**ANNEX NR. 1**

**MANDATORY SYSTEM FOR THE INDIVIDUAL TOURNAMENT**

**1. OPENING BIDS**

a) 1♣,1♦ = better minor, at least 3 cards (1♣ with 3 - 3 minors , 1♦ with 4 - 4 in the minors)

b) 1♥,1♠ = 5 card Majors

c) 1NT = 15-17 HCP (Possibly 18 HCP with 4333 distribution)

d) 2♣ = Strong, artificial

e) 2♦ = Weak/preemptive 2 in ♦

f) 2♥,2♠ = Weak/preemptive 2 in the respective major

g) 2NT = 20-22 HCP

h) 3♣,3♦,3♥,3♠ = Opening bids based on (offensive) playing strength

i) 3NT = Minor suit gambling – without outside stop, solid 7 card ♣ or ♦ suit

j) 4♣,4♦,4♥,4♠ = Preempts based on playing strength

**2. RESPONSES TO A 1-LEVEL OPENING**

Responses are based on the "La longue d'abord " principle, a new suit being forcing [for one round]

**Responding to a 1♣/♦ opening**

a)1NT = 6-10 HCP, 2NT = 11-12 HCP, 3NT = 13-16 HCP

b) a 2-level bid of the opening suit = natural forcing (a 3-level bid is preemptive)

c) Strong Jump Shifts = Game Force with a solid ≥6 card suit

**Responding to a 1**♥/♠ **opening**

a)1NT = 6-10 HCP, 3NT = 13-16 HCP w/o a 3 card fit

b) a 2-level bid of the opening suit - natural nonforcing (a 3-level bid is a game-invite with 3 trumps)

c) 2NT = is at least a game-invite + with a 4+ card fit. Subsequent bids:

- rebid of the suit on the 3-level = 11-13 HCP, refusing the invite

- New suit on the 3-level = at least 54 in the 2 suits and ≥16 HCP

- New suit on the 4-level = shortness and ≥16 HCP

- 3NT = ≥16 HCP, either balanced (5332) or with a weak 4 card suit (5422)

- Game in the agreed suit = 13+ -15 HCP or a minimal hand with extra distribution

d) Fit showing jumps, ≥2 honours in a 5 card suit and ≥4 card fit, at least a game-invite

e) 4♣/♦, 3♠ (over 1♥) and 4♥ (over 1♠) = Splinter = shortness in a hand with 3-4 controls

**Responding to a 1NT opening**

a) 2♣ = Stayman (asking for 4-card majors, but not promising one if rebidding 2NT as an invite to 3NT)

b) 2♦/2♥/2♠/2NT = Transfers. Openers rebids are not automatic:

- accepting the transfer with minimal holdings or hands which do not fit in one of the following cases

- 3-level transfer accept (3♥/3♠) after 2♦/2♥ = maximal with 4 trumps

- 2NT after 2♦/2♥ = maximal with 2 of the top 3 honours

- 2NT after 2♠ and 3♣ after 2NT = maximal with useful holding in the suit

c) 4♣ = Ace ask (Gerber). The responses are : 4♦=0/4♥=1/4♠=2/4NT=3/5♣=4

d) 4NT = Quantitative natural invite. If the opener has a maximum, he responds with the number of aces (1-4,0-3,2)

**Responding to a 2♣ opening**

a) 2♦ = waiting (without another obvious alternative)

b) 2♥, 2♠, 3♣, 3♦ = 8+ HCP, good 5 card suit (at least 2 honours)

c) 2NT = 8+ HCP, without a good 5 card suit

d) 3♥,3♠,4♣,4♦ = 0-2 controls, at least 6 cards with a concentration of honours(KQJxxx/KQTxxx/KJTxxx)

OBS :Deschidentulva relicita NT in cazul deschiderii de 23-24 HCP echilibrat (+Baron) sau culoare in rest

**Responding to a 2♦/♥/♠ opening**

a) 2NT = Relay- asking for a possible shortness

b) suit changes are forcing for at least 1 round

**Responding to a 2NT opening**

a) 3♣ = Baron (4 card suits of both the opener and responder are bid up the line)

b) 3♦/♥ = Major suit transfers

c) 4♣ = 4♣ = Ace ask (Gerber). The responses are : 4♦=0/4♥=1/4♠=2/4NT=3/5♣=4

d) 4NT = Quantitative natural invite. If the opener has a maximum, he responds with the number of aces (1-4,0-3,2)

**Responding to a preempt**

Any suit change is forcing and asking for a fit (3 cards or Hx )

**Responding to 3NT Gambling**

a) 4♣/5♣/6♣ = asks for Pass with clubs or to rectify with diamonds

b) 4♥/♠ = Natural. Asks to play there

c) 4♦ = Asking for a singleton (4NT= denies singleton, 7222)

**3.Overcalling**

a) Any suit = Natural, except for in e.)

