

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1over1 Nat 8-17 HCP; new suit F1
2over1 Nat 10-17 HCP; new suit F1
Responder: cue-bid is fit, F1
jump shift showing fit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 15-18 > Stayman & Transfer
Reopening: 10-13 > Stayman & Transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, single suit
Reopen: 11-14 HCP, good suit, constructive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Showing fit and jump cue bid asking first stop for NT
Michaels: (1m) 2♦ = majors, 2NT = cheapest
(1M) 2M = oM + minor
Reopening: (1m) pass (pass): cue-bid = majors
VS. NT (vs. Strong/Weak; Reopening; PH)
Strong – 2 nd : 2♣=majors; DBL=5+m-4M
2♦=one major by 6; 2M=5M-4+m
4 th 2♣=majors DBL=t/o, system on
Weak– 2 nd & 4 th same: 2♣=majors; Transfers; DBL= 14+ HCP
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL= takeout
(weak 2M) : DBL takeout (partner: Lebenshol)
4♠/♦ = 5♣/♦ +5 oM
(3♥/♠) - 4♣/♦ = 5♣/♦ +5 oM .
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Suction the suit above it, or five-four+ in the other 2 suits
Double shows diamonds, OR 5 – 4+ in Hearts and Spades
1/2♦ shows Hearts, OR 5 – 4+ in Spades and Clubs
1/2♥ shows Spades, OR 5 – 4+ in Clubs and Diamonds
1/2♠ shows Clubs, OR 5 – 4+ in Diamonds and Hearts
1/2NT shows non touching suits. ♥/♣ or ♠/♦
OVER OPPONENTS' TAKEOUT DOUBLE
1over1 F1; 2over1 notF; xx 11+ HCP; jump shift showing fit
If X on Major transfers to all bids from Rdbl to fit at level 2

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th ;	CT ; 3rd from bad	
NT	4 th (10xxS); 2 nd from bad	CT ; 3rd from bad	
Subseq	Low from an Honour		
Other			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx) – ATT	AK(xx)	
King	AK(xx) – CT or ruff intention	AKJ10(xx), KQ109	
Queen	QJ(xx)	KQx(x) or QJ10(9)	
Jack	J10(xx)	(H)J10xx	
10	(H)109xx	(H)109xx	
9			
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT Hi en)	CT	ATT
Suit 2	CT (Hi even)		Direct Appeal
3	Note12		
1	ATT low enc	Smith Hi enc	Direct Appeal
NT 2	CT		ATT
3	Note12		
Signals (including Trumps): Trump: CT (Hi odd)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening) 2 nd : 12+ HCP good shape;			
17+ HCP any shape			
Responder: cue-bid 11+ HCP, F1			
(1M) x (pass) – 1NT Lebensohl			
Responder: cue-bid 11+ HCP, F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD	
CATEGORY: Green 2♦ MULTI; NCBO: Romania PLAYERS: URSEANU Dan – SAVIN Daniel EVENT: EC 2025	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣/♦ 11-22 HCP, best minor 1♥/♠ 11-22 HCP, 5 card major 2♣ FG, control responses 2♦ Multi: weak 2 M; NT 22-23 HCP (5 card M possible) 2♥/♠: ♥/♠ + any/minor 5-5 (5-4 3rd seat, NV vs V), < opening 2NT 20-21 HCP Balanced 3♣/♦/♥/♠, 4♣/♦/♥/♠ preempt 1NT 15-17, 5M possible 3NT 65 minor 4NT 6-6 mm	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦ Multi 2♥/♠: ♥+any/♠ + minor	
SPECIAL FORCING PASS SEQUENCES	
Forcing pass at 5 level, when our line is in attack, shows shortness in oppt suit	
IMPORTANT NOTES: PSYCHICS: rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	BIDDING			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-22 HCP, best minor	NAT Weak jump shift 2♦ : 5♠+4♥ <9HCP 2♥ : 5♠+5♥ <9HCP 1m-2NT nat 11-12	1m-1M-1NT Note 1.9 1m-1x- 2NT Note1.7.3 , 1.7.4 1m-1M-2M- natural game try; 2NT at least game try Note1.7 3 rd , 4 th F1; 2 nd F1 (if next suit)	1♠-(1♦)- x = 4-4 majors Jump shift showing fit 1m-(1NT)- 2♠ = majors; nat
1♦		3	4♥				
1♥		5	4♦	11-22 HCP, 5+ cards	Weak jump shift 1NT SemiF Note3.1,4.1	1M-2M- nat try If intervention: jump shift showing fit	2♠ Drury, fit – Note 4.4 jump shift showing fit 2NT 4+fitted 1 sgl, dif v 3♣ care devine jump fitted
1♠		5	4♦		2NT GF Jacoby 14+ Note 3.2 3♣=4-7 fit 4 cards +sgl.; 3♦=10-11 3 cards 1M-3M preemptive in general no sgl 1M-3NT=13-15 4333 with 3 card fit.		
