
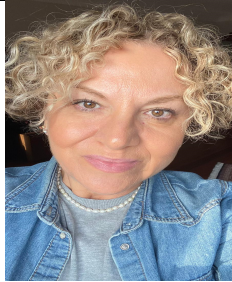



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS						
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>						<b>Category:</b> Green
<i>General Style ⇒ Natural</i> Overcall limit : 6-16 hcp, Advancer's Cue-bid: Forcing 1 tour Jump fit: Preemptive New suit: Forcing			Lead	In Partner's Suit	<b>Players:</b>	<b>Ugur Aliye</b>	<b>Guventas Aylin</b>	
		Suit	3 <sup>rd</sup> /5 <sup>th</sup>	Same				
		NT	2nd / 4th	Count (Hi-Low = even)				
		Subseq						
		Other: in NT, lead the highest from 3 small cards and the second highest from 4 small cards						
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>			
2nd→15-17		LEAD	VS. SUIT	VS. NT	<b>GENERAL APPROACH AND STYLE</b>			
4th→10-14		Ace	AKx; Axxx(+)	AK; AKx(+); AKJx;				
Responses: 2nd → system on ; F1; 4th → Limit asking stayman		King	AK, KQx, KD109	AKJ10x; KQJ10(x); KQ109x	<b>Natural 5 card M, 1♦ = 3+, 1♠ = 3+</b> 2♠ = GF unbal or 22+ BAL 2♦2♥2♠ = weak 2, 6-10 hcp 1NT Opening: 15-17 pt. 2 OVER 1 Response: FG			
		Queen	QJ(x); QJ10(x);	KQ(x); KQJx; KQ10x; QJ(x)				
		Jack	KJ10x; J10(x)	KJ10x; J10(x)	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>			
		10	109x; H109x; 10x; 109x	K109x; Q109x; 10x; 109x				
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>		9	98x(+), 9x	H98x(+)	3NT opening : Gambling, long minor  Lebensohl  Over 3rd position M opening Drury 2♣: 3c support 9-11p, 2♦:4c support 9-11p, 2nt: 4c support any singleton 9-11p  support dbl Michael's cue bid  When opponent overcall against our 1 minor opening, our 2♣ both majors 4+-4+  Our dbl against splinter asks smaller suit to lead			
1-WEAK Max. 10 hcp		Hi -x	Even	Same				
2-4th position 12-15 hcp, 6c suit		Lo-x	Odd	Same				
		<b>SIGNALS IN ORDER OF PRIORITY</b>						
<b>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</b>			Partner's Lead	Declarer's Lead	<b>DOUBLETS</b>  <b>TAKEOUT DOUBLETS (Style; Responses; Reopening)</b> With std. distribution 10+ hcp Openent bid dbl pass: penalty Cue-bid : Game forcing			
always ask stoper		Suit	1 hi: encrg	hi/low = even				Discarding
			2 hi/low = even			1x-dbl-rdbl: Forcing to 2♠		
			1 hi= encrg					
			2 hi/low = even			PSYCHICS Rarely		
<b>VS. NT (vs.Strong/Weak; Reopening; PH)</b>		NT	3					
Vs weak :DBL= 13+; others multilandy, 4th position landy Vs.strong: Multi landy, 4th position landy		<b>Signals (including Trump)</b>						
<b>VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>								
dbl: Take-out								
Lebensohl after dbl vs opponent weak 2M opening								
<b>VS ARTIFICIAL STRONG OPENINGS</b>								
Nothing special								
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>								
RDBL = 8+hcp, 2x: transfer, direct support 5-7 hp								
after our 2♣ opening dbl show 4+p after opponent overcall								

