

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 unids), (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)
Vs.STR(contain 16+HCP)NT: X/2♣/2♦=1m, 4M&5+m or STR/MS/1M
2M/2N-3♠/3NT/4♣/4♦= 5(+M&4+m/=>3♣-3NT/1m♥/♠
(1NT)2♣(P)2♦=ask longer: (1NT)2♦(P)2NT-3♠/3♦/3♥/3♠=♥bad/♠bad/♠good/♥good
Vs.WK(below 16HCP)NT: X=(good 13)14+, Others are same as above
Reopen: X/2♣/2♦/2M=1m, M+m 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=T/O: 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. Multti 2♦ X/2♥/2♠/2NT=T/O of ♠/TO of ♥/NAT/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♦=♥/♣/LR/MIXED R/PRE R
1♥(X)XX/1♠/1NT/2♣/2♦/2♠/2NT=2SUPP/♣/3SUPP,LR+/♦/♠/LR+/MIXED
1♠(X)XX/1NT/2♣/2♦/2♥/2NT/3♥=2SUPP/3SUPP,LR+/♦/♥/♣/LR+/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, xxxxS, xxS	HxxxS(+), HxS, xxS, xxxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi/Lo=EVEN	Hi/Lo=EVEN	Hi/Lo=EVEN
	2 S/P	S/P	S/P
	3		
NT	1 Lo=ENC at trick1	Hi/Lo=EVEN	Hi/Lo=EVEN
	2 Hi/Lo=EVEN	S/P	S/P
	3 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+/♣/♦/LR/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. Jan. 2025
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 ♦ 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♦=NF/LR+/MIXED R/PRE R, 1M(1NT)2m: 4+m&5+OM
1♣(1NT)2♣/2♦/2♥/2♠/2NT/3♠=MS/♥/♠/ms(♣<♦)/ms(♣≧♦)/MIXED R
1♦(1NT)2♣/2♦/2M/2NT/3♠/3♦=MS/3+♦&5+♥or5+♠/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♠=4-5♠/3 or less ♠
1♣(1♥)2♣/2♦/2♥/2♠/3♠=♦/6+♠,INV/6+♠,COMPorFG/LR+/MIXED R
1♦(1♥)2♦/2♥/2♠/3♠/3♦=6+♠,INV/6+♠,COMPorFG/LR+/MIXED R/PRE R
1♣(1♠)2♣/2♦/2♥/2♠/3♠=3 or less ♥,at least 3-card in both m/♥/♦/LR+/MIXED R
1♦(2♣)X/2♦/2♥/2♠/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
After (1X)1NT(PEN DBL)XX/2X=D.O.N.T. escape
PSYCHICS:
Occasionally

OPENING	TICK IF ART.	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♥/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,5+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/17-19BAL,4♥/♠SPL/♠SPL	
					1♣-1♥-3♣/3♦/3♥/3♠/4♣=15+4♠/11-14♥short raise/11-14♦short raise/17-19BAL,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♦X22	3M/3NT=SPL/13-15	1♦-1♥-2♣/3♣/3♦/3♥/3♠/4♣=15+4♥/11-14♠short raise/11-14♠short raise/17-19BAL,4♥/♠SPL/♠SPL	
			c) 10+pts., 6+♦		1♦-1♣-3♣/3♦/3♥/3♠/4♣=15+4♠/11-14♥short raise/11-14♠short raise/17-19BAL,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♠=♠/♦/2(+♥), INV/INV to 4♥: 1♥-1♠-2NT/1♠-1NT-2NT=FG	2♣=Reverse Drury Fit, 2NT/3♠=♣ FJ/NAT
