DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style: 10-18HCP, occasionally 4card

Responses: new suit = F1, NF by PH or 4th suit 2m (CR)

   CUE = INV+, F1. After: re INV thru 2M, other 2-way G/T

   Jump Shift = value MIXED

   Jump PRE. SPL. RKRNZ DBL/RDBL. RESP. FIT after 1♦ O/C

Other: MAX. (1M)-P-(2M)-2NT = any 2suiter, except M

1NT OVERCALL (2ⁿᵈ/4ᵗʰ Live; Responses; Reopening)
Direct: 15+-18HCP. may not have stopper. As over 1NT open

Reopen: m open: 11-14HCP, M open: 11-15HCP. 2NT = 18-19HCP

Other: ESCAPING FROM 1NT DOUBLED

JUMP OVERCALLS (Style; Responses; Unusual NT)
1suit = Weak. UNUSUAL NT (sound 55+, expect 6-5+ STR)

(1m)-2NT: ♥+om; (1M)-2NT: ♦+♣; (1x)-P-(1y)-2NT: unbid 2suiter

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct: MICHAELS CUE (sound 55+). After jump 3M = PRE

Jump CUE: m = NAT PRE, M = ASKS FOR STOPPER

   (1M)-P-(1NT)-3M, (1♥)-P-(1♠)-3♥ = ASKS FOR STOPPER

   After 4m,5m = P/C. After competitive, P = NF

Other: (1m)-P-(1M)-2m/2M/3m/3M/4m/4M = NAT

VS. NT (vs. Strong/Weak; Reopening; PH)
MULTI-LANDY vs weak NT, STR NT, 2NT open

DBL by PH = minor 1 suiter, PUP 2♣

(1NT)-P-(*2R)-2R+1/3R+1 = MICHAELS/asks stopper *2R = TRF

(1NT)-P-(2x)-DBL = NAT. 2NT = any 2suiter

Vs weak NT: (1NT)-DBL-(*P/RDBL)-2x

   If P/RDBL is NF, 2x is ESCAPING FROM 1NT DOUBLED

   If P/RDBL is F, 2x is same as after 1NT open

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles: T/O. (2x)-P-(2NT/3y)-DBL, (3x)-P-(3y)-DBL = T/O

   LEBENSOHL AFTER T/O DBL OF NAT 2M

   Direct = INV, Delayed = SO or 4oM, CUE = no stopper

O/C: After 2NT, as over 2NT open. After 3NT, 4♣/4R = STAY/TRF

   jump 3M = NAT. 4NT = both m

   LEAPING MICHAELS (NF): (2x)-4m/(3m)-4Om/(3M)-4m

CUE: 3x = MICHAELS CUE-BIDS

Jump CUE: 4m = MICHAELS CUE-BIDS. 4M = both m STR

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
After 1♣: DBL/NT = both M (54+)/both m (55+). After bid is NAT

   After (1♣)-P-(1x): same as above

After 2♣: SUCTION thru 3NT (If 2suiter, 5-5+); Advances all P/C

OVER OPPONENTS' TAKEOUT DOUBLE
1x-(DBL)-1y = F1. 1x-(DBL)-1NT = 8-10. 1M-(DBL)-2x = CR

TRUSCOTT 2NT. 1M-(DBL)-3x = 4+M, MIXED

1M-(DBL)-4m/4♥ = SPL/to play

   RDBL: 10+HCP, may have support

   1x-(DBL)-RDBL-(1y)-DBL/bid = PEN/not full open

   1x-(DBL)-RDBL-(*2y)-DBL = T/O *y is higher than x

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/LOW	3rd/LOW
NT	4th. 2nd from bad 4+ "bad" includes e.g. Jxx(x)	4th. 2nd from bad 4+ "bad" includes e.g. Jxx(x)
Subseq	If CT need, same as above Other: ATT	If CT need, same as above Other: ATT

Other: A asks CT (S/P if partner has K), K asks ATT from AK thru 4NT.

