

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Standart
Cue promises support and invite +
New suit f IR
Jump fit : preemp.
Jump shift :naturel with support
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd : 15-17
4 th : 11-14 (15) 2 ♣: range asking stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak
Unusual 2 nt (two lowest suits except x)
Micheals cuebid's (other major and any minor)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue: support and invite and +
Mixed raise (6-9 with 4 + support)
VS. NT (vs. Strong/Weak; Reopening;PH)
2 nd :multilandy (dbl : 5m+4 M- 2♣ : MM – 2♦ : 6 cards M- 2♥/♠ : with any m)
4 th : landy (2♣ :Ms, dbl : 11-14, others nat)
To weak nt : dbl : 13 + hcp, 2 ♣: Ms, 2♦: ♥s, 2♥ : ♠
2 ♠ : 4 card ♠ + longer any minor, 2 nt : 4 card ♥ any minor
3x : nat
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl : takeout
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
2 ♣ dbl Ms
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl : 10 +
2 nt : 4+ cards support and inv for M opening

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3-5	3-5	
NT	2-4	3-5 count	
Subseq	Attitude high encourage	Attitude high encourage	
Other: 9 and 10 zero or two higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	AK stiff or KQ	King asks for deblock	
Queen	QJ	QJ or KQ	
Jack	J10 denies higher	J10 denies higher	
10	KJT, AJT, Tx	KJT, AJT, Tx	
9	QT9, KT9, 9x	QT9, KT9. AT9	
Hi-X	Short	Att or 2 nd hXx	
Lo-X	Count		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	count	Odd./even
Suit 2	count	S/P	
3	S/P		
1	attitude	Smith echo	Odd/even
NT 2	count	count	
3	S/P	S/P	
Signals (including Trumps): Hi Enc, Hi/Low even, Odd Enc discards			
Smith echo high enc from both sides			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl up to 2 ♠			
Support rdbl up to 1 ♠			
Dbl to splinter shows interest to lower suit			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Turkey Bridge Federation
PLAYERS: ASLI ACAR-BERRAK ERKAN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2over1gt
Semiforcing 1 nt
Weak 2 ♦/♥/♠
1 nt: 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3 nt gambling
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:1 ♣- 1 ♦(might be 2 cards)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/1♦		3	4♣	10(11) -22 hcp	1m-2m: GF, 1♣ - 2♦: inv with ♣, 1♦- 3♣: inv with ♦ 1♣ - 1♦ :2+ cards, 1♣ - 1 nt : 8-10 2♥: 5♣+4+♥ 5-8p 2♠: 5♣+4+♥ 9-11p(for subs see note: 2)	2way checkback (see note 6), After 1♣/♦ - 1x -1y, 2♣ puppet to 2♦, 2♦: any GF hand	After 1NT overcall (see note: 9)
1♥/1♠		5	4♠	10(11)-22 hcp	2♣: might be short gf 1nt : semi 2 nt : inv +, splinter : 13-15, minisplinter:10-12(other major)	1M- 1NT - 2NT: puppet to 3♣ , then 3x 5-4	Drury (see note: 5) Xfer responses after dbl, 3NT after dbl, gambling with defence points
1NT				15-17	2♣: 0+HCP stayman(may not have 4card M), 2♦/♥: xfer, 2♠:6+♣ 2nt:6+♦, 3♣: ms weak NF, 3♦: ms GF, 3♥: short ♠ GF, 3♠:short ♥ GF, 4♣: Ms, 4♦: ♥, 4♥: ♠,	1NT- 2♣ - 2M- 4♣:slamish with supp, 4♦: quantitative with support	
2♣	x			22+ or 81/2 tricks	2♦: positive, 2♥: 0-4 (no K) 2NT:♠, 2♠:♥		If opp overcalled 2 level dbl bad hand pass good hand , 3 level dbl good hand
2♦/♥/♠		6(5)		3-9 HCP	2 nt : limit asking, new suit : forcing 1R	2 M- 2NT- 3M : weak	
2 nt				20-21 may have 5 card M	3♣: asks 4 card M 3♦/3♥: xfer 3♠ : minors slamish 4♣: ♦ slamish 4♦: ♥ , 4♥: ♠, 4♠: ♣ slamish	2 NT - 3♦ - 3♥: 2-card ♥ 2 NT - 3♥ - 3♠ : 2-card ♠	
3♣		7(6)		3-9 HCP	3♦: asks for singleton, 3♥/3♠/4♣: forcing 1R		
3♦/♥/♠		7(6)		3-9 HCP	4♣: asks for singleton		
3NT				Gambling	4♣: P/C 4♦: asks singleton		
4♣/♦/♥/♠		8(7)		3-9 HCP	New suit : asks for singleton or void or ax rx		
4NT				Minors			
						HIGH LEVEL BIDDING	
						Rkcb (1403) dopi/ropi & depo/repo	
						4 nt -5 nt : even keycards and void 6 x: odd keycards and void	

