

## DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)  
 6-17HCP; Light with shape and/or good suit; 4+card; New Suit=F1;  
 Low CUE or RDBL=10+ (<4); High CUE=10+(4+); Jump Raise=PRE;  
 Mixed Raise; 2 level RESP DBL; 3 level COMP DBL  
 Transfer sequences after some overcalls

### 1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-18HCP; 2♣=STAY; 2♦/♥=TRF;  
 REOPEN: 10-16; 2♣=RANGE STAY;

### JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit=PRE; could be very sound or 5card suit  
 2NT=2 lower unbid suits; CUE=2 higher unbid suits; 3♣=the other 2 suits  
 1x-2y-p-2NT= S/S ASK  
 REOPEN: 2NT=18-20HCP; 6+Good suit, Intermediate

### DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

GHESTEM  
 JUMP CUE=Stopper ASK (unless GHESTEM);  
 When 2 suits available, CUE shows stopper

### VS. NT (vs. Strong/ Weak; Reopening; PH)

DBL=M+m; 2♣=Majors, then 2♦ ASK better M;  
 2♦=1M; 2♥/♠=♥/♠+m; 2NT=Minors  
 vs. weak: DBL=PEN; 2♣=Majors; Others=TRF

### VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

DBL=T/O  
 LEB after WK2x  
 Over 2level PRE: 4m=5OM+5+m; CUE=Stopper ASK

### VS. ARTIFICIAL STRONG OPENINGS

1♣-X=Majors, 1NT=Minors  
 1♣/♦/♥/♠=Natural; 2♦/♥/♠=PRE  
 System ON after 1♣-P-1♦

### OVER OPPONENTS' TAKEOUT DOUBLE

RDBL followed by DBL=PEN; Pass followed by DBL=Cooperative  
 RDBL followed by SUPP=3card LR; 1M-DBL-3M=PRE; 1M-DBL-TRF  
 1m-DBL-3m=INV; 1m-DBL-2NT=FIT, Weak; 1M-DBL-2NT=INV+;

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3rd-5th	3rd-5th
NT	2nd-4th	3rd-5th
Subseq	3rd-5th or ATT	

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax(+)	AKx(+); AKxx; AQx
King	AK; KQ(+); Kx; K	STR; ASK unblock or count
Queen	QJ(+); Q; Qx	KQx weaker; QJ(+)
Jack	JT(+); KJT(+); J; Jx	QJx; AJT(+); JT9(+); JTx; KJT(+);
10	HT9(+); T9(+); T; Tx	HT9(+); T9(+)
9	98(+); 9; 9x	T9(+)
Hi-x	xxSx; Sx; xxSxxx	xSxxx; xSxx; xSx;
Lo-x	xxS; xxxS	HxS; HxxS; HxxSx

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi/Lo: E	Hi/Lo: E	Lo: DISCRG
	2 ENCRG	S/P	Hi/Lo: E
	3 S/P		
NT	1 Hi/Lo: E	Smith-Echo	Lo: DISCRG
	2 ENCRG	Hi/Lo: E	Hi/Lo: E
	3 S/P	S/P	S/P

Trumps: S/P or Reverse CT;

SMITH vs NT

## DOUBLES

### TAKEOUT DOUBLES (Style; Response; Reopening)

Almost ALWAYS NOT PEN; Light, doubleton in unbid m OK;  
 Doubler raises freely in COMP with FIT; RESP DBL;  
 Reopening DBL can be lighter

### SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

NEG DBL at lower levels, Card showing DBL at more cramped;  
 1♣-1♦-DBL: 4-4M;

## WBF Convention Card



Category: OPEN

NCBO: 340751 - 340151

EVENT: \_\_\_\_\_

PLAYERS: Beltan Tönük

Burak Aralp

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

Five card M; 2 OVER 1 GF; Artificial, Relay sequences;  
 Open light on distributional hands  
 Light initial action, HCP=guide only; Play/Defend decisions made by judgement

