DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIG	NALS	INTERNATIONAL CONVENTION CARD		
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE						
1 level maybe light	Lead			In Partner's Suit		CATEGORY: BLUE	
NV maybe very light, 4+HCP, 5(4) cards	Suit	1 th /3 rd /5 th			5 th	NCBO: AUSTRIA	
2 level sound	NT	att.		1 th /3 rd /		PLAYERS: Franz TERRANEO – Kurt FEICHTINGER	
new suit in 1/2 level NF, in 3 level F1	Subseq	att.		- ,- ,	-		
CUE=F1				I			
Reopening: X, 2level maybe light							
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
Nat. 15-17, system on	Lead	Vs. Suit		Vs. N			
Reopening: 10-14, system on	Ace	AKx(+)				GENERAL APPROACH AND STYLE	
7	King		AK, KQ(+)		, AKJT(+)	blue club	
	Queen	QJ(+), Qx			KQT(+)	strong 1♣ opening with control responses by steps	
	Jack KJT(+), JT(+), Jx		+), Jx	QJ98(+), JT(+), HJT(+), Jx		4 card majors	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10 HT9(+), T9(+), Tx			HT9(+), T9(+), Tx		canapé style by opener	
1 - 2 = Ms (5/5), 1 - 2NT = +	9		H98x, 98xx, 9x), 98(+), 9x		
Weak two style else	Hi-X			even		1NT = 15-17, maybe semibalanced	
Reopening: nat, 6+ cards 11-15 HCP	Lo-X			odd		2 over 1 response = FG unless suit is repeated	
Cue=asking for stopper or 2suiter	SIGNALS	N ORDER OF P	RIORITY	•			
DIRECT & JUMP CUE BIDS (Style; Responses; Reopening)	-	artner's Lead	Declarer's L	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
\bullet - 2 \bullet = nat., $1 \bullet$ - 2 \bullet =Ms (5/5)		ow=E	Hi-Lo=odd		L=E	$2 \blacklozenge = 5 + \spadesuit + 4 + \heartsuit$, 7-14 Hcp	
Michaels	Suit 2 co		Suit pref.		E=disc. or suit pref.	2 V /♠ = 5+, 4-10Hcp	
n 3 level: asks for stopper		iit pref.				, , , , , , , , , , , , , , , , , , ,	
Reopening: $1 - 2 = Ms$ (5/5), else: same	1 L		High=change	e	L=E or suit pref.		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 co	ount	Suit pref.		H=disc. or suit pref.		
2 nd Pos: 2 \clubsuit =Ms, 2 \spadesuit =1 M, 2 \blacktriangledown / \spadesuit =M+m, 2NT=ms or strong 2suiter	3				•		
, , ,	Signals (inc	uding Trumps):					
Same when Opp. bid 1m- pass – 1NT	high-low = even, ability to ruff or S/P						
when opprote the pass 11v1	Smith discards vs NT, Lavinthal						
4thPos: 2♣=M, 2♦=1M weak, 2♥/♠=nat sound	DOUBLES						
PH: same	1		200222				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Sty	le: Resnonses:	Reoneni	ng)		
X=T/O	-	t (if partner is pass		, reopen			
Cue=strong, 1 or 2 suiter (ms), leaping Michaels see 1)	way be light	(II partiler is pass	sea nana)				
VT=nat., 15-17, system on	1						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	1					SPECIAL FORCING PASS SEQUENCES	
INT=ms, 2NT=ms, 2\(\dagger=Majors over any 1\(\dagger-opening	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					DI LONGI O MONTO DI QUENTO DE	
11v1 − ms, ∠1v1 − ms, ∠♥=1viajois over any 1 ♣ - opening	•						
Neg.X, Resp.X, Comp.X →3♥, LightnerX						1	
OVED ODDONENTS! TAVEOUT DOUBLE	LignmerX					IMPORTANT NOTES	
OVER OPPONENTS' TAKEOUT DOUBLE	┨ ├───					IMPORTANT NOTES	
Redouble=9+ HCP, new suit = NF	┨ ┣━━━━					1 ◆-1 ♥/♠=may be less than 4 cards, 1 ◆-1 NT=may have 4 card M	
2NT same as without X	┨ ┣━━━━					1♦-1♥-1♠=5+/4+ minors, 1♦-♥/♠-2♥/♠=3 cards	
						PSYCHICS: rare	