1- Inverted Minor

- 1 CL 2 CL 3 CL 15+ HCP Any Singleton or Void
3D/H/SP 12-14 HCP Singleton or Void
2 NT : 12-14 or 18-19 Balanced
3 NT : Bad hand ,bad cl to play
2 D /H/SP:Values
- * 1 CL 2 CL 2 NT 3 X Singleton
- * 1 CL 2 CL 3 CL 15+ 3 D relay
3 H/SP/3 NT singlon 3h: Cheap Suit 3sp:middle suit 3NT: expensive suit
- * 1 CL 2 CL 4 CL :Asks for Cuebid
4 NT : Ask Keycards
- * 1 CL 2 D Invite 2H/2SP Values
3 D : no Value in Majors (accept invitation)
2 NT /3 NT : TO PLAY
- * 1 CL 3D/3H/3 SP weak
- * 1 CL 2 CL 2 NT 4 NT 18-19
- * 1 CL 2 CL 2 NT 3 NT 4 NT : 18-19 balanced
- * 1CL 2 CL 2 NT 4CL ask cuebid
- * 1 D 2 D 2H/SP value
2 NT : 12-14 or 18-19
3 NT : to play
3H/3SP : singleton 12-14
4 NT : key card
3 CL : 15+ unbalanced(3 D asks cheap middle expensive)
3D : singleton CL or major values (3 H asks :3 SP major values 3 NT :singltCL)
- * 1 D 2 D 3 CL 15 + 3H/SP singleton
1 CL (DBL) 2 D Invite+
2 CL/3CL Weak 2-9 HCP
2 NT : NATUREL
- 1 D (2 CL) 3H/SP Weak 2-8 HCP
- 1H (2 CL) 3D / 3SP Weak 2-8 HCP
- 1 CL (1 H) 3D Weak 2-8 HCP
- 1 D (1 M) 3 CL Weak 2-8HCP
- Over 1 MAJOR DBL all bids are xfer.

2- 1m-2M

- 1m-2M-3m:non forcing
- 1cl- 2h 5-8 HCP 5+sp 4+h
2sp 9-11 HCP 5+sp 4+h
- 1m-2h
- 2NT 3cl: 5-4, 6-4 5-6 HCP
3d:5-4 7-8 HCP unbalanced
3h:5-5 5-6 HCP
3sp:5-5 7-8 HCP
3NT: 5422 7-8 HCP
- 1m-2sp
- 2NT 3cl:5-4, 6-4 9-10(-) HCP
3d:5-4 10(+) 11 HCP unbalanced
3h:5-5 9-10(-) HCP
3sp:5-5 10(+) 11 HCP
3NT: 5422 10 11 HCP
- 1m 2M
- 2NT 3cl
- 3d 3h 5-4 min (5-6 for 2H, 9-10(-) for 2sp)
3sp 6-4 min (5-6 for 2H, 9-10(-) for 2sp)
- 1m 2M
- 2NT 3d max unbalanced (7-8 for 2H, 10-11 for 2sp)
- 3h:asks singleton

1m 2h
2NT 3d
3h 3sp:singleton cl
3NT:singleton d

1m 2sp
2NT 3d
3h 3sp: singleton cl
3NT: Singleton d

Bidding 4cl always support H.
Bidding 4d always support SP
1cl (1d) 2sp or 2h system on
1cl (dbl) 2sp or 2h system on
1m 1sp
1NT 2d
2h: 13-14HCP 3 cards sp
2sp:10-12 HCP 3 cards sp

3- 1m - 1M- 2 NT

A) 1 CL 1 H
2 NT 3 CL : xfer to d
3 D : 5 card h
3 H : 4-4 MAJOR
3 SP : 5 + CL SLAMISH
3 NT : TO PLAY

B) 1 CL 1 H
2 NT 3 D
3 H 3SP : 5-4 MAJOR

C) 1 CL 1 H
2 NT 3H
3 SP : 4 LÜ SP 3 NT : SLAMISH
4 SP : T/P
4CL/D/H cuebid

D) 1 CL 1 H
2 NT 3 H
4CL/D : H support CUEBID
4 KÖR : min

E) 1 CL 1 SP
2 NT
3D : 4 card h
3H : 4 cards h
3 SP : 3 cards spade
3 NT : no 4 cards h nor 3 cards sp
4 CL/D sp support CUEBID

F) 1 CL 1 SP
2 NT 3 D
3 H 3 NT SERIOUS SP CUEBID

4- NONSERIOUS – SERIOUS

1 H 2 CL
2H 3H
3SP : NONSERIOUS
3NT /4CL/4D : CUEBID SERIOUS

--- 1 H 2 CL
2H 3H
3SP 3NT : sp CUEBID ,
---1 SP 2 CL
2SP 3 SP
3 NT : NS
4CL/D/H : SERIOUS

----1 SP 2H
3H 3 SP : NONSERIOUS , 3 NT / 4 CL / 4 D : CUEBID serious
3 NT : sp CUE

