

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
4+ can be 4 card
New suit 1 round forcing
Cue-bid support in one level overcall
After oppnents weak 2 or multi biddings ;dbl-15-17or 20+ hcp partners 2nt-there is no zone,if so first bids M suit . 2NT-18-20 HCP,partner bids3Cl-thereis no zone,if so first bids M suit.,Bidding any suit-11-15 hcp 5+ cards. Jump suits-şlem try
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
14-17 2 nd same as 1nt opening
10-14 in balancing
After 3 pass 2Nt=20-22 HCP,jump suits =medium good hand
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 1 suit
1minor -2nt=h + other minor,1minor -3Cl=sp +other minor.
1 major -2NT-minors,2M=cl+otherM, 3CL=D +other major
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Micheals cue-bid :weak or strong
Cue-bid forcing others naturel
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong : transfer .2cl-5/4 M
Double : cl or d suit
Trf.to low suit and then bid high suit-6/5.
Trf.to high suit and bidding low suit-5/5
TRf.to M suit and bid 2NT-4M+5card minor
2sp—7+card any suit ,good hand
3cl-cl/h -6H/5Cl.3D-6H/5D,3H-6sp/5H,3sp-6sp/5 minor.2nt-6/5minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double : take out
Cue – bid : 2 suiter
Nt bids: naturel
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1Cl –dbl=17+ good hand,others naturel 13+,1NT=0-12 overall hand asking partner to bid 2cl,then will bid overcall suit.
2Cl= double majors,2NTminors,others naturel suit bids.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	3-5	3-5	
NT	2-4	2-4 sometimes 3- 5	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	ARxx	AR10xx	
King	RQ,AR	AR10x	
Queen	QJxx	QJ9x,RQ98x	
Jack	J10x,RJ10	J10xx,RJ10x,AJ10xx	
10	109x,R109,Q109	109xx,R109xx,A109xx,Q109	
9	9x,9xx	9x,9xx	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	LOW: encourage		Odd=ENCRG
Suit 2			Even=SP
3			
1	same	same	same
NT 2			
3			
Signals (including Trumps):			
Smith echo low card from both side,romen discard.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening hand .can be light depending on distribution.			
Jumps: invitations, cue-bid forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Take out double, negative double ,lead directing double			
Optional double			

W B F CONVENTION CARD
CATEGORY: TURKEY
NCBO:
PLAYERS: GÜLGÜN GÖRÜN---VEDAT GÖNÜL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 5 card major
1 CL-can be 2 cards 11+ HCP.
1D—4+cards,11+HCP
1Major=5+ card,11+ HCP.
1NT—15-17 HCP,can have 5 card M,or 6 card minor
2NT—20-22 HCP,can have 5 card M
3NT-solid major suit,7+
3 Suits = preemptive,7 card
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ : strong any hand
2♦ : Multi(weak one Major or 19-21Nt having 5card / 6card minör
2♥:weak Majors can be ,5/4,5/5
2♠:weak Minörs 5/5
4♣: -NATUREL 8 CARDS
4♦ Naturel 8 cards
3NT-solid minor suit 7cards
SPECIAL FORCING PASS SEQUENCES
When we bid game in vulnerable then opps bid

OVER OPPONENTS' TAKEOUT DOUBLE	Maximum overcall double	IMPORTANT NOTES
Redouble:9+	Responsive double	Transfers after our overcall doubled in major suits
truscott	Competitive double	Transfers after opener bid 2 nt.often light openings in 3 rd pos.
New suit in 2 level(except 2) non forcing		PSYCHICS: rare .Drury after 3 rd -4 th pos.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11-21	Inverted minor ,2 way check back stayman,2nt:11-12, 3nt:13-15.3minor=5-7 HCP 5+ card.1h-can be 3 cards.	After inverted –4Cl=keycard asking ,2D=waiting ,2NT-cutting both M,2M=4 card 14+ HCP. 3Cl-weak hand having sing.	After o/c cuebid is inv. Or more.dbl=negativeor any forcing
1♦		3	4♥	11-21	Same as 1♣ opening	Same as above . After inverted 4CL is keycard asking,3D =weak hand can have a sing.	Same as 1♣
					2♥=8-10 HCP		After o/c cue is inv. Or more
1♥		5	4♠	11-21	1nt: forcing 2nt : inv. with 4 cards		Drury: always 2♣-3cards,2d-4cards
					2sp: any sng. 10-12, 3sp, 4♣,4♦:sng.13-15 2suits: forcing	After 2sp 3nt asking singleton	2nt: support with singleton
1♠		5	4♥	11-21	Same as 1♥ opening	After 3h, 3sp is asking singleton, others same as above	Same as 1♥
INT			4♦	(14) 15 -17	Stayman,4D/H=transfer,		
					2♠:transfer to CL,, 2NT-transfer to diamonds		
					3♥/sp=sing.10+HCP,5/4 minors.3D=strong minors 5/5+4cl=asking ace with colour		
2♣	✓	0	4+	19+ unbalanced	2♦:waiting bid 2♥,2♠,2nt,3♣,3♦ : positive	3Cl/D/NT=second negatives.after jump suit we bid Aces.3Nt=no ace but kings.5Trump-4card support + sing. If o/c in 2 levels dbl=penalty, pass=0-5 Hcp or good hand.3levels or more dbl=0-5 HCP,pass=good hand.	
				23+ balanced	3♥,3♠:6-7 card suit		
						3♥/♠:solid suit asking control	
2♦	✓	0		Multi	3♥,	After 2 nt =3Cl/D=min.h/Sp.3H/sp=max.H/sp.3Nt=20-22 Nt (having 5card or 6 card minor) 3cl-minor stayman	
					2nt asking		
2♥		6		6-10 majors4/4,5/5,5/4	2 nt asking	After 2NT-3cl=5/5 min.,3d=5H/4sp,3h=5sp+4H,3sp=5/5 max.3nt=4/4.	
					2♠:forcing 3♣,3♦:inv.		
2♠				6-10 minors 5/5	2 nt asking	3Cl=H woid .3D0sp woid.3H/sp=singleton.3Nt=6511	
					3♥:forcing 3♣,3♦:inv.3sp=forcing.		
2NT		4♦		19-21can be 5 cards major	3♣: puppet 3♦,3♥,3♠: transfers. 4Cl=both M either to play or strong.	After 3Sp= 4Cl =6 card dsuit,4D-6 card cl suit ,4H/Sp-5/4 minors.4NT5/5 minors.	
3bids		7		6-10one colour	New suit one round forcing		
3sp		7		6-10 one colour			
3NT		7		Solid minor			

					.		
4♣		11		Weak Cl suit 8 cards			
4♦		7		Weak D suit 8 cards			
4♥		7		Pre-emptive	4♠,5♣,5♦:asking control		
4♠		7		Pre-emptive	5♣,5♦,5♥:asking control	HIGH LEVEL BIDDING	
5♣		7		Pre-emptive	5nt :asking key card	Keycard Blackwood4103	
5♦		7		Pre-emptive	5nt :asking key card	Dopi,ropi,depo	
						splinter	
						Asking bids	
						woidwood	
						5nt :grand slam try	

Defence to opp.1Nt; second hand=transfer,4Th hand =2cl=majors,others naturel.