

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>		
5-17 HCP, Cuebids: F1.		
Jump fit: pre-emptive, to 1 level overcalls New suit: F1		
Reopen: 12-15 points, 6 + card suit		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
(14+)15-17 HCP, responses same as 1nt opening		
4 <sup>th</sup> position: 10 - 14 HCP , 2♣ : range ask, transfers		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
2♦, 2♥, 2♠ : weak		
3♣, 3♦, 3♥, 3♠: weak		
1 x - 4♣ : preemptive		
Jump 2nt : unusual nt (smallest suits 5+.5+)		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Micheal's cuebid 1M - 2M: 5+ OM and 5+ minor		
Jump cuebid asks for stopper (1♣-3♣, 1♦-3♦, 1♥-3♥, 1♠-3♠ )		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
2♣ majors, 2♦ weak a major, 2♥ - 2♠ : with minor. ( 5+ 4+ )		
DBL : 5+ minor and 4 major. Or single strong suit.		
2NT : 2-suiter strong		
4 <sup>th</sup> position : 2♣ majors, 2♦, 2♥, 2♠ : natural. Dbl : points		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
DBL: T/O, LEBENSOHL on doubles against weak two openings		
3x Cue bid : asking for stopper.		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
2♣ and 2NT openings DBL : majors		
1♣ (strong) - 1nt : ♣ overcall. Dbl : points (4-3 major)		
2♣ : majors.		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
XX: 10+ HCP		
2NT: invite+		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
Suit	Lead	In Partner's Suit
	3 <sup>rd</sup> / 5 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>
NT	2 <sup>nd</sup> / 4 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>
Subseq	Attitude	Attitude
Other: Smith echo low encoruing.(Nt)		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	AK(+), Ax	Same
King	KQ(+)	KQ10(+), AKJ(+)
Queen	QJ(+), QX	QJ10(+), KQ(+)
Jack	J10(+), Jx,	Same
10	109x, KJ109(+), AJ10x	Same
9	H109(+), Q109x, K109x	same
Hi-X	Sx, xxxxS,	Sx, HxxSx, Hxx
Lo-X	xxS, xxxxS	xxX, xxxx
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	udca	udca
Suit 2	udca	udca
3		
1		
NT 2	udca	udca
3		
Signals (including Trumps):		
Ace lead asks encoruing, K leads ask count. ( nt )		
K lead wants de-block Q, Q lead wants de-block J, else count.		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
10 + HCP with usual distribution		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
NEG dbl thru 6 hearts		
2nt and strong 2♣ opening dbls : majors from 2 <sup>nd</sup> and 4 <sup>th</sup> places.		

CONVENTION CARD		
		
<b>PLAYERS : NEŞE DİRİM GÜLER UYANIK</b>		
<b>MP NO : 34248 41935</b>		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
5 card MAJOR, weak 2 openings, 2/1		
1NT: 15-17, 2NT: 20-22		
1M / 2♣ : GF 2 + ♣		
Support Dbl and Support Rdbl		
1M – 1NT : If support : 0-7 points, else 5-11 points. Passable.		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
2♦, 2♥, 2♠: weak, 6 cards		
3 NT : gambling solid minor		
2♣ : artificial gf		
1 M – 3 NT : natural		
Against opp's 2NT and strong 2♣ --- dbl : majors. (2nd and 4 <sup>th</sup> )		
Drury 2♣ : 3 cards support 9-11 (for 3 <sup>rd</sup> and 4 <sup>th</sup> place.)		
2♦ : 4+ cards support 9-11 (for 3 <sup>rd</sup> and 4 <sup>th</sup> place.)		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
1 x – DBL – RDBL – forcing up to 2♣		
<b>IMPORTANT NOTES</b>		
PSYCHE: rarely		

OPENING	TICK IF ARTIFIC	MIN. NO. OF CARDS	NEG.DB L THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	6♥	10-22 HCP	2-way ckb ,inverted minor (GF )	2♦ : 5+ ♣ invitation ( after dbl same ) Dbl : 2nt : weak support	2♥, 2♦ : weak
1♦		3	6♥	10-22 HCP	2-way cb, inverted minors ( GF )	3♣ : 4 + ♦ invitation ( after dbl same ) Dbl : 2nt : weak support	3♦,3♥,3♣ : weak 3m : blokative
1♥		5	6♥	10-22 HCP	Splinter:10-12 3♣,3♦ : bergen ( after doublen on )		2nt: jakoby 4+ ♥, 13+
				May have longer minor	1nt semi-forcing (5-12) passable.	Dbl – 2nt : 3 cards support invitation Dbl : transfers ( except 1 ♠ )	3♥ : blokative 3♣ : splinter
1♠		5	6♥	10-22 HCP	Splinter:10-12. 3♣,3♦ : bergen ( after doublen on )	Dbl – 2nt : 3 cards support invitation	2nt: jakoby 4+ ♠ 13+
				May have longer minor	1nt semi-forcing (5-12), passable.	Dbl – 2nt : 3 cards support invitation Dbl : transfers	3♣ : blokative 3♥ : splinter
1 NT		-	-	15-17 BAL	2♣:Stayman, 2♦/♥: JACOBY xfers , smolen	After 2♦/♥: transfers 2NT : max hand 3 cards	
					2♣: ♣s 2NT : ♦s 3♣ : minors weak, 3♦ : minors GF 4♣/♦: SA texas xfer, 4♥/4♣: to play, 4NT: QUANT	3♥,3♣ : shortness, 5431 GF	
2♣	✓	-	-	GF artificial	2♦: 4+ points 2♥ : 0-4 points any	2♣,2nt,3♣,3♦ : positive 5+ suits. ( 2nt : ♥'s )	
2♦		6 (5)		Weak (5-10) hcp	New suit F1, 2NT : forcing relay	Rebidding the suit shows minimum	2NT – 3NT: AKQxxx
2♥		6 (5)	-	Weak (5-10) hcp	New suit F1, 2NT : forcing relay	2nt : 3♣ : max p bad suit, 3♦: min. p. good suit Rebidding the suit shows minimum	2NT – 3NT: AKQxxx Dbl : new suits non forcing
2♠		6 (5)	-	Weak( 5-10) hcp	New suit F1, 2NT : forcing relay	2nt : 3♣ : max p bad suit, 3♦: min. p. good suit Rebidding the suit shows minimum	2NT – 3NT: AKQxxx Dbl : new suits non-forcing
2NT		-	-	20-22 HCP BAL.	3♣:stayman 3♦/3♥: transfer, 3♠ : transfer to 3nt 4♣: majors 5+, 5+ 4♦: ♥s, 4♥: ♠s, 4♣: minors 4nt : quantitative.	3♠ : transfer to 3nt 2nt - 3♠ - 3nt : 4♣, 4♦ : natural slamish hands. 4NT : not accept slam.	
3♣		6	-	Preemptive	New suit F1		
3♦		6	-	Preemptive	New suit F1		
3♥		6	-	Preemptive	New suit F1		
3♠		6	-	Preemptive	New suit F1		
3NT	✓			Solid Minor	4♣:P/C 4♦: relay, want to play slam.		
4♣	✓	6		Preemptive			
4♦	✓	6		Preemptive			
4♥		6		Preemptive to play		HIGH LEVEL BIDDING	
4♠		6		Preemptive to play		RKCB (14 - 03)	
4NT	✓			Minors		DOPI , ROPI	
5♣		7		Preemptive to play		Q asking : first step no queen. K asking : example : 6♣ : King ♣ or ♥+♦ King	
5♦		7		Preemptive to play		Responses to Exclusion : ( 03, 14 )	