DEFENSIVE AND COMPE	TITIVE	BIDDIN	G

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Light at 1-level, normal at 2-level
Responses 2-level NF but CONSTR, other level F1
Raises acc LAW, fit-jumps on MAJ O/C
with opp O/C 2NT BAD/GOOD
In Bal pos 2NT 19-21 BAL
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
2 <sup>nd</sup> pos 4M/5⁺m 8-17
4 <sup>th</sup> pos 10-14 BAL, resp 1NT-opening system
After 2 Bids 2-suiter in unbid suits
JUMP OVERCALLS (Style, Responses, Unusual NT)
2-level and other level weak (with passed pd
Up to 14 HCP), in bal pos 10-15 HCP
2NT: 5/5 in lowest unbid suits; in bal pos 19-21 BAL
DIRECT AND JUMP CUE BIDS (Style, Respones, Reopen)
2-level: 2-suiter in highest and other unbid suit, weak or
strong, with passed Pd all ranges
3-level: ask for Stop
VS. NT (vs. Strong / Weak, Reopening, PH)
X 15+, if passed ca. 11 HCP with 4♥; 2♣: both M;
2•: 1M; 2♥♠: ♥♠+m 5 <sup>+</sup> /4 <sup>+</sup> ;2NT: both m
VS 2NT: X both M; 3NT both m
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X: T.O.
leaping Michaels
mod. Nonleaping Michaels (including i.e.: (3m) 4♣: ++M,
(3m) 4 <b>◆</b> : both M )
VS. ARTIFICIAL STRONG OPENINGS (strg 12/)
$X = \forall + \bullet \qquad (1 • p \ 1 • X = \bullet, else like on 1 • \bullet)$
1LEV NAT
1NT = •+•
2LEV = MultiLandy (like vs. 1NT)
OVER OPPONENTS' TAKEOUT DOUBLE
1LEV F1; 2LEV NF constr. (7-11); XX 10+
1M-X-2♦ = Drury

LEADS AND SIGNALS						
OPENIN	GΙ	EADS STYLE				
						er's Suit
Suit	2 <sup>n</sup>	<sup>id</sup> /4 <sup>th</sup>		$2^{nd}/4^{th}$		
NT		<sup>id</sup> /4 <sup>th</sup>		2 <sup>nd</sup> /4 <sup>th</sup>		
Subseq	2 <sup>n</sup>	<sup>id</sup> /4 <sup>th</sup>		$2^{nd}/4^{th}$		
	ibs	eq. same preser	nt coun	t, rarely. A	٩TT	or S/P
		r att, K for count				
LEADS						
Lead		Vs.				Vs. NT
Ace	А,	Ax,AK(+) Kx,KQ(+),AK(+)	(K=c	count)		
King	Κ,	Kx,KQ(+),AK(+)	(K=co	ount)		
Queen	Q	,Qx,QJ(+),AQJ(+	-),KQ(+	-),(K=count)	)	same
Jack	J,	Jx,J10(+),AJ10(+	-),KJ10	)(+)		
10	10	),10x,109(+)				
9	9,	H9x				
Hi-x						
Lo-x	xλ	( xXx(+) 10Xxx	(+) HX	(x HxxX(+	)	
SIGNALS	s in	NORDER OF PR	riorit	Ϋ́		
		Partner's Lead	Declar	er's Lead	Dis	scarding
		ATT	Lengt	h	1.	Trick ital.
Suit	2	Length	SP		2.+	⊦ SP
	3	SP				
	1	Length	1. rev	S-peter	1.	Trick ital.
NT		ATT	Lengt	h	2.+	+ SP
	3 SP SP					
		luding Trumps):				
		A: Lo=ENC, Hi/L				
special: S	special: Suit: Trump – SP/Echo ; NT: 2. Tr rev smith peter					
		DOL	JBLE	S		
TAKEOU	T	DOUBLES (Style	, Resp	onses, Re	eope	ening)
10+ M or	ien	ted				
After 1N7	r ai	nd intervention T	/O dou	uble		
1 <sup>st</sup> and 2 <sup>nd</sup> DBL often T/O						
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES						
T.OX up to 4♦ (or 4♥♠ if raised); 1♣ -4♦ -X = 4 <sup>+</sup> /4 <sup>+</sup> M						
SuppX/XX at 1 and 2 LEV						
Responsive-X up to 3.						
Unlead-X on OppCuebid at 3+ LEV						
Strength showing XX F to 2NT						

