

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
(1X)1M(DBL)3NT=NAT
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+MS
Leaping Michaels
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 or (1m)P(1♦/1NT)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
(1NT)P(2 level ART bid)X=15+HCP
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: 1M(X)3NT=raise to 4M w/ 1(2) defensive trick(s)
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♠=♥/♣/LR/MIXED R
1♥(X)XX/1♠/1NT/2♣/2♦/2♠/2NT/3m=2SUPP/♣/3SUPP,LR+/-♦/♠/LR+/MIXED R/PRE
1♠(X)XX/1NT/2♠/2♦/2♥/2NT/3m/3♥=2SUPP/3SUPP,LR+/-♦/♥/♣/LR+/PRE/MIXED R

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	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 unusual			
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			
[LIST D] Vs. Jump OC			
1♣(2♥)2♣/2NT/3♠/3♦/3♥/3♣=NF/♣/♦/ms or ask stopper/6+♣FG/=>3NT			
1♦(2♥)2♣/2NT/3♠/3♦/3♥/3♣=NF/♣/♦/ask stopper/6+♣FG/=>3NT			
1♣(2♠)2NT/3♠/3♦/3♥/3♣= ♣/♦/♥/ms or ask stopper/=>3NT			
1♦(2♠)2NT/3♠/3♦/3♥/3♣= ♣/♦/♥/ask stopper/=>3NT			
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/♣/♦/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. Jun. 2025
CATEGORY: RED
NCBO: JAPAN
Kazuo K. FURUTA & Ruri O. K. FURUTA
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
1♣=2+♣, could have longer ♦ if BAL
3NT=16-20 HCP, 6+ good minor
1♠-2♥=NAT, NF
Good-Bad 2NT in competition
[LIST D]
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
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+M/NF/ms/NF/MIXED R
[LIST D]
1m(1X)3♠=ask to bid 3NT
1♣(1♦)X/1♥/1♠/2♠=♥/♠/no 4+M/Ms 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 ms/♥/♦/LR+/MIXED R
1♦(2♠)X/2♦/2♥/2♠/3♠/3♦/3M=Ms/5+/5+♠/4M,INV+/LR+/MIXED R/4OM&♦,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(1♦/1NT), 2♠/2♦/2M=MS/1M, good hand/NAT, bad hand
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-accept(3SUPP)/1♣ or 1♣-1R/1♠-1NT, 2♣>=2♦, 2♦=FG, 2NT>=3♣	P-1♣-1NT=NAT,10-11	
				11-14 or (17+)18-19HCP	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+, 33(34)	1♣-1R-2♦=①(15)16+NAT②(17+)18-19BAL③(15)16+,6+♣ w/o 3SUPP	P-1♣-2♦=4♥&5+♣,INV	
				b) 10+pts., 4+♣, UNBAL	3♣/3♦/3M/3NT=5-9/INV/SPL/16-18, 33(34)	1♣-1♠-2♦=①(15)16+NAT②1444, min	P-1♣-2♥=4♣&5+♣,INV	
					4♣/4♦=TRF to 4♥/4♣	1♣-1♦-2♣/3♣/3♦/3♥/3♠/4♣=15+ raise/11-14♦SPL/11-14♣SPL/(17+)18-19BAL raise/♦SPL/♣SPL	P-1♣-2♣=6+♣,INV	
					1♣-1♥-3♣/3♦/3♥/3♠/4♣/4♦=15+ raise/11-14♥SPL/11-14♦SPL/(17+)18-19BAL raise/♦SPL/♥SPL	Good-Bad 2NT		
1♦		4	4♥	a) 10+pts., 4+♦ w/ SS	1M/1NT/2♣/2♦=NAT, 4+card/5-11/5+♣,FG/FR	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♥/2♠/2NT/3♣/3♦=LR/MIXED R/INV/INV/PRE R	1♦-1M-2NT=(15)16+, 6+♦ w/ 3SUPP	Good-Bad 2NT	
				b) 11+pts., 5♦4X22	3M/3NT=SPL/13-15	1♦-1♥-2♣/3♣/3♦/3♥/3♠/4♣=15+ raise/11-14♣SPL/11-14♣SPL/(17+)18-19BAL raise/♣SPL/♣SPL		
				c) 10+pts., 6+♦		1♦-1♠-3♣/3♦/3♥/3♠/4♣/4♦=15+ raise/11-14♥SPL/11-14♣SPL/(17+)18-19BAL raise/♥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♦=♣/♦/2(+)♥, INV/INV to 4♥	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)=shortness ask: after (-2),+1=waiting	2M=NF vs. OC	
					SPL=8-12HCP: 1M-3NT=RKCB	1♥-1NT-2NT(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(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+♥,10-11/6+♥,10-11: 1♠-2♥-2NT-3♣-3♦(ask)-3♥/3♠/3NT=5♥,-7/5♥&5+♠/5♥&5+♦			
					1♥-1♠-2♠=16+④4♠②6+♥-2NT/3♣/3♦/3♥/3♠/3NT=NF/4♠/ART,FG/5+5+ms/6+♠/6+♦: 1♥-1♠-2♠-2NT-3♣/3♦/3♥/3♠=PUPP3♦/4504FG/6+♥NF/5♠6+♥FG: 1♥-1♠-2♠-2NT-3♣-3♦-3♥/3NT=6+♥FG/4504			
					1♠-1NT-3♣=①NAT,FG②16+,6+♣-3♦/3♥/3♠=relay,FG/5+♥,FG/s/o if ②min: 1♠-1NT-3♣-3♦-3♥/3♠/3NT/4♣/4♥/4♠=①/②/③/④/5-0-4-4/⑤S/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/very good 6+♥: 1♠-2♠-2♦/2♥/2♠/3♣/3♦/3♥/3♠/3NT=4+♥/6+♠/4m/5+♦/SPL♥w/5+♠/SPL♦w/5+♠/5-0-4-4/very good 6+♠			
					after (-3),+1/+2/+3/+4/+5=TCA/SPL♠/SPL♦/SPL OM/RKCB: after (-4),+1/+2/+3/+4=shortness ask/SPL♠/SPL♦/SPL OM			
					(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: 2NT=PUPP 3♣	1NT-2♣-2♦-2♥=Crawling: 1NT-3♣-3♦-3M=shows Jx or less w/3OM	vs DBL: P=Forcing; RDBL==>2♣
						3♣=5M ask: 3♦(34/43/44Ms): 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					
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	basically Pass is better hand than DBL	
				May have fewer HCP	2NT/3♣/3♦/3♥/3♠=Ms(10+cards)0-1CTRL/6+♥/♥/♠/♠	Opener's Junmp Bid below game level=(Semi)Solid suit, ask about postion of K(s)		
				if w/tricks	3NT=any solid suit w/o side entry	2♣-2♦-2♥-2♠(forced)-2NT/3♣/3♦/3♥/3♠=FG/♥/♥&♦/♥/♠/♥&♠		
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	3m by PH=NAT or for lead	
				(4th: 6+♦, 9-12)	3♣=INV: 4♣=Ask for TRF	2♦-3♣-3♦-3♥/3♠/3NT/4♣/4♦/4♥/4♠=FG w/♠/♦/♥or♣,NF/♥/♠/TO PLAY/mild S/T		
					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=5(+)♠&4♥/4♠&5(+)♥,min/5+5+,min/4♠&5(+)♥,max/5+5+,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		
				6m and 5M is OK	3NT/4♣/4♦/4♥/4♠/5♠/5♦: ♣♦/♥/♠/♠♦			