

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level overcalls: 8-16 hcp 5+ cards (could have 4 card)
2 level overcalls 10+ hcp 5+ cards
Jump overcalls pre- imp 6+ cards
Cue-bid: 3+ fit 11+ hcp
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Only frim 4 th position balance nt 11-14
From 2 nd 15-17
JUMP OVERCALLS (Style; Responses; Unusual NT)
Week but good at suit (5-12)
1x/2NT: two lowest suit except x (5+ - 5+);
1♥/2♥: ♠ + ♣ 1♥/3♣: ♠ + ♦
1♠/2♠: ♥ + ♣ 1♠/3♣: ♥ + ♦
1♣/3♣: ♠ + ♦ if club 2+ then 1♣/2♣ natural 1♣/2♦ majors
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♦/2♦: majors 1♦/3♦: asking stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs strong :From 2 nd Multy Landy, from 4 th Landy
2 nd position: dbl 4card M 5+ card Minor
4 th position: DBL is re-opening
2NT : Minors
Vs weak : 2♣ : Majors
When we came from pass dbl is majors, rests natural.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL:T/O , 2NT : 15-17 HCP
Lebensohl
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1♣: DBL : balanced 12 + hcp
OVER OPPONENTS' TAKEOUT DOUBLE
1M-X-XX: 10+HCP, max 3' card fit, , 2NT: 4+fit inv+, 3M: preemptive
1m-X-1♥/1♠ 4+ card

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3-5	3-5	
NT	2-4	3-5	
Other: AK count to K, shows interest to A			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax(x)	AKx(x), Ax(x)	
King	AK, KQx	KQ109x, AKJ10x,	
Queen	QJ(x)	QJ10x, QJ9x, KQ10x, KQJx, AQJx,	
Jack	AJ10(x), KJ10(x)	AJ10(x), KJ10(x), or 109(x)	
10	10x, 109x(x) or H109(x)	10x or H109(x)	
Hi-X	xxXx Xx	xXxx, xXx	
Lo-X	HxXx	(Hx)xxX, xxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High encourage		
Suit 2			
3			
1	same	same	same
NT 2			
3			
Signals (including Trumps):			
Standart Carding, Romen discarding, high encourage			
Smith echo high card from both side			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+HCP distributional or 12+HCP balanced			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1M - 2X - 2M - 3X - DBL: invite if there is place to make trial x penalty.			
1M - 2X - 2M - 3X - 3M : to play (i.e: 1♠ 2♣ 2♠ 3♣ DBL: Pen)			

