

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8-17HCP, NAT
Responses: new suit = NAT, NF
Jump cue= Fit, constructive/ Jump raise= weak
(1x)-2y-(2 any)- 2NT/3y = Bad raise/ good raise
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
2NT= Unusual 2NT, unbid 2 suiter
Leaping Michaels
Reopen=Intermediate: 1x-P-P-2NT=18-19 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
1m-3m = NAT constructive 1M-3M = stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy in 2 nd and 4 th seat
DBL= PEN (m 1 suiter by passed hand and 4 th seat)
2♣/2♦/2♥/2♠ = Both M, 5+4+ / M 1 suiter/ ♥ & m/ ♠ & m
2NT = both m, 5+-5+
VS. 2NT: 3♣both M, other NAT
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Lebensohl after WK 2M Doubled
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♣
VS.STR 1♣ DBL= Both M: 1NT=Both m
VS.STR 2♣ NAT
OVER OPPONENTS' TAKEOUT DOUBLE
1♥-(x); 2♠ = 4+ supp INV+, 3M = weak, Re DBL=10 + pts
1m-(x); 2NT = weak, 3m = 5+ supp INV , Re DBL=10 + pts
1♠-(x); 2NT= 4+ supp INV+, 1M-(x)-3m: value, 4+supp, 7-9 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 in NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax(x), A	AKx(x)	
King	AK, KQ(x), Kx	KQ(x), AKJT(x)	
Queen	AKQ(x), 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(x)	
Hi-X	Doubleton, 3 rd from even	Doubleton, top of nothing	
Lo-X	Low from odd	4 th best, 2 nd best from xxxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo= Encourage	Count (Lo= even)	Odd/even
Suit 2	Count	S/P	Lo = Encourage
3	S/P		
1	Lo= Encourage	Count (Lo= even)	Lavinthal in 1NT
NT 2	Count	S/P	Lo= Encourage
3	S/P		
Signals (including Trumps): Trump suit preference, Trump echo, Rev smith			
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: Nana Yamazaki / Yuka Inamura / Marin Hirono / Momoka Yoshida / Iroha Maple Heffernan
EVENT (Women)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 over 1 always game forcing
5 cards Major
1NT open (14)15-17 HCP
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ strong
2♦/2♥/2♠ weak
2NT 20-21 HCP BAL
Good-Bad 2NT in competition
VS. OVERCALL
1m(1NT)2♣/2♦/2♥/2♠=MS/♥/♠/ms
1M(1NT)2♣/2NT/3♣/3♦=OM inv+/LEB/LR/MR
1♥(1NT)2♦/2♥/2♠=Good Raise/Bad Raise/♠ constructive
1♠(1NT)2♦/2♥/2♠=♥ constructive/Good Raise/Bad Raise
SPECIAL FORCING PASS SEQUENCES
2C-(any)-P: Game Forcing, Forcing Pass
1NT-(DBL)-P/Re DBL = relay to Re DBL/2♣
1x-(DBL)-Re DBL: Forcing Pass until 2x
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICKET IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		3	4♥	12-21, NAT 1♦ = 4+ ♦ unless 4432	1♦/1♥/1♠ 4+ suits, F1, 6+ pts may bypass 5+ ♦ unless FG 1m-2m/3m = FG/ weak Raise 1m-2♥/2♠ = 4+ supp 11-12 pts / 5+ supp 8-9 pts 1♦-3♣ = NAT INV 1♣-2♦ NAT INV 1NT/2NT/3NT = 6-10/11-12/13-14 BAL Dbl Jump = SPL 5440/4441	Opener's 1NT/2NT Rebids may conceal 4M Opener's Swiss 2-way Check back to 1NT Rebids Structured reverse 1m-1M; 2M-2M+1 spiral (3) 1m-1M-3NT: m 1 suiter FG after 2NT rebids, s/o and M asking system	Fit showing Jump Good Bad 2NT Cue = INV+ Lo-Hi Cue vs Unusual 2NT/Michaels Conventional responses vs 1NT overcall (4)
1♥ 1♠		5 (4)	4♥	12-21, NAT may have only 4♥/♠ in 3 rd /4 th	1NT = 6-12pts forcing, denies 4 supp 2M+1 = Jacoby raise, 16+pts, 4+ supp 2M+2 = 10-12pts, 4+ supp 2M+3 = 8-9 pts, 4+supp: 3M=WEEK 3M+1 = 12-15 pts, 4+ supp, BAL 1♠-3♥ NAT INV DBL Jump = SPL P-1M; 2♣ reversed Drury 3+ supp INV+	2-way game try after single raise 1M-1NT; 2♣ = Gazzilli ♣ NAT or 16+pts (3) 1M-1NT; 2♣-2♦ = 8+ pts P-1M; 2♣-2♦ = normal opening hands P-1M; 2♣-2M = Light open Impossible 2♠ 1M-1NT; 3M = M 1 suiter s/t	Fit showing Jump, Support 2NT Good Bad 2NT Cue = INV+ Lo-Hi Cue vs Unusual 2NT/Michaels Conventional responses vs 1NT overcall
1NT				(14) 15-17, BAL may have 5M or 6m	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♠ = ♥5+, ♠4 INV+ 1NT-2♣; 2♥-2♠/2NT = NAT INV/ INV no ♠ 1NT-2♦-2♥-2♠: pup to 2NT, ♥ & m INV 1NT-2♣; 2♦-2♥ = ♠5+♥4 INV+/♠5+m5INV	Lebensohl Texas thru 3♣
2♣	X			22+ BAL or 17+ UNB, 9+tricks	2♦ = 1+control 2♥ = no controls and 0-5 pts 2♠ = 6-7 HCP, no controls 2NT = 8-9 HCP, BAL	2♣-2♦; 2♥ = puppet to 2♠, 24+ BAL or 5+ ♠	Pass = FG DBL = Neg
2♦ 2♥ 2♠		5		6-10 HCP, PRE	New suit = NAT, F1 Jump Shift = Lack wood 2NT = Ogust	2M-2NT: 3♣/3♦/3♥/3♠/3NT = 5-cards-M / min bad/ min good/ max bad/ max good 2M-2NT 3♣-3♦-3M/3OM = min/max	
2NT				20-21 HCP, BAL	3♣ = 5M asking 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		6-10 HCP, PRE	new suit = NAT F1 4♦ = ART S/T 4M = to play		
3♦ 3♥ 3♠		6		6-10 HCP, PRE	new suit = NAT F1 4♣ = ART S/T 4M = to play		
3NT	X			Gambling	4m/5♣/6♣/7♣ = P/C 4M/5♦/6♦ = to play		

