

OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			JAPAN	
8-17HCP, (4)5+card suit.		Lead			Artificial Red	
RESP: New suit=F1. Cue=INV+ w/Clubs. Jump cue=Mixed raise.		Suit	3rd or lowest	3rd or lowest	NCBO	
Jump raise=PRE. Jump shift=FSJ.2♣=Reverse Drury fit		NT	4th.Top,2nd from 4(or more)small.	4th	All	
Reopening: 8-17HCP, Cue=Michaels.		Subseq	Same as above	Same as above	EVENT	
RESP: New suit=NF but constructive.		Other:			Yakumi SESHIMO	
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)		vs.NT:A asks Un blocking/CT, K asks ATT. Top, 2nd or 4th from 4(or more)small.			Yuki HARADA	
15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH.)		vs. Suit: A asks ATT, K asks CT.			NAME OF PLAYER	
RESP: System on.		If CT isn't needed, we lead for showing ATT, S/P, or for deception.			NAME OF PLAYER	
Reopneing: 1NT=15-17HCP, BAL/semi-BAL.		LEADS			SYSTEM SUMMARY : GENERAL APPROACH AND STYLE	
May not have stoppers in OPPT's suit.		Lead	VS. Suit	VS. NT	1♣=①♣1+,(11)12+HCP②18-19HCP,BAL(may have ♦5)	
2NT=18-19HCP, BAL/semi-BAL.		Ace	Ax(+); AKx(+)	AKHH(+); Ax	Various ART raises after 1m/1M Openings.Light opening.	
RESP: System on.		King	AK; AKx(+); KQx(+); Kx	AKx(+); KQ(J/10)x(+)	1NT Opening:(14+)15-17	
JUMP OVERCALLS (Style; Responses; Unusual NT)		Queen	QJx(+); Qx	QJ(10/9)(+); AQJ(+); KQ109(+)	RESPONSE 1NT =semi F 2 OVER 1 =Always FG.	
1-Suit: Weak.		Jack	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)	SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE	
RESP: New suit=F1. Cue=Limit+. 2NT=Ogust.		10	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)	2♣=Artificial Strong,Almost FG	
2-Suit: Ghestem like		9	9x	9xx; 9x	2M=Weak 2M	
Reopening: Intermediate.		Hi-x	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx	<List D conventions>	
Jump cue vs. 1M = Asks for stopper.		Lo-x	Hx(xx)S;xx(xx)S	HxxS(+);HHxS(+);HxS;xSxx(+);xxxS(+)	1♣=①♣1+,(11)12+HCP②18-19HCP,BAL(may have ♦5)	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		SIGNALS IN ORDER OF PRIORITY			2♦=0-10HCP,♥4+&♣4+(♥≥♠ in 1st/2nd,♥≤♠ in 3rd/4th seat)	
Direct: See special competitive bids.		Partner's Lead	Declarer's Lead	Discarding	3NT=Good 4M preempt	
RESP: 2NT=INQ. Cue=M fit FG.		1	Hi=DISCRG	Hi/Lo=ODD	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE	
(1m)-3m=NAT, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.		2	Hi/Lo=ODD	S/P	1♣(1♦)DbI/1♥/1♠/2M/3♣=♥4+/♣4+/No suitable bids/FSJ/PRE	
VS. NT (vs. Strong/Weak; Reopening; PH)		3	S/P	S/P	1♣(1♥)DbI/1♠/2♣/3♦/3♣=♣4+/No suitable bids/FSJ/PRE	
Direct : DbI/2m/2M/2NT=♥&♠/♥&m/NAT/♣&♦		NT	1	Hi=DISCRG	Hi/Lo=ODD	Hi=DISCRG
Reopening : Same as above.		2	Hi/Lo=ODD	S/P	Hi/Lo=ODD	Switching after competitive bids
vs. WK NT: DbI/2♣/2♦/2M/2NT=PEN/♥&♠/♥or♠/M&m/♣&♦		3	S/P	S/P	S/P	(1♣)-2♣/2NT/3♣=5+♥&5+♠/♦5+&5+♥/♦5+&5+♠
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Signals (including Trumps): Trumps: Echo w/ odd NUM.			(1♠)-2♦/2NT/3♣/3♦=♥5+&♣5+/♠5+&♥5+/♠5+&♣5+/♠5+&♣5+,F1	
T/O DBL thru 4♥(vs. 4♣ open: X=OPT, 4NT=T/O).		Other: O/E first Discard in NT			(1M)-2M/2NT/3♣=♣5+&OM5+/♠5+&♣5+/♦5+&OM5+	
DBL vs. WK 2=T/O->Lebensohl 2NT.		DOUBLES			(1X)P(2X)2NT=comp w/minor	
4♣/3♦ vs. WK 2♦=5+♣&5+M/5+♥&5+♠.		TAKEOUT DOUBLES (Style; Responses; Reopening)			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
4♣/4♦ vs. WK 2M=5+♣/♦&5+OM.		Normal,may be light with shape			<List D conventions>	
VS. ARTIFICIAL STRONG OPENINGS		RESP: Cue=F1. Jump cue=Asks for stopper.			1♣=①♣1+②18-19HCP,BAL(may have ♦5). TRF after 1♣Opening. 1♣-2♦/2 = ♥, INV+/♦, F	
vs. 1♣: 1NT,2NT/DbI=♣&♦/♥&♠		Reopening: 8+HCP.			2♦=0-10HCP,4+Ms(♥≥♠ in 1st/2nd,♥≤♠ in 3rd/4th seat). Switching after comp. Rubensohl	
3NT=To play. 4X=NAT PRE.		RESP: Cue=F1.			3NT=Good 4M preempt. (1X)P(2X)2NT=comp w/minor	
vs. 2♣: Same as above.		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
		NEG DBL thru 4♥.			2♣(DbI or OC)Pass/DbI,Rdbl=5+HCP/0-4HCP	
REDBL=10+HCP. Fit showing jump. SPL.		RESP DBL thru 4♥(Also applied after partner's O/C or T/O DBL).			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE	
1♣(DbI)1X/2♣/2♦/2M/2NT/3♣=system on/NF/♣,FG/FSJ/♣,PRE/♠,INV		MAX DBL thru 3♥.			1X-(1NT)-2♣=Ms.	