INT				15-17 BAL, 5M if 3 oM	2♣ Stayman (2NT both majors 3♣,♦,♥/♠ good 5+) Note 5.1 Transfer (2♠->3♠ 3♣-> 3♦), 2NT nat INV 3♦ ART: 4333 or 3433 3♥/♠= 13(45) / 31(45) (3 cards in the bid M)	1NT-2♠-2♦-3M = 4M+5oM 1NT-2♠-2NT- 3♣/♦ = INV in ♥/♠ - 3♥/♠ = FG in ♥/♠	Ruebenschol 1NT-(x penalty)-xx =one minor
2♣	FG		4♥	Any suit 23+ HCP BAL (5M possible)	2♦ weak; 2♥/♠ 5+ cards 2GH 2+ ctrl ; 2NT 3+ ctrl BAL; 3♣/♦ 5+ cards good suit 3+ ctrl; 3♥/♠ HHxxxx	If intervention: x = 2+ ctrl New suit = NAT 3+ ctrl If 4♠ interv : x = weak 2♣-2any-2NT Puppet + transfers (major transfer acceptance showing fit)	Idem after pass
2♦	Multi			Weak 2♥/♠ Bal 20-21+;22-24- HCP	2♥ < 13 HCP 2♠ < 13HCP, longer ♥ than ♠ 3♣/♦ 5+ cards good suit 8-16 PH NF	2NT Bal 22-23 HCP Puppet Note7.2 (major transfer acceptance mandatory) 3♣ Bal 23-24 3♦baron and 3♥ trsf for ♠ 3 ♠ trsf minor and 4♦ trsf for ♥	Idem after pass
				2NT relay, >14 HCP	3♣ = weak 2 constructive, than 3♦ relay to name the oM 3♦/♥ transfer, very weak 2M 3♠ AKQxxx in a major 3NT 21-22 HCP,23-24 hcp >Baron & Transfers		
2♥/♠	x	5		Two suited ♥+minor/♠+ minor 5+5, <12 HCP (5-4)	2♠/ 3♣ P/C; 2NT ART asking for second colour (could be strong, fitted in M or m) 3♦ -Relay Fcg for majors		Idem after pass
2NT	x	5		Bal 20-21	Muppet		Idem after pass
3♣/♦/♥/♠		7		Preempt (6 cards 3 rd NV vs V)			
3NT	x	7		65minor			
4♣/♦/♥/♠		8		Preempt (7 cards 3 rd NV vs V)	4♦, resp 5♠ over 4♠/♦ are BW and 4NT is to play.		
