

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
1 level: maybe light 7+HCP, 5(4) cards
after overcall with 1M: 2NT=4 card support 11+, 3M=PRE, 3 in opp. suit = 4 card support 8-10,
new suit = F1 Level 1 & 3; CUE=F1; jump in new suit = GF
2 level: usually good suit, new suit in 3 level F1
reopening: 4 cards more likely
1NT OVERCALL (2 nd /4 th live; Responses; Reopening)
2 nd : 15 - 18; responses: system on
4th: 11 - 14 (15): system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak; vs 1C: 2D = both Majors, 2 NT = 2 lowest unbid suits
Reopen: 2NT = nat
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
1C - 2C = nat; 1D - 2D = both Majors
1M - 2M = other M + m
In 3 rd level: asks for stopper
2M - 3M: asks for stopper, leaping Michaels
VS. NT (vs. Strong / Weak; Reopening; PH)
2C=H+S, 2D= one M, 2H=H+m, 2S=S+m
2NT=good 2suiter or m's
In 4 th hand: 2D = 1M weak, 2H/S = constructive
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
X = take out.(2 nd /4 th), LEB after WK2x,
JUMP = interm. , NT is nat
over WK2: 4C/D = C/D + other M
over 3C/D: 4C = D/C + M
VS ARTIFICIAL STRONG OPENINGS
vs 1C/D: X = T/O; 2D = both Majors, 2NT = minors
vs 2C/D: X shows suit, 2NT = both m; suit = nat.
jump = PRE
OVER OPPONENTS' TAKEOUT DOUBLE
new suit = non-forcing
jump raise weak, pass then DBL = t.o.
XX : 9+ HCP, 2 NT same as without X

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	1 st / 3 rd / 5 th	1 st / 3 rd / 5 th		
NT	Attitude	1 st / 3 rd / 5 th		
Subseq	Attitude			
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	AKx(+), A(+)	AK(+) asks attitude		
King	AK, KQ(+)	asks to unblock or count		
Queen	QJ(+)	AQJ(+), KQ(+), QJ9(+)		
Jack	KJ10(+), J10(+), Jx	same		
10	H109(+), 109(+), 10x	same		
9	H98x, 98(+), 9x	same		
Hi-x	even number of cards	same		
Lo-x	odd number of cards	same		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	High = Enc.	count	odd = enc.
	2	Hi-Lo = Even		even = disc.
	3	high = S/P		even = S/P
NT	1	Low = enc.	high = asks for shift	odd=enc.
	2			even = disc.
	3			or S/P
SIGNALS (including Trumps):				
trump echo = ability to ruff				
reverse Smith vs. NT = high asks for shift				
DOUBLES				
TAKEOUT DOUBLES (Style, Responses; Reopening)				
may be light (if partner is passed)				
SPECIAL; ARTIFICIAL & COMPETITIVE (RE-)DOUBLES				
resp. X				
1x - comp - new suit - X = t.o.				
1x - comp - X - XX = points				
1x - comp - raise - X = neg.				



**INTERNATIONAL
CONVENTION CARD**

CATEGORY: Blue
 NCBO: AUSTRIA
 PLAYERS: Iris GRÜMM Arno LINDERMANN

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Blue-Club Style
strong 1C opening with control responses by steps
4 card majors
canapé by opener and responder
1NT Opening: 15 - 17 HCP maybe semi-balanced
2 OVER 1 Response: FG unless suit is repeated
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2D: 5+S and 4+H (7- 14 HCP)
2H: weak 2
2S: weak 2
2NT: 5+C and 5+D (6 - 11 HCP)
3NT: solid minor
SPECIAL FORCING PASS SEQUENCES
pass often enc in FG situations
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1D denies good 4 card major
PSYCHICS
rare

