

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
8-17HCP, NAT
Responses: new suit = NAT, NF
Jump cue= Fit, constructive/ Jump raise= weak
<b>(1x)-1M-(P)- 2♣: Rev Drury, 3 supp INV + or any 13+</b>
(1x)-2y-(2 any)- 2NT/3y = Bad raise/ good raise
<b>Transfer response after 2 level overcalls (1)</b>
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> (15)16-18 HCP system on
4 <sup>th</sup> 12-14 system on
Sandwich= NAT 16-18 HCP system on (Unusual by passed hand)
(1M)P(P)INT= 12-17 HCP Range ask stayman (2)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak, 2NT= Ogust, new suit= NAT, F1
Reopens= intermediate
2NT= Unusual 2NT, unbid 2 suiter
Reopen: 1x-(P)-P-2NT = 18-19 HCP, BAL
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
1m-3m = NAT const 1M-3M = stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy in 2 <sup>nd</sup> and 4 <sup>th</sup> seat
DBL= PEN (m 1 suiter by passed hand and 4 <sup>th</sup> seat)
2♣/2♦/2♥/2♠ = Both M, 5+4+/ M 1suiter/ ♥ & m/ ♠ & m
2NT = both m, 5+-5+
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Lebensohl after WK 2M Doubled
Leaping / non-Leaping Michaels vs weak open
Cue bids= stopper ask, non-jump NT= 16-18 HCP, BAL
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1♣- DBL= Both M other= NAT
1♣- INT minor 2 suiters / vs strong 2NT: 3♣both M, other suction vs other; NAT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1♥-(x); 2♠ = 4+ supp INV+, 3M = weak, Re DBL=10 + pts
1m-(x); 2NT = weak, 3m = 5+ supp INV , Re DBL=10 + pts
1♠-(x); 2NT= 4+ supp INV+, 1M-(x)-3m: value, 4+supp, 7-9 pts

