DEFENSIVE & COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

Style: Natural

Responses: New suit= F1;

1NT= 9-13 HCP constructive, not forcing; Cue = F1 10+fit

JUMP 2NT= Limit Raise+4crd Jump cue= Mix raise

TRF adv after DBL of 1M

Reopening: < 16 HCP, no PRE Raises

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

2nd Position: 15-18

Responses: Mostly as to our 1NT OPENING

4th Position: 1NT = 11-15 HCP; 2NT = NAT (19-21)

Responses: 2♣→ASK strength and M, 2◊/♡, TRF

JUMP OVERCALLS (Style; Responses; Unusual NT)

Style: WK only NV, otherwise INTERMEDIATE

Responses: 2NT asks further description

Unusual NT: (1x)-2NT = Lowest 2 unbid suits

After (1M)-P-(2M), 2NT = minors/♡; minors or ♡+minor/♠

Reopening: INTER; 2NT BAL (19-21): Trsfers, STAY

DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)

Style: Two suiter : 5-5, wide strength range

1♣/◊ - 2◊ = ♡ + ♠; (1M)-2M = OM+♡; (1x)-3♣ =2 remain suit

(1M)-3M = solid minor, asks stopper

Responses: 2NT = INV, Jumps PRE,

Reopening: Same but may be weaker

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

Vs. STR:DBL usually 4 card M, longer m (others poss)

2♣ = ♡ + ♠; 2◊ = ♡ or ♠; 2♡ = 5 ♡ + m; 2♠ = 5 ♠ + m

Vs. WK: DBL = 13-14+HCP, Than Inverted DBL

2♣ = ♡ + ♠; 2◊/ ♡/ ♠ = TRF

Vs 2NT: DBL = Landy Multi

Vs PREEMPTS

T/O DBL→4♡; LEB after (2M)-DBL-(P):

2M: 2NT (15-19): as of 2NT; 4♣ = OM+♣, 4◊ = OM+◊,

3M = STR minor's; **2◊:** 4♣ = ♡ + ♠, 4◊= ♡ + ◊, 3♠ = ♠ + m

VS ARTIFICIAL STRONG OPENINGS

Aggressive; Vs STR 1/2♣: DBL= Major's

OVER OPPONENTS´ TAKEOUT DOUBLE

New suit = F1 at 1 level; Jumps=PRE or raise; 2NT=LR;

1M-(X)-TRF responses

LEADS AND SIGNALS

OPENING LEADS STYLE [16]

	Lead	In Partner's Suit
Suit	3rd/5th	Same; ATT after raise
NT	4th	3rd
Subs.	Same,	
	(to an honor or through weakness)	

Other: Vs NT, K asks UB

LEADS

Lead	Vs Suit	Vs NT
Ace	AKx	AKx
King	KQ,AK,KQ(J/10)(x)	AKJT(x),KQJ(x),KQx(x)
Queen	QJ, QJx(x)	QJ(x),AQJx(x),KQT9(x)
Jack	J10(x), (A/K)J10(x)	same
10	109(x), H109(x)	same
9	9x(x)	ATT
Hi-x	Hi-x	Hi-x or xXxx
Lo-x	3rd	4th

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's lead	Discarding
Suit	1st	HI = DISCRG	Hi/Lo = O	HI = DISCRG
	2nd	Hi/Lo = O	S/P	Hi/Lo = O
	3rd	S/P		S/P
NT	1st	Same as suit	Smith	Same as suit
	2nd		S/P	
	3rd		Hi/Lo = O	

Signals (including trump): REMAINDER COUNT = STND

Trumps: Hi-Lo shows O number **or** S/P;

SMITH SIGNAL vs NT

DOUBLES

TAKEOUT DOUBLES (Style, Responses; Reopening)

Style: Near opening values + support for other suits

Responses: CUE-BID = F 1, JUMP=INV

Over XX: Jump PRE, P NEU; 1X-DBL-1Y: 3X/Y = NAT

Reopening: lighter

SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS

NEG DBL THRU 4♠; 1♣-(1◊)-DBL: 4+ ♡;

1m-(1♡)-DBL shows 4 ♠most; 1m-(1♠)-DBL: 4+ ♡, 6+

HCP most; Repeat DBL after NEG DBL T/O

RESP DBL THRU 4♠: Useful values;

Most low-level DBLs = Cards;

DBL of CUE = T/O;

1M-P-1NT-(2X): DBL T/O

Category: Natural – GREEN

TEAM:

Event:

Players: NEZİH KUBAÇ – BÜLENT ASLAN

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card Majors, 2/1

2♡/ 2♠ =5-5 M+m weak

2◊ = Multi (may have 2NT opening with 5M)

1-Level RESP may be VERY light (including 1NT/1M)

