



DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style, Responses, 1/2 Level, Reopening)	
Generally sound	
Single Raise: Min/ W Raise: Pre	
Jump Cue: 6~10, 4-card SUPP w/short suit, W Jump Shift : SPL	
Cue ~ Raise (-1): TRF to upper suit = holding in the indicated suit	
INT OVERCALLS (Styles, Responses, Unusual NT)	
15~17 (18) HCP BAL/ sandwich position unbid 2 suiter (no limit)	
After 1NT/overall (BAL) system on (XX→2♣, 2NT→pick a MIN)	
After sandwich 1NT: Jump Response PRE	
Reopen 1NT OC: (8)9~15HCP, Responses: NAT	
JUMP OVERCALLS (Style, Responses, Unusual NT)	
1-Suit: Weak, 2NT: SSA, 3♣: Feature ask, Raises:PRE, New suit: F1	
2-Suit: Unusual 2NT (Lower two unbid)	
Leaping Michael's for 2 Suiter. Namyats OC: 4♣/4♦	
Reopen: Intermediate 1x-P-P-2NT:19~20 HCP	
DIRECT & JUMP CUE BIDS (Style, Responses, Reopen)	
Michael's CUE for MAJs or MAJ & MIN	
Jump CUE: asks for stopper in the suit w/running suit	
1x-1xOC-Jump Cue: TRF to 3NT, has stopper in the OC suit	
Vs. NT (Strong / Weak: Reopening, PH)	
X:relay to 2♣* (♣, ♦ or equal Ms or M+m or both m) OR 14+HCP (NPH)OR good 6+m	
2♣♥> 2: ♣>♥2M: suit,2NT/3♦/3♥:relay to 3♣/3♦/3♥/3♣,4♥·♣ to play	
*X-2♣: P: ♣suit/ 2♦: suit/ 2♥: Both MAJ (♥=♣)/2♣: ♣+m/2NT: MINS/	
3♣: ♥+♣/ 3♦: ♥+♦/3♥: Both M (♥=♣), good hand/ 3♣: ♣>♥, good hand/	
Vs. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	
X: T/O, CUE: Stopper Ask, NT: To play	
vs Weak 2M: 2NT: NAT/ CUE: STOP Ask/ 4m: MIN+MAJ/ 4M CUE: MINS	
vs Weak 2♦: 4♣: ♣+MAJ/ 4♦: MAJs/ 3♦: Stopper Ask	
Vs. ARTIFICIAL STRONG OPENINGS	
vs 1♠ Strong : X/1♦/1♥/1♣: TO of ♣/♦/♥/♣, 1NT: relay to 2C 1 suit	
2♣: ♣+M: 2♦: ♦+M, 2♥: Both M / 2♣: ♣	
vs 1♦ ART: X: TO, 2♦: Michael's	
vs Strong 2♣: 2NT/3c/d/h:relay to ♣/♦/♥/♣ may not real suit	
vs Multi 2♦: X: TO vs ♣/ 2♥: TO vs ♥/ 2♣: Suit/ 2NT: NAT 16-18 HCP	
3♣:♦: NAT/ 3♥:♣= NAT, good hand/ 4♣: ♣+M/ 4♦: ♦+M	
2♣ Flannery:X/2♥/2NT/2♣3MIN/3MAJ: BAL 13-15/mns/T.P/ Suit/ STOP ASK	
OVER OPPONENT'S TAKEOUT DOUBLE	
STOLEN (may have support w/value in TRF suit)	
2NT/MAJ : LR+ raise : PRE/3NT : PRE raise w/1 defensive trick	
2NT/MIN : PRE/ JUMP in other MIN : FG/ W raise = Limit	
1♣/2♥/2♥ shows 1-444, 6-9/10~12/13+ after DBL/ MIN	
2M/ X, Suit:TRF to upper suit; 2NT: SSA	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	3rd/5th/7th	3rd/5th/7th	
Subseq	same as above	same as above	
Other	Top of sequence	Top of sequence	
LEADS	Vs. Suit	Vs. NT	
Ace	Ax(+), A	STR, CT/UB or Ax(+)	
King	KQ(+), KJTxx(x), Kx, [AK(+)*]	KQ(+), KJTxx(x), AK(+)	
Queen	QJ(+), Qx	QJ(+), KQT9, Qx	
Jack	JT(+), HJT(+), Jx	JT(+), HJT(+), Jx, Jxx	
10	T9(+), HT9(+), Tx	T9(+), HT9(+), Tx, Txx	
9	KJ9(x)(xx), 9x, 98x, H98x	98x, H98x, 9x	
Hi-x	Sx, HxSx(xx)	Sx, g7x	
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	count	count	count
2	suit preference	suit preference	suit preference
NT 1	count	count	count
2	suit preference	suit preference	suit preference
Signals (including Trumps):			
Trump=S/P or Extra			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Light shape oriented (4441), X then bid = FG			
Advancer's cue/(+1)/(+2): TRF to upper suit, INV+, if no intervention			
X over 1m: W Cue: Both MAJ, INV			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
Negative (4♥); SUPP X/XX; Responsive (3♣); Max'l (3♥); Maxim. OC,			
Negative slam, Corporate, Intelligent, Snap Dragon, Action, Impossible,			
Lead directing, Higher Ranking, Higher Ranking Suit, Cue Bid; MAJ (4♥)			
2♣ DBL: 1♣-2♥-2♣-X/2NT/3m/3♥/3♣/4m: ♥INV/MINS/Suit/Raise/♥FG/SPL			
OTHER COMPETITIVE BIDS			
Vs. Jump OC & 2 level OC			
1m-2♥-2♣/2NT/3♣/3♦/3♥/3♠: NAT/→3♣/→3♦/STAY 4♣+4m/NAT, good suit			
1m-2♣-2NT/3♣/3♦/3♥/3♠: →3♣/→3♦/→3♥/STAY 4♥+4m/FG w/SUPP			
Vs. 2 Suiter OC			
1♥-2♥-DBL/2♣/2NT/3♣/3♦/3♥/3♠: ♥INV/→3♣/→♦/→♥/♥raise/cue			
1♣-2♣-DBL/2NT/3♣/3♦/3♥/3♠: ♣/→♣/→♦/→♥raise/raise			
1M-2NT-3♣/3♦/3M/show OM/LR/6-9sup			
3NT/4OMAJ : w/SUPP, shortness in OMAJ/ EXRKC B in OMAJ			



