

DEFENSE AND COMPETITION	
SUIT OVERCALL TO ONE OPENING	
from 2nd to 1x opening:with 8p+ ve 4+cards	
from 4th to 1 opening then 1M overcall	
Q bid 100% fit and new suit 1 round forcing	
1NT=8-11, 2NT always fit , 3NT=16+	
from 4th to 1 opening then 2x overcall	
Q bid 100% fit and new suit 1 round forcing	
1NT OVERCALL TO ONE OPENING	
2nd (14+/17) all answers are same as 1NT	
BALANCING NT (10-14p)	
transfer system still works, 2cl is for limit asking,its answers are 2d,2h,2sp for minimum hands 10-13hcp. 2NT is the maximum hand with 14hcp and if the answer 2NT maximum hand comes then partner bids 3cl for stayman purpose or still transfer.	
JUMP OVERCALL TO ONE OPENING	
all jump overcalls from 2nd are weak	
1cl opening then from 4th (2d/2h/2sp)12p+ long (3d/3h/3sp)12p+	
Q-BID TO ONE OPENING	
2nd michaels and unusual NT	
4th very strong hand like 2cl opening	
NT OVERCALLS FROM 4TH	
1NT=10-14/direct 2NT=20-22/direct 3NT=23	
X then 1NT=15-17/X then 2NT=18-19	
OVERCALL TO 1NT OPENING	
2nd multi-landy/ X= 5m+4M	
4th landy/ X=take-out	
OVERCALL TO WEAK OPENING	
X= take-out and all INT declarations natural	
2M/3M then 4cl=cl+other M, 4d=d+other M	
DOUBLE TO ARTIFICIAL OPENING	
X is generally honours and length in that suit	
X to 3NT opening is penalty	
X to multi and flannery openings is any hand with 12 hcp+	

LEADS AND SIGNALIZATION		
<i>lead</i>	<i>numbers</i>	<i>to partner's suit</i>
<i>to trump</i>	3-5	3 - 5 or if we gave fit, showing our honours
<i>to NT</i>	2-4	3 - 5 or if we gave fit, showing our honours
LEADS		
<i>lead</i>	<i>to Trump</i>	<i>to NT</i>
A	AKx, Ax,AKxxx	AKxx from 4cards
K	KQx,AK,Kx	KQ109x, AKJ109 Private lead
Q	QJx,QJ10x,Qx	QJ10x,KQxxx
J	J10x,KJ10x,Jx	J10x, KJ10x , Jx
10	Q109xx,109xxx	Q109xxx,109xx
9	9x	9x
X>Y	from doubleton	from doubleton
X<Y	3 cards+	showing honours
SIGNALS		
<i>to trump</i>	<i>to partner's lead</i>	<i>discards</i>
1st trick	like or dislike	odd/even
2nd trick	preference	
to NT		
1st trick	like or dislike	odd/even
2nd trick	smitheco	
DOUBLES		
after rivals overcall with 7 hcp+(take-out)		
we play all: strong hand or support, penalty		
responsive, for the lead		
ARTIFICIAL DOUBLES		
after penalty X to our 1NT partner's XX is transfer, if X is 5m+4M then our X is 8 hcp+ lets play, in both ways 2cl is always stayman		



**TUNA ELMAS
İDİL GERÇEKER**

SYSTEM	
2/1 system and partner's rebid is game forcing after 1NT 2ndmultilandy X=5m+4M or 18 hcp+4thlandy X is balancing(4+3 cards M and 11hcp)	
if X comes to 1M opening or for 1M overcall , then the transfer system is always valid splinters 10-11 hcp and with 4 card fit voidwood(1-4,0-3,2 with no Q,2 with Q) all invitational biddings continue if X comes.	
2♦ opening is for both majors and weak can be 4+4 2♥,2♦ are weak major openings	
1NT forcing answer is always maximum 11hcp to 1M opening 3cl&3d are invitations 8-11 hcp 2NT is generally for fiteverywhere and if it is 3 cards then is 10-11 hcp,if it is 4 cards can be 7-11 hcp ,drury is both from 3&4 with 2cl and 2NT 3NT gambling openings ,3rd and 4th color forcing texas,smolen, lebensohl,4 way transfer two way checkback,5NT is answered with suit 2♦ opening :2♥ 0-3 hcp and 2♦ waiting bid michaels with all hands ,only DEPO-REPO (XX) =is 10op+ and may have fit 3 or 4 cards fit Q quest is answered with the kings inverted minor and mixed raise for 1m openings	
FORCING PASS	
(1suit) X (XX)= one round forcing after our total points are 23 hcp.	

