

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light overcalls at 1-level
New suit at 1-level is F1
New suit at 2-level is 8-11
new suit at 3-level 6+cards invitational (13-15)
Cuebid doesn't promise fit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-17, we play cuebid stayman
4th = 11-14 after 1m/ 12-16 after 1M, range asking Stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1♠) 2♠: Majors if 1♠ is 2+ ♣
Jump overcalls at 2-level is intermediate if we are vulnerable
(1M)→2M: OM+♣, 2NT: ♣+♠, 3♣: OM+♦
Reopen: intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2m: Majors
(1M) 2M: other major + ♣
(1X) 3X: Asking stopper
(1M) 2NT: minors
VS. NT (vs. Strong/Weak; Reopening;PH)
X: Penalty, with passed hand 5m + 4M
2♣: Majors
2♦: 5+ M, 4 th position natural
2♥/♠: 5M-4+ m, 4 th position natural
2NT: minors
Vs Weak: DBL 13+p, 2♣: Majors, 2♦/♥: 5+♥/♠, 2♠: ♣s, 3♣:♦s
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(3m) 4♣: majors, 4♦: om+♥, 4♥: om+♠
(3M) 4m: m + OM
(2♦ multi) 3♥: ♣+♥, 3♠: ♣+♠, 4♠: ♦+♥, 4♦: ♦+♠
(2♥) 3♥: ♠+♠, 3♠: ♠+♦, 4♠: ♣+♠ GF, 4♦: ♦+♠ GF
(2♠) 3♠: ♥+♠, 4♠: ♦+♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X: Majors
NT overcall: minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX: 10+, later doubles are penalty
1♥ (X) 1♠: nat., 1NT: ♣s, 2♣: ♦, 2♦: ♥s, 2♥: weak raise, 2♠: GF raise,
2NT: 6-10 4+♥, 3♣: 11-13 3♥, 3♦: 11-13 4+♥, 3♠/4m: Splinter
1♣ (X) 1♦: ♥, 1♥: ♠, 1♠: No M, 1NT: nat, 2♣: ♦, 2♦: ♥, 2♥: ♠, 2♠: ♣
1♦ (X) 1♥: ♠, 1♠: ♥, 1NT: nat, 2♣: ♦, 2♦: ♥, 2♥: ♠, 2♠: ♣, 2NT: ♦ pre

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	Attitude	3 rd /5 th	
Subseq	Count	Count	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	AKx(+)	
King	KQx(+), AK	Wants unblocking	
Queen	QJx(+), Qx	KQx(+), QJx(+), Qx	
Jack	J10x(+), KJ10x(+), Jx	J10x(+), AJ10x, Jx	
10	10x, H109x(+)	H109x(+), 109x(+)	
9	109x(+), 9x	98x(+), 9xx, 9x	
Hi-X	Xx	Xx, xXx, Xxx, xXxx	
Lo-X	xxX, xxXx, xxxX	HxX HxXx, HxxX, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	H-L: encouraging	Suit preference	H-L: encouraging
