DEFENSIVE AND COMPETITIVE BIDDING		ī	FADS AND SIC	NAIC		W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	LEADS AND SIGNALS OPENING LEADS STYLE		W DT CONVENTION CARD			
1/1 aggressive maybe 4card solid suit, 1/2 constructive	OI ENIIV	Lead	<u> </u>	In Part	ner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
Reponses: Jump Raise = Preemptive	Suit	3-5		3-5	ner 3 Suit	NCBO:
Cue-Bid = Forcing raise	NT	2-4		3-5		PLAYERS: Betül yayla-Ayşe arpa
Cuc-Did = Potenig raise	Subseq	2-4		3-3		EVENT:
	Other:	2nd fro	m 4 small			EVENT.
	o uneri	2110 110	iii i sinan			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
(14)15-17 HCP, Responses: same as 1NT	Lead	Vs. Suit		Vs. N7		
•	Ace	AK(+),	Ax, Ax(+)	Same		GENERAL APPROACH AND STYLE
	King	AK(+),	KQ(+),Kx	KQJ/7	$\Gamma(+)$,AKJ(+)	5 Card Major, 1M-1NT:5-12 hcp f1
4 th live : same as 1NT	Queen	QJ(+),Q	JT(+)	RQ(+) QJ98(), QJT/9(+), (+)	Longer Minor - 1♣ if 3.3
4 th pos:10-16 HCP; 2cl range stayman, others same as 1NT	Jack	JT(+), k	JT(+)		-),JT9(+),	4th suit forcing: game forcing;
opening responses.			, ,	Ì		Reverses by opener forcing;
						by responder = Game forcing;
						Third suit = F1
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HT9(+)	T9(+)	109x(-	+),HT9(+)	
1-Suit : Natural;	9	H98(+),	98(+)	98(+)		
Responses - New suit = forcing	Hi-X					1NT Openings: (14)15-17
General Style = Aggressive	Lo-X					2 over 1 Responses : 1M-2♣:any FG
	SIGNAL	S IN ORDER O	FPRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	er's Lead Declarer's Lead		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
	1	Low: ENCRG	Hi/Lo: odd		Low encouraging	2♣ Opening = strong, near Game Force - any suit,(s) any
						shape
General Style = Aggressive		Hi/Lo: odd	S/P			2♦ Opening = 18 19 p or weak six card major
		S/P				2♥Opening = intermediate 6 card heart (10 16 hcp)
	1	Low: ENCRG	Hi/Lo: odd		Low encouraging	2♠ Opening = intermediate 6 card heart (10 16hcp)
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	Hi/Lo: odd	S/P			3NT Opening = Gambling
Vs strong : dbl: 5+minor 4card major 2♣:Majors	3	S/P				2NT Overcall = ghestm
2♦: one of major suit (6+) 2♥/2♠: 5cM + 4cm						Ghestm cubids
2NT and OVER SUCTION						Lebensohl after 2-level overcall or 1NT
2NT: ♣ / ♥+♦ , 3♠: ♦/ ♥+♠						
3♠: ♥+♣ OR ♠+♦						
Vs weak: dbl balance 12+ 2♣:Majors other 2level transfer						
			DOUBLES			
4 th pos:vers and weak nt. 2cl majors other naturals						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			Style; Responses;			
DBL:T/O		w/classical shap t FG, RES: Nat.		ver 1m c	ue: pro - mises both	

	1M/PASS/2M/DBL: Neg. 1m/P/1M/1NT:16-18	SPECIAL FORCING PASS SEQUENCES
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
XX: 9+ defensive hand, 2x: NF 5-9 Puan 1♥/♠ dbled→2NT/3NT TRUSCOTT		Double Jump in new suit = Splinter if minor over major
		Jump Cue Bid by Opener = Splinter raise
		PSYCHICS: Rare

