


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Occasionally 4-cards at 1-level: (1m)P(1M)2m/2M=NAT: Jump Raise: PRE: SPL
NS=F1, but NF if 2M: J/S=NAT,PRE, but FG if non-jump NS is 2M
If CUE is below 2NT,CUE/2NT=LR+/MR: If CUE is above 2NT,2NT/CUE=LR+/MR after DBL of our 1-level OC, same as after DBL of our openings
INT OVERCALLS (Styles, Responses, Unusual NT)
15~18 HCP
After 1NTOvercall, system on
(1m)P(P)1NT=(8)9~15HCP; Responses: system on
(1M)P(P)1NT=(8)9~17HCP; Responses: system on but 2♣ is modified
JUMP OVERCALLS (Style, Responses, Unusual NT)
[1-Suit]Weak, 2NT=Ogust, 3♣=Feature, NS=F1
[2-Suit]Unusual 2NT (Lower two unbid), (1♠)2♦=5+5+MS
Leaping Michaels: Namyats 4♣ OC
Reopen=Intermediate 1x-P-P-2NT=18-19HCP
DIRECT & JUMP CUE BIDS (Style, Responses, Reopen)
Michaels CUE, but (1♠)2♣ shows 44/45/54/46/64 MS: if 1♣ is ART or 2+, 2♣ is NAT
(1M)3M=asks for stopper in the suit: (1m)3m=NAT, not PRE
Vs. NT (Strong / Weak: Reopening, PH)
X/2♣/2♦/2M/2N-3♠=PEN/MS/1M/4+M&5+m/=>3♣-3NT
3NT/4♣/4♦=1m/♥/♠
Reopen:
X/2♣/2♦/2M=1m, M+m, ms or STR/MS/1M, good hand/NAT, bad hand
Vs. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X=T/O up to 4♥, optional(other): 4NT over 4M=T/O: 4NT over 4m=NAT
Vs.WK2 CUE=Stopper Ask; Leaping Michaels
Vs. ARTIFICIAL STRONG OPENINGS
vs. 1♣ Strong X=T/O of ♣: Exclusion bids at 1 level: 1NT=serious OC 2♣/2♦/2♥/2N-3♠/3NT/4♣=♣&any/♦&M/MS/=>3♣-3NT/ms/MS
vs. 1♦ ART or 2+ X=TO: 2♦=NAT: 2♥=NF MS: 3♦=Good MS
vs. Strong 2♣ X/2♦/2♥/2N-3♠/3NT/4♣=♣&any/♦&M/MS/=>3♣-3NT/ms/MS
vs. Multiti 2♦ X/2♥/2♠/2NT=T/O of ♠/TO of ♥/NT/NAT,15-18 3m/3M/4m=NAT/NAT, good hand/m&M
vs. Flannery 2♦ X/2♥/3M=BAL13-15 or STR/ms/STOPPER ASK
OVER OPPONENT'S TAKEOUT DOUBLE
basically TRF (NAT or have SUPP with value in TRF suit)
1m(X)1♥/2♣/2♦/2NT/3M=♠/FR/PRE/NAT,FG/PRE
1♣(X)XX/1♦/1♠/2♥/2♥/3♣/3♦=♦/♥/=>NT/LR/ms/MIXED R/PRE
1♦(X)XX/1♠/2♥/3♣/3♦=♥/♣/FR/MIXED R/PRE R
1♥(X)XX/1♠/1NT/2♣/2♦/2♠/2NT=2SUPP/♣/3SUPP,LR+/♦/♠/FR+/MIXED
1♠(X)XX/1NT/2♣/2♦/2♥/2NT/3♥=2SUPP/3SUPP,LR+/♦/♥/♣/FR+/MIXED

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd or Lowest	3rd or Lowest	
NT	3rd/5th, occasionally 4th	3rd/5th	
