DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					EBL CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LE	EADS STYLE				
1 level light;	Lead		In Partner'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	/Reverse Lavinthal	
	Other:					<u> </u>
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
2nd - 16(15)-18,SISTEM ON	Lead Vs. Suit		Vs. NT			
4th - 11-15	Ace	A (Ax, Ax	.)	AK		GENERAL APPROACH AND STYLE
	King	AK/ KQ			NG LEAD	Better minor: 3-3;4-4,without 5M.
	Queen	KQ/QJ		KQx		5 Major 1NT= 15-17 HP,may be 5M or 6m.
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack 10	QJ/ J10 J10, HJ10	.	J10x, H109		11N1 = 15-1/ HF, may be 51V1 of 6m.
	9			109, H109		
Preemptive; responses: Natural forcing.	9 109, H109, 9x Hi-X xx, xxxx, 4th			98 4th, xx	7777	
	Lo-X	MUD, 4th	ın	4th, xx		
Reopen:	SIGNALS IN		DIODITY	4u1, xx	XXX	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		ner's Lead	Declarer's Le	ad	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels			Count/Lav.	au	Italian/Count	SFECIAL BIDS THAT MAT REQUIRE DEFENSE
Job asks stopper	1 Attd/Count Suit 2		t Count/Lav.		Italian/Count	
Jon asys stobber	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 (including Trumps):					
	9.8 (11.6.6.	<u> </u>				
Vs. weak(< 15): natural.						
Reopening: same.			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUBLES (Sty	le; Responses; l	Reopeni	ng)	
Dbl=take-out;CB=2suiters	12(11+), accep			-	<u> </u>	
,	Natural responses, 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, ARTIFICIAL & COMPETITIVE DBLS/RDLS					
VS 2♠: Dbl=♠, Rest=nat	Negative dbl. Support dbl.					
OVER OPPONENTS' TAKEOUT DOUBLE	Responsive dbl.					IMPORTANT NOTES
Sistem on	Lightner dbl.					
						PSYCHICS:Sometimes

Ğ	TAL	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 ♣ =Inverted	1♣-2♣;2♦*=11-12				
					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 ♠ - 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					
3♣*	X			◆ preempt or6 + +5X, max 4 losers						
3♦*	X			preempt or6♥+5X, max 4 losers						
3♥*	X			preempt or 6 +5X, max 4 losers						
3♠		7		GF, good S	4X=CB					
3NT*	X	7		GF, good H,7+	4X=CB					
4.				Preempt						
4.				Preempt						
4♥				Preempt						
4♠				Preempt						
4NT				BW	0/1/2					
5♣				Preempt		HIGH LEVEL BIDDING				
5♦				Preempt		PAS FORCING SEQUENCES				
5♥				Preempt		LIGHTNER				
5♠				Preempt		BWK EXCLUSION				

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♥ - 2♠ -2♦ = Waiting -2♥=11-12 3♥
                   -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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