


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Style:1Level OC usually sound		Lead	in Partner's Suit		Category: Natural-Green Country: Japan Event: APBF Youngster Players: Yoshitake Inoue and Ken Takizawa
Responses:	Suit	3rd/5th	3rd/5th or lowest		
Jump Raise=PRE	NT	4th	4th or lowest		
New suit=F1,Jump Shift=FSJ	Subseq	ATT	ATT		
Reopening:8-17HCP,Cue=Michaels	Other:				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
Responses:As over 1NT opening	Ace	Asks CT,Ax	Asks CT,UB,Ax		5 cards major(rarely 4 cards in 3rd or 4th)
Balancing:12-14,as over 1NT opening	King	Asks ATT,Kx	Asks ATT,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(+),H109(+),10x	
Style:Sound except at Favorable	9	9x	9xx,9x		1NT Openings:(14+)15-17pts
Responses:2NT=Ogust	Hi-x	Even cards	SSxx(+),Sxx,Sx		2 OVER 1 Responses:FG
Unusual NT:Lowest 2 unbid suits	Lo-x	Odd cards	HxxS(+),HHxS(+),HxS		SPECIAL BIDS 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
Style:(1m)-2m=H&S,Weak or Strong;(1M)-2M=OM&m	Suit:1st	USD ATT	USD CT	USD CT	Odd/Even
Then 2NT=asks m,3C=P/C,3D=OM Inv+	2nd	USD CT	S/P	USD ATT	2D=18-19pts BAL
1M-(3M)=asks stopper	3rd	S/P			3NT=Gambling,Solid Minor
Reopening:Jump cue asks stopper,cue=strong 2suiter	NT: 1st	USD ATT	USD CT	USD CT	3rd seat can be light,usually with a good suit
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	USD CT	S/P	USD ATT
Vs WK and STR:DBL=PEN,2C=M's(then 2D=INQ longer),2D=H or S	3rd	S/P			STD Lavinthal
(then 2H/2S=P/C),2H=H&M,2S=S&m,2NT=m's,3x=NAT	Signals (including Trumps):USD				1C-2C/2D/2H/2S/3C
Reopening:Same	First discard:Suit is Odd/Even,NT is Lavinthal				1D-2D/2H/2S/3C/3D
PH:DBL=m 1suiter	Trump signal occasional S/P				m4+ 6-9pts/m4+FG/Limit Raise/Mixed Raise(after 1C),C INV(after 1D)/Weak Raise
	DOUBLES				1H-2S/2NT/3C/3D/3H/3NT
	TAKEOUT DOUBLES(Style;Responses;Reopening)				1S-2NT/3C/3D/3H/3S/3NT
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		Style:Support for unbid suits			M4+15+pts/M3 INV+/Limit Raise/Mixed Raise/Weak Raise/M4+12-14pts
T/O DBL thru 4H,LEB after (2M)-DBL-(P)	Responses:Cue F until suit agreement,			P-1M;2C=Drury fit,P-1M;3m=FSJ	
(2M)-3M=asks stopper	Jumps PRE over opp's RDBL			COMP:	
Leaping Michaels	Reopening:might be light with appropriate shape			NS=F1	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Jump shift=FSJ
Suction	NEG DBL thru 4H			SPECIAL FORCING PASS SEQUENCES	
C=D or H&S,D=H or S&C,H=S or C&D	RESP DBR thru 3S			If FP applies, then DBL=weakest, Pass=better,	
S=C or D&H,NT=C&H or D&S	Maximal Overcall DBL to 3M			Bid=Strongest, cue bid=Very Strongest	
	Snapdragon(4th suit) DBL				
OVER OPPONENTS' TAKE OUT DOUBLE		Support DBL through 2M(not over 1NT Overcall)			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1M-(DBL)-2NT=Limit Raise or better	Most low level DBLs T/O			If 1NT x'd for PEN:RDBL->2C any 1suiter,2C=C & (D or H or S),	
1m-(DBL)-2NT=m PRE				2D=D & (H or S), 2H=H&S(H<S), 2NT=C&D, 3x=NAT	
1m-(DBL)-3m=Mixed Raise				Psychics:Very Rare	

