

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			Category	NAT / BLUE	
<b>OVERCALLS (Style; Responses; 1/2level; Reopening)</b>	<b>OPENING LEADS STYLE</b>			Country	TURKIYE	
<b>General Style:Level 1:6+HCP 4+cards</b>		<b>Lead</b>	<b>in Partner's Suit</b>	Event	MIX	
<b>Level 2:10+HCP 5+cards</b>	<b>Suit</b>	3rd / 5th	3rd / 5th	<b>Players</b>	NAZLI METİN KUDRET METİN	
<b>Responses: CUE=GF, JumpCUE= 3rd level NAT with 4 card fit, 4th level SPL. NewSuit=F1, JumpNewSuit=G/T, JumpRaise=PRE - R/O : 8+HCP, CUE=F1, 1NT=11-14 BAL , 2NT=18-19</b>	<b>NT</b>	4th-2nd	3rd			
<b>1NT OVERCALL(2nd/4th Live; Responses; Reopening)</b>	<b>Subseq</b>	ATT	ATT	<b>SYSTEM SUMMARY</b>		
<b>2nd: VS. m :15-17 HCP; VS. M :15-18 HCP</b>	<b>Other</b>	COUNT		<b>GENERAL APPROACH AND STYLE</b>		
<b>Response: 2cl(stayman)- 2h=4cardsp 2sp:4card H 2NT:4-4M</b>	<b>LEADS</b>			5 card major		
<b>4th: 11-14 HCP for Minor opening - 11-16HCP for Major opening</b>	<b>Lead</b>	<b>Vs.Suit</b>	<b>Vs. NT</b>	BEST MINOR (1♣ IF 3-3) (1♦ IF 4-4)		
<b>Response: 2♣= Range Stayman</b>	<b>Ace</b>	AKx,Ax,AKJxx,AKxxx	AK,AKx,AKJxx	1♥-1♣(0-4sp;4-12hcp F1), 1♥- 1NT(5+♣)		
<b>2♦/♥TRANSFER</b>	<b>King</b>	KQ,KQxx,KQTx,Kx,AK	AKJT,AKJ98,KQJxx	<b>2 /1 Responses : GF</b>		
<b>JUMP OVERCALLS (Style;Responses;Unusual NT)</b>	<b>Queen</b>	QJT,QJx,Qx	AQVx,KQx,KQTx,KQJx,QJTx	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>		
<b>1m- 2M(9-15)vul, weak non</b>	<b>Jack</b>	AJTx,KJTx,JT9x	JT9x,Jx,	<b>OPENINGS:</b>		
<b>(1M)-3♣=OM+♦, (1M)-2M = OM+♣, (1♣)-2♦=5-4M</b>	<b>10</b>	KT9,AT9,QT9	KT9,AT9,QT9	3NT = SOL m, NO O/S ACE or KING , SOL M with A/R		
<b>(1any)-2NT=LOWEST SUITS,</b>	<b>9</b>	9x, 987	987,,1098x, 9x	MULTI 2♦ = 3-10 HCP WEAK any M or 17-19 HCP balanced		
<b>(1M)-3M=ASK Stopper</b>	<b>Hi-x</b>	COUNT	COUNT	2♥ = 9-15HCP 6+CARD [sup]		
<b>Reopening:INTERMEDIATE, (1m) - Pass - (Pass) - 2NT=17-19 HCP</b>	<b>Lo-x</b>	COUNT	COUNT	2♣ = 9-15HCP 6+CARD [sup]		
<b>DIRECT and JUMP CUE BIDS (Style;Responses;Reopening)</b>	<b>SIGNALS IN ORDER OF PRIORITY</b>			4♣/♦ = 5+CARD M 6+CARD ♣/♦(3-10HCP) [sup]		
<b>(1♣)-2♣=5♣-5♦, (1♣)-3♣=5-5M;(1♦)-2♦=(♣+♠), (1♦)- 3♣=5-5M</b>		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	1♣-2♦ ; 1♦-3♣ : LIMIT RAISE with SUPPORT	
