

DEFENSIVE & COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: Natural
Responses: New suit = F1;
INT = 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)
2 nd Position: 15-18
Responses: Mostly as to our 1NT OPENING
4 th 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 = Low and high 2 unbid suits
After (1M)-P-(2M), 2NT = minors/♥; minors or ♥+minor/♠
Reopening: INTER; 2NT BAL (19-21): Trsfrs, STAY
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)
Style: Two suiter : 5-5, wide strength range
1♣/♦ - 2♦ = ♥ + ♠; (1M)-2M = OM+♦; (1x)-3♣ = 2 lowest 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 = (♠+♦) or (♥+♠); 3♣ = (♠+♣) or (♥+♦)
3♦ = ♥ + ♠;
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	2,4th	3 rd	
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
1 st	HI = DISCRG	Hi/Lo = O	HI = DISCRG
2 nd	Hi/Lo = O	S/P	Hi/Lo = O
3 rd	S/P		S/P
1 st	Same as suit	Smith	Same as suit
2 nd		S/P	
3 rd		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			

WBF Convention Card



Category: Natural – GREEN

TEAM: SALVO

Event: bridgouse

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
Xyz
1NT Opening: 15-17 can 14
2 over 1 RESP: ALMOST FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
OPENINGS:
1♣ = 2+♣, 1♦ = 4+♦
3NT OPENING = Solid m
MULTI 2♦,
RESPONSES:
1♣-2♦ = Multi weak, 1♣-2♥ = Majors weak
1♦-2♥ = Majors weak
1♣/♦-2♠ = 6+♣ invite
DRURY
COMP:
INT-(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	Name	Name	Date	
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		2	4♠	10 to 22 HCP 2 or more ♣	1♦ xfer to H 1NT = 8-10; 2NT = Nat Inv. 1♥ xfer to 1♠ 2♣ FG ; 3♣ = Mix raise 2♦ = Multi 2♥ = Majors weak 2♠ = INV 6+ ♣ 1♣-3X = PRE; 1♣-3NT = 16-17	1♣-1x-1y = 4+♣ - 4y Now: 2♣ = ART INV, 2♦ = ART FG 2NT = TRF to 3♣	PH: Fit showing jumps (5-4+, 10+)
							In COMP: WK Jump shifts & raises.
1♦		4	4♠	See 1♣	1NT= 6-10; 2♣= FG; 2♥ = Majors weak; 2♠ = INV 6+ ♣ 3♣ = INV 4+♦	See 1♣.	See 1♣
1♥		(4)5	4♠	10-21, equal or longest suit May be 4 card suit in 3 rd /4 th	1♠=4+♠; 1NT F1 (0-12); 2♣ ART FG; 2♦ FG ;2NT=4-crd raise INV 2♠= solid 6+sp or 55 gf 5spades 5 min 3♣/3♦ = Nat INV SPL raises; 3♠= any SPL 8-11 HCP	1♥-1♠-1NT = 11-14 1♥-1NT-2♣ = NAT 11-15 or some 16+; 1♥-1NT-2♣-2♦ = ART 8+ HCP, 1♥-1♠-2NT =64 15-21 1♥-1NT-2NT= 6♥-4 m 3♥= 6♥ 10+ FG, 3♠= 6/5 1♥-1♠-2♣-2♦ 2NT =54 15+ 1♥-1NT-2♣-2♦ 2NT= 5♥-4 m 3♥= 6♥15-18, 3♠= 6/5	PH RESPS: 1NT = semi-F; Jump Shifts 2NT = 4card raise INV, 3♣= NAT INV DRURY (FIT) In COMP: Jump = weak or fit
1♠		(4)5	4♠	see 1♥	see 1♥	see 1♥;	see 1♥
1NT			3♠	15-17 BAL 5 card M rare unless 2533	STAY; JACOBY TRF; 4way xfer 2NT= ♦'s; 3♣= ask 5 card major; 3♦=m's FG, 3M = 5-4 m's SPL FG 4♣=majors ,4♦ = h 4h:spades	1NT-2♣-2♦-2♥ = M's, WK SPL after TRF to m COMP: 1NT-(DBL): ART runouts	
2♣	√	0	2♥	22+ HCP or 9+ winners	2♣= Waiting, 2♥= 0-3, 2♠ = ♠'s; 2NT=♥'s		
2♦	√	0		Multi	2NT asks; 3♣=trx 3dia ; 3♦=INV opener M		COMP: 2♦-(DBL): XX Ask M
2♥		6		6-10 HCP with minor	2NT=ASK, 3C= P/C, 2♠= F1	3♣/, 3♦= Nat weak 3♥/3♠/= C & D max.	
2♠		6		6-10 HCP with minor	2NT asks ;	Same as above	
2NT			3♠	20-21 (22) w/o5crd M suit	3♣=STAY; 3♦/♥=TRF; 3♠= m's 4♣/♦/♥/♠= ♥/♠/♣/♦ all SLAM INV	HIGH LEVEL BIDDING	
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