EBL CONVENTION CARD
CATEGORY: TURKEY U26
NCBO:
PLAYERS: AHMET ONUR AKBIYIK-FATİH AYDIN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Major, 1M-1NT:5-12 hcp semi forcing
2/1 GF
3Xve 4M openings preemptive
Drury 2c 3card fit 2d 4card fit 2nt 4card fit and any singleton (3. Ve 4. Position)
1nt 15-17 2nt 20-21
Inverted minor game forcing, criss cross rise (i.e 1♣-> 2♦) invite
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣: artificial, 23+HCP balanced or 18+unbalanced, F1
2♦/♥/♠: 6-card weak 6-9
3NT: A closed minor
1M-2NT: 9-11 HCP 4+ fit invite
1M-3♣/♦: natural invite
1M-3NT : fit on major and any foreign Ace.
1m-2♥: 4+♥&5+♠ 5-8hcp
1m-2♠ : 4+♥&5+♠ 9-11hcp
Romex
Lebensohl
1x -1y -1z -2♣ : transfer to ♦ (xyz)
1x-1y-1z - 2♦ : GF (xyz)
1x-1y-1z-2NT : transfer to 3♣ (xyz)
SPECIAL FORCING PASS SEQUENCES
1x/DBL/RDBL:F1♠
When opps made damn to our contract
, DBL shows a hand do not bid to over it.
IMPORTANT NOTES
Unusual NT, stated michaels (3♣ highest suits, 2M highest and lowest.)
2-way Checkback xyz
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		10-20HCP	2♣: inverted minor, 2♦: fit + inv, 2♥:5♠ and 4♥ 5-8 hcp, 2♠:5♠ and 4♥ 9-11 hcp	2way checkback, Inverted minor GF, Criss cross rise inv, xyz	Inverted minor, Criss cross rise inv.
1♦		3		10-20HCP	2♦: inverted minor, 3♣: fit + davet, 2♥:5♠ and 4♥ 5-8 hcp, 2♠:5♠ and 4♥ 9-11 hcp	2way checkback, Inverted minor GF, Criss cross rise inv, xyz	Inverted minor, Criss cross rise inv
1♥		5		10-20HCP	1NT: semi fnt, 2♥ 3+ fit 8-10 hcp 3♣/3♦: natural, 3♠/4♣/4♦: splinter 2NT: 4+ fit 9-11+ hcp inv	1♥-2♥: 2NT short ♠, 3♣ short, 3♦ short	Drury
1♠		5		10-20HCP	1NT: semi fnt, 2♠ 3+ fit 8-10 hcp 3♣/3♦/3♥: natural invite, 4♣/4♦/4♥: splinter 2NT: 4+ fit 9-11+ hcp invite	1♠-2♠: 3♣ short, 3♦ short, 3♥ short	Drury
INT				(14)15-17HCP	2♣: stayman (must have 4card Major) 2♠: invite or transfer to clubs 3♣/3♦: 5-5weak minors / 5-5 strong minors 3♥: 3145, 3154 3♠: 1345, 1354 4♣/4♦: transfer 4♥/4♠ (south african transfer sys), 4♥/4♠: to play		
2♣	X			22+HCP balanced / 18+unbalanced	2♥: 0-2 HCP, 2♠: 5+ ♠ 8+ hcp, 2NT 5+ ♥ 8+HCP, 3CL 8+ HCP		
2♦		6 card		Natural			
2♥		6 card		♥ 6-10 hcp	2NT: asks returning to suit shows bad hand		
2♠		6 card		♠ 6-10 hcp	2NT: asks returning to suit shows bad hand		
2NT		5		20-22 hcp balanced	3♣ asks 5 card major, 3♦/3♥: transfer (if completed it shows fit), 3nt to play, 4♣/4♦/4♥/4♠ all of them transfer to 2 upper suit. We give ace to 4hs. 4nt to play.		
3♣		6		Pre-empt			
3♦		6~7		Pre-empt			
3♥		7		Pre-empt			
3♠		7		Pre-empt			
3NT				gambling			
4♣		8		Pre-empt			
4♦		8		Pre-empt			
4♥		8		Pre-empt	Cuebid asks loser at that suit		
4♠		8		Pre-empt	Cuebid asks loser at that suit		
4NT		5-5		Minors			
5♣						HIGH LEVEL BIDDING	
5♦						RKCB: 1403	
5♥						DOPI/ROPI, Voidwood 0,1,2,2+Q,3,3+Q	
5♠							

SUPPLEMENTARY SHEET:

Minor Openings and Developments:

1♣	2♣	Inverted minor game forcing.
	2♦	5 ⁺ Clubs invite.
	2♥	5 ⁺ ♠ & 4 ⁺ ♥ 5-8 pts.
	2♠	5 ⁺ ♠ & 4 ⁺ ♥ 9-11 pts.
	2 NT	11-12 pts
	3 NT	13-15 pts

1♣	2♣
2♦ stopper.	
2♥ stopper.	
2♠ stopper.	
2 NT 12-14 balanced or 18-19 balanced	
3♣ do not want to bid 2 NT	
3♦ singleton.	
3♥ singleton.	
3♠ singleton.	

1♣	2♣
2 NT	3♦ singleton.
	3♥ singleton.
	3♠ singleton.
	4 NT quantitative.

At ♥ 2♠ quest. →
2 NT 3 card fit any
singleton 3♣ asks.

1♣/1♦	1♥/1♠
1 NT	2♣ Two-way check back stayman transfer to 2♦
	2♦ Gf.
	2 NT Transfer to 3♣
	3♣ 4 card M and 5 ⁺ ♣ to play.
	3♦ 4 card M and 5 ⁺ ♦ to play.
	3 NT To play. (No 5 card major)

1♣/1♦	1♠
2♠	2 NT question
3♣	3 card fit any singleton
3♦	4 card fit suit small suit sing. minimum
3♥	4 card fit suit top suit sing. minimum
3♠	4 card fit minimum
4♣	4 card fit with good ♣
4♦	4 card fit with good ♦
4♥/4♠	4 card maximum balanced
1♣	1♠
2♠	2 NT question
3♣	3 card fit any singleton 3♦ asks singl.

