


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
6-17 HCP Cue :F1 xfer responses after major opening or overcall dble		Lead	in Partner's Suit		
Jump Raise = Preemptive	Suit	3. / 5.	3. / 5.		<b>Category: Green</b>
New Suit = Forcing - jump shift = fit	NT	2. / 4.	3. / 5.		<b>Country: Turkish</b>
2 level overcalls are sound	Subseq	Count	Count / smithecho		<b>Event: All open events</b>
In Balancing Position: jump bids are medium hand (12-14 hcp 6-7 ca	Other:	Journal, Top of sequence, 8 from 89H			<b>Players: Levent IMAMOGLU</b>
		K lead from AK shows AK doubleton or a singleton in anysuit and asks for suit pref to A			<b>Serkan UNAL</b>
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd Position = 15 - 17(18)	Lead	<b>Vs.Suit</b>	<b>Vs. NT</b>		<b>GENERAL APPROACH AND STYLE</b>
Responses: Bid as 1NT opening	Ace	AK(+), Ax	AK(+)		Naturel 5 card majors. Transfer responses after our major opening or overcall doubled
4th Position = 10 - 14 2♣ range stayman	King	KQ(+), Kx	KQ10(+), AKJ(+) QJ, QJx(+), QJ10(+), AQ(+), RQx(+)		Longer Minor - 1♠ if 3-3
	Queen	QJ, QJx(x), Qx			Limit and weak jump raises over majors
	Jack	J10, J10x(+), KJ10x(+), Jx	J10, J10x(+), KJ10x(+), AJ10x(+)		1NT response is semi forcing after major opening. ( up to 12 hcp )
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	109, 109x(+), H109x(+), 10x		Inverted minor is GF
1-Suit: Naturel 10- hcp Responses; New suit F1, 2NT asks	9	9x, RJ9, 9xx agreed suit		98x(+)	1NT Openings: 14 - 17 may have 5 cards major
2-Suit: 1♠ - 2♦ = 5♥/5♠	Hi-x	Sx, xxS, xxxS		xSxx(+), xSx	2 OVER 1 GF
UNNT : 6-10 / 16+ hcp	Lo-x	xxxxS, xxS, HxS, HxxxS		HxxS, HxxSx(+)	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
Reopening: 2NT = 18-20	<b>SIGNALS IN ORDER OF PRIORITY</b>			After 1♠ overcall to our 1♥ opening or overcall transfer responses and limit or weak jumps	
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	3NT Gamble ( solid long minor suit and no K or A at other suits )
Direct Cue Bid = Michaels certain suits (Note 5)	Suit:1st	Lo :ENCRG	Count Hi/lo Odd	UDCA	Rubenshol after 2 level overcall of 1NT (Note 1)
Jump Cue stopper asking	2nd	Lo/Hi:Even			Lebenshol against weak 2s after dbl of 1st seat (Note 2)
	3rd	SP			Responder's jumps are invitation
Reopening: Cue = any strong single or two suiter.	NT: 1st	Lo:ENCRG	Smith Echo lo enc	UDCA	1X - 1Y - 1Z - 2♣ is xfer to 2♦ includes ♦s or any invitational hands
VS. NT(vs. Strong/Weak; Reopening;PH) (Note 6)		2nd	Hi/Lo: O		1X - 1Y - 1Z - 2♦ GF (Note 3)
Vs strong; 2♣=Majors 2♦=1 Major or major + minor 2 suited strong	3rd	SP			Over opps 3♣ opening 4♣ is ♦+ 1M 4♦ is both majors
2♥= ♥+ minor 2♠= ♠+ minor 2NT= minors	Signals (including Trumps):				Over opps 3♦/♥/♠ opening 4♠ is ♠+ 1 major
DBL = 4 cards in a major and a longer minor	Playing high in trump suit shows ability to ruff				Against multi 2♦; Dbl 14+ hcp - 3♥ minors - 3♣♠+ minor - 4♠/♦ ♠/♦+♥
Vs weak; 2♠= Majors 2♦= ♥s 2♥= ♠s 2♠= minors 2NT= ♠s 3♣= ♦s					4NT opening is specific ace asking
3♥/♠ = naturel wak DBL = balanced 13+ or any stong hand	<b>DOUBLES</b>				1♠/♦ - 2♥ = 5♠/4♥ 5-8 hcp 2NT asks. Same after dbl or 1♦ overcall to our 1♠ opening
Reopening: Same as first seat PH: Same	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>				1♠/♦ - 2♣ = 5♠/4♥ 9-11 hcp 2NT asks. Same after dbl or 1♦ overcall to our 1♠ opening
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)		May be light with classic shape			↑ (Note 4)
DBLs t/o Lebenshol after weak 2 dbl by the first seat	After rdbl pass means you choose				<b>SPECIAL FORCING PASS SEQUENCES</b>
Cue-bids ; 2♥ - 3♥= minors 2♥- 4♠/♦ = ♠+♠/♦ 2♠ - 3♠= minors	T/o dbl and jump in a suit is F1				1x - DBL - RDDBL is forcing upto 2♠
NT bids; over weak 2s 15-18, over weak 3s to play ( any hand)	Reopen:same as above				If both of us know that we have more than 23 hcp all passes are good hand and forcing
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Vs strong 2NT; DBL= Minors, 3♣= Majors	Support X / XX				<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Vs 2♠; 2NT= Minors DBL= Majors	Over 2 suited bids pass and double is penalty, direct dbl and again dbl is take out				We lead top of xxx after we agreed in a suit