<b>Response:CUE=F1, 2NT=ASK LIMIT</b>	<b>Suit:1st</b>	LOW=Encrg	LOW=EVEN	Odd =Enc	DURURY, 2 way check-back, LEBENSÖHL	
<b>VS. NT(vs. Strong/Weak; Reopening; PH)</b>	<b>2nd</b>	Count	<b>LOW=S/P</b>	<b>EVEN=S/P</b>	1♣/♦ - 2♥ = 4+♥, 5+♣ (4-9 HCP)	
<b>VS STR:DBL=strong hand, 2♣=MM, 2♦=♥, 2♥=♣/, 2♣=mm, 2NT=♣ OR ♦/♥</b>	<b>3rd</b>	LOW=S/P			1♣/♦ - 2♣ = LIMIT RAISE with SUPP	
<b>3♣=♦OR ♥/♣, 3♦=♥OR♣/♣, 3♥=♣OR♦/♦,3♣=♣+♥ or ♦+♠</b>	<b>NT: 1st</b>	SAME	LOW=Encrg or S/P	LAVINTHAL	1♥-2♣ = weak ♣	
<b>VS weak NT: X:12+HCP,2♣=MM, 2♦=♥, 2♥=♣/, 2♣:4card♣+longer</b>	<b>2nd</b>					1♥-♣ (forcing NT/ 0-4 CARD ♣ ) 1H-1NT(5+card ♣ )
<b>m,2NT:4card4card♣+longer m+longer m 3♣/♦:9-15 nat, 3M:0-8 or 17+</b>	<b>3rd</b>					<b>COMP:</b>
<b>R/O: X=MM, ANYSUIT= NAT VS WK NT</b>	<b>Signals (including Trumps):</b>			After OPP BID 2 SUITS [sup]		
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	REVERSE TRUMP COUNT SHOWS RUFFING VALUES			1M-(DBL) ;TRF After opening or overcall		
<b>VS.MULTI, DBL= 12+HCP, 2NT=15-18HCP ; 3♥/3♣=WEAK OR STRONG</b>	LOW ENCOURAGES IN NT LEADS ( Smith Echo)			COMPETITIVE 2NT=LIMIT RAISE		
<b>2♥/2♣/ 3♣/♦=NAT,4♣=♣+M 4♦=♦+M, 4♥/♣=to play</b>	<b>DOUBLES</b>					
<b>VS.2♦(if NAT); 3♥/3♣=WEAK OR STRONG 4♣=♣+M; 4♦=MM</b>	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>					
<b>2♥/2♣/ 3♣=NAT,18- HCP, 2NT=15-18 HCP</b>	Style: MIGHT BE LIGHT					
<b>VS.2♦/♥(if NAT);CUE=ASK Stopper; 4♣=♣+oM ; 4♦=♦+oM,2NT=15-18HCP</b>	Response: CUE:F1,					
<b>3♣/♦/NAT(18-HCP) 3OM=WEAK OR STRONG</b>	R/O: 8+HCP					
<b>VS.3♣/3♦: CUE=MM, STR ; 3NT : 4♣ MAJORS, 4♦=♦+M</b>	<b>SPECIAL FORCING PASS SEQUENCES</b>					
<b>VS.3♥/3♣: 4♣=♣+oM (STR) ; 4♦=♦+ oM, STR; CUE=mm STR</b>	2♣ - (any bid up to3 ♣) - PASS = 5 + HCP, DBL = 0-4 HCP					
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	2♣ - (4♣/♦/♥/♠) - PASS = is Pass does not promise anything			Psychics: RARELY		
<b>1♣: X =MAJORS, 1d/h/sp nat, 1NT(♣ or ♦+♥, 2♣: ♦ or ♥/♣ ;</b>	DBL shows values (negative) 4+ HCP					
<b>2♦: ♥ or ♣+♣, 2♥: ♣ or ♣+♦; 2♣: ♣+♥ or ♦+♣, 2NT:(same as 1NT longer suits)</b>						
<b>OVER OPPONENT'S TAKE OUT DOUBLE:XX: 9+ HCP, ALL TRANSFER OTHER THAN 1♣</b>						