Subseq	2nd/4th, 2nd from bad suit	2nd/4th, 2nd from bad suit	
Other	Top of sequence	Top of sequence	
LEADS	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	AK(+), Ax(+)	
King	KQ(+), Kx, AK, [AK(+)*]	STR, CT/UB	
Queen	QJ(+), Qx	KQ(+), QJ(+), Qx	
Jack	JT(+), HJT(+), Jx	JT(+), HJT(+), Jx	
10	T9(+), HT9(+), Tx	T9(+), HT9(+), Tx	
9	KJ9(x)(xx), 9x, 98x	HH98(xx), 98x, 9x	
Hi-x	Sx, HxSx(xx), Sxx after raise	Sx, Sxx after raise	
Lo-x	HxS(x), HxxxS, xxxS, xxS	HxxxS(+), HxS, xxS, xxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Hi/Lo=EVEN	Hi/Lo=EVEN	ODD/EVEN
2	S/P	S/P	Hi/Lo=EVEN
3			S/P
NT 1	Lo=ENC at trick1	Hi/Lo=EVEN	ODD/EVEN
2	Hi/Lo=EVEN	S/P	Hi/Lo=EVEN
3	S/P		S/P
Signals (including Trumps):			
Trump=S/P or ODD			
*Tend to suggest extra hand shape			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Light shape oriented (4441)			
(1m)X(any)2m=Ms, INV+ or any FG			
We use Lebensohl or Scrambling 2NT			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
Negative (4♦/4♥): SUPP X/XX: Responsive (3♣): Maximal (3♥)			
Action (especially after OPP found fit)			
OTHER COMPETITIVE BIDS			
Vs. Jump OC			
1♣(2♥)2♠/2NT/3♣/3♦/3♥/3♠=NF/=>3♣/=>3♦/ms/FR/6+FG			
1♦(2♥)2♠/2NT/3♣/3♦/3♥/3♠=NF/=>3♣/=>3♦/FR/4♣&♦/6+FG			
1♣(2♠)2NT/3♣/3♦/3♥/3♠= =>3♣/=>3♦/=>3♥/ms/FR			
1♦(2♠)2NT/3♣/3♦/3♥/3♠= =>3♣/=>3♦/=>3♥/FR/4♥&♦			
Vs. 2 Suiter OC			
1♥(2♥)X/2♠/2NT/3♣/3♦/3NT=CARDS/3SUPP,LR+/♣/♦/FR/FR			
1♠(2♠)X/2NT/3♣/3♦/3♥/3NT=CARDS/3♦/♦/3SUPP,LR+/LR/FR			
1M(2NT)X/3♣/3♦/3NT/4OM=CARDS/♥/♠/SPL in OM/EXRKC			
After 1m(2m/2NT), ♥=♣; ♠=♦; X=CARDS			

WBFC Convention Card	
	Ver. Apr. 2024
CATEGORY: RED	
NCBO: JAPAN	
Kazuo K. FURUTA & Ruri OTE	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 Card Majors, 2/1 FG (except 1♠-2♥), open light w/shape	
TRF response after 1♣ opening	
1NT Opening=(14+)15-17	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
3NT=16~20 HCP, 6+ good minor	
4♣=Good 4♥ opening	
1♠-2♥=NAT, NF	
Good-Bad 2NT in competition	
<LIST D>	
1♣=2+♣, could have longer (up to 5-cards) ♦ if BAL; TRF response after 1♣ opening	
2♦=weak ♥ or ♠: 2♥=weak ♥ and ♠: 2♠=weak ♠ and a minor	
1♥-1♠/1NT=0-4♣ or 5+♠&3+♥/5+♠	
Vs. OVERCALL	
1m(1X)3X=ask to bid 3NT, 1♦(1♥)2♥/2♠/3♣/3♦=LR+/NF/NF/MIXED R	
