

Halil Sedat INSIDE							
Open..	ART	Cards	Neg X	Description	Responses	Subsequent Auciton	Competitive and Passed Hand Bid
1♣ 1♦		3	6sp	11-21 HCP	1m-2sp = 9-11HCP INV with SUPP Inverted minor=FG 3m= 5-8 HCP UNBAL, 2NT=11-12 HCP 2♥/ = 5c♣,4+c♥ weak 3NT=13-15 to play 1♦-3♥/♠ = SPL, 1♣-3♦/♥/♠=SPL INV 4♥/♠ = NAT to play	1cl-1d-1nt any bal may have 4 cardM orMs 1cl 1d 1M unbalanced 4th suit gf 3 way checkback 1m-1x-2nt gf can be single suit tr responses	1m-(1h)-1sp=-3 cards sp x=4-5 sp 2 h 6+sp any strength 1cl-(1d)-x =4-5 h 1h =4-5 sp 1sp=Majors max3 cards 2d=6+h 2h=6+sp 2sp=limit or better 2♦=anyM, 2M=M+m,2NT=m+m
1♥ 1♠		5	4♦	11-21 HCP	2M= 3 cardslimit SUPP, 3/4M=PRE 1NT= sf (no fit) 1♠-2♥ = FG 1♠-2♣ =may be 2 cards 1♠-3♥ = Hs inv 2NT=3-4 cards inv 3m= nat inv 1h-3sp 1sp-3NT mini splinter 1h3nt short sp splinter 12-bad 15 1M-4x splinter 12-bad 15	1♥/♠-2NT-3♣(soru)-3♦=7-9 4card, 3M 3 card inv 3OM 10-114 card After 1♥/♠-1NT; 2NT=17-19 (UNBAL), 3cl soru responses nat 4 card 1M-1NT-3x 5-5 forcing 1M-1NT4x self splinter 1M-1NT-3NT 6-3-2-2	passed hand 2 cl drury aggressive 2nt 4 card with shortage 3x fit with suit mini splinter on with unusual maxs
1NT				14-17 HCP BAL	STAY, 4 way TRF, 1NT-3♣ = mm weak, 3♦=mm FG 3♥/♠=5-4 in ♣/♦ singleton ♥/♠ 4♣/♦=TRF, 4♥/♠=To PLAY	1NT-2♦-3♥ = 15 HCP 4cards ♥, 1NT-2♥-2♠-4♣/♦/♥=SPL,4♠=BAL S/T 1NT-2♦-2♥-2♠=MM INV, 1NT-2♥-2♠-3♥=MM,FG, 4♥=S/S,4NT=QUAN After1NT-2♠-2♣: 3♥ =fit any S/S,4♦=BAL INV, 3♦=NAT,4c♥, 4♠=KC	
2♣	ART			BAL ise 22+HCP	2♦=R 2M nat 2NT cls 3cl ds 2dMS 3Md s+4c	2cl 2d 2h relay 2sp than 2nt 24+bal 3M ds +4 card M	2♣-(any)-pas=5+, DBL=4-
2♦		5		agg weak	2NT=F ns nf		2♦-(X)- XX=Renk Sorusu
2♥/♠		5		agg weak	2NT= F ns nf	2♥-2NT - 3m - 3♥/4m =S/I	
2NT				20-21 HCP BAL	puppet stayman 4cl Ms 4d-h tr 3♣=Renk Sorusu 4♣/♦=TRF, 4♥/♠=to play	after puppet nat	
3♣		6		PRE	4d f		
3♦				PRE	4cl f		
3♥		6		PRE	4cl f		
3♠				PRE	4cl f		
3NT		7		SOL m	4♣/5♠=P/C, 4♥/♠=To Play, 4♦=ASKS/S	3NT- 4♦-4♥/♠=S/S, 5m=om S/S, 4NT=no S/S	
4 any				PRE	NAT	HIGH LEVEL	
5m				PRE		KCB(4NT or 4♣)- 1403, VOIDWOOD - 03-14-2-2+Q DOPE ROPE	
6 any							
5NT							
6NT							

DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS (Style; Responses; 1/2level; Reopening)			OPENING LEADS STYLE					
General Style:Level 1:6+HCP 4+cards, Level 2:10+HCP 5+cards Responses:1/1 2/1 2/2 nf 3/2 F 2nt limit fit over our M overcall JumpRaise=PRE, (1♥) - 1♠ - (2♦) - X =9-11 HCP ♣ suit+♠ tolerans		Lead	in Partner's Suit			Category	NAT / GREEN	
	Suit	3rd / 5th	3rd			Country	TÜRKİYE	
	NT	2nd / 4th	ATT			Event	ALL	
