DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIGN	NALS	CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)			NING LEADS S			
	Lead In Partner's Suit					
Style=Aggressive. /Raise=Jump is weak,jump cue better than pre.	Suit	3 <sup>rd</sup> ar	3 <sup>rd</sup> and 5 <sup>th</sup>		3 <sup>rd</sup> and 5 <sup>th</sup>	
1 Level = 5+ Cards 2Level = 5+Cards	NT	2 <sup>nd</sup> and 4 <sup>th</sup>	2 <sup>nd</sup> and 4 <sup>th</sup> , Hxx 3 <sup>rd</sup> best		itude or Count	Category : OPEN TEAM
6-17 HCP Cue :F1 xfer responses after major opening or overcall dbled	Subseq:	Cou	Count		Attitude	Players : TEZCAN ŞEN / ERDOĞAN KAYA NCBO :Turkey
2NT = fit 4+ 8-11HCP,Cue F1, only for 1M overcall	Other:		high from doul	oleton		Event : 16 <sup>th</sup> World Bridge Games Open Series
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)			LEADS			SYSTEM SUMMARY
On 1x : 1NT=15 (14)-17 (18)HCP,responses like our opening	Lead Vs. Suit Vs. NT					
	Ace	AKx,AKQ,	AKxx,Ax		x,AKxx,AKxxx	GENERAL APPROACH Natural 5 Card Major
Balancing : 1NT=10-15 HCP, 2♣ asking for range+Major	King	KOJ,KQx,		Requires unblock A/J		1. = 3+ cards 10-21HCP
Rest: same as our opening	Queen	QJ10,QJx)		AKQx,QJ10,KQ10x,QJ9		1♦ = 3+cards,(unless 4432) 10-21 HCP
	Jack	KJ10x,J10			k,J10x,J108xx	1♥ = 5+cards 10-21HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109xx,10x		10x,10	98x, Q109x	1♠ = 5+cards 10-21HCP
Style = Aggressive in green vs.red	9	,9x,J98x,9x		R987,Q987, 9xx		
Responses : 2NT or Cue F1+	Hi-X	Even	count	Even Count		1NT Opening 15(14)-17 HCP
2-Suit: 1♣ - 2◊= 5♥/5♠	Lo-X	Odd count		Odd count		2NT Opening 20-22 HCP
Reopen: 6cards 12-15 HCP - Reopening: 2NT = 18-20		SIGNALS I	N ORDER OF	PRIO	RITY	2 OVER 1 Response: FORCING GAME
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	F	Partner's Lead	Declarer's		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels Cue Bid	Suit 1st R	everse Count	Reverse Cou	nt	Odd = ENC	
Jump Cue = Asking for stopper		everse Attitude	S/P			Op. 2♦ = Weak aggressive when non vul.
	3 <sup>rd</sup> S/P					Op. $2\Psi = \text{weak}/2 \Rightarrow = \text{weak}$
		everse Count	Reverse Smit	h	Odd = ENC	Op. 3NT = 7-8 card solid minor suit,preempt.
VS. NT (vs. Strong/Weak; Reopening;PH)		everse Attitude	Reverse Cou	nt		1M-2nt: support invite
Double = 4M/5+m		3 <sup>rd</sup> S/P				2♦ response over 1 club opening = 6 cards diamonds. Inv.
2♣ =♥ /♠ (5/4) , 2♦ =One Major	Signals (including Trumps):					2♥ response over 1 minor opening = 5-9 HCP 5+ ↓/4+♥
$2\Psi = 5\Psi$ and $4+\frac{1}{4}$ $2\phi = 5\phi$ and $4+\frac{1}{4}$	S/P, ability		(			2♦ response over 1 minor opening = minor sup. Inv.
vs.Weak NT(-13HCP) : 2♦/♥ = xfer, 2♦ =4♦ + 5-6 any minor clubs						Xfer Responses over 1. Opening and after opp. interference
2NT =Minors , 3♣/♦ =6♣/♦+4♥			DOUBLES			Rubenshol after 2 level overcall of 1NT
Reopening/PH = Same						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	T DOUBLES (	Style; Respo	nses; I	SPECIAL FORCING PASS SEQUENCES	
Bids nat. , Double = T/O	Natural,dou	bleton in unbid	minor ok,Cue F1	+	After doubling Preemptive opening and when its raised	
Over 2♥/♠ =Leaping Michaels	Responses				To 5 level (green vs red)	
NT = Nat ,4NT = 5+(♣+♦)		:Aggressive				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1. or 2.		pass means yo			After our side showed strength in HCP	
1♣ - 1NT = (5♣+5♦) , 1♣ - 2NT = 5(6)+(♣+♦)	SPECIAL	, ARTIFICIAL	& COMPETI		IMPORTANT NOTES	
1+X = Majors, 1+any suit = nat or T/O the suit	Double in Competition shows strong hand or shape					We lead top of xxx after we agreed in a suit
	Support double/redouble					After opponents strong 1NT opening, balancing
OVER OPPONENTS' TAKEOUT DOUBLE	Lightner do	uble			reopening might be very weak	
Redouble = 10+HCP ,New suit nat. F1+	Lead directi	ing doubles				
Raise = weak ,Over 1M = xfer fr.responder, 2NT=3Card fit Limit/GF						<b>PSYCHICS:</b> Rare-Over pds weak opening,3 <sup>rd</sup> seat (in green)

