


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5 - 17 HCP, Cuebids: F1.
Jump fit: pre-emptive, to 1 level overcalls New suit: NF (6-16)
To 1 level overcalls : 2x qbid : support or 12+ any
: 3x : 4 card supp + 8-10
:2nt : 4 card supp + inv. +
:3y: 14+ good suit.
:1nt: 8-14
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
(14+) 15-18 HCP, responses same as 1nt opening
4 th position: 10 - 14 HCP for minors, 2♣ : range ask, transfers
12 - 16 HCP for majors, 2♣ : range ask, transfers
2nt: 18-19, 3NT to play
JUMP OVERCALLS (Style; Responses; Unusual NT)
2♥, 2♠ : weak (can be intermediate hand if p has passed hand)
1♣ - 2♣ : natural - 1♣&1♦- 2♦ -= Majors
1x - 4♣ : offensive hands with ♥s; 1x - 4♦ : ♠s. offensive
Reopen: 2x :11-14 points,6 - card suit – 3x :11-14 points 7 card suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Micheal's cuebid
Jump cuebid asks for stopper, mix raise
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ majors, 2♦ a weak major, 2♥ – 2♠ natural
DBL : penalty 15+ if balanced or penalty with suit
2NT : CL or CL+Other, 3NT: 6-5 Minors, 3CL: D or D+Other
3D : H (good hand), 3H: SP (good hand), 3SP: 6-5 Majors
2 suited hand could be strong
4 th position: 13+ for passed hand dbl = 5 minor + 9 -11 points
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL: T/O, LEBENSOHL on doubles against weak two openings
3x Cue bid : asking for stopper.
No Lebenshol after reopening DBL
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ or 2NT
1CL-DBL : Majors – 1CI-1NT : Minors
1 and 2 level overcalls are natural, (except 2NT)
DBL : CL
OVER OPPONENTS' TAKEOUT DOUBLE
XX: 10+ HCP (with no supp.)
2NT: Truscott over Major, 55mm 5-8
After 1Major DBL → 2x: Transfer, 3x= 8-11 with good suit +4fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / 5 th	3 rd / 5 th	
NT	2 nd / 4 th	3 rd / 5 th	
Subseq	Attitude	Attitude	
Other: Smith echo low encouring.(Nt)			
Smith echo suit preference to trump, if possible(Suit)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Same	
King	KQ(+)	KQ109(+), AKJ10(+)	
Queen	QJ(+), Qx	QJ10(+), KQ(+)	
Jack	J10(+), Jx	Same	
10	H109(+),109,10x	Same	
9	9x, 98x(x)	9x, 9xx	
Hi-X	Sx, xxxxS,	Sx, HxxSx,	
Lo-X	xxS, xxxxS	Xxx, xXxxx, HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Hi/Lo: E	Discarding
1	Hi: Enc.		Hi : Encouraing
Suit 2	Hi/lo: E		
3	K wants count		
1	A&D wants encou.	Hi/lo: E	
NT 2	Hi:Enc.		Low: discouraing.
	K wants Deblock		
	A&D wants encou.		
3	Hi/lo:E		
Signals Trumps: suit preference if possible			
DOUBLES			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10 + HCP with usual distribution			
Cuebid: F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG dbl thru 6 hearts			
After 1♣ and 1♦ opening if overcalls at 1 level for dbl see next page.			

CONVENTION CARD

PLAYERS : URAS SAMİOĞLU BORA BELGU
MP NO : 343200 340210
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card MAJOR, weak 2 openings, 2/1
1NT: (14)15-17(18), 2NT: 20-21
1NT: (11)12-14(15), White vs Red
1M / 2♣ : GF 0 + ♣, 1♥ / 2♦ : GF, 1♠/2♥ : GF
1CL -2CL Any GF (inc. 4 card Major)
1D – 2CL Any GF (inc. 4 card Major)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♥, 2♠: weak, 6cards (8-10) except (red vs white)
3 NT : gambling solid minor
2♣ : Any Strong
2♦ : Multi (1 long Major or 18-19 Balanced) (limits changes on vul or nonvul)
1 M – 2NT : some support hands,6 - 15 points
1 M – 3 NT : support with bad hand (no sing.)
1 M – 3x natural 9-11 invitation
1 M – 4 M: support with bad hand (with sing.)
Opps 2NT dbl:cl, 3cl:D or D+Other ...3Sp MM, 3NT mm
Opps 2cl dbl:MM,2x: nat, 2nt: CL or CL+Other, 3cl:D or D+Other ...3Sp MM, 3NT mm
Drury with 2♣ and 2D for 3 rd and 4 th place.
Support Dbl and Support Rdbl
SPECIAL FORCING PASS SEQUENCES
1x – DBL – RDBL – forcing up to 2♠
IMPORTANT NOTES
PSYCHICS: rarely

