

**NAMES** Sam Dinkin – Cenk (jenk) Tunçok  
**Legend:** 1/2 = 1<sup>st</sup> or 2<sup>nd</sup> seat; 3/4 = 3<sup>rd</sup> or 4<sup>th</sup> seat

**GENERAL APPROACH SUPERCHART / KO**  
**Modified Fantunes:** 1/2: 1♣ 8-13 0+♣ (see ASF), 1♦ 14+ art usu <5M,  
 1M 14-21, 1N 11-13; 2♣ – 2♠ nat. 10<sup>+</sup>-14<sup>-</sup>  
 3/4: 1♣ 5+5+ Maj 15+; 1♦ 17+ <5M; 1M 17+; 1N 14-16; 2X 3-16 nat

**FORCING OPENING:** Other ☒ 1/2: 1♦ 14+; 3/4: 1♣ (15+), 1♦ – 1♠ (17+)

**NOTRUMP OPENING BIDS**

<b>INT</b> INT 1/2: <u>11 to 13</u> INT 3/4: <u>14 to 16</u> 2♣ 1/2: <u>GF Art.</u> 3/4: ☒ nf Stayman 2♦ 1/2 <u>puppet ♦ 2♥</u> 2♥/2♠ 1/2: <u>nat 4+ inv</u> Texas ☒	<b>Transfer Lebensohl</b> ☒ <b>(Fast Denies)</b> Neg. Double ☒ 2♦ – 4♦ + 5m 1/2: 2N, 3X inv 3/4: <u>Jacoby, 4-suit</u> 3/4: 3X spl.	2NT 1/2: <u>19 to 20</u> 2NT 3/4: <u>21 to 22</u> Transfer Responses: <u>Jacoby</u> ☒ <u>Texas</u> ☒ <b>3NT Gambling</b> <u>solid suit no side</u> <u>A/Kx 1/2, 4♦ ask</u>
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**SPECIAL DOUBLES**  
 After Overcall: **Penalty** ☒  
after opening 2♣-♠, 3♣+  
 Negative ☒ 2♦ thru 4♦ + 5m  
 Responsive ☒ 2♦ thru 4♦ + 5m  
 Maximal thru ☒ 3M  
 Support thru ☒ 2M Redbl ☒  
 1/2 1♣-(1Y)-X GF Art.  
 3/4 1X-(1Y)-X 0-5<sup>-</sup> Art. no aces  
 2<sup>nd</sup> seat vs. 1m-1♠ 15+ bal.  
 3/4 vs. 1m-1♠ 17+ bal (+stop /1♠)

**NOTRUMP OVERCALLS**  
 Direct: 10 to 17 3-suited t/o  
 (we use X to show str. bal)  
 Balancing: 10 to 16  
 Jump to 2NT:  
15+ 2-suiter 4<sup>-</sup> losers: vs. Nat.  
highest unbid & another;  
vs. Prec 1m any 2 suits

**DEFENSE VS NOTRUMP**  
 vs Strong (13.5+) Weak  
 2♣ 5+♣ 4+maj any 2 suits  
 2♦ 5+♦ 4+maj ♦  
 2♥ ♥ ♥  
 2♠ ♠ ♠  
 2NT 15+ any 2 ♣  
 Dbl: 4+♠ 5+♥ or 2<sup>nd</sup> 15+ pen.  
4+♦ 5+♣ 3/4 17+ pen.

**SIMPLE OVERCALL**  
 1 level 8+ HCP (usually)  
 very light style ☒  
**RESPONSES**  
 New Suit: NF Constructive ☒  
 Jump Raise: Weak ☒

**JUMP OVERCALL**  
 Weak ☒ 5-11 if partner UPH  
 /♣: 2♦: 4+♥5+♦, 2♥: 4+♠ 5+♥  
 /♦: 2♥: 4+♠ 5+♥ (direct only)

**OVER OPP'S T/O DOUBLE**  
 New Suit Forcing: 1 level ☐ 2 level ☐  
 Jump Shift: Inv ☒ /1♣, GF/1♦-1♠  
 2NT Over Majors and Minors  
 Limit + ☐ ☐

**OPENING PREEMPTS**  
 3/4-bids Light ☒  
 Conv./Resp. 3♦ or 4♣ slam inv ask

**DIRECT CUEBID**  
 OVER: Minor Major  
 5+♠ 4♥ 4+M 5+m  
 or huge 55Ms  
Natural over some art. openings  
 (e.g., Prec. 1m)

**VS Opening Preempts Double is**  
 Takeout ☒ thru 4♥  
 Conv. Takeout: 4N over 4♠  
 Lebensohl 2NT Response ☒

**SLAM CONVENTIONS** Gerber ☒ 4NT: RKC ☒ 1430 ☐  
 Casper, Control ask, Denial cue, preempt KC, GSF, Exclsn  
 vs interference: POD1, POR1, PEDO