OPEN	ARTIFICIAL	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	OVER COMPETITION AND PASSED HAND BIDDING
1C	x	0	7H	17+ HCP unbalanced or	1D = neg., 1H = 6+ HCP<3 contr., 1S/1NT/2C/2S/2NT = Controls	1C-1D-1H=art.20+HCP => 1S=0-4, 1NT=2suiter 4-6	over comp. up to 1S
				18+ HCP balanced or	2D/H = Transfer, 3C/D/H/S = TRF semisolid 7 card suit	2C= 4-7nat. or bal., 2D/H/S=4-7 nat.; 1C-1D-1NT =>	control showing
				5 losers	3NT = one solid 7 card suit	system on	
					4C-4S = TRF semisolid 8 card suit		
1D		2	4S	11 - 16 HCP	1D - 2D = FG for opener, 1D - 3D = mixed	1D - 2D - 2H = both m	2D = non-forcing
				usually no 4 card major	1D - 2NT = both minors 6+HCP	1D - 2D - 2S = bal, no NT position	
				possible canapé	new suit in 2 level FG (unless repeated), possible canapé (2+ cards)	1D - 1H/S - 2NT = good 6 card suit	
1H/S		4	4 H/S	11 - 16 HCP	2NT = fit 10+ HCP, 3H/S less than INV unbalanced		
				possible canapé	Splinter: 4+ controls (not 1S - 4H)		
					new suit F1, possible canapé (2+ cards)		
					1S - 2H = NF		
1NT			4S	15 (14) - 17 HCP	2C = Stayman, 2D/H/NT/3C = Transfer, 2S = both m	1NT - 2C - 2D - 2H/S = NF	Rubensohl
				5+card M / 6+card min poss	3S/H = Transfer (good hand), 3D = optional Stayman	1NT - 2C - 2any - 3C = GF relay	
				5431, 4441 poss	4C/D = H/S	1NT - 2C - 2H/S - 3S/H = setting trumps	
						1NT - 2C - 2H/S - 4C/D = cue	
2C		5	4S	11 - 16 HCP 6+C(good suit) or	2D = Relay F1; 2NT = transfer to 3C	2C - 2D - 2NT = 6+C and 2 stoppers	
				5+C and 4+any 14 - 16 HCP	2H/S =NF ; 3C = INV; 3DHS= FG 1-suiter	2C - 2D - 3C = 6+C and 1 stopper	
2D	x	0		5+S and 4+ H 7- 14 HCP	2NT = relay, asks for strength and distribution	2D - 2NT => 3C=max.; 3D=min. 5/4; 4C/D=max.544	
				54 10-14, 6-4, 5-5, 7-11	3C/D = nat. F1	3H = 5/5 7-10 HCP, 3S = 6/4 5-10; 3NT = 6/4 11-13	
2H		4		weak 2 in H	2NT = relay, asks for strength and distribution		
2S		5		weak 2 in S	2NT = relay, asks for strength and distribution		
2NT	x			5+C and 5+D 6-12 HCP	3C/D= NF; 3H/S = nat. F1		
3C		6		Preempt	New suit = nat, F		
3D		6		Preempt	New suit = nat, F		
3H		6		Preempt	3S=nat. F, 4C/4D = Cue	HIGH LEVEL BIDDING	
3S		6		Preempt	4C/4D = Cue; 4H=nat.	RKCB: 3/0 - 1/4 - 2 - 2+ values - 2+ void, 6C/D = 1+ void in suit,	
3NT	x			solid minor	4D = relay, asks for singleton	jump to six in suit = one ace and higher void	
4C		7		PRE	4H/S = nat.	cuebids: 1st or 2nd round controls	
4D		7		PRE	4H/S = nat.	5NT = Josephine	
4H		7		PRE	4S = Cue	cuebid - X - XX : 1st round control	
4NT						DOPI, ROPI	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
NV may be light, Reopening may be very light
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
Nat. 15-17, system on
Reop: 10-14, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
2♦=M (5/5)
Weak two style else
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Jump Cue=ask stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣=M, 2♦=1 M, 2♥/♠=M+m, 2NT=m
4thPos: 2♣=M, 2♦=1M weak, 2♥/♠=NAT, sound
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O
Cue=strong, 1 or 2 suiter (m), leaping Michaels
NT=nat., 15-17, system on
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1NT=m, 2NT=m, 2♦=Majors over any 1♣ -opening
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble=9+, new suit = n.f.,

