

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level: NAT, 5+ cards(rarely 4), may be light when NV
2-level: NAT, (5)6+ cards, sound
Responses; New Suit F1, Cue = LIM+, Jump Cue = Mixed raise
Jump Shift = Fit Showing Jumps, Jump Raise = PRE
Reopening: NAT, 9-17 HCP Responses; Same as above
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4th live: 15-18 Responses; Same as 1NT Opening
Reopening:12-14 (also without stopper)
Responses; Same as 1NT Opening
1NT by PH = 2 lowesr unbid suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: WK, 5-10 (may be stronger if partner has passed the bidding)
Responses; New Suit F1, Cue = LIM+, 2NT = Ogust
2-suit: 2NT = 2 lowest unbid suits
Reopen: Suit = Intermediate, Bar bid. 2NT = 18-19
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue = Michaels
Responses; (vs M) 2NT = INQ, 3♣ = P/C in m, 3♦ = LIM+ w/supp (vs m) 2NT = NAT INV, Cue = M fit G/T
Jump Cue in M/m = asks stopper/shows PRE hand with 7+ good suit.
Reopening: Same as above
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi landy. DBL = PEN
2♣ = (5-4)+ in majors, 2♦ = M 1-suiter, 2♥/♠ = ♥/♠ and m
2NT = (5-5)+ in minors
DBL by PH = m 1-suiter
Reopening, vs. WK NT: Same as above
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout DBL thru 4♥. Over DBL of WK 2M, 2NT = LEB
Cue vs WK 2M/♦ = Stopper Ask/Michaels
Leaping Michaels. 4NT = any STR unbid 2-suiter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
NAT
OVER OPPONENTS' TAKEOUT DOUBLE
REDBL = 10+ HCP, PEN seeking.
Jump Shifts = Fit Showing Jumps. 2/1 NF
1M-(X)-2NT/3M/4M = LIM+ w supp/PRE/PRE
1m-(X)-2NT/3m/Jump to om = PRE/LIM/FG w supp
Double Jump Shifts = SPL