WBFC Convention Card

Aug. 2020



CATEGORY: GREEN

NCBO: JAPAN

Kenji Miyakuni & Ayako Miyakuni

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 Card Majors, 2/1 FG (exc. 1♦-2♣, 1♣-2♥), open light 1-bids w/shape

Weak COMP raises

Mini splinters, transfers, (1444) showing DBL

1NT Opening: (14)15-18

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣: 54(xx) (10)11-14HCP

2♥: Weak 2,2♣: Weak 2

3NT: 16~20 HCP 6-card semi running MIN (occ MAJ), min 1 card in MAJ suits

1NT overcall at 2nd : STR NT / at 3rd,4th : unusual, unbid two suits, 4-5+

1m-1M : may be 3-cards if there is no convenient response

Good-Bad 2NT/4NT in competition

1♣-2♥: NAT, NF; 1♦-2♣: NAT, F1, could be weak

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TRF (from 2NT) to upper suit over OPPs 2 level OC

1♥-1♠ : showing 0-4 cards in ♠ 6+ HCP

1♥-1NT: showing 5+ cards in ♠ 6+ HCP

1NT open or overall is SMALL singletons possible

Vs. OVERCALL

1x - (X) : TRF to upper suit (may have support w/value in TRF suit)

Unusual-unusual vs 2 suiter OC

TRF Bids after MAJ Michael's Cue Bid/ 2 Level OC

After SUPP D, 1 round TRF from cheapest NT

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

1x-(1NTOC)-Majors/ (1x)-1xOC-(1NT)-Majors (See Vs.NT)

PSYCHICS: occasional for LEADS, or other intentions 1NT open/OC may be comic rare fake CUE, chaff HELP SUIT/SHORT SUIT game tries