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	Same	
NT	4 th possible	3 rd / 5 th	
Subseq	attitude		
Other: Smith discards vs NT, Lavinthal			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx	AK	
King	KQ, AK	KQ, AKJT	
Queen	QJ, Qx	QJ, KQT9	
Jack	JT, Jx	JT, HJT _x , J _x	
10	T9, Tx	T9 _{xx} , Tx, HT9 _x	
9	98 _{xx} , 9 _x , H98	9 _{xx} , H98	
Hi-X	even	even	
Lo-X	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	L=E	Count reversed	O=E
Suit 2	count	Suit pref	E=suit pref.
3	Suit pref		
1	L=E	Count reversed	L=E
NT 2	count	Suit pref	E=suit pref.
3			
Signals (including Trumps): high-low = odd			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg.X→ 4♥, Resp.X →4♥, Comp.X →3♥, Supp.X,			
LightnerX			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: AUSTRIA
PLAYERS: Sylvia TERRANEO
Kurt FEICHTINGER
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Blue Club (strong club, 4 card Major, Canape-Style by opener)
1NT = 15-17, balanced
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = 5+♠ + 4+♥, 7-15 Hcp
2♥/♠ = 5+, 6-11Hcp
2NT = 5/5 minors, 7-12 Hcp
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
1♦-1♥/♠=may be less 4 cards, 1♦--1NT=may have 4card M
1♦-1♥-1♠=5+/4+ minors, 1♦-♥/♠-2♥/♠=3 cards, 4/4+m
After intervention on 1NT-opening Rubinsohl occurs
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	6any	Strong 17+ if bal., any dist.	1♦=0-7, 1♥=7+ less 3 controls, Controls by step, 2♦/♥=transfer, 3any=transfer, 3♣/♦/♥/♠=semi-solid-suit by transfer no outside control, 3NT=any solid suit, 4♣/♦/♥/♠=transfer	1♣-1♦-1♥/♠=forcing, 1♣-1♦-2♣=any 4/4/4/1 1♣-1♦-1♥=f. 1 round, either nat. or strong bal. (20+) 1♣-1♥up=game forcing 1♣-1♥/♠-1NT-2♣=Stayman, nat. else 1♣-any positive-2NT-3♣=Baron, nat. else	same
1♦		2	3♣	11-16, longer suit poss. Usually no 4 card M	1♥/1♠=less 4 card poss., 1NT=6-11, 4M poss 2♦=4+ forc., 2NT=m less 12Hcp, 3♦=PRE	1♦-1♥-1♠= 5+/4+m (-2♣=4 th suit-f) 1♦-1♥/♠-1NT-2♣=artif. Relay, 3♣=nf 1♦-2♦-: 2♥=5/4+m, 2♠=bal., 2NT=bal.,3♣=5+♣, less 4♦, 3♦=5+, less 4♣,3♥/♠=5+/4+♦, 14-16, 4♣=5/5m, max.	same
1♥		4	3♣	11-16, longer suit poss.	1NT=nat nf, 2♥=6-11, 2NT=11+ Sup., nat else	1♥-2NT-any=artif., 1♥-1♠-1NT-2♣=artif.Relay, 3♣=nf	Same
1♠		4	4♦	11-16, longer suit poss.	1NT=nat nf, 2♠=6-11, 2NT=11+ Sup., nat else	1♥-2NT-any=artif.	Same
INT			3♣	15-17, 5M, 6m poss.	2♣=stayman, 2♦/♥, 2♠=♣ or minors, 2NT=invit, 3♣=transfer, 3♦=5-5 majors, 3♥/♠=♠/♥ 6 cards, forc., 4♣/♦=transfer ♥/♠	1NT-2♣-2any-3♥/♠=short,-3♦=short 1m 1NT-2♣-2any-3♣=distr. Ask 1NT-2♣-2any-2NT=minors 1NT-2♣-2♦/♥-2♠=♠+1m nf.	same
2♣		5	3♣	11-16, 4/5M poss.	2♦=relay; 2♥/♠=nf, 2NT=transfer->3♣, 3♣=constructive	2♣-2NT-3♣: -3♦=5/5M invit, 3♥=5♥/5♦ f., 3♠=5♠/5♣ f., 3NT=5/5M	same
2♦	X	0		8-14, 5+♠/4+♥, distrib.	2NT=relay, 3♥/♠=invit.	2♦-2NT: -3♣=5/4, 10-12Hcp, 3♦=5/4,max. 3♥=5/5,8-11Hcp, 3♠=6/4,8-11, 3NT=6/4max	same
2♥		5		6-11, 5+cards	2NT=relay	2♥-2NT-any=artif.; 3♣=any bad, good any single, good ♣-values; -> 3♦=clarify 3♦=values, 3♥=good hand, 3♠=nat.	same
2♠		5		6-11, 5+cards	2NT=relay	2♠-2NT-any=artif.; See 2♥-opening	same
2NT	X			8-12, 5/5m	3♥=relay, 4m=non forc.	2NT-3♥=any=artif.; 3♣=min., 3NT=max 5/5 4♣/♦=6/5/1/1, 4♥/♠=void other M	same
3♣/♦		6		PRE	New suit f.		same
3♥		6		PRE	3♠=nat. f., else cue-bid		same
3♠		6		PRE	4♥=nat., else cue-bid		same
3NT	X			Solid m, 1 st -2 nd no outs. contr.	4♣=pass/correct, 4♦=ask shape		
4♣/♦		7		PRE	4♥/♠=nat		
4♥/♠		7		PRE	Cue-bids		
4NT	X			Artif. Blackwood			
5♣				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)	HIGH LEVEL BIDDING	
5♦				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)	RKCB, Cue-Bid(1 st /2 nd), Splinter, Josefine, Voidwood(0,1,2,3)	
5♥				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)		
5♠				PRE	5NT = RKCB (0-1, 2, 2+Q, 3, 3+Q)		

