

## Gluga Radu – Matei Cornel

### Note [1]

1C - 1D

1H/S = NAT, NF, may be 4 cards

1NT=NAT, 18-20HP

2C=GF [1.1]

2D=NAT

2H/S= INV

2NT=23-24HP [1.2]

3C=NAT,NF

[1.1] 1C -1D

2C – 2D= negative

2H/S=S/H in 5, pozitiv

2NT=5-5 minors or majors or 6m, pozitiv

[1.2] 1C – 1D

2NT – 3C= puppet Stayman

3D at least one M4- puppet

3H= no M4,5

3S/NT= 5 spades/hearts

### Note [2]

1♣ - 1NT (5 controls)

2C= NT hand, 18-20HP – 2D/H = trf H/S

- 2S= minors interest

-2NT relay – 3C/D=5+ minor C/D

- 3H/S = xx45/xx54

- 2NT= Baron

- 3C= 5clubs + 5x -3D=relay- 3H/S/NT= 5 H/S/D

- 3D 5diam + 5x – 3H=relay – 3S/NT= 5S/H

2D/H/S=Nat

### Note[3]

1C -2C (4 controls)

2D= NT hand (18-20HP) – 2H/S= 5S/H

- 2NT = either 1 minor or 5-5 minors or 5-5 majors

3 C =relay – 3D=5M+5M

3H/S= 5+ C/D

3NT=5m+5m

- 3C= puppet Stayman

- 3H/S= 31(54)/ 13(54)

- 3S = trf to 3NT

2H/S/3C/D=Nat

2NT=NT hand 23/24HP – Baron + Trf

### Note[4]

1D - 1H/S

1NT- 2C [4.1]

2D[4.2]

3C/D= 4 major + 5+ minor, INV

[4.1] 1D – 1H/S

1NT- 2C = puppet to 2D

2D - pas=to play

2H after 1D-1H = 5H+4any (INV) – 2S=relay- 2NT/3C/3D= 4S/C/D

2H after 1D-1S= 5S+4H (INV)

2S after 1D-1S= 5S + 4minor (INV)= 2NT=relay-3C/D= 4C/D

2NT= 5332 (INV)

3C/D= 6M+4C/D (INV)

3H after 1D-1H = 6H (INV)

3H after 1D-1S=6S+4H (INV)

3S after 1D-1S= 6S (INV)

[4.2] 1D – 1M

1NT- 2D= GF, whatever is skept does not exist, 3 cards fit is not a priority

**Note[5]**

1♥/♠- 2NT= 4 cards fit, at least INV  
3C=W/O max op - 3D= relay -3H=no single, 5332 or 6322  
- 3S= 5422 – 3NT=relay - 4C/D/H= 4C/D/M  
- 3NT/4C/D= single oM/C/D  
- 4M= 7222  
3♦= 5422, 15-17HP or 55 poz -3H=relay- 3S=majors, 3NT=5422, 4C/D=55 H + min  
3♥/3♠/4C = spl oM/C/D  
3NT= 6322, 15-17HP  
4M= 7222, 15-17HP

**Note[6]**

1 NT – 2C= Stayman – 2D=w/oM – 2H/S= 45/54 maximum INV  
2NT=INV to 3NT  
3C=relay – 3D=C+D – 3H=relay – 3S=3244  
3NT=2344  
4C/D= 2245/2254  
3H/S=xxx5/xx5x  
3NT=33(34 or43)  
3D/H=single/S (5431 or4441)  
3S= 5-5 major  
2D/H/S/NT= trf H/S/C/D  
3C= 5-5 minors, weak  
3D= 55 majors weak or minors good but no GF.  
3H/S= 4414 or 4405/ 4441 or 4450, GF.  
4C=BW4  
4D/H= trf to H/S

**Note [7]**

2C – 2D =(F1)  
2H/S/3D= 5+clubs+4x - 2NT=relay- 3C= 6421  
3D/oM= 5431  
3M= 5521  
2NT= 6clubs, 2 ext cues – 3C= to play  
3D= relay – 3H = D+H  
3S= D+S  
3NT=H+S  
3C=6 clubs + 1 ext cue- 3D=relay – 3H/S/NT= cue.  
3H/S= 6clubs + 5M  
3NT= 6322 16-17HP, points everywhere