DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS							
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENIN	IG LEADS STYLE				EBL Convention Card		
NATURAL	1	Lead in Partner's Suit		er's Suit				
RESPONSES - CUE BID FORCING 1 ROUND	Suit	XXX		count		Category Green		
		2nd-4th or highest from 3 small or				Country: ROMANIA		
				standard		Event:		
	Other:				Players: TEODORESCU CORNEL			
	<u> </u>	odici.			1	MORARU DAN		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS	LEADS				SYSTEM SUMMARY		
Shortness	Lead	ad Vs.Suit Vs. NT			GENERAL APPROACH AND STYLE			
OVER 1 MAJOR - EITHER NATURAL (BUT DENIES 4 CARDS IN OM)	Ace	AK OR A		AK OR A		SAYC		
- OR IT MAY BE 12+ WITH BOTH MINORS (5-4 AT L	_l King	KQ OR K KQ OR K						
* NOTE 1						AFTER OPPONENTS BID OUR FREE BID 2ND LEVEL IS NON FORCING		
1NT REOPENING - 11-14, 2NT REOPENING 15-17				STANDARD OR FROM JXX				
JUMP OVERCALLS(Style; Responses; Unusual NT)		STANDARD			RD OR FROM 10XX			
1-Suit: IF MINOR WEAK - 3-10 points, IF MAJOR 13-16 6+		STANDARD			9X OR J(10)9XX(X)	1NT Openings: 15-17		
2-Suit:		EVEN		EVEN OR HIGHEST FROM 3 LOW CARDS				
ı		ODD				SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Reopening: NATURAL					2 ♣ - GAME FORCING			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	†	Partner's Lead	Declarer's L	Lead	Discarding	2 ◆ - WEAK ONE MAJOR - 3-10(11) points		
OVER 1MAJOR - CUEBID IS GF - STRONG	Suit:1st	HIGH ENC	COUNT USUA	AL <u>LY</u>	HIGH ENC	2 ♥ / ♠ 13-16 POINTS 6+ ♥ / ♠		
OVER 1MINOR NATURAL - CUEBID IS MICHAELS (BOTH MAJORS)		COUNT	LAVINTHAL			3NT GAMBLING usually in minor and no stop		
		LAVINTHAL				1NT OVERCALL - AFTER 1m - WEAK IN MAJOR, SYS ON 2 ♦ OPENING		
	NT: 1st	HIGH ENC	COUNT USUA	ALLY	HIGH ENC			
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	COUNT	LAVINTHAL					
2 & BOTH MAJOR USUALLY AT LEAST 5-4	3rd							
2 ♦ NATURAL	Signals ((including Trumps):						
2 ♥ NATURAL - 5+ CARDS	NOTHING	G AGREED						
2 ♠ NATURAL - 5+ CARDS								
2NT - 5+-5+ MINORS	DOUBLES	£S						
DBL =POINTS, WITH 5+ P STAYS, 2C 0+CARDS, 2D,H,S 5+	TAKEOU	JT DOUBLES(Style;Re	esponses;Re	opening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	NATURAL							
DOUBLE - TAKE OUT	OVER 1(2) MAJOR 12-17 PROM	1ISES OTHER	MAJOR or	18+			
2NT IS NATURAL, 3NT IF JUMPS IS 19+POINTS						SPECIAL FORCING PASS SEQUENCES		
CUEBID IS GF, FIRST ASK FOR NT IF WE HOLD THE SUIT						-		
VS. ARTIFICIAL STRONG OPENINGS	SPECIA!	L,ARTIFICIAL AND CO	OMPETITIVE	DOUBLE	S/REDOUBLES			
NATURAL	* NOTE 2			•				
1						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENTS' TAKE OUT DOUBLE								
NATURAL						Psychics:		
MATORIE								
1								
<u></u>						L		

