OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LE	ADS STYLE
over1 Nat 8-17 HCP; new suit F1		Lead
Pover1 Nat 10-17 HCP; new suit F1	Suit	3 rd /5 th :
Responder: cue-bid is fit, F1	NT	4 th (10
jump shift showing fit	Subseq	Low fr
	Other	•
NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	
2nd 16-18 > Stayman & Transfer	Lead	Vs. St
Reopening: 10-13 > Stayman & Transfer	Ace	AKxx)
tooponing. To to a diayman a transion	King	AK(xx
	Queen	QJ(xx
	Jack	J10(x)
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	(H)109
Veak, single suit	9	
	Hi-X	Even
	Lo-X	Odd
Reopen: 11-14 HCP, good suit, constructive	SIGNALS IN (ORDER OF P
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		artner's Lead
Michaels: (1m) 2♦ = majors, 2NT = cheapest	1 A	TT Note6
(1M) 2M = oM + ♣ , (1M)-3♣=oM+◆		T (Hi even)
Reopening: (1m) pass (pass): cue-bid = majors	3	
	_	TT Note6
/S. NT (vs. Strong/Weak; Reopening;PH)	NT 2 C	Т
Strong – 2 nd & 4 th same: 2♣=majors; DBL= 5 ⁺ m /4M;	3	
2♦=one major by 6; 2M=5M-4+m	Signals (includ	ding Trumps):
Neak– 2 nd & 4 th same: 2♣=majors; Transfers; DBL= 14+ HCP		
/S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DO	OUBLES (Sty
DBL= takeout ;DBL vs 2 ♦ Multi =12*-14 bal or strong one suited hand	2 nd : 12+ HCP	
weak 2M): DBL takeout (partner: Lebensohl)		any shape
4♣/♦ = 5♣/♦+5 oM	Responder: cu	
3♥/♠) - 4♣/♦ = 5♣/♦+5 oM		M)- x - (pass)
/S. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠		, ((
Natural	Responder: cu	ue-bid 11+ HC
	SPECIAL, AR	TIEICIAL 9 (
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, AR	TIFICIAL &
over1 F1; 2/1 NF		
M-(X)-from 1NT till raise M=Trf,	1	
1m)-1M-(X)- from 1NT till raise M=Trf, RDBL=showing points; 1M -(X)- FJS; 2NT limit raise	1	

LEADS AND SIGNALS					W B F CONVENTION CARD		
OPENING LE	ADS STYLE						
	Lead			Suit	CATEGORY: Green		
					Brown Sticker: 2♦ MULTI; 2NT 5-5 mm, < opening		
Suit		3 rd /5 th : 2 nd from bad: MUD		n bad	NCBO: ROMANIA FRANCE		
NT	4 th (10xxS); 2 nd from bad		CT ; 2 nd fron	n bad	PLAYERS: Eugen CHELU – Lucian BREABAN		
Subseq	Low from a	n Honour	, , ,		EVENT: IMP & MP		
Other					71		
LEADS					SYSTEM SUMMARY		
Lead	Vs. Suit		Vs. NT				
Ace	AKxx) – AT	Т	AK(xx)		GENERAL APPROACH AND STYLE		
King	AK(xx) - CT		AKJ10(xx), K	Q109			
Queen	QJ(xx)		KQx(x) or QJ		1♣/♦ 11-22 HCP, better minor		
Jack	J10(xx)		(H)J10xx	. ,	1 v /♠ 11-22 HCP, 5 card major		
10	(H)109xx		(H)109xx		2. FG, control responses		
9	(1.1) 1.00701		(1.1) 1.00/44		2 • Multi: weak 2 M, NT 20-21 or 22-23 (5 card M possible)		
Hi-X	Even		Even		2 V Mutit. Weak 2 M, 141 20-21 of 22-23 (3 card M possible) 2 V / ♠: V / ♠ + minor 5-5 (5-4 3 rd seat, NV vs V), < opening		
Lo-X	Odd		Odd		2V/A: V/A + minor 5-5 (5-4 3" seat, NV vs V), < opening 2NT 5-5 mm, < opening		
	ORDER OF PRIOR	ITV	Odd		, i v		
			, In:		3♣/◆/▼/♠, 4♣/◆/▼/♠ preempt		
	artner's Lead	Declarer's L		arding	1NT 15-17, 5M possible		
	1 ATT Note6		СТ		3NT: Solid minor		
	T (Hi even)		Lavii	ithal	4NT 6-6 mm		
	3						
	TT Note6	Smith	Lavii	ithal			
NT 2 C	Т		СТ		SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
3					2♦ Multi		
Signals (include	ding Trumps): Trur	np: CT (Hi odd)			2 ♥/♠: ♥/♠ + minor		
					2NT 5-5 mm		
		DOUBLE	S				
TAKEOUT DO	OUBLES (Style; Ro	esponses: Reor	penina)				
2 nd : 12+ HCP	\ , ,		9/				
	any shape						
	ue-bid 11+ HCP, F	ĺ					
	M)- x - (pass) - 1N						
ζ.) x (pacc)	. 2000			SPECIAL FORCING PASS SEQUENCES		
Description are hid 44 - LIOD E4					0 0		
Responder: cue-bid 11+ HCP, F1					Forcing PASS at 5 level, when our line is bid ownership, and opps made a preemptive bid = shows shortness in opps suit.		
CDECIAL AD	TITICIAL O COME	ETITIVE DDI C	IDDL C		inade a preemptive bid = shows shortness in opps suit.		
SPECIAL, AR	TIFICIAL & COMP	ETITIVE DBLS/	KUL3		IMPORTANT NOTES		
					IMPORTANT NOTES		
					<u> </u>		
					PSYCHICS: rare		