Suit 2	Reverse Suit Pref.	H-L: even	H-L: even
3	H-L: even		Reverse Suit Pref.
1	L-H: encouraging	Reverse Suit Pref.	H-L: encouraging
NT 2	Reverse Suit Pref.	H-L: even	H-L: even
3	H-L: even		Reverse Suit Pref.
SIGNALS (INCLUDING TRUMPS)			
Standard count and Smith Eco (Hi encouraging the lead)			
We frequently give reverse suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
We usually play T/O doubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support & card showing DBL			
1♣ (1♦) → DBL: ♥, 1♥: ♠, 1♠: No M, 1NT: 5-4 in Ms 10+ p			
1m (1X) → trf to 2X: 11+NT or 10-11 5-5 others			
1m (1X) → 1NT: nat 2♣/♦/♥: trf to ♦/♥/♠ 6+ cards, 8+p (3+p nv vs v)			
1m (1♥) → DBL: ♠ 1♠: 0-3♠ 1m (1X) → 2♣: 6+ ♣ 8+p (3+p nv vs v)			
X over opps 2-suited overcalls: T/O to other M, X then X: card showing			
1♣ (P) 1♦ (X) → XX: good hand, 1♥: 3-cards ♥, 2♥: 4-cards ♥ limit raise			
1♥ (1♠) X: trf to 1NT, 1NT: ♣s 8+, 2♣: ♦s 8+, 2♦: 8-10 3♥, 2♥: weak raise,			
2♠: 13+ ♥ raise, 2NT: 6-10 4+♥, 3♣: 11-13 3♥, 3♦: 11-13 4+♥			
1NT (2M) DBL: Negative			
1NT (2m) DBL: shows strength, later doubles are penalty if MM, neg if M			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Turkish Bridge Federation (TBF)
PLAYERS: Ozcan PEHLIVAN – Sinan TATLICIOGLU
EVENT (Open)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣: 2+♣ nat or 17-21 bal. any or 5+M 17-21
1♦: 4+ cards, max 21
1♥/♠: 5+ cards, max 16
1NT: (14 ⁺)15-17, may have 5M
2♣: Strong artificial
2♦: weak M or strong one suited M or MM/Mm two suited
2♥/♠: weak 5M-4+m
2NT: 22-23, may have 5M
3NT: solid any suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer responses over 1♣ opening, 4+ p
1♣-1♠: no major, F1
1♣-1NT: 10-11 bal. may have 4-cards major
1♣-2♣: 6+♦, 10+
1♣-2♦: 6+♠, 10+
1m-2♥: 5♠-4+♥ max 8
1♣: 2♣: 6+ ♣, max 7, 1♦-2♠: 5♠-4+♥ 8 ⁺ -11
1♣-2NT: 5-5 minors 8-9 1♣-3♣: 4♣-6♣ 8-9
1♣-3♦: 6-5 minors 8-9 1♣-3M: 5M-5♣ 8-9
1♣-3NT: trf to 4♥ 1♣-4m: 6-5minors, max 7
1♣-4♥: trf to 4♠ 1♣-4♠: trf to 5♣ better than gambling
1♣-4nt: trf to 5♦ better than gambling 1♣-5m: to play
1♥-1♠: 4-10 with ♠ or 8-10 without ♠
1M-1NT: 11+ any bal. or unbal. (unpassed hand)
1♥-2♣: ♦s to play or GF 1 suited or 1 suited invite
1♥-2♦: 8 ⁺ -10 3♥ invite or any 2 suited invite
1M-2M: 4 ⁺ -7 3-cards supp 1M-2NT: 4+ cards support 6-10
1M-3♣: 3 cards support 11-13 1M-3♦: 4+ cards support 11-13
1♠-2♠: 8-10 any
1♠-2♦: ♥s to play or GF 1 suited or 1 suited invite
1♠-2♥: 8 ⁺ -10 3♠ invite or any 2 suited invite or 4-8 3♠
SPECIAL FORCING PASS SEQUENCES
After we showed that our side has 23+ p
When the opponents are obviously making a save