1♣/1♦	1♥
1 NT	2♦ gf
2♥	3 card ♥
2♠	No 3 card ♥, 6 card ♣/♦ and do not want to bid 2 NT.
2 NT	balanced

1♣/1♦	1♠	* Here 2♥ 5 ⁺ ♠ & 4 ⁺ ♥
1 NT	2♦ gf	gf. Therefore our
2♥	4 card ♥	priority to 2♦ is
2♠	3 card ♠ *	showing 3 card ♠.
2 NT	balanced	

1♣	1 NT (6-10 pts.)
	2 NT (11-12 pts.)
	3 NT (13-15 pts.)

	DBL
1♣/1♦	RDBL and fit gf
	2♣/♦ balanced
	2 NT bad ♣/♦
	3♣/♦ has singleton
	preemptive
	2♦/3♣ invite

1 ♣/1 ♦	2 ♥ 5 ⁺ ♠ & 4 ⁺ ♥ 5-8 pts.		
2 ♠ To play.			
2NT (question)	3 ♣ min		
3 ♣ natural	3 ♦ max & have singleton 5431		
3 ♦ natural	3 ♥ 5card ♥		
	3 ♠ 6 card ♠		
	3NT max 5422		
1 ♣/1 ♦	2 ♥	1 ♣/1 ♦	2 ♥
2NT	3 ♣	2NT	3 ♦
3 ♦ (asks)	3 ♥ Singleton ♣	3 ♥ (asks)	3 ♠ Singleton ♣
	3 ♠ Singleton ♦		3NT Singleton ♦
	3NT 5422		

1 ♣/1 ♦	2 ♠ 5 ⁺ ♠ & 4 ⁺ ♥ 9-11 pts.
2NT (question)	3 ♣ min
	3 ♦ max & have singleton 5431
	3 ♥ 5card ♥
	3 ♠ 6 card ♠
	3NT max 5422
3 ♣ to play.	
3 ♦ to play.	
3 ♥ to play.	
1 ♣	2 ♠
2NT	3 ♣ min
3 ♦ (asks)	3 ♥ Singleton ♣
	3 ♠ Singleton ♦
	3NT 5422
1 ♣	2 ♠
2NT	3 ♦
3 ♥ (asks)	3 ♠ Singleton ♣
	3NT Singleton ♦

1 ♦	2 ♦ inverted gf.
2 ♥ stopper.	
2 ♠ stopper.	
2NT 12-14 balanced or 18-19 balanced.	
3 ♣ Singleton ♣	
3 ♦ do not want to bid nt	
3 ♥ Singleton ♥	
3 ♠ Singleton ♠	

1 ♦	2 ♦
2NT	3 ♣ Singleton ♣
	3 ♦ No singleton.
	3 ♥ Singleton ♥
	3 ♠ Singleton ♠

1 ♦	2 ♣ must have 5 ⁺ card ♣
2 ♥ stopper do not have to max and 4card	
2 ♠ stopper do not have to max and 4card	

3rd Suit

1 ♣	1 ♥
2 ♣	2 ♦ gf.
2 ♥ 3 card ♥	
2 ♠ stopper	
2NT other stoppers.	
3 ♣ min	
3 ♦ 4card ♦, no ♠ stopper	
3NT 4card ♦, with ♠ stopper	

3rd suit always game forcing and we make 3rd with a suit in which we have stopper.

4th Suit

- All 4th suits are game forcing. except:

1 ♣	1 ♦
1 ♥	1 ♠ (5 ⁺ ♦ & 4 ♠ non forcing.)

Semi-Forcing NT:

1NT to 1Major is semi-forcing; we can pass to 1NT with hands which is reject the invitation.

1 ♥	1NT (semi forcing)
2 ♣	2 ⁺
2 ♦	4 ⁺
2 ♥	6 card ♥
2 ♠	6card ♥ 4card one of other suits strong hand 18 ⁺
2NT	strong ♥ or 5card ♥ 4card minor strong hand 18 ⁺
3 ♣	55 strong hand
3 ♦	55 strong hand
3 ♥	6 card ♥ 15-17

1 ♥	1NT (semi forcing)
2 ♠	2NT question
3 ♣	4 card ♣
3 ♦	4 card ♦
3 ♠	4 card ♠
1 ♥	1NT (semi forcing)
2NT	3 ♣ question
3 ♦	4 card ♦
3 ♠	4 card ♠
3NT	4 card ♣
1 ♥/1 ♠	1NT (semi forcing)
3NT	to play
1 ♠	1NT (sf)
2NT	strong ♠ or 5card ♠ 3 ♣ ques
	4card one of others 18 ⁺
3 ♦	4 card ♦
3 ♥	4 card ♥
3 ♠	strong ♠ hands
3NT	4 card ♣

