

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		OPENING LEADS STYLE			CATEGORY: Green	
1x Overall: 5+, 9-16DP, 2x Overcall (No jump): 5+, 11-16DP Responses: 1y: 9+ DP 4-card+, 2y: 9-13 DP 5-card+, CUE: versus 1x is 14+, versus 2x is 9+. Simple support 9-13 DP, indirect fit. Jump support 8-10 DP, direct fit. Jump new suit: 11-13 DP, direct fit, for m fits shortage, for M fits non-shortage. (Passed hand or if responder bids 2x SUPP is weak (5-8 DP), CUE is strong & fit.) Balancing style: Same		<div></div>	Lead	In Partner's Suit*	NCBO: UAE	
		Suit	3 rd /Low (3 rd from 6 cards)	3 rd /5 th	PLAYERS: Elvan Edis - Timur Edis (L1-T2)	
		NT	2 nd /4 th (Top of doubleton)	3 rd /5 th	SYSTEM SUMMARY	
		Subseq	Depends; attitude, count or suit preference			(Unusual agreements marked in yellow)
		Other: Leading from 5+ card promised suit against NT: 3 rd /Low				
		* A suit partner promised 4+, before you promise 4+ first. (In these suits we lead to partner natural – Not Russianow)				
INT OVERCALL		LEAD	Vs. Suit	Vs. NT (except 6 or 7NT)		
INT O/C on 1m: 15 ⁺ -18HCP; Any 1NT Balancing 11 ⁺ -15 ⁻ Responses: As if it were a 1NT opening (Disregard opener).		Ace	Ax(+), AKx(+) ATT			
1NT overcall on 1M: 11-16DP Other M 4+ and a 5+ m Responses: 2/3 ♣ P/C, 2 ♦ :9+ M fit, CUE: 9+ no fit in M		King (Kantar)	AKQx(+), AKJx(+), KQJx(+), KQ10x(+), Kx, AK asks for UB and if not CT			
		Queen	KQx(+), Qx	QJHx(+), KQxx, KQx, Qx, AQx		
		Jack	QJ (+), Jx	J109x(+), J108x(+), J10x, HJx, Jx		
		10	HJ10(+), J10(+), 10x	HJ10x(+), 109(+), H10x, 10x		
		9	H109(+), 109(+), 9x	H109x(+), H9x, 9x		
		Hi-X	Sx	xSx(x), Sx, HSx		
		Lo-X	xxS(x), xxSxxx, xxxxS	HHxS, xxxSx(x)		
JUMP OVERCALLS (Also after 3 passes)		SIGNALS IN ORDER OF PRIORITY				
2x Jump Overcall: 7-12DP, Balancing: 11-16DP 3x Jump Overcall: 9-12DP, Balancing: 13-16DP Responses (2NT natural, cue: invitation+): After a 2/3x overcall new suit bids are forcing.			Partner's Lead	Declarer's Lead	Discarding	
		1	ENC (Lo: Like)	CT (Lo: Even)	S/P (Lavinthal)	
		Suit 2	CT (Lo: Even)	S/P (Lavinthal)	ENC (Hi: Like)	
		3	S/P (Lavinthal)			
		1	ENC (Lo: Like)	CT (Lo: Even)	S/P (Lavinthal)	
		NT 2	CT (Lo:Even)	S/P (Lavinthal)	ENC (Hi: Like)	
		3	S/P (Lavinthal)			
		S/P (Lavinthal) when following to trump suit				
		S/P (Lavinthal) when single in dummy or obvious not to continue				
		S/P discards when there are 3 potential suits, otherwise hi ENC				
		DOUBLES				
		TAKEOUT DOUBLES (Style; Responses; Reopening)				
		In general, Xs are take-out oriented unless clearly for penalty				
		Our take-out X style promises all unbid suits (3+)				
		Conversion of (1x)-X-(P)-1NT-(P) to a suit shows 5(44) 10-11P.				
		ADV's CUE is not GF, promises 8+ 2-suits to play or any GF. Double jumps INV points (8-11) & 5+, triple jumps same but 6+				
		SPECIAL, ARTIFICIAL & COMPETITIVE X/XXs				
		1NT - (X) - XX promises a 5-card m and intent to escape.				
		1NT-(P)-P-(X)-XX shows 5+ card m.				
		After opponents X an artificial bid, XX is for weakness in the suit, pass is values/length in the suit.				

Opening	Artificial?	Min # of Cards	Neg X till				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Preferred m 13-21DP ♣ when 3-3 ♦ when 4-4/5-5/6-6	Inverted m Raise (F2NT), jump in oth m: 8-10DP & fit 2♥: Reverse Flannery (5+/4+ ♠/♥ 6-10 DP) 2♠: Reverse Flannery (5+/4+ ♠/♥ 11-12 DP) Jump 3x: Splinter (14-16 DP or 20+)	1x-1y-1NT shows balanced hand, does not deny 4-card M (even fit if 1NT was weak) After 1m-1x-1NT: 2-way After a 2NT rebid by opener: Natural. 1♦-2♣-2♦ can still be 3-card.	Having passed initially does not change bidding much. (No Drury)
1♦		3					After Opponents Overcall: New suits are natural. Doubles are negative but don't promise 4-card M.: 1m-(1♥)-X denies 4-card ♠.