b) Jump shifts = preemptive

c) 1NT = Natural. Continuations are as it would have opened 1NT

d) Over opponents 1NT opening , double = penalty (strong single-suited or at least 18 HCP) and specifying a suit is natural (5-6 cards), except for 2C=major 2-suiter

e) Michaels cue-bods = 2-suiters, 5+-5+, with the following options :

- over 1♣/♦ a cue-bid overcall (2♣/2♦) = Majors

- over 1♣/♦ a 2NT overcall = other minor and a major

- ove1♥/♠ a cue-bid overcall (2♥/2♠) = other major and a minor

- ove1♥/♠ a 2NT overcall = minors

OBS :With hands containing 13-16 HCP the use of Michaels cue-bids should be avoided. It is recommended to bid the higher ranked suit (exceptionally, the higher-quality suit) of the 2-suiter.

With strong hands (over 16 HCP) a second cue-bid will be made.

f) Change of suits after partners overcalls are forcing

g)Trap Pass is allowed

**Responding to an overcall**

- Change of suits after partners overcalls are forcing

- NT bids are natural

-d) Fit showing jumps, ≥2 honours in a 5 card suit and ≥4 card fit, at least game-invite strength

- Cue-bids = either a game-invite with fit or game-forcing with out a stop, asking for stop for NT

**4. TAKE-OUT DOUBLES**

After an opponents opening (which can be a preempt) double shows one of the ollowing possibilities :

- 12-16 HCP with support in the other suits (in special 4 carti in majorele nelicitate)

- balanced 18-20 HCP or 21-22 HCP, in which case he will rebid NT (on the cheapest or 2-nd chepaest level)

- strong unbalanced hand, ≥17 HCP

**Responding to a take-out double**

- new suit at the cheapest level = 0-8 HCP, simple jump in a new suit = 9-11HCP, cue-bidding means at least 12 HCP

- after an opponents 2-level opening preempt, 2NT is Lebensohl convention applies, e.g.

(2♠)-X-(P)-3♦ promises some values while (2♠)-X-(P)-2NT-(P)-3♣-(P)-3♦ denies values

- 1NT = Natural, 2NT = Invitant la mansa except as above

**5. BIDDING AFTER OPPONENTS HAVE OVERCALLED**

a) new suit are forcing for one round

b) negative doubles for up to 3♠ (double promises the unbid major(s))

c) Trap Pass is allowed

d) After an overcall of partners 1NT opening, bidding is as follows:

- Double = take-out

- 2NT = Lebensohl, either…

- 3NT=...

- 2-level suits=non-focing

- 3-level suits=...

**6. RESPONSES AFTER AN OPPONENTS TAKE-OUT DOUBLE**

a) Redouble = pozitive (≥10 HCP) does neither promise nor deny a fit

b) Rebids of the opening suit (on any level) tend to be preemptive

c) New suits = Nonforcing on the 2-level, forcing on the 1-level

OBS : Even after an opponents double, 2NT keeps it’s meaning

**7. BIDDING IN THE REOPENING POSITION**

a) Double= Take-out with at least 8 HCP

b) 1NT = 11-14 HCP, 2NT = 18-20 HCP, double followed by NT = 15-17 HCP, double followed by jumping to NT = 21-22 HCP

c) New suit at the cheapest level = at least8 HCP, natural with at least 5 cards

d) Jumps to new suits =normal openings with good 6 card suit

e) Cue-bid = Michaels cue-bids, as in direct seat

**8. ALLOWED CONVENTIONS FOR SLAM BIDDING**

a) 4NT = 5 key-card Blackwood(4 aces + trumps king). Responses :

- 5♣ = 1/4, 5♦ = 0/3, 5♥ = 2 without the trump queen, 5♠ =2 with the trump queen

Next step (except the agreed suit and 5NT) asks for the queen. Responses :

-1st step = denying, 2nd step = claiming posession

5NT = relay asking for kings. Responses are like for 4NT, respectively : 6♣ =1/4, 6♦ = 0/3, 6♥ = 2

b) Control cue-bids

c) Small and big Josephine

**9. LEADS AND SIGNALS**

a) standard leads - head of sequence, neither promising or denying a higher honour (Ex : J1082 but also KJ102)

b) Count in partners suit (Ex : D82 but also 963)

c) 4th from length with honour against NT (Ex : K963)

d) 3rd/5th from length with honour against suit contracts

e) 2nd form length without honour (Ex : 8643)

f) Standard signals:

- On partners lead, high encourages

- Discards = Lavinthal : small/big like the lower/higher-ranking suits form the remaining 2

g) Standard count : high-low even

**NOTE: ALLOWED CONVENTIONS** New minor forcing, new 3-level suits are forcing, 4th suit forcing, Lightner doubles

**FORBIDDEN CONVENTIONS** double check-back, S.O.S Redouble, any convention when overcalling 1NT