1♦(1♠)2♥/2♠/3♣/3♦=NF/LR+/NF/MIXED R, 1M(1NT)2m: m&OM	
1♣(1NT)2♣/2♦/2♥/2♠/2NT/3♣=MS/♥/♠/ms(♣<♦)/ms(♣≧♦)/MIXED R	
1♦(1NT)2♣/2♦/2M/2NT/3♣/3♦=MS/3+♦&♥or♠/NF/ms/NF/MIXED R	
<LIST D>	
1♣(1♦)X/1♥/1♠/2♣=♥/♠/no 4+M/4+♥&4+♠ up to INV	
1♣(1♦)2♦/2♥/2♠/3♣=6+♥,INV+/6+♠,INV+/LR+/MIXED R	
1m(1♥)X/1♠=4+♠/3 or less ♠	
1♣(1♥)2♣/2♦/2♥/2♠/3♣=♦/6+♠,INV/6+♠,COMPorFG/LR+/MIXED R	
1♣(1♠)2♣/2♦/2♥/2♠/3♣=3 or less ♥,at least 3-card in both m/♥/♦/FR+/MIXED R	
1♦(2♣)X/2♦/2♥/2♠/3♣/3♦/3M=Ms/5+♥/5+♠/4M,INV+/LR+/MIXED R/4M&♦,FG	
SPECIAL FORCING PASS SEQUENCES	
1NT(PEN DBL)P/XX/others=forcing/=>2♣/system on	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
After 1m(P)1NT, 2♣/2♦/2M=MS/1M, good hand/NAT, bad hand	
PSYCHICS:	
Occasionally	

OPENING	TICK IF ARTIF	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND, vs OC
1♣		2	4♥	a) BAL 2+♣ w/o 5M	1♥/1♥/1NT=♥/♠/no MAJ or ♦FG/NAT,11-12	after 1♣-1R/1♣-1M(3SUPP)/1♣/NT, 2♣=>2♦, 2♦=FG, 2NT=>3♣	P-1♣-1NT=NAT,10-11
				11-14 or 17-19HCP	2♣/2♦/2♥=FG, BAL or ♣/LR/INV,4+4+ms	1♣-1R-2NT=(15)16+, 6+♣ w/3SUPP	P-1♣-2♣=5+♣&4♦,INV
				may have longer ♦	2♣/2NT=WK or STR, 5+5+ms/13-15 or 19-20, 33(34)	1♣-1R-2♦=(15)16+NAT, 17-19BAL, or (15)16+,6+♣w/o 3SUPP	P-1♣-2♦=6+♣,INV
				b) 10+pts., 4+♣, UNBAL	3♣/3♦/3M/3NT=5-9/INV/SPL/16-18, 33(34)	1♣-1♣-2♦=(15)16+NAT or 1444, min	Fit showing jump by passed hand
				4♣/4♦=TRF to 4♥/4♠	1♣-1♦-2♣/3♣/3♦/3♥/3♠/4♣=15+4♥/11-14♦short raise/11-14♠short raise/17-19,4♥/♠SPL/♠SPL		
					1♣-1♥-3♣/3♦/3♥/3♠/4♣=15+4♠/11-14♥short raise/11-14♦short raise/17-19,4♠/♠SPL/♥SPL		
1♦		4	4♥	a) 10+pts., 4+♦ w/ SS	1M/1NT/2♣/2♦/2♥=NAT, 4+card/5-11/4+♣, FG/FR/LR	1♦-1M-1NT/2♣=>♦/6+♦: 1♦-1♣-2♦=4♥&5♦, min: 1♦-1♥-2♦=3♥&6+♦, min	Fit showing jump by passed hand
				could be 4♦&5♠, min	2♣/2NT/3♣/3♦=MIXED R/INV/INV/PRE R	1♦-1M-2NT=(15)16+, 6+♦ w/3SUPP	
				b)5♦4X22	3M/3NT=SPL/13-15	1♦-1♥-2♣/3♣/3♦/3♥/3♠/4♣=15+4♥/11-14♠short raise/11-14♠short raise/17-19,4♥/♠SPL/♠SPL	
				c) 10+pts., 6+♦		1♦-1♣-3♣/3♦/3♥/3♠/4♣=15+4♠/11-14♥short raise/11-14♠short raise/17-19,4♠/♥SPL/♠SPL	
1♥/1♠		5(4)	4♦	10+pts., 5+ cards	1♥-1♠/1NT=0-4♣ or 5+♠&3+♥/5+♠: 1♠-2♥=NF, 5+♥	1♥-1♠-2♥-2NT/3♣/3♦/3♥/3♠/4♣=15+4♠/11-14♥short raise/11-14♠short raise/17-19,4♠/♥SPL/♠SPL	2♣=Reverse Drury Fit, 2NT/3♣=♣ FJ/NAT
