

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			CATEGORY: Green	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO : <u>ROMANIA</u> EVENT : All events	
1-level aggressive 7-17, often 4 cards,		Lead	In Partner's suit		PLAYERS : <u>IULIAN ROTARU</u> <u>OVIDIU GHIGHECI</u>	
Rubens Advances style, 2NT= nat 12-14 if LHO pass	Suit	3 rd -5 th , 2 nd from bad	3 rd -5 th , exc ♣			
if LHO bids double = BROMAD	NT	4 th , 2 nd from bad	3 rd -5 th , exc ♣			
if LHO bids something else = RUBENS ADVANCES	SubSeq	present cnt with Lavinthal				
After 2-level overcalls = RUBENS ADVANCES also						
1NT OVERCALL (2nd/4th Live; Responses, Reopening)		LEADS			SYSTEM SUMMARY	
Direct/Live: 14+18-, continuations as after 1NT opening	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE	
if 3 rd hand interf. Neg DBL, TRF LEB	Ace	Ax(x), AK even		Ax, AKx+,	1♠=2+♣, 1♦=4+♦, transfer style after 1♣ opening 1♥=5(4)+♥, 1♠=5(4)+♠, 1NT=NF 1NT=14-16(17) could be with singleton 2♣= any GF or 22-23 bal; 2NT= 20-21 bal or semibal 2♦=weak ♥ or ♠ OR 24-25 bal 2♥=5♥+4m, 2-10 HCP 2♠=5♠+4m 2-10 HCP Generally aggressive style 1-3 seats N-vul	
Bal: 11-14 vs. m, 11-16 vs. M, TRF, Stay and range ask	King	Kx, KQ, AK odd, KQJ+		KQx+, AKJ+(unblQ) AKQ+		
	Queen	KQx+, QJ, Qx		AQJ+, QJ+, KQJx, KQ109		
	Jack	QJx+, Jx, J10, J		J10+		
	10	J10x+, 10x, 109, HJ10+		109+, 10x, HJ10+		
JUMP OVERCALLS (Style; Responses; Unusual NT)						
1-suit =Pre, new suit=forc, 2NT relay as after 2x-2NT	9	109x+, 9x, H109+		9x, H109+, seldom H98x(x)		
3M=Pre, Reopen= Intermediate,	Hi-x	X from Xx or 2n-3rd/even		Xxx, xXxx, Xx		
	Lo-x	Low from odd		4 th , HXx		
SIGNALS IN ORDER OF PRIORITY						
DIRECT and JUMP CUE BIDS (Styles; Responses;		Partner's Lead	Declare's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1m-2♦=majors, 2NT=G/T+	1	Low=Enc	Low=Odd	Low=Like	1♣-2♦/2♥=weak or strong 6♥/6♠, 1♣-2♠=constructive ♣ raise	
1M-2M=OM+m, 2NT=GT+(3OM/3NT=m1/m2 23♣=P/C Strong), 3♣=pc; In reopening seat, cue is also Mich	Suit: 2	Low=Odd	Lo-Hi suit=S/P	High=Dislike	1♣/1♦/1M-2♣ = relay at least 2 cards, F to 2NT (unpassed hand)	
Jump M cue=ask stopper 7+solid, 1m- 3m=natural pree	3	Lo-Hi suit=S/P	Low =Enc	Count	1♠-2♦= 5+♥, 7+hcp, 1♠-2♥=5+♦ inv+, (unpassed hand)	
VS. NT (vs. Strong / Weak; Reopen; PH)	1	Same	Same	Same	1M-(X)-1NT+ and (1x)-1M-(X)-1NT+ =TRF up to 2 under M	
Vs. Strong: X=5m+4M or strg 1 suiter→2/3♣=PC	NT: 2	Same	Same	Same	1♣-(X/1♦) - XX, 1♦, 1♥=TRF next, 1♠=7+no 4M	
3♣/3♦=val inv, 2Nt=inv, 2♣=4-4+in M's→2♦=bid longer	3	Same	Same	Same	1♦-(X) - XX, 1♥=TRF 4M, 1♠=7+no 4M	