Vs Strong 1♠; DBL= Majors 1NT= Minors					(Note9)
OVER OPPONENTS' TAKE OUT DOUBLE					
New suit forcing at 1-level					Psychics: Rare
RDBL= 10+hcp					
2NT: Limit with support in Major / weak hand with support in Minor					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3	4♣	11 - 21 hcp	Single raise inverted minor GF - Double raise weak - 4th suit GF	1 ♣ 2 ♣ 3 ♣ / ♠ 11-14 shortness	1 ♣ DBL 2NT 0-7hcp 5+♣
					3rd suit invitation + - 1 ♣ 2♠ = ♣s invitation 1 ♣ 3x naturel weak	1 ♣ 2 ♣ 3 ♣ 15+ any shortness 3 ♣ asks 3NT♠short	1 ♣ DBL 3♣ 8-10 hcp 5+♣
					1 ♣ 2♥ = 5♣ 4+♥ 5-8hcp 1 ♣ 2♠ = 5♣ 4+♥ 9-11 hcp	1 ♣ 1M 3NT = 19 - 21 shortness with 4 supp	Jump Cue-bid over overcall = Splinter
						Jump with lower suit over overcall nat inv	Cue-bid over overcall = supp inv+
1 ♦		3	4♣	11 - 21 hcp	Single raise inverted minor GF - Double raise weak - 4th suit GF	1 ♦ 2 ♦ 3♥ / ♠ 11 - 14 shortness	Same as 1 ♣
					3rd suit invitation + - 1 ♦ 3♣ = ♦s invitation 1 ♦ 3x naturel weak	1 ♦ 2 ♦ 3 ♦ 11-14 ♠ short or ♣ values 3♥ asks 3♠ short ♣ 3NT ♠ values	
					1 ♦ 2♥ = 5♣ 4+♥ 5-8hcp 1 ♦ 2♠ = 5♣ 4+♥ 9-11 hcp	1 ♦ 2 ♦ 3 ♣ 15+ any shortness 3 ♦ asks 3NT ♠ short	
1♥ / ♠		5	4♣	11 - 21 hcp	INT semi forcing 5 - 12 hcp - 2NT 12+ hcp balanced with 4 card support	1♥/♠ 1NT 2NT=6+♥/♠GF or 5♥/♠+ 4 any GF	Transfer responses after opps t/o DBL
				May have longer minor	Splinter:10-12 / 13-14 / 15-17 2♣ GF can be short	Direct splinters 13-14 hcp 1 ♣ 3NT 10-12 color	Transfer responses after opp's 1 ♣
				(Note 8)	1♥2♠ = 3♥ inv 1♥3♠ = 4♥ 6-9 tp 1♥3♦ = 4♥ 10-12 tp or 15-17/hcp any	1♥ 3♠ = 10-12 hcp 4+♥ any singleton	↑ overcall to our 1♥
					1♠3♣ = 3♠ inv or 4♠ 6-9 tp - 1♠3♦ = 4♠ 10-12 tp or 15-17 / any singleton	1♥ 3NT = 13-14 hcp 4+♥ singleton ♠	After overcall 2NT 3/4 cards inv Cue GF
1 NT				(14+)15-17 may have 5 cards major	2♣ Stayman may not have 4 cards major	3♥ = 5♣4♦ short ♥	DBL at 2 level is t/o at least invitation
				(Note 7)	2♦ = 5♥ any or 5-5 minors GF	3♠ = 5♣4♦ short ♠	
					2♥ = 5♠ any or 6+ ♠/♦ weak or 5♦4♣ GF	4♠ = ♥ to play or more	
					2NT Pupet stayman	4♦ = ♠ to play or more	
2 ♣	√		4♣	23+ hcp any or 8/8,5 tricks in any suit(s)	2♦ = 4+ hcp 2♥ = 0-3 hcp 2♠ = 5+♥ 8+hcp good suit	3♥/♠=6+card at least 2 of AKQ nothing side	After overcall DBL is bad hand
					2NT = 5+♠ 8+hcp good suit 3♦ = 5+♦ 8+ hcp good suit	2♣ 2♦ 3♣ 3♦ = Stayman	After overcall PASS is positive
2 ♦		6		Natural weak	New suit forcing 1 round	2♦ 2NT 3NT = good hand with 2 of ARO♦	
					2NT asks for feature if maximum		
2 ♥		6		Natural weak	New suit forcing 1 round	2♥ 2NT 3NT = good hand with 2 of ARO♥	
					2NT asks for feature if maximum	3♠/4♠/♦ controlwood asking for control	
2 ♠		6		Natural weak	New suit forcing 1 round	2♣ 2NT 3NT = good hand with 2 of ARO♣	
					2NT asks for feature if maximum	4♠/♦/♥ controlwood asking for control	
2 NT				20-22 hcp balanced	3♣ = Pupet stayman 3♦/♥ Jacoby completing transfer shows 3+ support	3♣ = Minor stayman 3NT = 5♣/4♥	4♣ = Both majors game or more
3 ♣		7		Natural weak	New suit forcing 1 round	3♣ 4♣ Forcing	
3 ♦		7		Natural weak	New suit forcing 1 round	3♦ 4♦ Forcing	
3 ♥		7		Natural weak	New suit forcing 1 round	4♠/5♠/5♦ controlwood asking for control	
3 ♠		7		Natural weak	New suit forcing 1 round 5♠/♦/♥ controlwood asking for control	<b>High Level Bidding</b>	
3 NT		7		Gambling - Solid minor	4♣ = P/C 4♦ = asking for suit and distribution	5 Aces RKCB 14 - 03 - 2 - 2+Q	
4 ♣		8		Natural weak		Exclusion 0 - 1 - 1,5 - 2 - 2,5	
4 ♦		8		Natural weak		5NT Josephine after support	
4 ♥				Naturel to play		At mixed positions 5NT means pick a slam	
4 ♠				Naturel to play		If we couldnt ask kc with 4NT 5NT is for RKCB	
4NT				Specific Ace asking	5♣ = 0 5♦ = ♦A 5♥ = ♥A 5♠ = ♠A 5NT = ♣A 6♣ = Same colour 2A 6♦ = Same size 2A 6♥ = mixed 2A	When we ask for trump Q bidding the trump means no Q	
5 ♣				Naturel to play			
5 ♦				Naturel to play			
5 ♥				Naturel to play			
5 ♠				Naturel to play			
5NT							