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> / low	3 <sup>rd</sup> / low	
NT	2 <sup>nd</sup> /4 <sup>th</sup> , top of nothing	2 <sup>nd</sup> /4 <sup>th</sup> best,top of nothing	
Subseq			
Other: KQT9 leads Q and requests unblock J in NT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax(x), A	AKx(x)	
King	AK, KQ(x), Kx	KQ(x), AKJT(x)	
Queen	AKQ, QJ(x), Qx	QJ(x), Qx, KQT9(x)	
Jack	JT(x), Jx	JT(x), Jx	
10	T9(x), Tx	T9(x), Tx	
9	9x	9x	
Hi-X	Doubleton, 3 <sup>rd</sup> from even	Doubleton, top of nothing	
Lo-X	Low from odd	4 <sup>th</sup> best, 2 <sup>nd</sup> best from xxxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi= Discourage	Count (Hi= odd)	Odd:ENC
Suit 2	Count	S/P	Even:Lavinthal
3	S/P		
1	Hi= Encourage	Count (Hi= even)	Lavinthal
NT 2	Count	S/P	Hi = DISC
3	S/P		
Signals (including Trumps): Trump suit preference, Trump echo, Rev Smith			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11+ HCP, 8+ HCP in reopening position			
18+ pts, strong			
Response: jump = INV			
Cue bid = F1, FG or both M INV			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative DBL thru 4♥			
Responsive DBL thru 4♦			
Maximal DBL thru 3♥			
Support DBL/Re DBL thru 2♥			
Rosenkranz DBL/Re DBL			
Lightner DBL			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: JAPAN</b>
<b>PLAYERS: Terushi Inami/ Song Yihan</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 over 1 always game forcing
5 cards Major
1NT open (14)15-17 HCP
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ strong
2♦/2♥/2♠ weak
2NT 20-21 HCP BAL
3NT broken minor (good minor pre)
Michaels cue bids and Unusual 2NT
In 3 <sup>rd</sup> 4 <sup>th</sup> seat, 1M open may have good 4 cards M.
<List D conventions>
<b>Drury after 1M overcall</b>
<b>Transfer response after 2m overcall (1)</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
2C-(any)-P: Game Forcing, Forcing Pass
1NT-(DBL)-P: Escape system, pup to Re DBL
1x-(DBL)-Re DBL: Forcing Pass until 2
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</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+ suits, F1,6+ pts may bypass 5+ ♦ unless FG 1m-2m/3m = FG/ weak Raise 1m-2♥/2♠ = 4+ supp 11-12 pts / 5+ supp 8-9 pts 1♦-3♣ = NAT INV 1♣-2♦ NAT INV 1NT/2NT/3NT = 6-10/11-12/13-14 BAL Dbl Jump = SPL 5440/4441	Opener's 1NT/2NT Rebids may conceal 4M Opener's Swiss 2-way Check back to 1NT Rebids Structured reverse 1m-1M;2M-2M+1 spiral (3 1m-1M-3NT: m 1 suiter FG after 2NT rebids, s/o and M asking system	Fit showing Jump Good Bad 2NT Cue = INV+ Lo-Hi Cue vs Unusual2NT/Michaels Conventional responses vs 1NT over call (4
1♥ 1♠		5 (4)	4♥	12-21, NAT may have only 4♥/♠ in 3 <sup>rd</sup> /4 <sup>th</sup>	1NT = 6-12pts forcing, denies 4 supp 2M+1 = Jacoby raise, 16+pts, 4+ supp 3♦ = 10-12pts, 4+ supp 1M-3M = weak 3M+1 = 12-15 pts, 4+ supp, BAL 1♥-2NT/1♠-3♣ 7-9 pts 4+ supp 1♥-3♣/1♠-3♥ NAT INV DBL Jump = SPL P-1M;2♣ reversed Drury 3+ supp INV+	2-way game try after single raise 1M-1NT;2♣ = Gazzilli ♣NAT or 16+pts (5 1M-1NT;2♣-2♦ = 8+ pts P-1M;2♣-2♦ = normal opening hands P-1M;2♣-2M = Light open Impossible 2♠ 1M-1NT;3M = M 1 suiter s/t	Fit showing Jump, Support 2NT Good Bad 2NT Cue = INV+ Lo-Hi Cue vs Unusual2NT/Michaels Conventional responses vs 1NT over call
1NT				(14) 15-17, BAL may have 5M or 6m	2♣ = Stayman, 2♦/2♥ = Transfer 2♠ = minor suit Stayman 2NT = pup to 3♣ 3♣/3♦ = Both minor S/O/5M ask 3♥/3♠ = ♣/♦ S/T 4♣ = Gerber, 4♦/4♥ = Texas Transfer	1NT-2♣;2♦-2♠ = ♥5+, ♠4 INV+ 1NT-2♣;2♥-2♠/2NT = NAT INV/ INV no ♠ 1NT-2♦-2♥-2♠: pup to 2NT, ♥ & m INV 1NT-2♣;2♦-2♥ = ♠5+♥4 INV+/♠5+m5INV	Lebensohl Texas thru 3♣ DONT escape vs PEN DBL
2♣	X			22+ BAL or 17+ UNB, 9+tricks	2♦ = 1+control 2♥ = no controls and 0-5 pts 2♠ = 6-7HCP, no controls 2NT = 8-9HCP, BAL	2♣-2♦;2♥ = puppet to 2♠, 24+ BAL or 5+ ♠	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 = 5 cards M / min bad/ min good/ max bad/ max good 2M-2NT-3♣-3♦-3M/3OM = min/ max	
2NT				20-21 HCP, BAL	3♣ = Sakiyama Stayman (6 3♦ = Transfer w/ Walsh relay / 3♥ = Transfer 3♠ = minor suit Stayman /4♣ = Gerber 4♦/4♥ = Texas Transfer	2NT-3♦;3♥-3♠ = puppet to 3NT, ♣/♦ 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			Minor PRE	4m/5♣/6♣/7♣ = P/C 4M/5♦/6♦ = to play		
4♣ 4♦	X X	0		Very good 7+ ♥ Very good 7+ ♠	4♦ = ART S/T 4♥ = ART S/T	<b>HIGH LEVEL BIDDING</b>	
4♥ 4♠		7		NAT PRE		RKCB (1430) EKCB (0314)	
4NT	X			A asking	5♣ = no A, 5♦/5♥/5♠ = A in ♦/♥/♠ 5NT = have 2 A/ 6♣ = A in ♣	DOPI (vs 5♠ or below) DEPO (vs 5NT or above) ROPI 5NT Grand slam force, (03,1,2) Roman Gerber (14/30/2b/2g)	
5x		7		NAT PRE			

(Note 1) transfer response after 2m overcall.

(1♦)-2♣-(P):2♦/2♥/2♠ = ♥ 5+, const+/♠5+, const+/♣ supp INV+  
(1♥)-2♣-(P):2♦/2♥/2♠ = ♣ supp INV/♠5+, const+/♦ 5+ const+  
(1♥)-2♦-(P):2♥/2♠/3♣ = ♠5+, const/♦ supp INV+/NAT FG  
(1♠)-2♣-(P):2♦/2♥/2♠ = ♥5+, const+/♣supp INV+/♦5+, const+  
(1♠)-2♦-(P):2♥/2♠/3♣ = NAT, NF/♦ supp, INV+/♥5+, FG  
(1♠)-2♥-(P):2♠/2NT/3m:3- supp, INV+/4+supp INV+/NAT, FG

(Note 2) Range ask Stayman

(1M)-P-(P)-1NT;  
(P)-2♣/2M-1= 8-10 pts, asking/ 11+ pts, asking  
Over 2♠, system on  
2♣-2♦/2OM/2M = 12-14pts, any/ 15-17 pts, NAT, NF/ 15-17 pts 3- OM, F1  
2♣-2♦;  
2OM= 8-10pts, NAT, 5+

