


DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
5 - 18 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	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
(14+) 15-17 HCP, responses same as 1nt opening	
4 <sup>th</sup> position: 10 - 14 HCP for minors, 2♣ : range ask, transfers	
12 – 16 HCP for majors, 2♣ : range ask, transfers	
2nt: 18-19	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
2♥, 2♠ : weak –(unless red vs white and after partner pass)	
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	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Micheal's cuebid	
Jump cuebid and 3nt = 6M5m 10-15	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
2♣ majors, 2♦ a weak major or 55 Strong , 2♥/2♠ 4Card with a long minor – 2nt =positive relay with other major, 3x=p/c	
DBL : penalty 15+	
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 (65)	
4 <sup>th</sup> position: 13+ for passed hand dbl = 5 minor + 9 -11 points	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
DBL: T/O, LEBENSOHL on doubles against weak two openings	
Jumped 3h/sp= dbl then h/sp, dbl=t/o or 55 strong	
No Lebenshol after reopening DBL, 4x=55,65 offesive	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ or 2NT</b>	
1CL-DBL : Majors – 1CI-1NT : Minors	
1 and 2 level overcalls are natural, (except 2NT)	
DBL : CL	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
XX: 10+ HCP (with no supp.)	
2NT: Truscott over Major, Weak over Minor	
After 1Major DBL → 2x: Transfer, 3cl:6-9hcp, 3d 6-9 4card no sing.	

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> / 5 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>
NT	Attitude	3 <sup>rd</sup> / 5 <sup>th</sup>
Subseq	Attitude	Attitude
Other: Smith echo small encouring.(Nt)		
Smith echo suit preference to trump, if possible(Suit)		
<b>LEADS</b>		
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,	9x, V98(xx)
Hi-X	Sx, xxxxS,	Sx, HxxS, Hxx
Lo-X	xxS, xxxxS	Xxx, xXxxx, 8xx
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Hi/Lo: E
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		
<b>DOUBLES</b>		
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<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
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<b>10 + HCP with usual distribution</b>		
Cuebid: GF or 44MM 8-10 or 55MM 5-7		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
NEG dbl thru 6 hearts		
After 1♣ and 1♦ opening if overcalls at 1 level for dbl see next page.		

CONVENTION CARD	
	
<b>PLAYERS</b>	<b>URAS ŞAMILOĞLU BORA BELGU</b>
<b>MP NO</b>	<b>343200 340210</b>
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
5 card MAJOR, 2/1, 2H&SP=10-14 6-7 card	
1NT: (14)15-17, 2NT: 20-21 (1Nt=11-14 WvsR)	
1M / 2♣ : GF 0 + ♣, 1♥ / 2♦ : GF, 1♠ / 2♦ : H's GF or to play 1M/3x inv. 1sp/2h = Dia's GF	
1CL -2CL GF (any GF no 5 card major exp.65)	
1D – 2CL Any GF (any GF no 5 card major exp.65)	
1cl=2+ ,1d=5+ or 4441	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2♥, 2♠: 10-14 6-7 cards (8-10)	
3 NT : gambling solid minor	
2♣ : Any Strong	
2♦ : Multi: a weak long major or 18-22 4441 or 18-19 bal or 25-27 4333	
1 M – 2NT : some support hands,6 - 14 points or GF with decisive hand	
1 M – 3 NT : support with 8-10, no sing	
1 M – 3x natural 9-11 invitation	
1 M – 4 M: gambling with sing.	
Drury with 2♣/ 2dia for 3 <sup>rd</sup> and 4 <sup>th</sup> place.	
Support Dbl and Support Rdbl	
(WvsR; 1D=1+ , 1Cl = any 1nt opener (15-17) or natural long (cl can be short))	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
1x – DBL – RDBL – forcing up to 2♠	
If we bid game 4h, then fpass begins	
Opps bid 3,4,5 at 3.seat, pass=forcing, dbl= penalty (WvsR)	
If we 1h -pass/1sp- 2h/2nt/3x- 4sp (fpasss begins)	
<b>PSYCHICS: rarely</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		2 (1)	6 ♥	(10) 12 - 22 HCP	2-way cb ,inverted minor, xyz, 2CL: Any GF (no 5 card major)	1 ♣ - tx system	1 ♣ - tx system
						1 ♣ - 1d=h, 1h=sp, 1sp =tx to nt, 1nt=55-65majors up to inv.,or GF mono major suit, 2cl any gf, 2d= multi up to 8, 2h=5sp4h, 2sp=5sp-5h, 2nt minors gf or to play	After overcall tx system
1 ♦		3	6 ♥	(10) 12 - 22 HCP	2-way cb ,inverted minor, xyz, 2CL: Any GF (no 5 card major)	No tx system unless overcall	
1 ♥		5	6 ♥	(10) 12 - 22 HCP	Splinter: 11-13, 2NT:support 6-14 (3-4 supp.) or gf with strong and fit		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 -2CL 2D&SP: nat, 2NT: CL	
1 ♠		5	6 ♥	(10) 12 - 22 HCP	Splinter: 11-13. 2NT:support 6-14 (3-4 supp.) 3x=inv.	1sp -2CL 2D&H: nat, 2NT: CL 1sp-2d=h's gf or to play, 1sp-2h=dia's GF	drury
				May have rarely longer minor	Same as 1♥		
1 NT		-	-	(14)15-17 BAL or Semibal.	2 ♣ : Stayman, 2♦ / ♥ : JACOBY xfers		
					2 ♠: ♣ or inv to 3nt 2NT:D or minors to play 4 ♣ / ♦ : SA texas xfer, 4♥/4♠: to play, 4NT: QUANT		
2 ♦	✓	-		Multi- 1 long major or 4441 18-22 or 18-19 balanced or 25-27 4333	2h=waiting, 2sp to play, 3x=GF, 2nt asks	2d-2h ; 2d-2h ; 2d-2h ; 2nt=18-19 3nt=25-27 3cl =d sing 18-22	
					2NT asks suit and strength		
2 ♥		6 (5)	-	10-14 hcp, 6-7card	2sp : asks sing, 2NT&3x=inv. 4x=GF natural	2h-3x-dbl=inv.	
2 ♠		6 (5)	-	Weak ( 8-10) hcp	2NT:asks sing, 2NT&3x=inv. 4x=GF natural		
2NT		-	-	20 - 21 HCP BAL.	3 ♣: stayman 3♦ / 3♥ : JACOBY XFER		
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	✓			minors		RKCB (14 - 03)	
		7		Preemptive to play			
5 ♦		7		Preemptive to play		depo, repo, dopi, robi	
						Responses to Exclusion : 0, 1, 1+Q , 2, 2+Q	