

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Style: Light
Responses: F1
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, Responses: system on.
Reopening: 11-14 2c: Responses: system on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Style: Weak
Unusual NT: 2N= lower unbid suits
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue: 2-suited
(1m) 2♦ -> M's (1M) 2M = oM+unknown minor
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = M's,
2♦ = Light unknown M
2♥/2♠ = Constructive single suit M
Reopening:
Dbl=♦+♠, 2♣=♣+♥, 2♦=♦+♥, 2♥=M's, 2♠=♠+♣
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Over (weak 2X)-cue=MA over m; m's over M 4m=m+OM
Lebensohl over opponent's Weak 2
(2♦ Multi) 3♥/♠=minors, 4m=m+unknown M
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl = Both Majors, NT = both minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl = 9+
1M (Dbl) 1NT = good raise in M

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	Attitude	3/5	
Subseq	Attitude		
Other:			
If supported partner's suit, attitude lead, if not, 3-5 lead.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), AKQx	AKxx, AKJx	
King	AK, KQx(+)	AKQ(x), KQx(x)	
Queen	QJ(x)	HQJx(+), QJ(x)	
Jack	JTx(+), KJT <sub>x</sub>	JT(x)	
10	T9x, HT9(+)	AJT(x), KJT(x), HT9(+), AQT9(x)	
9	9x	T9x(x), H98xx, 9x	
Hi-X	Even	Even	
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High = encourage	High = even	High = encourage
Suit 2	High = even	Suit pref	Suit Pref
3	Suit Pref		High = even
1	same	same	same
NT 2			
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Style: Light Responses: Cue-bid only force			
Reopening: Light			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support dbls and rdbls			
Lightner dbls			

W B F CONVENTION CARD
<b>CATEGORY: U-26</b>
<b>NCBO: Turkey</b>
<b>PLAYERS: Muhammed Furkan Eker – Cem Barkın Gülez</b>
18 <sup>th</sup> World Youth Teams Championships
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF
2♣ = (17)18-19 bal
2♦ = Any strong hand
1NT = 15(14)-17 HCP
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1M-2NT/1m-2♣ = Limit raise
1♥-3♠/1♠-3NT = 10-12 splinter, unspecified suit
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rarely</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		Better minor	1♣-2♣: 5-9 2♦: inverted raise	1♣-2♥-3♣: to play 1♣-2♥-2NT: ask	1m-2♦: nat, 1m-2♠: inv 1m-2♥: 5+Sp, 4+H 1m-(DBL)-2om: inverted raise
1♦		3		Better minor	2♥: 5+♠ 4+♥, 2♠: limit raise	2♠-3x: singleton 2♥-2NT: asking	2♥: 5+♠ 4+♥
1♥		5			2NT: limit raise, 1♥-2♠: 4c Sp, 6c minor 6-9 1♥-3♠/1♠-3NT = 10-12 splinter, unspecified suit	2NT-3♣: asking, 3♦: 4c oM Over 3♣: 3♦:3c sup, 3♠/4x: singleton	1♥-2♠/1♠-2nt: 5-11 4c fit 2♣: drury
1♠		5			1♥-3NT = ♠ splinter 13-15 1M-4x = splinter 13-15	1♥-2♠-3♣: pass or correct	
INT				(14)15-17 hcp bal	2♠: inv or cl, 2NT: puppet, 3♣: ♦, 3♦: 544 or 4441, 3♥/3♠: singleton, 4♣/4♦: satt	1NT - 3♦-3♥(relay)-3♠: sp short 1N-3♦-3♥-3N/4♣: H short (game/slammish)	Rubensohl
2♣				(17)18-19 hcp bal	2♦/2♥: 4c M, 2♠: xfer to 2nt, 2nt: xfer to ♣ 3♣: xfer to ♦, 3♦: 5c M ask, 3♥/3♠ singleton	2♣-2♦-2♥-2♠: 5332 cog 2♣-2♦-2♥-2NT: 5+c H, gf	Rubensohl if opps interfere
2♦				strong	2♥: relay, 2nt:5+c ♠, 2♠: 5+c ♥	2♦-2♥-2♠: 4+c Sp 2♦-2♥-3♣/3♦: 6c minor	2♦-(2X)-DBL: bad hand 2♦-(3X)-DBL: 3+ HCP
2♥		6		Preemptive	2♠: F1, others: xfer, 3♦: invite, 4♠: to play	xfer get broken if have support	No transfer bids if opps interfere. 2♥-X-2NT: pick a minor
2♠		6		Preemptive	Xfer, 3♥: invite, 4♥: to play		
2NT					3♣: stayman, 3♠: minor stayman, 4♣/♦: SATT (19)20-21 hcp bal 4♥/♠: slammish ♣/♦		
3♣				Preemptive	3♣-3♦/♥/♠: F1, 4♦: splinter 4M: to play	3♣-3♦/♥-3♠: no fit, xfer to NT.	
3♦				Preemptive	3♦-3♥/♠: F1, 4♣: splinter, 4M: to play	3♦-3♥-3♠: no fit, xfer to NT.	
3♥				Preemptive	3♥-3♠: F1, 4m: splinter, 4H: to play		
3♠				Preemptive			
3NT				gambling	4♣/5♠=P/C, 4♦=asks short, 4M=to play.	3NT-4♦-4♥/4♠/4NT: H/Sp/om short	
4♣				Preemptive			
4♦				Preemptive			
4♥				Preemptive			
4♠				Preemptive			
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						4NT RCKB (1403), 5NT after RKCB -> asking for kings or extras	
5♥						5NT= usually pick a slam	
5♠						Lightner doubles	
						Non-serious 3NT	
						cue-bid style: 1st or 2nd round control	
						Dopi Ropi	

