

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
5-17HCP
New Bid F1
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
14+ 18 HCP
4th Position 10-15 HCP
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Cue Top and bottom
2NT small colors 33C others (Only 1D 3 C clubs and Sp)
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Asking Stopper
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
For 14+ NT
Double 4 Major 5+ minör or very strong Hand
For 14- NT
Double 12+ 2C Majors All other bids Transfer
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2NT Lebenshol (TRF to 3C) and weak
4th level minör bids with together with 1 Major
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠</b>
After 1C strong : 1NT 18-20 HCP
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1C/D transfer system
After 1H/SP RDBL 10+ HCP and transfers

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3-5	3-5	
NT	2-4	3-5	
Subseq	Low encourage		
Other: Odd / even discard odd encourage			
Reverse count – first small then high even number			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK-RD	AK-RD	
Queen	OV	KD-OV	
Jack	VT	VT	
10	AVT-RVT	RVT	
9	AT9-QT9	KT9-QT9	
Hi-X	Discourage	Dis	
Lo-X	Encourage	En	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Small Encourage	Small En.	Odd/even
Suit 2			
3			
1			
NT 2	Small Encourage	Small En.	Odd/Even
3			
Signals (including Trumps): Smith Eco High Card (High card encourage)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
10+ HCP			
Cue after DBL GF (Almost evertime)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg dbl includes 4th level			

EBL CONVENTION CARD
<b>CATEGORY</b>
<b>NCBO:</b> Turkiye
<b>PLAYERS</b>
<b>Bülent - Özgür</b>
<b>EVENT</b> Open
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1C Opening 2+ card . 1D 4+ card
1M opening 5+ card
1NT 14+ 17 HCP
2/1 GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
After 1 c opening TRF system
After overcall to 1c/d opening trf system
2D multy
2H opening Flanery (10-15 HCP)
2SP opening Sp+ minör 5-10 HCP
<b>SPECIAL FORCING PASS SEQUENCES</b>
When in GF
After point RDBL-Forcing to minimum 2 our Major
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Very Few</b>