		ш	HRU				
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.*		3	4♥		NAT 1m - 2♥: 5★-4(5)♥ <9HCP	1m-1M-1NT: 2 CKBK X-Y-Z Note1 1m-1x- 2NT-3m = fit, FG; 1 • -2 * nu e GF	1♣-(1♦)- x = 4-4 majors or no 4M Jump shift showing fit
1+		3	4♥	11-22 HCP, better minor	Weak jump shift (2♠) 1m-2NT nat 11-12 ,1m- 3NT= to play 1m-3m weak 1♣- 2♠ or 1♠-3♣ = showing fit (5-4) < 9HCP Inverted raise 1m-2m <i>Note 8, splinter Note9</i>	1m-1M-2NT-3om=ASK, response ec.level 1 • -1 • -2 • -2NT-3 • = ART FG 1m-1M-2M- natural game try; 2NT ASK (resp 3344) 1m -1M-3M or jmp ec. Inverted suit MATHE Note7 3rd, 4th F1; 2nd F1 if next suit: ex 1 • -1 • -2 • -2 • = F1	1m-(1NT)- 2 = majors, TRF up to 2NT
1♥		5	4♦	44.00 UOD 5	Constructive jump shift	1M-2NT-3M = DISC, 3x = nat ENC	2♣ Drury fit , responses: 2♦=nat or
1.4		5	4◆	11-22 HCP, 5+ cards	1NT SemiF Note3 2NT fit (9+ Hcp 4cards, 11+Hcp 3cards) 1M-2NT-3new suit = interrogates this suit, opener responses: l=no ctrl, ll=third, lll=second, lV=first Splinter is medium 9-13 min 3 ctrls	1M-2M- nat try- after M fit+FG: 3NT unseriouse 1 ★-1NT-2 ★-2 ★-2 ▼ = 7** Hcp, 5 ▼ /7** Hcp ,6*▼ If interference: jump shift showing fit 1M-(X)-from 1NT till raise M=Trf , 2M-1 trf is better than 2M; 1M-1NT-2m-3OM= fit5*m ,INV	ART weak, 2M=6 ⁺ M jump shift showing fit 2NT nat 10-12 HCP 1M-(1NT)- between 2♣ and 2♠ trfs: ◆/♥/♠/♣ p-(1♠)-X-(p)-1NT=nat, not Lebenshol
INT				15-17 BAL, 5M if 3 oM	2♣ Stayman (2NT both majors) Note4 Transfer (3♣->3♠), next bid after mTrf =shortness 2NT INV 3♣ ART = 5⁺/5⁺mm FG 3▼/♠ = 3 cards ▼/♠ (5-4 mm') 4♠ = 5-5 MM, for game	1NT-2♣-2♦-3M = 4M+50M 1NT-2♣-2♦-4♦/4♥= 6♥+4♠/4♠+6♥ SMOLEN 4 lev. 1NT - 2♦/2♥: 2♥/♠-regular hand - new suit =4 card fit,controls, max - 2NT= 3card, maximal ,2 High card - 3 in trf suit = minimal 4 cards fit	Lebensohl with t/o dbl 2level; 3 level dbl is showing points 1NT-(x)-xx = one suited hand; another auction = DONT style If MultiLandy: Note2
2*	FG		4♥	Any suit 24+ HCP BAL (5M possible)	2 ♦ weak; 2 ♥/ ♦ 5 + cards 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	Idem after pass
