

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		WBF Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
6-17 HCP Cue :F1 xfer responses after major opening or overcall db	Lead	in Partner's Suit			
Jump Raise = Preemptive	Suit	3. / 5.	3. / 5.	Category: Green	
New Suit = Forcing - jump shift = fit	NT	2. / 4.	3. / 5.	Country: Turkiye	
2 level overcalls are sound	Subseq	Count	Count / smithecho	Event: All open events	
In Balancing Position: jump bids are medium hand (12-14)	Other:	Journal, Top of sequence, 8 from 89H		Tezcan Şen	
		K lead from AK shows AK doubleton or a singleton in anysuit and asks for s		Erdal Olcay Ercan	
1NT OVERCALL (2nd/4th Live; Responses; Reopenin		LEADS		SYSTEM SUMMARY	
2nd Position = 15 - 17(18)	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Responses: Bid as 1NT opening	Ace	AK(+), Ax	AK(+)	Naturel 5 card majors. Transfer responses after our major opening or overcall dou	
4th Position = 10 - 14 2♣ range stayman	King	KQ(+), Kx	KQ10(+), AKJ(+)	Longer Minor - 1♣ if 3-3	
	Queen	QJ, QJx(x), Qx	RQx(+)	Transfer responses after 1♣ openings	
	Jack	J10, J10x(+), KJ10x(+), Jx	J10, J10x(+), KJ10x(+), AJ10x(+)	1NT response is semi forcing after major opening. (up to 12 hcp)	
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	109, 109x(+), H109x(+), 10x	109, 1098x, A/R/Q109x(+)	Inverted minor is GF - 2 way checkback at all possible positions	
1-Suit: Naturel 10- hcp Responses; New suit F1, 2NT asks	9	9x, RJ9, 9xx agreed suit	98x(+)	1NT Openings: 14 - 17 may have 5 cards major	
2-Suit: 1♣ - 2♦ = 5♥/5♠	Hi-x	Sx, xxS, xxxxS	xSxx(+), xSx	2 OVER 1 GF Except minor rebid	
unusual nt unlimited	Lo-x	xxxxS, xxS, HxS, HxxxS	HxxS, HxxSx(+)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: 2NT = 18-20	SIGNALS IN ORDER OF PRIORITY			After 1♣ overcall to our 1♥ opening or overcall transfer responses and limit or w	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	3NT Gamble (solid long minor suit and no K or A at other suits)
Direct Cue Bid = Michaels certain suits (Note 5)	Suit:1st	Hi :ENCRG	Count Hi/lo Even	odd even	Rubenshol after 2 level overcall of 1NT (Note 1)
Jump Cue stopper asking	2nd	Lo/Hi:O			Lebenshol against weak 2s after dbl of 1st seat (Note 2)
	3rd	SP			Responder's jumps are invitation
Reopening: Cue = any strong single or two suiter.	NT: 1st	Hi:ENCRG	Smith Echo hi enc	odd even	1X - 1Y - 1Z - 2♣ is xfer to 2♦ includes ♦s or any invitational hands
VS. NT(vs. Strong/Weak; Reopening;PH) (Note 6)	2nd	Hi/Lo: Even	Hi/Lo : Even		1X - 1Y - 1Z - 2♦ GF (Note 3)
Vs strong; 2♣=Majors 2♦=1 Major or major + minor 2 suit	3rd	SP			Over opps 3♣ opening 4♣ is ♦+ 1M 4♦ is both majors
2♥= ♥+ minor 2♠= ♠+ minor 2NT= minors	Signals (including Trumps):			Over opps 3♦/♥/♠ opening 4♣ is ♣+ 1 major	
dbl like penalty	Playing high in trump suit shows ability to ruff			Against multi 2♦: Dbl 14+ hcp - 3♥ minors - 3♠ ♠+ minor - 4♣/♦ ♣/♦+♥	
Vs weak; 2♠= Majors 2♦= ♥s 2♥= ♠s 2♠= minors 2NT= ♠s 3♠= ♣				4NT opening is specific ace asking	
3♥/♠ = naturel wak DBL = balanced 13+ or any stong han	DOUBLES			1♣/♦ - 2♥ = 5♣/4+♥ 6-9 hcp 2NT asks. Same after dbl or 1♦ overcall to our 1	
Reopening: Same as first seat PH: Same	TAKEOUT DOUBLES(Style;Responses;Reopening)			1♣/♦ - 2♠ = Support invitation	
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	May be light with classic shape			↑ (Note 4)	
DBLs t/o Lebenshol after weak 2 dbl by the first seat	After rdbl pass means you choose				
Cue-bids ; 2♥ - 3♥ = minors 2♥- 4♣/♦ = ♣+♦/3♠ minor	T/o dbl and jump in a suit is F1			SPECIAL FORCING PASS SEQUENCES	
NT bids; over weak 2s 15-18, over weak 3s to play (any ha	Reopen:same as above			1x - DBL - RDBL is forcing upto 2♠	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			If both of us know that we have more than 23 hcp all passes are good hand and
