

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>
Style: 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:			
<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 rdls			
Lightner dbls			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO: Turkiye</b>
<b>PLAYERS: muhammed furkan eker- cem barkın gülez</b>
<b>EVENT (Open Youth)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card majors, strong NT
2♣ = (17)18-19 bal
2♦ = Strong
<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>
1x-dbl-rdbl forcing till 2nt
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Possible</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♦		3		Better minor	2♥: 5+♠ 4+♥, 2♠: limit raise	2♠-3x: singleton 2♥-2NT: asking	
1♥		5			2NT: limit raise 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		
INT				(14)15-17 hcp bal	2♠: inv or cl, 2NT: puppet, 3♣: ♦, 3♦: 544 or 4441, 3♥/3♠: singleton, 4♣/4♦: satt		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♦				strong	2♥: relay, 2nt:5+c ♠, 2♠: 5+c ♥		
2♥		6		Preemptive	2♠: F1, others: xfer	xfer get broken if have support	
2♠		6		Preemptive	xfer		
2NT				(19)20-21 hcp bal	4♥/♠: slammish ♣/♦		
3♣				Preemptive			
3♦				Preemptive			
3♥				Preemptive			
3♠				Preemptive			
3NT				gambling	4♣/5♣=P/C, 4♦=asks short, 4M=to play.		
4♣				Preemptive			
4♦				Preemptive			
4♥				Preemptive			
4♠				Preemptive			
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						4NT RCKB (1403)	
5♥						5NT= usually pick a slam	
5♠						Lightner doubles	
						unserious 3NT	
						cue-bid style: 1st or 2nd round control	
						Dopi Ropi	