OPEN	TICK	MIN NO.	NEG.	DESCRIPTION	DECEDIATE	SUBSECUENT ALIGNA	COMPETITIVE & PASSED HAND
OPEN	ART.	OF CARDS	DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	BIDDING
♣		2	4♠	11-21 2+ 4	1♦ - EITHER GAME FORCING OR NATURAL WITH ♦	1-4-1+-2+ - 15-16, 2♥ - 17-18, 2+ - 19-20 UNBAL 2NT 19-20 BAL.: ANY IS NAT. 11-14P	NOTE 9-10
					1 ♥/♠/ NATURAL, 1NT (5)6-10 POINTS NO 4 CARDS MAJOR,	2 WAY CHECKBACK OVER 1 MAJOR	1♣-1M-2M-2NT SAME AS AFTER 1M-2NT · SEE NOTE 3
					2♣ - 6-10P, 2 ◆ - 7-10 5◆+4+♠, 2 ♥/♠ 9-11 6CARDS, 2NT (10)11-12 POINTS NO	NATURAL	
					3 ANY WEAK 7+ CARDS, 3NT/4♥/♠ TO PLAY		
I+		4	4♠	11-21 4+♦, MAY HAVE LONGER ♣ IF WEAK (LESS THAN 16P), NO 5 MAJOR	1 ♥/♠ 4+ CARDS NATURAL, 1NT (5)-10 POINTS NO 4 MAJOR	2 WAY CHECKBACK OVER 1 MAJOR	
					2♣ GAME FORCING	1♦-2♣-2♦ 11-14 4+ CARDS ♦, 2♥ - 15-16, 2♠ - 17	
					2♦ 5-9 POINTS 4+♦, 2 ♥/♠ 9-11 6 CARDS, 2NT (10)11-12 NO 4 MAJOR	NATURAL	
					3♣ - 5+♣+4+♦ 7-10P, ANY OTHER 3 WEAK 7+ CARDS BUT GOOD SUIT, 3NT/4♥/♣ TO PLAY		
♥/♠		5	4♠	(10)11-21 5+ ♥/♠, MAY HAVE LONGER MINOR	1♠,NT NATURAL; 2♣ GAME FORCING MAX 3 CARDS FIT	1M-2♣-2♦ 15-16, 2M IS 11-14, 2OM - 17-18, 2NT 19-20, ANY IS NATURAL 11-14P	
					2◆ FORCING ONE ROUND, 5+◆, 2♥ OVER 1♠ FORCING 1 ROUND, 2♠ OVER 1 ♥		
					9-11 4 CARTA FIL 32 OVER 14 9-11 4 CARTA FIL TM-2M NATURAL, TM-3M WEAK 4+CARDS FIL, TM-3 - 9-11 POINTS 6+ -, TM- 34 - 9-11 POINTS 3CARDS IN MAJOR	NATURAL, NEW SUIT OVER SIMPLE RAISE IS ASKING FOR HELP, 3+ CARDS IN SUIT	
					1M-2NT - GAME FORCING, 4+ CARDS IN MAJOR	* NOTE 3	
I NT			4♥	15-17 POINTS, MAY HAVE 5 MAJOR, OR 6 MINOR	STAYMAN (MAY BE WEAK), TRANSFERS (2◆♥♠NT), 4NT - 5-5m SLAM TRY	OVER OPPONENT BID * NOTE 4	
					3 ♣♦♥♠ GAME TRY WITH 2 LOW CARDS IN ♣♦♥♠		
					3NT TO PLAY		
					4♣ SLAM TRY 5-5 MAJORS, 4♦ 5-5 MAJORS TO PLAY 4 MAJOR, 4♥♠ TO PLAY		
2 ♣	*	0	4♠	GAME FORCING OR 22+ BALANCED HAND	2 ♦ NO ACES, NO 2 KINGS LESS THAN 9PO, 2♥/2♣/3♣/3♦ ACE OF, 2NT 2 KINGS 3NT 4♣ 4♦ 2 ACES RAC. NOTE 12	SYS ON OVER 2NT REBID FROM OPENER	
