

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
5+ cards, 7-17 points, jump overcalls weak
Responses: Jump fits are weak, cue bid: 11+TP w/ fit or 15+TP
Jump cue-bid: 4-card sup mixed raise
<b>Over a major overcall: 2NT: INV or GF w/4-card sup</b>
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17(18) HCP , responses same with 1NT opening
4.live: other suits for passed hand
4.position: 11-15 HCP , 2cl range stayman, others same
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak natural, 1x/2NT: small bicolor hand (5+ - 5+);
Reopen: 6-cards 12-14 HCP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1m/2♦ : majors, 1x-3x: ask for stoper, Michaels, minor unknown
Reopen: cue bid: bicolor or one-suited strong hand
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs strong dbl: 5+m 4M or strong with a M,2♣:majors 2♦ :6-card major
2♥:5+ hearts 4+minor 2♠:5+ spades 4+minor
2NT: minors 3m: natural
reopening: 2♣:majors, others natural
Vs weak: dbl:13+HCP, 2cl majors ,3cl: strong majors ,others transfer
Jump overcalls: 3M: 6+ cards 8.5-9 tricks
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
3♣/4♣: ♦+M, (3♣ or 3♦) /4♦: majors , 3♦/4♣: ♣+M
3M/4♣: ♣+oM, 3M/4♦: ♦+oM
2M/4♣: ♣+oM, 2M/4♦: ♦+oM, 2M/3M: minors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
xx: 10+hcp no fit
Over major openings: transfers, 3♣: fit, 11+p

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3-5	3-5	
NT	2-4	2-4	
Subseq			
Other: Vs NT King wants UB then count			
On NT contract We haven't a standard from 3 small Xxx xXx second or top			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(x),AK(x),AQ(x), AJ(x)	AKx(x),AQJx(x),	
King	KQ(x), AK(x)	KQTx(x),AKJx(x)	
Queen	QJ(x)	QJx(x), AOJx(x)	
Jack	J10(x),KJT(x),AJT(x)	Same	
10	QT9(x), KT9(x),T9(x)	HT9(x), 109(x)	
9	9x,98x(x)	9xx, 98x(x)	
Hi-X	Xx	Xxx,Xx,xXxx	
Lo-X	xxX,xxXx,xxxxX	HxX,HxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi: discouraging	Hi/lo: odd	Hi: discouraging
Suit 2	Hi/lo: even	Suit preference	Hi/lo: odd
3	Suit preference		Suit preference
1	Hi: discouraging	Hi/lo: even	Hi: discouraging
NT 2	Hi/lo: odd	Suit preference	Hi/lo: odd
3	Suit preference		Suit preference
Signals (including Trumps):			
Smith eco: low enc.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
10+ HCP w/ classical shape responses: cue: 12+HCP, jump bid: 8-11 HCP			
Reopening: 8+ HCP			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1NT-x-xx:			

