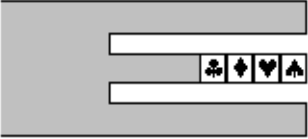


DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2level; Reopening)	
1 st level maybe weak 2 nd level sound, cue=F1(after 2/1 always fit)	
New suit F1 after overcall	
Over 1♣: 1♦, 1♥, 1♠, 2♣ transfer (canape possible)	
1NT OVERCALL (2 nd /4 th live; Responses; Reopening)	
15-17 / 11-14, same as over our 15-17 NT opening, over 1NT	
In the balancing seat responses nat, cue is F1	
(1x)-p-p-1NT shows (10)11-14	
(1x)-p-(1y)->1NT is natural -> resp nat	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit:weak, 2NT=F, jump=fit	
2-Suit: 1 Major-2NT=minors, 1♦-2NT=minors 1♣ -2NT= minors	
Reopen: jump=intermediate, 2NT=18-20-> Stayman, Transfers	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	
Michael's cue-bid, weak or strong, 2NT=F1, 1♣/♦-2♦=Majors	
Reopen=same	
Jump-cue=running suit, asking for stopper	
(1x)-p-(1y)-> 2x is 2-suiter, 2y is nat, 2NT extreme 2-suiter	
VS. NT (vs. Strong / Weak; Reopening)	
X= same strength+	Reopening:same
2♣=both majors	Reopening:same
2♦= 1 major	Reopening: nat.
2♥= 5+♥4+min	Reopening: nat.
2♠= 5+♠ 4+min	Reopening: nat.
2NT= game inv.+2-suiter	Reopening:same
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
T.O. nat.	
NT bids nat -> over 2NT overcall ->Stayman & Transfers	
VS ARTIFICIAL STRONG OPENINGS	
Vs.1♣ strong X=T.O 1NT: 4+/4+ minors 2NT: 5+/5+ minors	
1♦, 1♥, 1♠, 2♣ Transfer (canape possible), 2♦=Majors	
Vs.2♣ strong X=♣	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX=9+	
New suits over X on 2 nd level are NF	
Jumps are weak	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5	3/5	
Subseq	3/5, ATT	same	
Other: 1 st discard: odd= enc., Smith vs.NT, in middle-game			
ATT-tendencies			
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	Ax, AKx		Ax, AKx
K	Kx, KQx		KQJ, KQ10, AKJ
Queen	Qx, QJx		KQx, QJx, AQJ
Jack	Jx, J10, KJ10		J10, A/KJ10
10	10x, 109, Q109		109, Q109
9	KJ98, 9x,98xx		KJ98, 9x,98xx
Hi-x	Even		Even
Lo-x	Odd		Odd
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att	Count	count
Suit 2	Count	S/P	S/P
3	S/P		-
1	Att	Count	S/P
NT 2	Count	S/P	
3			
Signals (including Trumps): trump echo			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses; Reopening)			
1st level maybe light, cue=F1 resp: nat., jump in M can be 4 cards,			
8+ in balancing seat			
SPECIAL; ARTIFICIAL & COMPETITIVE (RE-)DOUBLES			
Negative, responsive, support X comp., ROPI-DOPI,			



INTERNATIONAL CONVENTION CARD

CATEGORY: **BLUECLUB**

NCBO: AUSTRIA EVENT: __all

Erich MÜLLER **Michael SPINN**

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

4-card majors, strong 1♣ opening with control responses by steps
 Light opening bids poss
 Canapé style by opener
 1♦ denies 4 cards in ♥/♠

1NT Opening: (14) 15-17
 2 OVER 1 Response: forcing to game except for rebid of suit

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣= 1. 6+♣ 10-16 2. 5+♣, 4+ other, 14-16
 2♦=weak two in Major
 2♥= reversed Flannery, 4+♥ 5+♠ 9-16 HCP
 2♠=♠+minor 7-11 HCP
 2NT= both minors 7-11 HCP
 Michael's cue-bid