## Levent Imamoglu and Serkan Unal Supplementary Sheet

### Note 1 : Rubenshol

2 level bids are naturel to play

2NT and 3 level bids are transfers, bidding at level 3 when level 2 is possible invitation or more. Jumping 3♠ directly shows willing to play 3NT but no stopper at opp's suit.

### Note 2 : Lebenshol

2NT forces 3♣, responder may now pass or make a minimum bid in a suit, NF.

2 level new suit bids are not encouraging. 3 level jumps in a new suit bids are forcing

### Note 3 : 2way CB and XYZ

1x 1y

1z/nt 2nt naturel invitation

1x 1y

1z/nt 2c

2d 2NT = transfer to 3♣

### Note 4 : 2 Major jumps over 1 minor opening

1♣/♦ - 2♥ = 5♠/4+♥ 5-8 hcp 2NT asks

3♣ = 5-4 min

3♦ = 5-5 min

3♥ = 5-4 max

3♠ = 5-5 max

After max answers all bids are forcing to game.

Same answers after 1♣/♦ - 2♠



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### Note 5 : Michaels Cue bids

1♣ - 2♣ = 5/4 Majors 11-14 hcp

2♦ response over 2♣ asks to bid longer major

2♥/♠ bids are to play over 2♣

3♥/♠ = to play not a game invite over 2♣

2NT = asks at least invitation over 2♣

1♣ - 2♣ - Pass or dbl or 2 level any bid - 2NT = asks

After 2NT responses are; 3♣ = 5♥/4♠ min

3♦ = 5♠/4♥ min

3♥ = 5♥/4♠ max

3♠ = 5♠/4♥ max

After max responses all bids are forcing to game.

1♣ - 2♦ = 5-5 Majors, Range is 6-10 or 17+ hcp

3 level jumps are to play

2NT asks at least invitation

3♣ min short ♣

3♦ min short ♦

3♥ max short ♣

3♠ max short ♦

2NT jump over naturel 1 level opening is 2 lowest suits

1♥ - 2♥ = 5+♠ and 5+♣

1♥ - 3♣ = 5+♠ and 5+♦

1♠ - 2♠ = 5+♥ and 5+♣

1♠ - 3♣ = 5+♥ and 5+♦



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### Note 6 : Vs. NT

Vs strong;

2♣ = Majors. Can be 4-4. 2♦ response asks for the longer major suit. 2NT cue bid shows a game interest.

