

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Light with shape and/or good suit Natural 4-16, 5+ (rarely 4), CUE F1,
1level: New suit=F1, 2level: New suit NF,
In Bal Position: Jump 11-16 6+ cards else natural
RESP: PRE raises, CUE=INV & 2NT=SUPP+INV
Reopening: may be weaker
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> =14-17(18) BAL with stopper. RESP: as in Nt opening
4 <sup>th</sup> =10-14 BAL (maybe w/o stopper) RESP: 2♣ Range Ask,
2x,3x nat, 2NT ms. In COMP: two-suited
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suited: Preemptive, almost always 6 cards
2-suited: 1M-2NT (ms), 1M-3♣ natural, 1m-2NT (♥+om)
1 ♣-2♦ (Ms5-5), 1 ♦-3♣ natural OC
1M-3NT: solid m with M stopper, at 4 level STR or PRE
Reopen: good hand (11+-16), 2NT = BAL (17-18)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1M-2M (OM+), 1♣-2♣ always natural overcall
Jump CUE – asking for stopper, solid 7+ m, asking to play 3NT
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
VS. STR: DBL (1-suited hand), 2 ♣ (♣ + any suit),
2♦ (♦+M), 2♥ (Ms), 3x PRE, 0+ HCP
VS.WEAK: DBL 14-17 (like NT opening), others capp
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2♦ (multi)- DBL: opener hand, 2M: nat, 3♥(reds), 3♠ (blacks),
4♣(♣+♥), 4♦(♦+♠) 2 NT:15-17, 2x/3x-4♣/4♦(♣/♦+M)
FG others, DBL(t/o), 2x-3x: Minors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
2 ♣: Overcalls natural, 2♦ (both Ms), 2NT (both ms)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-DBL-TRANSFER, 1m-DBL-SYS ON
1M-DBL-3M (0-5 4+ fit), 1 M-DBL-2NT (5-13, M support)- 3♣ asks

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> or 5 <sup>th</sup>	3 <sup>rd</sup> or 5 <sup>th</sup>	
NT	4 <sup>th</sup> or 2 <sup>nd</sup>	3 <sup>rd</sup> or 5 <sup>th</sup>	
Subseq	as from orig. combination		
Other:	K asks count/unblock	K asks count	
	A and Q asks ATT	A and Q asks ATT	
High from doubleton, low from xxx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, AK(+), Ax(+), AKJ10(+)	A, AK(+), Ax(+),	
King	AK, KQx(+), Kx(+)	AK(+), AKJ10(+),	
Queen	QJ(+), Qx	KQx(+), QJ(+),	
Jack	Jx, J10x(+), HJ10(+),	AQJ(+), J10x(+), HJ10(+),	
10	10x, H109(+), 109x	10x, H109(+), 109x	
9	9x	9x	
Hi-X	Doubleton or more than 3	Xx, xXx, HXx	
Lo-X	xxX, HxX(+)	4th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo= ENCRG	Hi/lo=O	ROMEN
Suit 2	Hi/lo=O	S/P	Hi/lo=O
3	S/P	S/P	
1	Lo= ENCRG	Hi/lo=O	ROMEN
NT 2	Hi/lo=O	S/P	Hi/lo=O
3	S/P	S/P	
Signals (including Trumps): Smith echo (low ENCRG)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Agg. style, M(s), m(s) unclear, DBL+suit 17-18, DBL+jump suit 19-21,			
Over passed part -8+HCP, 1♣ -1♦ - DBL = 4♥ and 4♠,			
1♣- 1♦-1♥ - DBL = 4+ ♠; 1♣-1♦-1♠ - DBL = 4+ ♥,			
CUE FG1, Doubler raises freely in comp with fit, LEB in (2X)-DBL-P- 3X invitation			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS?			
Special NEG DBLs, PEN, SUPP, INV, MAX, lightner,			
Cooperative, RESP DBLs , SUPP RDBL, NEG DBL through 4♥,			
RDBL – usually strong except in obvious SOS situations			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: RED</b>
<b>NCBO: TURKIYE</b>
<b>PLAYERS: NURTEN DEMIREL – EMRE YANIKKEREM</b>
<b>EVENT: ALL EVENTS</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-Card M, 1♣ 2+ / 1♦ 4+ cards, light openings and RESPs ,
Flexible NEG DBL style, Aggressive COMP style,
1M - 1NT is FNT (5-15), 2/1 RESP FG,
1NT 14-17 may have 5 M or 6m or 5-4, 3 NT gambling
2♦/2♥/2♠=6+ (5-11), PRE might be very light, New suits
F1, 2Nt relay
2 NT=20-21 BAL may have 5 card M, RESP PUPPET
Inverted mi: FG, 1♣ - 2♦ and 1♦ - 3♣ support in opening
minor (8-11)
1M – 3x: Natural x, 6+ cards, invitation
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦/2♥/2♠=6+ (5-11 HCP),
3NT Gambling in one minor no side stopper,
3♣/♦/♥/♠ = Undisciplined PRE depending on Vul
4NT= Asks aces, 1m - (1NT) – 2m = Ms, weak raises in
DONT against NT
1M - 2NT: 5-13 with 4+card support, balanced/unbalanced
3♣ - 3♦:5-8 unbalanced, 3♥:9-11 balanced, 3♠: 9-11 unbal,
Relay 3NT: 12-13 balanced
1M - 3NT: 4+card M support with 1 defense trick, 3-6
<b>SPECIAL FORCING PASS SEQUENCES</b>
Always when we bid game, In GF situations often in V vs NV
while game is reached, (3x) - DBL - (5x) except NV vs VUL
when we show near game values and the OPPT bid game
<b>IMPORTANT NOTES</b>
Over passed part t/o DBL may be weaker,
Lebensohl, 4th hand bidding
<b>PSYCHICS:</b> Very rare! 3rd and 4th hand openings may be
weaker, sometimes 4 card suit, drury responses,
1x overcalls may be 4 card