Major Supports:

1 ♥/1 ♠	2NT invite + with at least 4 cards (may be 3 ⁺ after suit overcall and 4 ⁺ after DBL.)
	3 ♥/3 ♠ preemptive

1 ♥	2 ♣ (can be short even it contains 5 card diamond if we has fit on ♥ and bad ♦)
	2 ♦ 5 ⁺ ♦
	2 ♥ 8-10 pts.
	2 ♠ natural inv with sing or void ♥
	2NT invite + with at least 4 cards
	3 ♣ natural inv with sing or void ♥
	3 ♦ natural inv with sing or void ♥
	3 ♥ preemptive
	3 ♠ splinter 10-12
	3NT fit on ♥ gambling w foreign Ace.
	4 ♣ splinter 10-12
	4 ♦ splinter 10-12
	4 ♥ preemptive

1 ♠	2 ♣ (can be short even it contains 5 card ♦ or ♥ if we has fit on ♠ and bad ♦ or ♥)
	2 ♦ 5 ⁺ ♦
	2 ♥ 5 ⁺ ♥
	2 ♠ 8-10 pts.
	2NT invite + with at least 4 cards
	3 ♣ natural inv with sing or void ♠
	3 ♦ natural inv with sing or void ♠
	3 ♥ natural inv with sing or void ♠
	3 ♠ preemptive
	3NT fit on ♠ gambling w foreign Ace.
	4 ♣ splinter 10-12
	4 ♦ splinter 10-12
	4 ♥ splinter 10-12
	4 ♠ preemptive

*Drury from 3th and 4th position. After DBL to 1 M we play transfer to major just to make separation good and bad fit. Transfer to major shows 8-10 and direct fit shows weak but at drury position drury is available.

Drury:

1M	2♣ 3 card fit 8-11
	2♦ 4 card fit 8-11 balanced
	2NT 4 card fit 8-11 unbalanced
1♥	2♣
2♦ opening hand	2♥ minimum After that romex* available
	2♠ maximum After that romex available
1♠	2♣
2♦ opening hand	2♥ maximum After that romex available
	2♠ minimum After that romex available

Romex:

1♥	2♥
2♠ transfer to 2NT	2NT
3♣ long trial ♣	
3♦ long trial ♦	
3♥ long trial ♠	

1♥	2♥
2NT short ♠	
3♣ short ♣	
3♦ short ♦	

1♠	2♠
2NT transfer to 3♣	3♣
3♦ long trial ♦	
3♥ long trial ♥	
3♠ long trial ♠	

1♠	2♠
3♣ short ♣	
3♦ short ♦	
3♥ short ♥	

DBL

1♥	2♦ transfer to ♥ 8-10	1♠	2♥ xfer to ♠ 8-10
	2♥ bad fit 5-7		2♠ bad fit 5-7

DBL

After Opener's 2NT Rebid:

1♣/1♦	1♥/1♠
2NT	3♣ transfer to ♦
	3♦ transfer to ♥
	3♥ transfer to ♠
	3♠ slam inv in ♣
	4♣ transfer to ♦
	4♦ transfer to ♥
	4♥ transfer to ♠

Opener must have to take transfer to first suit and will not take transfer to second suit without fit.

1NT Opening:

1NT	2♣ stayman must have 4 card major
	2♦ transfer
	2♥ transfer
	2♠ invite or transfer to ♣
	2NT transfer to ♦
	3♣ 5/5 weak minors
	3♦ 5/5 strong minors
	3♥ 3145 or 3154
	3♠ 1345 or 1354
	4♣ SATT transfer to ♥
	4♦ SATT transfer to ♠
	4♥/♠ To play

1NT	2♦/2♥
2♥/2♠	4♥/♠ balanced slam invitation

1NT	2♦
2♥	3♠ singleton
	4♣ singleton ♣
	4♦ singleton ♦

1NT	2♥
2♠	4♣ singleton ♣
	4♦ singleton ♦
	4♥ singleton ♥

1NT 2♣
 2♥ 2NT inv with 4 card ♠
 3♥ invite
 3♠ any singleton
 3NT to play with 4 card ♠
 4♣ RKBC (1403)
 4♦ quantitative with ♥ fit
 4NT quantitative without ♥ fit