	F	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	Over competition and PASSED HAND BIDDING			
1*	Х	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 th suit-f) 1 → -1 ▼ / → -1 NT-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	X			7-12 5+/5+ UF	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, 1 st -2 ^{2nd} no outs. contr.	4♣=pass/correct, 4♦=asks for singleton					
4♣/♦		7		PRE	4 V / ≜ =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 st or 2 nd round controls, Splinter, Josephine,				
5 A				PRE	5NT = RKCB (0-1, 2, 2+Q, 3, 3+Q)	Voidwood(0,1,2,3), DOP1/ROP1				

Notes: Franz TERRANEO – Kurt FEICHTINGER

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VS PREEMPTS:
                                                                     same vs. weak2 and in 4th hand:
1)
3 \clubsuit \rightarrow 4 \clubsuit = \checkmark + \spadesuit
                                                                      4 \bullet = \bullet + M
                                                                                  4   =   +   M
3 \leftrightarrow 4 = \checkmark + \checkmark
                                                                     2 \leftrightarrow 4 = \checkmark + \checkmark
           4 \bullet = * + M
                                                                                 4 \bullet = * + M
3 \checkmark \rightarrow 4 \checkmark / \checkmark = \checkmark / \checkmark + \checkmark
                                                                     2 \forall \rightarrow 4 / \phi = / \phi + \phi
           4♥ = ms, 4NT = BW
                                                                                4♥ = ms, 4NT = BW
                                                                     2 \Rightarrow 4 / = 4 + 
3 \spadesuit \rightarrow 4 \rlap{.}/ \blacklozenge = \rlap{.}/ \blacklozenge + \blacktriangledown
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2)
$$1 + 1 \leftarrow 1 \Rightarrow$$
 1NT=0-4, no4 $2 \Rightarrow 5-7$, no 3 with A/K/Q $2 \Rightarrow 5-7$, any singleton $3 \Rightarrow 5-7$, $4+ \Rightarrow$, any void $3 \Rightarrow 5-7$, $4+ \Rightarrow$, no shortness $4 \Rightarrow 0-4$, $5+ \Rightarrow$, no shortness

4 = ms, 4NT = BW

3) <u>1♥/♠ - 2NT →</u>

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.

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3 \blacklozenge = \max. with \blacklozenge suit or minimum \rightarrow 3 \blacktriangledown / \spadesuit = NF 3 \spadesuit / \blacktriangledown = relay <math>\rightarrow 3NT = max. with \blacklozenge suit else = Cue with min.
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 $3 \checkmark = \text{good suit } (5+)$ $3 \blacktriangle = \text{reverse } (5+)$ 3 NT = bal. 13-14 HCP $4 \clubsuit / \spadesuit = 10 \text{cards good suits}$ $4 \checkmark / \spadesuit = \text{max } 1 \text{ ace}$

4 = ms, 4NT = BW

4)
$$1 \checkmark - 1 \land - 2NT \rightarrow$$

 $3 \checkmark = \text{relay} \Rightarrow 3 \checkmark = 4441, 3 \checkmark = 6-\text{er} \checkmark \text{ without } 3 \land, 3 \land = 6-\text{er} \checkmark \text{ with } 3 \land, 3NT = 4414$
 $3 \checkmark = P/C$

5) $2 \checkmark / \spadesuit - 2NT \rightarrow$ $3 \clubsuit = \text{any min. or max. with } \clubsuit \text{ values or any singleton } \rightarrow 3 \spadesuit = \text{relay } \rightarrow 3 \checkmark / \spadesuit = \text{weak, 3NT} = \text{max. with } \clubsuit \text{ suit, else } = \text{singleton}$ $3 \spadesuit = \text{max with } \spadesuit \text{ values; } 3 \checkmark / \spadesuit = \text{good; } 3 \spadesuit / \blacktriangledown = \text{nat.}$