(1)	= AL	OF	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL	MIN. NO. CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*		3	7♠	10-21 HCP 3+Cards	Nat, 1 <b>♦-2♥=5-9 HCP 5+♦</b> /4+♥,1 <b>♦-2♦</b> =5+♦ inv. 1 <b>♦-2♦</b> = GF 1 <b>♦-3♦</b> =Weak 1 <b>♦-2♦</b> =6+♦ inv.	Xfer responses over 1♣,1♣-1♣=4+♠ 2 Way Checkback over 1NTresponse 1♣-1♥-1♣-2♣ = Puppet to 2♠ 1♣-1♥-1♣-2♠ = GF	1 + X - 2 + 5 + 4 + $1 + X - 2 + 5 + 4 + $ $1 + X - 2 + 5 + 4 + $ $1 + X - 2 + 5 + 4 + $ $1 + X - 2 + 5 + 4 + $ $3 + 5 + 4 + $ $3 + 5 + 4 + $ $1 + -1(4/4) - 2 + 5 + 4 +$			
1♦		3	7♠	10-21 HCP 3+Cards	Same as 1+ Opening, 1+-3+=6++ inv.	1♦-1♥-1♠-2♣ = Puppet to 2♦ 1♦-1♥-1♠-2♦ = GF	1 <b>♦-X-2♥ =5♥+4</b> ♦			
1♥		5	5♠	10-21 HCP 5+Cards	1NT=SF, 2♠/♦=GF,2♠=6cards♠ pre.         2NT=4+♥ inv.,3♣/3♦=6 cards inv, 3♥=pre.         3♣=4+♥ 10-12 any sing.,3NT=♠ sing ,4♣/♦=Spl.		Over x =xfer from responder Two way Drury.			
1♠		5	6♥	10-21 HCP 5+Cards	1NT=SF,24/4/♥=GF,2NT=4+♦inv. 34/♦= 6cards inv, 3♥=6♥ inv,3♦=pre. 3NT =10-12 any sing 4♦/4/♥=Splinter		Over x =xfer from responder Two way Drury.			
1 NT				(14)15-17HCP	2♣=Stayman, 2♦/♥/♦/ NT=xfer, 3♣=5-5MİNORS WEAK 3♦=5-5 minors FG GF,3♥/♦=Short	2+=may not have 4 card Major,Smolen 4Cl= 6+ Cards heart slam invitational 4 Dia= 6+ Cards spade slam invitational	After overcall xfer			
2*	*	0	7♠	GF except 2+-2+-2 NT 22+HCP bal. or any dist.	22222222		2 <b>+</b> -2/3x-X = 0-4 HCP 2 <b>+</b> -2/3x- 5+HCP			
2♦	*	5+	No	Weak, 5-10HCP	New suit F1+, 2NT=asking inv					
2♥	*	5+	No	Weak ,5-10HCP	New suit F1+, 2NT=asking inv					
2♠	*	5+	No	Weak, 5-10HCP	New suit F1+,2NT=asking inv					
2 NT			No	(19)20-22(-)HCP	3♣ =Puppet S. 3♦/♥/♠ =xfer	4CI= 6+ Cards heart slam invitational 4 Dia= 6+ Cards spade slam invitational				
3♣		6	No	Natural, preempt.	New Suit F1+					
3♦		6	No	Natural, preempt.	New Suit F1+					
3♥		6	No	Natural, preempt.	New Suit F1+					
3♠		6	No	Natural, preempt.	New Suit F1+					
3 NT	*	7	No	Solid in <b></b> ♣/♦	4 <b>♣/5</b> ♣ =P/C, 4♦=F1+ 4♥/♠ =Nat					
4.		7	No	Natural, preempt.	4♦ =slam try					
4♦		7	No	Natural, preempt.	4 NT = RCKB					
4♥		7	No	Natural, preempt.						
4♠		7	No	Natural, preempt.						
4 NT	4		No							
5*		8	No	Natural, preempt.	5x =Cue	HIGH LEVEL BIDDING				
5♦		8	No	Natural, preempt.	5x =Cue	ast Train and 3NT when M agreed no singleton				
						Exclusion Blackwood (0,1,1+Q,2,2+Q)				
L						Cue Bid 1 <sup>st</sup> or 2 <sup>nd</sup> round control				
						5 Aces RKCB 14 - 03 - 2 - 2+Q / If we couldnt ask kc with 4NT 5NT is for RKCB				
						Directly 5NT: pick a slam, 5♠: invite for grand				



