

DEFENSIVE AND COMPETITIVE BIDS
OVERCALL(Style; Answers; 1/2 seviyesi; 4.position)
6-16 point agresif style.For Overcall; responder's new color
1 turn of forcing. Cuebid; Asks for color quality
1NT OVERCALL(2./4. Answers 4.position)
15-18 hcp. Answers: Same as 1 Nt opening
4.position 10-14 HCP 2c baron others naturel.
JUMP OVERCALL (Stil; Unusual NT)
Weak. Micheal's cue-bid weak or strong . Unusual nt
others small colors. 1h-3cl;d+sp
4.position: invite 12-15 hcp with 6 cards
JUMP CUE BİD
Asks stoper
FOR NT (Strong or weak NT)
Strong NT: Dbl; sp+any. 2c; cl+h.2d;d+h. 2h/sp natural
Weak NT: same
4.position: Dbl: Balance 10-14 point,landy
FOR PRE-EMPTİVE OPENİNG (Dbl, NT)
DBL:TakeOut, For weak 2 opening Lebenshol . Nt naturel.
2 Major 3 same major cuebid: minors , 4minor: mM good hand.
ARTIFICIAL STRONG OPENİNGS
Suction convention
2cl: Dbl; diamond or H&Sp, 2 D; H or S&Cl, 2H; SP or
Cl&D, 2Sp; Cl or D&H

[illegible][illegible]

OPENING	If Artificial check		Neg. Dbl level	DESCRIBING	ANSWERS	SUBSEQUENT DEVELOPMENTS	AFTER PASS SUBSEQUENT DEVELOPMENTS
PASS							
1c		2	4H		Walsh 1d may be 3 cards 1nt 8-10 p. 2c inverted minor GF. 2d opposite minor inv.or M to play. 2 major 9-11 6+cards invite	Later Inverted 2d; unbalance min. 2h; balance min. 2sp;min but I can play 3 nt. 2nt; 18-19	1c 1x 2nt= leavy.
1d		4			2cl inv from d or one M to play or GF.2d inverted, 3c invite form cl . 2major 6+cards invite	Later Inverted same Cl	
1h,1s		5		11-22 HCP	2nt 4 card support 5-12 point. 3nt with one defance 4+ fit. jump fit blok. If opponent overcall invite	2nt- 3c ask? (3d 5-8 unball, 3h 9-11 ball , 3s unball 9-11, 3nt 12-14, 4x void.	If unball one step up= ask to short
1nt				10-13 balanced Vul:R/W for us 15-17 balanced 4. position 15-17 balanced	2c may not be 4 cards major .4way transfer. 2c -2h up 2sp= dont have spades, 2nt=4cards spade. 2c-2d up3c source to minor, 3d=5cards minor 1nt 3major=OM short. 5-4 minors	Weak NT: 2cl min invite, 2d; say to best M, 2h/2sp; to play. 2NT;GF 3cl;minors invite, 3d;Majors GF or minors slam invite. 3h/sp invite	Later xfer 2nt 4333 max 3cards 3x dblton max 4cards 3 major max 4cards
2c	*			22+ HCP or long suit Or Majors weak min 9 cards	2d relay	2h; Weak 5ch+4c plus sp. 2NT and 3x strong	
2d	*			Multi. Strong or weak	2h p/c, 2s invitation of h, 2nt ask 3cl relay to 3d (pass to play/3h/3sp inv. 4h; inv to slam)	3c bad h,3d bad sp, 3H good sp 3SP good h	If strong 2nt ball 3x unball 6+ cards 18-21 p. Unball one step up ask to short .KOB
2h,2s	*			Medium hand. 10-13	2nt ask to short 3x;short. 4x; void		
2nt				20-22BALL	Puppetstayman. 3sp relay to 3nt, 3nt 5c sp 4c h. 4c majors. 4sp 4-4 minor quantitativ. Take to xfer; 2 cards major	Puppet 3d next 4c minor search, 4d choose to major.	
3cl	*	11		Weak Majors min 11 cards			
3d	*	7		Weak h			
3h	*	7		Weak sp			
3sp	*	8		Solid minor			
3NT	*	7		Solid major			
4c/d	*	11		This and any M 5&6 cards			
4h/sp		8		Weak hand			
4NT				Albaran ask to Ace	5c no, 5d,h,s this color Ace, 5nt cl Ace, 6c,d,h RBK	SLAM CONVANTIONS	
						RKCP(1403)	
						DOPI, ROPI	
						After block 5NT:RKCB	
						Voidwood: 03/1/1,5/2/2,5	
						After major fit 3 NT=serious	

