

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural 6-16, after 1 level O/C, new suit NF, cue=FIR, new suit 2 level NF
After 1 level M O/C; 2NT=limit raise 4+, 3cue=Mixed raise, 3om=6card nat inv, 3M=pre
After dbl to 1 H O/C over 1C; 1S=nat, 1NT=trs 2C(cue), 2C=trs 2D, 2D=trs 2H(good raise), 2H=bad raise, 2NT=4 card fit inv, 3C=mixed
Raise, 3 or 4 th level new suit is fit h + that suit, 4 <sup>th</sup> level cue is splinter,
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> =15-18: system on
4 <sup>th</sup> Live=15-18: Responses system on
Reopening; 11-14(15) system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suit :jump to H and S=weak in nvul, intermediate in vul,; 2 nt asks
2nt:lowest 2 suits
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Against 1C, 2C=45MM, 2D=55MMj, 2Nt=H+D, 3C=S+D;
Against major, cue=5OM+5 C, 3C=D+OM, 2nt =minors
Against 1D, 2D=Maj, 2NT=H+C; 3C=C+S, 3D=C+S str
1M-3M=ask stopper
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2C=Maj, 2D=Multi, 2H or S=bid suit and minor, 2Nt=minors 6-5
DBL=4M+5min or str M, or str 5M+5m
Vs weak NT: DBL 14+, 2C=Landy, 2D=trs H, 2H=trs S, 2NT=4S+5min
3C/D =4H+5min
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Against weak 2M; 4C/4D=OM+min, CUE=minors, DBL=T/O, 2NT=15-18,
Against multi: 4C/4D=minor+H, dbl=T/O for S, pass then DBL=T/O for H, 3H=minors, 3S=S+minor or str S
Against 3H/S: 4C=OM+C, 4D=OM+D;
Against 3C: 4C=MAJORS, 4D=D+M
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1C(STR): DBL MAJORS 5-4, 1NT= MINORS, 2D=55MM
2C(ART): DBL MAJORS, 2NT= MINORS
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Over DBL to 1H opening: RDBL=10+, 2S=4H inv
2NT=3card fit IG or more, 3C=mixed raise, 3D=FG any sing, 4level new suit=5h+5 bid suit not strd
1NT=trs 2C, 2C=trs 2D, 2D=good raise H, 2H=bad raise,

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5th	same	
NT	4th	3rd	
Subseq	3/5th	3/5th	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx or A	AKx(+)	
King	KQ or AK	UB H or count	
Queen	QJ	KQxx or QJxx	
Jack	J10,	J10x(+),	
10	109 or KJ10	109 or KJ10	
9	9x,K109	9x,K109	
Hi-X	even	Denies H	
Lo-X	odd	Shows H	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/Lo=E	Hi/Lo=E or S/P	Hi=Enc,L=Dis
Suit 2	S/P		
3			
1	Hi/Lo=Enc	Hi/Lo=E	H=Enc
NT 2		S/P	
3			
Signals (including Trumps): S/P			
DOUBLES			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light 9+ with suitable shape,,off-shape with 16(17)+,converting C response to D show no extra val			
Res:Cue=FIR,INT=constructive except 1S,Jump=INV			
1C-1D-Dbl show 4-4 M, ,1m-1S-Dbl show 8+ suggests 4-5H,1m-1H-dbl show 4or5 S			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner dbl,1H-3C-P-3NT-DBL=6H4S competitive,			
1H-4S-5H-P/P-DBL=I bid 5S ask pd			

<b>EBL CONVENTION CARD</b>
<b>CATEGORY: Green ,</b>
<b>NCBO: Turkey</b>
<b>PLAYERS: Mehmet Ali Ince-Namik Kokten</b>
<b>EVENT Senior,Open pairs</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Strong NT=15-17
2C=FG
5 card major
2/1 responses=FG
2H,S=weak
2D=5+H4+S
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1H-3C=6-9 fit,1S-3C=6-9 fit
1H/S-3D=4H/S +any sing FG
1H/S-3NT(void S),4C/D=void C/D,2-3 control
1H-2NT=10-11,1S-2NT=10-11 3 OR 4 card FİT
1S-3C=6+H inv
1C/D-2H=5+S+4+H 5-9 hcp
1S-3H=10-11 4 card fit
1C,D-2S=inv in the bid minor
<b>SPECIAL FORCING PASS SEQUENCES</b>
1X-(DBL)-RDBL CREATES FİR,
AFTER 2/1 ALL PASSES ARE FORCİNG
AFTER 3CARD INV FİT,PASS İS FORCİNG
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C		2		10-22 HCP	2C=inverted FG,2D=6D inv, 2H=5S+4H 5-9 HCP,2S=INV IN C		
1♦		4		10-22 HCP	2D=INVERTED FG,2C=NAT FG,2H=5S+4H 5-9, 2S=invD,3c=6c inv		
1♥		5		10-22 HCP	1NT=SF,2NT=3-4 card fit inv,3C=mixed raise, 3D=4 card fit+any sing FG,3NT=void S,4C/D=voidC/D	3C over 2NT IS RELAY,3D over 3C IS RELAY 3H over 3D IS RELAY	2C=Drury,
1♠		5	4H	10-22HCP	SAME AS1H	SAME AS 1H	2C=DRURY
INT				15-17HCP	2S=C,2NT=D,3C=ASK 5CARD MAJ,3D=55m FG 3H=SING H 54m,3S=SING S 54m,4D=trsH,4H=trsS ,	AFTER 2D TO STAYMAN,3C ASK DIST	
2♣		0	3S	FG	2D=waiting,,2H,S nat,		
2♦		5+H4+S		5-9weak	2NT=asking bid,	3C=min,3D=5431 max,3H=55min,3S=55max 3NT=5422 max	
2♥		6		weak	New suit=INV EXCEPT 2S isFIR,,3H=not inv		
					2NT ASK	3C=MAXnot bal,3D=2 topHONORweak,3H=WEAK, 3S=6H4m max,3NT=6322 max	
2♠		6		weak	Same as above	Same as above	
2NT				20-21HCP	3C=ask 5card M,3S=Minors min 9 card,4C=55M T/P or SL	3C-3H=4+H,3C-3S=5S	
3♣		6		PRE	New suit=F1R		
3♦		6		PRE	New suit=F1R		
3♥		6		PRE			
3♠		6		PRE			
3NT		8+minor with ace					
4♣		8 no ace		pre			
4♦		8 no ace		pre			
4♥		7+		pre			
4♠		7+		pre			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						After 1H-4S,4nt is minors or inv to slam in H,5S is RKCB	
5♥						After 1S-4H,4 nt is RKCB and,5H is inv to slam in S	
5♠							