4NT	x			6+6 minors			
HIGH LEVEL BIDDING							
1NT - 4♣ Gerber 41/30/2; RKCB 41/30; 2; 2+Q trump; 5x is voidwood with 2 conditions: 1.the trump has been clearly established 2.Jump=> 4130/2 after 6X este K voidwwd =>0/1/2							
4NT-BW 5 cards 14,03,2,2+Q than any new is BW Q If ♠ are trumps than same 41/30/2/2+Q							
Splitter: middle range							
Forcing PASS: at 5 level, when our line is in attack, shows shortness in oppt suit							

1. 1♣ Responses -- 1♣: 1♦ - F1, doesn't deny 4M, possible 4-7p 4333 with 3♦ 1♥/♠ - F1, 4+cards 1NT - bal, no 4M, 8-10 2♣ - nat, usually nebal, < 10+HCP; 2♦ - 5 ♠ and min 4♥ cards <9PH , 2♥ -5♥+5♠ 6-9 PH 3♥/♠ =GF&SI 2♠ - 6+cards, nf, 66% of points in that suit -3♠ =GF&SI 2NT - 11-12, bal, inv 3♣ - constructive in pos1,2 3♦♥♠ - 7+cards, nf most of time with ace 3NT - to play usually 4333 13-15	1.1 1♣-1♦ F1, 1♥/♠ 2♣/2♦ - 4+cards z1+ 2♥/♠ - 5 ♣+4M z2+ FG Jump two suiters 2NT=18-20 3♣= 6+ z2+ 3♦= 5-4 z3+ 3♥/♠=6-5 Z2+ but no GF 1.1.1 1♣ - 1♦-2♦-3♣=GF slam invite on ♣ could have short ♦ 1.1.2 1♣ - 1♦-1♥-1♠=4sf F up to 2NT, if fit 4M =GF, or any slam hand on ♣ or auto inverted to be precised on next bid 1.1.3 1♣ - 1♦-1♥-2♠=5♦-4♠ GF 1♣ - 1♦-1♠-2♥=4sf GF could have any fit or auto inverted to be precised on next bid
1.2 1♣ - 1♥ 1♣ - Nf, 4+cards 1NT - bal, no 4M, Z1 2♣ - 5+♣, nebal, Z1-Z2 2♦ = 2 ways Could have also: Rxx, D, Axx, AKQJxx sau AK, Ax, xxx, AKJxxx: OK 1♣ - (pass/contra) - 1M - (p) - 2♦ = 2 ways - 2OM = asking : 3♣ = Strong 18+, cu trefla 2NT = reversed ♦ Z2+, 3♦ = 6/5 3M = Short Major, monocolor. 2♥ - Nf, 4+cards usually, but could be 3 cards support, Z1-Z2 - 2NT – ask about shape 2♠ - F1, 5♣/4♠, z3+ FG 2NT - 18-20 bal 3♣ - 6+♣, 14+--17, if 18+, see 2♦ OK 3♦ - 6-5 z2+ 3♥ - 14+ 18-, 4♥ 3♠ - splinter 3NT - To play, most of times many tricks in clubs + 1 stopper 4♣ - minim AKJxxx ♣+ 4♥, very good hand, slam inviting OK	1.3 1♣ - 1♠ 1NT - bal, no 4M, Z1 2♣ - 5+♣, nebal, Z1-Z2 2♦ - 2 ways analog ca la 1♣-1♥ 2♥ - F1, 5♣/4♥, z2+ 2♠ - 4+cards (could be 3), Z1-Z2 - 2NT – ask about shape 2NT - 18-20 bal 3♣ - 6+♣, 14—17- OK 3♦ - 6-5, z2+ 3♥ - splinter 3♠ - 14+ 18-, 4♠ 3NT - To play, most of times many tricks in clubs + 1 stopper 4♣ - minim AKJxxx + 4♠, very good hand, slam inviting