OPENING	ART	Min. Card	Neg DBL	Description	Responses	Subsequent Auction	Competitive and Passed Hand Bidding
1♣/1♦		3	4♣	11-21 HCP	1♣-2♦(weak any M) 1♣/♦-2♣ = LIMIT RAISE with SUPP 1♣-2♣;1♦-2♦ : 12+ HCP with SUPP (GF) can include 4 card M 1♣-3♣;1♦-3♦ : 0-8 HCP 4+SUPP 1♣/1♦-2♥ :4+♥,5+♠, 4-9 HCP [sup] 1NT:7-10 HCP 2NT:11-12 HCP INV. 3NT:13-15 HCP (3334 or 3343)	1♣/♦-1♥/♠-2♥/♣:11-14 HCP 1♣/♦-1♥/♠-1NT-2♣ puppet to 2♦ =2way-CB STAY 1♣/♦-1♣-1NT-2♥=12+HCP,5+4+(xx) GF 1♣-1♦-2♦GF SUPP 1♣-1♥/♠-1NT-2♦=GF Relay 1♣-1♥/♠-1NT-3♥/♠ INVITE 1♣/♦-1♣-1NT-3♣/♦/♥ (5-5)+ GF 1♣/♦-1♥-1NT-3♣/♦ (5-5) INV 1m-1M-2NT(18+HCP 6+m or 5m-4(other suit)) 1♣/♦-1♥/♠/1NT-2NT-3♣(relay) 1♣/♦-1♥/♠/1NT-2NT-3♣-3♦(6+♦ GF) 1♦-1X-3(ox)=5-5 GF	1♣/♦-(DBL)-2♣/♦=(GF) 1♣/♦-(DBL)-2NT=Preemptive (0-5HCP) 1♦-(DBL)-3♦=5-8 SUPP 1♣-(DBL)-3♣=5-8 SUPP 1♣/♦-(DBL)-2♥/♠=4+(♥/♠)+4+(♣/♦) (5-10HCP) P-(P)-1♣-(P)-2♣=(10-11HCP) P-(P)-1♦-(P)-2♦=(10-11HCP) 1♣/♦-(1x)-2NT=NAT INVITE 1♣/♦-(1x)-2x= INVITE OR MORE 1♣/♦-(1x)-3♣/♦=Preemptive 1♣/♦-(1NT)-2x Multi Landy 1♣/♦-(1X)-4♣=♥/4♦=♠ (NAMYATS)
1♥		5	4♣	11-21 HCP	2M:8-10 HCP 3+supp, 3M: Invite 4+supp 4M:gambling 1♥-3♣/4♣/♦=SPL ,1♣-4♣/♦/♥=SPL (10-13HCP) 1♥-2♣=(R) or NAT FG 1♥-1♣(4-12hcp F1 (0-4card sp), 1♥-1NT(5+♣) 2NT=4+SUPP BAL. 12+HCP 3NT:Gambling with defence 1♥-2♣/3♣/♦=8-11 nat INV	1♥/♠-2NT-3X:singleton/3♥/♠:6+CARD 15+HCP/4X:NAT ;3NT/4M:MIN 1♥-1♣-2♣(NAT19+HCP);1♥-1♣-2NT:5-4 or 6+ card M GF 3♣:Asking relay 1♣-1NT-2NT:5-4 or 6+ card M GF 3♣:Asking relay 1♣-1NT-3♣/♦/♥:5-5 GF 1♥-1NT-3♣/♦:5-5 GF 1♥/♠-1NT-3♥/♠ inv	DURURY 2♣: 9-11 HCP 3-4 Card SUPP, 2♦: NAT 2NT:4CARD SUP+SING 3X: NAT+SUPP(9CARD) 1NT : semi forcing no support After OPPT O/C [sup] After OPPT DBL Transfer[sup] After OPPT 1NT [sup]
1NT				(14)15-17 HCP	2♣ = Stayman,2♦/♥= TRF 2♣=clubs/ inv , 2NT=♦ TRF 3♣ =asking 5 card MajorGF: 3♦=5+5mmFG,4NT=QUANT 3♥/♠=5+-4mm + Single ♥/♠ GF 4♣=♥XFER /♦SLEM TRY 4♦=♠XFER /♠SLEM TRY 4♥/♠= To play	After 1NT-2♣ 1NT-2♦-2♥-3♣/4♣/♦=SPL,4♥=BAL S/T 1NT-2♥-2♣-4♣/♦/♥=SPL,4♠=BAL S/T 1NT-2♣/NT-2NT/3♣ [12c]	AFTER OUR NT OPENING DOUBLED [SUP] LEB WHEN RHO DOUBLES