					NINGER STATE OF STATE	ANY BIDS UNDER THE GAME IS NOT MINIMUM	
2 ♦	*	0	2NT	3-10 POINTS (DEPENDING ON VULNERABILITY) (5)6♥ OR (5)6♠	2/3 ▼ ALWAYS PASS OR CORRECT, 3. IS INVITING IF OPENER HAVE ▼, ANY OTHER IS FORCING ONE ROUND NATURAL 2NT IS FORCING ONE ROUND.	* NOTE 5	
					4♣ IS TO BID MAJOR IN TRANSFER, 4♣ IS TO BID MAJOR, 4♣/♠ IS TO PLAY		
2 ♥		6	2♥	(12)13-16 POINTS 6♥	2NT IS RELAY FORCING	* NOTE 6	
					ANY IS NATURAL FORCING ONE ROUND		
2 ♠		6	2♠	(12)13-16 POINTS 6±	2NT IS RELAY FORCING	* NOTE 6	
					ANY IS NATURAL FORCING ONE ROUND		
2 NT			4♥	20-21 BALANCED HAND (MAY HAVE 5 MAJOR OR 6 MINOR, USUALLY NO SINGLETON)	3♣ PUPPET STAYMAN - *NOTE 7, 3♦, 3♥ TRANSFERS, 3♣ INTEREST IN MINOR(S), 3NT 5♠ + 4♥,4♠ SLAM TRY 5-5 MAJORS, 4♦ 5-5 MAJORS TO PLAY 4	2NT-4NT QUANT.	
3 ♣		(6)7		PREEMPTIVE OPENING, MAY BE 6 CARDS IF VULNERABILITY IS FAVORABLE (3-11P)	NATURAL		
3 ♦		(6)7		PREEMPTIVE OPENING, MAY BE 6 CARDS IF VULNERABILITY IS FAVORABLE (3-11P)	NATURAL		
3 ♥		(6)7		PREEMPTIVE OPENING, MAY BE 6 CARDS IF VULNERABILITY IS FAVORABLE (3-11P)	NATURAL		
3 ♠		(6)7		PREEMPTIVE OPENING, MAY BE 6 CARDS IF VULNERABILITY IS FAVORABLE (3-11P)	NATURAL	High Level	Bidding
3 NT	*			GAMBLING, 7-8 TRICKS IN ONE SUIT (COULD BE MINOR OR MAJOR)	NATURAL	4NT RKC - 14/03/2/2+Q, 5NT 2 + ONE GOOD V	OID, 6 ANY 1 KC+ VOID
4 🏚				PREEMPTIVE, USUALLY LESS THAN 12P		EXCLUSION KC - BUT ONLY ON 5TH LEVEL, A	ANSWERS - 0/1/2/2+Q
4 ♦				PREEMPTIVE, USUALLY LESS THAN 12P		JOSEPHINE	
4 ♥				PREEMPTIVE, USUALLY LESS THAN 12P		IF OPPONENTS BID OVER OUR 4NT - PASS D FROM 4NT BIDDER IS KC ASKING , IF 4NT IS	
4 ♠				PREEMPTIVE, USUALLY LESS THAN 12P			
4NT				DON'T HAVE IN SYSTEM			
5 ♣				PREEMPTIVE, NO RANGE IN POINTS, USUALLY AT LEAST 8 TRICKS			
5 ♦				PREEMPTIVE, NO RANGE IN POINTS, USUALLY AT LEAST 8 TRICKS			
5 ♥				PREEMPTIVE, NO RANGE IN POINTS, USUALLY AT LEAST 8 TRICKS			
5 ♠				PREEMPTIVE, NO RANGE IN POINTS, USUALLY AT LEAST 8 TRICKS			
5NT				DON'T HAVE IN SYSTEM			