## International-Convention-Card

	<b></b>
Category: g	
NCBO: Gerr	
PLAYERS:	Mirja Schraverus-Meuer
	Anja Alberti
	SYSTEM SUMMARY
GENERAL AP	PROACH AND STYLE
	5 card Majors 5 – 5 – 3 – 3
1NT Opening:	15 – 17
	onse: promises rebid
	S THAT MAY REQUIRE DEFENCE
01 200 2 2 2	
2 : FG any / 2	24+ NT
2+: w2 MAJ / 2	22-23 NT
2♥ : weak-2-su	uiter $5^{+} \neq 4^{+}$ minor (1 <sup>st</sup> and 2 <sup>nd</sup> VUL: 5 <sup>+</sup> /5 <sup>+</sup> )
2 : weak-2-su	uiter $5^{+} + 4^{+}$ minor ( $1^{st}$ and $2^{nd}$ VUL: $5^{+}/5^{+}$ ) uiter $5^{+} + 4^{+}$ minor ( $1^{st}$ and $2^{nd}$ VUL: $5^{+}/5^{+}$ )
2NT: 20-21 NT	
1♣ (p) 2♦: 4 <sup>+</sup> ♠	+ 5 <sup>+</sup> ♥. 5-8
(1m) 1NT: 5⁺o	m + 4M, 8-17 (2 <sup>nd</sup> pos)
	n + 4oM, 8-17 (2 <sup>nd</sup> pos)
(,	
<u> </u>	
SPECIAL FOR	RCING PASS SEQUENCES
- in Supp-X/XX	
	showing XX up to 2NT
IMPORTANT I	NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: ra	are

