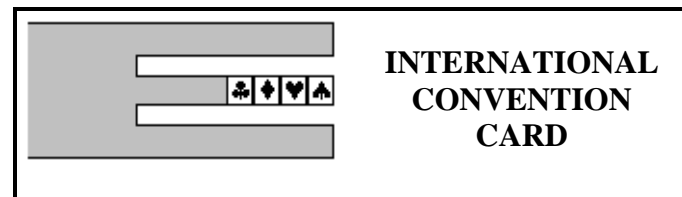


DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2level; Reopening)	
1 st level maybe weak 2 nd level sound, cue=F1(after 2/1 always fit)	
New suit F1 after 2/1 overcall, over 1/1 constr. but NF	
In bal.seat 4 cards more likely	
INT OVERCALL (2 nd /4 th live; Responses; Reopening)	
15-17 / 10-16, same as on our 14-16 NT opening	
After 1M-(p)-(p)-1NT(10-16) 2♣ is a relay asking for strength	
After 1m-(p)-(p)-1NT shows ~ 10-14	
Over all (strong) 2NT-overcalls we play system on	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit:weak, 2NT=F1	
2-Suit: 1M-2NT=♦+oM, 1m-2NT=Ghestem, 1♣-3♣=♦+♠,	
1♦-3♣=♣+♠ wk, 1♦-3♦=♦+♠ strong, 1M-3m= m's wk/strg	
Reopen: jump=intermediate, 2NT=18-20-> Puppet, Transfers	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	
Ghestem mod., step1 ask f. min/max, 1♣/♦-2♦=M's, 1♣-2♣= nat	
Reopen=same	
Jump-cue=running suit, asking for stopper	
1♣/♦-(p)-1x-2♣/♦=other 2 suits 2x nat., 1NT=nat	
VS. NT (vs. Strong / Weak; Reopening; PH)	
2♣=both M's	Reopening: same
2♦= 1 M or 5M5m strong	
2♥=5+♥/4+m	
2♠=5+♠/4+m.	
2NT= 4♥ + (5)6+m	
3m= 4♠ + (5)6+m	
X= good hand, as passed hand 4M5m X: might be weaker	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
T.O; cue=strong 1 suiter, intermediate jumps,	
4♣/♦ over 2x=leaping Michael's; over 3m: 4♣=om*M, 4♦=M's	
NT bids nat -> over 2NT overcall Puppet, Transfers	
VS ARTIFICIAL STRONG OPENINGS	
Vs.1♣strong X=T.O.; NT bids =m, 2♦=M's	
Vs.2♣strong X=♣	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX=9+, suit on 1 st level=F1, on 2 nd level NF	
1M-X-1NT= good raise, jumps to 4-level: SPL, 3NTbetter raise	
1M-X-3♦= mixed raise, other bids on 3-level nat, weak	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5 4th poss if 3rd too high	3/5	
Subseq	same	same	
Other: 1 st discard: odd= enc., rev.Smith vs.NT, in middle-game			
ATT-tendencies			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx	Ax, AKx	
K	Kx, KQx	KQJ, KQ10	
Queen	Qx, QJx	KQx, QJx	
Jack	Jx, KJ10,J10	AQJ, J10	
10	10x, 109	A/KJ10, 109	
9	9x,98xx	A/K/Q109	
Hi-x	Even	Even	
Lo-x	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att	Count	Att
Suit 2	Count	S/P	S/P
3	S/P		count
1	Att	Count	Att
NT 2	Count	S/P	S/P
3			Count
Signals: Discards: odd=enc. When following suit in NT-contracts			
Low=enc., in suit contracts high cards encourage.			
Standard count			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses; Reopening)			
1st level maybe light, cue=F1,			
jump in M can be 4 cards, 8+ in balancing seat			
SPECIAL; ARTIFICIAL & COMPETITIVE (RE-)DOUBLES			
Negative X denies 4♠ after 1m-1♥-X			
1♣-(1♦)-X shows 5-7 HCP			
Responsive (usually denies 4M),support x+xx, comp., ROPI-DOPI			
DEPO-REPO at 6-level			



INTERNATIONAL CONVENTION CARD

CATEGORY: Blue
 NCBO: AUSTRIA
 Arno Lindermann

EVENT: EC Opatija
 Tino Terraneo

SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Precision Club	
1♣ (16) 17+ any	
1♦ 2+ cards, catchall, 11-15 (16)	
Sometimes upgrade	
1NT Opening: 15-17 vul, 14-16 non vul	
2 OVER 1 Response: Forcing to game	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♣= 6+♣ 10-16, may have 2 nd suit	
2♦=3-suiter, short ♦ 4414, 4405, (43)15, 10-16	
2♥♠= weak-two	
SPECIAL FORCING PASS SEQUENCES	
When our side has created a forcing situation pass is enc in high level bidding, X= disc.	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
PSYCHICS: rare	