## SUPPLEMENTARY SHEET

### TÜRKİYE U-26

Muhammed furkan EKER-Cem barkın GÜLEZ

## Inverted Minor Subsequences

1m-2♦: inverted raise subsequences

1m-2♦

2♥: not good side to play NT

2♣: long m without shortness

2nt: good side to play NT

3♣: 15-17 with unspecified shortness (relay to 3d)

3♦/3♥/3♠: 12-14 or 18+ shortness (3d for om)

1m-2♦

3♣-3♦

3H/3Sp/3NT: shortness (3NT for om)

1m-2Sp (fit inv)

2NT/3m: to play

3x: shortness

1m-2H

2Sp: to play

2NT: ask

3m: to play

1m-2H

2NT-?

3C 5-4 majors, min

3D 5-4 majors, max

3H 5-5 majors min

3Sp 5-5 majors max

## Major Subsequences

1M-2NT(3+c fit, inv)

1H-2NT

3C->ask

3D-> 4c oM

3H->decline

3Sp-> side suit

4C-> side suit

4D-> side suit

1H-2Sp (6c m, 4c Sp)

2NT-> invite to game

3Cl-> pass or correct

3rd/4th position opener:

1H-2Sp\*

2NT\*\*-?

3C/3D/3H -> cl/d/sp shortness 5-8 hcp, 4+c fit

3Sp/4C/4D -> sp/cl/d shortness 9-11 hcp, 4+c fit

3NT-> 4-3-3-3 balanced 4c fit

4H-> balanced 4c fit

\*: 5-11 hcp 4c fit with a singleton or 4c fit balanced hand invite

\*\* :ask

1Sp-2NT

3C-?

3D/3H/3Sp -> D/H/Cl shortness 5-8 hcp 4+c fit

3NT -> 4-3-3-3 balanced 4c fit

4C/4D/4H -> C/D/H shortness 9-11 hcp 4+c fit

4Sp-> balanced 4c fit

### 2NT - 3♣ SUBSEQUENCES

2NT – 3♣

3♦ - 3♥

3NT → 4♣ : ♣ short 5-5 majors slammish

→ 4♦ : ♦ short 5-5 majors slammish

→ 4♥ : transfer to ♠

2NT – 3♣

3♦ - 3♠

3NT → 4♣ : 5-5 majors, pick a contract

→ 4♦ : transfer to ♥

→ 4♥ : to play

2NT – 3♣

3♦ → 4♣ : 5c ♣ slammish

→ 4♦ : 5c ♦ slammish

2NT - 3♣

3♥ → 3♠ : ♥ fit, slammish

→ 4m : nat

2NT - 3 ♣

3 ♠ → 4 ♥ : ♠ fit, slammish

### TRANSFER SUBSEQUENCES

2NT - 3 ♦

3 ♥ → 3 ♠ : balanced slammish

→ 3NT: ♠ short

→ 4 ♣ : ♣ short

→ 4 ♦ : ♦ short

2NT - 3 ♥

3 ♠ → 3NT : balanced slammish

→ 4x : short

2NT - 3 ♦

3NT → 4 ♣ : 4+ ♣, slam invite (opener 4NT -> decline)

→ 4 ♦ : 4+ ♦, slam invite (opener 4NT -> decline)

### 2NT - 3 ♠ SUBSEQUENCES

2NT - 3 ♠

3NT : no 4c minor

4 ♣ : 4+ ♣ (4nt to this -> rkcb)

4 ♦ : 4+ ♦ (4nt to this -> rkcb)