2•				Weak 2♥/♠ Bal 20-21 or 22-23 HCP (5M or 6m possible) responder shows shape, values	2 ▼ = P/C 2 ♣ = P/C, but inviting hand for ▼ 3 ♥/♠ = P/C 3 ♣/♦ = nat, nonF 6-16 Hcp 3NT = to play 4 ♣/♦ = transfer your major/bid your major 4 ♥/♠ = to play 2NT relay, >14 HCP	2NT = Bal 20-21 HCP - Puppet Note52NT-3 \(\delta \)-3 \(\delta \)=5 \(\delta \) \(\delta \) - Major trf accept = NO FIT, 3NT=fit 3 cards+ rtrf, other bid = values or trick source (4 cards fit)2NT or 3 \(\delta \): 4 \(\delta \) = \(\delta \)/ \(\delta \) slamish , 4 \(\delta \)/ \(\delta \) = \(\delta \)/ \(\delta \) along the 3 \(\delta \) sand to 0M	Idem after pass If interference: 2 • - (x) - Pass = • suit 2 • - (x) - XX= bid your M 2 • - (x) - 2 ▼/ ♠ = nat 2 • - (2M) - x = P/C 2 • - (3m) - 3 ▼ = P/C - x = penalty
					ZN1 relay, >14 HCP	3♣ = weak 2 const - 3♦ relay - name the oM 3♦/♥ transfer, very weak 2M 3♣ AKQxxx in a major 3NT 20-23 HCP >Baron & Transfers	- 3♠= natural
2♥/♠	х	5		Two suited ▼/♠+ minor 5+5, <12 HCP (5-4)	3♣=P/C in minor 3♦ = INV on M 2♠ = pas or raise 3oM = nat INV 2NT ART strong relay, asking for second suit	2M-2NT: 3 = min with = 3 = min with = 3 = max with = 3 = 5M44minor decent hand 4 = 6M/5m decent hand	if interference: (x)2NT(undefined force) asking for m -3♣/♦/oM NAT, can raise only with special shape If interference (nat) = our bid nat NF, 4♣ = p/c
2NT	Х	5		Two suited minors <12HCP	3 v/♠ = F1, NAT or CUE if followed by minor fit		ldem after pass
3♣/ ♦/∀/ ♠		7		Preempt (6 cards 3 rd NV vs V)	4 F P/O		
3NT	Х	,		Solid minor, , no stopper 1&2 ,can have outside stopper on3 rd position, to play 4 th position	4♣ or 5♣: P/C 4♦ ask shortness with responses: 4♥/♠- short♥/♠, 4NT= no shortness, 5♣-short♠, 5♦-short♣		
+4*/•/▼/♠		8		Preempt (7 cards 3 rd NV vs V)			
4NT HIGH LEVEL B	X			6+6 minors			

HIGH LEVEL BIDDING

1NT - 4. Gerber 41/30/2 , 4 minor KeyCards , see Note11

RKCB 41/30; 2; 2+Q trump, even keycards + useful void, odd keycards + useful void - DEPO / double =41, pass =30, etc; REPO = redouble = 41, pass = 30, etc; 5NT = asks for specific Kings; Q asking: first step excepting trump, responses: NO-> returns trump at a minimal level, YES = specific economic K (if there is room) or 5NT(if isn't room), YES Q trump but NO Kings responder bids 6 in fited suit Forcing PASS at 5 level, when our line is in attack, and opps made a preemptive bid = shows shortness in opps suit. Otherwise= indecision or Pass followed by the bid is slamish. Direct bid=sign off.