DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Style = Aggressive in green vs.red

1 Level = 5+ Cards 2Level = 5+Cards

Raise = Jump is weak,jump cue better than preempt.

2NT = fit 4+ 8-11HCP, Cue F1, only for 1M overcall

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

On 1x: 1NT=15-17HCP, responses like our opening

Balancing: 1NT=11-14HCP, 2+ asking for range+Major

Rest: same as our opening

JUMP OVERCALLS (Style; Responses; Unusual NT)

Style = Aggressive in green vs.red

Responses: 2NT or Cue F1+

Reopen: 6cards 12-15 HCP

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Direct Cue Bid = High unbid suits

1x-2NT = Top and Bottom unbid suits

1x-3 = Low unbid suits

Jump Cue = Asking for stopper

VS. NT (vs. Strong/Weak; Reopening;PH)

Double = 4M/5+m ,rebid of 2NT after pds response 18+ bal.

vs. Weak NT = T/O

2**.** = ♥ / ♠ (5/4) , **2** ♦ = One Major

2♥ = 5♥ and 4+♣/♦ 2♠ = 5♠ and 4+♣/♦

vs.Weak NT(-13HCP) : 2♦/♥ = xfer, 2♠ =4♠ + Longer Minor

2NT =Minors , 3♣/♦ =6♣/♦+4♥

Reopening/PH = Same

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Bids nat. . Double = T/O

Over 2 / = Leaping Michaels

NT = Nat ,4NT = 5+(++)

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+

1 - 1NT = (5 + 5 + 5), 1 - 2NT = 5(6) + (+ +)

1♣--X = Majors

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble = 10+HCP .New suit nat. F1+

Raise = weak ,Over 1M = xfer fr.responder, 2NT=3Card fit Limit/GF

LEADS AND SIGNALS

OPENING LEADS STYLE

	Leau	in Partiler's Suit	
Suit	3 rd and 5 th	3 rd and 5 th	
NT	2 nd and 4 th , Hxx 3 rd best	Attitude or Count	
Subseq:	Count	Attitude	
Other:	high from doub	leton	

In Bortner's Suit

LEADS

Lead	Vs. Suit	Vs. NT	
Ace	AKx,AKQ,AKxx,Ax	AK,AKx,AKxx,AKxxx	
King	KOJ,KQx,AK,KQ10x	Requires unblock A/J	
Queen	QJ10,QJxx,Qx	AKQx,QJ10,KQ10x,QJ9x	
Jack	J10x,J10xx,Jx	J109x,J10x,AJ10,KJ10	
10	109x,10xK109,Q109,	AJ10x,KJ10x,1098x	
9	J98x,9x	Q98(+),J98(+),9xx	
Hi-X	Odd count	Even Count	
Lo-X	Even count	Even count Odd count	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit 1st	Low = Even	Low = Even	Odd = ENC
2 nd	Low = ENC	Low=Low S/P	Low= Even
3 rd	Low= S/P	Low = ENC	Low= S/P
NT 1st	Low = ENC	Low = Even	Odd= ENC
2 nd	Low = Even	Low=Low S/P	Low = S/P
3 rd	Low=S/P	Low = ENC	Low = Even

Signals (including Trumps):

S/P, ability to ruff

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Natural, doubleton in unbid minor ok, Cue F1+

Responses NF

Reopening: Aggressive

SPECIAL. ARTIFICIAL & COMPETITIVE DBLS/RDLS

Double in Competition shows strong hand or shape

After 1sp opening if responder makes a splinter:double=sacrifice offer

After 1H opening if responder makes a splinter:double= spades(5+),when fav. or equal vulnerability.

Supp x/xx up to 2H

CONVENTION CARD







Category : Green

Players : E.Kaya - S. Aluf / Turkey
Event : EBL Ch'ships Open

SYSTEM SUMMARY

GENERAL APPROACH Natural 5 Card Major

1. = 2+ cards 10-21HCP

1 ← = 4+cards,(unless 4432) 10-21 HCP

1♥ = 5+cards 10-21HCP

1♠ = 5+cards 10-21HCP

1NT Opening (14)15-17 HCP

2NT Opening 20-21 HCP

2 OVER 1 Response: FORCING GAME

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Op. 2♦ = Weak 2 in a Major, aggressive when non vul.

Op. 2♥ = 5♥ and 4+♣ or♦

Op. 2♠ = 5♠ and 4+♣ or♦

Op. 3NT = 8 card minor suit.preempt.