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♠	(11) 12-22 hcp	New minor forcing, 4th suit gf, inv. minor gf, mix raise, after inv. minor 2♥/2♠ : stoper, 2nt: stoper in both majors. 3♣/♦ : 5+c preemptive 2♥: 5c ♠, 4+c ♥ 5-8 p 2♠: 5c ♠, 4+c ♥ 9-11 p	after 2♥/♠ → 2nt: ask → 3♣/♦: short, 5-5 M 3♥ : short ♣, 5-5 M 3♠ : short ♦, 5-5M 3nt: 5-4-2-2	
1♦		3	4♠	same	same	1♦-1♥-2♠ = nat or 16+ 1suiter ♦	
1♥		5	4♠	(11) 12-22 hcp	3♣= 4c fit 6-9hp 3♦= 4c fit 10-12hp 2nt: 4c support 13+hp, jacoby 3♥/♠: preemptive	1M-3oM: 10-12 any sing. splinter 13-15 (3NT: oM) after 2NT : 3x : singleton, 3NT: 16+p, 4M: 13-15p	drury: 2♣ : 9-11 hp, 3c support 2♦ : 9-11 hp, 4c support 2nt: 9-11 hp, 4c support, any sing.
1♠		5	4♥	(11) 12-22 hcp	same		same
1NT				14-17 BAL	2♣ = stayman (does not promiss 4c M) 4way transfer: 2nt → ♣ 3♣ → ♦ 3♣: 5-5m, 3-8hp 3♦: 5-5m, 9+hp Smolen	when opps dbl to our 2♣ : Pass → no stoper Bid promiss stoper when opps dbl our transfer: Pas → no stoper, maybe fit Bid → fit and stoper Rdbl → no fit but stoper	
2♣	*	0		23+hp or 8-8,5 trick any GF	2♦ = waiting, 3+p; 2♥: 0-4 second negative 2♥/♠/3♣: 8+p, 5+c 2NT: 8+p, 5+c ♥		
2♦		6		6-10 hp	2NT=asking		
2♥		6		6-10 hp	2♠= natural; 2NT=asking		
2♠		6		6-10, hp	2NT=asking; PUP STAY; transfers; 3♠= transfer to 3nt, 3nt: 5c ♠, 4c ♥		
3♣		7				<b>HIGH LEVEL BIDDING</b>	
3♦		7				4NT opening=minors RKCB 1-4, 0-3	
3♥		7					
3♠		7					
3NT	*			solid minor, gambling	4cl: P/C, 4d: asking → 4M: short, 5m (om short), 4nt: 7-2-2-2		
4♣/♦		7-8					
4♥/♠		7-8					

**Major Suit Fits:**

1. 2 Spades – 1 Heart: 2 Hearts  
3 Hearts: minimum hand with a 3-card fit  
2NT: potential strong balanced hand (15+ points)  
3 Clubs: asks for more information  
3 Hearts: strong hand with a good heart fit  
3NT: balanced hand with a 2-card heart fit

2. 1 Spade – 2 Hearts:  
2NT: asking bid  
3 Clubs: asking for more information  
4 Clubs/Diamonds: singleton in hearts with a 4-card spade suit  
4 Hearts: 4-card spade suit with a 5-4-2-2 distribution

- When the opponent bids a suit and cue bids our suit, a pass by the player on their left suggests they hold either the Ace or King. A Double (DBL) indicates neither card is held.

**Developments After 1NT Responses:**

- After a 1NT response to 1 Major, a 3 minor or the other major indicates a 5-5 distribution with 18-19 points.

- After 1 Spade – 1NT:

If holding 14-16 points and 5+ Spades with a 5-card Club (or Diamond) suit, bid 2♣ (or 2♦).

- 1 Major – 1NT:

A 2NT bid shows either a strong single-suited hand or a strong 5-4 distribution hand (reverse strength). With a balanced strong hand (18-19 points), bid 3NT.

A 3♣ response is a question, while a 3♠ or 3♥ shows strength based on the major suit and indicates a new 4-card suit, with 18+ points.

1♥ - 1NT:

2♥: 2♠ shows 5-5 minors.

- When the opponent opens a weak 2 or 3 in a major suit, bidding 4 of a minor indicates a strong hand with good control of the unbid suits.

- If the opponent opens 3NT, a 4♣ bid indicates strong major suits, while 4♦ indicates weaker major suits.

