

DEFENSIVE AND COMPETITIVE BIDDING			
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)			
Naturel suit 5+ card 8-16 p.			
Responses : new suit F1 , Cue=fit 11+			
After opp. Bid : 2NT= 3+ card fit inv.			
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)			
2nd 15-17			
4nd 11-14 (2♣ = range stayman >> 2NT max.)			
JUMP OVERCALLS (Style; Responses; Unusual NT)			
1 suit weak			
2 suit micheals or unusual			
Reopen: strong but 2NT 18-19 bal.			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			
Classic micheals cue-bid and unusual 2NT			
3 rd level jump cue: Asks stopper.			
VS. NT (vs. Strong/Weak; Reopening;PH)			
MultiLandy DBL: 4M – 5+m , 2♣:Majors, 2♦: 6+ M			
2M: M+m , 2NT = minors			
Against weak NT : DBL = 12+ p T/O (2♣: negative)			
Rest same as strong NT			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			
2M-3M >> minors			
2M – 4m >> m+OM			
NT = naturel			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣			
DBL = Majors (with good points can be 4-4)			
1NT = minors (with good points can be 4-4)			
2NT = unusual =♦+♥ 2♦/♥/♠ , jumps preemptive			
OVER OPPONENTS' TAKEOUT DOUBLE			
RDBL = 10+ HCP			
If DBL shows points : DBL(RDBL) after DBL=Penalty			

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3-5	3-5	
NT	2-4	3-5	
Subseq	Hi-low = even	same	
Other: Other: A and Q need interest (hi enc.)			
K : unblock your honor or count (hi – low even)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx,AKJx,AKJ10,Ax	AK,AKx(+),AKJx(+),	
King	AK,KQ,KQx(+)	AKJ10x,KQJ10,KQ109x(+)	
Queen	QJx,QJ10x(+)	KQx(+),KQJx,QJx(+)	
Jack	KJ10x, J10(x)	KJ10x,J10(x)	
10	K109x,Q109x,10x;109x	K109x,Q109x,10x,109x(+)	
9	9x, 98x(+)	9x, 98x(+)	
Hi-X	Xx (even)	Xx (even)	
Lo-X	Xxx(+)	Xxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi :enc	Hi :enc	Hi :enc
Suit 2	Count	Count	Count
3	Preference	Preference	Preference
1	Hi :enc	Hi :enc	Hi :enc
NT 2	Count	Count	Count
3	Preference	Preference	Preference
Signals (including Trumps):			
STD carding , High enc , Big Direct.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Classical style openening values.			
Responses : cue=F1, Jump=inv.			
Balancing : Classical 8+ points can be 4+ cards.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣(we) - 1♦(opp.) ; DBL=4-4 ♥+♠			
1 minor(we) - 1♥ (opp.) ; 1♠ = 5+ cards			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Altug Gobekli – Ismail Halezeroglu
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Major, 2/1 Game Forcing
2♣: Can be short
Weak 2's
1NT :15-17 bal.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT = solid minor
4♣: P/C 4♦: asks shortness 4M: to play
1♥ - 2♠ >> 8-9 4cd support
1♠ - 3♥ >> 8-9 4cd support
1♣ - 2♦ >> 9-11 support
1♦ - 3♣ >> 9-11 support
SPECIAL FORCING PASS SEQUENCES
Even partnership knows we have game points;
Pas = forcing , DBL = no more competitions.
IMPORTANT NOTES
We can upgrade or downgrade a hand if good or bad
Exp can open 1NT with good 14 HCP
PSYCHICS:RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7♥		2♣: Inv.min. 3♣:6-10	After 1NT 2 way CB	1m – 1X – 2m = 6-9
				11-21 HCP	2♥-2♠ : weak	2♣: xfer to 2♦ , 2♦:GF	1m – 1X – 3m = 10-11
1♦			7♥		2♦: Inv.min. 3♦:6-10	After 2NT >> 3♣ check back stayman	1m – 2M >> 5-4 card (6-9p.)
		4					
1♥		5	7♥		1NT semi forcing, 2NT 4card fit inv, 2♣:GF	2♣ GF then rebid opening color 6+	2♣:Drury 3 card inv.
				11-21 HCP	3♣-3♦:6+ card 9-11 p.	After 2/1 jumps 5-5 strong. 3NT=non.s.	2♦:Drury 4 card inv.
1♠		5	7♥		Spl : 10-12p 4+ fit , 3NT: 3334 bal 13-14p.	1M – 1NT after 3NT 6 card M 18-19.	2NT 4 card fit a short.
INT			7♥	15-17 HCP	2♣=stayman (can be garbage) 2 suit=transfers	4♣,4♦ = fit + splinter	1NT - 4♠ >> 4432 mm quant.
					3♦ = both m 5-5,3♥/♠= 5-4m (short) , 4♣=M+M	Closest OM = fit and GF.	2NT - 4♠ >> 4432 mm quant.
2♣	x	0	7♥				
2♦		6		weak 5-10 HCP			
					2NT : Asks, New Suit F1	After 2NT return opening BAD hand	4m asks for control.
2♥		6		weak 5-10 HCP			
					After overcall : X = Penalty.		
2♠		6		weak 5-10 HCP			
2NT			7♥	20-22 HCP Can be semi-bal.	3♣:Puppet stayman, asks 5 card M 3♠: Xfer to 3NT = minor sequence.	2NT – 3♠ then 4♣/4♦: naturel Forcing 4♥/4♠: short,at least 5-4 mm 4NT:2245	2NT - 4♣ = 5-5 Majors 2NT - 4♠ >> 4432 mm quant.
3♣		7					
3♦		7		3 level preemptive	New suit F1		
3♥		7					
3♠		7					
3NT	x	7+		Solid minor opening.	4♣: P/C 4♦: ask for shortness		
4♣		8					
4♦		8					
4♥		8		4 level preemptive.			
4♠		8					
4NT	x			Both minors preemptive			
5♣						HIGH LEVEL BIDDING	
5♦						4NT = RKBC >> 1-4 / 0-3	
5♥						Cue = controls	
5♠						Lighner DBL	
						Josephine 5NT >> 0-1-2-3	
						Voidwood >> 0 / 1 / 2 / 2+Q	
						3NT= non-serius	