2♥ response over 1 minor opening = 5-9 HCP 5+♠/4+♥

SPECIAL FORCING PASS SEQUENCES

After doubling Preemptive opening and when its raised

To 5 level (green vs red)

After our side showed strength in HCP

IMPORTANT NOTES

After opponents strong 1NT opening, balancing

reopening might be very weak

PSYCHICS: rare

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OPENING	TICK IF ARTIFICIAL	MIN. NO. CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
14		2	5∳	10-21 HCP 3+Cards	Nat, 1♣-2♥=5-9 HCP 5+♠/4+♥,1♣-2♠=5+♣ inv. 1♣-2♠ = GF 1♣-3♠ =Weak 1♣-2♦ =6+♦ inv.	1 → -1 → (3+)-1NT=4 (♥/♠)possible if balanced. 2 Way Checkback over 1NTresponse 1 → -1 ▼ -1 → -2 → = Puppet to 2 → 1 → -1 ▼ -1 → -2 → = GF	1X -2 = 5+ inv or GF. 2NT = 5+,pre. 3 = 5+,mixed raise
1+		4	5♥	10-21 HCP 3+Cards	Same as 1♣ Opening, 1♦-3♣=6+♣ inv.	1	
1♥		5	5♠	10-21 HCP 5+Cards	1NT=SF, 2♣/♦=GF,2♠=3♥ inv. 2NT=3+♥ inv,3♣/3♦=nat inv., 3♥=pre. 3♠=4+♥ 10-12 any sing.,3NT=♠sing ,4♠/♦=Spl.	Supp.sheet no. 3-4	Over x =xfer from responder Drury,Bergen,new suit NF
14		5	6♥	10-21 HCP 5+Cards	1NT=SF,2♣/♦/♥=GF,2NT=3+inv, 3♣/♦=nat.inv 3♥=6♥ inv,3♠=pre. 3NT =10-12 any sing 4♣/♦/♥=Splinter		1 ♦-3♣-3♦(rely)- 4 ♦=3♦ 10-12P
1 NT				(14)15-17HCP	2♣=Stayman, 2♦/♥/♠/ xfer, 2NT=Pupp.St. 3♦=5+♠/♦ GF,3♥/♠=Short	24=may not have 4 card Major,Smolen South African Texas	Over interence Lebensohl
2*	*	0	7♠	GF except 2♣-2♦-2 NT 22+HCP bal. or any dist.	2♣-2♦=wait 2♥/2♠=nat 2NT=5+♣,3♣=5+♦ 3♦=5+(♥+♠) 3♥/♠=6+nat,3NT=5+(♣+♠)	Supp.sheet no.6	24-2/3x-X = 5-7HCP 24-2/3x-Pass=0-4 or 8+HCP
24	*	0	No	Weak in ♥ or ♠,5-10HCP	2♥/♠=P/C, 2NT/3♣/♦=F1+,3♥/♠=P/C 4♣=xfer suit, 4♦= bid your suit 4♥/♠=nat	2♦-2NT-3♣/♦ = 6♥/♠ max, 2♦-2NT-3♥/♠ = 6♥/♠ min.	2♦-X-XX =bid your suit 2♦-2x-X = bid your suit
2♥	*	5	No	5♥ and 4+♣ or♦,5-10HCP	2NT=INQ, 4♣ =P/C		
2♠	*	5	No		2NT=INQ, 4. =P/C		
2 NT			No	(19)20-22(-)HCP	3♣ =Puppet S. 3♦/♥/♠ =xfer	Texas, 4♣ = 5+(♥+♠) 4♠= 5/5 mm,slammish	
3♣		6	No	Natural,preempt.	New Suit F1+		
3♦		6	No	Natural,preempt.	New Suit F1+		
3♥		6	No	Natural,preempt.	New Suit F1+		
3♠		6	No	Natural,preempt.	New Suit F1+		
3 NT	*	8	No	Preempt in ♣/◆	4♣/5♣ =P/C, 4♦=F1+ 4♥/♠ =Nat		
4.		7	No	Natural, preempt.	4♦ =slam try		
4♦		7	No	Natural, preempt.	4 NT = RCKB		
4♥		7	No	Natural, preempt.			
4♠ 4 NT		7	No No	Natural,preempt.			
4 N I		8	No	Natural, preempt.	5x =Cue	INOUT EVEL BY	DDING
						HIGH LEVEL BIDDING	
5♦		8	No	Natural, preempt.	5x =Cue	Last Train and Serious 3NT when M agreed	
						Exclusion Blackwood (0,1,1+Q,2,2+Q) Cue Bid 1st or 2nd round control	
-						Cue bia 1" or 2" round control	
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