OPEN	artificial =	DEFINITIONS	ANSWERS	LATER BIDDINGS	AFTER PASS
1♦/♦		3+ cards (11-20 p)	inverted (X system off),mixed Raise(X system on)	1m (X) 2NT=is the worst hand 0-4 hcp	
1♥/♦		5+cards (11-20p) 1M(suit)2M=(6-10p) 1M(suit)3M=blocking(0-4p) 1M(suit)4M=gambling 1M(suit)2NT=invitation 1M(suit)4X=splinter(10-11p) from 3rd and 4thdrury	1NT is forcing(X system off) and with up most 11p 1M 3M is block,1M (X) 3M is block 1M 2cl is artificial, may have very short clubs 1M 2NT is invitation and 1M (X) 2NT is also invitation to both opener's 3cl is slammish, 3d has zone hand 1M 3cl/3d/3h are 8-11 invitations (X system on) 1M 3NT or 1M (X) 3NT 12-15 pare balanced hands splinters are 10-11 p (X system on) <u>3rd and 4thdrury answers:</u> only with 2cl and 2NT	a)drury (X system on) b)1M(X)1NT=transfer 2x=transfer for 1M overcall the same	when your partner's first bid is Pass then you may pass to the bid of 1NT forcing and 2cl drury hand is limited to 8-11p so, the dealer bids 2d with real hand to learn the limit of the partner.
1NT		balanced hand(14+/17p)	2cl stayman(may have no 4 card majors) 4d/4h texas transfer, 4 way transfer, lebensohl, smolen 2sp to 3cl, 2NT to 3d transfer (with fit bid the lower step) first 2cl stayman then 3 minor means it is 5c+	1NT 2d/2h(transfer) 2NT=4cfit maximum 3h=4cfit minimum	
2♣	X	a)(22p+) any hand b)with 3 losers 18p+ & all full honours of the suit	2d=waiting bid, 2sp= 2 top honours 8p+, 2h=0-3 p 2NT=8p+hearts(5+cards and transfer to 3h) dealer can rebid 2NT then all rules of puppet apply	in puppet we use our 4card M for the other M, 2c (X)=clubs 2cl (3cl)=both majors	after suit overcall to 2cl X is always weak and Pass is always strong, XX the same system
2♦	X	weak majors	2NT asking 3cl=4+4, 3d=5h+4sp, 3h=5sp+4h, 3sp=5+5, 3NT=6+4 or 5	a)for 5+4 Mb)for 5+5 M 1m 1sp 1m 1sp 2NT 3cl stayman 2NT 3h=5+5 3d=none of them 3h=4 cards h 3sp=3 cards sp 3NT=3 cards sp + 4 cards h	
2NT		(20-21p) may have 5c major balanced, puppet, other 4c major, 3d ve 3h transfers are valid for 2 cards. 3cards we bid 3NT then we retransfer	a)3sp transfer to 3NT b)2NT 3NT = 5sp+4h c)3cl=4c/5c M asking d)4cl 5+5 major dealer chooses e)4sp 5+5 minor hand f)4d/4h texas transfer(h or sp) g)3sp to 3NT then 4h=5cl+4d ve 4sp=5d+4cl h)after the transfers we bid our other long suit	here the same adapts to 1m 1h option also c)for 6cards M1m1M 2NT 3M = no pass	
2♥/♦3 ♦/3♦ 3♦/3♥		6+ cards(3-9p) weak	new major suit answer is 1 round forcing		Açıklamalı [K1]:
3NT	X	minor of all set ,weak hand	a)4cl=pass-correct b)4d=single asking c)4NT keycard		
4♦/4♥ 5♦/5♦		7+ cards weak hand			