1♥		5		5-card+, 13-21 DP	Forcing NT (With no upper limit). 2♠: 11-13 / 17-19 DP, 4+ fit, subs. bids show shortness. 3♠: Bal 14-16/20+ DP 4+ fit, 3NT for ♠, 4m Splinters	1♥-1♠-1NT-2♥ is check back 1M-2y -2NT: 15-17 HCP, 1x-2y-3y: 17DP+ After all 1M-2M bids: Invite on shortness 1x-1y-4x: 20-21DP 3-card support, long x.	On a M opening, if there is an overcall, jump new suits below splinters: 8-10 DP, 4+ fit and this suit is ideally not short.
1♠		5			Forcing NT (No upper limit). 2NT: 11-13 / 17-19 DP, 4+ fit, subs. bids show shortness 3NT: Balanced 14-16/20+ DP 4+ fit, 4x: splinters	1x-1y-3NT: 20-21 DP ideally 6331 (Short y) 1x-1NT-3NT: 20-21 DP, 6-card x	
1NT		-		12+-15- HCP except: In 4th seat, or VUL vs NV we play 15+-18-	TRF, NF STAY, SA Texas (4♣ to 4♥, 4♦ to 4♠), m TRF (2♠, 2NT) showing long suit, weak hand, 55 ms, 54 ms with slam interest, 3m: NF but constructive, 3M: Slam interest in m (♥ for ♣, ♠ for ♦), 4 M: NAT. Jump receiving transfer weak, any other bid strong with 4-card.		Lebensohl on NAT bids, delayed Lebensohl on artificial overcalls.
2♣	x	-	No	22DP+ unbalanced, or trick based (8½ tricks for Ms, 9½ for ms)	2♥: Weak hand (0-3 w/o king) 2♦: Game force (4+ Hcp or at least a King) 2NT: 5-card ♥, slam interest	2♣-2♦-2NT: 3 suit hand, 3♣ asks short suit 2♣-2♥-2♠: GF in spite of negative response. 2♣-2♥-2NT: Don't know where to sign off.	Pass on overcall is GF X or XX is weak hand Suit bids are 4+ P, natural
2♦	x	-		22DP+, denying short suit (may have Honor single m)	2♥: Relay, 2NT: 5-card ♥, slam interest 3x: Slam interest in this suit	After a 2♦-2♥: 2/3N: 22+-24- / 26+-28- bal 3x: 6+, 22-24, 2♠: GF (Cont: Puppet/trans)	After 2♦-(2M)-2NT is lebensohl
2♥		5		7-12 DP, 6+ cards (4 card M possible)	2♠: Asking, 2NT: 5+ ♠ forcing 3m: Constructive but non-forcing.	After Asking: 3any: 2 suiter (If M/M: 6/4, if M/m 5/4+) 3x: Min, 6-card suit, Splinters: Max 4x or 3NT: 6-card suit, Max, no shortness	When there is no bid to invite, X becomes invitation. (In such situations weak opener can re-open with a X for take out.)
2♠		5		Or 9-11 DP, 5+ with side m	2NT: Asking 3m: Constructive but non-forcing. 3♥ 1RF.		
2NT		-		20+-22- HCP 5-card M possible	TRF, Puppet Stayman (However, 3♦ answer to Puppet does not promise 4M. Promises 3+♠ or 4+♥ or both) 3♠: m Stayman, 4m: RKCB, 4M: NAT	Simple acceptance of transfer is 2-card, 4M is 3-card, cue bids are 4-card. After 3♠: "4♣: ♦ fit", "others ♣ fit. KCs"	If there is an overcall on Puppet, we move to natural bidding.
3 any		7		9-12DP (5½ - 6 ½ tricks)	New suits are forcing 4 m raises are pre-emptive	After 3m-3M: 3NT: short M, 4m: 2-card SUPP, other suits: 3-card SUPP and shortness	
3NT	x	7-8		Any 4m opening hand	4/5/6/7 ♣♦: P/C, 4M: NAT, 4NT: are you 7 or 8 tricks?	On 4NT: If 7 tricks sign-off, if 8: 5♥:0/3 ...	
4♣	?	6		6+ and a 5-card M (13-16DP)	Other m: RKCB on m, 4♥/♠: P/C 4NT RKCB on M		
4♦						HIGH LEVEL BIDDING	
4♥		8(7)		(7 - 8 tricks)	Our Distribution Point Counting Style - No Fit: Only points for length: 5th&6th 1, 7th onwards 2 points. - Indirect fit (One side is lacking 4 cards in trump): Extra points for shortages only (1, 2, 3) - With direct fit (Both sides 4-card+ trump suit): Shortages: 1, 3, 5 P. For every extra trump 1P. Upgrades: 2 Aces +1P, for 3 or 4 Aces +2P. Downgrades: -1P for unsupported Jacks and Queens.	Captain always gets KC answer, if time for RKCB partner will jump to responses. Answers are 03/14/25-Q/25+Q/even with void/odd with void 4♠: RKCB when fit is ♥, 4NT when fit is ♠. 4m Minorwood (Where 4NT is not part of the steps, always NEG answer) Q question with answers showing Kings by name. (Return to suit denies Q) DOPI, DEPO if intervention, on Xs no change but "Pass/XX" showing problem The undoubled slam (A balancing X to a 6; after a high-level competition from our side not allowing opponents to ask for KCs shows only 1 defensive trick and intent to further compete)	
4♠							
4NT	x	5-5	Minors (8 - 9 tricks)				
5♣		8	(8.5-9 tricks)				
5♦							