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/low	3rd/low	
NT	4th	4th	
Subseq	Original 4th in NT, 3rd/low in Suits	Same as the left column	
Other: A asks unblocking			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+), AK(+)	Ax, AK(Q/J)(+), asks CT	
King	Kx, KQ(+)	Kx, KQ(J/T)(+), asks ATT	
Queen	Qx, QJ(+)	Qx, QJ(10/9)(+), AQJ(+)	
Jack	Jx, J10(+), KJ10(+)	Jx, J10(8/7)(+), HJ10(+)	
10	10x, 109(+), H109(+)	10x, 109(+), H109(+)	
9	9x	9x(+)	
Hi-X	Sx, HxSx(xx), xxSx(xx)	Sx(+)	
Lo-X	Hx(xx)S, xx(xx)S	HxS, HxxS(+), HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = DISC	High = Odd	High = DISC
Suit 2	High = Odd	S/P	High = Odd
3	S/P		S/P
1	Same as above	Same as above	Same as above
NT 2			
3			
Signals (including Trumps):			
First discard: Lavinthal in NT, Odd-Even in Suits			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Distributional or any 18+			
Responses; Only Cue is F1			
Reopening: 8+ HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL			
SUPP DBL & REDBL thru 2♥			
Maximal DBL apply if have bid a M and raised it, and OPPT have bid 3M-1. If there is room for INV, we double with some defensive value.			
RESP DBL thru 3♥			
Lead directing DBL vs. ART bid/overcall			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: Japan	
PLAYERS: Sukai <u>Kawabata</u> , Yusuke <u>Serikawa</u>	
EVENT:	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural, 5-Card Major	
2/1 100% FG	
1NT Openings: (14+)15-17	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Mini-Multi 2♦	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: Almost never	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Natural, 11-21 HCP	1x = NAT, 1M may have longer ♦, 1♦ may be 3334 1NT/2NT/3NT = 8-10/11-12/13-17 2♣ = FG, 4+ supp. 2♦ = ♦INV 2♥/2♠/3♣ = INV/CONST/WK w/5+ supp Double Jump Shift = SPL	1♣-1♦; 1♥-1♠ = 4th Suit Forcing, ART 1NT rebid by Opener may conceal 4-card M 1♣-1M; 1♠ or 1NT-2♣/♦ = INV/FG, asks additional length in M 1♣-2♣; 2x/2NT = Stopper in x/12-14 BAL Structured reverse 1♣-1♦; 1NT-2♥ = ART FG pup to 2♠	Cue = Limit raise+. Jump Raise = PRE New Minor Forcing, FSJ by PH 1♣-2/3♣ = LIM/CONST w/5+ supp (by PH) Hi-Lo Cue vs 2-suiter OC Good-Bad 2NT
1♦		3	4♥	Natural, 11-21 HCP	1M = NAT. 1NT/2NT/3NT = 8-10/11-12/13-17 2♦ = FG, 4+ supp. 3♣ = ♣INV 2♥/2♠/3♦ = INV/CONST/WK w/5+ supp Double Jump Shift = SPL	1NT rebid by Opener may conceal 4-card M 1♦-1M; 1♠ or 1NT-2♣/♦ = INV/FG, asks additional length in M 1♦-2♦; 2x/3♣/2NT = Stopper in x/12-14 BAL Structured reverse	Cue = Limit raise+. Jump Raise = PRE New Minor Forcing, FSJ by PH 1♦-2/3♦ = LIM/CONST w/ 4/5+ supp (by PH) Hi-LO Cue vs 2-suiter OC Good-Bad 2NT
1♥/1♠		5(4)	4♦	Natural, 11-21 HCP Sometimes 4-card at 3rd/4th seat	1NT = Semi-F. 2/1 = FG, 5+. may have supp in M. Single Raise = 6-9 w/ 3+ cards supp. 2M+1 = 4+ supp, 16+ or 12+ w/s. +2 = Just 3-card supp INV+ +3/+4 = 4+ supp 10-11/7-9 HCP Double Jump Shift = SPL 4M+1/+2/+3 = void RK in ♣/♦/OM	1M-2M; 2M+1 pup to 2M+2; 3M-2/3M-1/3M = S/S G/T in ♣/♦/OM 1M-2M; 2M+2/+3/+4 = H/S G/T in ♣/♦/OM 4th suit = ART FG. Structured reverse 1♥-1♠; 1NT-2♣/♦ = INV/FG asking extra length in M 1♠-2m; 2♥-2♠ = 2-card ♠ 1♥-1♠; 3NT = 4+♠ BAL 18-21	Cue = Limit raise+. Jump Raise = PRE New Minor Forcing, FSJ (PH) Hi-LO Cue vs 2-suiter OC vs Michaels: 2NT/3♣ = TRF to 3♣/3♦ 2♠/3♦ = exactly 3♥/♠ supp, INV+ 3M-1 = 4+ supp, LIM. 3NT = 4+ supp, FG, BAL Good-Bad 2NT. 1M-3M (PH) = Const. 1M-2♣/2NT = Drury Fit/ FSJ in ♣(PH)
1NT			3♠	(14+)15-17 HCP may have 5-card major	2♣ = stayman. 2♦/♥ = TRF. 4♦/♥ = Texas TRF. 2♠ = mss; 6+♦S/O, (5-5)+ m S/O, or (4-4) m FG 2NT = pup to 3♣; 6+♣ S/O or 6+♣ S/T 3♣ = puppet stayman. 3♦ = (5-3) in M, ask (see note 2). 3♥/♠ = 4144/1444 FG. 4♣ = Gerber.	Smolen TRF Walsh relay, 1NT-2♦; 2♠-2NT = ReTRF 1NT-2♣; 2♦-3♥/♠ = (5-5)+ in Ms INV/FG 1NT-2♥; 2♠-3♥ = (5-5)+ in Ms S/T 4M after TRF to 2M = Mild S/T	Texas TRF thru 3♣ LEB vs NAT overcall DONT Escape vs PEN DBL System on vs ART DBL and 2♣
2♣	Y	0		22+ HCP or 9+ tricks	2♦ = Waiting. 2♥ = 3- HCP&0Ctrl. 2NT = ♥Pos	2♣-2♦; 2NT/Suit = 22-24 HCP BAL/NAT Kokish relay	Vs DBL: Pass/RDBL = Pos/Neg Vs O/C: Pass/DBL/Suit = Pos/Neg/5+ cards
2♦	Y	0		6(7) cards in ♥ or ♠	See Note 1	See Note 1	See Note 1
2♥/♠	Y	5		5-9 HCP w/ (5-5)+ in ♥/♠ and a minor	Same as Multi Landy 2M. 2♠ = NAT F1	Same as Multi Landy 2M	Same as Multi Landy 2M
2NT			3♠	20-21 HCP may have 5-card major	3♣ = Major ask (see Note 3). 3♦/♥ = TRF 3♠ = mss. 4♣ = Gerber. 4♦/♥ = Texas TRF	Walsh relay, opener does not superaccept 2NT-3♥; 3♠-4♥ = 4+♥, 5+♠, S/T	
3♣/♦/♥/♠		6		Pre-emptive	Natural		
3NT	Y			Solid 7+ card minor no outside AK	4♣/5♣/6♣/7♣ = P/C. 4♦ = slammish	HIGH LEVEL BIDDING	
4♣/♦/♥/♠		7		Pre-emptive	Natural	4NT = RKCB 1430 (5♥/♠ = 2key cards with/without trump Q. K Astro.)	
4NT	Y			Acol Ace Ask	5♣/♦/♥/♠/5NT/6♣ = no Ace/an Ace in ♦/♥/♠/♣/2 Aces	DOPI (vs 5♦ or below), DEPO (vs 5♥ or above), ROPI	
5♣/♦/♥/♠		8		Pre-emptive	Natural	Exclusion RKCB 0314	
						Double RKCB after 1♠2♥; 3♥-3♠ and (5-5) in majors is revealed after 1NT Opening 1m-2m; 4m minor RKCB, step responses	