2M=5M+4m, 11+-15, 2NT=inv+, 3♣=P/C, 2NT=minors	Signals (including Trumps): Std C, Rev Att,				1♦-(1♠)-2♣=♥, 2♥=♣(SW)	
Vs. Weak: X=15+any or 14+ 5+m-4M or 16+ 5+M	Smith Echo and S/P on trumps, Smith Echo in NT,				SW: 1♦-(2/3♣) -2/3♦=5+♥ 2/3♥=5+♠/2♠=ask or GF 4+♦, 3♣=2 suiter M's	
2♣/2♦/2M=same as strong, 3x=good long suit	DOUBLES				SW: 1♥-(2♣)-2♦=5+♠, 2♠=5+♣, SWITCH also after (3♣)	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES				SW: 1♠-(2♣)-2♦=5+♥, 2♥=5+♦, SWITCH also after (3♣)	
X=T/O, (2♦-♠)-X-Leb, (2M)-4m=5m+5OM, 2M-(3M)=ms	TAKEOUT DOUBLES (Style; Responses; Reopening)				1NT -(o/c)-2NT+ trf Leb, 1m-(2♥/♠)-trf Leb	
or str. one suiter, after Multi : X=13-15 bal or any strong,	May be light with classic shape				1M-(Dbl/1x/2y)-2NT=inv+ fit 4M,	
(2♦)-P-(2M)-X=T/O, pas+x=TO					1m-(1NT)-2X= ignoring the opening exc DBL,	
VS. ARTIFICIAL STRONG OPENINGS					1M-(1NT)- 2♣=5OM+2M or fit 9+,	
Double= majors ; 1NT=minors;					2 CBS / 2 way drury , 2NT Scrambling. 2NT-bad good after 1M-1NT	
2NT= 2 any suiters (except minors)	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLE FORM DOUBLES				SPECIAL FORCING PASS SEQUENCES	
Vs polish : 2♣=nat ♠'s, 2♦=majors	1M-(x)-XX=10+ sets up a FP to 2M				2NT response to 1M opp/oc -FP to 3M	
Vs 2♣ polish - 2♦=majors, 3♣= 1 suiter ♦	Lightner				1NT-(X=pen)-P = ask for redouble	
OVER OPPONENTS' TAKEOUT DOUBLE	Dbl by responder usually after raise=cards,				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1♦-(X): XX=4+♥, 1♥=4+♠, TRF=fit 3, 1♠=7+ no 4M,	Support X and XX, up to 2M (higher show extras)				Psychics- rare,	
1NT=nat 2♣/♦=9+ ♣/♦, 2♥=5♠+4♥ 7-10, 2♠=weak	INV X when there's no space left, Max O/C dbl					
3x=weak 2NT=constructive+ fit unbal	Anti L/D X from the owner-when opps make a 3-4 lev cue					
1M-(X)- 1nt to 2under M=TRF, 2NT=inv+ fit4, 3x=FJS	Pen dbl may be speculative					

OP EN IN G	T I C K I F A R T I F I C I A L	M I N · N o · O F C A R D S	N E G D B L T H R U				
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	2+♣, 8-21 could contains 4♦ cards	1♦=4+♥/1♥=4+♠/1♠=4+♦ or various hands unsuitable for 1/2/3NT, 2♣=relay 2♦=(5)6♥ wk or GF, 2♥=(5)6♠ wk or GF 2♠=const ♣ raise, 2nt=11-12 bal, 3♠=wk 3♦/♥/♠=preempt 1♣-4♣/4♦ = trsf for 4♥/♠	1♣-1♠-2♥ & 1♣-trsf M-2♦= various strong hands 1♣-trsf M-2♣-2♦=relay F 1♣-1♦-2♥-2♠= relay, 1♣-1♥-2♠-2nt=relay 1♣-1x-2NT-Transfers, 1♣-1x-3♠=13-16 6♣♠, X-Y-Z, 1♣-trsfM-3♦=17+ ♣ one suiter +3 cards supp 1♣-1NT-2♦=relay, 1♣-1NT-2NT=F	
