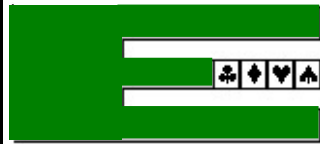


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
1 level: maybe light 4+HCP, 5(4) cards
after overcall with 1M: Jump Cue 4 card support 8-11
3M=PRE,
CUE=F1; jump in new suit = F
2 level: sound, new suit in 3 level F1
reopening: 2 level : maybe light
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> live; Responses; Reopening)
2 <sup>nd</sup> : 15 - 18; responses: as over 1SA opening
4 <sup>th</sup> : 11- 14 (15) with transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak
Vs. 1♣: 2♦ = both Majors, 2 NT = both minors
Reopen: nat. 6+ cards 11 - 15 HCP, 2NT=18-20
Cue: asking for stopper or 2-suiter
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
1♣ - 2♣ = nat; 1 m - 2♦ = both Majors
1M - 2M = other M + m
In 3 <sup>rd</sup> level: asks for stopper
VS. NT (vs. Strong / Weak; Reopening; PH)
2♣=♥+♠, 2♦=♥or♠, 2♥=♥+m, 2♠=♠+m, → 2NT=F1
2NT=minors
In 4 <sup>th</sup> hand: 2♣=♥+♠ 2♦♥♠ = natural
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
X = take out.(2 <sup>nd</sup> /4 <sup>th</sup> ), LEB after W2/x,
Q over nat. = strong 1 or 2suited, JUMP = STRONG,
4♣/♦ = ♣/♦ + other M
VS ARTIFICIAL STRONG OPENINGS
1 NT: minors
OVER OPPONENTS' TAKEOUT DOUBLE
new suit = non-forcing
jump raise maybe weak
XX : 9+ HCP, 2 NT same as without X

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
NT	Attitude	3 <sup>rd</sup> / 5 <sup>th</sup>	
Subseq.	Attitude		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), A(+)	AK(+) asks attitude	
King	AK, KQ(+)	Unblock or count	
Queen	QJ(+)	AQJ(+), QJ(+)	
Jack	KJ10(+), J10(+), Jx	0 higher	
10	H109(+), 109(+), 10x		
9	H98x, 98(+), 9x		
Hi-x	even number of cards	even number of cards	
Lo-x	odd number of cards	odd number of cards	
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			Lavinthal
3			or S/P
Signals			
Discards: odd=enc, following suit			
NT: low=enc. Suit: high=enc.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
may be light (if partner is passed)			
SPECIAL; ARTIFICIAL & COMPETITIVE (RE-)DOUBLES			
neg. X up to 3♠			
resp. X up to 4♥ (raise)			
1x - comp - new suit - X = support with A or K in partners suit			
1x - comp - raise - X = neg.			
Comp. X			



**INTERNATIONAL CONVENTION CARD**

**CATEGORY:** Seniors  
**NCBO:** AUSTRIA  
**PLAYERS:** Susanne GRÜMM - Franz Terraneo

### SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
<b>strong 1♠ opening with control responses by steps</b> <b>4 card majors</b> <b>canapé style</b>
1NT Opening: 15 - 17 HCP maybe semi-balanced 2 OVER 1 Response: FG canapé style unless suit is repeated
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
2♦: 5+♠ and 4+♥ (5 - 14 HCP) 2♥: weak 2 2♠: weak 2 2NT: 5+♣ and 5+♦ (5 - 12 HCP) 3NT: solid minor
<b>SPECIAL FORCING PASS SEQUENCES</b>
1♦/♥/♠ - X - XX - any - pass
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
1♦ denies 4 card major: 1♦ -p-1NT → may have 4M Often shorter suit first → may start canape
<b>PSYCHICS:</b> seldom