OPENI	TIC K IF	MIN. NO.	NEG. DBL				
NG	ART IFIC IAL	OF CAR DS	THR U	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.		3	4	11-20	2♣: GF(may have 4 card major) 4+♣ → 2♣ KESGIN inverted* 2♦: ♣ INV 2♥/♠: weak 6+cards 3♦:9-11 6 card(if 7card 7+) □ 3M→ZURAFA*(GIRAFFE) (INV if a passed hand)* 1m-3M: GF 4+m 5+M 1m-3M □ 4m→ RKCB m □ 4nt→ RKCB M □ 3nt,4M,5m→ TP	$1m-2m \rightarrow \underline{GF \ w/wo \ 4cM}$ $\rightarrow 2M \rightarrow stopper \ or \ 4cM$ $\circ 3m \rightarrow 4cM$ $\rightarrow 2nt \ relay, \ no \ 4cm$ $3x \rightarrow shortness$	
1•		3	4♦	11-20	2♦: GF 4+♦(may have 4 card major) 3♠: ♦INV 2♥/♠: weak 6+cards. 3M same as1♠		
1♥		5		11-20	1NT F1 2♠:weak 2NT:jacoby	1M-jacoby ■ 3x→shortness ■ 3nt→min 1-3 kc ■ 4m→ min 0-2 kc 4x→void	
1♠		5		11-20	1NT F1, 2NT:jacoby		
INT				(14)15-17	2♠: NF stay; 2♠/♥: Jacoby, 2♠: trf to 2nt then 3cl. Have cl 3d: have d	After overcall x INV negative Smollen	

				3cl: have clubs (good clubs) 3d: have d(good d) 2nt: inv	Lebensohl	
	+					
2♣	*		Balance 22+ or not balanced 20+	Natural; positive requires good suit;		
2♦	*		multi	New suit forcing 2NT asks for feature if	3NT = AKQxxx	
				maximum		
2♥	*	6	9-16hcp	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	
2♠	*	6	9-16hcp	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	
2NT			20-21 balance	3♠:Puppet Stayman 3♠/♥: jacoby 3♠trf to 3NT 4♠:5-5 M,		
3♣		6	Preemptive		+	
3♦		6	Preemptive			
3♥		6	Preemptive			
3♠		6	Preemptive			
31			Treemptive			
3NT	*	7				
5111		,				
4♣	*		5+trefl and 5+ major	4d:slam invite major 4nt:slam invite club 4h: pas or correct		
4♦	*		5+diamond and 5 card major	4sp:slam invite major 4nt: slam invite minor		
4♥		7	Preemptive			
4♠		7	Preemptive			
4NT						
5♣					HIGH LEVE	
5♦					RKCB(1430), 5NT:0-2KC+void, 6X:1-3 +void	
5 ∀					DOPI, ROPI, DEPO,REPO(6 level)	
5♠						
			i l			

2♣ mammoth 22+bln, 24+iv*(impact value), <4 loser, some 3 as in m suit hands. Responses are based on the number of AorK. 2♣-2♦ → total number of AorK is not 1 (0 or 2+ "no 2 as"). 2♥ 4+c canape 3♥→ 2+AorK w 4+c ♥ $2nt\rightarrow 2+AorK$ Others 0 AorK 2♠ 4+c canape 2nt 22-23 bln 0 Cont'd as if 2nt opened 3♣ 4+c canape 3♦ 4+c canape 3♥/♠,4♣/♦ shortness in 1higher suit 4441 0 +1 asks control points 4m/5m rkcb 3nt 24-26 0 0 4nt 27-29 2♥/2♠//3♣/3♦ canape and indicates 1 AorK 2nt→1 AorK and no 5c suit. 3♥/3♠/3nt 2aces; same colour /class/mxd resply. $4x \rightarrow 1^{st}$ round ctrl in other suits 2♦ responder indicates the total number of AorK as "0" by bidding "suit" and as 2+ by bidding "nt"/1 raising openers m canape/ at his 2nd bid. 2**♣**-p-2♦-p 2**♥**-? 2♠/3♣/♦ nat. w/o AorK 2nt: 2+ AorK no 4 c ♥, no 2 As 3♥: 2+ AorK w 4+ c ♥ 0 0 3nt hxxx ♥ 0 AorK **4♥** 0 AorK 4x spl 0 AorK 5♥ rkcb 2+ AorK 2**♣**-p-2**♥**-p 3**♥**-p-? 4x ax