1NT 2♣
 2♠ 2NT invite with 4 card ♥
 3♥ any singleton
 3♠ invite
 3NT to play with 4 card ♥
 4♣ RKBC (1403)
 4♦ quantitative with ♠ fit
 4NT quantitative without ♠ fit

1NT 2♣
 2♦ 3♣ (minor stayman)
 3♦ has 5 card one of minors 3♥ asks
 3♠ 5 card ♣
 3NT 5 card ♦

1NT 2♣
 2♦ 3♣ (minor stayman)
 3♦ has 5 card one of minors
 3♥ 4 card ♣
 3♠ 4 card ♦
 3NT 44 ♣♦

When Opponents DBL to Transfers:

Pass
 1NT 2♦/2♥
 * DBL

* Pass no Diamond stopper it may have fit or not
 RDBL: Shows natural ♦/♥ wants to play
 2♥/♠: Fit on ♥ with ♦ stopper
 2NT: 4card fit max hand
 3♦/♥: 4 card Fit on ♥/♠ min hand order to p bid 3♥/♠
 3♥/♠: 4card fit min hand with ♦ stopper

Pass
 1NT 2♣
 * DBL

*RDBL shows ♣
 2♥ 4 card with ♣ stopper
 2♠ 4 card with ♣ stopper

3NT Opening:

3NT 4♣ pass or correct
 4♦ inquiry
 4♥/4♠ To play.
 3NT 4♦ inquiry
 4♥ singleton
 4♠ singleton
 4NT 7-2-2-2
 5♣ singleton

Weak 3 Openings:

3♣/3♦ 3♥/3♠ forcing
 3NT To play.
 3♥ 4♣ asking control 3♠ 4♣
 * 4♦ asking control 4♦
 4♠ asking control 4♥
 *First step no control
 Second step 2nd Round control
 3rd step first round control

Defence over Opponents 2/3 Weak:

(2♥)	3♥ (55 minors)	(2♠)	3♠ (55 minors)
	4♣ clubs and spades		4♣ clubs and hearts
	4♦ diamonds and spades		4♦ diamonds and hearts

Defence over Multi (2♦):

DBL: a) 12+pts with holding at least 4 card in one of the majors
 b) 18+ any
 2NT: 15-17 balanced
 overcalls: natural
 2♦ (dbl) p (if p/c) (2NT) lebensohl
 3x: GF
 pass: no meaning
 2♦ (dbl) 2♥ (if p/c) 3x GF
 2NT lebensohl
 dbl (inv. or more)
 2♦ (dbl) 2♥ (dbl) pts 10+
 2♠ (dbl)(t/o)
 2♦ p 2♥ p
 2♠/p dbl (12+ minor hand)

Defence Over Opps 1NT Overcall:

1♣/♦ (1nt) 2♣: majors
 2♦: one suit major
 2♥: nat with minor
 2♠: nat with minor
 DBL: PEN
 1♠ (1nt) 2♦: ♥ weak
 2♥: good hand
 2♣: nat
 1♣/♦ (1nt) p (p)
 DBL: wants minor lead, penalty.
 Other minor: 4-4 cards in majors
 2♥/♠: nat at least 5-4

Good Bad 2NT:

1♣/♦ (1♠) DBL (2♠)
 3 other minor (GF)
 3♥ (GF)
 2NT (at least 5/4, 2 Suited for competition)
 dbl (18-19 bal. or 15+)

Defence over opps 1♣ strong openings(Only if 15+)

(1♣) 2♣: natural
 2♦: majors
 DBL: T/o for majors
 Rests natural.

Defence after overcalls over our NT:

1NT (2♦) 3♣: 5+♥ GF
 3♦: 5+♠ GF
 IF 2♦: multi or natural

 1NT (2♣) 3♣: 5+♥ GF
 3♦: 5+♠ GF
 IF 2♣: nat or majors

 1NT (2♣) 2X: nat. to play
 dbl: pts 8+
 2NT: lebensohl
 3♣: 5+♥ GF
 3♦: 5+♠ GF
 3M: sing.
 IF 2♣: majors
 1NT (2♥/2♠) DBL: T/O
 2♠: TO PLAY
 2NT: Lebensohl
 3♣: minors to play
 3♦: 5+ other major GF
 3♥: singleton in opps major,
 minor hand
 3♠: 5-5 minor GF

Others:

1♣/♦ (1M) 2M
 (P)
 2NT(balanced, no need stopper)
 1 minor (3X) 4 minor
 (GF)
 1 Major (p) 2 Newsuit (p)
 3NT(strong hand solid ♠)