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level maybe light
NV maybe very light, 4+HCP, 5(4) cards
2 level sound
new suit in 1/2 level NF, in 3 level F1
CUE=F1
Reopening: X, 2level maybe light
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Nat. 15-17, system on
Reopening: 10-14, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
1♣ - 2♦=Ms (5/5), 1♣ - 2NT = ♦+♣ , 1♦ - 2NT = ♥+♣
Weak two style else
Reopening: nat, 6+ cards 11-15 HCP
Cue=asking for stopper or 2suiter
DIRECT & JUMP CUE BIDS (Style; Responses; Reopening)
1♣ - 2♣ = nat., 1♦ - 2♦=Ms (5/5)
Michaels
In 3 level: asks for stopper
Reopening: 1♣ - 2♣ = Ms (5/5), else: same
VS. NT (vs. Strong/Weak; Reopening;PH)
2 nd Pos: 2♣=Ms, 2♦=1 M, 2♥/♠=M+m, 2NT=ms or strong 2suiter
Same when Opp. bid 1m- pass – 1NT
4thPos: 2♣=M, 2♦=1M weak, 2♥/♠=nat sound
PH: same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O
Cue=strong, 1 or 2 suiter (ms), leaping Michaels see1)
NT=nat., 15-17, system on
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1NT=ms, 2NT=ms, 2♦=Majors over any 1♣ -opening
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble=9+ HCP, new suit = NF
2NT same as without X

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 th /3 rd /5 th	1 th /3 rd /5 th	
NT	att.	1 th /3 rd /5 th	
Subseq	att.		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AK(+)	
King	AK, KQ(+)	KQ(+), AKJT(+)	
Queen	QJ(+), Qx	QJ(+), KQT(+)	
Jack	KJT(+), JT(+), Jx	QJ98(+), JT(+), HJT(+), Jx	
10	HT9(+), T9(+), Tx	HT9(+), T9(+), Tx	
9	H98x, 98xx, 9x	H98(+), 98(+), 9x	
Hi-X	even	even	
Lo-X	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High=E	Hi-Lo=even	O=E
Suit 2	count	Suit pref.	E=disc. or suit pref.
3	Suit pref.		
1	L=E	High=change	L=E or suit pref.
NT 2	count	Suit pref.	H=disc. or suit pref.
3			
Signals (including Trumps):			
high-low = even, ability to ruff or S/P			
Smith discards vs NT, Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light (if partner is passed hand)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg.X, Resp.X, Comp.X →3♥,			
LightnerX			

