

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
General Style: Level 1: 6+HCP 4+cards Level 2: 10+HCP 5+cards Responses: CUE=GF, JumpCUE= 3rd level NAT with 4 card fit, 4th level SPL. NewSuit=F1, JumpNewSuit=G/T, JumpRaise=PRE :8+HCP, CUE=F1, 1NT=11-14 BAL , 2NT=18-19 R/O		Lead	in Partner's Suit		
	Suit	3rd / 5th	3rd		
	NT	4th-2nd	3rd		
	Subseq	ATT	ATT		
1NT OVERCALL(2nd/4th Live; Responses; Reopening) 2nd: VS. m :15-17 HCP; VS. M :15-18 HCP Response: Same As Opening 4th: 11-14(15) HCP Response: 2♣=ASK Range 2♦/♥/♣/2NT=TRANSFER, 3♣/♦/♥/♠=NAT INV	Other	KANTAR		Category	NAT / GREEN
				Country	TÜRKİYE
				Event	TBF MIX MILLI TAKIM SEÇMESİ
				Players	CEYDA ERYANIK TOLGA ÖZBAY
	LEADS			SYSTEM SUMMARY	
	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE	
JUMP OVERCALLS (Style;Responses;Unusual NT) 1-Suit: WJO 2-Suit: (1M)-2M = OM+Minor , (1♣/1♦)-2♦=MM, (1M)-2NT=Minors (1minor)-2NT=LOWEST SUITS, (1m)-3om/3M= NAT,WK (1any)-3any=ASK Stopper Reopening: INTERMEDIATE, (1m) - Pass - (Pass) - 2NT=18-19 HCP	Ace	AKx,Ax,AKJx,AKxx	AK,AKx,AKJx	5 card major (1♣ 2+ Card) (1♦ 4+ Card) Forc. NT over 1M opening. 2 /1 Responses : GF - 1NT Openings:(14)15-17 HCP	
	King	KQ,KQxx,KQTx,Kx,AK	AKJT,AKJxx,KQJxx,KQ109		
	Queen	QJT,QJx,Qx	AQVx,KQx,KQTx,KQJx,QJTx		
	Jack	JTx,JT9x,Jx	AQVx,JT9x,Jx,		
	10	AJT9x,KJT9,T98x,Tx	AJT9x,KJT9,T98x,Tx		
DIRECT and JUMP CUE BIDS (Style;Responses;Reopening) 1♣/♦ - 2♦ =MAJORS, 1♠-2♣ = NAT. CLUBS Response: CUE=F1, 2NT=ASK LIMIT	9	KT9,AT9,QT9,109x	KT9,AT9,QT9.109x,109xx,1098		
	Hi-x	COUNT	COUNT		
	Lo-x	COUNT	COUNT		
	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
		Partner's Lead	Declarer's Lead	Discarding	OPENINGS:
VS. NT(vs. Strong/Weak; Reopening; PH) VS STR:DBL=PENALTY, [5] 2♣=MM, 2♦=MULTI, 2♥=♥+m, 2♠=♠+m, 2NT=mm, 3♣/♦/ 3♥/♠=NAT WK, R/O: X=MM, ANYSUIT= NAT VS WK NT [5]	Suit:1st	High=Encrg	HI=EVEN	Small=Discrg.	3NT = SOL m, NO O/S ACE or KING MULTI 2♦ = 3-10 HCP WEAK any M or 18-19 HCP Balanced 2♥ = 5 Card ♥ + ANY minor 4+ Card 3-10 HCP 2♠ = 5 Card ♠ + ANY minor 4+ Card 3-10 HCP
	2nd	Count	HI=S/P	EVEN=S/P	RESPONSES:
	3rd	HI=S/P			1♣-2♦ ; 1♦-3♣ : LIMIT RAISE with SUPP
	NT: 1st	SAME		SAME	1♣/♦ - 2♥ = 4+♥ + 5♠ (3-8 HCP) 1♣/♦ - 2♠ = 4+♥ + 5♠ (9-10HCP) 1♥-2♠ = ♠ inv 8-11 HCP 1♠-3♥ = ♥ inv 8-11 HCP