1.4 1♣ - 1NT 2♣ - 5+♣, unbal, noforcing 2♦ - not balanced 5♣/4♦, f1, GF, 16+ 2♥ - F1, 5♣/4♥, z2+ 2♠ - F1, 5♣/4♠, z2+ 2NT - inviting to game, 14-15 with ♣, not balanced, or 3 suited 15-16 3♣ - 6+♣, Z2+ FG 3♦/♥/♠ - 6/5 weak z1+ 3NT - To play	1.5 1♣ - 2♣ = nat, usually nebal, < 10+HCP Nonforcing 2♦ - 1 step Asking about values ->. Respondent declares 2 NT MAXIMAL (9-10) BALANCED. Unbalanced bids nat length or values targeting mainly 3NT, If Responder is minimal comes back to 3m=NF 2nt - 18-20 bal, 4+♣ 2♥/♠ - natural 15+ 3♣ - 5+♣ +, 15+ Competitive 3♦/♥/♠ - splinters 3NT - 18-19, 3-4♣, not interested in slam
1.6 a)1♣-1♦ - 2♥ b)1♣-1♦ - 2♠ c)1♣-1♥ - 2♠ d)1♣-1♠ - 2♥ On reverses a)1♣-1♦ - 2♥ GF 3♦ - f1, followed by 4♦ is inv good ♦ 3♠/♥ - GF, 2♠ - 4sf - no proper biding GF 2NT - asks 3♣ b)1♣-1♦ - 2♠ GF 3♦ - f1, followed by 4♦ is inv good ♦ 3♠/♠ - GF 3♥ - 4sf - no proper biding GF balanced or inverted ♦,♥ 2NT - asks 3♣ c)1♣-1♥ - 2♠ GF 3♥ - f1, 3♠/♠ - GF	1.7 Relays 1.7.1 : 1♣ - 1♥/2♥ – 2NT gen essay: -nat description - 3NT 14 p 4333 fit 4 a)1♣ - 1♥-2♥-3♣=GF slam invite on ♣ 1.7.2 : 1♣ - 1♠/2♠ – 2NT gen essay: : - Nat description - 3NT 14 p 4333 fit 4 b)1♣ - 1♠-2♠-3♣=GF slam invite on ♣ 1.7.3 : 1♣ - 1♥/2NT - 3♣ 44 majors 3♦ transfer = 5+♥, asking attitude 3♥ transfer = 5+♥ and 4♣ 3♠ fit in the opener's minor

3♦ - 4sf - no proper bidding GF 2NT - asks 3♣ d) 1♣-1♠-2♥ F1 2♠ - f1, followed by 3♣ is NF, inv good ♣ 3♣/♥ - GF, 3♦ - 4sf - no proper bidding GF 3♣ - GF with good ♣ 6+ 2NT - asks 3♣ - 1♣-1♠-2♥-2NT-3♣ - 3♦/3♥ asks for pass - 3♣ inv ♣ 6 (?) Anything else out of 3♣ from opener is unbalanced 20+	1.7.4. : 1♣ - 1♠/ 2NT - 3♣ transfer = 5+♦ 3♦ transfer = 5+♠ and 4♥ 3♥ transfer = 5+♠, asking attitude 3♣ transfer = 5+♠ 1.7.5. : 1♣ - 1♦/ 2NT - 3♣ transfer = 5+♦ 3♦ transfer = 5+♦ and 4♥ 3♥ transfer = 5+♦, 4♣ 3♣ transfer = 5+♠
1.8 a) 1♣/♦ - 1♥ - 3♥ Cue bid 4♣/♦ = inverted minor - 3NT = deny cue-bid de ♠ can have cue in ♣/♦ but no inverted minor, waiting for cue in ♣ b) 1♣/♦ - 1♠ - 3♠ - 3NT = can have cue in ♣/♦ but no inverted minor, waiting for cue in ♣ - 4♣/♦ = inverted minor with poss shorter Major c) 1♥ - 1♠ - 3♠ - 3NT = good stops in minors but no cue 1.10 4th forcing -priority : 3 cards fit in maj (Hx could be an option) 4 cards fit in minor Stops for NT min = 3NT, max = 2NT Rebid in 4th = 3 suits