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4♥ kc in trump suit
0
         5x ax and trump q
0
         2♣-p-3♣-p 3♥-p-?
         Below 4♥: nat. And no 3 c ♥
0
         4♥ 2335
0
          Above 4♥ nat. And 3 c ♥
         Left 3 spaces spared for 5c ♥ supp. Eg.
          4nt 2524
         5  1534
         5♥ 3514
         Left 3 spaces spared for 5c ♥ supp. Eg.
         4nt 2524
         5  1534
         5♥ 3514
If 2♣ opening is O/C' ed
2♣-(x)-?
         Pass→2
         Rdbl→0
         2x\rightarrow 1 and canape
2♣-(2♦-3♥)-?
         Pass→2+/penalty
         Dbl→0
         2x\rightarrow 1 and canape
         Cue→natural canape
         Cue +1,2,3\rightarrow 2a answers
2♣-(3♠+)-?
         Pass→0/penalty
         Dbl→1
         3+x\rightarrow 2+ and canape
         Cue bid \rightarrow 2a answers
2♣-(p)-2\Diamond/etc.-2/3/4x
         Pass→t/o
         Dbl→ quick winners if responder bids 2♦ is bid/penalty if bid other than 2♦
         Bid under game level→ canape
          Bid game→sngl suited
          4nt\rightarrow 2 suited
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2' SEAHORSE

18-19 bln or weak m

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\begin{array}{ccc}
 & 2 & \\
 & \rightarrow & 2 & / & \rightarrow & pc \\
 & \rightarrow & 2 & + \rightarrow & 5 + & 3 + & 4
\end{array}
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All others 7+ hcp

2♦ 4th seat

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4<sup>th</sup> seat
2∳-
         2♥/♠→3+ tp
         2nt→ mm tp
\rightarrow
         3♣ →puppet
0
         3 \longrightarrow no5cM but4c, answer opposite M if 4
0
         3nt→no 4cM
0
         3♥/♠→5CM
0
         3 \diamondsuit / \heartsuit / 3 \diamondsuit \rightarrow XFERs
2♦-2nt
2♦-2nt
         3♣/♦: w ♥/♠ 6-9
\rightarrow
         3♥/♠: w ♥/♠ 0-5
         3nt: W ♥/♠ containing 2 of AKQ
         4♣ xfer to me
         4♦ bid and play
         4x: 18-19 4 c
         5x: 18-19 5 c
2♦-3♣/♦
2♦-3♣/♦
         If W: bid according to rule of total tricks
         If strong:
\rightarrow
         Nonsense M: asks number of M 2♦-3♣
 3♥- asks number of ♠s 3?4?
         4♣ for ♥ supp, 4♦ for ♠ supp w adequate minimum number of cards. Responder re-transfers the m suit to appropriate level.
2♦-3x-p- 3nt
2♦-3x
3nt: no M supp. 18-19
Responders
         4♣→♦
         4♦→♣
         4♥→♣ solid
4♠→♦ solid
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6+ c M containing at least 3 of ARDV109, usually 10-15 hcp

2♥/♠-

- → 2♠/nt asks shortness
- o 2nt shortness in ♠
- o 3x shortness
- O 3M bln min.
- o 3nt bln max
- O Jump suit 4c hxxx
- → 2nt(for 2 ♥) 5+♠
- → 3♣/♦ 5+ f1
- NS stopper
- → Jump in NS: nat. w 4cM supp)
- → 3M→not INV

2M-(X)-?

- → 2NT/3NT TRUSCOTT
- → XX PENALTY ORIENTED 8+

2M-(BID)-X→FIRST FIRE (HXX.ETC) 8+