# Overcalls and competitive bidding

Overcalls (stile, responses, reopening)

1-level ca. 7-17 p | 2-level ca.10-17 p or good suit following bids:

- new suit: 1-level forc.(4+ crd) 2-level nonforcing 3-level forc.
- jump raises = preemptive
- high cue = 4 trump ~ 8.9 p low cue = limit-raise(+) or GF any

#### 1NT overcall (2./4. position, answers, reopening)

2. pos. 15-18 p answ: (m): as 1NT opened /(M): trsf.(trsf.in M=staym.)

4.pos:(10)11-14(15)p ->nat, cue=Staym.

Jump -overcalls (stile, responses, unusual NT)

1m - 2m = 5(4) + 4(5) + MM

1M - 2M = another M + any minor

2 NT = 5+5+ without highest suit

destructive or game forcing

cue-bid + jump cue-bid (stile, responses, reopening) jump-cue asks for stop

Versus 1 NT (strong, weak, 2./4. hand)

X: if weak NT: >14p (Stayman or transf. after wk NT: X >15p.) if strong NT: 5crd m + 4crd M (2♠ poc, 2♠ M-ask)

2♣ Landy => 2♦ asking (if 2♣ gets X: XX asking, other nat.)

2NT strong relay 3♣/♦/♥/♠: ♠≤♥ min/ ♠>♥min/ ♠≤♥max/ ♠>♥max

2♦ = M 1-suiter

2♥/♠= 5 crd ♥/♠ and 4+m

2NT = mm 3♣/♦/♥/♠ = preemptive (mostly)

Versus preempts ( X, cue-bid, jump )

info X, 4.hd: info-X slightly weaker(12+)

Gegen W2 und Multi: Info-X

leaping/non-leaping Michaels, two-way checkback Stayman

Versus strong club and other conventional openings vs strong 1m: X=good hd. | 1NT=5+/4+ M/m or m/M | 2♣= nat. | 2♠=MM

 $|2 \checkmark / = 6 \text{ crd} | 2 \text{NT} = \text{mm}$ 

vs 1♣ polish : X=as if nat | 1 level = nat. | 2 lev.: like vs. 1NT

after takeout-double of opp.

XX = positive, normally no fit, if m: similar to undisturbed if M: fit-bids, Truscott, transfer (1NT until <2 M), mixed raise

# Leads and Signalling

Leads (basically)				
	leads	in partners suit		
suit	1./3./5.	same		
NT	2./4.	2./4.		
following	same	same		
other				

#### Leads

Lead	Versus suit	Versus NT
Ace	AKx(x)	AKx(x)
King	KD(x);	KD(x); AKB10(x)
Queen	DB(x)	DB(x); KD109(x)
Jack	B10(x); KB10(x)	same
10	109(x); D109(x)	same
9	9x	same
high-x	high	same
low-x	high	same

#### Signalling

			partner's lead	opp. lead	Discard
		1	King for count	count	preference
		2	Ace preference		
		3	preference		
	1 NT 2 3	1	+-	count	Lav.
		2	Count		
		3	Lavinthal		

Signalling (inclusive trump suit) low = positive, low = even count

### Doubles

Information-X (style, responses, reopening)

direct seat: >(11)12 | pass-out-seat: >8p | X+new suit: >18 answer : jump: 8+-11 p | double jump: 8+-11 with 5 card suit cue = GF or MM 8-10 p on m opening

Negative-X, competitive-X and other (re-) X

neg.X to  $3 \triangleq$  = other suits **or** high power (higher  $3 \triangleq$  = actionX) 1m - 1 $\blacktriangledown$  - X = exact 4crd  $\triangleq$  > 6 p (or any strong) (  $\leftrightarrow$  1 $\triangleq$  = 5crd)

competitive X responsive X to 3♠ (higher 3♠ = action-X) support X, XX

# Convention card



category: --

Pair: Nestor Tykhonyuk / Benedikt Körner

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#### **SYSTEM SUMMARY**

#### General

5 crd M (major), better m (minor)

3+ ♣ 3+ ♦ 5+ ♥ 5+ ♠

1 NT opening: 15-17 HCP

2 NT opening: 20-21 HCP

2/1 : game forcing after M

# Opening bids that may require special adverse bidding

2♣ GF any or NT 23-24 p / >27 p

2 weak M | SF any | NT 21-22 p / 25-26 p

2♥ 7-11 p. 2 suits with ♥ 5+4+ (any 2nd suit)