OPENING	TICK IF ARTIF	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND, vs OC
1♣/1♦		3	4♥	(8)10+ HCP, 3+ cards	1♥/♥♠: 3+cards 1/2/3NT: 6-10*12/11-13/13-15 HCP; Single raise FG; next step length asking *1 Crisscross: LR	4th Suit: F1 but if reversed by Responder. FG after 1NT: 2 way checkback (2♣→2♦, 2♥→2♠; FG, 2♠→M Raise: min) MAJ raise*2	CUE: LR+/ JUMP CUE: TRF to 3NT Opener's re-raise after PRE shows PRE After T/O DBL: single/ W raise: weak/ LR(TRFres)
					1♥-2♥: 1444 FG or long ♥FG/ 2♠: Weak/ W raise: PRE 2m rebid: 12-18 HCP; 1♦-2♠: 6+HCP	Closer of 2NT/ 4th suit after Reverse shows min/SIR 1m-1M-4M/4m/4Om: w/ shape /void in Om/OM	2NT: PRE/ Criss Cross: FG/others: TRF up to 2m 2-Level NF Vs OC
1♥/1♠		5(4)	4♦	(8)10HCP+, 5+ cards 4+ cards in 3rd/ 4th seat	1♥-1♠/1NT: F1 4-♠*19/5+♠, 1♠-2♥: NF, 5+♥ cards*18 1♠-1NT: 1RF, includes FG hand in ♥ Single/Double/Triple Raise: 3-9*5/ PRE/ PRE (-1)(-2)(-3)(-4): LR/3 SUPP LR+/BAL/Shape FG *3*4 Splinter: 8-12HCP, 1M-3NT: RKCB	1♠-1NT/1♥-1♠-2m could be 3 cards/2NT FG Various relay after CONST raise*6 1♠-2♥-2NT: length, strength asking in ♥ 1♥-1NT-2NT: length, strength asking in ♠ 3NT after (-1) raise: RKCB; 1♥-1♠-2N/1♠-1N-2N=FG	After T/O X: TRF upto 2M/ 2NT LR/ Jump: SPL 8-10HCP, W Jump: SPL 10-12 2♣: Reverse Drury/ 2NT: ♠ Suit Fit showing jump by passed hand 2-Level NF Vs OC
1NT		at 3 level		(13)14+~18HCP May have 6 card m May have 5 card M SMALL singletons possible	2♣: STAY*7, 2♦♥: JTB, 2♠: mSS, 2N: PUP 3♣; then P: ♠SO/3♦: 4♠3♥/3♥: 4♠2♥/3♠: 2-♠4♥/3NT: 3♠4♥ 3m: INV/ 3M: m FG+ST (5/7 cards) 4♣: Roman Gerber 4♦/4♥: TRF to 4♥/4♠, 4NT: QUANT 2♠-2♦-2♥ Crawling (drop off) STAY Various relays	1NT-2♠-2♦-2♥: MAJ SO, choose ♠ if ♥=♠*7 1NT-2♠-2♦-2♥: ASK m then 2NT: ♠, 3♠, ♦*7 3♦: 2344 or 3244 3♥ 2245 3♠ 2254 3NT: 3343 max 1NT-2♠-2♥-2♠: ASK-2NT: 4♠ 3♠, ♦4+ 3♦, ♠4+ 3♥5♥, 3♠ 3433 min, 3NT 3433 max 1NT-2♠-2♠-2NT: ASK-3♠/3♦/3♥/3♠/3NT=4+♦/4+♠/5♣/4333min/max 1N-2♥/♥-4♠5♠/5♠5♦5♥= Exclusion RKCB LMH	vs OC: X & Bids: TRFs*8, 2NT: Pick m or STOP vs DBL: RDBL ♦ better than ♣, otherwise SYS ON vs 2♣: X: STAY, System ON TEXAS, Gerber ON upto 3♣ OC We often bid RDBL by opener to play 1NT-any-2any-3m; NF inv by PH
2♣	√	0		FG May have fewer HCP if w/shape/tricks	2♦:-1/2♥: 2/2♠: A+K/ 2NT: 3Ks/ 3♣: 4+CTRLs 3♦/3♥/3♠/3NT/4♠: 6+♥/♠/♦-2CTRLs/♦3+CTRLs*10 4♦: solid suit w/o side entry	2NT rebid by opener may have any shape & strength Acceptance by opener of resp's suit is asking CTRL (0-1/2/3/) Opener's Jump Bid: (Semi)Solid suit, ask CTRL	CTRL by STEP
2♦	√	0		54(xx) (10)11-14HCP	2NT: Pattern ASK; 3♠/3♦/3♥/3♠: 13/31/22/04/40 4♠/4♦: RKCB♥♠		
2♥		5		2-10 HCP 5+♥	2NT: SSA 3C: Feature ASK		
2♠		5		2-10 HCP 5+♠	2NT: SSA 3C: Feature ASK		
2NT				BAL (19) 20-21HCP	3♣/3♦/3♥/3♠: Modified Puppet Stayman, JTB, m STAY 3N/4♣/4♦/4♥: TRF, 5♠: Roman Gerber 2N-3♣-♥/♠/NT=either or both M/no 4M/5♠/5♥	3♣-3♦/3♥/3♠/3NT: have 4 cards M/no 4 cards M/5 cards ♠/5 cards ♥ 3NT-4♣-P/4♦/4♥: SO/♥/♠/♣+♠, 4♣-4♦-P/4♥/4♠: SO/♥/♦/♠+♦ 2NT-3♦-♥/♠/NT=either or both M/no 4M/5♠/5♥: EXRRKCB LMH	vs OC: 3X: NAT, 4♦/♥: TRF vs DBL: System ON, STAY: 4 Card MAJ ASK
3♣/3♦		6		PRE	New suit : F1: Rebid: 0/ 3NT: 1/ Raise: 2 / Cue: 3 SUPP Jump in new suit asking for CTRL of upper suit (MQ) 3♣-4♦/3♦-4♦: ♠/♦ RKCB	4♣ over 3♦/♥/♠: RKC(0,1,1+Q,2,2+Q) 4♦ over 3♠: RKC(0,1,1+Q,2,2+Q)	
3♥/3♠						SLAM BIDDING, HIGH LEVEL BIDDING	
3NT				16-20 HCP, 6+ card semi-running suit no voids	4♣: RKCB, 4♠-4♦/4♥/4♠: Rqst RKCB/♣ RKCB/♦ RKCB 4♥/4♥=TRF to 4♥/4♠, 4NT RKCB, Others Warp RKCB 4♠: ST w/SUPP, 4NT: QUANT ST, 5♠/5♦: P/C	RKCB (1430), Exclusion RKCB (0314) 4♦: minor RKCB*14, WARP RKCB, RKCB via 3NT LSC-MDA, SSR / MIN opening & single raise	Good Bad 4NT in competition Roman DOPH (X-03, P-14), DEPO Honour asking after splint*9 / 1NT opening
4♣/4♦		6		PRE	to play	CTRL location bids after TCA (Astronauts)*13	Various relay after strong M/m raise
4♥/4♠		6		PRE	New suit: ask for CTRL in upper suit (Mike Q)	TCA: Total CTRL ASK	Vs opp't intevation of 2C: P/DBL...: 0 or 1/2/3 controls...
4NT				ACOL 4NT	5♣=0A, 5♦/5♥/5♠/6♣=A in the bid suit, 5NT=2As	Cue bid, interested in CTRL in upper suit (Mike Q)*11	Higher suit double