Vs strong 2NT; DBL= Minors, 3♠= Majors	support dbl				
Vs 2♠; 2NT= Minors DBL= Majors	Over 2 suited bids pass and double is penalty, direct dbl and again dbl is t			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Vs Strong 1♠; DBL= Majors 1NT= Minors				We lead top of xxx after we agreed in a suit	
				(Note9)	
OVER OPPONENTS' TAKE OUT DOUBLE					
New suit forcing at 1-level				Psychics: Rare	
RDBL= 10+hcp					
2NT: Limit with support in Major / weak hand with support					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETTIVE & PASSED HAND BIDDING
1 ♣		3	4♣	11 - 21 hcp	1♠= 4+♥ 1♥= 4+♠ 1♠= 4+♠1NT= 6-10	1♣ 2♣ 3♠/♥/♠ shortness	1♣ DBL 2NT 0-7hcp 5+ ♣
					2♣= GF inverted 2♠=♣ invitation	1♣ 2♣ 3♣ long no limit	1♣ DBL 3♣ 8-10 hcp 5+ ♣
					1♣ 2♥= 5♠+ 4+♥ 6-9hcp 1♣ 2♠= 5♠+ 4+♥ 9-11hcp	1♣ 1M 3NT = 19 - 21 shortness with 4 supp	Jump Cue-bid over overcall = Splinter
					3rd suit invitation +	Jump with lower suit over overcall nat inv	1♣ DBL 2♥/♠= 4+♥/♠ and 5+♠
1 ♦		3	4♠	11 - 21 hcp	Single raise inverted minor GF - Double raise weak - 4th suit GF	1♦ 2♦ 3♥/♠ shortness	Same as 1 ♣
					3rd suit invitation + - 1♦ 3♠= ♠s invitation 1♦ 3M naturel weak	1♦ 2♦ 3♦ long suit no limit	
					1♦ 2♥= 5♠+/4+♥ 6-9hcp 1♦ 2♠= 5♠+ 4+♥ 9-11hcp		
1♥ / ♠		5	4♠	11 - 21 hcp	1♥ 2NT= Jacoby 4+♥ can be unbalanced	1♥ 3♣ 10-12 any snl transfer responses	Transfer responses after opps t/o DBL
				May have longer minor	1♥ 3♣ inv 6+♣	1♥ 3NT single spade	Transfer responses after opp's 1 ♣
				(Note 8)	1♥ 3♦ inv 6+♦		↑ overcall to our 1 ♥
					1♥ 2♠ GF good spade suit		After overcall 2NT 3/4 cards inv Cue GF
1 NT				(14+))15-17 may have 5 cards major	2♣ Stayman may not have 4 cards major can be very weak hand	3♥= 3♥ (5/4 minors)	DBL at 2 level is t/o at least invitation
				(Note 7)	2NT= ♦ transfer	1NT 2♦ 2♥ 4♥= ♥ slam int no singleton	
					4♠= ♥ to play or more 4♦= ♠ to play or more		
2 ♣	√		4♠	23+ hcp any or 8/8,5 tricks in any suit(s)	2♦= waiting 4+ hcp 2 ♥= 0-3 hcp 2♠= ♥s 2NT= ♠s 3♠= ♦s 3♦= ♠s		
					3♥/♠= 6+ cards at least 2 of AKQ		
2 ♦		6		weak 1 major or 18 19 balanced	2♥: p/c 2♠: p/c 2NT: ask 3♠: 4+♠ 3+♥ 6+hcp 3♦: 5+♥ 3+♠ 6+ hcp	2♦ 2♥ 2♠ 3♥: ♥s inv 2♦ 2♠ 3♥ 3♠: ♠s inv	
					3♥: 3-3 M 3♠: 3♠ 4♥ 3NT: 4-4 M 4♠: 5-5M slamish 4♦: 5-5M to play or more	2♦ 2♥ 2♠ 4♥: ♥s slam interest	
2 ♥		6		good suit 10 15	2♥ 2♠ : Asks singleton		2♥ 3♠ overcall DBL : Penalty
					2♥ 2NT: ♠s		
2 ♠		6		good suit 10 15	2♠ 2NT: Asks singleton 2♠ 2NT 3♠: single 3♠ to play can bid 4 if good		
					2♠ 2NT 4♠: 6-4 good		
2 NT				20-22 hcp balanced	2NT 3♦ 3♥: 3+♥ 2NT 3♦ 3♠: 5♠ 2♥ 2NT 3♠: transfer to 3NT	2NT 4♠/♦:♥/♠ slam interest	2NT 3♦ 3♥ 3♠: 5-5 GF
3 ♣		7		Natural weak	New suit forcing 1 round	3♣ 4♣ Forcing	
3 ♦		7		Natural weak	New suit forcing 1 round	3♦ 4♦ Forcing	
3 ♥		7		Natural weak	New suit forcing 1 round	4♠/5♠/5♦ controlwood asking for control	
3 ♠		7		Natural weak	New suit forcing 1 round 5♠/♦/♥ controlwood asking for control	High Level Bidding	
3 NT		7		Gambling - Solid minor	4♠= P/C 4♦= asking for suit and distrubition	5 Aces RKCB 14 - 03 - 2 - 2+Q	
4 ♣		8		good 4h opening		Exclusion 0 - 1 - 1,5 - 2 - 2,5	
4 ♦		8		good 4 sp opening		5NT Josephine after support	
4 ♥				Naturel to play		At mixed positions 5NT means pick a slam	
4 ♠				Naturel to play		If we couldnt ask kc with 4NT 5NT is for RKCB	
4NT				Specific Ace asking	5♣= 0 5♦=♦A 5♥=♥A 5♠=♠A 5NT=♠A 6♣= Same colour 2A 6♦= Same size 2A 6♥= mixed 2A	When we ask for trump Q bidding the trump means no Q	
5♣				Naturel to play		4 cl overcall and answer 4h hand	
5♦				Naturel to play		4d overcall and answer 4 sp hand	
5♥				Naturel to play			
5♠				Naturel to play			
5NT							