INTERNATIONAL CONVENTION CARD
CATEGORY: BLUE
NCBO: AUSTRIA
PLAYERS: Franz TERRANEO - Terry WEIGKRICHT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
blue club
strong 1♣ opening with control responses by steps
4 card majors
canapé style by opener
1NT = 15-17, maybe semibalanced
2 over 1 response = FG unless suit is repeated
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = 5+♠ + 4+♥, 7-14 Hcp
2♥/♠ = 5+, 4-10Hcp
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
1♦-1♥/♠=may be less than 4 cards, 1♦-1NT=may have 4card M
1♦-1♥-1♠=5+/4+ minors, 1♦-♥/♠-2♥/♠=3 cards
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	Over competition and PASSED HAND BIDDING
1 ♣	X	0	any	Strong 17+ if bal., any dist.	1♦=0-7, 1♥=7+ less than 3 controls GF, controls by steps, 2♦/♥=TRF weak, 3♣/♦/♥/♠=TRF semisolid 7cards,no outside control, 3NT=any solid 7card suit, 4♣/♦/♥/♠=TRF semisolid 8cards	1♣-1♦-1♥=F1, ♥ or 20+NT by steps 1♣-1♦-1♠=F1 see 2), 1♣-1♦-2♠=any (4441) 1♣-1♦-2NT=♣, 1♣-1♦-3♠=♦ 1♣-1♦-3♦=ms F1 1♣-1♥/♠-1NT-2♣=STAY, else nat. 1♣-any positive-2NT-3♣=Baron	Over comp. upto 1NT splitted controlshowing
1 ♦		2	3♣	11-16, possible canapé usually no 4 card M	1♥/1♠=less than 4 card poss., 1NT=6-11, 4M poss 2♦=4+ FG, 2NT=ms less than 12Hcp, 3♦=PRE	1♦-1♥-1♠= 5+/4+m (-2♣=4 th suit-f) 1♦-1♥/♠-1NT-2♣=artif. Relay, 3♣=nf 1♦-2♦-: 2♥=5/4+m, 2♠=bal., 2NT=bal., 3♣=5+♣, less than 4♦, 3♦=5+, less than 4♣, 3♥/♠=5+/4+♦ 14-16, 4♣=5/5ms max.	2♦ = NF
1 ♥/♠		4	3♣	11-16, possible canapé	1NT=nat. NF, 2♣=bal. or nat. 2♥/♠=5-10, 2NT=fit 10+, SPL	1♥/♠-2NT-any=artif., see3) 1♥-1♠-1NT-2♣=relay, 3♣=nf 1♥-1♠-2NT see 4)	Same
INT			3♣	15-17, 5M, 6m poss.	2♣=stayman, 2♦/2♥/2NT/3♣= TRF, 2♣=ms, 3♦=5-5 majors, 3♥/♠=♣/♥ 6 cards good hand, 4♣/♦=TRF ♥/♠	1NT-2♣-2any-3♥/♠=short,-3♦=short in 1m 1NT-2♣-2any-3♣=relay 1NT-2♣-2♦/♥-2♠=♠+1m nf.	Rubensohl
2 ♣		5	3♣	11-16, 4/5M poss.	2♦=relay; 2♥/♠=nf, 2NT=transfer->3♣, 3♣=constructive	2♣-2NT-3♣: -3♦=5/5Ms INV, 3♥=5♥/5♦ f., 3♠=5♠/5♦ f., 3NT=5/5Ms	same
2 ♦	X	0		7-14, 5+♣/4+♥,	2NT=relay, 3♥/♠=INV	2♦-2NT: -3♣=5/4, 10-12Hcp, 3♦=5/4,max. 3♥=5/5,7-11Hcp, 3♠=6/4,7-11, 3NT=6/4max	same
2 ♥/♠		5		5-10, 5+cards	2NT=relay	2♥/♠-2NT- see5)	same
2NT				20-21, bal, 5M possible	Puppet, Transfers, 3♠=minors, 4♣/♦=slamish in other minor	2NT-4♣/♦-4♥=Transfer 4NT,4♠=BW 2NT-3♦/♥-3♥/♠=supp. (3NT else)	same
3 ♣/♦		6		PRE	New suit F		same
3 ♥		6		PRE	3♠=nat. F., else cue-bid		same
3 ♠		6		PRE	4♥=nat., else cue-bid		same
3NT	X			Solid m, 1 st -2 nd no outs. contr.	4♣=pass/correct, 4♦=asks for singleton		
4 ♣/♦		7		PRE	4♥/♠=nat.		
4 ♥/♠		7		PRE	Cue-bids		
4NT	X			specific Blackwood	Agnes		
5 ♣				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)	HIGH LEVEL BIDDING	
5 ♦				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)	RKCB: 1/4 - 0/3 - 2 - 2+Q - 2+void - 1+void in suit	
5 ♥				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)	Cuebids: 1 st or 2 nd round controls, Splinter, Josephine,	
5 ♠				PRE	5NT = RKCB (0-1, 2, 2+Q, 3, 3+Q)	Voidwood(0,1,2,3), DOP1/ROP1	

