DEFENSIVE AND COMETITIVE BIDDING	LEADS A	AND SIGNALS							
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE						WBF Convention Card		
Style:1Level OC usually sound	Lead in Partner's Suit								
Responses:	Suit	3rd/5th		3rd/5th o		Category:	Natural-Green		
Jump Raise=PRE	NT			4th or lowest		Country:	Japan		
New suit=F1,Jump Shift=FSJ	Subseq			ATT		Event:	APBF Youngster		
Reopening:8-17HCP,Cue=Michaels	Other:					Players:	Y.Inoue/K.Takizawa/T.Inami/K.Hasegawa/Y.Inamura/Y.Miura		
		-					-		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY			
15-18	Lead	ad Vs.Suit		Vs. NT		GENERAL APP	GENERAL APPROACH AND STYLE		
Responses:As over 1NT opening	Ace	AKx(+),Ax		Asks CT,UB,Ax		5 cards major(r	arely 4 cards in 3rd or 4th)		
Balancing:12-14,as over 1NT opening	King	AK,KQx(+),Kx		Asks ATT,Ak(+),KQ(+),Kx		1M-1NT=F1			
	Queen	QJ(+),Qx		QJ(+),KQ109(+),Qx					
	Jack	J10(+),HJ10(+),Jx		J10(+),HJ10(+),Jx					
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	109(+),10x		109(+),H	109(+),10x				
Style:Sound except at Favorable	9	9x		9xx,9x		1NT Openings:	(14+)15-17pts		
Responses:2NT=Ogust	Hi-x			SSxx(+),Sxx,Sx		2 OVER 1 Resp	onses:FG		
Unusual NT:Lowest 2 unbid suits	Lo-x	Odd cards		HxxS(+),HHxS(+),HxS		SPECIAL BIDS	S THAT MAY REQUIRE DEFENCE		
Reopening:Jump overcall INTER,2NT=18-19	SIGNALS IN ORDER OF PRIORITY					OPENINGS:	-		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's	Lead	Discarding	3NT=Gambling,	Solid Minor		
Style:(1m)-2m=H&S,Weak or Strong;(1M)-2M=OM&m	Suit:1st	USD ATT	USD CT	USD ATT		3rd seat can be	3rd seat can be light,usually with a good suit		
Then 2NT=asks m,3C=P/C,3D=OM Inv+	2nd	USD CT	S/P		USD ATT				
1M-(3M)=asks stopper	3rd	S/P				RESPONSES:			
Reopening;Jump cue asks stopper,cue=strong 2suiter	NT: 1st	USD ATT	D ATT USD CT		STD Lavinthal	1H-2S/2NT/3C/	3D/3H/3NT		
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	USD CT	S/P	USD ATT		1S-2NT/3C/3D/	1S-2NT/3C/3D/3H/3S/3NT		
Vs WK and STR:DBL=PEN,2C=M's(then 2D=INQ longer),2D=H or S	3rd S/P					M4+15+pts/M3	3 INV+/Limit Raise/Mixed Raise/Weak Raise/M4+12-14pts		
(then 2H/2S=P/C),2H=H&m,2S=S&m,2NT=m's,3x=NAT	Signals (including Trumps):USD					P-1M;2C=Drury	P-1M;2C=Drury fit,P-1M;3m=FSJ		
Reopening:Same	First disc	First discard:NT is Lavinthal							
PH:DBL=m 1suiter		Trump signal occasional S/P							
	DOUBLES					NS=F1	NS=F1		
	TAKEOUT DOUBLES(Style;Responses;Reopening)					Jump shift=FSJ	Jump shift=FSJ		
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Style:Sup	pport for unbid suits							
T/O DBL thru 4H,LEB after (2M)-DBL-(P)	Response	es:Cue F until suit agr	eement,						
(2M)-3M=asks stopper	Jumps PF	RE over opp's RDBL				SPECIAL FOR	CING PASS SEQUENCES		
Leaping Michaels	Reopening:might be light with appropriate shape					If FP applies, the	If FP applies, then DBL=weakest, Pass=better,		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL	,ARTIFICIAL AND	COMPETITIV	E DOUBLE	S/REDOUBLES	Bid=Strongest,	Bid=Strongest, cue bid=Very Strongest		
Suction	NEG DBL thru 4H								
C=D or H&S,D=H or S&C,H=S or C&D	RESP DBI	R thru 3S				IMPORTANT N	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
S=C or D&H,NT=C&H or D&S	Maximal	Overcall DBL to 3M				If 1NT x'd for PE	If 1NT x'd for PEN:RDBL->2C any 1suiter,2C=C & (D or H or S),		
		DBL through 2M(not o	over 1NT Over	call)			2D=D & (H or S), 2H=H&S(H <s), 2nt="C&D," 3x="NAT</td"></s),>		
