

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/ 2 Level; Reopening)</b>
General Style = Sound
Reponses: Jump Raise = Preemptive
Cue-Bid = Forcing raise
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
(14)15-17 HCP, Responses: same as 1NT
4 <sup>th</sup> live : same as 1NT
4 <sup>th</sup> pos:10-14 HCP; 2cl range stayman, others same as 1NT opening responses.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit : Natural;
Responses - New suit = forcing 1
General Style = Aggressive
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue Bid = Michaels
General Style = Aggressive
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs strong : dbl: 14+HCP 2♣:Majors
2♦: one of major suit (6+) 2♥/2♠: 5cM + 4cm
Vs weak: dbl balance 12+ 2♣:Majors other 2level transfer
4 <sup>th</sup> pos:vers. strong, same
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL: T/O
Jump minor to weak major opening : Other major and this minor at least 5-5 game force
3♥/♠ - 4♣/4♦ : Minor and any major at least 5-5
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Xx: 10+hcp any or defend 2 of 3 other suit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3-5	3-5	
NT	2-4	3-5	
Subseq			
Other:	2nd from 4 small		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+),Ax, Ax(+)	Same	
King	AK(+), KQ(+),Kx	KQJ/T(+),AKJ(+)	
Queen	QJ(+),QJT(+)	RQ(+), QJT/9(+), QJ98(+)	
Jack	JT(+), KJT(+)	JT9(+),	
10	HT9(+),T9(+)	HJT(+),	
9	H98(+),98(+)	HT9(+),	
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low: ENCRG	Hi/Lo: odd	Low encouraging
Suit 2	Hi/Lo: odd	S/P	
3	S/P		
1	Low: ENCRG	Hi/Lo: odd	Low encouraging
NT 2	Hi/Lo: odd	S/P	
3	S/P		
Signals (including Trumps): Echo in trump suit shows ability to ruff			
<b>Doubles</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
9+HCP could be offshape, Responses: over 1m cue: pro - mises both Ms if not FG, RES: Nat.			
1M/PASS/2M/DBL: Neg. 1m/P/1M/1NT:16-18			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b>
<b>PLAYERS:</b> Oğuzhan Kadioğlu/Mehmet Ekşioğlu/Metin Ekşioğlu / Bircan Öztürk / Tamer Çokgör
<b>EVENT:</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Card Major, 1M-1NT:5-12 HCP SF
Minor Openings - 1♣ +2 card
1♦ +4 card
1NT Openings: (14)15-17
2 over 1 Responses : 1M-2♣/2♦/2♥: invite from color or any GF
3th suit F1 & 4th suit GF
Two way checkback & XYZ
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Opening = Strong Balanced (20+ HCP), near Game Force - any suit,(s) any shape
2♦ Opening = Multy//One Weak Major 6+ (0-10 HCP) or 20-21 HCP Balanced hand
2♥/2♠ Opening = Bicolor opening with minor
2NT Opening = Strong Balanced (18-19 HCP)
3NT Opening = Gambling (Long Minor)
Michaels Cue-bids
Lebensohl and rubenshol after 2-level overcall of 1NT and responses after
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Double Jump in new suit = Splinter if minor over major
Jump Cue Bid by Opener = Splinter raise

Int transfer to ♣, 2<sup>nd</sup> level transfer,

PSYCHICS: Rare

OPENING	ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	11-20	1♦/♥/♠ transfer Int: 4 card ♣ 13-15 HCP, 2♣: Invite+ 5+♣, 2♦: Weak ♦ 2♥: 5+♣ 4+♥ 5-8p, 2♠: 5+♣,4+♥,9-11p	1♣-1♦/♥- 1♥/♠ : 3 Card Major 1♣-1♦/♥- 2♥/♠ : 4 Card Major 1♣-1♠-1nt-2♥: GF ♦ 1♣-1♠-2♣-2♦: Weak ♦ 1♣-1♦/♥-2♦ : gf (♦ can be short)	1♣-1♥- X : 4+♠) 1♣-1♥- 1♠: xfer to 1nt
1♦		4	11-20	2♦: Invite+ 4+♦, 3♣: ♣INV 2♥: 5+♣,4+♥,5-8p 2♠: 5+♣,4+♥,8-11p.	1♦-1♠-1nt-2♥: GF ♥ 1♦-1♥/♠-1nt-2nt: xfer to ♣ 1♦-1♥/♠-1nt-3x: GF 5+ 5+	
1♥		5	11-20	1NT SF 2♠:weak 2NT:3 card fit 11-15 HCP 3♣: 4+ card fit 6-10 HCP or 13-14 HCP 3♦: 4+ card fit 10-12 HCP or 15-16 HCP	1♥-x-(1nt,2♣):xfer, 2♦: good fit 2♥: fit	2cl : invite with 3 card
1♠		5	11-20	1NT SF, 2NT:3 card fit 11-15 HCP 3♣: 4+ card fit 6-10 HCP or 13-14 HCP 3♦: 4+ card fit 10-12 HCP or 15-16 HCP	1♠-x-(1nt,2♣2♦): xfer, 2♥: good fit 2♠: fit	2cl : invite with 3 card
INT			(14)15-17	2♣: NF stay ; 2♦/♥: Xfer, 2♠: trf to ♣ or invite to 3NT; 2NT: GF Puppet stayman,3♣: trf to ♦; 3♦: 5+♣,5+♦: GF 3♥/♠:3-card OM, 5-4 minors	After overcall double: INV+ Smolen Lebensohl Rubenshol (xfer)	
2♣	*	5	Balance 20+ or not balanced GF	2♦: F1 Relay,: 0-2 points negative 2♥/2♠/2NT/3♣/♦ : Naturel Ppositive 4♣: Majors,	Kokish 2cl/2d/2h	2♣ - 2x -X: 3+ points 2♣ - 2x- pass: 0-3 points
2♦	*		20-21 HCP balanced or 6 card weak major	2♥/♠=P/c, 2NT=F1 Relay 3♣/♦=F1, 3♥/♠=P/c		
2♥		6	Bicolor with minor (6-10 HCP)	2♠: F1 ♠, 2NT: F1 Relay, , 3♣: Pass or c, 3/♦: F for ♥ 3♥: To Play		2♥-3x-X : penalty First suits after overcall colour are invite
2♠		6	Bicolor with minor (6-10 HCP)	2NT: F1 Relay, 3♣/♦/♥: F1 Nat 3♠: To Play	2♠-2NT; 3♣/♦/♥: = shortness(BOK) 3♠/3NT: min/max balance	2♠-3x-X : penalty First suits after overcall colour are invite
2NT			18-19 HCP balanced	3♣: Stayman, 3♦/♥: Xfer 3♠:Minors , 4♣:5-5 M, 4♦/♥:Xfer		
3♣/♦/♥/♠		6	Preemptive			
3NT	*	7	Solid Minor 7+			
4♣/♦/♥/♠		7	Preemptive			