4♣: Leads to 4♦ (Keycard based on hearts)

4♠: Leads to 4NT (Keycard based on spades)

4♣: Leads to playing 4 Hearts/Spades

4♦: Leads to 4NT (asking for 6 keycards, responses: 1-4, 3-0, 2-5)

After an opener's double, where NT (No Trump) is disrupted, the responder bids a 5+ card suit:

- After 1 Major and double:

1NT: Transfer to Clubs

2♣: Transfer to Diamonds

2♦ (after a heart opening): Strong hand with hearts (8-10 points)

2♥ (after a heart opening): Weak hand with hearts (5-7 points)

- If the opponent doubles our 1 Major opening, a redouble (rdbl) shows 8+ points with any hand.

1 Major – 4♣/4♦/3NT (with the other major singleton): 13-15 points.

#### COMPETITOR'S 2-SUIT BIDS WHILE BALANCING

1 m/m - pass - 1M/m - dbl - other two suits 4+-4+

1 nt - long and weak, small suit, long and strong 4+

Opener cue bid - big hand, long, short and weak suit

-1 club - 1 diamond

1 heart - 1 spade (4th suit may not be spades), zone forcing

2 spades (5-card diamonds, 4-card spades), zone forcing

1 heart - 1 spade (weak or strong)

2 clubs/diamonds - 2 hearts (weak)

3 hearts (strong hand)

#### OPENER - RESPONDER

1 major - 1 heart

1 nt - 2 clubs

2 diamonds - 2 spades (5 hearts - 4 spades, invitation)

#### INVERTED MINOR DISCUSSIONS

1 club - 2 clubs, strong, zone forcing

inverted minor invitation

1 club - 2 diamonds, club fit invitation

1 diamond - 3 clubs, diamond fit invitation (9-11)

1 club - 3 clubs, weak, preemptive

#### OPENER - COMPETITOR - RESPONDER

1 club - dbl - 2 nt (club fit, invitation+)

Rdbl (no fit, 10+ points, no 5-card major)

3 clubs (preemptive fit)

2 clubs (6-10 points, fit)

1 club - 2 clubs

2 diamonds, 2 hearts, 2 spades - shows stopper in that suit

1 club - 2 clubs

2 nt - shortness in hearts, spades, diamonds

1 club - 2 clubs

3 clubs - shows a singleton (15+ honor points)

3 diamonds (asking about the singleton)

3 hearts/spades/3 nt - other minor, shows shortness

1 club - 2 clubs

3 hearts/spades/diamonds - singleton (12-14 points)

1 diamond - 2 diamonds

3 clubs - shows a singleton (15+ honor points)

3 diamonds - shows club singleton (12-14 points)

**1-NT OPENINGS**

## 1- Club transfer bids

1NT - 2 Spades (transfer to clubs)

- a- Weak hand
- b- Invitation with 2 honors, 6-card suit
- c- Singleton hand aiming for game
- d- Strong hand aiming for slam in clubs

1NT - 2 Spades

2NT

- a- 3 clubs (1 honor, 3+ fit)
- b- 3NT
- c- Declares singleton (hand aiming for game)
- d- 4 clubs, no singleton

1NT - 2 Spades

3 clubs

- a- Pass (no fit)
- b- Pass
- c- Declares singleton (hand aiming for game)
- d- 3NT, no singleton

## 2- Diamond transfers

1NT - 2NT (transfer to diamonds)

3 diamonds - 3 hearts/spades, singleton but no honor

1NT - 2NT (transfer to diamonds)

3 clubs - 3 hearts/spades/clubs, singleton but no honor

## 3- (5431 hands)

1NT - 3 hearts (5413), singleton heart

- 4 minor - 4-card minor
- 3 spades - no 4-card minor, but not suitable for NT (must have 4 spades)
- 3NT - does not have 4 spades

1NT - 3 spades (5431), singleton spade

- 4 minor - 4-card minor
- 4 hearts - no 4-card minor, but not suitable for NT (must have 4 hearts)
- 3NT - does not have 4 hearts

4- 1NT - 2 clubs (does not have to be a major suit)

5- 1NT - 2 clubs

2 hearts - 3 clubs/diamonds, natural bids

6-

a- 1NT - 2 clubs

- 2 hearts - 2 spades, 4-card zone invitation
- 3 spades, fit with any singleton (3NT asks, 4 clubs/diamonds/hearts show the singleton)
- 4 clubs - balanced slam invitation (asks for max-min)
- 4 diamonds - definite slam

b- 1NT - 2 clubs

2 spades - 3 hearts, fit with any singleton (3NT asks, 4 clubs/diamonds/hearts show the singleton)