W B F CONVENTION CARD
<b>CATEGORY: u-26</b>
<b>PLAYERS: Metecan Kalaycı, Hamza Çoban</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card major, 2M: 6+M 11-15 HCP
1major-1NT F1
1NT openings : 15-17 HCP, 2NT: 20-21 HCP
2 over 1 GF unless suit rebid
Serious 3NT
3 <sup>rd</sup> and 4 <sup>th</sup> suit: at least INV
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦: Multi (6M or 18-19 BAL)
3 <sup>rd</sup> seat openings may be light
3NT: solid minor
Transfers over 1M-(x)
Bergen 1M-3♣/♦: 6-9sup /10-12 sup
3-way Drury
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	11-21 HCP	Inverted minor, GF	After overcall: 1m-2m: 6-10 HCP with sup	
					1M: 4+ M, 2♥: 5♠, 4+♥, 5-8 p, 2♠: 5♠, 4+♥, 8-11p	After the sequence 1x-1y-2NT is GF, 3♣: asks,	
1♦		3	4♠	11-21 HCP	1♣-2♦: fit, INV, 1♦-3♣: fit, INV	2 way CB to 1NT rebid 3 <sup>rd</sup> and 4 <sup>th</sup> suit: at least INV	
1♥		5	4♠	11-21 HCP	1NT: 6-11HCP F1, 2NT: 4+sup 15+TP or 3-sup 17+TP 3♣:6-9 TP 4+sup, 3♦:10-11 TP 4+sup BAL Splinters: 11-14 HCP 4-card sup 1♥-2♠: 8-11HCP 4+sup w/ S/S 1♠-3♥:8-11HCP 4+sup w/ S/S 2NT: Jacoby 15+TP, 4+fit	After the sequence 1x-1y-2NT is GF	
1♠		5	4♠		1♥-3NT: splinter with short spade 1♥-3♠,1♠-3NT: 4+sup 11+p w/ void	After overcall 2NT: 9+TP 4+sup, 3x: natural Jump cue bid: 6-9 TP w/4-card sup	2NT: 9-11p 4sup, UNBAL 2♣:10-11p 3sup, 2♦:9-11p 4sup, BAL
					1♥-3NT: splinter with short spade 1♥-3♠,1♠-3NT: 4+sup 11+p w/ void	After dbl: transfers, 1M-2M: 5-8p, fit 1♠-(x)- 2♥: 8+TP fit, 1♥-(x)- 2♦: 8+TP, fit	
INT			4♠	15-17 HCP balanced	Stayman, Jacoby and Texas Transfers 3♣: Puppet, 3♦: minors GF, 3♥/♠: 3-card OM, 5/4 minors 2♠: Trnsfr to ♣, 2NT: Transfer to ♦	After overcall double : inv +, takeout Lebensohl for natural overcalls	
2♣	✓			22+ HCP if balanced or 18+ HCP strong	2♦:4+ HCP, 2♥: 0-3 HCP 2NT: 8+HCP hearts	After 2♣-2♦-2NT: puppet stayman and tranfers	
2♦	✓	6		6-card major 6-10 HCP Or 18-19 balanced	2♥/2♠/3♥:pass or correct, 2NT: 15+HCP New suit to play	After 2NT response: 3♣:good hand, 3♦: bad w/ hearts 3♥: bad w/ spades 3NT:20-21 After dbl: pass: to play, xx: p/c, 2M: natural After 2NT rebid: puppet and transfers	
2♥		6		6+ heart 11-15 HCP	2NT: spades inv+, 3m: natural GF, 2♠: ask for shape	After 2♥-2♠: 2NT: S in ♣, 3♣: S in ♦, 3♦: S in ♥, 3♥: 6322	
2♠		6		6+ spades 11-15 HCP	2NT: ask for shape	After 2♠-2NT: 3x: S in x	
2NT				20-21 HCP balanced or 6322	3♣:puppet, 3♦/♥:transfers 3♠: transfer to 3NT, 3NT: 5♠, 4♥ 4♠:4-4 minors quantitative 4♦/♥:Texas Transfer	2NT-3♠-3NT-4m: 6+m at least slam try 2NT-3♠-3NT-4M: 5-5 minors shortness in M. 2NT-3♣-3♦: at least a 4-card M	
3♣		6		Pre-emptive	New suit:F1		
3♦		6		Pre-emptive	New suit:F1		
3♥		7		Pre-emptive	New suit:F1		
3♠		7		Pre-emptive			
3NT	✓	7		Solid minor no other values	4♣:P/C 4♦: asks for shortness ,4nt: asks for length	<b>HIGH LEVEL BIDDING</b> RKCB(1430), 5NT:0-2KC+void, 6X:1-3 +void	
4x		8		May be Pre-emptive		After RKCB, 5NT asks for kings	
5m				May be Pre-emptive		Splinters, voidwood	

# Supplementary Sheet

Türkiye U26, Hamza Çoban - Metecan Kalaycı

## 1 Over opponent's overcall

1♥ (X) XX : 10+ HCP	1♠ (X) XX : 10+ HCP
1♠ : natural	1NT : transfer to ♣
1NT : transfer to ♣	2♣ : transfer to ♦
2♣ : transfer to ♦	2♦ : transfer to ♥
2♦ : 8-10 HCP, 3-4card♥	2♥ : 8-10 HCP, 3-4card♠
2♥ : 5-7 HCP, 3-4card♥	2♠ : 5-7 HCP, 3-4card♠

