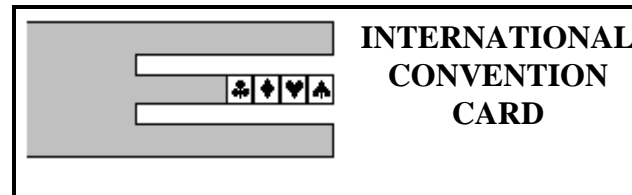


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
1 level: maybe light 4+HCP, 5(4) cards
after overcall with 1M: 2NT=4 card support 11+, 3M=PRE, 3 in opp. suit = 4 card support 8-10,
new suit = NF; CUE=F1; jump in new suit = F1 (fit)
2 level: sound → very strong, new suit in 3 level F1
reopening: x, 2 level : maybe light
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> live; Responses; Reopening)
2 <sup>nd</sup> : 15 - 18; responses: 2♣ = STAY; 2♦/♥ = TRF,
2♠ = m's, 2NT = ♣; 3♣ = ♦
4 <sup>th</sup> : 8 - 14 (15), same
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak; vs 1♣: 2♦ = both Majors, 2 NT = both minors
vs 1♦: 2NT = ♣ + ♥
Reopen: nat. 6+ cards 11 - 15 HCP
Cue: asking for stopper or 2-suiter
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
1♣ - 2♣ = nat; 1♦ - 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=good 2suiter or m's
In 4 <sup>th</sup> hand: 2♣=♥+♠, 2♦=♥or♠weak, 2♥=♥, 2♠=♠
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
X = take out.(2 <sup>nd</sup> /4 <sup>th</sup> ), LEB after WK2x,
CUE = strong 1 or 2suited, JUMP = WEAK/interm.,
4♣/♦ = ♣/♦ + other M see1)
VS ARTIFICIAL STRONG OPENINGS
vs 1♣/♦: X = T/O; 2♦ = both Majors, 2NT = minors
vs 2♣/♦: X shows suit, 2NT = 2 suiter; suit = nat
jump = PRE
OVER OPPONENTS' TAKEOUT DOUBLE
new suit = non-forcing
jump raise maybe weak, pass then DBL = proposition
XX : 9+ HCP, 2 NT same as without X

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
NT	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /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(+)	asks to unblock or count	
Queen	QJ(+)	AQJ(+), KQ(+), QJ9(+)	
Jack	KJ10(+), J10(+), Jx	HJ10(+), J10(+), Jx	
10	H109(+), 109(+), 10x	H109(+), 109(+), 10x	
9	H98x, 98(+), 9x	H98(+), 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
1	High = Enc.	Hi-Lo=even	odd = enc.
Suit 2	Hi-Lo = Even		even = disc.
3	high = S/P		even = S/P
1	Low = enc.	high = change	low=enc.or S/P
NT 2			high = disc.
3			or S/P
Signals (including Trumps):			
high - low = even trump echo = ability to ruff or S/P			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses; Reopening)			
may be light (if partner is passed)			
SPECIAL; ARTIFICIAL & COMPETITIVE (RE-)DOUBLES			
Comp. X			
resp. X up to 4♥ (raise)			
1x - comp - new suit - X = neg.			
1x - comp - X - XX = A or K in partners suit			
1x - comp - raise - X = neg.			



## INTERNATIONAL CONVENTION CARD

CATEGORY: Blue  
 NCBO: AUSTRIA  
 PLAYERS: Terry WEIGKRICHT

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
strong 1♣ opening with control responses by steps 4 card majors canapé style by opener
1NT Opening: 15 - 17 HCP maybe semi-balanced 2 OVER 1 Response: FG unless suit is repeated
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦: weak 2 in ♥ or ♠ 2♥: 5+♠ and 4+♥ (7 - 14 HCP) 2♠: 5+♠ and 5+minor (4-10 HCP) 2NT: 5+♣ and 5+♦ (6 - 12 HCP) 3NT: solid minor
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1♦ denies nearly always 4 card major Higher suit first with weak hands (5 / 4)
PSYCHICS: seldom



## Notes: Terry WEIGKRICHT

### 1) VS PREEMPTS:

3♣ → 4♣ = ♥+♠  
4♦ = ♦ + M

3♦ → 4♣ = ♣ + M  
4♦ = ♥ + ♠

3♥ → 4♣/♦ = ♣/♦ + ♠

3♠ → 4♣/♦ = ♣/♦ + ♥

### same vs. weak2 and in 4<sup>th</sup> hand

### 2) 1♣-1♦-1♥-1NT →

2♣=relay → 2♦=♥+other → 2♥ = GF → 2NT = ♥+♠

3m = nat

2♠/NT = GF relay without ♥

2♥=♠+m → 2♠ = sign off

2NT = relay without ♠

2NT=♣+♦ → 3♣/♦ = sign off

### 3) 1♥/♠ - 2NT →

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.

3♦ = max. with ♦ suit or minimum → 3♥/♠ = NF  
3♠/♥ = relay → 3NT = max. with ♦ suit  
else = Cue with min.

3♥ = good suit (5+)

3♠ = reverse (5+)

3NT = bal. 13-14 HCP

4♣/♦ = 10cards good suits

4♥/♠ = max 1 ace

### 4) 1♥ - 1♠ - 2NT →

3♣ = relay ⇒ 3♦ = 4441, 3♥ = ♥ with 3♠, 3♠ = 4414, 3NT = ♥

3♥ = P/C

### 5) 2♣ - 2NT →

3♣ = min; 3♦ = max; 3NT = very good ♣; 4♣ = longer ♣, unbal., min.; 4♦/♥/♠ = SPL, max.