1♣(DbI)2♣/2♦/2M/2NT/3♣/3♦=INV/NF/FSJ/♦,PRE/♦,FG/♦,INV		SUPP DBL/REDBL thru 2♥.			Sandwich 1NT	
1M(DbI)2♣/2♦/2M-1/2M=INV/INV/M3+,7-10HCP/M3+,0-6HCP		Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.			P(P)1X(1Y/DbI);2♣=SUPP,INV	
		SnapDragon			PSYCHICS	
					Openings: Rare.	
					Others: Rare.comic O/C,fake cue,fake G/T.	
IMPORTANT : Use symbols ss, hh, dd, cc when needed		Update: 12-Sep-2024 printed: T.Seshimo			IMPORTANT:All text must be typewritten or block letters	

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣	✓	1	4♥	①(11)12-22HCP,may have longer ②18-19HCP,BAL(may have ♦ 5)	1♦/1♥/1♠=♥4+/♠4+/①♦ 4+ ②balanced, 6 - 10HCP 2♣/2♦/2♥/2♠/3♣=NF/♠,FG/♠5+,INV/5-5ms,WK/PRE. 1NT/2NT/3NT=11-12/13-15/16-18HCP.SPL.	4th Suit=ART FG. XYZ. Structured reverse. SPL. 1♣-1R:2NT=♠5♦4,FG. 1♣-1R;2♦ =①NAT,Reverse②18-19HCP,BAL③(4441), FG④(41)44, INV 1♣-1R;3♦/4♣=18-19, w SUPP/♠SPL,FG 1♣-1♣;1NT-2♣/2♦ =pup to 2♦ /NAT,INV	Cue=Limit raise+. Jump raise=PRE. 1♣-1NT,1♦ -2♣ by PH=Limit raise. Fit jump by PH. Defensive bids vs. 2-suiter O/C. Good Bad 2NT. Switching
1♦		5 (4)	4♥	(11)12-22HCP,♦ 5+ May be good 4♦ in 3rd/4th seat.	1M/1NT/2NT/3♣/3♦ =M4+/6-10HCP/INV/♠6+,INV/PRE 2♦/2♥/2♠=♦ 3+,8-11HCP/♦ ,FG/♦ 4+,INV	4th Suit=ART FG. XYZ. Structured reverse. SPL. 1♦ -1M;2NT=①D6H3, INV+②D6, FG	
1♥ 1♣		5 (4)	4♥	(11)12-22HCP, 5+♥/♠. May be good 4♥/♠in 3rd/4th seat.	1NT=semi-F. 2/1=NAT, FG.SPL 1M-2M+1/2M+2/2M+3/2M+4/3M =M4+,FG/M4+,FG/M3,INV+/Limit/PRE 1♥-3♣,1♠-3NT=Void SPL. 1♥-3NT=SPL of ♣ 1M-2M=M3+,8-10(11)HCP 1♣-2♦ /2♥=①♥6+,INV②♥5+,FG/♦ 4+,FG	4th suit=ART FG. XYZ. Structured Reverse. SPL. 1M-2M;(+)1/(+2)/(+3)/(+4) =PUP to (+2)/♠/♦/OM Help suit GT 1M-2M;(+)1-(+2);(+3)/(+4)/(+5)/3NT/4X =♣/♦/OM ShortGT/RKCB/ERKCB of X 1M-1NT;2♣/2♦/2M-1/2NT =①♦4+②BAL/♥4+/♠4+/①M6+,FG②M5&any 5,FG	2♣=Drury. Jump raise=PRE. Fit jump by P/H. 1M-2NT/3♣ by P/H=♣ Fit jump/INV. Defensive bids vs. 2-suiter O/C. Good Bad 2NT. P-1 ♣;2♦ /2♥/2♠ =♥6,CONST/SUPP/SUPP, bare min Switching
