


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 nd /4 th live; Responses; Reopening)
2 nd : 15 - 18; responses: as over 1SA opening
4 th : 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 rd level: asks for stopper
VS. NT (vs. Strong / Weak; Reopening; PH)
2♣=♥+♠, 2♦=♥or♠, 2♥=♥+m, 2♠=♠+m, → 2NT=F1 2NT=minors In 4 th hand: 2♣=♥+♠ 2♦♥♠ = natural
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
X = take out.(2 nd /4 th), 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	
Suit 3 rd / 5 th 3 rd / 5 th	
NT Attitude 3 rd / 5 th	
Subseq. Attitude	
LEADS	
Lead Vs. Suit Vs. NT	
Ace AKx(+), A(+)	AK(+) asks attitude
King AK, KQ(+)	Unblock or count
Queen QJ(+)	AQJ(+), QJ(+), KQ109
Jack KJ10(+), J10(+), Jx	0 higher
10 H109(+), 109(+), 10x	0/2 higher KB10, 109
9 H98x, 98(+), 9x	0/2 higher K109 9xx
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: SENIOR
 NCBO: AUSTRIA
 PLAYERS: Susanne GRÜMM / ALL

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
strong 1♣ opening with control responses by steps 4 card majors canapé style
1NT Opening: 15 - 17 HCP maybe semi-balanced 2 OVER 1 Response: FG canapé style unless suit is repeated
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦: 5+♠ and 4+♥ (7 - 14 HCP) 2♥: weak 2 2♠: weak 2 2NT: 5+♣ and 5+♦ (7 - 12 HCP) 3NT: solid minor
SPECIAL FORCING PASS SEQUENCES
1♦/♥/♠ - X - XX - any - pass
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1♦ denies 4 card major: 1♦ -p-1NT → may have 4M Often shorter suit first → may start canapé
PSYCHICS: 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	1♦ = 0-6., 1♥ = 6+ HCP < 3 contr., 1♠/1NT/2♣/2♠/2NT = 3/4/5/6/7 contr.	1♣-1♦-1♥=F(♥ or NT), ⇒1♠=relay, 1NT=2suiter 4-6	over comp. up to 1NT
				18+ HCP balanced or	2♦/♥ = weak ♥/♠, 3♣/♦/♥/♠ = Transfer semisolid 7 card suit	2♣/♦/♥/♠ = 6+ cards 3-6 HCP, 1♣-1♦-1NT⇒	control showing
				5 losers	3NT = one solid 7 card suit	2♣=STAY, 2♦/♥=♥/♠, 2♠=both m	
					4♣-4♠ = Transfer semisolid 8 card suit		
1♦	x	2	4♥	11 - 16 HCP	1♦ - 2♦ = FG for opener, 1♦ - 3♦ = PRE,	1♦ - 2♦ - 2♥ = (4/5) Minors	2♦ = non-forcing
				usually no 4 card major	1♦ - 2NT = both minors	1♦ - 2♦ - 2♠ = min. balanced	no canapé
					1 any/ 2 any maybe 3 or less cards	1♦ - 1 any - 2NT = good 6 card suit in ♦	
1♥/♠		4	4♥	11 - 16 HCP	2NT = fit 10+ HCP	1♥/♠ - 2 NT - 3♣ = single min/single max/♣ max	no canapé
				possible canapé		1♥/♠ - 2 NT - 3♦ = min.balan./ ♦ max	
						1♥ - 1♠ - 2NT = 44(41) or max 5+good ♥	
						2♣/♦ = shorter suit first, forc ⇒ may start canape	
1NT				15 - 17 HCP	2♣ = Stayman, 2♦/♥ = transfer, 2♠/2NT marionette into ♣/♦	1NT - 2♣ - 2♦ - 2♥/♠ = NF	
				5+card major or	3♦/♥ = Transfer (good hand), 3♠ = quantitative	1NT - 2♣ - 2any - 3♣ = GF relay	
				6+card minor or	4♣/♦ = ♥/♠	1NT - 2♣ - 2♦/♠ - 3♥ = shortness	
				singleton possible		1NT - 2♣ - 2♦/♥ - 3♠ = shortness	
						1NT - 2♣ - 2♥/♠ - 4♣/♦ = cue	
2♣		5	4♥	11 - 16 HCP 6+♣(good suit) or	2♦ = relay. 2NT:puppet to 3♣, then ; 3♦ = ♥+♠; 3♥ = ♦+♥; 3♠ = ♦+♠	2♣ - 2♦ - 2NT = 6+♣ and 2 stoppers	
				5+♣ and 4+any 13 - 16 HCP	2♥/♠ = Non forc. 3♣ = 1 ace with support; 3♦/3♥/3♠ FG	2♣ - 2♦ - 3♣ = 6+♣ and 1 stopper	
2♦	x	0	no	5+♠ and 4+♥ 4-14 HCP	2NT = relay, asks for strength and distribution	2♦ - 2NT - 3♣/♦ = 5-4 min/max	
					New suit = F1	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