DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Style: 8-18HCP sound, often 4cards at 1 level.

RESP: CUE=INV+ with 3+SUP, Jump CUE= constructive 4+SUP,
　　Fit Showing Jump.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15+-18HCP system on

Reopening: 11-15 HCP

JUMP OVERCALLS (Style; Responses; Unusual NT)

Style: Sometimes light at NV

RESP: F1, 2NT=ogust

Reopen: Intermedeate

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1m)2♦ 1M(2M)=Michaels. Usually sound.

(Vs.short♦)2♥/3♦=M's normal/better

VS. NT (vs. Strong/Weak; Reopening;PH)

DBL=Power(Direct)/1 minor(Reopen)

2♣=Majors

2♦=1 Major

2M= Major and a minor

2 NT～3♥＝TRF

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

(1♣/2♣) Dbl/2♦/3♣= ♦ or Majors, 1♦/2♦/3♦=♥ or ♠+♣

1♥/2♥/2♥=♠ or ♣+♦, 1♠/2♠/3♠=♣ or ♦+♥

1NT/2NT= ♣+♥ or ♦+♠

OVER OPPONENTS' TAKEOUT DOUBLE

Preempt 2NT RAISE after 1m(X)

Truscott 2NT

Fit Showing Jump

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/low	3rd/low
NT	4th	4th
Subseq	Same as above	Same as above
Other: Sometimes deferent lead from XXX In Partner's Suit		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax（AforATT）	AKx(+),Ax(+),Strong suit
King	AKx(+), KQx(+)(KforCT)	KQJ(+),KQ10(+),KQx(+)
Queen	QJ(+)	QJ(+), KQ109(+)
Jack	J10(+)	J10(+)
10	109(+)	109(+)
9	9x, 9, KJ9(+), (AJ9(+))	9xx, 9x
Hi-X		
Lo-X		

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Lo=ENCRG	Lo=EVEN	Odd=ENCRG
Suit	2	Lo=EVEN	S/P	Lo=DISCRG
	3	S/P		S/P
	1	Lo=ENCRG	Lo=EVEN	Odd=ENCRG
NT	2	Lo=EVEN	S/P	Lo=DISCRG
	3	S/P		S/P

Signals (including Trumps):

UDCA

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Neg Dbl thru 4♥

Resp Dbl thru 4♦

Support Dbl thru 2♥

Maximal overcall Dbl thru 4♦

Competetive Dbl at various situation

W B F CONVENTION CARD

CATEGORY: i.e.(Green)/ Blue / Red / HUM / Brown Sticker:

NCBO: Japan

PLAYERS: Kyoko Shimamura, Masaaki Takayama

EVENT (Mixed/Transnationai)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card Major 2 over 1 always Game Forcing

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ = artificial strong (♠♥♣ strong or 24+HCP BAL)

2♦ = artificial strong (♦ strong or 22-23HCP BAL)

2M = Weak

3NT= 16-20 HCP good minor 1suiter

Multi Landy VS 1NT opening

Saction VS strong ♣ opening

1m(1NT)2♣/♦/♥/♠=Ms/♥/♠/ms   2NT～3♥＝TRF

1M（1NT） 2♣/2♦=another M + suit, 2NT～3♥＝TRF

1♥(2 ♥)X/ 2 ♠/2NT/3♣/3♦＝raise/ 3 supINV+/♣/♦/
4;suppINV+

1♠(2 ♠)X/2NT/3♣/3♦/3♥＝Raise/♣/♦/ 3 +supINV+/
4 supINV+

1M(x)1NT～ 2 M-1＝TRF

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: occasionally

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21HCP NAT	2♣=4+SUP GF, 2♦=5+♣ INV, 2♥/2♠=Fit Showing Jump	4th suit GF, 2 way checkback Stayman, Transfer after 2NT rebid, 1M-2NT-3any=short suit showing Good bad 2NT	Fit Showing Jump
1♦		3	4♥	11-21HCP NAT	2♣=NAT GF, 2♦=4+SUP GF, 2♥=FSJ 2♠=5+♦ INV,3♣= 6 ♣+ INV		
1♥		5	4♦	11-21HCP NAT	1NT=F1, 1♥-2♠/1♠-3♥=6+cards INV, 2NT=4+SUP , 3♣/3♦= 4+SUP const/limit, 3NT=4+SUP 12-15HCP BAL		Fit Showing Jump Reverse Drury P-1M-2NT=5+♣+MsupINV+
1♠		5	4♥	11-21HCP NAT			
INT		-	4♥	(14+)15-17HCP BAL	2♦/2♥=TRF, 2♠=MSS, 2NT=♣,3♣=5Maj ask	2♦-2♥-2♠-2NT-3♣/♥/♠=SPL6+♦+:3♦=5♦15pts+3NT=6+♦ bal14~15pts.:4♣=5♣1RKC5+:4♦=5♦bal 16pts.+ 4♥=RKC♦	Rubensohl
					3♦ = 6+ INV, 3♥/3♠=3145(54]/1345(54) GF, 4♦/4♥=TRF	2♣-2♦-3♥/♠=55M NF/GF 2♣-2♥-2♠/2NT-=3-♠/4♠2♥-2♠-3♥=55MS/T	
2♣	v	-	-	24+HCP BAL or any strong(except ♦)	2♦/2♥,2♠/2NT=waiting/NAT GF/ms		(OC) X=neg P=positive
2♦	v	-	-	22-23HCP BAL or ♦ strong	2♥=waiting		
2♥		5	-	3-10 HCP Weak	2NT=ogust		
2♠		5	-	3-10 HCP Weak	2NT=ogust		
2NT		-	-	(19+)20-21HCP BAL	3♦/♥=TRF, 4♦/4♥=TRF	3♣-3♦-4♥/♠=55M S/T NF/F1 3♥-3♠-4♥=55M NF 3♦-3♥-3♠-3NT;4♣/♦/♥/♠=6♣/6♦/5♣/5♦	
3♣		6	-	Preempt	4D=mod.RKC 0/1/1+Q/2/2+Q/3		
3♦		6	-	Preempt	4C=mod.RKC0/1/1+Q/2/2+Q/3		
3♥		6	-	Preempt	ditto		
3♠		6	-	Preempt	ditto		
3NT		6	-	16-20HCP minor 1suit		4♣=slam try,4♦=♦, 4 ♥/♠=cue for♣、 4NT//5♣=good/bad, 4♦/4♥=TRF then4NT=INV 4♠=omS/T > 4NT=neg .other =answer	
4♣	v	0	-	♥ 8and half trick +	4♦=F		
4♦	v	0	-	♠ 8and half trick +	4♥=F		
4♥		6	-	Preempt			
4♠		6	-	Preempt			
4NT	v	-	-	Acol Ace Ask	5♣=No Ace , 5♦/5♥/5♠/6♣=Ace in the suit		
5♣		8	-	Preempt		**HIGH LEVEL BIDDING**	
5♦		8	-	Preempt		RKC 14/30/2w/o/2with exclusion BW 03/14/2w/o/2w	
5♥		-	-			2suit RKC 14/30/25noQ/25lowQ/25highQ/25bothQ	