

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	
1 level: maybe light, 5(4) cards	
after overcall with 1M: 2NT= 12-13 nat., 3M=PRE, 3 in opp. suit = 3+ card support inv.,	
new suit = NF; CUE=F1; jump in new suit = F1	
2 level: medium to sound, new suit in 3 level F1	
reopening: 2 level : maybe light	
1NT OVERCALL (2 nd /4 th live; Responses; Reopening)	
2 nd : (14)15 - 17; responses: system on	
4th: 9 - 13 (15): system on	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
weak; vs 1C: 2D = both Majors, 2 NT = D + H vs 1D: 2 NT = C + H	
Reopen: nat. 6+ cards 11 - 15 HCP Cue: asking for stopper or 2-suiter	
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	
VS. NT (vs. Strong / Weak; Reopening; PH)	
2C=H+S, 2D= one M, 2H=H+m, 2S=S+m	
2NT= 2suiter in m's	
In 4 th hand: same	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
X = take out.(2 nd /4 th), LEB after WK2x,	
CUE = strong 1 or 2suited, JUMP = interm./strong	
4C/D = C/D + other M	
VS ARTIFICIAL STRONG OPENINGS	
vs 1C/D: X = T/O; 2D = both Majors, 1NT and 2NT = minors	
vs 2C/D: X shows suit, 2NT = 2 suiter; suit = nat.	
jump = PRE	
OVER OPPONENTS' TAKEOUT DOUBLE	
new suit = non-forcing	
jump raise maybe weak, pass then DBL = proposition	
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	1 st / 3 rd / 5 th	1 st / 3 rd / 5 th		
Subseq	Attitude			
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	AKx(+), A(+)	AK(+) asks attitude		
King	AK, KQ(+)	touching honors		
Queen	QJ(+)	touching honors		
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 = change	odd=enc.
	2			even = disc.
	3			or S/P
SIGNALS (including Trumps):				
high - low = even trump echo = ability to ruff or S/P				
DOUBLES				
TAKEOUT DOUBLES (Style, Responses; Reopening)				
may be light (if partner is passed)				
SPECIAL; ARTIFICIAL & COMPETITIVE (RE-)DOUBLES				
neg.X up to 3H ; Comp. X				
resp. X up to 4H (raise)				
1x - comp - new suit - X = support with A or K in partners suit				
1x - comp - X - XX = A or K in partners suit				
1x - comp - raise - X = neg.				



INTERNATIONAL CONVENTION CARD

CATEGORY: Blue

NCBO: AUSTRIA

PLAYERS: Sylvie TERRANEO Franz TERRANEO

SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
strong 1C opening with control responses by steps	
4 card majors	
canapé style by opener	
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 (8 - 14 HCP distributional)	
2H / 2 S: weak two	
2NT: 5+C and 5+D (6 - 11 HCP)	
3NT: solid minor	
SPECIAL FORCING PASS SEQUENCES	
1D/H/S - X - XX - any - pass	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1D denies good 4 card major	
Higher suit first with weak hands (5 / 4)	
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 18+ HCP balanced or 5 losers	1D = neg., 1H = 6+ HCP<3 contr., 1S/1NT/2C/2S/2NT = Controls 2D/H = Transfer, 3C/D/H/S = TRF semisolid 7 card suit 3NT = one solid 7 card suit 4C-4S = TRF semisolid 8 card suit	1C-1D-1H=nat. or strong bal. => 1S=relay, 1NT= S 2C/D/H = 0 - 3 nat.; 1C-1D-1NT => system on 1C - 1D - 2NT = 3-suiter	over comp. up to 1NT control showing
1D		2	3C	11 - 16 HCP usually no 4 card major	1D - 2D = FG for opener, 1D - 3D = PRE, 1D - 2NT = both minors 6-12HCP new suit FG, except if suit is repeated	1D - 2D - 2H = 5 / 4 in m 1D - 2D - 2S = art. bal. 1D - 1H/S - 2NT = good 6 card suit	2D = non-forcing
1H/S		4	3H	11 - 16 HCP possible canapé	2NT = fit 10+ HCP, 3H/S less than INV 4+cards Splinter: 4+ controls new suit F1; 2C = 2+ cards	Relays	
1NT			3S	15 - 17 HCP 5+card major or 6+card minor or singleton possible	2C = mod. Stayman, 2D/H/3C = Transfer, 2NT = invitational 2S = C (strong or weak) or both minors (good hand) 3D/H = Transfer (good hand), 3S = quantitative 4C/D = H/S	1NT - 2C - 2D - 2H/S = NF, 1NT-2C-2any-2NT=m's 1NT - 2C - 2any - 3C = GF relay 1NT - 2C - 2H/S - 3S/H = short 1NT - 2C - 2H/S - 4C/D =splinter 1NT - 2NT - 3C = art. Stayman	
2C		5	3D	11 - 16 HCP 6+C(good suit) or 5+C and 4+any 14 - 16 HCP	2D = asks for stopper(s) outside; 2NT = transfer to 3C (C or 2-suiter) 2H/S = INV; 3C = INV; 3D/H/S = nat. strong	2C - 2D - 2NT = 6+C and 2 stoppers 2C - 2D - 3C = 6+C and 1 stopper	
2D	x	0		5+S and 4+H 8-14 HCP	2NT = relay, asks for strength and distribution new suit F	2D - 2NT => 3C=min.; 3D=max. 5/4; 4C/D=max.5/4/4 3H = 5/5 7-10 HCP 3S = 6/4 5-10; 3NT = max. 5/4/2/2	
2H	x	5		weak 2	2NT = relay, asks for strength and distribution 3C/D = nat. F1		
2S	x	5		weak 2	2NT = relay, asks for strength and distribution 3C/D = nat. F1		
2NT	x			5+C and 5+D 6-11 HCP	3C/D= NF; 3H=relay asking for min/max; 3S = 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		
3S		6		Preempt	4C/4D = Cue; 4H=nat.		
3NT	x			solid minor	4D = relay, asks for singleton		
4C		7		PRE	4H/S = nat.	cuebids: 1st or 2nd round controls	
4D		7		PRE	4H/S = nat.	5NT = grand slam interest	
4H		7		PRE	4S = Cue	cuebid - X - XX : 1st round control	
4NT	x			Blackwood artif.	5C=0, D/H/S/NT=1, 6C/D/H=2 (rnc)	DOPI, ROPI	

HIGH LEVEL BIDDING

RKCB: 1/4 - 0/3 - 2 - 2+queen - 2+ void, 6C/D = 1+ void in suit,
jump to six in suit = one ace and higher void