DEFENSIVE & COMPETITIVE BIDDING

Overcall

Standart (5-16) hcp - New suit: F1, cue:fit showing inv+,

jump cue: unbalance hand 4 card fit (6-10)

jump fit; Preemptive,

Jump new suit: support fit (4 card)

1nt overcall

Standart 15-17hcp w stopper- same as we open 1nt

Reop: 10-14hcp (after 1M can be 16) - limit asking stayman

After stayman 2x: minimum, 2nt: possible w 4 card major

Vs 1nt

Strong NT - dbl:;4M+5+m, 2♣: M's, 2nt: m's, others: natural Reop: dbl: 4M+5+m, 2♣: M's, 2nt: m's, others: natural WeakNT-dbl14-17 blnc or 17+any 2♠: M's, 2◆/♥/2♠:ntrl,2NTm's After dbl, if opps dec pass; pd pas or continue as we opening 1nt After dbl; if opps show strong rdbl; pd's pass trsfr to 2♠ SOS w 5+♠/◆, or w 4-4 M, direct 2♠; stayman, 2◆/♥ trsfr

Reop: same

Vs. Preempt

Weak 2♦ - 3♦/4♦: M's, 3M: nat.inv., 4♣: ♣+M,

Weak 2M - 3M: m's, 4**♣/♦**: **♣/♦**+oM

Weak 3M - 4♣/♦: ♣/♦+oM, same as after 3M-p-3nt

2♦ multi - dbl: take-out, 3♥: m's, 3♠: ♠+m, 4♣/♦: ♣/♦+major After 2nt overcall :3♠:romex

Jump Overcall & Cue-bids

Standart preempts except 2-suiter bids, 1♣-2♣: / 1♦ 2♦: 5-5M 1M-2M: m+oM, 1x-3cue: asking stopper with solid suit

Reop: 10-14hcp good suit, 1M-2M; minors, 2NT; 18-19 blnce Vs. Artificial Strong Openings

Strong 2 - dbl: M's, 2nt: m's

Strong 1 - dbl: M's, 1nt: m's

Strong 2nt - dbl: M's, 3nt: m's

After Opponent's take-out double

rdbl: penalty, subs.doubles penalty, 2nt: support inv+(after 1M) jump support: pree.,

LEADS & SIGNALS Opening Lead Style

	13t leau	i aitiici s ouit		
SUIT	3rd/5th	3rd/5th		
NT	2nd/4th	3rd/5th		
Subseq.	Generally attitude, 3rd/5th if needed			
Others	Vs NT K leads strong, need honor discard or count			

Leads

	VS SUIT	VS NT		
ACE	AK+, Ax	AKJ+, AKx+		
KING	AK, KQ+	AKJ10+, KQJ9+		
QUEEN	QJ+	KQ9+, QJ9+, AQJ+		
JACK	HJ10+, J10+	HJ10+, J108+		
10	10x, H109+	H109+, 1097+		
9	9x	9x, H9x		
HIGH	Sx, xxSx	Sxx-xSx xSxx, xxxSx		
LOW	xxS, HxS, xxxxS, HxxxS	HxxS, HxxSx		
Signals				

Signals

	Partner's lead	Smith Echo		
SUIT	Hi: Encouraging	Hi: Encouraging		
	Hi/Lo : Even			
NT	Hi: Encouraging	Hi: Encouraging		
	Hi/Lo : Even			

vs NT High=ENC, vs SUIT High=ENC

COUNT High=EVEN (always)
DISCARD = None, Rarely Lavinthal

DOUBLES

Take-out double

Standart - (10) -11+ hcp

Lebensohl over double 2M opening

Special & Artificial & Competitive Doubles

Support double and redouble, responsive double, optitonal double lightner double, lead directing doubles

generally double systematically take-out in undiscussed situations









CATEGORY

GREEN

NCBO

Turkey

EVENT

PLAYERS

Ferda KANLIKILIÇ
Murat ÖZER

SYSTEM SUMMARY

General Approach & Style

5-card major, 2/1 style

1nt: (14)15-17hcp 5c Major possible

2 over 1: FG, 2 ♣ maybe short than 5 card

Special Bids that may Require Defence

2**♦/♥/ ♠** weak 6-10 hcp. 6 card

1m-(1nt)-2**♣**: M's, 2**♥/♠**: to play

1nt-(2x)-dbl: t/o inv, 2nt: lebensohl, cue: stayman hve opps stoppe

1nt-(2x)-3nt: hve opps stopper

1nt-(2x)-3nt or cue after lebensohl: hve not opps stopper

1nt-(dbl penalty)-rdbl: txfer 2♣ SOS w 5+♣/♦, or w 4-4 M

1nt-(dbl penalty)-2♣:stayman, 2♦/♥ : trsfr

1♣-(1♦)-dbl: 4-4M, 2M: weak

3nt opening 1. or 2. position:solid minor no outside win.

