

DEFENSE AND COMPETITION
SUIT OVERCALL TO ONE OPENING
from 2nd to 1x opening: with 8p+ ve 4+cards
from 4th to 1 opening then 1M overcall
Q bid 100% fit and new suit 1 round forcing
1NT=8-11, 2NT always fit , 3NT=16+
from 4th to 1 opening then 2x overcall
Q bid 100% fit and new suit 1 round forcing
1NT OVERCALL TO ONE OPENING
2nd (14+/17) all answers are same as 1NT
BALANCING NT (10-14p)
transfer system still works, 2cl is for limit asking, its answers are 2d, 2h, 2sp for minimum hands 10-13hcp. 2NT is the maximum hand with 14hcp and if the answer 2NT maximum hand comes then partner bids 3cl for stayman purpose or still transfer.
JUMP OVERCALL TO ONE OPENING
all jump overcalls from 2nd are weak
1cl opening then from 4th (2d/2h/2sp) 12p+ long (3d/3h/3sp) 12p+
Q-BID TO ONE OPENING
2nd michaels and unusual NT
4th very strong hand like 2cl opening
NT OVERCALLS FROM 4TH
1NT=10-14 / direct 2NT=20-22/direct 3NT=23
X then 1NT=15-17 / X then 2NT=18-19
OVERCALL TO 1NT OPENING
2nd multi-landy / X= 5m+4M
4th landy / X= 4+3 majors 11-12
OVERCALL TO WEAK OPENING
X= take-out and all NT declarations natural
2M/3M then 4cl=cl+other M, 4d=d+other M
DOUBLE TO ARTIFICIAL OPENING
X is generally honours and length in that suit
X to 3NT opening is penalty
X to multi and flannery openings is any hand with 12 hcp+

LEADS AND SIGNALIZATION		
lead	numbers	to partner's suit
to trump	3 - 5	3 - 5 or if we gave fit, showing our honours
to NT	2 - 4	3 - 5 or if we gave fit, showing our honours
LEADS		
lead	to Trump	to NT
A	AKx, Ax, AKxxx	AKxx from 4cards
K	KQx, AK, Kx	KQ109x, AKJ109 Private lead
Q	QJx, QJ10x, Qx	QJ10x, KQxxx
J	J10x, KJ10x ,Jx	J10x, KJ10x , Jx
10	Q109xx,109xxx	Q109xxx,109xx
9	9x	9x
X>Y	from doubleton	from doubleton
X<Y	3 cards+	showing honours
SIGNALS		
to trump	to partner's lead	discards
1st trick	like or dislike	odd/even
2nd trick	preference	
to NT		
1st trick	like or dislike	odd/even
2nd trick	smith eco both sides	
DOUBLES		
after rivals overcall with 7 hcp+(take-out)		
we play all: strong hand or support,penalty responsive, for the lead		
ARTIFICIAL DOUBLES		
after penalty X to our 1NT partner's XX is transfer,if X is 5m+4M then our X is 8 hcp+ lets play,in both ways 2cl is always stayman		



European Bridge League
Administering the Mind Sport BRIDGE in Europe

TUNA ELMAS
FIKRET AYDOGDU

SYSTEM
2/1 system and partner's rebid is game forcing after 1NT 2nd multi landy X = 5m+ 4M or 18 hcp+ 4th landy X is balancing (4+3 cards M and 11hcp) if X comes to 1M opening or for 1M overcall , then the transfer system is valid*not for overcall splinters 10-11 hcp and with 4 card fit voidwood (1-4 , 0-3 , 2 with no Q , 2 with Q) all invitational biddings continue if X comes. 2♦ opening is weak 2♥ , 2♠ are weak major openings 1NT forcing answer is always maximum 11 hcp to 1M opening 3cl & 3d are invitations 8-11 hcp 2NT is generally for fit everywhere and if it is 3 cards then is 10-11 hcp, if it is 4 cards can be 7-11 hcp , drury is both from 3 & 4 with 2cl and 2NT 3NT gambling openings , 3rd and 4th color forcing texas , smolen , lebensohl , 4 way transfer two way checkback , 5NT is answered with suit 2♠ opening : 2♥ 0-3 hcp and 2♦ waiting bid GHESTEM , only DEPO-REPO (XX) =is 10op+ and may have fit 3 or 4 cards fit Q quest is answered with the kings inverted minor and mixed raise for 1m openings
FORGING PASS
(1suit) X (XX)= one round forcing after our total points are 23 hcp.

OPEN	artifici	DEFINITIONS	ANSWERS	LATER BIDDINGS	AFTER PASS
1♠/♦		3+ cards	inverted (X system off) , mixed Raise (X system on)	1m (X) 2NT= is the worst hand 0-4 hcp	
1♥/♠		5+cards 1M(suit)2M=(6-10 p) X 1M(suit)3M=blocking(0- 4p) X 1M(suit)4M=gambling X 1M(suit)2NT=invitation X 1M(suit)4X=splinter(10-11p) X from 3rd and 4th drury	1NT is forcing (X system off) and with up most 11 p 1M 3M is block, 1M (X) 3M is block 1M 2cl is artificial, may have very short clubs 1M 2NT is invitation and 1M (X) 2NT is also invitation to both opener's 3cl is slammish, 3d has zone hand 1M 3cl/3d/3h are 8-11 invitations (X system on) 1M 3NT or 1M (X) 3NT 12-15 p are balanced hands splinters are 10-11 p (X system on) <u>3rd and 4th drury answers:</u> only with 2cl and 2NT	a) drury (X system off) b) 1M (X) 1NT=transfer 2x=transfer for 1M overcall the not the same	
1NT		balanced hand (14+/17p)	2cl stayman (may have no 4 card majors) 4d/4h texas transfer, 4 way transfer, lebensohl, smolen 2sp to 3cl, 2NT to 3d transfer (with fit bid the lower step) first 2cl stayman then 3 minor means it is 5c+	1NT 2d/2h (transfer) 2NT=4c fit maximum 3M =4c fit minimum	
2♠	X	a) (22p+) any hand b) with 3 losers 18p+ & all full honours of the suit	2d=waiting bid, 2sp= 2 top honours 8p+, 2h=0-3 p 2NT=8p+ hearts (5+cards and transfer to 3h) dealer can rebid 2NT then all rules of puppet apply	in puppet we use our 4 card M for the the other M , 2c (X) =clubs 2cl (3cl) =both majors	after suit overcall to 2cl X is always strong 4+ and Pass is always weak, XX is like X
2♦		5+ cards weak	new major suit answer is 1 round forcing	Alain Levy transfers	
2NT		(20-21p) may have 5c major balanced, puppet , other 3NT transfers are valid for 3 cards, retransfer and after all bids are natural	a) 3sp transfer to 3NT b) 2NT 3NT = natural c) 3cl=4 card asking d) 4cl 5+5 major dealer chooses e) 4sp 5+5 minor hand f) 4d/4h texas transfer (h or sp) g) 3sp to 3NT then 4h=5cl+4d ve 4sp=5d+4cl h) after 3d/3h if no fit, then we may bid another suit		
2♥/♠ 3♠/3♦ 3♠/3♥		5+ cards weak	new major suit answer is 1 round forcing		
3NT	X	minor of all set, weak hand	a) 4cl= pass-correct b) 4d= single asking c) 4NT keycard	can be very rare psychic bids	
4♠/4♥ 5♠/5♦		7+ cards weak hand			