1♦		4	4♥	4+♦, 8-21	1M=4+ F1, 1NT NF, 2♣=relay, could be GF w supp, 2♦=max INV 2♥/♠=weak, 2NT=11-12 bal, 3♠= nat inv 3♦=weak, 3♥/♠=PRE 1♦-4♣/4♦ = trsf for 4♥/♠	X-Y-Z, 1♦-1M-1NT-2CBS, 1♦-1M-2♠= F1 (could be reverse), 1♦-1x-2NT-Transfers 1♦-1x-3♦=13-16 6♣♦ 1♦-1♥-2♥-2♠=relay F, 1♦-1NT-2♠=relay, 1♦-1NT-2NT=F 1m-1M-3NT= 4441M 17-20	
1♥		4/5	4♦	(4)5+ ♥, 8-21	1♠=4+ F1, 1NT=NF, 2♠=rel min 2 cards 2♦=5+♦ 10+ 2♠=wk, 2NT=fit 4 inv +, 3♠=fit 3 inv(+), 3♦=fit 4 6-9 unbal, 3♥=wk 3♠=nat good pree, 3NT= 13-15 bal fit3 4♣/4♦=min 10 cards m+♥ not strong	1♥-1♠/NT-2♠=nat 10-15 or 16+any, 1♥-1♠-1NT-2CBS 2NT= 6/4m 17+ GF, jump new suit = 14-16 55♣ 1♥-1x-3♥=13-16 6+♣, 1♥-2NT-3♠=min+spl, 3♦=any max, 3♥=min no, something else= nat strong (5/4+) 3nt=17-20 bal, 3♠/4x=good 5(4) card suit	2 way reverse Drury NO Fit Jump Shift
1♠		4/5	4♥	(4)5+ ♠ 8-21	1NT=NF, 2♠=rel min 2 cards, 2♦=5+♥ 7+hcp, 2♥=10+ 5+♦ 2NT=inv+ fit 4, 3♠=fit 3 inv(+), 3♦=fit 4 7-9 unbal, 3♠=wk, 3♥=nat INV, 4m=m+♠, 4♥=nat-to play	1♠-1NT-2♠=nat 10-15 or 16+any, 1♠-2♠-2♥ to play vs min, 2nt=GF 2+♥, 3x=GF max 1♥ 1♠-2♠-2nt rel/ 3x=GST 1♠-3♠-3♦ ask min or 4♠/ 3♥ ask SPL	2 way reverse Drury NO Fit Jump Shift 1♠-2♥ = nat NF
1N			4♥	14-16(17), good 14, can have 5M, 6m	Stayman -2Nt/3♠=44M's min/max; 4+M trf Second suit trf, RTRF; 2♠=inv w/o 4M or ♣ trf 2NT=♦trf, 3x=shortness 5/4 minors GF 4♠=♥ trsf, 4♦= ♠ trsf, EKCB after	1n-2♠-2♦-2M=inv 5M, Int-2♠-2♦-3♥=55M's inv/3♠ Spl Int-2♠-2M-3OM-SI fit M/4x Spl, Int-2x-2y-4NT= inv retrf, INT-xfer-supraaccept-RTRF, 1NT-x-fer-then Secondary fit x-fer	
2♣	√		7♦	GF or 22-23 bal	2♦ waiting, 2♥=5+♠ pos (2H in 5 or 1 in 6) 2♠=5+♥ pos, 2nt=6+♠ pos, 3♠=6+♦ pos, 3♦=55M any, 3M=Spl+5/4m's wk, 3nt=55m	2♣-2♦-2♥-2♠(R)-2NT=26+BAL; something else nat w 5+♥	
2♦	√		No	weak 5+ in a major OR 24-25 bal	2/3M=p/c; 2NT=R; 3m=nat F; 4♣=trf M 4♦=bid M, 4M=nat to play this ctr	2♦-2NT-3m=not max with ♥/ ♠→3♦=last train 2♦-2NT-3M = maximal with the other	
2♥			No	5♥+4m 2-10 HCP	2nt strong relay, 3♠=P/C, 3♦=mild inv ♥	3m=weak, 3♥=5♠+5♣ good, 3♠=5♠+5♦	
2♠			No	5♠+4m 2-10 HCP	2nt strong relay, 3♠=P/C, 3♦=mild inv ♠	3m=weak, 3♥=5♠+5♣ good, 3♠=5♠+5♦	
2N			4♥	20-21 bal can have M5	Pupp Stayman, 3♦/3♥=xfer, 3♠=GF w 5-4m 3NT=5♠/4♥, 4♠=SI with 6+♦, 4♦=SI w 6+♣		
3♣/♦			No	PRE	3♠-3♦= inv♣/or Isuit M inv; 3m-4Om=KC		
3N	√		No	Gambling no outside stopper	4♣/5♣=P/C, 4♦ask sgl→4♥/♠=♥/♠/4NT=om		
HIGH LEVEL BIDDING							
BW1430+, RKCB 1430+, Exclusion BW, DOPI, DEPO, ROPI, Forcing Pass,							
1♣/♦/♥/♠-4NT = Aces asking; 2♦/♥/♠-4NT = Aces asking, 3X-4NT = Aces asking							

4♣/♦		7	No	PRE	4m-4M/4NT = to play; 4m-4/5Om=KCB	3m - 4Om = KC; 3M - 4♣ = KC
4♥/♠		6	No	PRE		