2♣	ART		4♣	22+ HCP or 9,5 trick 14+ hcp any hand	2♦:0-1 control 2♥:2 controls 2♣. 3 controlsNOTE [23] 2NT/3♣/♦/♥:transfer ♣/♦/♥/♠	2♣-2♦-2♥(♥ or 25+hcp)/2♣/3♣/♦naturel/3♥/♠ 4card ♥5+card ♦	2♣-(any)-PASS = 5 + HCP DBL = 0-4 HCP
2♦	ART			17-19 hcp balanced or WK 6 cards any M	2♥/♠= P/C, 2NT=F, 4♥/♠= TO PLAY [SUP] 3♣ / 3♦ / 3♥ / 3♠=[SUP] 4♣=Majors slamish 4♦=Majors to play	3♣ :4+ cards♣ + 3+ cards♥ 7-13 hcp/3♦: 3+ cards♣ + 5+ cards♥7-13 hcp 3♥:3 cards♣ + 3 cards♥ 7-13 hcp/3♠:3 cards♣ +4 cards♥-13 hcp 3NT:4 cards♣ + 4 cards♥ 7-13 hcp	2♦-(DBL)-RDL=ASK suit 2♦-(AnySuit)-DBL=PEN 2♦:4th seat always 17-19hcp balanced
2♥2♠				9-15 HCP 6+♥ 9-15 HCP 6+♠	2♥-2♠:RELAY;2♠-2NT(RELAY) 2♥-2NT(SPADES) [SUP] 2♥/♠-3X=NAT(F1) 3♥/♠/3NT= TO PLAY 4♣/♦ NAT +SUPP S/T	2♥-2♠-3X:SING ;3♥:MIN BALANCED; 3NT:SOLID;4X:NAT; 4♥:7CARD 2♠-2NT3X:SING ;3♠:MIN BALANCED; 3NT:SOLID;4X:NAT; 4♠:7CARD	2♥/♠-(DBL)-RDL=BAL STR, 2♥/♠-(3X)-DBL=PENALTY
2NT				20-21 HCP BAL	3♣=STAY 3♦/♥-4♣/♦=TRF 3♠:minors, 4♥/♠ TO PLAY		
3♣ 3♦		6		PRE	3♣-4♦/♠=ASK CTRL, Others=NAT F1 3♦-4♣/♥/♠=ASK CTRL, Others=NAT F1	When responding Control ASK: 1st Step= return to suit	
3♥ 3♠		6		PRE/ 4th could be ENCRG	3♣ F1, 3NT TO PLAY, 4X Lackwood 3NT, 4♥ TO PLAY, 4m & 5H Lackwood	2nd Step= Second Round Control 3rd Step=First Round Control	
3NT		7		GAMBLING m or M	4♣: P/C, 4♦: asks q-bid, 4H/SP TO PLAY 4NT asks suit, 5NT asks suits length	3NT-4♦-4♥/♠=S/S 3NT-4♦-5m=om S/S, 4NT=no S/S	
4♣				5+♠+ 5+card M	4♦:asks M, 4♥/♠:P/C to cl, 4NT:RKCB for ♣, 5♣:TO PLAY	HIGH LEVEL BIDDING	
4♦				5+♦+ 5+card M	4♥:P/C, 4♠: P/C,5♦:TO PLAY, 4NT:RKCB for ♦,5♠: slam try ♠	RKCB - 1403, VOIDWOOD, DOPI, ROPI, CONTROL ASK, DEPO, REPO	
4♥/♠		6+		Nat	4♣: to play, 4NT:RKCB,5x:Lackwood	SPL	
4NT				Asking aces	5cl: ♣A,5d:♦ A,5h:♥A;5sp:♠A		
5X				NAT			