OPENING				MIN. NO. OF CARDS			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		2	6 ♥	(10) 12 - 22 HCP	2-way cb ,tx system, xyz	1 ♣ - 1 ♦ (H), 1 ♣ - 1H (SP), 1 ♣ - 1Sp (D or Nt), 1 ♣ - 1NT (9-11),	
					After nt rebid 2nt=puppet to 3cl 1cl 1sp	1 ♣ - 2 ♣ GF, 1 ♣ - 2D(3-8) Multi, 1 ♣ - 2H (5Sp+4H 3-8), 1 ♣ - 2Sp(5-5 mm 9-11) 1 ♣ - 2Nt (mm 3-8) 1 ♣ - 3x(block), 1 ♣ - 3Nt (nat),	
1 ♦		3	6 ♥	(10) 12 - 22 HCP	2-way cb, 2CL: Any GF (no 5 card major), xyz	Same as cl op. (no tx)	
1 ♥		5	6 ♥	(10) 12 - 22 HCP	Splinter: 11-13, 2NT:support 6-14 (3-4 supp.) 3x		drury
				May have rarely longer minor	1nt semi-forcing (0-7 with fit, 5-11 without fit) 2CL: Any Gf, 2SP&3X: invitation, 2D: natural GF 1h-1sp – 3sp min.	1H -2CL 2D&SP: nat, 2NT: CL 1h-1sp – 2sp (see suppl.) 1h-1nt – 2sp(see suppl)	
1 ♠		5	6 ♥	(10) 12 - 22 HCP	Splinter: 11-13. 2NT:support 6-15 (3-4 supp.) 3x inv. 3nt: 8-10 no sing, 4h 3-7 with sing.	1sp -2CL 2D&H: nat, 2NT: CL 1sp- 1nt – 2cl(1+cl) 1sp-1nt – 2sp(see suppl)	drury
				May have rarely longer minor	Same as 1 ♥		
1 NT		-	-	(14)15-17 BAL or Semibal. 11-14 if white vs red	2 ♣ : Stayman, 2 ♦ / ♥ : JACOBY tx		
					2 ♠: ♣ or invitation 2NT:D 4 ♣ / ♦ : SA texas xfer, 4♥/4♠: to play, 4NT: QUANT	After stayman and 2d respond, some tx and relay system	
2 ♦	✓	-		Multi- 1 long major or 18-19 balanced	3cl: 5+H GF, 3D 5+SP GF (limits change vul, nonvul.)	After 3cl – 3H means 2-3 H	
				Limits change	2NT asks suit and strength	After 3dl – 3SPmeans 2-3 SP	
2 ♥		6 (5)	-	Weak (8-10) hcp or 0-7HCP	2sp : asks sing, 2NT&3x : tx	Opp vul vs nonvul- 0-8 points	
2 ♠		6 (5)	-	Weak (8-10) hcp 0-7HCP	2NT: asks sing, 3x: tx	Opp vul vs nonvul- 0-8 points	
2NT		-	-	20 - 21 HCP BAL.	3 ♣: stayman 3 ♦ / 3 ♥ : tx, 3sp: tx to 3nt	4cl:d, 4d:cl slam inv., 4h,4sp: slam	
3 ♣					4 ♦ = slam intrest. 5 ♣,5♦ : to play weak		
3 ♦		6-7	-	Preemptive	4CL: slam interest	Except we are on vul. And opponents non vul 3 ♣,3♦ openings can be aggressive.	4nt: asking for Aces.
3 ♥		6-7	-	Preemptive	4x: asking control on this suit		
3 ♠		6-7	-	Preemptive	4x: asking control on this suit		4nt: asking for Aces 4nt: asking for Aces
		6-7	-	Preemptive			4nt: asking for Aces 4nt: asking for Aces
3 NT	✓			Solid Minor	4 ♣:P/C 4 ♦: relay, want to play slam.		4nt: asking for Aces 4nt: asking for Aces
4 ♣				weak			
4 ♦		7-9		weak			
4 ♥	✓	7-9		Preemptive to play			
4 ♠		6		Preemptive to play		HIGH LEVEL BIDDING	
4 NT	✓			2 losers hand	Asking specific aces	RKCB (14 - 03)	
5 ♣		7		Preemptive to play			
5 ♦		7		Preemptive to play		depo, repo, dopi, ropi	
						Responses to Exclusion : 0, 1, 1+Q , 2, 2+Q	