	2nd		HI=Encrg or S/P		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) VS.MULTI, DBL= T/O, 2NT=15-18HCP ; 3♥=mm STR, 3♠=♠+m, 2♥/2♠/ 3♣/♦=NAT,4♠=♠+♥, 4♦=♦+♥, 4♥/♠=to play VS.2♦(if NAT); 3♥=♠+♥;3♠=♠+♠,4♠=MM,STR;4♦=MM,WK 2♥/2♠/ 3♠=NAT,18- HCP, 2NT=15-18 HCP VS.2♥/♠(if NAT);CUE=mm STR ; 4♠=♠+oM ; 4♦=♦+oM,2NT=15-18HCP 3♣/♦/oM=NAT VS.3♠/3♦/3NT: 4♠=MM,STR ; 4♦=MM, TO PLAY VS.3♥/3♠: 4♠=♠+oM (STR) ; 4♦=♦+ oM, STR; CUE=mm STR	3rd				
	Signals (including Trumps):				
	REVERSE TRUMP COUNT SHOWS RUFFING VALUES				
	DOUBLES				
VS. ARTIFICIAL STRONG OPENINGS VS.2♠, 2NT=mm, DBL=MM, Others:NAT VS.1♠, 1♦/♥/♠=NAT,DBL=MM, 1NT=mm OVER OPPONENT'S TAKE OUT DOUBLE RDBL : 9+ HCP , ALL SYSTEM IS TRANSFER IMPORTANT NOTES THAT DON'T FIT ELSEWHERE (1X/NT)-4♣/4♦ NAMYATS ♠=♥ ♦=♠	TAKEOUT DOUBLES(Style;Responses;Reopening)			DRURY 2 Way	
	Style: MIGHT BE LIGHT			COMP:	
	Response: CUE:F1,			After OPP BID 2 SUITS [18]	
	R/O: 8+HCP with S/S			TRF After 1M-(DBL) [17]	
				After 1m-(1NT)= MULTI LANDY [4]	
SPECIAL,ARTIFICIAL AND COMP DOUBLES/REDOUBLES			COMPETITIVE 2NT=LIMIT RAISE		
RDBL			LEB Variations.		
SPECIAL FORCING PASS SEQUENCES			Psychics: NEVER		
2♠ - (any bid above 3SP) - PASS = 5 + HCP, DBL = 0-4 HCP above 3SP opposite					

Open ing	ART	Min. Card	Neg DBL	Description	Responses	Subsequent Auciton	Competitive and Passed Hand Bidding
1♣ 1♦		2 4	4♣	11-21 HCP	1♣-2♦;1♦-3♣ : 9-11HCP INV with SUPP 1♣-2♣;1♦-2♦ : 12+ HCP with SUPP (GF) 1♣-3♣;1♦-3♦ : 0-8 HCP 4+SUPP 1♣/1♦-2♥:4+♥5+♣, 3-8 HCP [3] 1♣/1♦-2♣:4+♥5+♣, 9-11 HCP [3] 1♣- 4♣/ 1♦-4♦ RKCB 1NT:7-10 HCP 2NT:11-12 HCP INV. 3NT:13-15 HCP (3334 or 3343)	1♣/♦-1♥/♣-2♥/♠:11-14 HCP BAL 1♣/♦-1♥/♣-3♥/♠:11-14 HCP UNBAL After 1m-1M-2NT- [1] 1♣/♦-1♥/♣-1NT-2♣=2way-CB STAY [2] 1♣/♦-1♣-1NT-2♥=6♣+4♥ Limit 1♣-1♦-1NT:BAL may have 4 cards M 1♣-1♦-1♥/♠:UNBAL 4+cards ♣/♦ + 4 cards M 1♣-1♥/♠-1NT-2♦=FG Relay,	1♣/♦-(DBL)-2♣/♦= (3-8HCP SUPP) 1♣/♦-(DBL)-2NT=BLOCK 1♦-(DBL)-3♦=Invitation with Supp 1♣-(DBL)-3♣=Invitation with Supp P-(P)-1♣-(P)-2♣=NAT P-(P)-1♦-(P)-2♦=NAT 1♣/♦-(1x)-2NT=BLOCK 1♣/♦-(1x)-2♣/♦=(3-8HCP SUPP) 1♦-(1x)-3♦=Inv with Supp/ 2x=GF with Supp 1♣-(1x)-3♣=Inv with Supp/ 2x=GF with Supp 1♣/♦-(X)-XX=12+ any