IMPORTANT NOTES Transfers in competition
PSYCHICS: VERY RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	X	0	6♥	2+♣ 10-21/17-21 bal/17-21 5+M	1♦/♥/♠: trf, 1NT: 10-11 may have 4M 2♣/♦: 10+p 6+♦/♣, 2♥: 5♠-4+♥ 8-	After 1♣-1♦→1♥: 11-14, 0-4 cards ♥ 1♠: 11-17 5+♣, 4♠ may have 3♥, 1NT: 17-19		
					2♠: 6+♣ 7-, 2NT: 5-5 minors 8-9, 3♣: 4♣-6♦ 8-9	2♣: unbal. 15-17, 2♦: 18+ any,		
					3♦: 6-5 mm 8-9, 3M: 5M-5♣ 8-9, 3NT: trf to 4♥	2♥: 13-14 unbal. 4♥ or 15-17 unbal. 3♥		
					4♣: 6♣-5♦ 7-, 4♦: 6♦-5♣ 7-, 4♥: trf to 4♠	2♠: 17-18 6♣, 2NT: 20-21, 3♣: 13-14 0-2♥		
					4♠/4NT: trf to 5♣/d good hand, 5m: to play	3♦: unbal. 5+♥ 17-21 or bal. 6♥ 17-18		
						3♥: bal. or semibal. 4-5♥ 19-21, 3♠: 6♣-4♥		
						3NT: to play, 4♣/♦/♥: splinter 16-18		
1♦		4		11-14 bal or 10-21 unbal.	2♦: GF ♦ raise, 2♥: 5♠-4+♥ 8-, 2♠: 5♠-4+♥ 8+-11			
1♥				10-16, 5+♥, maybe 5-5 in majors	3♣: 9-11 ♦ raise 1♠: 4-10 ♠s or 8-10 no ♠, 1NT: 11+ relay	1♥-1♠ → 1NT may be unbal. 10-14 2♣ 10-14 5-5/15-16 /4-5 ♠ 11-12/6♥-4♠ 12-14	Drury	
					2♣: ♦ to play/any singl suit inv/GF singl suit 2♦: 8-10 3♥ inv /9-11 2-suited 2♥: 3♥ 4-8	2♦ 6+♥, 14-16, 2♥: 10-13 6+♥, 2♠: 13-14 4♣ 2NT 4-5 ♠ 15-16, 3m 5-5 15-16, 3♥: 7+♥		
					2♠: weak, 2NT: 6-10 4♥, 3♣/♦ 11-13 3/4♥, 3♥ pre 1NT: 11+ relay, 2♣: 8-10 may have 4♠	3♠ 13-14 5♠, 3NT: 7♥-4♠		
1♠				10-16, 5+♠	2♦: ♥ 8-10 3♥ /any singl suit inv /GF singl suit 2♥: 8-10 3♠ inv/9-11 2-suited/4-8 3♠ 2♠: 8-10 3♠	1♠-1NT → 2♣ min any, 2♦ 13+, 2♥: 13+ 6+♠ 2♠ 13+ 4♥, 2NT unbal, 3♠ 15-16 544, 3♦ 5-5m 3♥/♠/NT 15-16 =5431/=5413/5422, 4♣: 6♠-5♥ 4♦: 6♠-5♥, 4♥: 7♠-5♥	Drury 1♠-1NT-2NT-3♠ → 3♦ 6m-5♥ 3♥ 5♠-5♥, 3♠ 5♠-6♥, 3NT 5♦-6♥ 4♣ =7420, 4♦ =7402, 4♥ =7411	
INT				15-17, may have 5M, 6m, singl H				
2♣	X			GF, artificial	2♦: waiting 2♥: 2 nd neg. 2NT:♥s New suit max 8p, min Q10xxx, jump suits weak			
2♦				Weak in a M or str in at least 1M	2♥/2♠/3♥: P/C, 2NT: ask, 3♠: inv. ♠			
				Single suited or MM or Mm	4♣: trf your suit, 4♦: bid your suit			
2♥				5♥ and 4+minor	2NT: ask, 3♣/♦: P/C			
2♠				5♠ and 4+minor	2NT: ask, 3♣/♦: P/C			
2NT				22-23 may have 5M, 6m, singl H	3♣: Puppet, 3♦/♥: trf, 3♠: Minors SI, 4♣/♦/♥/♠: trf and SI	2NT-3♣ → no 5M yes 4M, 3♥ no 4-5 M 3♠: 5♠, 3NT: 5♥		
3m				Pre-emptive	3M: NF, 4♣ asking cue			
3M				Pre-emptive	4♣ asking cue			
3NT	X			Solid in any suit	4♣ P/C, 4♦ asking cue, 4♥/4♠ I guessed your suit			
4m		7		Pre-emptive				
4M 4NT		6		To play				
				Minors				
5m				Gambling				
5M				Gambling				
HIGH LEVEL BIDDING								
							RKCB 1403 (if weak opener 0314), Voidwood 0314, Last Train, Splinters, side suit showing jumps, DOPI, ROPI, DEPO, REPO	