


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	