and force in 4th	1.9 2 CKBK 1m-1M-1NT, 1♥-1♠-1NT, On 1♣ - 1♦ - 1X, Don't play !! - 2♣ - any inv or weak with ♦ - forces 2♦ - pass - weak with ♦ - 2♥ (after 1♠) - 5♠/4♥ - 2♥/♠ - 5 cards inviting - 2NT - inv - 3♣/♦ - 5-6m and 4M - 3♥/♠ - 6-7 bad suit - 3NT - 5-3-3-2 choice of games - 2♦ - gf - after we bid as natural as possible - 2M - to play - 2♠ (after 1♥) - inv with 44M - 3x - 55 GF, good suits inverted in 2 colours - 3M - Good suit inviting - 2NT - transfer to 3♣ pass - weak with 4M + 6♣
2. 1♦ Responses 1♦: 1♥/♣ - F1, 4+cards 1NT - bal, no 4M, 6-10 2♣ - nat, usually nebal, 11+HCP; secventa nonGF 2nt 2♦ - 5♣ / 4♥ <10 HCP; 2♥ - -5♥+5♣ 10-11 PH 3♥/♠ = GF&SI 2♣ - 6+cards, nf 66% of points in that colour 3♠ = GF&SI 2NT - 11-12, bal, inv 3♣ - 5 cards fit, inv, not bal 3♦ - constructive long ♦ 3♥/♣ - 7+cards, nf most of time with ace 3NT - to play	2.1 1♦ - 1♥ 1♣ - Nf, 4+cards 1NT - bal, no 4M, Z1 2CKBK 2♣ - usually 5♦+4♣, nebal, Z1-Z2 2♦ - 6+♦, unbal, Z1-Z2 2♥ - Nf, (4cards could have3), Z1-Z2 - 2NT - ask about shape and force 2♣ - GF, 5♦/4♣, z2+ 2NT - 18-20 bal 3♣ - 5♦+4♣, Z3+, poate fi cu 6 carale si 3 trefle 18+ 3♦ - 6♦, 14-17- 3♥ - 14+ 17-, 4♥ 3♣, 4♣ - splinter 3NT - To play 4♦ - minim AKJxxx in ♦, 4♥ 4♥ - 18-20 with 4♥ min 4432
2.2 1♦ - 1♠ 2CKBK 1NT - bal, no 4M, Z1 2♣ - 4+♣, 5♦ nebal, Z1-Z2 2♦ - 5+♦, nebal, Z1-Z2 2♥ - F1, 5♦/4♥, z2+ 2♣ - (4cards could have3), Z1-Z2 - 2NT - ask about shape 2NT - 18-20 bal 3♣ - 4+♣ 5+♦ Z3+, could have 6♦ & 3♣ 18+ GF 3♦ - 6+♦, nebal, 14-17- 3♥ - 6-5 z1+ 3♣ - 14+ 18-, 4♣ 3NT - To play	2.3 1♦ - 1NT 2♣ - 4+♣, 5♦, Z1-Z2 2♦ - 6♦, NF 2♥ - F1, 5♦/4♥, z2+ or values 2♣ - F1, 5♦/4♣, z2+ or values 2NT - inviting to game long ♦ 3♣ - 5+♣, 5♦ Z3, GF 3♦ - 6♦+, Z2+ 3♥ - 6-5 12-15 3♣ - 6-5 12-15 3NT - To play

4♦ - AKJxxx in ♦, 4♣ 2.4 1♦ - 2♣ 2♦ - hand with no proper bidding 2NT - natural, GF, stopper in minimum 2 colours, in general majors/3♣ F 2♥/♠ - positive, colour or values, on the way to 3nt 3♣ - nat GF 3♦ - Z2+ 6♦ culoare buna OK 3♥/♠ - 6-5 12-15 3NT - 18-20	1♦ - 1♠ - 2♥ 2.5 On reverses 2♣ - F1, followed by 3♣ is with good ♣ 3♦/♥ - GF, 3♣ - 4sf - no proper bidding 3♣ - gf with good ♣ 2NT - asks 3♣ - 1♦ - 1♠ - 2♥ - 2NT - 3♣ - 3♦/3♥ asks for pass - 3♣ inv with weak ♣ - 3♦/♥/♠ - GF Any other bid out of 3♣ over 2NT is GF !!