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=8-10pts,2NT=11-12pts,3NT=13+pts	2-way Checkback over 1NT rebid	4th suit NF,except reverse=F1
					Raises:2C=C4+ 6-9pts,2D=FG,2H=Limit Raise,	2NT rebid,3NT rebid=Solid C	COMP:New Suit=F1,Jump Shift=FSJ
					2S=Mixed Raise,3C=Weak Raise,3x=SPL	2C/3C rebid=C6(5)+12-14pts/15-17pts	
					1C-1D=D3+,4C=PRE	4C rebid over 1M=M4 18+pts	
1D		3	4H	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=D4+ 6-9pts,2H=FG,2S=Limit Raise	2-way Checkback over 1NT rebid	4th suit NF,except reverse=F1
					3C=C INV,3D=Weak Raise,3M=SPL	2NT rebid,3NT rebid=Solid D	COMP:New Suit=F1,Jump Shift=FSJ
					2C=FG,4D=PRE	2D/3D rebid=D6(5)+12-14pts/15-17pts	
						4D rebid over 1M=M4 18+pts	
1H		5(4)	4D	May be 4 cards suit in 3rd or 4th with minimum	1S=4+,1NT=F1,2/1=FG	After 1S(NOTE1)	Drury fit
					Raises:2S=H4+14+pts,2NT=H3 INV+,3C=Limit Raise,	After 1NT(NOTE1)	Jump Shift=FSJ
					3D=Mixed Raise,3H=Weak Raise,3NT=H4+12-14pts	2-way G/T over Single Raise	COMP:New Suit=F1,Jump Shift=FSJ
					3S and 4m=SPL,4H=PRE		
1S		5(4)	4H	May be 4 cards suit in 3rd or 4th with minimum	1NT=F1,2/1=FG	After 1NT(NOTE1)	Drury fit
					Raises:2NT=S4+14+pts,3C=S3 INV+,3D=Limit Raise,	2-way G/T over Single 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=INV or C S/O,2NT=Both minor or D S/O	1NT-2C;2D-3H/3S=Major 55 INV/FG	2C=C&D or H or S,2D=D&M,2H=H&S
					3C=Puppet Stayman,3D=Both minor S/T	1NT-2D;2H-2S=Mjor 55 NF	COMP:Texas,LEB(mostly)
					3H=C S/T,3S=D S/T	1NT-2H;2S-3H=Mjor 55 S/T	After 1NT-(2C)=System on(x=STAY)
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	✓		4H	18-19pts BAL,without 5+M	2H=TRF,2S=Puppet 2NT,2NT=H5+ INV,	After 2D-2S;2NT=System on	Pass=NF
				May have 6m,SPL K	3C=S/O,3D=Both Major INV		DBL=FG
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	
3NT	✓			Gambling	4m,5C,6C,7C=P/C	RKCB-1430,Over Queen ASK.If bid trump suit,Having no Q	
				Side no A/K		4m=RKCB If m agreed at 3Level	
4x				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	

Note #1
1H-(P)-1S-(P)
-1NT=12-14pts BAL
-2C=16+pts, or C3+ 15-pts
-2D=8+pts
-2H=H2 7-pts
-2S=S5+ 7-pts
-2NT=C S/O
-3C=D S/O
-2D=D3+ 15-pts
-2H=H6+ 12-14pts
-2S=S4 12-14pts
-2NT=H6+ S3 15-17pts, or S4 15-17pts with short C or D
-3m=H5+ m5+ 15-17pts
-3H=H6+ S2- 15-17pts
-3S=4522 15-17pts
1H-(P)-1S-(P)
2C-(P)-2D-(P)
-2H=C3+ 15-pts
-2S=FG
-2S=S3+ FG
-2NT=16-17pts BAL
-3m=m4+ FG
-3H=H6+ S2- FG
-3S=H5 C4 S3 FG
-3NT=18-19pts BAL
1M-(P)-1NT-(P)
-2C=16+pts, or C2+ 15-pts
-2OM=Both m S/O (D>C) (when 1H), H4+ 7-pts (when 1S)
-2NT=Both m S/O
-3m=m S/O
-2S(when 1H)=H5+ S4+ 16pts+
-2NT=M6+ m/H(when 1S)4 16+pts
1M-(P)-1NT-(P)
2C-(P)-2D-(P)
-2OM=M5 m/H(when 1S)4 FG
-3m/H(when 1S)=M5+ m/H5+ FG