2♦ = 1 Major any or major + minor 2 suited strong

2♥ = p/c

2♠ = p/c

2NT = game interest

3♣ min ♥s

3♦ min ♠s

3♥ accepted the invitation ♠s

3♠ accepted the invitation ♥s

After partner bided 2♥/♠ - 2NT = 5+♥ and 5+ minor strong hand partner's 3♣ = p/c

3♣/♦ = 5+♣/♦ and 5+♠ strong hand

Vs weak;

DBL = balanced 13+ or any strong hand

Bidding after dbl 2♣ = 5+♣ or no any 5 card suit

2♦/♥/♠ = 5+ suit



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### Note 7 : Responses to 1 NT

1 NT 2♣ = Stayman (4 Card major is not necessary)

2♦ = 5+♥ any or 5/5m GF

2♥ = 5+♠ any or 6♣/6♦ weak or 5♦/4♣ GF (if 2254 slammish)

2♠ = Any 6+♣ one suited or exactly 6♣/4♦ GF or HHxxxx ♣ weak (HH no AK)

2NT = Puppet Stayman

3♣ = Any 6+♦ one suited or exactly 6♦/4♣ GF

3♦ = 6♦ (HHxxxx or inv) (HH no AK)

3♥ = 5♣/4♦ short ♥

3♠ = 5♣/4♦ short ♠

3NT = To play

4♣ = 6+♥ to play or slamgoing

4♦ = 6+♠ to play or slamgoing

4♥ = 6♣/5♦ 5-9 HCP (at least one K and one Q in both suits)

4♠ = 6♦/5♣ 5-9 HCP (at least one K and one Q in both suits)

4NT = Quantitative

5♣/♦ = To play

5♥ = 4/4minor balanced hand, pick minor slam with fit

5♠ = 4/4minor balanced Grand slam invitation



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### Note 8: Major Fits

1♥ 2♠ = 3♥ invitation 2NT = relay answers are values

1♥ 3♣ = 4♥ 6-9 tp 3♦ asks 3♥ = min

3♠ = any shortness

3NT = 5♥ 5♠

4♣ = 5♥ 5♣

4♦ = 5♥ 5♦

4♥ = balanced max

1♥ 3♦ = 4+♥ 10-12 tp or 15-17 hcp any singleton 3♥ = to play against 10-12 tp

3♠ = asks

4♣ = 5♥ 5♣

4♦ = 5♥ 5♦

1♥ - 3♦ - 3♠ (asks); 3NT = 15 -17 short ♠

4♣/♦ = 15 - 17 short

4♥ = 10 - 12 tp

1♥ - 3♠ = 10 - 12 hcp any short 3NT asks

1♥ - 3NT = short ♠ 13 - 14 or 18 -19 hcp

1♥ - 4♣/♦ = short ♣/♦ 13 - 14 or 18 - 19 hcp

1♠ - 3♣ = 3♠ invitation or 4♠ 6 - 9 tp 3♦ asks; 3♥ = 8 - 9 tp 4♠

3♠ = 6 - 7 tp 4♠

3NT = suggestion to play 4333 3♠

4♣/♦/♥ 5-5



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1♠ - 3♦ = 4♠ 10 – 12 tp or 15 – 17 hcp any singleton 3♥ asks; 4♣/♦/♥ short 15 – 17 hcp

4♠ = 10 – 12 tp bal

1♠ - 3NT = 10 – 12 hcp 4+♠ any singleton

### Note 9: Some special sequences

1♠ - 2♥

1♠ - 2♥

3♥ = 4♥ min

2NT = 3♥ any or 18 – 19 2♥

3NT = 5422 15 – 17 hcp

4♣/♦ = short with 4♥ 15 – 17 hcp

1♠ - 2♥

1♠ - 2♥

2NT - 3♣ asks

2NT - 3♣

3♦ = 15+ hcp 3♥

3♦ - 3♥ asks for shortness

3♥ = 12 – 14 hcp 3♥

3♠ = 18+ hcp any shortness 3NT asks again

3♠ = 18 – 19 hcp 3♥

4♣/♦ = shortness 15 – 17 hcp

3NT = 18 – 19 hcp 2♥

1♠ - 2♥

2NT - 3♣

3♥ - 3♠ = asks for shortness

3NT = no shortness

4♣/♦ = short 12 – 14 hcp

1 Minor – 1 Major 3NT rebid by opener shows 19-21 hcp 4 sup and any shortness