2.7 Relee 1♦ - 1♥/2♥ - 2NT : gen essay: - nat description - 3NT 14 p 4333 fit 4 1♦ - 1♠/2♠ - 2NT : - gen essay: - nat description - 3NT 14 p 4333 fit 4 1♦ - 1♥/2NT - 3♣ 44 majors 3♦ transfer = 5+♥, asking attitude 3♥ transfer = 5+♥ and 4♣ 3♣ fit in the opener's minor 1♦ - 1♠/2NT - 3♣ transfer = 5+♦ 3♦ transfer = 5+♠ and 4♥ 3♥ transfer = 5+♠, asking attitude 3♣ transfer = 5+♣	3.1♥ Responses 1♥ 1♣ - F1, 4+cards 2CKBK 1♥-1♣-1NT-3♥ GF SI cu cul bune 1NT - SemiF- maxim 12p, but not with a 4 card good colour 2♣ - nat GF, can have 3-4cards, but good quality, colour rebid (= GF good suit) 2NT rebid=11-12 2♦ - nat F1, can have 4cards, but good quality, colour rebid (=GF good suit)) 3♣= GF with minors 2NT rebid=11-12 2any -2NT GF asking for values for 3NT and then cue bids 2♥ - fit constructif 8-10 2♣ - 6 cards weak 2NT - 14+, 4 cards fit 3♣ - 5-8p, 4 cards fit +sgl 3♦ - 10-12 p any disti or 4333 +, 3- 4 cards fit, 3♥ - weak 3-7 p, promiss a defensive, can be 5332 weak no sgl 3♣ - splinter 3NT - 32xx shape stopers all colours, 13-15p 4♣/♦ - splinter, Masterhand – with 27 active HCP and fit of 9 cards , slam could be on.
3.1 1♥ - 1NT Semi FORCING - 2♣ - 2+cards (with 5♥4♠2♣2♦ Z1 we bid 2C usually) - 2♦ - 3+cards, Z1 - 2♥/♠ - 6+ cards if the opening was 1♥/♠ (5 cards if the suit is very good) - 2♠ - strong 2 suited hand - 2NT – GF relay forces 3♣ - 3♦/♠=5-4FG ♦/♣ : 3♥ weak, no fit, - 4♥ weak, fit - 3♥=6 cards no other 4 cards colour - 3NT 18-20p, 6+♥ cards, no loser AKQxxx+ - 3♦ = nat 6+ - 3♥ = 10-12 p, 2 cards fit GH - 3♣= ♣ 6+ SI - 3NT= 10-12 bal no Hx in ♥ - 4♣/♦ SI cul in 7 max 1 perdanta - 3♣/♦ - 14-17, min 55 good colours - 3♥ - 15-17+ HCP, with good trump quality - 3NT – good opening suit, like a gambling with opening points,Z1,Z2	3.2 1♥ – 2NT Cue bid - 4♥ 11-12 no shortness - 3♥ ⇒ minimal no shortness 11-14 6 cards 3.3 Development after 1♥ - 1NT- 2♣/♦ 1♥ - 1NT - 2♣/2♦ - 2♥ nonforcing - 2♠ inviting with good ♣/♦ fit - 2nt – bal inviting to 3nt - 3 om= nonforcing - 3♣/♦ (fit) constructive nonforcing - 3♥ inviting (10-12) could have Hx in ♥ - 3♠= splinter with minor fit - 3NT = 12 bal - 4♥ = 11-12 fit Hx or good values Interventie la tricul 2- pe min dbl =pen, pe maj=T/O
3.4 Relee 1M-2M-2NT = Essay gen to show values or splinter on 4th trick 4. 1♠ Responses 1NT - F1- max 12p, but not a 4 card good colour 2♣ - nat GF, can have 4cards, colour rebid =GF good suit 2♦ - nat F1, can have 4cards, but good quality, colour rebid (= pos 11-12 good suit) 3♣= GF with minors or only ♦. 2♥ - nat GF, but good quality, except colour rebid	4.1 1♠ - 1NT SEMIFORCING - 2♣ - 2+cards (with 5♥4♠2♣2♦ Z1-Z2 we bid 2♣ usually) - 2♦ - 4+cards, Z1-Z2 - 2♥ - 4+ cards Z1-Z2 - 2♠ - 6+ cards (5 cards if the suit is very good) - 2NT – GF relay forces 3♣ : - 3♦/♥/♠=5-4FG ♦/♥/♣ : 3♣ weak, no fit, 4♣ weak, fit