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣=STR Artificial  
 2♦=MULTI  
 2♥/♠=♥/♠+m, weak  
 1NT=14 - 16HCP

### SPECIAL FORCING PASS SEQUENCES

1x-DBL-RDBL FORC till 2♣  
 1m-P-2m-2x-P FORC

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

2NT always for T/O in COMP

PSYCHICS:

RARE

OPENING	TICKET	ARTICLE	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣			2	7♥	11-21HCP;	Inverted; 1NT=6-10HCP; 2NT=11-12 HCP; 1♣-2♦=Weak 1M; 1♣-2♥/♠=5+♥-4+♠, Weak/INV	4S GF; 2WAY-CB 1m-2M//2N=sign-off in a minor or slam try in a major	Jumps in new suit = FIT+suit
1♦			4	7♥	3-3open 1♣; 4-4open 1♦	1m-1M is 4+c, but responder can bid with 3c	1m-2M//2N-3♣:Distribution ASK; then, 3♦=5422 min, 3♥/3♠=5431, 3N=5422 max, 4m=55	
1♥			5	7♥	10-21HCP; 4card in 3rd-4th seat can have longer minor	F1NT; 2/1GF; Jump Raise=PRE; GAZILLI 2NT=4+FIT, 6+HCP; 3♣/3♦=Natural, INV; 1♠-3♥=Nat,INV 1♠-3NT/1♥-3♠=10-12HCP, ANY SPL	1♥/♠-1NT-->2♣any 17+HCP hand, or NAT; 1♥/♠-1NT-->2♣-2♦=8+HCP, ANY 1M-2NT//3♣=waiting, 3♦=12-14, any SPL, 3M=BAD, 3NT=Very good; 4x=55, 12-14	2WAY REV DRURY FIT 1NT=5-11HCP; 2OMNT=NO FIT 3X=X+FIT; 4X=Short+FIT
1♠			5	7♥		1♠-4X/1♥-3NT/4X=13-15, SPL		
1 NT					14-16HCP BAL or semi-BAL	2♣=STAY; 2♦/♥= TRF, can be 4card; 2♠=RANGE ASK; 3♣=minors, weak; 3♦=minors, GF; 3M=3cM, SPL OM TEXAS; 4NT=QUANTITATIVE; 2NT=5c M ASK	1NT-2♣//2NT-3♣=weak ♣s, 3♦=weak ♦s, 3♥=strong ♣s, 3♠=strong ♦s 1NT-(pas)-2♣(dbl)--> then, 2♦=♥s, no ♣ stopper; 2♥=♠s, no ♣ stopper 1NT-(pas)-2♦(dbl)--> then, REDBL=FIT; PASS=No FIT	
2♣	✓				ART, STR	2♣-2♦//2♥: natural, or 25-26HCP balanced; then 2♣=Relay		
2♦	✓				MULTI	2/3M=P/C; 2N=relay (any hand); 3♣=either ♣/♥/♠; 3♦=♦ 4♣=Transfer your suit; 4♦=bid your suit	2♦-2NT//3♣=Bad; 3♦=♥, Good; 3♥=♠, Good	
2♥	✓				5♥-5m	3♣=P/C; 2NT=ASK; 3♦=INV in ♥s; 2♠=11-15 NAT		
2♠	✓				5♠-5m	3♣=P/C; 2NT=ASK; 3♦=♥s; 3♥=INV in ♠s		
2 NT					19+-21HCP BAL or semi-BAL	STAY; 3♦/♥=JACOBY; 3♠=R to 3NT;		
3 bids	✓				PRE	New Suit=F1; CABs		
3NT	✓							
4♣	✓				PRE	4♣=P/C; 4♦=S/S		
4♦	✓				PRE			
							<b>HIGH LEVEL BIDDING</b>	
							Cuebids show 1st or 2nd round control; Advanced CUE;	
							RKCB=1403; 5NT=024+void; 6X=135+void	
							5NT=Josephine	
							DOPI; ROPI; (Double=0 KC)	
							Last Train and Serious 3NT	