

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.
INT 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: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m)2♦ 1M(2M)=Michaels. Usually sound.
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
Dbl=Takeout thru 4♥
Leaping Michaels
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(+)	AKx(+),Ax(+),Strong suit	
King	AKx(+), KQx(+)	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=EVEN
3	S/P		S/P
1	Lo=ENCRG	Lo=EVEN	Odd=ENCRG
NT 2	Lo=EVEN	S/P	Lo=EVEN
3	S/P		S/P
Signals (including Trumps):			
UDCA reverse Smit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
General Style: 11+HCP Shape is classical			
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. <u>Green</u> / Blue / Red / HUM / Brown Sticker: NCBO: Japan PLAYERS: Kyoko Shimamura, Masaaki Takayama EVENT (Open/Women/Senior/Transnational)
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
1 M (1 NT) 2♣/♦ = ♣/♦ + OM 2NT~ 3 ♥ = TRF
1♥ (2 ♥) X/ 2 ♠/2NT/3♠/3♦ = raise/ 3 supINV+♠/♦/ 4;suppINV+
1♠ (2 ♠) X/2NT/3♠/3♦/3♥ = Raise/♠/♦/3supINV+/4+supINV+
1M(x)1NT~ 2 M = 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	Fit Showing Jump
1♦		3	4♥	11-21HCP NAT	2♣=NAT GF, 2♦=4+SUP GF, 2♥=Fit Showing Jump, 2♠=5+♦ INV		
1♥		5	4♦	11-21HCP NAT	1NT=F1, 1♥-2♠/1♠-3♥=6+cards INV, 2NT= 4+SUP Slam try, 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♣15+:4♦=6♦bal 16pts.+ 4♥=RKC♦	Rubensohl
					3♦= 6+ INV, 3♥/3♠=4♠/4♥ GF, 4♦/4♥=TRF	2♣-2♦-3♥/♠=55M NF/GF 2♥-2♠-3♥=55MS/T	
2♣	v	-	-	24+HCP BAL or any strong(except ♦)	2♦/2♥/2♠/2NT=waiting/♥/♠/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♣/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			
3♦		6	-	Preempt			
3♥		6	-	Preempt			
3♠		6	-	Preempt			
3NT		6	-	16-20HCP minor 1suit			
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			
5♥		-	-				
5♠		-	-				