						HIGH LEVEL BIDDING	
4♣		0		NAT PRE		RKCB (1430)	
4♦						EKCB (0314)	
4♥		7		NAT PRE		DOPI(vs 5♠ or below) DEPO(vs 5NT or above) ROPI	
4♠						5NT Grand slam force , (03,1,2)	
4NT	X			A asking	5♣ = no A, 5♦/5♥/5♠ = A in ♦/♥/♠ 5NT = have 2 A/ 6♣ = A in ♣	Roman Gerber (14/30/2b/2g)	
5x		7		NAT PRE			

(Note 1) spiral

1m-1M;2M-2M+1= spiral, INV+, asking

1♣-1♥;2♥-2♠;

2NT= 4♥, max /3♣= 3♥, min /3♦= 3♥, max /3♥= 4♥, min /3♠= 4♥, have short

1♣-1♠;2♠-2NT;

3♣=3♠, min /3♦= 3♠, max /3♥= 4♠, max /3♠= 4♠, min /3NT= 4♠, have short

1♦-1♥;2♥-2♠

2NT= 4♥, max /3♣= 3♥, max /3♦= 3♥, min /3♥= 4♥, min /3♠= 4♥, have short

1♦-1♠;2♠-2NT;

3♣=3♠, max /3♦= 3♠, min /3♥= 4♠, max /3♠= 4♠, min /3NT= 4♠, have short

(Note 2) Conventional response after 1NT overcall

1M-(1NT): 2♣=OM 5+, inv+, F1/ 2M-1= good raise/ 2M= bad raise/ 2NT=LEB/ 3♣= 4+ supp, 7-9 pts/

3♦= 4+ supp, 10-12pts/3M= PRE/ 3NT= FG raise

1♥-(1NT):2♠= NAT const, NF/ 1♠-(1NT):2♦= 5+♥, const, F1

1m-(1NT); 2♣=both M, 5+-4+/ 2♦= TRF to 2♥/ 2♥= TRF to 2♠/ 2♠= FSJ (m and om)/ 2NT=LEB/

3♣= ♣ FG/ 3♦= ♦ FG/ 3M= SPL

1♦-(1NT)-2♣-(P);

2M= NAT NF/ 2NT= m s/o or M fit inv/3♣= NAT, FG/ 3♦= NAT, FG/

3M= Fit FG/4m= 18-19 HCP BAL, Fit/ 4M= to play

1♣-(1NT)-2♣-(P); 2♦= ART M choice

1♦-(1NT)-2♣-(P); 2♦= NAT, NF

(Note 3) Gazzilli

1M-1NT;2♣= Gazzilli, 16+pts or 12-15 pts 2+♣

1♥-1NT;2♣= Gazzilli, 2♦= 4+♦, 12-15pts/ 2♥= 12-14 pts, 6+♥/ 2♠= 4+♠, FG/ 2NT= 18-19 HCP, BAL/

3♣=5+♣, 13-15pts/ 3♦=5+♦, 13-15pts/ 3♥=6+♥, FG/ 3♠= SPL/ 3NT= 6+♥

1♥-1NT;2♣

:2♦= 8+ pts/ 2♥= prefer/2♠= 4+♣, INV/ 2NT= both m, 8- pts/ 3♣= NAT, 8-pts/ 3♦=NAT, 8-pts/ 3♥= NAT INV

1♥-1NT;2♣-2♦;

2♥= 12-15 pts, NF/ 2♠= 4+♠, FG/ 2NT= BAL, 15-16HCP,NF / 3♣=NAT, FG/3♦= NAT, FG/ 3♥= 6+♥, 15-16 pts

1♠-1NT;2♣= Gazzilli/ 2♦= 4+♦, 12-15pts/ 2♥= 4+♥, 12-15pts/ 2♠= 6+♠, 12-15pts/ 2NT= 18-19 BAL/

3♣=5+♣, 13-15pts/ 3♦= 5+♦. 13-15pts/ 3♥= 5+♥, 13-15pts/ 3♠= 6+♠, FG/ 3NT= solid ♠

1♠-1NT;2♣

:2♦= 8+ pts/ 2♥= NAT, 8-pts/2♠=prefer/ 2NT= both m, 8- pts/ 3♣= NAT, 8-pts/ 3♦=NAT, 8-pts/3♠=NAT INV

1♠-1NT;2♣-2♦;

2♥= 4♥, FG/ 2♠= 12-14 pts, NF/ 2NT= BAL, FG/3♣= NAT, FG/3♦= NAT, FG/3♥= 5+♥, FG/ 3♠= 6+♠, 15-16 pts