## Supplementary Nazlı Metin Kudret Metin Türkiye Mix

### COMPETITIVE MAJOR BIDDINGS

1♥	X	XX	:10+HCP
		1♠	: NAT 4+ card / 5+ HCP
		1NT	: TRF to ♣
		2♣	: TRF to ♦
		2♦	: 3+card ♥ (8-10 HCP)
		2♥	: 3+card ♥ (5-7 HCP)
		2♠	:weak ♠
		2NT	: 9-11 HCP 4+ Card ♥ BAL, INV
		3♣	: 9-11 HCP 4+card ♥ + CONC ♣
		3♦	: 9-11 HCP 4+card ♥ + CONC ♦
		3♥	: PRE 4+card ♥
		3♣-4♣/♦	: 10+ HCP 4+ card ♥ PL
		3NT	:GAMBLING with Def. Tricks 4+ card Supp.
		4♥	: GAMBLING
		5♣/♦	: TO PLAY

1m	1♥	X	: 4+♠
		1♠	: 0-3CARD ♠
		1NT	:NATURAL

1♠	2♣	X	:NEG 8+HCP No 3 Card Supp
		2♦/♥	: NAT 5+ card / 9+ HCP
		2♠	: 6-10 HCP 3+ Card ♠
		2NT	: 9-12 HCP 3+ Card ♠ Balanced Inv.
		3♣	: 12+ HCP 3+ Card ♠ GF
		3♦/♥	: NAT 6+card Preemptive
		3♠	: PRE 4+card ♠
		3NT	: GAMBLING with Def. Tricks 4+ card Supp.
		4♣/♦/♥	: 4+ card ♥ SPL
		4♠	: GAMBLING

1♥/1♠	1NT	X	:PEN
		2♣/2♦/2♥/2♠	: NAT
		2 NT	: INV with fit and S/S
		3♣/3♦	: INV with 5+ card ♣/♦ and 4 card SUPP
		3♥/3♠	: PRE 4+ card

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## 2 MAJOR OPENING

2♥/2♠: (9-15 6+CARD)

2♥

2♠:RELAY

2♣

2NT(RELAY)

3X:SPLINTER

3H: MIN BALANCED

4X:6+4X NAT

4M: 7CARD

## 2♦ OPENING (ANY WEAK M or 17-19 BALANCED)

2♦

2♥/♠ :P/C

2♦

3CL: 4+♠-3+♥ (7-13)

2NT : F1

3D: 3+♠ - 5+♥ (7-13)

3CL: ♥ (4-7)

3H: 3♠ - 3♥ (7-13)

3D: ♠ (4-7)

3SP: 3♠ - 4♥ (7-13)

3H: ♠ (7-10)

3NT: 4♠ - 4♥

3SP: ♥ (7-10)

4CL: 5♠ - 5♥ slem try

4D: 5♠ - 5♥ P/C

4H/4SP : TO PLAY

## 4TH POSITION ONLY STRONG

2♦ 2♥/2♠ (0-7 HCP) 3-5 card.

