

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Nat. 15-17, system on
Reopening: 10-14, system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
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
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopening)</b>
1♣ - 2♣ = nat., 1♦ - 2♦=Ms (5/5)
Michaels
In 3 level: asks for stopper
Reopening: 1♣ - 2♣ = Ms (5/5), else: same
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2 <sup>nd</sup> 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
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=T/O
Cue=strong, 1 or 2 suiter (ms), leaping Michaels see1)
NT=nat., 15-17, system on
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1NT=ms, 2NT=ms, 2♦=Majors over any 1♣ -opening
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble=9+ HCP, new suit = NF
2NT same as without X

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 <sup>th</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>th</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
NT	att.	1 <sup>th</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
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
<b>CATEGORY: BLUE</b>
<b>NCBO: AUSTRIA</b>
<b>PLAYERS: Franz TERRANEO - Terry WEIGKRICHT</b>
<b>SYSTEM SUMMARY</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ = 5+♠ + 4+♥, 7-14 Hcp
2♥/♠ = 5+, 4-10Hcp
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
1♦-1♥/♠=may be less than 4 cards, 1♦-1NT=may have 4card M
1♦-1♥-1♠=5+/4+ minors, 1♦-♥/♠-2♥/♠=3 cards
<b>PSYCHICS: rare</b>

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 <sup>th</sup> 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 <sup>st</sup> -2 <sup>nd</sup> 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 <sup>st</sup> or 2 <sup>nd</sup> 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 4<sup>th</sup> 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.