### 1.1 Jump bids after overcall

1♦ (1♥) 2♠ : 6-7 cards, weak	1♦ (1♠) 3♣ : 6-7 cards, weak
3♣ : 6-7 cards, weak	3♥ : 6-7 cards, weak
1♥ (1♠) 3♣ : 6-7 cards, weak	1♠ (2♣) 3♦ : 6-7 cards, weak
3♦ : 6-7 cards, weak	3♥ : 6-7 cards, weak

### 1.2 After intervention to 1NT

If double (X) means single-suited or 5+m, 4M, there is no change in our system.  
If it means penalty,

1NT (X) P : transfer to XX	1NT (X) P
2x : 5+ cards, to play	XX : no 5-card suit
	2x : 5+ cards, to play

If 2♣ means single-suited, then X is Stayman and others continue as the same. after majors overcall (2♣ or 2♦),

1NT (2♣) X : 8+ HCP	1NT (2♦) X : 8+ HCP
2♦ : to play	
2♥ : clubs GF or to play	2♥ : clubs GF or to play
2♠ : diamonds GF or to play	2♠ : diamonds GF or to play
2NT : invite to 3NT	2NT : invite to 3NT
3♣ : 6-9 HCP invitational	3♣ : 6-9 HCP invitational
3♦ : 6-9 HCP invitational	3♦ : 6-9 HCP invitational
3♥ : minors GF, shortness in ♥	3♥ : minors GF, shortness in ♥
3♠ : minors GF, shortness in ♠	3♠ : minors GF, shortness in ♠

1NT (2♣) X (2♥)	1NT (2♣) X (2♥)
X : takeout	P (P) X : takeout

After 2♦, a 6-card major, overcall,

1NT (2♦) X : 8+ HCP, wants to penalize 2M	1NT (2♦) P (2♥)
2♥ : natural, to play	P (P/2♠) X : 8+ HCP, takeout
2♠ : natural to play	
2NT : invite	1NT (2♦) X (2♥)
3x : natural, GF	P (P/2♠) X : penalty

After 2M overcall,

1NT (2♥) X : takeout	1NT (2♠) X : takeout
play	2♠ : to
2NT : transfer to 3♣	2NT : transfer to 3♣
3m : natural, GF	3m : natural, GF
3♠ : natural, GF	3♥ : natural, GF
3NT : to play, stopper in ♥	3NT : to play, stopper in ♠

1NT (2♥) 2NT : 8+ HCP, takeout	1NT (2♠) 2NT : 8+ HCP, takeout
3♣ (P) P/3♦ : to play	3♣ (P) P/3♦ : to play
	3♥ : invitational
3♠ : invitational	3NT : to play, no stopper in ♠
3NT : to play, no stopper in ♥	

### 1.3 After Michael's cue bid

<p>1♣ (2♣) X : 8+points            2♥ : clubs fit, GF or to play 3♣            2♠ : diamonds, GF or to play 3♦            2NT : invitational            3m : natural, constructive 9-11 HCP            3♥ : GF with fit, shortness in ♥            3♠ : GF with fit, shortness in ♠</p>	<p>1♥ (2♥) X : 10+HCP, penalty is possible            2♠ : cue bid, 3-card ♥ 11+TP            2NT : 4+-card ♥, 9+HCP            3m : natural, GF            3♥ : 3+ fit, 7-10 HCP            3♠ : 4-card ♥, shortness in ♠</p>
<p>1♦ (2♦) X : 8+points            2♥ : clubs , GF or to play 3♣            2♠ : diamonds fit, GF or to play 3♦            2NT : invitational            3m : natural, constructive 9-11 HCP            3♥ : GF with fit, shortness in ♥            3♠ : GF with fit, shortness in ♠</p>	<p>1♠ (2♠) X : 10+HCP, penalty is possible            2NT : 4+-card ♠, 9+HCP            3m : natural, GF            3♥ : 3-card fit, 11+TP            3♠ : 3+ fit, 7-10 HCP</p>

After any two-suited intervention, if suits are determined, then bidding the lower one means GF or to-play with the lower of the remaining. Bidding the higher one means GF or to-play with the higher of the remaining.