				maybe 4-cards in 3rd/4th	1♠-1NT=F1, including FG hand w/5+♥	1♠-1N-2♣-2NT/3♣/3♦/3♥/3♠/4♣=15+4♠/11-14♥short raise/11-14♠short raise/17-19,4♠/♥SPL/♠SPL	Fit showing jump by passed hand
					3M/3M(-1)/(-2)/(-3)/(-4)=4-8/LR/3SUPP,LR/FR/FR w/ss	after (-1),3M(+1)/(+2)=shortness ask/RKCB: after (-2),+1=waiting	2M=NF vs. OC
					SPL=8-12HCP: 1M-3NT=RKCB	1♥-1N-2NT(Length&Strength ask)-3♣/3♦/3♥/3♠/3NT/4m&4♥/4♠=5♠,-7 or 5+♠,FG/6+♠,-7/5♠,8-9/6+♠,8-9/5♠,10-12/SPL w/6+♠,10-12/6+♠,10-12	
					1M-2♣/2♦=FG, NAT or BAL/5+♦, FG	1♥-1N-2NT-3♣-3♦(ask)-3♥/3♠/3NT/4m&4♥/4♠=5♠,-7/5♠,FG/6+♠,FG/SPL w/6+♠,12-14/7♠222,12-14	
					1♣-2♥-2NT(Length&Strength ask)-3♣/3♦/3♥/3♠/3NT/4m/4♥=5♥,-7 or 5♥&5+m,10-12/6+♥,-7/5♥,8-9/6+♥,8-9/5♥,10-12/SPL w/6+♥,10-12/6+♥,10-12: 1♣-2♥-2NT-3♣-3♦(ask)-3♥/3♠/3NT=5♥,-7/5♥&5+♠/5♥&5+♦		
					1♥-1♠-2♣=16+@4♣@6+♥-2N/3♣/3♦/3♥/3♠/3N=NF/4♠/ART,FG/5+5+ms/6+♠/6+♦: 1♥-1♠-2♣-2N-3♣/3♦/3♥/3♠=PUPP3♦/4540FG/6+♥NF/5♠6+♥FG: 1♥-1♠-2♣-2N-3♣-3♦-3♥/3♠/3N=6+♥FG/4504		
					1♠-1N-3♣-3♦-3♥/3♠/3N/4m&4♥/4♠=♠&♠,FG/16-18,6+♠/19+,6+♠/7+♠SPL/7222: after (-3),+1/+2/+3/+4/+5=TCA/SS in ♠/SS in ♥/SS in OM/RKCB: after (-4),+1/+2/+3/+4=shortness ask/SS in ♠/SS in ♥/SS in OM		
1NT			3♠	(14+)15-17HCP	2♣=STAYMAN: 2♦♥=TRF: 2♠=mss: 2N=PUPP 3♣	1NT-2NT-3♣-P/3♦/3♥/3♠/3NT=S/O/4♠&3♥/4♠&0-2♥/0-2♠&4♥/3♠&4♦	vs OC: 2NT=Lebensohl; TRFs at 3-level
				6m and 5M is OK	3♣=Puppet STAYMAN: 3♦(44MS): 3M=SPL(OM=4)	1NT-2♣-2♦-2♥=Crawling: 1NT-3♣-3♦-3M=shows Jx or less w/3OM	vs DBL: RDBL=TRF to 2♣, S/O in m
					4♣=Roman Gerber: 4♦/4♥=TRF	1NT-2♣-2♦-2♠, 1NT-2♣-2♥-2♠, 1NT-2♣-2♠-2NT=ASK shape	vs 2♣: X=STAYMAN, OTHERS=System ON
						1NT-2♣-2X-3m=4M-5+m,6-8(9)/1NT-TRF-3m=5M-5m,6-8	Gerber ON upto 3♣ OC
					1NT-2♦-2♥-2♠-2NT-3♣/3♦/3♥/3♠/3NT=6+♦/6+♠/6+♥/6+♠/5-card solid m		
2♣	✓	0		FG except 2NT rebid	2♦/2♥/2♠=0-1 or 4 CTRL(s)/2 or 5 CTRLs/3 or 6+ CTRLs	2NT rebid by opener may be any shape	2♣(DBL)P/RDBL/2♦/OTHER=0/1/4/Sys ON
				May have fewer HCP	2NT/3♣/3♦/3♥/3♠=MS(10+cards)0-1CTRL/6+♦/6+♥/6+♠/6+♣	Acceptance by opener of 6+suit is TCA	2♣(2♦)P/DBL/OTHER=0-1/4/Sys ON