- 4 clubs - balanced slam invitation (asks for max-min)
- 4 diamonds - definite slam

7- 1NT - 2 clubs



3 RESPONDER'S M ---- FIT, STRONG HAND

4 RESPONDER'S M ---- FIT, WEAK HAND

#### RESPONDING TO A WEAK 2 OPENING

OPENER	RESPONDER	OPENER
2M	New minor suit	PASS IF NO FIT
		2NT ---- FIT, BALANCED MAX HAND
		SHOW SHORTNESS WITH MAX FIT HAND

#### DEVELOPMENTS OVER 2NT

1- 2NT            4 Clubs (5/5 Majors, definite game or slam try)

2- 2NT            3 Clubs  
 3 Hearts        4 Clubs/Diamonds, natural  
                     3 Spades (Heart fit, slam try)

2NT            3 Clubs  
 3 Hearts       4 Clubs/Diamonds, natural  
 4NT            No fit  
 4X            Club/Diamond fit  
 3- 2NT        3 Clubs  
 3 Diamonds    3 Spades (4-card Hearts)  
                     3 Hearts (4-card Spades)  
                     3NT            4 Clubs (4-card Clubs)  
    4 Diamonds (4-card Diamonds)  
                     4 Hearts (5-card Clubs)  
                     4 Spades (5-card Diamonds)  
 2NT            3 Clubs  
 3 Diamonds    4 Hearts (Clubs)  
                     4NT            No stopper  
                     5 Clubs        Weak stopper  
                     6 Clubs        Strong stopper

2NT            3 Clubs  
 3 Diamonds    4 Spades (Diamonds)  
                     4NT            No stopper  
                     5 Diamonds    Weak stopper  
                     5 Clubs        Strong stopper  
 4- 2NT        3 Diamonds  
 3 Hearts       4 Hearts (Slam try, unclear distribution)

5- 2NT        3 Spades (Transfer to 3NT)  
 3NT            Pass (Natural)  
                     4 Clubs (Could be 5-card, slam try)  
                     4 Diamonds (Could be 5-card, slam try)  
                     4 Hearts (5-card Clubs, 4-card Diamonds, slam try)  
                     4 Spades (5-card Diamonds, 4-card Clubs, slam try)  
                     4NT (5-5 Minors, slam try)

2NT            3 Spades

3NT	4NT (5-5 Minors) 5 Clubs/Diamonds Weak hand 6 Clubs/Diamonds Strong hand
6- 2NT	3 Clubs 3 Diamonds 4 Clubs (4-4 Majors, slam try) 4 Diamonds (4-4 Majors, play or definite slam)
7- 2NT	3NT (5-card Spades, 4-card Hearts, not a slam try)
8- 2NT	3 Hearts 3 Spades 4 Hearts (5-5 Majors, slam try)
9- 2NT	3 Hearts 3 Spades 4 Spades (Slam try in Spades)

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**STRONG OPENING (2 CLUBS OPENING)**

2 Clubs - 2 Hearts (0-4 points), 2 Diamonds (4+ points)  
If the opponent interferes after 2 Clubs, a "double" shows points.

**DEFENSE AGAINST OPPONENT'S MULTI 2D**

	Double (Takeout for spades)	
	2NT (Natural, 15-17 points)	
2D	Suit bids are natural	
	2NT Natural	Responder to double with 8 or fewer points does Lebensohl

**BIDDING OVER OPPONENT'S WEAK 2 OPENING**

2 Weak	Double (Takeout) Suit bid (Opener+) 3 Hearts/Spades for minors	
2 Hearts/Spades		
	3NT Natural	Responder to double with 8 or fewer points does Lebensohl
3M Weak	Double (Takeout) 4 Clubs/Diamonds (Other major and this suit)	

**BALANCING**

At the 1-level		
	Pass	Double: 4-4 other suits
1D	1 Heart	1NT: Other suits, weak and long
	DOUBLE	Opener's cue bid: Other suits, strong and long