1NT		-	4♥	(14+)15-17HCP, BAL/semi-BAL.	2♣=pup to 2♦ 2♦/2♥=Jacoby TRF. 2♣=①♠6+,FG②♠6+,WK③INV w/o M4 2NT=♠4,INV 3♣=♦5+,FG.3♦=ask M4. 3M=ms,SPL. 4♥/4♦ =♥/♠. 4♥/4♠=2245/2254,Slam interest	1NT-2♣;2♦ -2M/2NT/3m/3M=INV/M4-4,INV/♠4&m5/♠4&♥5 1NT-2♥;2♥-2♣/2NT/3♣/3♦ =♥4,INV+/♠/♦/♥5&♣5,INV 1NT-2♥;2♥-2NT/3♣/3♦ =♣/♦/♥5&♣5,FG 1NT-2♣;2NT/3♣=min/max 1NT-3♣/3♦-3M=SPL 1NT-3♦;3♥/3♠/3NT=♥4/♠4/No M4	vs PEN: Pass/Rdbl/2X=play/→2♣/D.O.N.T Rubensohl System On vs PEN DBL / 2♣. Defense vs 2m DBLed.
2♣	✓	0	-	ART STR.Almost FG (1) 9+tricks. (2) 22+HCP, BAL/semi-BAL.	2♦/2♥/2♠=5+HCP/0-4HCP/any Solid,less than 1 loser 2NT/3♣/3♦/3♥=♣/♦/♥/♠	2♣-2♦;2♥/2NT=PUP to 2♣(♥ or 24+ BAL)/22-23HCP,BAL. 2♣-2♦;2♥-2♣;2NT/3X/3NT=24-25HCP,BAL/♥5+&X4+/♥5,BAL 2♣-2♥;2♣=PUP to 2NT,then 3X/3NT=NAT,NF/26-27HCP,BAL	vs. DBL: Pass/REDBL=Positive/NEG. vs. O/C: Same as above.
2♦	✓	0	-	0-10HCP,♥4+&♠4+ ♥≥♠in 1st/2nd,♥≤♠in 3rd/4th sea	2NT/3♣/3♦=ask/FG/FG 2M,3M,4M,5M,6M,7M=play	2♦-2NT;3♣/3♦/3♥/3♠=min/♥5&♠4,max/♥5&♠5,max/♥6&♠5,max 2♦-2NT;3♣-3♦/3M=re-ask/play	
2♥ 2♣		5		Weak 2M	2NT=Ogust R.O.N.F	-2NT;3♣/3♦/3♥/3♠/3NT=too bad/min,bad/min,good/max,bad/max,good -2NT;3♣-3♦=re-ask then 3♥/3♠/3NT=min/6-cards,max/5-cards,max	
2NT			4♥	(19)20-21HCP,BAL	3♣=STAY 3R=TRF w/walsh relay 3♣=mss 4♣/4♦ =♥/♠ 4♥/4♠=♠5(332),Slam interest/♦5(332),Slam interest	2NT-3♣;3♦-4M=play 2NT-3♥;3♣-4♥=♥5&♠5,Choice of 4M -3♦;3♥-3♠;3NT-4m/4♥/4♠=m6+,ST/♥5&♠5,mild ST/♥5&♠5,F1	
3♣ 3♦ 3♥ 3♠		6	-	NAT, PRE.	3♣-4♦ =♠S/T 3♦/3♥/3♠-4♣ =♦/♥/♠S/T	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
							RKCB-1430. EXCLUSION RKCB-0314.
							ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump).
							SPLINTER BIDS. SELF SPLINTER.
3NT	✓	-	-	Good 4M Preempt	4♣/4♦ =Very Good hand / Good hand. 4NT=loser ask	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL. PASS AND PULL shows STR offensive hand.	
4♣ 4♦ 4♥ 4♠		7	-	NAT,PRE.	4M-5X=CTRL ask	5NT-GRAND SLAM FORCE(1step=A/K,2step=Q/Extra,trump=No). Over Queen ASK:If bid side suit,Having Q w/ King in position. Over King ASK: King in position. XX shows 1st Rd CTRL against OPPT's DBL at CTRL showing cue at 4/5 level.	
4NT	✓	-	-	ACOL Ace ASK.	5♣/5♦/5♥/5♠/5NT/6♣=0/♦/♥/♠/♠/2 Ace.	NON SERIOUS 3NT. LIGHTNER SLAM DOUBLE. FORCING PASS.	
OTHERS							