CORNEL TEODORESCU - MORARU DAN

Note # Description

1 OVER 1 M-1NT WE DON'T HAVE 4CARDS IN OTHER MAJOR

1M-1NT-PASS-

2 ♣ IS 3+ cards

2 ♦ IS to play

2 M IS FORCING ASKING ABOUT 1NT - 2NT ANSWER IS NATURAL, ANY OTHER IS 12+ WITH MINORS

20M IS NATURAL TO PLAY

2NT IS BOTH MINOR (AT LEAST 4-4) 8+points

3 ♣ / ♦ IS TO PLAY

30M IS INVITING WITH OM

3M IS ASKING TO BID 3NT IF WE HOLD THE OPENING MAJOR

1M-1NT-PASS-2M-PASS-3m-PASS-3OM IS GF WITH OM

IF OPPONENTS BID AFTER OUR 1NT WE PLAY SYS ON

2 IF OPPONENT OPEN AND WE BID 1 ANY AND THE OTHER OPPONENT DBL

RDBL = AT LEAST 2 CARDS IN PARTNER SUIT WITH QUEEN

1NT = AT LEAST 2 CARDS IN PARTNER SUIT WITH KING OR ACE

ANY OTHER BID DENIES QUEEN/KING/ACE IN PARTNER SUIT

IF OPPONENT OPEN AND WE BID 2 ANY AND THE OTHER OPPONENT DBL -RDBL IS A OR K OR Q 2+CARDS

3 WE BID 1M-2NT = GAME FORCING

ANSWERS

3 ♣ - AT LEAST 2 ACES WITH ACE ♣

3 ♦ - AT LEAST 2 ACES, NO ACE OF ♠, BUT ACE OF ♦

30M BOTH MAJOR ACES

3 M - ONLY ONE ACE BUT NOT MINIMUM AND AT LEAST ONE HIGH HONOUR IN MAJOR AT LEAST 3 CONTROLLS

3NT - ONLY ONE ACE BUT 18-20

4 MAJOR WEAKEST HAND

4 minor - AT LEAST 5-5, MAXIMUM ONE ACE

AFTER 2 ACES ANSWER - FIRST STEP IS ASKING AGAIN AND ANSWERS ARE

FIRST STEP - ZERO OTHER KEY CARDS (ACE OR KING MAJOR) AND NO QUEEN

SECOND STEP - ZERO KC WITH QUEEN

THIRD STEP - 1 KC NO QUEEN, AND SO ON - NEXT BID IS OTHER CUEBID ASKING

AFTER 3 MAJOR - FIRST STEP IS ASKING AND ANSWERS ARE

FIRST STEP - ONE KC NO QUEEN

SECOND STEP - ONE KC AND QUEEN

AFTER ANSWERS WE CAN CUEBID

IF OPP BID OVER 2NT - PASS MEANS NOT MINIMUM, NOT 2 OR MORE ACES AND CAN DBL OPP SUIT; 3 MAJOR IS NOT MINIMUM NOR 2 ACES, BUT CANNOT DBL OPP SUIT, DBL OR ANY OTHER SUIT MEANS 2+ACES

3RD OR 4TH POS 1M OPENING - 2♣ IS INV WITH 3+ CARDS FIT AND NO SHORTNESS, 3 ♦ IS INV 3 CARDS FIT AND ANY SHORTNESS, 2NT IS INV 4+ CARDS FIT AND ANY SHORTNESS

4 WE OPEN 1NT - STAYMAN - CAN BE WEAK - WITH ▼ AND ♠ 1NT-2♣-2♦-2♠ FORCING RELAY ASK DESCRIPTION -

2NT 3343 OR 3334

3♣ 5-6♣

3♦ 5-6♦

3♥ 2344

1NT-2♣-2NT BOTH MAJOR AND MINIMUM

1NT-2♣-3♣ BOTH MAJOR AND MAXIMUM

1NT-24-2M NATURAL - BIDING OTHER MAJOR IS FORCING AND ASK DESCRIPTION

IF OPPONENT BID AFTER STAYMAN OR TRANSFER (INCLUDING DBL) - IF NT OPENER BID TRANSFER SUIT HE HAS STOPPERS IN OPPONENT SUIT, ELSE HE PASS WITH 3 CARDS FIT OR RDBL WITH 2 CARDS IN TRANSFER SUIT. NO STOP

AFTER TRANSFER - 2NT IS FIT 4+ AND MAXIMUM, 2♠, 3♠, 4+ FIT, ANTI CUEBID, 3 IN TRANSFER 5 CARDS FIT MIN

5 2+-2NT

3♣ IS GOOD PREEMPT - AND THEN OVER 3♦ WE BID 3♥ WITH ♣ AND 3♠ WITH ♥

3♦ WEAK PREEMPT WITH ♥ - WE CAN PLAY ONLY 3♥

3♥ WEAK PREEMPT WITH . - WE CAN PLAY ONLY 3.