And xfer after 1 ♣ opening

1NT Opening: 14+-17

2 over 1 RESP: FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

OPENINGS:

1♣= 2+♣ , 1◊=4+◊

3NT OPENING = Solid m

MULTİ 2◊ ,

RESPONSES:

1♣-2◊ =◊' s FG , 1♣-2♡ = Majors weak

1◊-2♡ = Majors weak

1♣/◊-2♠ = 6+♣ GI

DRURY

COMP:

1NT-(DBL): ART RUNOUTS

WEAK JS & JUMP RAISE IN COMP

COMP CUE = LIMIT RAISE OR BETTER to m OPE

1m-(1NT)-2♣ = MAJORS

(1◊)-P-(1NT)-2♣ = MAJORS (54 either way)

LEBENSOHL after 1NT-(2M)

(1M)-3M = solid m + 1.5-2 stoppers, asks stopper

1m-4m = STR 4♡/ ♠ OVERCALL

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON´T FIT ELSEWHERE

PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		2	4♠	10 to 22 HCP 2 or more ♣	1◇ xfer to H	1♣-1x-1y = 4+♣ - 4y	**PH:** Fit showing jumps (5-4⁺, 10⁺)
					1NT = 8-10; 2NT = Nat Inv.	Now: 2♣ = ART INV, 2◇ = ART FG	
					1♡ xfer to 1♠	2NT = TRF to 3♣	
					2♣ FG ; 3♣ = Mix raise		**In COMP:** WK Jump shifts & raises.
					2◇ = NAT FG	TRF responses after 1m-1x-2NT	
					2♡ = Majors weak		
					2♠ = INV 6+ ♣		
					1♣-3X = PRE; 1♣-3NT = 16-17		
1◇		4	4♠	See 1♣	1NT= 6-10; 2♣= FG;	See 1♣.	See 1♣
					2♡ = Majors weak;		
					2♠ = INV 6+ ♣		
					3♣ = INV 4+◇		
1♡		(4)5	4♠	10-21, equal or longest suit	1♠=4+♠; 1NT NF (0-12); 2♣ ART FG;	1♡-1♠-1NT = 11-14	**PH RESPS:** 1NT = NF; Jump Shifts
				May be 4 card suit in 3rd/4th	2◇ FG ;2NT=3+-crd raise INV	1♡-1NT-2♣ = NAT 11-15 or some 16+;	2NT = 4card raise INV, 3♣= NAT INV
					2♠= Sp's FG or 5Sp-5m FG	1♡-1NT-2♣-2◇ = ART 8+ HCP,	DRURY (FIT)
					3♣/ 3◇ = Nat INV	1♡-1♠-2NT =Nat	**In COMP:**
					SPL raises; 3♠= any SPL 8-11 HCP	1♡-1NT-2NT= 6♡-4 m FG, 3♡= 6♡ FG, 3♠= 6/5	Jump = weak or fit
1♠		(4)5	4♠	see 1♡	see 1♡	see 1♡;	see 1♡
1NT			3♠	14+-17 BAL	STAY; JACOBY TRF; 4way xfer	1NT-2♣-2◇-2♡ = M's, WK	
				5 card M poss.	2NT= ◇'s;3♣= ask 5 card M 3◇=m's FG,	SPL after TRF to m	
					3M = 5-4 m's SPL FG	**COMP:** 1NT-(DBL): ART runouts	
					4♣=M's ,4♦ = H 4D=Sp		
2♣	√	0	2♡	22⁺ HCP or 9⁺ winners	2♦= Waiting, 2♥= NAT		
					2♠ = ♠'s; 2NT=Cl's 3C=D		
2◇	√	0		Multi	2NT asks; 3♣=ART; 3◇=INV opener M		**COMP:** 2◇-(DBL): XX Ask M
2♡		6		10-13 HCP	2NT=ASK, 3C= P/C,	3♣/, 3◇= Nat weak	
					2♠= F1	3♡/3♠/ = C &D max.	
2♠		6		10-13 HCP	2NT asks ;	Same as above	
2NT			3♠	20-21 (22) w/o5crd M suit	3♣=STAY; 3♦/♥=TRF; 3♠= m's	**HIGH LEVEL BIDDING**	
					4♣/♦/♥/♠= ♥/♠/♣/♦ all SLAM INV		
3x		6		PRE	Suits F	SPL; 3NT = Mild S/T over forcing 3M; RKCB; DEPO; REPO	
						GERBER; 5NT: Usually pick a slam (GSF if trumps set); Jumps to 5M = GSF in m	
3NT				Solid m	4♣ = P/C; 4♦ = S/T Ask SGL	Jump to 5 of new suit = void, asks for KCs in other suits	
4m				PRE		**COMP:** LIGHTNER DBL; PASS then pull is S/T; 4NT over 4M usually T/O	