A asks ATT, K asks CT at 5 level or more. A asks CT & UB vs NT

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+), Ax(+)	AK(+), AQJ(+)
King	AK(+), KQ(+)	AK(+), KQ(+)
Queen	QJ(+)	QJ(+), KQ109(+)
Jack	J10(+), KJ10(+)	J10(+), AQJ(+), KJx
10	(K/Q)109(+)	109(+), (A/K)J10(+), H10x
9	KJ9(x)	9(+), (H)(H)109(+)
Hi-X	Sx	S(+), SSxx(+), (J/T/x)SxS(+)
Lo-X	Hx(xx)S(x), xx(xx)S(x)	HxS, H/xxxS(+), HHxS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Lo = ENCRG	Hi = Odd, original	ODD-EVEN
Suit	2	Hi = Odd, original	S/P	Hi = Odd, original
	3	S/P		
	1	Lo = ENCRG	Hi = Odd, original	LAVINTHAL
NT	2	Hi = Odd, original	S/P	Hi = Odd, original
	3	S/P		

Signals (including Trumps):

Rev SMITH in NT

Trump Suit Pref

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
11+HCP, sound style. Off shape OK if 13+. CUE: FG, INV by PH

(1x)-DBL-(1/2y)-DBL = PEN. (1x)-DBL-(1y)-2y = NAT NF. RESP thru 4♦

(1m)-DBL-(P)-3m = 44M. (1m)-DBL-(RDBL)-P = PEN

Jump bid is PRE over opponent's redouble

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
DBL shows power at 4♠ or more

T/O, NEG thru 4♥. RESP thru 4♦

MAX thru 3♥. SUPP DBL/RDBL thru 2♥

1♣-(1♦)-DBL = 44M or 5+4M

L/D. ANTI L/D (already shows 6+)