※1 Minor suit Single raise=FG next step LSC+(relay)

Opener's 1st relay ; asking length of supp (564777s)
Opener's 2nd relay ; asking strength (12-14,15-17,18-19,20-21,22-23 HCP)
Opener's 3rd relay ; asking CTRLs (12-14=0-2,15-17=0-4,18-19=0-5 in 1st STEP)
Opener's 4th relay ; asking for the difference of M length after 5 SUPP
Opener's 4th relay ; asking shortness after 6 cards SUPP
Opener's 4th relay ; asking CTRL location after 4 cards SUPP
after CTRL location response follows askings for trump queen and side suit queens

※2 Various Relay after MAJ fit by Opener

(-1)(-2)(-3) from W raises are responder's MAJ fit showing bids
(-1) is shortness showing in the suit NOT bid : 12-14HCP
(-2) is shortness showing in the suit NOT bid : 12-14HCP
(-3) is showing supp 15-17(18) a: w/ shortness b: 5422 or 4333(18-20)
after(1)(2)(3) responder can check type & HCP
after checking responder's relay : ① TCA ② Location ③ ?Q

※3 (-1)(-2) = Limit / 3 Cards SUPP or LR+

(-1)(-2) from W raises are responder's M fit showing bids
(-1) limit raise w/ 4+ SUPP INV, denies good 5 cards m suit
after (-1) : 3NT/cheapest suit/suit=RKCB/MIKE cue ※17
(-2) limit raise w/ 3 SUPP INV denies good 5 cards m suit if FG value
after (-2) : 3NT/cheapest suit/+1suit= to play/INV+/power

※4 (-3)(-4)=BAL / Shape FG Raise

(-3) FG raise w/ 4+ SUPP w/o shortness, denies good 5 card m suit
after (-3) : relay +1/+2/+3/+4=TCA/exclusion(L) TCA/(M)/(H)
after TCA , CTRL Location Bid (ASTRO) will be used
(-4) FG raise w/ 4+ SUPP w/ shortness, denies good 5 card m suit
after (-3) : 1st relay is shortness asking void/L/M/H singleton
after (-3) : 2nd relay +1/+2/+3/+4=TCA/exclusion(L) TCA/(M)/(H)
showing number of CTRLs

※5 Various Relay after M Suit Single Raise

Response to hand check bid : +1/+2/+3/+4= average raise /shortnessL/H/light supp
2nd relay +1/+2/+3/3NT / normal raise = SSGT in (L)/(M)/(H)/RKCB
2nd relay +4/+5/+6 / normal raise = Exclusion RKCB in (L)/(M)/(H)
Relays may be chaff