2♠ 7-11 p, 2 suits with ♠ 5+4+ (any 2nd suit)

3NT gambling (no ace or king outside)

Forcing pass sequences

in relation with negative double, after game forcing

Important other remarks

Bluffs: rare, 3./4. hand opening may slightly differ (points, distribution)

- 1 M opening can be weaker
- preemptive openings can be weaker or stronger

o p e n i n	a r t i f i c	m i n. l e n	n e g X t	Description	Answers	Following Bids	Changes on passed hand (P) or X (X conventional or not doesn't matter)
1 🛧		3	4♥	NAT ± 11-23 HCP 3.3 in m open 1♣	Nat.; 2 cl. = no 4 M, 4(+) cl., >=10 HCP	2M shows stop; 2 NT shows stop in both M 3 cl. = game try; 3 NT = 18-19	no
					2 diam. = 4 M, 5(+) cl., 7 - 9 HCP	2M shows stop; 2 NT shows stop in both M 3 cl. = game try; 3 NT = 18-19	after M disturbance cue in this suit = 5(+) cl.,7-9 HCP
					2 h / 2 s / 3 cl. = preemptive in this suit with 4-7 HCP		
1 ♦		3	4♥	NAT ± 11-23 HCP 3er ♦ only with bal. 2344;	Nat.; 2 diam.= no 4 M, 4(+) diam., >=10 HCP		no
				4-4 in m open 1♦ (mostly)	3 cl.= no 4 M, 4(+) diam., 7 - 9 HCP	2M shows stop; 2 NT shows stop in both M 3 diam = game try; 3 NT = 18-19	after M disturbance cue in this suit = 5(+) diam.,7-9 HCP
					2 h / 2 s / 3 cl. = preemptive in this suit with 4-7 HCP		
1 ♥		5	3♠	NAT ± 11-23 HCP	2/1 GF, Bergen, Jacoby, Splinter, 1NT 5-12 &3er fit possible	after 2 NT: 3 any suit shows shortness; Relais= VRKC	2-way Drury
1 🛦		5	4♥	NAT ± 11-23 HCP	2/1 GF, Bergen, Jacoby, Splinter, 1NT 5-12 &3er fit possible	after 2 NT: 3 any suit shows shortness; Relais= VRKC	2-way Drury
1 SA				15-17, 5 M or 6 m possible	Nonforcing Stayman, 5M/6m non-detectable	Possible transfer break in M: 2NT min, 3 M Max.	No
				10 17, 0 W of 0 III possible	Transfers	1 GOOD TURNED FOUR III W. 2141 Hill, O W Wax.	110
2 ♣	х			GF any or NT 24-25 / 28-29 or W2 in diam.	2 ♦ Relais	Nat.; after 2 NT rebid see 2 NT opening	no
2 ♦	х			multi: Weak2 in M OR SF any or NT 22-23/26-27	2 ♥ Relais; 2 SA asks for strength and suit	Nat.; after 2 NT rebid see 2 NT opening	no
2 ♥	Х	5		7-11 ; 5+h + 4+ any	2 sp. to play; 2 NT round-forcing; 3 any to play		no
2 🛦	х	5		7-11 ; 5+s + 4+ any	2 NT round-forcing; 3 any to play		no
2 SA				20-21 HCP, nearly balanced	3 Treff = Puppet Stayman, Transfers		no
				5 M regularly		4/5 M after 3 diam. rebid:	
						3 M = 4 in another M; 4 diam.= both M 4-4	
3 🌲		6		pre-empt, in 1-2 pos. at least KD in the suit	4 cl. = preempt; 4 diam. = RKC (41, 30, 2-, 2+)		
3 ♦		6		pre-empt, in 1-2 pos. at least KD in the suit	4 cl. = preempt; 4 Treff = RKC (41, 30, 2-, 2+)		
3 ♥		6		pre-empt	4 cl. = RKC		
3 ♠		6		pre-empt	4 cl. = RKC		
3 SA	Х			AKDxxxx, no A or K outside	4 cl. = POC	High-Level-Bidding inclusive Slam-Bidding	
4 ♣		6		pre-empt		<b>4 SA</b> = RKC -> 41, 30, 2-, 2+	
4 ♦		6		pre-empt		4m (raise or repeat) in jump or after established GF	
4 ♥		6		pre-empt		Gerber 4♣ (41, 30, 2) direct bid after opening 1(2)NT or rel	pid 1(2)NT
4 🏚		6		pre-empt			