2NT - 3 ♠

3NT - 4 ♣

4 ♦ / ♥ / ♠ : cuebid with fit, 4NT rkcb afterwards

4NT : to play

2NT - 3 ♠

3NT - 4 ♥ / ♠ : short, at least 5-5 minörler

4NT : Asking from 8 KC (ARD in minors, A in majors, answers: 147-036-258)

5m : to play

## 2NT - 4♥/♠ SUBSEQUENCES

2NT – 4♥

4♠ : 2 KC ♣ Q

4NT : no 2 KC with ♣ Q or decline – passable

5♣ : no 2 KC with ♣ Q - passable

5♦ : 3 KC

5♥ : 4 KC

5♠ : 5 KC

2NT – 4♠

4NT : no 2 KC with ♦ Q or decline - passable

5♣ : 2 KC ♦ Q

5♦ : no 2KC with ♦ Q– passable

5♥ : 3KC

5♠ : 4KC

5NT : 5KC

2NT - 4♥

4NT → 5♣ : to play

→ 5♦ : 2KC ♣ Q

→ 5♥ : 3KC

2NT - 4♥

5♣ → 5♦ : 2KC ♣ Q

2NT - 4♠

4NT → 5♣ : 2KC ♦ Q

→ 5♦ : to play

2NT – 4♠

5♦ → 5♥ : 2KC ♦ Q

## 2CL Subsequences

### TRANSFER SUBSEQUENCES

2♣ – 2♦

2♥ → 3<sup>+</sup>♥

2♠ → 5c♠, 2c♥

2NT → 2c♥

3♣/♦ -> 6c♣/♦, 2c♥

3♥ → 5c♥

2♣ - 2♦  
 2♥ → 2♠ : 5332 pick a contract  
     → 2NT: 5c ♥ gf (3♣ asks)  
     → 3♣/3♦ : 5+ ♣/♦ 4c ♥  
     → 3♥ : 4c ♥, pick a contract

2♣ - 2♦  
 2♥ - 2NT: 5c ♥ gf  
 3♣ (ask) -> 3♦/3♥/3♠ short (3H for club shortness)  
 3NT -> no shortness, slammish  
 4C/4D -> side suit

2♣ - 2♥  
 2♠ → 3♥ : 5332 pick a contract  
 2♣ - 2♥  
 2NT - ?  
 3♣/3♦ -> to play  
 3♥ -> retransfer  
 4♣/4♦ -> 4+c slammish  
 2♣ - 2♥  
 2NT - 3♥  
 3♠ - ?  
 3NT -> Bal hand slammish  
 4♣/4♦/4♥ -> short  
 4♠ -> mild slammish

## 2D Subsequences

2♦ - 2♥  
 2♠ (4+sp) - 3♣  
 3♦ --> 4+d 4+sp unbal  
 3♥ -> 4+h 5+sp unbal  
 3♠ -> 4+cl 4+sp unbal  
 3NT -> 6c sp single suit (passable)

2♦ - 2♥  
 3♥ -> 5c H, 4+m (3Sp -> xfer to 3NT) (3NT -> asking for minor)  
 3♠ -> 5c H, 4c Sp  
 3NT -> 6c h single suit (passable)

2♦ - 2♥  
 4♣ -> good H suit 22+

2♦ - 2♥  
 2♠ - 3♣

4 ♣ /4 ♦ /4 ♥ ->shortness, good Sp Suit, 22+

4 ♠ -> good Sp suit bal hand

2 ♦ -2 ♥

4 ♥ -> tek renkli löveye dayalı

4 ♠ -> tek renkli löveye dayalı

2 ♦ -2 ♥

3 ♣ -3 ♦ ->relay

## Rubensohl Subsequences

1NT-(2H)-?

3Sp-> no stopper

3NT-> partial or normal stopper

1NT-(2H)-DBL then Cuebid => No stopper 4c Sp

1NT-(2H)-DBL then 3NT => 4c Sp with stopper

1NT-(2H)-2NT-pas

3CL-pas-?

3D -> 5c Cl 5c D gf

3H-> 5c Cl 5c Sp gf

3Sp-> 6+cl w/o stopper

3NT-> 6+cl w/partial stopper

1NT-2H-3CL-pas

3D-pas-3H -> 5c D 5c Sp gf

1NT-(2H)-3D-pas

3H-pas-?

3Sp-> 5c sp w/o stopper or slammish

3NT-> 5c sp w/partial stopper

4x-> slammish

1NT-2H-3H-pas

3Sp-pas-3NT-> 5c sp w stopper

1NT-2Sp-DBL-pas

2NT-pas-3H => inv

3Sp=> 4c H no stopper

3NT=> 4c H w/ stopper