional king.	
4 ♥		7		Preemptive, non-solid H			
4 ♠		7		Preemptive, non-solid S			