after fit w play long trial bid(3+) or reverse romex short trial bid (0-

rvrs romex after 2 ♥-2 ♠ trsfer to 2nt, after 2 ♠ -2nt trsfer to 3 ♣

2♣ and 2nt: drury after pd 1M opening for 3./4. position

2♦ after 2♣ drury trsfr to opening M any invte hand

3♣: after 2nt drury; question for shortness

Forcing Pass Situations

When partnership mutualty knows that we are stronger

\$*** **\$***** **\$***** **\$*****

Psychichs

rare

Opening	Cards	Artificial	Description	Responses				Developments		
1.	3	NO	10-21hcp possible with 3♣-3◆	· · · · ·			2 way Checl	nverted 3x: shortness Check-back - XYZ - Turbo (2nt trsfer to 3♣). iit F, 3rd suit F, new suit jump F(5-5)		
1♦	3	NO	10-21hcp possible with 4♦- 5♣	2♦: inverted 10+, 3♦: pree 3-7hcp, 3x: pree. 2♥/2♠ (5♠-4♥+) (to play / inv2 nt for)			Same as 1.	2 ♦ : supp. invite		
1♥	5	NO	10-21hcp possible 4 cards in 3rd position	1nt: 4-12hcp possible w 3 card support, 3♣/♦: nat inv 2nt: jacoby 10+, 3♥:unbalance 5-8., 3♠: mini splinter 3♠: mini splinter (9-11) 4m: splinter - 3nt: short ♠ (12-15)			1 ♥ -2nt-3x: s	2 . drury 2 nt drury with any shrt color		
1♠	5	NO	10-21hcp possible 4 cards in 3rd position			1M-2x-2M: possible 5 no limit, 3M: solid or semi-solid suit 1♣-2nt-3x: showing short,1♣-2♣-3♠; short ♠, 1♠-2nt-3♠:ask limit 1♣-1Nt -2NT;show gf unbalance hand-after 3♣; ask other suit 4crd		2 . drury 2 nt drury same as hrt		
1nt		NO	(14)15-17hcp bal. rarely semi-balanced possible w 5M or 6m	2♣: stayman, 2◆/♥: txfer, 24 m weak, 3♦: 5-5m FG, 3M: I Texas 4◆/♥:txfer after trsfr jump fit show 4 ca	*/2nt: txfer • minors FG s	♣/◆, 3♣: 5-5 short Mm n,2nt max hnd	1nt-2♣-2M- 1nt-2♣-2nt: « 1nt-2♣-2M-4 1nt-2∳-2♥-2 1nt-2♣-x-pa	jump: splinter support, 3. no sup.1nt-2nt-3. support, 3. no sup. support, 3. no sup.1nt-2nt-3. sup. sup.1nt-2n		
2♣		YES	22+hcp or 8,5+tricks	2+: relay 4+hcp, 2+; 0-4 hcp, 3-4: 6+-4 8+hcp, 3+: 6++ 8+ hcp 2 4: 6+-4, 8+hcp, 2NT; 6++ -8+ hcp		2♣-2♦-2nt; 22-24 hop.resp;as opennig 2nt - Romex 2♣-2♥-2nt; 22+ no limit.resp;as opening 2nt - Romex 2♣-2♦-3M solid = 3NT (none ace but show any K), 4x (ace)				
2♦/♥/♠		NO	weak 6 card / 5-10 hcp	New suit F1 2NT inv→ opening suit weak		if opps double or bidding ;2 x - double - 2/3x ; to play 2x - 2/3x - 3x ; to play				
2nt		NO	20-21hcp bal. İncluding 5 cards, rarely with 5-4-2-2	Romex 3♣:ask M cards,aftr 3♦/♥: trf, 4♣: 5-5M , 3♥-3♠- 4◆/♥: trf ♥/♠,3♠:trsf to 3NT,	. 4♥ 5-5M sla	am invate	2nt-3 ♥ -3 NT	5card		
6. 51/0=			AM BIDDING					EEMPTIVE OPENINGS		
after RKCB 1st step ask for queen of trump, 5 NT for kings or ask for extras 1403 in all position, exclusion blackwood - 0/1/2/2+Q (more at supplementr) splinter bids, generally with limit strenght 5nt invite for grand slam, 5M invite for slam; if good trump (2 honor) accept DOPI After opps double for 4NT we continue standart answer 5♣;1-4, 5♦;0-3, ext			Open. 3♣/♦ 3M 4m 4M 3NT	standart wea standart wea standart wea standart	ak 7+cards ak 7+cards	Developments opening ◆;4♣: ask shortness, 3M: F1, if opening ♣,4♦: new suit: F1, 4♠: ask shortness 4M: to play 4nt: RKCB, new suit: show control 74/5♣: P/C, 4♦: ask shortness	ask shortnes			