5- DRURY

2 CL : 8+

2D : 8-9 4 cards support

2 NT : 4 cards support unbalanced

3X : 5-4 invite

-----1 H 2 SP : weak sp 0-5 hcp

----- 1 H 2 CL

2 D 2H: 8-10 3 3 cards support

2 SP : 3 cards support 10(+)-11

2 NT : 4 cards support 10-11 balanced

3CL/D : 5-3 10-11 hcp invite

-----1 SP 2 CL

2 H : 4 cards h less than 12 hcp

-----1 SP 2 CL

2D 2 SP : 3 cards 8-10(-) hcp

2H: 3 cards support

2 NT : 4 cards support balanced 10-11 hcp

6- 2 WAY CHECKBACK

..... 1 CL 1 H

1 NT 2 CL

2 D 3 H : invite with bad quality in hearts

.....1 CL 1H

1 NT 3 H : invite with quality in heart

.....1 D 1 SP

1 NT 2 D

2 H : good sp support 13-14 HXP 3 D : 4+D

3 CL : 5 L Ĭ SP 4 L Ü CL

NOT : if the minor is 4 cards we use 2cl 2d....

same in 2 WAY cb , XYZ and WALSH

7- 1 M - 2 NT

8-14 balanced

8-9 unbalanced

....1 M 2 NT

3 CL : any 15 HCP

3d : 15+ HCP balanced

3h/3 sp / 3 nt 15+ singleton (cheap middle expensive)

---- 1 h 2 nt

3 cl 3d : relay

3h : 8-9 HCP balanced

---1 h 2 nt

3cl 3d : relay

3h: 11-13 balanced

3sp/3 nt / 4c Ĭ : (cheap middle expensive) 11-14

4h : 13-14 balanced

---1sp 2 nt

3 cl 3 d : relay

3sp : 8-9 balanced

4 sp : t/p

--- 1 sp 2 nt

3 cl 3 d

3 sp : balanced 11-12

3 h (cl) / 3 nt (d sing) / 4 cl (h sing) 11-14 (cheap middle expensive)

4 sp: 13-14 balanced

---1 h 2 nt

3 d : 15+ HCP balanced 3 h : relay (12-14 balanced)

3sp : 15-17 balanced

3 nt : 18- 19 balanced

--- 1 sp 2 nt

3 d 3 h : relay

3 sp : 15-17

3 nt : 18-19

..... 1 M 2 nt

3 d : 15+ balanced 4M : 8-11 balanced

3sp / 3 nt / 4 cl : 8-9 singlto(cheap middle expensive)

----1 h 2 nt

3 h : 15+ singleton cl 3 sp : relay

3 nt :min 4 cl : middle 4 h :max

----1 h 2 nt

3 sp :d tek 3 nt : relay

4 cl :min , 4 d :middle , 4 h : max

----1 h 2 nt

3 nt : sp tek 4 cl relay

4 d : min , 4 h :middle , 4 sp : max

---- 1 h 2 nt

3 d : 15 + 3 h : relay 12-14

3 sp : 8-9 singleton cl

3 nt :8-9 singleton d

4 cl :8-9 singleton sp

4 h : 8-11 balanced

-----1 sp 2 nt

3 h : singleton cl 3 sp:relay

3 nt :min , 4 cl middle , 4 d : max

-----1 sp 2 nt

3 sp : singleton d 3 nt : relay

4 cl :min , 4 d middle , 4 h max

-----1 sp 2 nt

3 nt : singleton h 4 cl : relay

4 d : min , 4 h : middle , 4 sp :max

8- TURBO

1 CL 1H/1SP

1 NT 2 NT : RELAY 3 CL TURBO

3CL 3 D : 4+ CL 5 + H singleton D

3H : 6+H ,4+CL

3SP : 5+H , 4+CL singleton SP

3 NT : 5422

* 1 D 1 H

1 NT 2 NT

3 CL 3 D : 4+D , 5+H singleton CL

3H : 6+H ,4+D

3 SP : 5 H,4D singleton SP

3 NT : 5422

*1 H 1 SP

1 NT 2 CL

2D 2 NT naturel invite

*1 CL 1 H

1 SP 2 NT

3 CL 3D : 5+H,4+CL singleton d

3H: 6+ H,4+CL

3 SP : 5+H,4+CL singleton SP

3 NT :5422

!!! : 1 CL 1 H

1 SP 2 NT TURBO

* 1 CL 1 H

1 NT 3 CL 5+H 4+CL invite

*1CL 1 H

1 NT 3D : 5-5 GF

*1 D 1 SP

1 NT 3 H : 5-5 GF

*1D 1 SP

1 NT 2 CL

2 D 3 CL : 4 cardsH 5 cards CL invite

9 - subs auctions after 1NT overcall

1 MÍNÖR (1 NT) 2 CL MAJORS

2 D MULTİ

2H/2SP : +minor of partner

DBL : penalty