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 & 3 level F1

Transfer advances

Reopening: X, 2level maybe light

1NT 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)

2nd Pos: 2♣=Ms, 2♦=1 M, 2♥/♠=M+m, 2NT=ms or strong 2suiter

4thPos: 2♣=both Ms 2♦=1M weak, 2♥/♠=nat sound

Same when Opp. bid 1m- pass – 1NT as in 4th position

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	1th/3rd/5th	1th/3rd/5th
NT	att.	1th/3rd/5th
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
Suit	1	Low=E	Hi-Lo=odd	L=E
	2	count	Suit pref.	H=disc. or suit pref.
	3	Suit pref.		
NT	1	L=E	High implies switch	L=E or suit pref.
	2	count	Suit pref.	H=disc. or suit pref.
	3			

Signals (including Trumps):

high-low = odd, ability to ruff or S/P

Reversed Smith vs.NT (high implies switch), 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 – Andreas BABSCH

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

blue club

strong 1♣ opening with control responses by steps

4 card majors

Canape style by opener only

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

2NT = 7-12 HCP, 5+/5+ minors

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 ctrl., 3NT=any solid 7card suit, 4♣/♦/♥/♠=TRF semisolid 8cards	1♣-1♦-1♥=F1, ♥ or 20+NT by steps 1♣-1♦-1♠=F1 see note 2, 1♣-1♦-2♠=any (4441) 1♣-1♦-2NT=22-23 HCP 1♣-1♥/♠-1NT-2♣=STAY, else nat. 1♣-any positive-2NT-3♣=Baron	Over comp. up to 1NT splitted control showing
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♠=4th 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+ (see notes 3), SPL	1♥/♠-2NT-any=artif., see note 3 1♥-1♠-1NT-2♣=relay, 3♣=nf 1♥-1♠-2NT see notes 4	Same
1NT			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 (Transfer next suit is invitational up)
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 (see notes 5)	2♥/♠-2NT- see notes 5	same
2NT	X			7-12; 5+/5+ minors	3♥=F ask for strength and shape ♠	3♥-3♠=min., 3♥-3NT=max.	
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, 1st-2nd 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: 1st or 2nd 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 – Andreas BABSCH

1)   VS PREEMPTS: **same vs. weak2 and in 4th hand:**

3♣ → 4♣ = ♥ + ♠   2♣ → 4♣ = ♥ + ♠
    4♦ = ♦ + M   4♦ = ♦ + M
3♦ → 4♣ = ♥ + ♠   2♦ → 4♣ = ♥ + ♠
    4♦ = ♣ + M   4♦ = ♣ + M
3♥ → 4♣/♦ = ♣/♦ + ♠   2♥ → 4♣/♦ = ♣/♦ + ♠
    4♥ = ms, 4NT = BW   4♥ = ms, 4NT = BW
3♠ → 4♣/♦ = ♣/♦ + ♥   2♠ → 4♣/♦ = ♣/♦ + ♥
    4♠ = ms, 4NT = BW   4♠ = ms, 4NT = BW

2)   1♣-1♦-1♠ →

1NT=0-4, no4♠	**2♣**=5-7, no 3♠with A/K/Q	**2♦**=5+♥	**2♥**=5-7, 3♠with A/K/Q
2♠=0-4, 4+♠	**2NT**=5-7, 4+♠, any singleton	**3♣/♦**=6+♣/♦ with A/K, no 3♠	
3♥=5-7, 4+♠, any void	**3♠**=5-7, 4+♠, no shortness	**3NT**=5-7, KJxxx or better, no shortness	
4♠=0-4, 5+♠, 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♥ = 6-er ♥ without 3♠, 3♠ = 6-er ♥ with 3♠, 3NT = 4414
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.