OPENING	TICKET/ARTF	MIN. CARD NO.	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1 ♣		3	4 ♥		1♥/1♠=6+ nat	1♣-1♦/1♥-1NT= might have 4M when fully balanced, 1♣ -1x-2 NT:18-19	
					1NT=6-10 nat, 2♣: INVERTED FG(no 4c M)	Bal – 3♣ response is wolf signoff, reverse, 2 way CB, jump shifts 18+	same
					2♦: INVERTED INV (no 4c M) 3♣:5-8	3 <sup>rd</sup> suit F, 4 <sup>th</sup> suit F	
					2♥/2♠=6+ card INV, 2 NT=nat,		
					3♦/3♥/3♠= Pre-emp, 3 NT= nat		
					After DBL: 2♣: INVERTED FG(no 4c M)		
					2♦: INV inverted, 3♣: (3-7), 2NT: Natural INV		
1 ♦		3	4 ♥		1♥/1♠/1NT/2♣= nat. (2♣ may have 4 card M	1♦-1x-2 NT:18-19 – 3♣ response is wolf signoff, SPLs, reverse, 2 way CB,	
					FG), 2♦= INVERTED FG(no 4c M)	jump shifts 18+, 3 <sup>rd</sup> suit F, 4 <sup>th</sup> suit F,	same
					2♥/2♠=6+ card INV, 2 NT=nat, 3♥/3♠=Pre-emp		
					3♦= 5-8, 3♣: Inverted INV, After DBL:3-7		
1 ♥		5	4 ♥		1 NT=5-15 F1, 2NT/3NT: look at special bids	(3 <sup>rd</sup> suit F1, 4 <sup>th</sup> suit F, 2 way CB, relays, SPLs, reverse, jump shifts),	
					2♣= FG any, 2♥=8-10 fit,	1♥-2NT-3♣-3♦: asking single (Resp Small-Middle-Big)	same
					2♠=INV/Sp, 3 ♣/♦: natural 6+ cards INV	1♥-2NT-3♠-3NT: asking single (Resp Small-Middle-Big)	
					After DBL=trf		
1 ♠		5	4 ♥		1 NT=5-15 F1, 2NT/3NT: look at special bids	(3 <sup>rd</sup> suit F1, 4 <sup>th</sup> suit F, 2 way CB, relays, SPLs, jump shifts),	
					2♣= FG any, 2 ♠=8-10 fit,	1♠-2NT-3♣-3♦: asking single (Resp Small-Middle-Big)	same
					3♠/♦/♥: natural 6+ cards INV, After DBL: trf	1♠-2NT-3♠-3NT: asking single (Resp Small-Middle-Big)	
INT			3 ♠	14-17 BAL 6 card m or 5	Garbage Sm, mTRF, 3♣/3♦=5-5 ms weak/nv		
				card M ok	3M: single & 5-4 ms, Smolen, Texas TRF		
2 ♣	✓	0	3 ♠	22+ any strong hand or	2♦= relay, 2♥: 2nd neg 2♠=5 <sup>+</sup> ♠ good suit,		
				4 and a half losers hand on M	2NT: 5 <sup>+</sup> ♥ good suit, 3♣/3♦= 6+ good suit,		
				3 and a half losers hand on m	3♥/3♠: 6+ card solid suit		
2 ♦		6		6+♦ (5-11)	2♥/2♠= Natural F1, 2NT value ask		
2 ♥		6		6+♥ (5-11)	2♠= Natural F1, 2NT value ask		
					3x: Natural F1		
2 ♠		6		6+♠ (5-11)	2Nt: Value ask, 3x: Natural F1		
2NT				20-21 BAL 6 m 5M ok	Puppet Stay, Jacoby TRFs, 3♠: to play 3Nt or	2NT – 3♣ - 3♦: any 4 card or 4-4 M, 2NT – 3♣ - 3♦ - 4♦: 4-4 M of responder	
					mi/minors hand, 3Nt: 5♠+4♥, Texas TRFs		
3 x		6		5-9(10) HCP		HIGH LEVEL BIDDING	
3NT	✓	7		Solid minor		4NT= RKCB RESP=14-03-2-2+Q,5NT2+void,6x=1+x void 5NT=RKCB in COMP, RESP=1403,	
4 x		6		To play		After aces, 1 <sup>st</sup> step trump Q ask, after aces 1 <sup>st</sup> step is K ask if it's not a Q ask,	
4NT	✓	10		Ace ask		After aces, 6x Q or 3 <sup>rd</sup> round control ask,	
5 x		7		To play		SPL, DOPI-ROPI below 5 of our trump, DEPO-REPO above 5 of our trump	