

DEFENSIVE AND COMPETITIVE BIDS
OVERCALLS (Style: Responses: 1/ 2 Levels; Reopening)
1 st level overcalls: 5 ⁺ card (rarely could be 4 card)
2 nd level overcalls 10 ⁺ pts. 5 ⁺ card
Jump overcalls blockative 6 ⁺ card
Cue-bid: 3+ fit 11+ pts.
Rarely could open game with 5+ pts from 3 rd position.
INT OVERCALL (2./4. Responses; Reopening)
Only from 4 th position balanced nt 11-14
From 2 nd position 14~15-17
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls weak
1x/2NT: smallest suits
DIRECT & JUMP CUE BIDS
1♦/2♦: ♠ + ♥
1M/2M : Other major + minör
1♣/2♦ : Majors
1♣/2♣: Natural
Vs NT (Strong/Weak; Reopening;PH)
Vs Strong : From 2 nd pos. x points, 2♣: Majors, 2♦: A Major
2♥/♠ with minor.
From 4 th position dbl 11-14, 2cl majors rests natural.
2NT : Minors
Vs weak NT : 2♣ : Majors rests nat. DBL 12+ pts
PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL:T/O , 2NT : 15-17 HCP
Lebensohl
Vs. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣: DBL: balanced 12 + pts, 1nt: minors, 2♣: nat, 2♦: majors.
VS OPPONENTS' TAKEOUT DBL
1M-X-XX: 10+pts. generally no fit, 2NT: 3+fit inv+,3M: block
1m-X-1♥/1♠ 4+ cards.

LEADS AND SIGNALS			
ATTACK STYLES			
	Attack	Partners' suit	
Vs Suit	3-5	3-5	
Vs NT	2-4	3-5	
Others: Intention to A, Count to K			
ATTACKS			
Attack	Vs. Suit	Vs. Nt	
Ace	AKx(x), Ax(x)	AKx(x), Ax(x)	
King	AK, KQx(x)	KQ109x, AKJ10x	
Queen	QJ(x)	QJ10x, QJ9x, KQ10x, KQJx, AQJx,	
Jack	AJ10(x), KJ10(x)	AJ10(x), KJ10(x), JT(x),J	
10	10x, 109x(x) or H109(x)	10x or H109(x)	
High-X	xxXx Xx	xXxx, xXx	
Low-X	HxXx	(Hx)xxX, xxxXx	
SIGNALS by PRIORITY			
	Partners' Lead	Declarers' Lead	Discard
1	Encourage		High encouraging
Vs Suit 2	Count		
3	Preference		
1	Encourage		High encouraging
Vs NT 2	Count		
3	Preference		
Signals (Including Trumps):			
Standard Carding, High Encouraging			
High Smith Echo			
DBL'S			
TAKEOUT DOUBLES (Style Responses; Reopening)			
10+HCP distributional or 12+HCP balanced			
SPECIAL, ARTIFICIAL, COMPETITIVE DBLS/RDLS			
1M - 2X - 2M - 3X - DBL: inv if have steps to make trial, x's penalty.			
1M - 2X - 2M - 3X - 3M : to play (ie: 1♠ 2♣ 2♠ 3♣ DBL: Pen)			

TBF CONVENTION CARD
CATEGORY: OPEN
MP NO: 063569-353936
PLAYERS: AHMET ONUR AKBIYIK-ATAMAN
AYDOĞDU
SYSTEM SUMMARY
GENERAL APPROACH and STYLE
5 card Major, 1M-1NT:5-12 hcp semi forcing
2/1 GF
3X ve 4M openings weak.
3. & 4. Position drury 2♣:3card fit 2♦:4 card fit 2nt 4card fit unbalanced.
1nt 14~15-17 2nt 20-21
Inverted minör game forcing, criss cross rise (i.e 1♣-> 2♦) inv.
SPECIAL BIDS REQUIRING DEFENSE
2♣: artificial, 22+pts or 18+pts unbalanced hand, F1
2♦: 18-19 pts. balanced
2♥/♠: Weak one suit.
3NT: Solid Minor
1M-2NT: Jacoby (GF)
1M-3♣/♦: Bergen
1M-3NT: gambling contains defensive trick.
Michael's Cue Bid
1m-2♥: 4+♥&5♠5-8hcp
1m-2♠ : 4+♥&5♠ 9-11hcp
Lebensohl
1x -1y -1z -2♣ :transfer to ♦ (xyz)
1x-1y-1z - 2♦ : GF (xyz)
1x-1y-1z-2NT : transfer to 3♣ (xyz)
SPECIAL FORCING PASS SEQUENCES
1x/DBL/RDBL:F1♠
If it is known we have lots of points pass shows a hand that wants to overbid and dbl shows intention to play.
IMPORTANT NOTES
Unusual NT
2-way Checkback xyz
PSYCHIC: Rarely.