**LEADS**

versus Suits		versus NT	
XX	XXXX	XX	XXXX
XXXX	XXXXXX	XXXX	XXXXXX
A/Kx	T9x	A/KJx	AQJx
KQx	KJT9x	AJT9	AT9x
QJx	KT9x	KQJx	KQT9
JT9	QT9x	QJT9x	QT9x
KQT9		JT9x	T9x

**LENGTH LEADS:**  
 4<sup>th</sup> Best vs NT ☒  
 3<sup>rd</sup> Best/Low vs Suits ☒  
 A if switching to x, K to xx  
 Attitude if length shown in bidding or  
 when breaking new suit after 1<sup>st</sup> trick  
**Primary signal to partner's leads:**  
 Suit preference ☒

**DEFENSIVE CARDING**  
 vs SUITS and NT  
Standard suit preference,  
no attitude  
(suit preference instead).  
Standard count rarely  
(e.g., king lead)

**FIRST DISCARD**  
 Standard suit pref ☒ ☒  
**OTHER CARDING**  
 Trump suit pref ☒  
 (rarely a trump echo  
 shows odd or interest in a  
 ruff)

**MAJOR OPENING**  
 1<sup>st</sup>/2<sup>nd</sup> 14-21 nf 3<sup>rd</sup>/4<sup>th</sup> 17+ F1  
 Expected Minimum Length 4 5  
 1♥ nat. 5+cards if min ☒ ☐  
 1♠ natural ☐ ☒

**RESPONSES**  
 to 1♥ 1/2: 1♠ art. 6-11; 1N+ GF  
 to 1♥ 3/4: 1♠ art. <GF; 1N+ GF  
 to 1♠ 1/2: 1N 6-11 F1;  
 2♣+ Art. GF  
 to 1♠ 3/4: 1N F1 <GF;  
 2♣+ Art. GF

**REBIDS**  
 1♥-1♠; 1N Art. Game inv. ask,  
 2♣ 0-2♠ nf, 2♦ 3♠ nf, 2♥ 4♠ nf  
 1♠-1N; 2♣ Art. GF ask  
 2♦ 3♥ nf, 2♥ 4♥ nf, 2♠ 0-2♥ nf

**MINOR OPENING**  
 Expected Minimum Length 0-2 Conv  
 1♣ 1/2 8-13 0+♣ nf ☒ ☐  
 8-10 any; 11-13: 3-suit, 5+5+ any,  
 Maj. 5+4+ 4+5+, 7-cd suits  
 3/4: Art 15+ 5+♠, 5+♥ F1 ☒ ☒  
 1♦ 1/2: 0+♦ 14+ F1 ☒ ☒  
 14-21 <5M or 22+ any  
 3/4: 17+ 0+♦ <5M F1 ☒ ☒

**RESPONSES**  
 Over 1♣ 1/2: 1♦ GF, art.;  
 1M nat. nf; 1N denies M nf;  
 2♣ inv. stayman 4M optional;  
 2♦ inv+ stayman 4M; 2♥+ inv  
 Over 1♣ 3/4: 1♦ art <slam; 1N+ GF;  
 1♥ art ♠ bal GF; 1♠ art <3M inv nf  
 Over 1♦ 1/2: 1♦-1♥ 5<sup>+</sup>-10 art.;  
 1♠ 0-5<sup>-</sup> art.; 1N+ GF  
 Over 1♦ 3/4: 1♥ 4<sup>+</sup>-<GF art.;  
 1♠ 0-5<sup>-</sup> <1 QT; 1N+ GF

DESCRIBE	RESPONSES/REBIDS
2♣/2♦ 1/2 10 <sup>+</sup> to 14 HCP Nat., 5-6(7) cds, not 3 <sup>rd</sup> 3 to 16 HCP usu 55, 4 <sup>th</sup> 16+PP	One-step GF 1/2 Some New Suit NF
2♥/2♠ 1/2 10 <sup>+</sup> to 14 HCP ".5+cds.", 1/2 unbal 3 <sup>rd</sup> 3 to 16 HCP & <4 in other Maj	One-step GF 1/2 1/2 New St. Art. Inv

**OTHER CONV. CALLS**  
Vs. Str. (1♣)/(2♣) X Shape, blacks or minors 4+5+, min suit bid nat.,  
single jump ♦: ♥♦ 4+5+, single jump ♥: ♠♥ 4+5+, 1N ♠♥ 5+4+,  
2N Strong (15+) 2-suiter any; vs. min D resp X lead, suits nat.,  
2NT any two suiter weak. Some P/X inversion.  
 Symmetric shortness and pattern asks in many GF auctions