### 1.4 After intervention to 2♦ (Multi)

<p>2♦ (X) P : diamonds, to play            XX : bid your suit            2♥ : natural            2♠ : natural            3m : natural, for competition            3♥/3♠ : Pass or correct            4♣ : transfer your suit</p>	<p>2♦ (2♥) X : p/c            3m : natural, for competition            2♦ (3m) X : penalty            2♦ (P/X) 4♥/♠ : natural            2♦ (P/X) 4♦ : show your suit</p>
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### 1.5 After intervention to strong 2♣

<p>2♣ (2x/3x) P : negative, 0-3 HCP            X : 4+ HCP            others natural, 8+ HCP</p>	<p>2♣ (X) no change in the system</p>
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## 2 Defense on various openings

### 3

(2♦) P (2♥) P	(2♦) P (2♥) P
(P) X : takeout	(2♠) X : takeout
2♠ : natural, for competition♦	2NT : minors competitive
2NT : minors competitive	3m : natural, for competition
3m : natural, for competition	

(2♦) P (2♥) P	(2♦) X (2♥) X: 9+HCP
(P) X (P) 2♠	
(P) 2NT : 15-18 HCP, no stopper in ♠	(2♦) X (P) 3cl: 9-11

### 2.2 Vs. 2M openings (single-suited or two-suited)

(2♥) 3♥ : minors GF	(2♠) 3♠ : minors GF
4♣ : clubs + spades	4♣ : clubs + hearts
4♦ : diamonds + spades	4♦ : diamonds + hearts

(2♥) X (P) 2NT : transfer to 3♣	(2♠) X (P) 2NT : transfer to 3♣
3m : natural, 8-11 HCP	3m : natural, 8-11 HCP
3♥ : cue 12+	3♥ : natural, 8-11 HCP
3♠ : 5+spades, invitational	3♠ : cue 12+

(2♥) X (P) 2NT  
 (P) 3♣ (P) P: to play  
 3♦ : 0-8 HCP  
 3♥ : no stopper in ♥  
 3♠ : 4-card spades, invitational  
 3NT : without stopper in ♥

(2♠) X (P) 2NT  
 (P) 3♣ (P) P: to play  
 3♦ : 0-8 HCP  
 3♥ : 0-8 HCP  
 3♠ : asks for 4-card ♥  
           no stopper in ♠  
 3NT : without stopper in ♠

(2♥) X (P) 2NT/3♣  
 (P) 3♦ : 6-card ♦, 4-card ♠

(2♠) X (P) 2NT/3♣  
 (P) 3♦ : 6-card ♦, 4-card ♥

### 2.3 Vs. 1NT opening

(1NT) 2♣ (P) 2♦  
 (P) 2♥ (P) 2♠ : 3-card ♠, invite  
 2NT : 3-card ♥, invite  
 3♥/3♠ : 4-card fit, invite

(1NT) 2♣ (P) 2♦  
 (P) 2♠ (P)  
 3♥ : 4-card fit, invite  
 3♠ : 3+card fit, invite

#### 2.3.1 vs. weak 1NT

(1NT) X : 13+ HCP  
 2♣ : majors, might be 5-4  
 2♦ : hearts  
 2♥ : spades  
 2♠ : clubs  
 2NT : minors  
 3♣ : strong majors, 5-5  
 3♦ : natural

(1NT) 2♦ (P) 2♥ : transfer completed  
 2♠ : 5+spades, F1  
 2NT : cue bid, F1  
 3m: natural, F1  
 3♥ : 3+fit, invite

(1NT) 2♣ P 2♦ : asking for longer major  
 2♥/♠ : preference  
 2NT : invite to 3nt  
 3♥/♠ : 4-card fit, 6-9 HCP