OPENINGS	MARK IF ARTIFICIAL	MIN # of CARDS	NEG.DBL				
				EXPLANATIONS	RESPONSES	SUBSEQUENT ACTIONS	COMPETITIVE BIDS
1 ♣		3		10-20HCP	2♣: inverted minor, 2♦: fit + inv , 2♥:5♠& 4♥ 5-8 pts, 2♠:5♠& 4♥ 9-11 pts.	2way checkback, Inverted minor GF, Criss cross rise inv , xyz	Criss cross rise inv.
1 ♦		3		10-20HCP	2♦: inverted minor, 3♣: fit + inv, 2♥:5♠& 4♥ 5-8 pts. , 2♠:5♠ & 4♥ 9-11 pts.	2way checkback, Inverted minor GF, Criss cross rise inv, xyz	Criss cross rise inv.
1 ♥		5		10-20HCP	1NT : semi fnt , 2♥ 3+ fit 8-10 pts., 2♠:3 card fit inv., 3♣/3♦ : Bergen, 3♠/4♣/4♦ : splinter (10-12) 2NT : Jacoby GF.	1♥-2♥ : 2♠, 3♣ , 3♦ : Long Trial	Drury
1 ♠		5		10-20HCP	1NT : semi fnt , 2♠ 3+ fit 8-10 pts ,3♣/3♦ : Bergen. 3♥: 3 card fit inv, 4♣/4♦/4♥ :splinter (10-12pts) 2NT : Jacoby GF.	1♠-2♠ : 3♣, 3♦ , 3♥: Long Trial	Drury
INT				(14)15-17HCP	2♣ :stayman (Must have 4 card Major) 2♠range asking or clubs. 3♣: Puppet Stayman 3♦: 5-5 gf minors 3♥:1345,1354 3♠:3145,3154 4♣/4♦ : transfer 4♥/4♠ (SATT) , 4♥/4♠:To play.		
2 ♣	x			Balanced 22+ pts or unbalanced 18+ pts.	2♥ : 0-3 pts, 2♠ : 5+ ♠ 8+ pts, 2NT 5+ ♥ 8+pts , 3♣ 8+ pts (it is possible 4 card Major beside) 3♦ : 8+ pts Diamonds no 4 card M, 3♥/3♠: 4 Card M & 5+♦	2♣ 2♦ 3♣ 3♦ (Question) 3♥/3♠: 4card ♥/♠ 3NT: No 4 card Major.	
2 ♦	x			18-19 Any Balanced	*2♥/2♠: Xfer to NT 2NT: Xfer ♣ (It contains only to play one card major)* 3♣: Xfer to ♦ 3♦: Asking 5 card major 3♥: 1345 or 1354 3♠: 3145 or 3154 3NT: To play 4♣/4♦ : transfer 4♥/4♠ (SATT) , 4♥/4♠:To play	*2♦-2NT 3♣ - 3♦ : xfer to ♥ to play. 3♥: xfer to ♠ to play. *First 2♥ and then xfer to ♥ 5-5 M's choose contract; first 2♠ and then xfer to ♠ 5-5 M's Slamish.	
2 ♥		5-6		♥ weak	2NT: Asking	Returning to opening suit shows bad hand. Rest shows value.	
2 ♠		5-6		♠weak	2NT: Asking.	Returning to opening suit shows bad hand. Rest shows value.	
2NT				20-21 balanced (May contain H singleton)	3♣ :stayman , 3♦/3♥ : transfer (if completed no fit), 3♠: minor stayman 3nt: To play 4♣:♥r, 4♦:♠ 4♥: Slam offer from ♣ (4NT,5m reject to plat, If accepted responses keycard ansfer started from 2KC+Q) 4♠: Slam offer from ♦ (4NT,5m reject to plat, If accepted responses keycard started from 2KC+Q)	2NT 3♠ 3NT 4♣: minor hand long clubs slamish 4♦: minor hand long diamonds slamish	
3 ♣		6		Pre-empt			
3 ♦		6		Pre-empt			
3 ♥		6		Pre-empt			
3 ♠		6		Pre-empt			
3NT				gambling			
4 ♣		7		Pre-empt			
4 ♦		7		Pre-empt			
4 ♥		7		Pre-empt	Cuebid asks control.		
4 ♠		7		Pre-empt	Cuebid asks control.		
4NT				Asking ACE's	5♣:0, 5♦:♦A, 5♥:♥A, 5♠:♠A, 5NT: ♣A, 6♣:♣&♠ A, 6♦:♦&♥ A, 6♥:Separate A		
5 ♣		8				HIGH LEVEL BIDDING	
5 ♦		8				RKBC : 1403	
5 ♥		8				DOPI/ROPI, Voidwood 0,1,2,2+Q,3,3+Q	
5 ♠		8				Question to Q of Trump; Returning to trump shows no Q of Trump.	