1♥ 1♠		5	4♣	11-21 HCP	1M-2M= a) 4-6 HCP 4 card supp b) 8-9 HCP 3 Card sup 1M-3♣= 9-11 HCP ♣INV 1M-3♦= 9-11 HCP ♦INV 1M-2NT= 3-4 Card Supp INV [11] 1♥-2♣= INV ♣ 6+CARD 1♣-3♥= INV ♥ 6+CARD 1M-4X= (12-14)Splinter , 1M-3NT=with Def. Tricks 4+ card Supp	1♥/♣-3♣/4♣/♦/♥=SPL(12-14)	TWO WAY DRURY [15] After OPPT O/C [16a][16b] After OPPT DBL [17] After OPPT 1NT [14]
1NT				15-17 HCP	2♣= inv.; 2♦/♥/♠/NT= TRF [12b][12c] 3♣= PUPPET GF; 3♦=5+5mmFG,4NT=QUANT[12d] 3♥/♠=5+4mm + SING ♥/♠ FG 4♣=Majors, 4♦/♥=TRF ♥/♠, 4♠=Minors to play	After 1NT-2♣ , [12a] 1NT-2♦-2♥-3♣/4♦/♦=SPL,4♥=BAL S/T 1NT-2♥-2♣-4♣/♦/♥=SPL,4♠=BAL S/T 1NT-2♣/NT-2NT/3♣	AFTER OUR NT OPENING DOUBLED [13] LEB WHEN RHO DOUBLES
2♣	ART		4♣	22+HCP ANY 17+HCP UNBAL	2♣=4+HCP, 2♥=0-3 HCP, 2♣=5+ cards in ♥; 2NT=5+ cards in ♣		2♣-(any)-PASS = 5 + HCP DBL = 0-4 HCP
2♦	ART			18-19 HCP BAL or WK 6 cards any M	2♥/♠= P/C [7a], 2NT=F, 4♥/♠= P/C 3♣/♦=NAT F1; 3♥/♠= (P/C) 4♣=ASK TRF of M; 4♦=ASK M [7b]	2♦-2♥/♠-2NT- system on 2♦-2NT- [8a]	2♣-(DBL)-RDBL=ASK suit [8b] 2♦-(AnySuit)-DBL=PEN [9]
2♥2♣				3-10 HCP 5♥+m 3-10 HCP 5♣+m	2NT= (Relay-1RF);3♣=P/C;3♦= FG with ♦; 3♥/♠= PRE ; 3♥(for 2♣)= FG with ♥; 2♣(for 2♥)= FG with ♣; 4♣/5♠=P/C	2♥/♠-2NT-?-----3♣=♥/♠ + ♣ Bad hand ; 3♦=♥/♠ + ♦ (3-7 HCP) 2♥/♠-2NT-?-----3♥=♥/♠ + ♣ Good hand ; 3♦=♥/♠ + ♦ (8-10 HCP)	2♥/♠-(DBL)-RDL=BAL STR, 2NT=CONS, MinSUIT=P/C 3♦=NAT
2NT				20-22 HCP BAL	3♣=PUPP STAY [6] 3♦/♥/♠-4♦/♥=TRF 4♣=MM ; 4♠=mm 2NT-3NT = 5♣+4♥ To play	2NT- 3♦ - 3♥ = fit / 2NT- 3♦ - 3♣ = no fit + 5 cards ♣s 2NT- 3♥- 3♣ = fit / 2NT - 3♣ = either to play or minor hand with GF	WHEN DOUBLED, RDBL=ASK for the suit
3♣ 3♦		6		PRE	3♣-4♦/♥/♠=ASK CTRL, Others=NAT F1 3♦-4♣/♥/♠=ASK CTRL, Others=NAT F1	When responding Control ASK: 1st Step= return to suit	
3♥ 3♠		6		PRE	4♣/♠/4♠=ASK CTRL, 3♣=F1 4♣/♦/5♥=ASK CTRL	2nd Step= Second Round Control 3rd Step=First Round Control	
3NT		7		SOL m	4♣/5♠=P/C, 4♥/♠=To Play, 4♠=ASK S/S	3NT-4♦-4♥/♠=S/S 3NT-4♦-5m=om S/S, 4NT=no S/S	
4♣		7		PRE	4♥ Opening + 1Ace or 1King other suit	HIGH LEVEL BIDDING	
4♦		7		PRE	4♣ Opening + 1Ace or 1King other suit	RKCB - 1403, VOIDWOOD, DOPI, ROPI, CONTROL ASK, DEPO, REPO	
4♥		7		PRE	Gambling	SPL	
4♠		7		PRE	Gambling		
4NT					Asking ACE RKCB		