

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) 1x Overcall: 5+, 9-16DP, 2x Overcall (No jump): 5+, 11-16DP Responses: 1y: 9+ DP 4-card+, 2y: 9-13 DP 5-card+, CUE: versus 1x is 14+, versus 2x is 9+. Simple support 9-13 DP, indirect fit. Jump support 8-10 DP, direct fit. Jump new suit: 11-13 DP, direct fit, for m fits shortage, for M fits non-shortage. (Passed hand or if responder bids 2x SUPP is weak (5-8 DP), CUE is strong & fit.) Balancing style: Same
INT OVERCALL INT O/C on 1m: 15 ⁺ -18-HCP; Any INT Balancing 11 ⁺ -15 ⁻ Responses: As if it were a 1NT opening (Disregard opener). INT overcall on 1M: 11-16DP Other M 4+ and a 5+ m Responses: 2/3♣ P/C, 2♦ :9+ M fit, CUE: 9+ no fit in M
JUMP OVERCALLS (Also after 3 passes) 2x Jump Overcall: 7-12DP, Balancing: 11-16DP 3x Jump Overcall: 9-12DP, Balancing: 13-16DP Responses (2NT natural, cue: invitation+): After a 2/3x overcall new suit bids are forcing.
DIRECT & JUMP CUE BIDS MCB strength: NV: Weak or Strong, VUL: Medium/Strong. (1M)-2M: Mm, (1m)-2♦:MM, (1m)-2NT:mM, (1M)-2NT:mm (1x)-P-(1y)-2y is NAT, 2x is bi-color strong, 2NT is weak 1NT is 4 and 5+ in a lower suit. (If 1♣ is 2+ it can include ♣s) (1m)-3m is natural pre-emptive, (1M)-3M is asking for stopper
VS. NT Any 1NT opening that can include 16P (Strong): Multi/Landy X: A long m and a 4 card M or any 17+ hand 2♣: M+M, 2♦: One long M, 2M: 5+ and a m, 2NT: m+m Any 1NT opening that can't include 16P (Weak): Transfers up to 3♣, except 2♣ for M+M, 2NT: m+m
VS. PREEMTS X: Take-out, Cue-bids bi-color (3m)-4m is any 2 suits. Jumps: stronger than no-jump (Except versus Multi style jump bids that can include strong hands, then weak) NT: NAT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ On 2♣ (and response 2♦): 2N: ♠+any, 3N: ♥+m, 4N: m+m. On 2NT (and response 3♣): 3N: ♠+any, 4m: ♥+m, 4N: m+m On Strong 1♣: 2♦: ♠-♥, 2NT: M-♦, 1NT: any-♣.
OVER OPPONENTS' TAKEOUT DOUBLE 1x-(X)-2y is non-forcing: 6-10 DP NAT, XX: 11+ (1y is 6+) 1x-(P)-1y-(X)-Pass is 3 card fit basic hand (XX is strong hand)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit*	
Suit	3 rd /Low (3 rd from 6 cards)	3 rd /5 th	
NT	2 nd /4 th (Top of doubleton)	3 rd /5 th	
Subseq	Depends; attitude, count or suit preference		
Other: Leading from 5+ card promised suit against NT: 3 rd /Low * A suit partner promised 4+, before you promise 4+ first. (In these suits we lead to partner natural – Not Russian)			
LEAD	Vs. Suit	Vs. NT (except 6 or 7NT)	
Ace	Ax(+), AKx(+) ATT		
King (Kantar)	AKQx(+), AKJx(+), KQJx(+), KQ10x(+), Kx, AK asks for UB and if not CT		
Queen	KQx(+), Qx	QJHx(+), KQxx, KQx, Qx, AQx	
Jack	QJ (+), Jx	J109x(+), J108x(+), J10x, HJx, Jx	
10	HJ10(+), J10(+), 10x	HJ10x(+), 109(+), H10x, 10x	
9	H109(+), 109(+), 9x	H109x(+), H9x, 9x	
Hi-X	Sx	xSx(x), Sx, HSx	
Lo-X	xxS(x), xxSxxx, xxxXS	HHxS, xxxSx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ENC (Lo: Like)	CT (Lo: Even)	S/P (Lavinthal)
Suit 2	CT (Lo: Even)	S/P (Lavinthal)	ENC (Hi: Like)
3	S/P (Lavinthal)		
1	ENC (Lo: Like)	CT (Lo: Even)	S/P (Lavinthal)
NT 2	CT (Lo:Even)	S/P (Lavinthal)	ENC (Hi: Like)
3	S/P (Lavinthal)		
S/P (Lavinthal) when following to trump suit			
S/P (Lavinthal) when single in dummy or obvious not to continue			
S/P discards when there are 3 potential suits, otherwise hi ENC			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
In general, Xs are take-out oriented unless clearly for penalty			
Our take-out X style promises all unbid suits (3+)			
Conversion of (1x)-X-(P)-1NT-(P) to a suit shows 5(44) 10-11P.			