Notes: Franz TERRANEO - Terry WEIGKRICHT

1) VS PREEMPTS:

3♣ → 4♣ = ♥ + ♠

4♦ = ♦ + M

3♦ → 4♣ = ♥ + ♠

4♦ = ♣ + M

3♥ → 4♣/♦ = ♣/♦ + ♠

4♥ = ms, 4NT = BW

3♠ → 4♣/♦ = ♣/♦ + ♥

4♠ = ms, 4NT = BW

same vs. weak2 and in 4th hand:

2♣ → 4♣ = ♥ + ♠

4♦ = ♦ + M

2♦ → 4♣ = ♥ + ♠

4♦ = ♣ + M

2♥ → 4♣/♦ = ♣/♦ + ♠

4♥ = ms, 4NT = BW

2♠ → 4♣/♦ = ♣/♦ + ♥

4♠ = ms, 4NT = BW

2) 1♣-1♦-1♠→

1NT=0-4, no 4♠

2♠=0-4, 4+♠

3♥=5-7, 4+♠, any void

4♠=0-4, 5+♠, no shortness

2♣=5-7, no 3♠ with A/K/Q

2NT=5-7, 4+♠, any singleton

3♠=5-7, 4+♠, no shortness

2♦=5+♥

2♥=5-7, 3♠ with A/K/Q

3♣/♦=6+♣/♦ with A/K, no 3♠

3NT=5-7, KJxxx or better, no shortness

3) 1♥/♠ - 2NT→

3♣ = max. with ♣ suit or any singleton

→

3♦ = relay

→

trumps = min. with any singleton

→

3NT asks for singleton
else: Cue asks for Cues

3NT = max. with ♣ suit

else = max. with this singleton.

3♦ = max. with ♦ suit or minimum

→

3♥/♠ = NF

3♠/♥ = relay

→

3NT = max. with ♦ suit

else = Cue with min.

3♥ = good suit (5+)

3♠ = reverse (5+)

3NT = bal. 13-14 HCP

4♣/♦ = 10cards good suits

4♥/♠ = max 1 ace

4) 1♥ - 1♠ - 2NT→

3♣ = relay ⇒ 3♦ = 4441, 3♥ = ♥ with 3♠, 3♠ = 4414, 3NT = ♥

3♥ = P/C

5) 2♥/♠ - 2NT→

3♣ = any min. or max. with ♣ values or any singleton → 3♦ = relay → 3♥/♠ = weak, 3NT = max. with ♣ suit, else = singleton

3♦ = max with ♦ values; 3♥/♠ = good; 3♠/♥ = nat.