SPECIAL FORCING PASS SEQUENCES

When our side has created a forcing situation pass is always encouraging

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS:rare

OPEN	TICK IF ART.	MIN NO. OF CARD	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✓	0	7♠	17+ unbalanced 18+ bal. Upgrades possible	1♦=0-6, 1♥=7+< 3controls 1♠= 3 controls 1NT=4ctrl, 2♣=5 ctrl 2♦/♥-> Transfer, 3-6HCP, 2♠=6ctrl, 2NT 7ctrl	1♣1♦-1♥: nat or 20+ bal.-> 1♠:R, 1NT=suiter 5-5 1♣-1♦-1NT:18-19-> STAY, Trf jumps by opener:F1	
1♦	✓	2	7♠	10-16 no 4card M 2+ cards in ♦, canapé poss	1♥/♠=nat; could be 3 cards, 1NT=5-11 can have 4 card M 2♦=4+FG 2NT= minors weak or strong 3♦=pre. 3♥/♠=6+, weak 2♥♠3♣strong	1♦-1♥♠-1NT 11-14bal-> 2♣=check back STAY 1♦-1♥♠-2♣= 5-4 in both directions	
1♥		4	7♠	10-16, 4+ canapé possible	2♣♦nat, 1♠ nat, 1NT 5-11, nat 2♥= 5-10 2♠/3♣3♦= strong jump shift, 2NT: Fit, 10+ 3♠ 4♦♣: 14+SPL	Over 1♥-1♠ openers 2 nd suit shows 4/5 in both ways 2NT 14-16 with good ♥'s	1♥-3♣♦ Fit-jump
1♠		4	7♥	10-16, 4+ canapé possible	As over 1♥		1♠-3♣♦♥ Fit-jump
1NT			4♠	(14)15-17 5-card Maj. poss. 6-card min perfectly acceptable 5422or5431 rare but poss	STAY, 2♦♥NT 3♣-> Trf, 2♠ invit. NT or both minors weak or strong, 3♦ asks for 5card M, 3♥♠ = nat. slamish Transfers/ over trf to m -> singleton	Over comp: X=neg., 2 NT forc 1NT-2♣-2♦♥/♠-3♣=R, 1NT-2♣-2♦♥♠= NF 1NT-2♣-2♦-3♥/♠=singleton	
2♣		5	7♠	1. 6+♣, 2. 5+♣, 4+ other, 1416	2♦=relay 2♥♠= nat. good suit 2NT=invit. 3♦♥♠= strong jump shift	2♣-2♦-2NT good Hand, 3♣ Minimum 2♣-2♦-2♥/♠ 3♦-> 5+♣ 4+ 14-16 2♣-2♦-3♥/♠= 6/5	
2♦	✓	0	2♠	Weak two in ♥or♠, 5 cards possible	2♥/♠=p/c, 2NT=Relay, 3♣, 3♦ nat, 3♥♠ = p/c 4♣= bid your suit in trf ; 4♦=bid your suit, 4♥/♠=to play	2♦-2NT-3♣♥♠: max-max-min-min	
2♥	✓	4	no	Reversed Flannery 4+♥/5+♠,	2NT= Relay, 3♥♠= off/def. 4♣♦ nat, setting this suit as trumps 3♣♦ = invit.	2NT=R,-> 3♣max 3♦min 3♥5/5(8-11), 3♠ 4/6 3NT: 5/6 in both ways	
2♠	✓	5	3♦	5+♠/5+m3-10, can be 5/4 in 1st and 3rd seat at fav. vul.	2NT=R, 3♣=p/ c 3♦=invit. to 4♠ 3♥=invit., 3♠=pree, 3NT:to play 4♣/♦=p/ c 4♥/♠=to play	2♠-2NT-3♣/♦=min 3♥/♠=max.	
2NT	✓			5+/5+ minors, 6-11 HCP	3♥/♠= nat, F1 4♣/♦: Fit FG, asks for cue		
3♣♦♥		6		Preempt	New suit=F1 over 3M 4m is nat or cue		
3NT	✓			Gambling	456♣=p/ c, 4♦ asks for singleton	3NT-4♦-4♥♠ sgl in ♥♠, 4NT: no sgl 5♣♦: corresponding sgl	
4♣♦♥		6		Preempt	Over 4M new suit is cue	HIGH LEVEL BIDDING BW 30/14, mixed cue-bids, 1♥♠-2NT: Fit, 10+ jump to 5NT= Josephine, 5NT after 4NT Josephine	
4NT	✓			Specific Blackwood	5♣=no ace 5♦/♥/♠=this ace 5NT=♣ 6♣=♦♠or♣♥aces 6♦=♦♥or♣♠ 6♥=♣♦or♥♠ 6♠= 3 aces	Splinter, fit jumps long and short suit trial bids 5NT over 4NT=2/4 aces: +any void, 6x: 1/3 aces: +bid or higher void	