2NT minors

3♣ puppet stayman

3♦,3♥ transfer

3♠ transfer to 3NT

## INTERVENYION

2♦ Dbl PASS: DIAMONDS

RDBL: STRONG +DIA

2♥/2♠ : P/C

2NT,3cl,3d,3h,3sp (SAME)

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2♦

3♣

2♦

3♦

3NT

4♣: 4 card ♦

3NT

4♣: 4 card ♦

4♥: 6 card ♣

4♦: 6 card ♥

4♠: 5 card ♦

4♥: 4 card ♣

4NT: 5 card ♣

4♠: 5 card ♦

4NT: 5 card ♣

## INTERVENYION TO OUR 1NT OPENING

1NT	(DBL if : Penalty)	PAS	: To Play
		XX	: TRF to 2♣ ( 5+card any suit )
		2♣	: 4+4 -♣+ 4 card other suit
		2♦	: 4+4 -♦+ 4 card other suit
		2♥	: 4+4 MM
1NT	(DBL if : Conventional)	2♠	:Single and suit 6+HCP
		PAS	: To Play
		XX	: 8+HCP
1NT	(Any Suit)	Others	: System ON
		X	: NEG 8+ HCP
		2X	: To Play 8+HCP
		3X	: FG

LEB Transfer and system is ON

## 4♣/4♦ Openings

5+minor + 5+ Major ( not opening hand can't have 2 aces)

4♣	4♦ :asks M	4♦	4♥ :P/C
	4♥:if ♥P if ♠Correct to 5♣		4♠ :if ♠P if ♥Correct to 5♦
	4♠ :if ♠P if ♥Correct to 5♣		5♦ :to play
	4NT :RKBC for ♣		5♣ :slam try for ♠
	5♣ :to play		
	5♦ :slam invite with M		
4♣	X	4♦ asks major	
		4♥/♠ to play	

## SUCTION (Defence for strong 1cl & 2cl openings) if step rises suits become longer

1♣	X	: 4+4+M GOOD HAND	2cl	X	:4+4+M
1NT		: clubs or ♦+♥	2NT		: ♣ or ♦+♥
2♣		: diamonds or ♥+♠	3♣		: ♦ or ♥+♠
2♦		: hearths or ♠+♣	3♦		: ♥ or ♠+♣
2♥		: spades or ♣+♦	3♥		: ♠ or ♣+♦
2♠		: ♣+♥ or ♦+♠	3♠		: ♣+♥ or ♦+♠

## Defence for Micheal's Q-bid

1♣	2m(Majors)	2♥ (weak or GF CLUBS)	1♥	2NT(MINORS)	3♣( weak or GF♥)
		3♣ (INVITE)			3♥ INVITE

**Weak NT (12-14) Defence:**

- 1NT**            **Double:12+HCP**
- 2♣:Majors**
- 2♦: xfer to 2♥**
- 2♥: xfer to 2♠**
- 2♠: 4card♠+longer minor**
- 2NT: 4card♥+longer minor**
- 3/♦:9-13HCP good suit**

**X INTERVENTION AFTER 1NT**

1NT    P        2♣    X

**P:** STOPPER. (min Dxx)

**XX:** (3 TOP HONOR 4 or 5 card) TO PLAY

**2♦:** (♣xx, ♣xxx) no 4 card M

**2♥:** (♣xx, ♣xxx) 4 card ♠

**2♠:**(♣xx, ♣xxx) 4 card ♥

**3♣:** 4-4 M

**3♦/♥/♠:** 5 card, (♣xx)

1NT    P        2♦/♥    X

**P:** STOPPER. (min Dxx)

**XX:** (3 TOP HONOR 4 or 5 card) TO PLAY

**2♥/♠:** support not definite, (xx, xxx ♦/♥)

**2NT:** 4 card supp good hand you play

**1♣/1♦ - 2♥:** 4+♥,5+♠( 4-9 HCP)

**1♣    2♥**

**2SP:** TO PLAY

**2NT:RELAY**

**1♣    2♥**

**2NT    3CL:** 5-4 MIN

**3D:**5-4 MAX

**3H:**5-5 MIN

**3SP:**5-5 MAX

**3NT:**6-4

**1♣    2♥**

**2NT**

**3D(RELAY)**

**2♥**

**3CL**

**3H:CL SING**

**3SP: D SING**

**3NT:** 5-4-2-2

**1♣            2♥**

**2NT            3D:**5-4 MAX

**3H(RELAY)    3SP: CL SING /3NT: D SING /4CL: 5-4-2-2**