

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Standart
Cue promises support and invite +
New suit f 1R
Jump fit : preemp.
Jump shift :naturel with support
INT OVERCALL (2nd/4th 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 (2 cheap suits)
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- 2cl : MM – 2 d : 6 cards M- 2h/sp : with any m)
4 th : landy (2cl :MM dbl : 11-14 others nat)
To weak nt : dbl : 13 + hcp 2 ♣ : majors 2 ♦/2♥ : transfers 2 ♠ : 4sp + longer any minor 2 nt : 4 h+ any minor 3x : nat
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl : takeout
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
2 cl dbl majörler
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl : 10 + 2 nt : 4+ cards fit and inv for majors

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	ARX	ARX	
King	AR stiff or RD	King asks for deblock	
Queen	DV	DV or RD	
Jack	V10 denies higher	V10 denies higher	
10	Zero or two higher	Zero or two higher	
9	10 and 1 higher or zero	10 and 1 higher or zero	
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	Smth echo	Odd/even
NT 2	count	count	
3	S/P	S/P	
Signals (including Trumps): Standart carding			
Smith echo high from bothside			
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: women European championship Denmark herning PLAYERS: ASLI ACAR-BERRAK ERKAN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2over1gf
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	2 way checkback, inverted, criss-cross- xyz 1 cl 1d : maybe 3 cards 1 cl 1 nt : 8-10		
					2 h/ sp : invite with majors (Details are on supplementary)		
1♥/1♠		5	4♠	10(11)-22 hcp Could be long minor	2♣: might be short gf 1nt : semif	Then 1 nt : 5-5 2 nt : relay to 3♣ then 3x:5-4	Drury (Check supplementary)
					2 nt : inv + splinter : 13-15 minisplinter:10-12(other major) xyz, 2 way checkback	If opp dbled all xfer 2 nt : truscot with 4 cards 3 nt : 7-9 gambling fit major	
INT				15-17	2♣: 4 card major isn't a must and might be nonf	Over 2 major 4♣:slamish fit 4♦: quantitative with support	
					2D/h : xfer 4d/h : xfer , 3♣: 5-5 weak 3♦: 5-5 strong 3♥:1-3-4-5	Then minor xfer : 2 nt and 3♣ good hand with support	
2♣				22+ or 81/2 tricks	2♦: positive 2♥: 0-4 (no k) 2 nt : sp 2 sp : h	If opp overcalled 2 level dbl bad hand pass good hand , 3 level dbl good hand	
2♦/2♥/2♠		6(5 cards)		6-10 weak	2 nt : ask honor new suit : flr	Rebid : weak	
2 nt				20-21 could be 5 card major	3♣: stayman 3♦/3♥: xfer 3sp : minor slamish 4♣: d slamish 4d/h : xfer 4♠: cl slamish	Explanations are in supplementary	
3♣		7		Weak	New suit : forcing 1R jump new suit : asks for singleton void or ax rx		
3♦		7		“	“		
3♥		7		“	“		
3♠		7		“	“		
3NT				Gambling	4♣: P/C 4♦: ask singleton		
4♣		8					
4♦		8					
4♥		8		New suit : asks for singleton or void or ax rx			
4♠		8		“ “			
4NT				Minors			
HIGH LEVEL BIDDING							
Rkcb (1403) dopi- depo-ropi							
4 nt -5 nt : even keycards and void 6 x: odd keycards and void							

1- INVERTED MINÖR

- 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 singleton 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 :singtCL)
- * 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 : NATURAL
- 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 transfer.

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

3NT: Singleton d

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 card 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 cars h nor 3 cards sp
5 CL/D sp support CUEBID
6
- F) 1 CL 1 SP
2 NT 3 D
3 H 3 NT SERIOUS SP CUEBID

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

DRURY

2 CL : 8+
2D : 8-9 4 cards support
2 NT : 4 carsd 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

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 Lİ SP 4 LÜ CL

NOT : if the minor is 4 cards we use 2cl 2d.... same in2 WAY cb , XYZ and WALSH

18- 1 MAJÖR 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 l :(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 2nt

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 Singleton 3 nt : relay
 4 cl :min , 4 d :middle , 4 h : max
 ---- 1 h 2 nt
 3 nt : sp Singleton 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 singlton cl
 3 nt :8-9 singlton d
 4 cl :8-9 singlton sp
 4 h : 8-11 balanced
 ----- 1 sp 2 nt
 3 h : singlton cl 3 sp:relay
 3 nt :min , 4 cl middle , 4 d : max
 ----- 1 sp 2 nt
 3 sp : singlton d 3 nt : relay
 4 cl :min , 4 d middle , 4 h max
 ----- 1 sp 2 nt
 3 nt : singlton h 4 cl : relay
 4 d : min , 4 h : middle , 4 sp :max

2-TURBO

1 CL 1H/1SP

1 NT 2 NT : RELAY 3 CL TURBO

3CL 3 D : 4+ CL 5 + H singlton D
 3H : 6+H ,4+CL
 3SP : 5+H , 4+CL singlton SP
 3 NT : 5422

* 1 D 1 H

1 NT 2 NT

3 CL 3 D : 4+D , 5+H singlton CL
 3H : 6+H ,4+D
 3 SP : 5 H,4D singlton 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 singlton d
 3H: 6+ H,4+CL
 3 SP : 5+H,4+CL singlton 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

NOT : 1 MİNÖR (1 NT) 2 CL MAJORS

2 D MULTİ

2H/2SP : +minor of partner

DBL : penalty