Print date: 15.12.2009 Save date: 15 December 2009 File Name: miranjawbf20091215

Opening Bids	tick if Artificial	Nr. Of Cards	NeX through	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED and O/C HAND BIDDING
1🍨		3	4•	NAT	1+: 2 <sup>+</sup> +, no 4 <sup>+</sup> M if less than FG; 1M: might have 5++	After 1NT rebid: 2. 1. wk 2. any INV; 2. any FG	INV m structure also after X
				11-22	2M: 5-8 6 <sup>+</sup> ; 2♠: 9 <sup>+</sup> -11; 3♣ 7-9; 2NT: 0-6/12+ 5+♣	After 2M: +1 ask shortness, +2 ask values	
				also with 3♣/3♦	1NT: 8-10; 2♦: 5-8 4 <sup>+</sup> ♠ /5 <sup>+</sup> ♥	After 2♦: 2NT F1⇔ 3♣ ♦ MIN 4/5 5/5 3♥ ♠ MAX 4/5 5/5	
1•		3	4•	NAT; 11-22;	2M: 5-8 6+; 2♦ 9-11; 3♦ 7-9; 3♣ 0-6/12+ 4+♦	After 1NT rebid: 2 1. wk 2. any INV; 2 any FG	INV m structure also after X
				also with 4♣/4♦		After 2M: +1 ask shortness, +2 ask values	
				only 3 with 4-4-3-2			
1♥		5	4•	NAT	INV+ Romex-Raises: 2♠ w any short suit, 2NT FJ♠,	1♥ -2♥ : same structure FJ=>Help suit trial	2+ : Drury, also after X
				11-22	3♣ 1. FJ♣ 2. BAL, 3♦ FJ, 3♣ 4m: void, 3NT BAL 3♥,		Romex also after X
1♠			4•	NAT	INV+ Romex-Raises: 2NT w any short suit,	1 -2 -2 : same structure FJ=>Help suit trial	2♦ : Drury, also after X
				11-22	3♣ 1. FJ♣ 2. BAL, 3+♥ FJ, 4m♥: void, 3NT BAL 3♣,		Romex also after X
1NT				15-17	2. nf STAY or FG m; 2. TRF; 3. to play	After TRF: break with 4+	LEB after O/C 2♦♥♠
				(4 <sup>th</sup> 6m poss.)	24:a) INV 1. BAL (no M) 2. long m, b) FG [41]44 or	After STAY: 4m : NAT S/T ~BAL	
					[40][54]; 3M: 4oM333 FG; 4. both M; 4. TRF;		
					2NT: a) 5/5 ++ 1. to play 2. FG b) FG [31][54]		
2🍁	Х	-		1. FG any	CTRL: 2♦ 0-1, 2♥ 2, 2♠ 3+		2♠ X pass: cards; XX: WK
				2. BAL 24+	2NT3♣+♥: TRF ♣+♥♠		2♣ xy X: WK
2•	Х	-		1. W2 M 3-10 (3 <sup>rd</sup> -12)	2/3M: P/C (2♠ poss nat); 2NT: INV+; 3m: F1;	After 2NT: 3♣♦ MIN ♥♠, 3♥♠ MAX ♠♥,	2• X: pass 5+•, XX ask M
				4 <sup>th</sup> 10-15 2. BAL 22-23	4. ask TRF to M; 4. ask M; 4M to play	After 2♠ - 3♣♦♥ - 3♠ to play	2• X: 2M3m NF; 2• 2/3M X: P/C
2♥	х	5		5+♥ 4+m 3-10 (3 <sup>rd</sup> -12)	2♠: NF , 2NT: INV+, 3♠: P/C, 3♦: F1	After 2NT: 3♣♦ MIN, 3♥♠ MAX ♣♦	after X: 2♠ 3♣♦ NF; XX ask m
				4 <sup>th</sup> 10-15	3e:nat FG, 4m: SPL, 5m: P/C		
2♠	х	5		5+ 4+m 3-10 (3 <sup>rd</sup> -12)	2NT: INV+, 3♣: P/C, 3♦♥: F1	After 2NT: 3♣♦ MIN, 3♥♠ MAX ♣♦	after X: 3♣♦♥ NF; XX ask m
				4 <sup>th</sup> 10-15	4m♥ : SPL, 5m: P/C		
2NT				20-21 BAL	3. RomexSTAY, 3. TRF M, 3. mSTAY	After STAY/TRF: 4m often cond. RKCB m	NT Sys also applies after other strg
				5M poss.	4♣•♥♠: TRF ♥♠♣♦ S/T		2NT bids
3♣		6		Pree	NS F, 4+ cond. RKCB		
3+		6		Pree	NS F, 4 cond. RKCB		
3♥		6		Pree	NS F, 4 cond. RKCB		
3♠		6	İ	Pree	NS F, 4 cond. RKCB		
3NT				Gambling	4. P/C, 4. ask shortage	After 4+: 4M: shortage 4NT: no shortage, 5m: short om	
			t	1.+2. Pos. no side A/K			
4.	x	-		8 Tricks with ¥	+1 Relay: cond. RKCB: 1. Step no side A		
4•	x	-		8 Tricks with 🌢	+1 Relay: cond. RKCB: 1. Step no side A	HIGH LEVEL BIDDI	NG
4♥		6		Pree		RKCBW (4130); 4m RKCB are conditional (1. Step = no interest);	
4		6		Pree		Voiddetecting RKCB after SPL.; Spiral-Scan after BW Answer; Mixed Cuebids; Josephine 5NT,	
4NT				Both minors	nat	Ripo-Dipo after BW interference; Depo after interef. higher than 5-fitsuit, Voidwood	