CUE-BIDS DBL for T/O, NAT, SUPP, Power

  EX (1M)-P-(*3x)-DBL = T/O. 1m-(1M)-P-(3m)-DBL = T/O

SPL DBL = L/D in

If OPPT's suit or ART suit is doubled, RDBL = suggest play or half stopper

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W B F CONVENTION CARD

CATEGORY: Green

NCBO: Japan

PLAYERS: Terushi Inami / Kotaro Yagishita / Koki Noguchi

EVENT: 2025 WYTC

ABBREVIATIONS LIST
CR: Constructive raise

LR: Limit raise

SO: Signoff

SS: Short Suit

ST: Slam Try

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
5+M, semi-F 1NT

frequent use artificial 2NT in COMP

1NT Opening: 14+-17HCP

2/1 Resp: FG

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣: ART STR

2♦: 17+-19HCP BAL/semi-BAL

2NT FOR TAKEOUT

ESCAPING FROM 1NT DOUBLED

FIT-SHOWING JUMPS by PH or 1m open

GAMBLING 3NT

GOOD BAD 2NT

MIXED RAISE

SCRAMBLING 2NT

SUPPORT 2NT; expect 1♠-(2♥)-2NT

UNUSUAL 1NT by PH

1m-(1NT)-2♣/♦/♥/♠/NT: Ms F1/♥ F1/♠ F1/♠+om NF/ms F1

1♥-(1NT)-2♣/♦/♥/♠: ♠ LR/♥ good/♥ bad/♠ CR

1♠-(1NT)-2♣/♦/♥/♠: ♥ LR/♥ CR/♠ good/♠ bad

1M-(1NT)-2NT/3♣/3♦/3M = LEB (m SO)/LR/CR/PRE

SPECIAL FORCING PASS SEQUENCES
2♣-(O/C)-P: FG

2♣-(P)-2x-(O/C); P: F

1x-(P)-2y-(O/C); P: F *after 2/1

1x-(DBL)-RDBL-(O/C)-P: F1NT/2x/PEN DBL, shows full open

(1M)-DBL-(RDBL)-P: F1

IMPORTANT NOTES
In comp responder's 2NT is comp, PUP 3♣. DBL shows power

  EX 1m-(P)-1M-(2oM)-P-(P)-DBL/2NT

PSYCHICS: Rare except 3rd non-vul (frequent)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/1♦		3	4♥	11-21HCP Open 1♣ if 3-3m Open 1♦ if 4-4m response with only A	M first unless FG 1♣-2♣/2♦/2♥/2♠ = FG/♦INV/LR/CR 1♦-2♣/2♥/2♠ = FG/LR/CR 1m-3m/3x = PRE/SPL 1m-1NT/2NT/3NT = 6-10(11)/11-12/13-15 HCP	TWO-WAY CHECK BACK, TWO-WAY GAME TRY (pos.) NEW MINOR FORCING by PH, 4SF, Structured Reverse 1♣-1♦-1NT = may have 4M. 1♣-1M-2♦-2♦ = ART LIMIT+ 1m-1M-2NT/3m = 6+m 3M LR or FG, 6+m or 5m4M(22)/6+m2-M LR 1♣-1♥-3♦, 1♣-1♠-3♦/3♥, 1♦-1♠-3♥ = SPL, INV or ST 1m-1M-4m/4M = 6+m 4M, AAKK or 15-17(18)HCP/12-14HCP	FIT by PH or COMP 2m by PH = LR 4th suit by PH = LIMIT If O/C comes, 2-way CB off
1♥		5	4♥	11-21 HCP maybe 4♥ in 3rd/4th response with only A	SEMI-FORCING 1NT OVER 1M, PRE, SPL 1♥-2NT = 3♥ LR 1♥-2♠/3♣/3♦/3NT = 4+♥, 16+HCP/LR/CR/13-15HCP BAL	TWO-WAY CHECK BACK, TWO-WAY GAME TRY (pos.) 1♥-1NT-2♣ = GAZZILLI, F1(16+HCP or 2+♣ or 14+-15HCP 6+♥) 2♠/2NT = 6+♥ 5+♠ NF/6+♥ 4x FG, PUP 3♣ 3m/3♥/3NT = 15-17HCP 5+m/SOL ST/6♥ COG	FIT, DRURY by PH P-1M-2NT/3♣ = ♣FIT/INV P-1M-3M = CR 1M-(3m)-4m/4om/4oM = SPL/MFG/to play 1♥-(2♠/3♠)-3♦/4♣/4♦ = ♥FG, SPL/Un BAL/BAL
1♠		5	4♥	11-21 HCP maybe 4♠ in 3rd/4th response with only A	SEMI-FORCING 1NT OVER 1M, PRE, SPL 1♠-3♣ = 3♠ LR 1♠-2NT/3♦/3♥/3NT = 4+♠, 16+HCP/LR/CR/13-15HCP BAL	TWO-WAY GAME TRY (pos.) 1♠-1NT-2♣ = GAZZILLI, F1(16+HCP or 3+♣ or 14+-15HCP 6+♠) 2NT = 6+♠ 4x FG, PUP 3♣ 3x/3♥/3NT = 15-17HCP 5+x/SOL ST/6♠ COG	1♠-(3♥)-4♣/4♦/4♥ = ♠FG, Un BAL/BAL/SPL
1NT		-		14+-17HCP BAL/semi-BAL may have 5M,6m	2♣/2R/2♠ = STAY/JTB/MINOR SUIT STAY 2NT/3m = PUP 3♣/m INV 3♥/3♠ = 4144 or 40(54)/1444 or 04(54) 4♣/4R = Gerber/TEXAS TRF 4♠/4NT = 6NT INV, 4M4m/33(43)	1NT-2♣-2♦-2M/3♥/3♠ = Smolen/5-5+ Ms INV/5-5+ Ms FG 1NT-2♣-2M-3OM/4♣/4♦ = SS ST/BAL ST/RKCB 1NT-2♦-2♥-2♠ = WALSH. 1NT-2♥-2♠-3♥ = 5-5+ Ms ST 1NT-3m-3M = 4M. 1NT-4♣-4♦/4♥/4♠/4NT = 14/03/2bad/2good 1NT-4♠-4NT/5x = MIN SO/MAX 4+x, After 5x-5NT = RKCB	No WALSH by PH Vs PEN DBL: DONT Vs other DBL: Sys On Vs 2M: DBL/bid = NEG/LEB TEXAS TRF thru 3♣
2♣	✓	0		ART STR	2♦/2♥/2♠ = 1con+/0con 5-HCP/0con 6-7HCP 2NT = 8-9HCP BAL 3x/3NT = good 6x/solid, no side AK	2♣-2♦-2NT = 22-23 or 26-27HCP 2♣-2♦-2♥ = KOKISH 2♣-2♦-2♥-2♠-2NT = 24-25 or 28-29HCP	Vs DBL: Sys on Vs O/C: P/DBL = FG/NEG
2♦	✓	2		17+-19 HCP BAL/semi-BAL may have 6m, no 5M	2♥/2♠/2NT = TRF 2♠/PUP 2NT/PUP 3♣ 3♣/3♦/3M = 5+♥ INV+/6+♦ ST/5-5+ ms, SPL 3NT/4♣/4R = INV to 6NT/Gerber/TEXAS TRF	After 2NT = same as 1NT open 2♦-2♥-2♠-3♥/other = both M INV/same as 1NT open 2♦-2♠-2NT-3♥/other = both M ST/same as 2NT open (no WALSH) 2♦-3♣-3♦/3♥/3♠/3NT = 3♥ FG/NF/4+♥/2-♥ FG	Vs DBL: Sys On P/RDBL = SO/PEN seek Vs 2M: DBL/bid = NEG/LEB
2♥/2♠		5(NV) 6(V)		NAT, RPE	2NT = Ogust 2♥-3♠/4m, 2♠-4x = LACKWOOD (14/30)	2M-2NT-3♣/3♦/3♥/3♠ = Min Bad/Min Good/Max Bad/Max Good After LACKWOOD, respond with 4M+1 or higher	Vs DBL, O/C: Ogust on Vs O/C: new suit = NF
2NT		-		19+-21 HCP BAL/semi-BAL may have 5M,6m	3♣/3R/3♠ = STAY/JTB/MINOR SUIT STAY 4♣/4R = Gerber/TEXAS TRF 4♠/4NT = 6NT INV, 4M4m/33(43)	2NT-3♣-3♦-3M/4♥/4♠ = Smolen/5-5+ Ms, mild ST/serious ST 2NT-3♦-3♥-3♠ = WALSH, After 3NT-4m/4M = 6+m ST/5m ST 2NT-3♥-3♠-4♥ = 5-5+ Ms COG, After 4♣,4♠ = same as 1NT open	Vs PEN DBL: DONT Vs other DBL: Sys On Vs O/C: DBL/bid = NEG/nat
3♣/3♦ 3♥/3♠		6		NAT, RPE	3♣-4♣ = ♣ fit ST 3♦-4♣ = ♦ fit ST, 3M-4♣ = M fit ST	3m-3x-3M/4m = good m, suggest 3NT/bad m	Vs O/C: new suit = NF