Dbl : Rdbl =1 min long, Stayman & Texas 5.2.[1NT-2♣ & 1NT-2♥ Jacoby transfers] Standard Jacoby transfers. 2♦ followed by 2♠ to show 5-5 in the majors, <8ph 2♥ followed by 3♥ to show 5-5 in the majors, slam try. 1NT-2♦-2♥-3♥=slam try; 1NT-2♥-2♠-3♠=slam try 1NT-2♦-2♥-2♠ 5-5 <8 ph; 1NT-2♦-2♥-3♣,♦-3♥ fit in H if slam sequence follow; 1NT-2♦-2♥-3♣,♦-3♥ any cue bid fit in minor if slam seq follow. 1NT-2♥-2♠-3♣,♦,♥-3♠ fit in ♠ if slam sequence follow; 1NT-2♥-2♠-3♣,♦,♥-3/4 cue fit in 2nd if slam sequence follow;	4♣;4♦: Singleton or void, heart support, slam try. 3NT, 4♥: To play. 4NT: RKCB for hearts. 2♣: Four ♣, denies 4♥ 2NT: inv, may have 4-5♥ 3m: Natural & forcing. 3♥: Slam try in ♠. 3♣: inv 3NT, 4S: To play. 4♣, 4♦, 4♥: Singleton or void, spade support, slam try. 4NT: RKCB for spades. 2NT : Both majors 3♣, 3♦ dbl Texas in ♥/♠; 3♥/♠ GF 4♣, 4♦ to play game in ♥/♠
5.3.[1NT-2♠ transfer to Clubs] -2NT a good hand for clubs, -3♣ a bad hand for clubs. 1NT-2♠-3♣-3♦ 6-4 minor [1NT-3♠ transfer to Diamonds] After minor transfer, new colour from responder is shortness in other major. So 6m+4M starting Stayman.3NT = shortness in other minor 1NT - 2♦ : - 2♥ regular hand with 2-4♥ - 2♠ maximum with controls and 4 card fit, qbid - 2NT max 3 card fit with 2 high cards - 3♣ maximum with controls and 4 card fit, qbid - 3♦ maximum with controls and 4 card fit, qbid - 3♥ maximal fit 4 card fit Observatii finale la deschiderea de 1NT OK a) <i>If opp doubles Stayman :</i> - Redbl = values , minim KJ10x+ - Bid = natural + STOP pe trebla - Pass = No STOP, waiting for redbl to reenter in normal action b) <i>Opponent bids 2♠ = Landy</i> ➤ dbl = penalty at least on one major ➤ 2NT = Rubenshol ➤ 2♥/♠ = minors SO/GF ➤ 3M = afirmativ, GF pt 3NT c) <i>Opponent bids 2♦ = transfer to major</i> ➤ Dbl = transfer on ♥ ➤ From 2♥ = sys ON	
18. 2♣ Responses - 2♦ – <2 cont (2NT 23+ FG. 3NT – to play) - 2♥/♠ - 5+cards 2GH 2+controls - 2NT – 7+ points 3 controls balanced - 3♣/♦ - 5+cards 2GH 3+controls - 3♥/3♠ 6 card very good When strong hand is bidding 2nt , treat same as 2nt ,Puppet and transfers (major fit acceptance=fit) when strong hand bid 3nt transfers, and Baron. If opp intervention dbl =2+ctrl new suit =nat 3+ctrl.If opp intervention is 4♣ dbl =weak hand	7. 2♦ Multi Responses 2♦ : - 2♥ pass or correct - 2♠ FCg with ♣ - 2NT ask : - 3♣ max with any major : 3♦ which major ? : - 3♥=spades 3♠= hearts - 3♦ min with hearts - 3♥ min with spades - 3 NT 21-22 bal - 3♣ natural 6-16 Hcp - 3♦ natural 6-16 - 3♥/3♠ pass or correct - 3NT to play - 4♣ bid your major in transfer - 4♦ bid your major - 4♥/4♠ to play !! If opener is 22-23 Puppet on 2NT(Major trsf acceptance mandatory) and Baron on 3NT 2♦ (Multi) - 2♥/♠ 2NT (22-23 HCP) - 3♣ (Muppet) - 3♦ 1 or 2 majors, responder : the oM or 4♦ with both - 3♥ no major, responder : 3♠ = 5♠ + 4♥ - 3♠ = 5♠ - 3NT = 5♥, responder: 4♦ transfer to play 4♥