### 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<sup>th</sup> directly shows willing to play 3NT but no stopper at opp's suit.

# Note 2 : Lebenshol

2NT forces 3<sup>s</sup>, 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 1x 1y 1z/nt 2nt transfer to 3cl 1z/nt 2c

2d 2NT invitation

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

1**♣**/◊ - 2♥ = 5**♠**/4+♥ 5-9 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♠



## 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

1♣ - 2♣ pas 3♣ slam invitation

After max responses all bids are forcing to game.

1♣ - 2◊= 5-5 Majors, unlimited Range

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+◊



#### 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.

20= 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 A / 0 = 5 + A / 0 and 5 + A strong hand

Vs weak;

DBL = balanced 13+ or any stong hand

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

2◊**/♥/♠** = 5+ suit



## Note 7: Responses to 1 NT

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

2◊ = 5+♥ any

- 2♥ = 5+**♠** any
- 2♠ = Any 6+♣ one suited
- 2NT = diamonds
- 3**♣** =minors weak
- $3\Diamond$  = minors strong
- 3♥ = 5/4 minors short ♥
- 3♠ = 5/4 minor short ♠

3NT = To play

- 4♣ = 6+♥ slam inv or more
- 4 = 6+  $\bigstar$  slam inv or more
- 4♥ = to play
- 4**♠** = to play
- 4NT = Quantitative
- 5**♣/**◊ = To play
- 5♠ = Grand slam invitation
- 5NT PİCK A SLAM



#### Note 8: Major sequences

- 1♥ 2♠ WEAK 6 CARDS -2NT = relay answers are values
- 1♥ 2NT = fit 10 12 hcp usually 4+ card heart
- 1♥ 3♣/3◊ = 9-11 hcp, 6+clubs/dias
- 1♥ 3♥ = weak 4+ cards fit
- 1♥ 3♠ any singleton ..10/12 3NT ASKS SİNG
- 1♥ 3NT ♠ SiNGLETON 13 14 or 18 -19 hcp

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

1 spade same as 1 heart 1♠ - 3♥ = 9-11 hcp, 6+hearts 1♠ - 3NT = 10 - 12 hcp 4+♠ any singleton

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



#### Note 9: Some special sequences

- 1♠ 2♥
- 3**♥**: 5-4-2-2 strong
- 2NT = 3♥ any unlimit
- 3NT = 15+hcp any singlton
- 4♣/◊ = shortness 11-14 hcp 4♥ 15 17 hcp
- 4♥ min

1 Minor – 1 Major 3NT rebid by opener shows solid minor and strong hand no major support.

- 1 Club 1 Major 3 0 rebid by opener shows 18-19 hcp have 4 card sup. balanced
- 1 Diamond 1 Major 2NT rebid by opener shows 18-19 hcp may have 4 support

### Note 10: Strong 2 clubs special sequences

- 2**♣ 2**◊: waiting
  - 2♥:5+ cards spades positive
  - 2♠:5+ cards hearts positive
  - 2NT: 5+ cards clubs positive
  - 3. : 5+ cards diamonds positive
  - 30: 5+5 both majors unlimit
  - **3♥/3**♠ : weak 7+ cards