3NT	✓	-		Solid 7+m
				Normally no side AK
				in 1st/2nd
					4m/5♣/6♣/7♣ = P/C
					4M = to play
					5♦/6♦ = to play, maybe buyer's side adjustment
					4NT = ST in opener' s suit
						HIGH LEVEL BIDDING
						Cue style
						  1st or 2nd CTRL, second cue-bid in same suit shows either AK, KQ, or void
						Forcing Pass
						  If cue is doubled, RDBL shows 1st CTRL, P or cue shows not have 1st CTRL
						  In competitive forcing sequence, pass and pull is stronger than direct bid
						Treatment
						  SPL, SELF SPL, SERIOUS 3NT, LAST TRAIN, LIGHTNER, DOPI, DEPO, ROPI
						  RKCB-1430, EXCLUSION RKCB-0314, Double RKCB-1430	

4♣/4♦ 4♥/4♠		7		NAT, RPE	4♥-4♠ = NAT NF 4♠-5♥ = NAT F1 4M-5m/6m = m CTRL/to play		
4NT		-		Ace ASK	5♣/5♦/5♥/5♠/5NT/6♣ = no A/♦A/♥A/♠A/2A/♣A	5M = NAT INV/CTRL ASK/Trump quality ASK 5NT = GSF/Choice of Slam	
5♣/5♦ 5♥/5♠		8-		NAT, RPE			