				maybe 4-cards in 3rd/4th	1♠-1NT=F1, including FG hand w/5+♥	1♠-1NT-2♠-2NT/3♣/3♦/3♥/3♠=♠/♦/2(+♠), INV/5♥&0-1♠, FG	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♥-1NT-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♦=ART FG/5+♦, FG	1♥-1NT-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+04♣@6+♥-2NT/3♣/3♦/3♥/3♠/3NT=NF/4♠/ART,FG/5+5+ms/6+♠/6+♦: 1♥-1♠-2♠-2NT-3♣/3♦/3♥/3♠=PUPP3♦/4540FG/6+♥NF/5♠6+♥FG: 1♥-1♠-2♠-2NT-3♠-3♦/3NT=6+♥FG/4504		
					1♠-1NT-3♠=0NAT,FG@16+,6+♠-3♦/3♥/3♠=relay,FG/5+♥,FG/s/o if @: 1♠-1NT-3♠-3♦-3♥/3♠/3NT/4♣/4♦/4♥=0/@/0/@/5-0-4-4/@S/T		
					1♥-1♠-1NT=4(+♠)&5(+♥)-2♣/2NT/3♠=INV+ relay/6+♠/6+♦: 1♥-1♠-1NT-2♠-2♦/2♥/2♠/2NT/3♣/3♦/3♥/3♠=MAX/4-5-2-2/4-5-1-3/4-5-3-1/4-5-0-4/4-5-4-0/6♥/5♠&6♥: after 2♦, 2♥ is re-ask about shape		
					1♥-2♠-2♦/2♥/2♠/3♣/3♦/3♥/3♠/3NT=6+♥/4(+♠)/4m/5+♦/SPL♠w/5+♠/SPL♥w/5+♠/0-5-4-4/17-19,3-5-3-2: 1♠-2♠-2♦/2♥/2♠/3♣/3♦/3♥/3♠/3NT=4+♥/6+♠/4m/5+♦/SPL♥w/5+♠/SPL♥w/5+♠/5-0-4-4/17-19,5-3-3-2		
1NT			3♠	(14+)15-17HCP	2♣=STAYMAN, including any shape	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	2♥/♥=TRF: 2♣=mss: 2N=PUPP 3♣	1NT-2♠-2♦-2♥=Crawling: 1NT-3♠-3♦-3M=shows Jx or less w/3OM	vs DBL: RDBL=TRF to 2♣, S/O in 1m or Ms
					3♠=Puppet STAYMAN: 3♠(44MS)/: 3M=SPL(OM=4)	1NT-2♠-2♦-2♠, 1NT-2♠-2♥-2♠, 1NT-2♠-2♠-2NT=ASK shape	vs 2♣: X=STAYMAN, OTHERS=System ON
					4♠=Roman Gerber: 4♦/4♥=TRF	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: 1NT-3♠-3♦-3M=xx or less in 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+♥/♥/♠/♣	Acceptance by opener of 6+suit=ask length	2♣(2♦)/P/DBL/OHTER=0-1/4/Sys ON
				if w/tricks	3NT=any solid suit w/o side entry	Opener's Junmp Bid below game level=(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♠/2NT)/P/DBL/OTHER=FG/bad/Sys ON
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/♥bad/♠bad/♥good/♠good	vs. other OC: Pass is better hand than DBL
				(4th: 6♦, 9-12)	3♣=INV: 4♣=Ask for TRF: 4♦=Ask to bid M	2♦-3♣-3♦-3♥/3♠/3NT+=FG w/♠/♥/1M	3m by PH=NAT or for lead
						2♦-3♦-3♥/3♠/3NT/4m=3(+♠)/3(+♥)/no 3+m/4+m	
2♥	✓	4		Weak ♥ and ♠	2NT=ask; 3♠=ask about minor	2♦-2♥-2♠-2NT-3♣/3♦/3♥/3♠/3NT=5♠/SPL♠/SPL♥w/o ss/SPL♥: 2♦-2♥-2♠-3♠-3♦/3♥/3♠/3NT=5♠/value in m/very good ♠/bad/value in ♥	
				(4th: 6♥, 9-12)	3♣=>3♦, then 3♥/3♠/3NT/4♠=FG w/♠/♥/♥fit/♠fit	2♥-2NT-3♣/3♦/3♥/3♠/3NT=4♠5♥/5♠4♥,min/55,min/5♠4♥,max/55,max	
2♠	✓	5(4)		Weak 5+♠ and 4+ minor	2NT=ask: 3♣/4m/5m/6m/7♠=P/C	2♥-2NT-3♠-3♦-3♥/3♠=min/max: 2♥-3♦-3♥/3♠/3NT/4m=3(+♠)/3(+♥)/no 3+m/4+m	
				4♠ & 5+m is poss. At 3rd	3♠=INV to 4♣	2♠-2NT-3♣/3♦/3♥/3♠=♠&♣,min/ ♠&♦,min/ ♠&♣,max/ ♠&♦,max	
				(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♦: ♣/♦/♥/♠		