

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Only from 4 <sup>th</sup> position balance nt 11-14
From 2 <sup>nd</sup> 15-17
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
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
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♦/2♦: majors 1♦/3♦: asking stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs strong :From 2 <sup>nd</sup> Multy Landy, from 4 <sup>th</sup> Landy
2 <sup>nd</sup> position: dbl 4card M 5+ card Minor
4 <sup>th</sup> position: DBL is re-opening
2NT : Minors
Vs weak : 2♣ : Majors
When we came from pass dbl is majors, rests natural.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL:T/O , 2NT : 15-17 HCP
Lebensohl
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs 1♣: DBL : balanced 12 + hcp
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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
<b>CATEGORY: TURKEY U26</b>
<b>NCBO:</b>
<b>PLAYERS: AHMET ONUR AKBIYIK-FATİH AYDIN</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
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)
<b>SPECIAL FORCING PASS SEQUENCES</b>
1x/DBL/RDBL:F1♠
When opps made damn to our contract
, DBL shows a hand do not bid to over it.
<b>IMPORTANT NOTES</b>
Unusual NT, stated michaels (3♣ highest suits, 2M highest and lowest.)
2-way Checkback xyz
<b>PSYCHICS: Rare</b>

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 looser at that suit		
4♠		8		Pre-empt	Cuebid asks looser 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.
	2NT	11-12 pts
	3NT	13-15 pts

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

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

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

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

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

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

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

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

	DBL
1♣/1♦	RDBL and fit gf
	2♣/♦ balanced
	2NT 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♠	1♣	2♠
2NT	3♣ min	2NT	3♦
3♦ (asks)	3♥ Singleton ♣	3♥ (asks)	3♠ Singleton ♣
	3♠ Singleton ♦		3NT Singleton ♦
	3NT 5422		

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

### 3<sup>rd</sup> Suit

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

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

## 4<sup>th</sup> Suit

- All 4<sup>th</sup> suits are game forcing. except:

1 ♣	1 ♦
1 ♥	1 ♠ (5 <sup>+</sup> ♦ & 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 <sup>+</sup>
2 ♦	4 <sup>+</sup>
2 ♥	6 card ♥
2 ♠	6card ♥ 4card one of other suits strong hand 18 <sup>+</sup>
2NT	strong ♥ or 5card ♥ 4card minor strong hand 18 <sup>+</sup>
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 <sup>+</sup>
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 <sup>+</sup> after suit overcall and 4 <sup>+</sup> 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 <sup>+</sup> ♦
	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 <sup>+</sup> ♦
	2 ♥ 5 <sup>+</sup> ♥
	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 3<sup>th</sup> and 4<sup>th</sup> 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 2<sup>nd</sup> Round control  
 3<sup>rd</sup> 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♠)  
 3otherminor(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)  
 1minor (3X) 4minor  
 (GF)  
 1Major (p) 2Newsuit (p)  
 3NT(strong hand solid ♠)