※6 Various Relay after finding M fit at 2 level in a 2/1 FG sequence

After trump fit at 2 level +1/+2/+3/+4 = order showing by steps
relay+1=①length of trump ② quality of responder's m suit ③ TCA
relay by raising responder's suit = ① suit quality ②TCA (all/L/M/H) ③ Astro
relay by rebid = ① zoom ② TCA(all/L/M/H) ③ Astro
relay by 3NT = RKCB
relay by cheapest jump=exclusion(4th suit) RKCB

※7 Various Relay after Stayman

after 2♦/2♣
2♥/2♠/2NT=crawling/strength asking/INV
3♦/3♣=mild INV w/♦/♣
3♥/3♠=5-5 in both M INVI / FG
4♣/4♠/4NT= Gerber/slamish 44 in m/quantitative

※8 Various Relay against Intervention

INT-OC(2level), DBL:system on + TRF Lebshol+RDBL(TRF)
INT-OC(2level): 2NT= pick m or pick 3♦when you have 4+♦
INT-Pass-BID - DBL:priority 1)guard (acpt/P/RDBL) 2) supp (acpt 2/4)
INT-P-2♣-DBL:P/RDBL/Bids=♣ guard/inv to play 2♣RDL/no guard in ♣

※9 Honor asking RKCB after responder's self splint

Response to RKCB when you have a honor in the suit
Bid first TRUMP suit when you don't have a honor in the suit
asking suit is 3honor & 4+cards

※10 2♣ Open: various relay after 6+ cards SUPP showing

Next step relay : TCA (assumed the suit is Trump)
3NT: SO (It is continued to show the number of CTRL).
ASTRO (※15) continues after TCA.

※11 MIKE Cue Bid

If there is CTRL in the immediately upper suit treat the bid as if it were RKCB.
If Trump suit is bid, implies no control in the suit asked.
Only in use when the HCP range is indicated to be limited.

※12 LSCA after 1m-1NTrebid

2♥/♠ tends to show fit of ♣/♦

※13 ASTRO K location showing bids after TCA

After TCA, various relays are used to ask for the combination of Honor cards

※14 CDC Automatic RKCB for MIN

After a fit in a minor is found, 4♦ is used as the RKCB.

※15 Automatic RKCB Response / Bad 4NT

When OPPT intervenes with Bad 4NT,
the bid at the next seat is as if Partner was bidding RKCB

※16 Over opponent's T/O DBL

A jump bid shows splinter w/ 8-10 HCP
A W Jump shows splinter w/ 11+ HCP
3NT Game Raise w/ a defensive trick(s)

※17 Following shows TRF

- 1) 1A-1B-DBL-TRF
- 2) 1A-P-1B-1C-DBL-TRF
- 3) 1A-1B-2B(+)=TRF
- 4) 1A-2B-2NT&higher-TRF

※18 Relay after 1♠-2♥ (56565666) 2NT is asking for the number of SUPP & HCP

5: 6-7 HCP/6: 6-7HCP/5: 8-9HCP/6:8-9HCP /5:10-12HCP/6+ shortness in ♣/♦/none

※19 After 1♥-1♠:4 or fewer ♠, 6+ HCP

- 1) 1♥-1♠-1NT: 4♠ & 5+♥, 11-15HCP
1♥-1♠-1NT-2♣/2♦/2♥/2♠=art hand pattern check/suit NF/SO/SO
1♥-1♠-1NT-2♣/2♦/2♥/2♠/2NT/3♣/3♦=max/min: 22/13/31/04/40
1♥-1♠-1NT-2♣/2♦/2♥/2♠/2NT/3♣/3♦/3♥=22/13/31/04/40(max)
- 2) 1♥-1♠-2♠ :a) 45, 16+ HCP b) 6+♥,16-18HCP c) ♥7,16+ d) 6+♥, 19+
1♥-1♠-2♠-2NT-3♣/3♦/3♥/3♠/3NT/4♣/4♦/4♥
=4513,4504/4531,4540/6+♥16-18/22/6+♥19+/3730/3703/7♥16-18
- 3) 1♥-1♠-3♣/3♦=19+ ♣/19+ 4♦ OR 5-5 17+
- 4) 1♥-1♠-2NT:FG (2533 17-19)
- 5) 1♥-1♠-3♥:6+ semi+ suit 12-15HCP

after 1♥-1NT: 5+♠

1) 2♣ 2+ SUPP, min

2) 1NT by OPENER shows 4♠

3) 2NT ASKS: 3♣/3♦/3♥/3♠/3NT/4♣/4♦=5♠min OR FG/♠/5♠ 8-9HCP/6♠ 8-9HCP/5♠ 10-11HCP/6♠10-12 SPL/6♠10-12 SPL