2M-1-2OM/2M= NAT, 4+, NF/ 3- OM, F1

(1♥)-P-(P)-1NT;  
(P)-2♥:TRF to 2♠  
(1♠)-P-(P)-1NT;  
(P)-2♦:TRF to 2♥

(Note 3) spiral

1m-1M;2M-2M+1= spiral, INV+, asking  
1♣-1♥;2♥-2♠;  
2NT= 4♥, max/3♣= 3♥, min/3♦= 3♥, max/3♥= 4♥, min/3♠= 4♥, have short  
1♣-1♠;2♠-2NT;  
3♣=3♠, min/3♦= 3♥, max/3♥= 4♠, max/3♠= 4♠, min/3NT= 4♠, have short  
1♦-1♥;2♥-2♠  
2NT= 4♥, max/3♣= 3♥, max/3♦= 3♥, min/3♥= 4♥, min/3♠= 4♥, have short  
1♦-1♠;2♠-2NT;  
3♣=3♠, max/3♦=3♠, min/3♥=4♠, max/3♠=4♠, min/3NT=4♠, have short

(Note 4) Conventional response after 1NT overcall

1M-(1NT): 2♣=OM 5+, inv+, F1/ 2M-1= good raise/ 2M= bad raise/ 2NT=LEB/ 3♣= 4+ supp, 7-9 pts/  
3♦= 4+ supp, 10-12pts/3M= PRE/ 3NT= FG raise  
1♥-(1NT):2♠= NAT const, NF/ 1♠-(1NT):2♦= 5+♥, const, F1

1m-(1NT); 2♣=both M, 5+-4+/2♦= TRF to 2♥/2♥= TRF to 2♠/2♠= FSJ (m and om)/ 2NT=LEB/  
3♣= ♣ FG/ 3♦= ♦ FG/ 3M= SPL

1♦-(1NT)-2♣-(P);  
2M= NAT NF/ 2NT= m s/o or M fit inv/3♣= NAT, FG/ 3♦= NAT, FG/  
3M= Fit FG/4m= 18-19 HCP BAL, Fit/ 4M= to play

1♣-(1NT)-2♣-(P); 2♦= ART M choice  
1♦-(1NT)-2♣-(P); 2♦= NAT, NF

(Note 5) Gazzilli

1M-1NT;2♣= Gazzilli, 16+pts or 12-15 pts 2+♣  
1♥-1NT;2♣= Gazzilli, 2♦= 4+♦, 12-15pts/ 2♥= 12-14pts, 6+♥/ 2♠= 4+♠, FG/ 2NT= 18-19HCP, BAL/  
3♣=5+♣, 13-15pts/ 3♦=5+♦, 13-15pts/ 3♥=6+♥,FG/ 3♠= SPL/ 3NT= 6+♥  
1♥-1NT;2♣  
:2♦= 8+ pts/ 2♥= prefer/2♠= 4+♣, INV/ 2NT= both m, 8- pts/ 3♣= NAT, 8-pts/ 3♦=NAT, 8-pts/ 3♥= NAT INV  
1♥-1NT;2♣-2♦;  
2♥= 12-15 pts, NF/ 2♠= 4+♠, FG/ 2NT= BAL, 15-16HCP,NF / 3♣=NAT, FG/3♦= NAT, FG/ 3♥= 6+♥, 15-16pts  
1♠-1NT;2♣= Gazzilli/ 2♦= 4+♦, 12-15pts/ 2♥= 4+♥, 12-15pts/ 2♠= 6+♠, 12-15pts/ 2NT= 18-19 BAL/  
3♣=5+♣, 13-15pts/ 3♦= 5+♦. 13-15pts/ 3♥= 5+♥, 13-15pts/ 3♠= 6+♠, FG/ 3NT= solid ♠  
1♠-1NT;2♣  
:2♦= 8+ pts/ 2♥= NAT, 8-pts/2♠=prefer/ 2NT= both m, 8- pts/ 3♣= NAT, 8-pts/ 3♦=NAT, 8-pts/3♠=NAT INV  
1♠-1NT;2♣-2♦;  
2♥= 4♥, FG/ 2♠= 12-14pts, NF/ 2NT= BAL, FG/3♣= NAT, FG/3♦= NAT, FG/3♥= 5+♥, FG/ 3♠= 6+♠, 15-16pts

(Note 6) After 2NT open, Sakiyama Stayman

2NT-3♣ = Sakiyama Stayman

;3♦ = no Major or 5♠ / 3♥ = 4♥ / 3♠ = 4♠ / 3NT = 5♥

2NT-3♣;

3♦-3♥ = asking / 3♠ = 5♥ and 4♠ / 3NT = 5♠ and 4♥ / 4♣ = 5-5 in Major and short in ♣ /

4♦ = 5-5 in Major and short in ♦ / 4♥ = 5♠ and 4♥ Slam try

2NT-3♣;

3♥-3♠ = pup to 3NT / 3NT = 4♠ / 4♣ = ♥ set BAL Slam try / 4♦ = ♥ set RKCB / 4♥ = to play /

4NT = INV to 6NT with 4♠

2NT-3♣;

3♥-3♠;

3NT - Pass = to play / 4♣ = ♥ set short suit Slam try / 4NT = INV to 6NT without 4♠