ADV's CUE is not GF, promises 8+ 2-suits to play or any GF. Double jumps INV points (8-11) & 5+, triple jumps same but 6+			
SPECIAL, ARTIFICIAL & COMPETITIVE X/XXs			
1NT - (X) - XX promises a 5-card m and intent to escape.			
1NT-(P)-P-(X)-XX shows 5+ card m.			
After opponents X an artificial bid, XX is for weakness in the suit, pass is values/length in the suit.			

W B F CONVENTION CARD
CATEGORY: Green NCBO: UAE PLAYERS: Elvan Edis - Timur Edis (L1-T2)
SYSTEM SUMMARY (L1-T2)
5533 (Preferred minor) 1NT: 12⁺-15⁻ HCP , (Except when we are Vul & you are not or in the 4 th seat: Then 15 ⁺ -18 ⁻ HCP) Both 2♣ (unbal.) and 2♦ (Balanced) are strong openings Weak Openings: 2M (6+ cards or 5/4+), 3x, 4M, 5m. 4m openings (and jump overcalls): 6+ and a 5-card M. 2/1 bids promise rebid, but not game forcing (11+DP). 1x-1y-1/2NT can have 4-card M (even fit) We play splinters, inv m raise (F2NT), 2-way CB, Puppet, lebensohl, reverse Flannery, Multi/Landy overcalls. 4 th suit below 2NT only forcing to 2NT. Raptor 1NT overcalls over 1M openings (4-card in the other M and a long m).
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Our NT bids can be done with semi-balanced hands and can even have a singleton honor (especially with a minor). When we have a ♥ fit we switch NT and ♠ bid meanings. For example, 2♠ over 2♥ opening is an asking bid, 2NT shows ♠s. We use distribution point limits with unbalanced hands, adding points for length before a fit and adding points for shortness after a fit. See the back side for the details. After 1M opening responding between 2M+1 and 3M show 4+ fit and: 2M+1: 11-13 or 17-19 DP; followed by 2M+2, +3, +4: Invitation showing shortness. 2M+2: 8-10DP, M-1 short or no shortness; followed by 2M+3 Question: Is M-1 short? 2M+3/4: 8-10DP, suit below is short.
SPECIAL FORCING PASS SEQUENCES
After 22+ HCP or 23+ DP is established in our partnership all passes to opponent's bids at level 4♥ and above are forcing. Passes to overcalls on strong openings (2♣/2♦) are GF.
IMPORTANT NOTES
Russinow leads against suit contracts only for 9, 10, J and Q. K leads (Suit or NT): Any 2½+ sequence asking for unblock. PSYCHICS: Almost Never

Opening	Artificial?	Min # of Cards	Neg X till	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣		3	4♥
1♦		3	5-card+, 13-21 DP	Forcing NT (With no upper limit). 2♠: 11-13 / 17-19 DP, 4+ fit, subs. bids show shortness. 3♠: Bal 14-16/20+ DP 4+ fit, 3NT for ♠, 4m Splinters	1♥-1♠-1NT-2♥ is check back 1M-2y-2NT: 15-17 HCP, 1x-2y-3y: 17DP+ After all 1M-2M bids: Invite on shortness 1x-1y-4x: 20-21DP 3-card support, long x. 1x-1y-3NT: 20-21 DP ideally 6331 (Short y) 1x-1NT-3NT: 20-21 DP, 6-card x	After Opponents Overcall: New suits are natural. Doubles are negative but don't promise 4-card M.: 1m-(1♥)-X denies 4-card ♠. On a M opening, if there is an overcall, jump new suits below splinters: 8-10 DP, 4+ fit and this suit is ideally not short.	