Supplementary Notes

Note 1: Mini-Multi 2♦

2♦ - ?

Pass = good ♦s or (NV) 0-6 pts w/o long ♦s

2♥/♠, 3/4/5♥ = P/C, (3/4/5♥) both M PRE

2NT = F1 Major ask INV

3♣/♦/♠ = 6+ good suit, INV

3NT = To play in a long suit, pup to 4♣ then bid

4♠ = To play

2♦ - 2♥; 2♠-?

2NT = Ogust

3♣/♦ = S/O

3♥ = 6+ ♥ INV

2♦ - 2♠; ?

2NT/3♣/3♦/3♥/3♠ = min/min/max/max pts w/ bad/good/bad/good ♥

2♦ - 2NT; ?

3♣ = any minimum

→3♦ = FG, Major ask (reverse response)

3M = P/C

3NT = To play

3♦/♥/♠/NT = ♥/♠/♥/♠ w/ med/med/max/max pts

2♦ - 3m; 3M = NF

Vs Interference

2♦ - (X) - ?

System On

Pass = 5+ ♦ often w/ shortness in M

RDBL = 1-suiter S/O, pup to 2♥

2♦ - (2M) - ?

DBL = PEN

OM = PRE

2NT = Major ask, INV

3M = Stopper ask

2♦ - (3♣) - ?

DBL = PEN

3♦ = Both M INV or FG

4♣ = Both M S/T

2♦ - (3♦) - ?

DBL = Both M INV or FG

4♦ = Bpth M S/T

Note 2: 1NT-3♦ -- (5-3) in M, FG+

1NT-3♦; ?

3♥ = 2-5♥, 2♠

3♠ = 3-5♠, 2♥

3NT = 3+♥, 3+♠

1NT-3♦; 3♥-?