				if w/tricks	3NT=any solid suit w/o side entry	Opener's Junpp Bid=(Semi)Solid suit, ask about postion of K(s)	2♣(2♥)P/DBL/OTHER=0-1 or 4/2 or 5/Sys ON
						2♣-2♦-2♥-2♠(forced)-2NT/3♣/3♦/3♥/3♠=FG/♥/♥&♦/♥/♠&♠	2♣(2♠)P/DBL/OTHER=FG/bad/Sys ON
						vs. other OC: Pass is better hand than DBL	
2♦	✓	0		Weak ♥ or ♠	2M/3♥/4♥=P/C: 2NT=ask: 3♣=>3♦: 3♦=ask about minor	2♦-2NT-3♣/3♦/3♥/3♠/3NT=5-card weak/♥min/♠min/♥max/♠max	3m by PH=NAT or for lead
				(4th: 6♦, 9-12)	3♣=INV: 4♣=Ask for TRF: 4♦=Ask to bid M	2♦-3♣-3♦-3♥/3♠/3NT+=FG w/♠/♦/IM	
						2♦-3♦-3♥/3♠/3NT/4m=3(+)/♠/3(+)/♦/no 3+m/4+m	
2♥	✓	4		Weak ♥ and ♠	2NT=ask; 3♦=ask about minor	2♥-2NT-3♣/3♦/3♥/3♠/3NT=4♠5♥/5♠4♥,min/55,min/5♠4♥,max/55,max	
				(4th: 6♥, 9-12)	3♣=>3♦, then 3♥/3♠/3NT/4♠=FG w/♠/♦/♥/fit/♠fit	2♥-2NT-3♣-3♦-3♥/3♠=min/max: 2♥-3♦-3♥/3♠/3NT/4m=3(+)/♠/3(+)/♦/no 3+m/4+m	
2♠	✓	5(4)		Weak 5+♠ and 4+ minor	2NT=ask: 3♣/4m/5m/6m/7♣=P/C	2♠-2NT-3♣/3♦/3♥/3♠=♠&♠,min/ ♠&♦,min/ ♠&♠,max/ ♠&♦,max	
				4♠ & 5+m is poss. At 3rd	3♦=INV to 4♠		
				(4th: 6♠, 9-12)			
2NT				BAL (19) 20-21HCP	3♣/3♦/3♥/3♠=Modified Puppet STAY/♥/♠/mss	2N-3♣-3♦/♥/♠/NT=either or both M/no 4+M/5♠/5♥: Reverse minor showing by responder	vs DBL: System ON, STANDARD STAYMAN
				6m and 5M is OK	3N/4♠/4♦/4♥/4♠/5♠/5♥: ♣/♦/♥/♠/♠/♠/♠/♠/Roman Gerber	3NT-4♣-P/4♦/4♥=S/O/♥&♠&♠&♠&♠: 4♠-4♦-P/4♥/4♠: S/O/♥&♦/♠&♦	
3X		6(5)		PRE	New suit=F1, then Rebid/3NT/Raise/NS=0/1/2/3SUPP	4♣over3♦/♥/♠: RKCB(0,1,1+Q,2,2+Q)	
						4♦over3♣: RKCB(0,1,1+Q,2,2+Q)	
3NT				16-20 HCP	4♣=S/T, then 4♦/4♥/4♠is ask to RKCB/♠RKCB/♦RKCB	SLAM BIDDING, HIGH LEVEL BIDDING	
				6+ card semi-running suit	4♦/4♥=TRF to 4♥/4♠; then 4NT RKCB, Others are warp RESP	RKCB (1430), Exclusion RKCB (0314)	Roman DOPI (X=03, P=14), DEPO
				no voids, no singleton in M	4♣=S/T w/SUPP: 4NT: S/T w/HCP: 5♠/5♥=P/C	4m or 4♦ RKCB for m, WARP RKCB RESP	Honor asking after splint / INT opening
4♣	✓	0		Good 4♥ opening	4♥/4♠/4NT=S/T/RKCB(1,2,2+Q,3,3+Q)/ask for length	TCA(Total CTRL ASK), ASKING about postion of K(s)	Various relay after strong M/m raise
4♦/4♥/4♠		6		PRE	4♦-4M=NAT: New suit=ask for CTRL in upper suit		Vs. intervention: P/(R)DBL=1st/2nd step
4NT	✓			ACOL 4NT	5♣=0A, 5♦/5♥/5♠/5NT=♦A/♥A/♠A/♣A, 6♠=2As		