1♥		5	Forcing NT (No upper limit). 2NT: 11-13 / 17-19 DP, 4+ fit, subs. bids show shortness 3NT: Balanced 14-16/20+ DP 4+ fit, 4x: splinters				
1♠		5					
1NT		-		12+-15- HCP except: In 4th seat, or VUL vs NV we play 15+-18-	TRF, NF STAY, SA Texas (4♣ to 4♥, 4♦ to 4♠), m TRF (2♠, 2NT) showing long suit, weak hand, 55 ms, 54 ms with slam interest, 3m: NF but constructive, 3M: Slam interest in m (♥ for ♣, ♠ for ♦), 4 M: NAT. Jump receiving transfer weak, any other bid strong with 4-card.		Lebensohl on NAT bids, delayed Lebensohl on artificial overcalls.
2♣	x	-	No	22DP+ unbalanced, or trick based (8½ tricks for Ms, 9½ for ms)	2♥: Weak hand (0-3 w/o king) 2♦: Game force (4+ Hcp or at least a King) 2NT: 5-card ♥, slam interest	2♣-2♦-2NT: 3 suit hand, 3♣ asks short suit 2♣-2♥-2♠: GF in spite of negative response. 2♣-2♥-2NT: Don't know where to sign off.	Pass on overcall is GF X or XX is weak hand Suit bids are 4+ P, natural
2♦	x	-		22DP+, denying short suit (may have Honor single m)	2♥: Relay, 2NT: 5-card ♥, slam interest 3x: Slam interest in this suit	After 2♦-2♥: 2♠: 25+ DP, 3x: NAT 2/3NT: 22-24, 24-26 HCP	After 2♦-(2M)-2NT is lebensohl
2♥		5		7-12 DP, 6+ cards (4 card M possible)	2♠: Asking, 2NT: 5+ ♠ forcing 3m: Constructive but non-forcing.	After Asking: 3any: 2 suiter (If M/M: 6/4, if M/m 5/4+) 3x: Min, 6-card suit, Splinters: Max 4x or 3NT: 6-card suit, Max, no shortness	When there is no bid to invite, X becomes invitation. (In such situations weak opener can re-open with a X for take out.)
2♠		5		Or 9-11 DP, 5+ with side m	2NT: Asking 3m: Constructive but non-forcing. 3♥ 1RF.		
2NT		-		20+-22- HCP 5-card M possible	TRF, Puppet Stayman (However, 3♦ answer to Puppet does not promise 4M. Promises 3+♠ or 4+♥ or both) 3♠: m Stayman, 4m: RKCB, 4M: NAT	Simple acceptance of transfer is 2-card, 4M is 3-card, cue bids are 4-card. After 3♠: "4♣: ♦ fit", "others ♣ fit. KCs"	
3 any		7		9-12DP (5½ - 6 ½ tricks)	New suits are forcing 4 m raises are pre-emptive	After 3m-3M: 3NT: short M, 4m: 2-card SUPP, other suits: 3-card SUPP and shortness	
3NT	x	7-8		Any 4m opening hand	4/5/6/7 ♣♦: P/C, 4M: NAT, 4NT: RKCB		
4♣	?	6		6+ and a 5-card M (13-16DP)	Other m: RKCB on m, 4♥/♠: P/C 4NT RKCB on M		
4♦							
4♥		8(7)		(7 - 8 tricks)	Our Distribution Point Counting Style - No Fit: Only points for length: 5th&6th 1, 7th onwards 2 points. - Indirect fit (One side is lacking 4 cards in trump): Extra points for shortages only (1, 2, 3) - With direct fit (Both sides 4-card+ trump suit): Shortages: 1, 3, 5 P. For every extra trump 1P. Upgrades: 2 Aces +1P, for 3 or 4 Aces +2P. Downgrades: -1P for unsupported Jacks and Queens.	Captain always gets KC answer, if time for RKCB partner will jump to responses. Answers are 03/14/25-Q/25+Q/even with void/odd with void 4♠: RKCB when fit is ♥, 4NT when fit is ♠. 4m Minorwood (Where 4NT is not part of the steps, always NEG answer) Q question with answers showing Kings by name. (Return to suit denies Q) DOPI, DEPO if intervention, on Xs no change but "Pass/XX" showing problem The undoubled slam (A balancing X to a 6; after a high-level competition from our side not allowing opponents to ask for KCs shows only 1 defensive trick and intent to further compete)	
4♠							
4NT	x	5-5	Minors (8 - 9 tricks)				
5♣		8	(8-9 tricks)				
5♦							