DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIGN	IALS	EBL CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE						
1 level light;		Lead	Lead		rtner's Suit	CATEGORY: GREEN	
2 level sound	Suit 4th, Rusinov		4th,STD		NCBO: ROMANIA		
Responses: Drury; New colour= constructive	NT	4th				PLAYERS: <mark>GETA MIHAI</mark> - <mark>RADU MIHAI</mark>	
	Subseq	Count/Rev	erse Lavinthal	Count	t/Reverse Lavinthal		
	Other:					41	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2nd - 16(15)-18,SISTEM ON	Lead Vs. Suit		Vs. NT AK				
4th - 11-15	Ace	A (Ax, Ax	A (Ax, Ax)			GENERAL APPROACH AND STYLE	
	King AK.				ONG LEAD	Better minor: 3-3;4-4,without 5M.	
	Queen	KQ/ QJ			, QJ	5 Major	
	Jack QJ/ J10 J10x, H109		,	1NT= 15-17 HP,may be 5M or 6m.			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	J10, HJ10			H109		
Preemptive; responses: Natural forcing.	9	109, H109		98			
	Hi-X	xx, xxxx, 4t	th	4th, x			
	Lo-X	MUD, 4th		4th, x	XXX		
Reopen:	SIGNALS IN						
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Part	ner's Lead	Declarer's Le	ad	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels	1 Attd/Count Count/Lav.				Italian/Count		
Job asks stopper	Suit 2						
	3						
	1						
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Attd	/Count	Count/Lav.		Italian/Count		
Vs. strong: X=m5+M4; 2♣=♥+♠; 2♦= 6+M	3 Smith=High						
2M= M5+m4; 2NT= minors	Signals (includ	ling Trumps):				<b> </b>	
Vs. weak(< 15): natural.							
Reopening: same.			DOUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUBLES (Sty	le; Responses; l	Reopen	ing)	1	
Dbl=take-out;CB=2suiters	12(11+), accep	t other colour	s or 16+ suit				
	Natural respon	nses, CB=GF					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES	
VS 1&: Dbl=& or •-♥;1D=♥ or &-&;1♥=& or &-•;1NT=&-♥or •-&	SPECIAL, AF	RTIFICIAL &	COMPETITIV	E DBL	S/RDLS		
VS 2♠: Dbl=♠, Rest=nat	Negative dbl.						
·	Support dbl.						
OVER OPPONENTS' TAKEOUT DOUBLE	Responsive db	ı.				IMPORTANT NOTES	
Sistem on	Lightner dbl.						
						PSYCHICS:Sometimes	

G	K IF	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING	TRICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		3	4♥	11-21,better minor	2 <b>♠</b> =Inverted	1 - 2 - 2 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3				
					Jump suit=strong					
1♦		3	4♥	11-21,better minor	2♦=Inverted	1 ♦ -2 ♣; 2 ♦ * = 11 - 12 1 ♦ -2 ♦; 2 ♥ * = 11 - 12				
1♥		5	4•	11-21HP or Rule of 18.	2NT=Inv+,fit 4+ 3♣=Inv,fit 3 3♦=9-10, 4+ fit.					
14		5	4•	11-21HP or Rule of 18.	2NT=Inv+,fit 4+ 3♣=Inv,fit 3 3♦=9-10, 4+ fit.					
INT			4♥	15-17HP,5-4-2-2, 6(m)-3-2-2 or 5(M)-3-3-2.	2♠=minors;4xfers; 3♦/3♥/3♠=3 suiters 2♠= relay					
2**	X			Game force	2♦=waiting;	2C-2♦;col-first col.=waiting				
					2♥/2♠/2NT/3m=nat, 9HP					
2♦*	X			SemiGF or weak 2M	2♥=P/C; 2♠/3m/3♥=nat,F; 2NT=relay	2♦-2NT;-3C/3S=min/max pree H. -3♦/3H=min/max pree S.				
2♥		5		5♥- 4m,6-10	2♠=nat.;2NT=relay;3♠=P/C;3♠=inv.					
2♠		5		5 <b>♠</b> - 4m,6-10	2NT=relay; 3C=P/C; 3♦/3H=nat.NF					
2NT*	X			♣ preempt or 6♣+5X, max 4 losers	3♣=stop; 3X=nat or CB					
<b>3</b> **	X			<ul><li>◆ preempt or</li><li>6 + +5X, max 4 losers</li></ul>						
3♦*	X			<ul><li>preempt or</li><li>6♥+5X, max 4 losers</li></ul>						
3♥*	X			preempt or 6						
3♠		7		GF, good S	4X=CB					
3NT*	X	7		GF, good H,7+	4X=CB					
4.				Preempt						
4♦				Preempt						
4♥				Preempt						
4 <b>A</b>				Preempt	0/1/2		<u> </u>			
4NT				Bw	0/1/2	HIGH LEVEL PURPLIC				
5 <b>.</b>				Preempt		HIGH LEVEL BIDDING				
5 <b>♦</b> 5 <b>♥</b>				Preempt Preempt		PAS FORCING SEQUENCES LIGHTNER				
5 <b>♥</b> 5♠				Preempt		BWK EXCLUSION				
				1 1 vompt		Z Z ZZ				

## 2♣MAKU

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-2♠=11-12 3♠
                   -2FA=12-13 puncte (pasabil) – 3♥ = FM cu 6♠
                   -3♣=FM
                   -3♦=5♣+4♦ FM
                   -3♥=5♣+4♥FM
                   -3♠= INV+la slem→ 3FA= nu vreau
1♠-2♠ -2♥ = Minimal (max 11 HCP) 54
      -2♠=6+♠ Minimal (max 11 HCP)
      -2FA = 15 + NAT
      -3♣= 15+ 4+♣
      -3♦/♥= 15+ NAT 55+
      -3♠=6+♠ 15+
1 v - 2 e -2 v = Waiting -2 v = 11-12 3 v
                   -2♠=FM, 4+♠ si 5+♣
                   -2FA=12-13 puncte (pasabil) – 3♠ = FM cu 6♥
                   -3♣=FM
                   -3♦=5♣+4♦ FM
                   -3♥= INV+la slem→ 3FA= nu vreau
1♥-2♠ -2♥=6+♥ Minimal (max 11 HCP)
      -2♦=54 15+NAT
      -2FA = 15 + NAT
      -3♣= 15+ 4+♣
      -3♦/♥= 15+ NAT 55+
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3

**>** ♥ =

6

+