8. a) 2♥ (5♥+5 min could have 4 min) / b) 5♠+4m Muiderberg OK 8.a) - pass (probabil toleranta in cul de deschidere) 3♣ = p/c 3♦ = min INV in Maj 2♠ (peste 2♥) = better contract P/C in minora, se poate sustine F1 3♥/♠ (in cul de desch) = fit 3♣/♥ (OM) = nat INV 2NT=relay disti 3any natural 8.b) 3♣ = P/C 3♦ = INV pe Maj 3♥ = INV nat (forcingul pe cupa se trece prin 2NT) 2NT = mana buna: (include si maini forcing cu culoare proprie) 3♣ = minimal cu ♣ 3♦ = minimal cu ♦ 3♥ = maximal cu ♣ 3♠ = maximal cu ♦ 3NT = 5044 4♣/♦ = 6M-5m decent 4♣/♦ - monocolor F # Dupa interventie (inclusiv contra): 2NT = releu forta nedeterminata, raspunsuri naturale 3♣/♦/3OM = culoare proprie, se sustine doar cu maini speciale 4♣/♦ = licitatii fitate in M, minimum valori 9. 3NT 65 min 4♣ - P/C 4♦ - asks shortness: 4H/4S-H/S, 4NT-none, 5C-D, 5D-C 4♥/♠ - to play	2NT (21-22 HCP) - 3♣ (5-4 min slam inviting) 10. Deschiderea de 2NT 20-21 Muppet 11. Defense against Michaels a): it is known only one colour from bicolor - From 2NT inclusiv up to 3 fit major, play transfers . <u>Basic Rule</u> : major colour from bicolor or (trsf -1) in colour of bicolor shows fit of 4 cards – cheapest =longest fit Exemple: 1♠ - (2♠) - 2NT = ♣ INV⁺ 3♣ = ♦ INV⁺ 3♦ (trf cheap = 4 carti ♣, INV⁺ 3♥ = 3 carti ♣, INV⁺ 3♠ = competitive 1♥ - (2♥) - 2♠ (culoarea majora din bicolorul advers) = 4 carti de ♥, INV⁺ 2NT = same 3♣ = ♦, INV⁺ 3♦ = 3 carti de ♥, INV⁺ 3♥ = competitive b): both colours are known Cue-bids invizibile (cheap for cheap, exp for exp INV⁺), or ompetitive 1♥ -2NT(adv)-3♣ = ♥ min inv -3♦ = ♠ competitive - 3♥ = 3 carti + fit slab -3♠ = F1 nat
12. Carding: Standard appeal, at NT small is appeal, Smith classic from both hands, at colour games K distribution and A preference 12.1 Leads: ➤ <u>At</u> colour games: 3/5 with MUD si TOP , number of cards in partner colour. Lead A , we give preference Standard appeal/, Lead K number of cards , when partner lead honor from shortness (H sau Hx) , we signalize LAVINTHAL !! ➤ Discarding Lavinthal ➤ <u>In NT</u> : 2/4 , small good colour ,	13 Reveil: classic, reveil simple do not deny normal opening, reveil jump=14-16 good colour in 6+, 1NT 11-15 with Stayman & Texas 14. Miscellaneous a) 1m – (1NT) reacting as our own 1NT opening. b) 1M –(1NT) – transfers between 2♣ ----- 2♠ Transfer on opener’s major is fit. c) (1M) –1NT sau (1X) –p–(1Y) –1NT , on partner Stayman we declare opp major , with 2 STOPS After 1NT-Dbl always Stayman & Texas !! - 1NT-X . Rdbl asks 2♣ and then show colour a) 1m-1♥-dbl =t/o deny 4 cards in ♠. b) 1♥/♠-dbl-pass-1NT = Lebenshol.