3♠ = 5♥3♠

→4m = fit, control. 3NT = no fit in M. 4♥ = fit, no control in minors

3NT = 3♥5♠, C/G

4♣ = 3♥5♠, S/T, UNBAL

→4♦ = 5♥. 4♥ = 4-♥, minimum. 4♠/4NT = 4-♥, 4+♣/♦, maximum

4♦ = Pup to 4♥

→4♥-Pass = To play. 4♥-6♥ = 3♥5♠, BAL, choice between 6♥ and 6NT

4♥/♠ = 5-3-5-0/5-3-0-5, choose a better fit in 5-level

4/5NT = 3♥5♠, BAL, quantitative invite to 6/7NT

1NT-3♦; 3♠-?

3NT = 5♥3♠, C/G

4♣ = 5♥3♠, S/T, UNBAL

→4♦ = 5♥. 4♥ = 4-♠, minimum. 4♠/4NT = 4-♠, 4+♣/♦, maximum

4♦ = 3♥5♠, S/T in ♠

4♥ = Pup to 4♠

→4♠-Pass = To play. 4♠-6♠ = 5♥3♠, BAL, choice between 6♠ and 6NT

4♠ = 3♥5♠, RKCB in ♠

4/5NT = 5♥3♠, BAL, quantitative invite to 6/7NT

1NT-3♦-3NT-?

4♣ = S/T in ♥

4R = TRF to 4M

4♠ = S/T in ♠

Note 3: 2NT-3♣

2NT-3♣; ?

3♦ 3♥, may have 4♠

3♥ 4♥, may have 4♠

3♠ 5♠

3NT 5♥

2NT-3♣; 3♦-?

3♥ = INQ; asks 4-card ♠

→ 3♠ = 4♠.

3NT = 3-♠

→ 4m = 4♠5+m. 4♥ = Delayed Texas TRF

3♠ = 5or6♥4♠ smolen

→ 3NT, 4M = To play

4♣/♦ = S/T in ♥/♠

3NT = 4♥5♠ smolen, **NE**

→ 4♣/♦ = 4/3♠, S/T

4M = To play

4m = 4♥5+m S/T

4♥ = (5-5)+ in majors, C/G

4♠ = (5-5)+ in majors, S/F to 6M

2NT-3♣; 3♥-?

3♠ = pup to 3NT; 3NT-Pass = To play, 3NT-4♣ = S/T in ♥

3NT/4♠ = unserious/serious S/T, 4♠

4m = 4♠5+m S/T

4♥ = To play

2NT-3♣; 3♠-?

3NT, 4S = To play

4♣ = S fit S/T

4♦/♥ = 4♥5♣/♦ S/T

2NT-3♣; 3NT-?

4♣ = H fit S/T

4♦ = Retr to 4♥

4♥/♠ = 4♠5♣/♦, S/T

Note 4:

We use TRFs after (1X) - 1Y - (Pass, DBL, or 1NT)

$V < X \leq W < Y$ (suit rank)

(1X)-1Y-(P, DBL, or 1NT)-?

RDBL	= 10+ HCP implying no fit but prior to 5-card suits
1M	= 4+, F1
NT	= NAT
2V	= 10+ F1
2W	= TRF to 2W+1, 5+ cards, to play in 2W+1 or stronger
2Y-1	= Good raise (10+ pts w/ 3+ supp in Y)
2/3/4Y	= single/PRE/PRE raise
J/S	= FSJ
Double J/S	= SPL

After TRF bids (to X);

Accept	= (Vul)10-14pts including hands w/ 10-11 pts and 6-card Y (NV)8-11 pts, may have 6-card Y
2♥	= NAT NF
2-rebid of own suit	= (Vul)12-14 pts, 6+ card suit, NF (NV)12-14 pts, may be just 5-card
3X	= fit in X, 11-14 pts, NF

Other bids show strength;

2♠/2NT/3♣	= 15+ pts NAT
Cuebid (3-level)	= fit in X, F1
3-rebid of own suit	= 15+ pts w/ 6+ card suit
J/S	= fit in X, SPL

Advancer's bid after NF response (except for accepting TRF);

own suit at lowest level	= S/O
others	= NAT, INV+
	4th suit after 2-rebid of Y shows 2- card Y