

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8-17HCP, NAT
Responses: new suit = NAT, F1/ cue bid= INV+/ Jump cue= Fit, constructive/ Jump raise= weak/ FSJ
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd (15)16-18 HCP system on
4 th 12-14 system on
Sandwich= NAT 16-18 HCP system on (Unusual by passed hand)
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak, 2NT= Ogust, new suit= NAT, F1
Reopens= intermediate
2NT= Unusual 2NT, unbid 2 suiter
Reopen: 1x-(P)-P-2NT = 18-19 HCP, BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Jump cue = NAT weak
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy in 2 nd and 4 th seat
DBL= PEN (m 1 suiter by passed hand)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Lebensohl vs weak two M open
Leaping / non Leaping Michaels vs weak open
Cue bids= stopper ask, non-jump NT= 16-18 HCP, BAL
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣ - DBL/2♦/2♥/2♠ = Both M/ M 1suiter/ ♥ and minor/♠ and minor
1♣ - 2NT minor 2 suiters
vs other; suction
OVER OPPONENTS' TAKEOUT DOUBLE
1♠-(DBL); 2NT= INV+, 4supp 1M-(DBL);2♣/3M=Drury/ weak
1m-(DBL); 2NT = weak, 3m = 5+ supp INV
1♥-(DBL);2♠/2NT=INV+,4 supp/♠FSJ ReDBL = 10+ pts

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / low	3 rd / low	
NT	4 th best, top of nothing	4 th best, top of nothing	
Subseq			
Other: KQT9 leads Q and requests unblock J			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax, A	A, AKJT(x), AKQT(x)	
King	AK, KQ(x), Kx	AK(x), KQ(x)	
Queen	AKQ, QJ(x), Qx	QJ(x), Qx, KQT9(x)	
Jack	JT(x), Jx	JT(x), Jx	
10	T9(x), Tx	T9(x), Tx	
9	9x	9x	
Hi-X	Doubleton, 3 rd from even	Doubleton, top of nothing	
Lo-X	Low from odd	4 th best, 2 nd best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi= Encourage	Count (Hi= even)	Hi = Encourage
Suit 2			
3			
1	Hi= Encourage	Count (Hi= even)	Lavinthal
NT 2			
3			
Signals (including Trumps): Trump suit preference, Trump echo			
Reversed smith echo in NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+ HCP, 8+ HCP in reopening position			
18+ pts, strong			
Response: jump = INV			
Cue bid = F1, FG or both M INV			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL thru 4♥			
Responsive DBL thru 4♦			
Maximal DBL thru 3♥			
Support DBL/Re DBL thru 2♥			
Rosenkranz DBL/Re DBL			
Lightner DBL			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: JAPAN
PLAYERS: Inamura Yuka, Miura Yugo
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 over 1 always FG
5 cards Major
1NT open (14)15-17 HCP
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ strong
2♦/2♥/2♠ NAT weak
2NT 20-21 HCP BAL
3NT minor weak
4♣/4♦ = Namyats (very good 7+ ♥/♠, 8-9.5 playing tricks)
Michaels cue bids and Unusual 2NT
In 3 rd 4 th seat, 1M open may have good 4 cards M.
SPECIAL FORCING PASS SEQUENCES
2♣-(any except PASS)-P: Game Forcing, Forcing Pass
1NT-(DBL)-P: Escape system, pup to Re DBL
IMPORTANT NOTES
<List D convention>
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣ 1♦		3	4♥
1♥ 1♠		5 (4)	4♥	12-21, NAT may have good 4♥/♠ in 3 rd /4 th	1NT = 6-12pts forcing, denies 4 supp 3M= weak 2M+1 = Jacoby raise, 16+pts, 4+ supp 2M+2/ 2M+3= 10-12pts, 4 supp / 8-9 pts, 4 supp 2M+4 = NAT INV, 3M+1= 12-15pts, BAL 4 supp Dbl Jump = SPL 9-12 HCP, 1♥-3NT= ♠SPL P-1M;2♣ reversed Drury 3+ supp INV	1M-2M;2M+1 = puppet to 2M+2, SSGT 1M-1NT;2♣ = Gazzilli ♣NAT or 16+pts P-1M;2♣-2♦ = normal opening hands P-1M;2♣-2M = Light open Impossible 2♠	Fit showing Jump Good Bad 2NT Cue = INV+ Lo-Hi Cue vs Unusual2NT/Michaels Conventional responses vs 1NT over call
1NT				(14) 15-17, BAL may have 5M	2♣ = Stayman, 2♦/2♥ = Transfer 2♠ = minor suit Stayman 2NT = pup to 3♣ 3♣/3♦ = Nat INV 3♥/3♠ = ♣/♦ S/T 4♣ = Gerber, 4♦/4♥ = Texas Transfer	1NT-2♣:2♦-2♥/2♠ = ♠5+, F1/♥5+♠4, F1 1NT-2♣:2♥-2♠/2NT = ♠4+ F1/ INV no ♠ 1NT-2♦:2♥-2♠: pup to 2NT, ♥ & m INV	Lebensohl Texas thru 3♣ DONT escape vs PEN DBL
2♣	X			22+ BAL or 17+ UNB, 9+tricks	2♦ = waiting, FG/ 2♥ = denies 1K,4 pts 2♠/3♣/3♦ = 5+ suits,8+HCP 2NT= 5+♥,8+HCP	2♣-2♦:2♥ = puppet to 2♠, 24+ BAL or 5+♥	Pass = FG DBL = Neg
2♦ 2♥ 2♠		5		NAT weak	New suit = NAT, F1 Jump Shift = Lack wood 2NT = Ogust		
2NT				20-21 HCP, BAL	3♣ = Sakiyama Stayman 3♦ = Transfer w/ Walsh relay / 3♥ = Transfer 3♠ = minor suit Stayman /4♣ = Gerber 4♦/4♥ = Texas Transfer	2NT-3♦;3♥-3♠ = puppet to 3NT, ♣/♦ S/T	
3♣		5		NAT weak	new suit = NAT F1 4♦ = ART S/T ,4M= to play		
3♦ 3♥ 3♠		6		NAT weak	new suit = NAT F1 4♣ = ART S/T ,4M= to play		
3NT	X			minor PRE			
4♣ 4♦	X X	0		very good 7+♥ very good 7+♠	4♦ = ART S/T 4♥ = ART S/T		
4♥ 4♠		6		NAT weak			
4NT	X			A asking	5♣ = no A, 5♦/5♥/5♠ = A in ♦/♥/♠ 5NT = have 2 A/ 6♣ = A in ♣	HIGH LEVEL BIDDING RKCB (1430) EKCB (0314) DOPI DEPO ROPI 5NT Grand slam force	