OVER OPPONENTS' TAKE OUT DOUBLE	Most low level DBLs T/O								
1M-(DBL)-2NT=Limit Raise or better						Psychics:Very R	are		
1m-(DBL)-2NT=m PRE									
1m-(DBL)-3m=Mixed Raise									

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 C		3	4H	1C with 33 minors	1M may bypass equal/longer D	1NT rebid may conceal 4M	PH:Jump Shift=FSJ,
					1NT=6-10pts,2NT=11-12pts,3NT=13+pts	2-way Checkback over 1NT rebid	4th suit NF,except reverse=F1
					Raises:2C/2H/2S/3C/3D/3M/4C=C4+ FG/Limit Raise/	3NT rebid=Solid C	COMP:New Suit=F1,Jump Shift=FSJ
					Mixed Raise/Weak/SPL/SPL/PRE	2C/3C rebid=C6(5)+12-14pts/15-17pts	
					1D/2D=D4+ F1/D6+ INV	4C rebid over 1M=M4 18+pts	
1D	D 3 4H 3 only with 4432		3 only with 4432	1NT=6-10pts,2NT=11-12pts,3NT=13+pts	1NT rebid may conceal 4M	PH:Jump Shift=FSJ,	
				1D with 44 minors,55 minors	Raises:2D/2H/2S/3D/3M/4C/4D=D4+ FG/Limit Raise/	2-way Checkback over 1NT rebid	4th suit NF,except reverse=F1
					Mixed Raise/Weak/SPL/SPL/PRE	3NT rebid=Solid D	COMP:New Suit=F1,Jump Shift=FSJ
					2C/3C=FG/INV	2D/3D rebid=D6(5)+12-14pts/15-17pts	
					4D rebid over 1M=M4 18+pts		
1H	1H 5(4) 4D Ma		4D	May be 4 cards suit in 3rd or 4th with minimum	1S=4+,1NT=F1,2/1=FG	2-way G/T over Single Raise	Drury fit
			Raises:2S=H4+14+pts,2NT=H3 INV+,3C=Limit Raise,		Jump Shift=FSJ		
					3D=Mixed Raise,3H=Weak Raise,3NT=H4+12-14pts		COMP:New Suit=F1,Jump Shift=FSJ
				3S and 4m=SPL,4H=PRE			
1S	1S 5(4) 4H	4H	May be 4 cards suit in 3rd or 4th with minimum	1NT=F1,2/1=FG	2-way G/T over Single Raise	Drury fit	
					Raises:2NT=S4+14+pts,3C=S3 INV+,3D=Limit Raise,		Jump Shift=FSJ
					3H=Mixed Raise,3S=Weak Raise,3NT=S4+12-14pts		COMP:New Suit=F1,Jump Shift=FSJ
					4x=SPL,4S=PRE		
1NT			4H	15-17pts(may be very good 14pts) BAL	STAY,TRF,Texas	1NT-2C;2x-3m=minor FG	1NT-(x)-xx=Puppet 2C any 1suiter,
				May have 5M,6m,SPL K	2S=Minor suit Stayman,2NT=pup to 3C	1NT-2C;2D-3H/3S=Major 55 INV/FG	2C=C&D or H or S,2D=D&M,2H=H&S
					3C/3D=Nat INV,3H/3S=C/D S/T	1NT-2D;2H-2S=Mjor 55 NF	COMP:Texas,LEB(mostly)
						1NT-2H;2S-3H=Mjor 55 S/T	After 1NT-(2C)=System on(x=STAY)
2C	2C 🗸	0		STR,ART,F	2D=K or 4HCP+,2H=Super NEG	Solid suit if a jump,After 2NT=System on	Pass=FG
					2S/2NT/3C/3D=S/H/C/D Positive	2C-2D;2H=Puppet to 2S	DBL=NEG
					3H/3S/4C/4D=Solid suit	2C-2D;2M-3M=S/T,4M=To play,Jump Shift=SPL	
2D 6	6(5)		Weak 2	New Suit=F1 at 2Level,FG at 3Level,2NT=Ogust	After New Suit:rebid=light,Raise=fit,NT=BAL,New Suit=NAT		
					Raises=NF	After 2NT:3C=min with bad suit,3D=min with good suit,	
						3H=max with bad suit,3S=max with good suit	
2M	6(5)		Weak 2	New Suit=F1 at 2Level,FG at 3Level,2NT=Ogust	After New Suit:rebid=light,Raise=fit,NT=BAL,New Suit=NAT		
					Raises=NF	After 2NT:3C=min with bad suit,3D=min with good suit,	
						3H=max with bad suit,3S=max with good suit	
2NT			4H	20-21pts BAL	STAY,TRF,Texas	2NT-3D;3H-3S=55 Major S/T,	
				May have 5M,6m,SPL K	3S=Minor suit Stayman	2NT-3H;3S-4H=55 Major FG	
3x		7(6,5)		PRE	New Suit=FG,Raises=NF	High Level Bidding	1
3NT	✓			Gambling	4m,5C,6C,7C=P/C	RKCB-1430,Over Queen ASK:If bid trump suit,Having no Q	
4x				Side no A/K		4m=RKCB If m agreed at 3Level	
				PRE		Interference D0P1 or R0P1 below our suit ;else DEPO	
						V/W-0314,GSF,Splinters	
						Gerber:4D=0/3,4H=1/4,4S=2,4NT=2+extras	
						5NT=Pick a Slam in 2+suit playable	