	Subseq	ATT	ATT			Players	NİSO ESKİNAZ ÖZGÜR KANLI	
	Other							
	LEADS						SYSTEM SUMMARY	
INT OVERCALL(2nd/4th Live; Responses; Reopening)						GENERAL APPROACH AND STYLE		
2nd: VS. m :15-17 HCP; VS. M :15-18 HCP Response: Same As Opening 4th: 11-14 HCP Response: 2♣=ASK Range	Lead	Vs.Suit		Vs. NT		5 CARDS MAJORS		
	Ace	AKx,Ax,AKJx,AKxx		AK,AKx,AKJx		LONGER MINOR (1♠ IF 3-3) (1♦ IF 4-4)		
	King	KQ,KQxx,KQTx,Kx,AK		AKJT,AKJxx,KQJxx		SEMİ FORCING NT OVER 1M OPENINGS		
	Queen	QJT,QJx,Qx		KQ,KQx,KQTx,KQJx,QJ		1NT Openings:15-17 HCP		
	Jack	KJT9,AJT9,Jx		AJTx,KJTxx, JT9,JT,Jx		2 OVER 1 Responses : FG		
	10	AT9, KT9,QT9		AT9, KT9,QT9				
JUMP OVERCALLS (Style;Responses;Unusual NT)	9	9x		T98x,T9x, T97x,9x		SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
1-Suit: WJO 2-Suit: (1x)-2NT=LOWEST SUITS, Reopening:INTERMEDIATE, 2NT=19-21 HCP	Hi-x	COUNT		COUNT		OPENINGS:		
	Lo-x	COUNT		COUNT		3NT = SOL m, NO O/S ACE or KING		
	SIGNALS IN ORDER OF PRIORITY					RESPONSES:		
DIRECT and JUMP CUE BIDS	Suit:1st	UDCA	UDCA	UDCA		2♣ DRURY		
Direct: MICHEALS CUE (6-10) or 15+	2nd					TRF after 1m-1any- 2NT		
Jump Cue: Asks for stopper	3rd	SP	SP			3 WAY CB		
Response:CUE=F1, 2NT=ASK LIMIT	NT: 1st	SAME		SAME		1♥-2♠ = 3c SUPP INV 10-11 HCP		
	2nd							
	3rd							
VS. NT(vs. Strong/Weak; Reopening; PH)	Signals (including Trumps):					1m-2♥ = 5c♣, 4c♥ WK		
X=4cM+longer m,2♣=MM,2♦=anyM, 2M=5+M 5+m, 2NT=mm	TRUMP ECHO SHOWS RUFFING VALUES/rev smith					1NT-3♣ = mm WK		
R/O: same								
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES					COMP:		
VS.MULTI, DBL=T/Ofor sp, 2NT=15-18HCP, 3♥=MINOR SUITS, 3♠=♠+m, 4♠=♠+♥, 4♦=♦+♥, 4♥/♠=To PLAY, VS.3♣: CUE=MAJORS, 4♦=♦+M VS.3♦: CUE=MAJORS, 4♠=♠+M VS.3NT(Gambling): 4♠=55MM S/T 4♦=55MM VS.3M : 4M=mm, 4NT=mm S/T	TAKEOUT DOUBLES(Style;Responses;Reopening)					After 1m-(1NT),		
	Style: MIGHT BE LIGHT					x=PEN, 2♣=MM,2♦=anyM-2M=M+m, 2NT=m+m		
	Response: CUE:F1, WHEN RHO RAISES THE SUIT					(1♠)kısa olabiliyorsa-2♠ = NAT, 2♦ = MM		
	R/O:May be light					(1NT)-X=Mm, 2♣=MM, 2♦=anyM, 2M=5+M5+m, 2NT=mm		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMP DOUBLES/REDOUBLES					(1NT)-Pas-(Pas)-same		
VS 1♣/1NT sing suit 2x suit and a higher	non v double of splinter intrested in sac					SPECIAL FORCING PASS SEQUENCES		
OVER OPPONENT'S TAKE OUT DOUBLE	vol d of splinter asks for lower sits					when we bid game with established force opps preemp 2cl opp		
rd ususally no fit maybe 3 card inv						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
						Psychics:		