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	OVER COMPETITION AND PASSED HAND BIDDING
1♣	x	0	7♥	16+ HCP unbalanced or 18+ HCP balanced or 5 losers	1♦ = 0-6., 1♥ = 6+ HCP < 3 contrl., 1♠/1NT/2♣/2♠/2NT = 3/4/5/6/7contr. 2♦/♥ = weak ♥/♠, 3♣/♦/♥/♠ = Transfer semisolid 7 card suit 3NT = one solid 7 card suit 4♣-4♠ = Transfer semisolid 8 card suit	1♣-1♦-1♥=F(♥ or NT), ⇒1♠=relay, 1NT=2suiter 4-6 2♣/♦/♥/♠ = 6+ cards 3-6 HCP, 1♣-1♦-1NT⇒19-20 2♣=STAY, 2♦/♥=♥/♠, 2♠=♣ 2NT=♦	over comp. up to 1NT control showing
1♦	x	2	4♥	11 - 16 HCP usually no 4 card major	1♦ - 2♦ = FG for opener, 1♦ - 3♦ = PRE, 1♦ - 2NT = both minors 1 any/ 2 any maybe 3 or less cards	1♦ - 2♦ - 2♥ = (4/5) Minors 1♦ - 2♦ - 2♠ = min. balanced 1♦ - 1 any - 2NT = good 6 card suit in ♦	2♦ = non-forcing no canapé
1♥/♠		4	4♥	11 - 16 HCP possible canapé	2NT = fit 10+ HCP	1♥/♠ - 2 NT - 3♣ = single min/single max/♣ max 1♥/♠ - 2 NT - 3♦ = min. or ♦ max 1♥ - 1♠ - 2NT = 44(41) or max 5+good ♥ 2♣/♦ = shorter suit first, forc ⇒ may start canape	no canapé
1NT				15 - 17 HCP 5+card major or 6+card minor or singleton possible	2♣ = Stayman, 2♦/♥ = transfer, 2♠/2NT marionette into ♣/♦ 3♣ = both min.weak, 3♦ = both majors 5+/5+ 3♥ = good ♠ 3♠ = good ♥ 4♣/♦ = ♥/♠	1NT - 2♣ - 2♦ - 2♥/♠ = NF 1NT - 2♣ - 2any - 3♣ = GF relay 1NT - 2♣ - 2♦/♠ - 3♥ = shortness 1NT - 2♣ - 2♦/♥ - 3♠ = shortness 1NT - 2♣ - 2♥/♠ - 4♣/♦ = cue	
2♣		5	4♥	11 - 16 HCP 6+♣(good suit) or 5+♣ and 4+any 13 - 16 HCP	2♦ = relay. 2NT:puppet to 3♣, then; 3♦ = ♥+♠; 3♥ = ♦+♥; 3♠ = ♦+♠ 2♥/♠ = Non forc. 3♣ = 1 ace with support; 3♦/3♥/3♠ FG	2♣ - 2♦ - 2NT = 6+♣ and 2 stoppers 2♣ - 2♦ - 3♣ = 6+♣ and 1 stopper	
2♦	x	0	no	5+♠ and 4+♥ 4-14 HCP	2NT = relay, asks for strength and distribution New suit = F1	2♦ - 2NT - 3♣/♦ = 5-4 min/max 2♦ - 2NT - 3♥ = 5-5 min; 3♠ = 6-4 min. 3NT 5422 max. 4♣/♦ = max.544	
2♥		5		Weak 2	2NT = relay, 3♣/♦ = nat. F1	3♣ = single/♣/min	
2♠		5		Weak 2	2NT = relay, 3♣/♦ = nat. F1	3♣ = single/♣/min	
2NT	x			5+♣ and 5+♦ 5-12 HCP	3♣/♦ = NF; 3♥ = relay → min/max; 3♠ = nat. F1; 4♣/♦ = INV		
3♣		6		Preempt	New suit = nat, F		
3♦		6		Preempt	New suit = nat, F		
3♥		6		Preempt	3♠ = nat. F, 4♣/4♦ = Cue		
3♠		6		Preempt	4♣/4♦ = Cue		
3NT	x			solid minor	4♦ = relay, asks for singleton		
4♣		7		PRE	4♥/♠ = nat.		
4♦		7		PRE	4♥/♠ = nat.		
4♥		7		PRE	4♠ = cue		

**HIGH LEVEL BIDDING**

RKCB: 3/0 - 1/4 - 2 - 2 + Q - 2+ void, 6♣/♦ = 1+ void in suit,  
jump to six in suit = one ace and higher void

cuebids: 1st or 2nd round controls

5NT = Josephine

cuebid - X - XX : 1st round control

DOP1, ROP1