

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
8-17 HCP,NAT
Respns: nes suit = NAT, NF
Jump cue = Fit,Mixed raise
Jump raise = weak
(1x)-1M-(P,DBL,1NT)-2♣: Rev Drury,3supp INV+ or 13+ any
(1s) -2Y-(2any)-2NT/3Y=BADraise/constructive raise
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> (15)16-18HCP system on
4 <sup>th</sup> 12-14 system on
Sandwith=NAT 16-18 system on(Unusual by P/H)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak,2NT = Ogust,new suit = NAT,F1
2NT = unusual 2NT,unbid 2suiter
Reopen: (1x)-P-(P)-2NT=18-19BAL, Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels cue bids: 1M-2M;2NT/3♣= m asking /P/C
1m – 3m = NAT,const
1M-3M = stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy in 2 <sup>nd</sup> 4 <sup>th</sup> seat
DBL = PEN(m 1 suiter by P/H and 4 <sup>th</sup> seat)
2♣/2♦/2M = both M 5+ /M 1 suiter M and m
2NT = both m 5+,5+
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Lebensohl after WK 2M Doubled
Leaping/non-Leaping Michaels vs WK open
Cue bids= stopper ask, non-jump NT = 16-18 BAL
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
(1♣)-DBL/1NT = both M / both m other = NAT
Other=NAT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1m-(x)-2NT/3m = weak,INV
1♥-(x)-2♠/3♥ = 4+supp INV+/weak, 3m = 4+ supp m value 7-9
1♠-(x)-2NT/3♠ = 4+supp INV+/weak,3m = 4+ supp m value 7-9

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> / low	3 <sup>rd</sup> /low	
NT	4 <sup>th</sup> best, top of nothing, 2 <sup>nd</sup> best	4 <sup>th</sup> best, top of nothing, 2 <sup>nd</sup> best	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x),Ax(x),A	AKx(x),Ax,A	
King	AK,KQx(x),Kx	KQx(x),AKJT(x)	
Queen	AKQ(x),QJ(x),Q(x)	(A)QJ(x),Q(x),KQT9(x)	
Jack	JT(x),J(x),KJT(x)	(H)JT(x),J(x)	
10	(H)T9(x),T(x)	(H)T9(x),T(x)	
9	9(x)	Doubleton,top of nothing	
Hi-X	Doubleton,3 <sup>rd</sup> from even	Doubleton,top of nothing,2 <sup>nd</sup> best fomr xxxx	
Lo-X	Low from odd	4 <sup>th</sup> best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = encourage	Count(Lo=even)	odd / even
Suit 2	Count		
3	S/P		
1	Lo = encourage	Count(Lo=even)	
NT 2	Count	S/P	Lo = encourage
3	S/P		
Signals (including Trumps):			
Reversed smith echo in NT, Lavinthal in 1NT			
Trump S/P, Trump echo			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+HCP.8+HCP in reopening position			
18+HCP, 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♥			
Supprot DBL/Re DBL thru 2♥			
Rosenkranz DBL/Re DBL			
Lightner DBL			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> Japan
<b>PLAYERS:</b> N. yamazaki /Y. Inamura
EVENT APBF YOUTH CHANPIONSHIPS
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
2 over 1 always game forcing
5 card Major opening
1NT open (14)15-17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ strong
2♦/2♥/2♠ weak
2NT 20-21 BAL
3NT solid minor
Michaels cue bids and Unusual 2NT
In 3 <sup>th</sup> 4 <sup>th</sup> seat, 1M open may have good 4 card M
<b>&lt;List D convention&gt;</b>
<b>Drury after 1M overcall</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
2♣-(any)-P:FG,Forcing Pass
1NT-(DBL)-P:Escape system,pup to ReDBL
1x-(DBL)-ReDBL:Forcing Pass until 2x
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:rarely</b>

OPENING	TICK 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+ NAT,F1,6+pts May bypass 5+♦ if have 4cards M (unless FG) 1m – 2m/3m = FG/ weak raise 1m-2♥/2♠ = 4+ 10-12pts/5+supp 8-9 pts 1♦-3♣ =NAT INV, 1♠-2♦ =NAT INV 1NT/2NT/3NT = 6-10/11-12/13-15BAL DBL Jump = SPL 5440,4441 without 5M	Opener's 1NT/2NT rebids may conceal 4card M, Opener's swiss, 2-way C/B after 1NT rebid(unless 1♣-1♦;1NT) Structured reverse 1m -1M:2M-2M+1 = spiral (Asking, INV+) 1m-1M:3NT = m1suiter FG Conventional response after 2NT rebid	Fit showing Jump Good/Bad 2NT cue = INV+ Lo-Hi Cue vs Unusual 2NT/Michaels Conventional response vs 1NT over call
1♥ 1♠		5	4♥	12-21 May have only 4♥/♠ in 3 <sup>rd</sup> 4 <sup>th</sup> seat	1NT = 6-12 pts forcing denines supp 2M+1/2M+2/2M+3/2M+4/3M/3M+1=Jacoby raise 16+ pts,4+supp/4+supp 10-12 pts/4+supp 7-9 pts/weak/13-15 HCP r+ supp BAL P-1M;2♣ reversed Drury Fit 3+ supp INV+	2-way G/T after single raise 1M-1NT:2♣=Gazzilli ♣ NAT or 16+pts 1M-1NT:2♣-2♦=8+pts p-1M:2♣-2♦/2M normal opening hand Light open Impossible 2♠ 1M-1NT;3M =M1suiterS/T	Jump shift =4+ supp m value 7-9, Support 2NT, Good/Bad 2NT Cue = INV+ Lo-Hi cue vs Unusual 2NT/Michaels Conventional response vs 1NT O/C
INT				(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+♠4INV+ 1NT-2♣;2♦-2♥=♥4♠5+INV+ 1NT-2♣;2♥-2♠/2NT=NAT INV/INV no ♠ 1NT-2♣;2♦-4♦/4♥ = ♥6+♠4/♥4♠6+	Lebensohl Texas thru 3♣ Escape system
2♣	X			22+BAL or 17+ UNBAL,9+ Tricks	2♦ = 1+ control,2♥=no control 0-5 pts,2♠ = no control 6-7 pts,2NT = 8-9 pts BAL,system on	Kokish Relay	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=min bad/min good/max bad/max good	
2NT				20-21 HCP,BAL	3♣ = puppet stayman 3♦/3♥ = Transfer 3♠ = minor suit stayman 4♣ = Gerber 4♦/4♥ = Texas Transfer	2NT - 3♦;3♥-3♠ = pup to 3NT m 1suiter 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			Solid minor,AKQxxxx(x)	4m/5♣/6♣/7♣ = P/C	<b>HIGH LEVEL BIDDING</b>	
4♣ 4♦ 4♥ 4♠		7		NAT,PRE	4M=to play	RKCB(14 /03/2without Q/2 with Q) EKCB(03/14/without Q/with Q) DOPI(5♠ or below),DEPO(5NT or below),ROPI 5NT Grand slam Force (03/2/1) Roman Gerber(14/03/2b/2g)	
4NT	X			A asking	5♣=no A,5♦/5♥/5♠ = A in ♦/♥/♠ 5NT = have 2A 6♣ = A in ♣		
5x		8		NAT,PRE			