2♦-4♣ - BID YOUR SUIT IN TRANSFER

2♦-4♦ - BID YOUR SUIT

6 2M-2NT RELAY F1

3M - WEAKEST OPENING no shortness

3♣ ANY SHORTNESS, FIRST STEP ASK ABOUT SHORTNESS - AND WE BID ON STEPS FIRST IS ♣. THEN ♦ AND THEN MAJOR

3♦ ANY VOID, FIRST STEP ASK - AND WE BID ON STEPS FIRST IS ♠, THEN ♦ AND THEN MAJOR

30M - 15-16 NO SHORTNESS

3NT IS 6-5-1-1

4 ANY - 7-4-1-1 (2♥-2NT-4♥ - 7♥ 4+ ♠)

7 2NT-3♦ OR 3♥ - TRANSFER, NOTHING SPECIAL, 4M TO PLAY

2NT-3♣ PUPPET STAYMAN

3♦ - ONE OR BOTH MAJOR, THEN 3♥ WITH ♠, 3♠ WITH ♥, 3NT TO PLAY, 4♠ BOTH MAJOR 4-4 SLAM TRY, 4♠ BOTH MAJOR 4-4 FOR GAME IN 4 MAJOR

3♥ - NO 4 CARDS OR 5 IN MAJOR, THEN 3NT TO PLAY, 3♠ IS 4♠ WITH 5♥

3♠ - 5 CARDS IN ♠

3NT - 5 CARDS IN ♥, AND AFTER 4♦ IS TO BID 4♥ TO PLAY, 4♣ IS SLAM TRY

8 AFTER OPP OVERCALL OUR NT - OPP DBL- RDBL TO PLAY2♠, REST IS TRANSFER, AFTER PASS ANY DBL IS PENALTY OPP BID ANY SUIT NATURAL - DBL IS TAKE OUT MAX 9 P, 3RD TRICK IS TRANSFER, TR IN OP SUIT IS GF 10+P NO STOP OPP BID 2♠ - BOTH MAJORS - DBL IS PENALTY IN AT LEAST A MAJOR, 2M - ASK STOPPER FOR 2NT, 2NT GF NO STOPPER IN M, 3m NF OPP BID 2♦ - SAME AS OVER 2♦ MULTI

9 1♣ -1♦ -2♦ -2NT - (3♣ -6+♣ - 3♦ ask shortness - D,H,S, 3 any shortness only 5 ♣,3nt 2-2-2-7♣)

1♣ -1♦ -2♥ -2♠ (asking, slam try usually balanced or of with ♦)-2NT balanced, 3♣ -6+♣, 3 any shortness only 5 ♣

1♣ -1♦ -2♣-2NT (asking, slam try usually balanced or gf with ♦), 3♣ -6+♣, 3 any shortness only 5 ♣ ,3NT 4414

10 1♦-2♣ - 2♥ - 2♠ - (2NT(4♦), 3♣,♥.♠ SHORT WITH EXACTLY 5♦, 3♦ 6+, 3NT -2272)

1♦-2♠ - 2♠ - 2NT (asking, slam try usually balanced) 3♠ 4+♠,3♥,♠ SHORT WITH EXACTLY 5♦, 3♦ 6+, 3NT -2272)

1♦-2♣ - 2NT - 3♣ (asking, slam try usually balanced) - 3♦ 4+♣, 3♥,♠ SHORT 5+♦, 3NT no shortness, 4♣ short with 5+♦)

11 2+-(DBL)- PASS - I CAN PLAY 2+, RDBL - PASS CORRECT, 2NT FORCING ASK, ANY SUIT NF, 4+ - BID YOUR SUIT IN TRANSFER, 4+ - BID YOUR SUIT 2+-(ANY FROM OPP)-DBL IS PENALTY, 4+ - BID YOUR SUIT IN TRANSFER, 4+ - BID YOUR SUIT

12 2♣-2♦-(2H,S,3C,3D)-FIRST TRICK 0-2 P NO FIT

24-ANY POSITIVE-SUIT FROM 24-FIRST TRICK 0-2P NO FIT (EXCEPT ACE)

2-ANY POSITIVE-SUIT FROM 2-(GAME IN SUIT (FIT 0-2P), 3NT FIT AND 3+P, ANY 3+P NATURAL)

24-24- ANY JUMP IS ASKING- ANSWER - 3 SMALL OR MORE, 2 SMALL, QX OR QXX+,KXX+, SGL OR KX