


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)
X/2♣/2♦/2M/2N-3♣=PEN/MS/1M/4+M&5+m/=>3♣-3NT
3NT/4♣/4♦=1m/♥/♠
Reopen:
X/2♣/2♦/2M=1m, M+m, ms 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=TO: 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. Multiti 2♦ X/2♥/2♠/2NT=T/O of ♠/TO of ♥/NT/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, 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	ODD/EVEN
	2 S/P	S/P	Hi/Lo=EVEN
	3		S/P
NT	1 Lo=ENC at trick1	Hi/Lo=EVEN	ODD/EVEN
	2 Hi/Lo=EVEN	S/P	Hi/Lo=EVEN
	3 S/P		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♠=NF/=>3♣/=>3♦/ms/FR			
1♦(2♠)2NT/3♣/3♦/3♥/3♠=NF/=>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. Dec 2023
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	
1♣=2+♣, could have longer (up to 5-cards) ♦ if BAL; TRF response after 1♣ opening	
2♦=weak ♥ or ♠	
2♥=weak ♥ and ♠	
2♠=weak ♠ and a minor	
3NT=16~20 HCP, 6+ good minor	
4♣=Good 4♥ opening	
1♥-1♠/1NT=0-4♣ or 5+♠&3+♥/5+♠	
1♠-2♥=NAT, NF	
Good-Bad 2NT in competition	
Vs. OVERCALL	
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+♠/3 or less ♠	
1♣(1♥)2♣/2♦/2♥/2♠/3♣=♦/6+♠,INV/6+♠,COMPorFG/LR+/MIXED R	
1♣(1♠)2♣/2♦/2♥/2♠/3♣=3 or less ♥,at least 3-card in both m/♥/♦/LR+/MIXED R	
1♣(1NT)2♣/2♦/2♥/2♠/2NT/3♣=MS/♥/♠/ms(♣<♦)/ms(♣≧♦)/MIXED R	
1m(1X)3X=ask to bid 3NT, 1♦(1♥)2♥/2♠/3♣/3♦=LR+/NF/NF/MIXED R	
1♦(1♠)2♥/2♠/3♣/3♦=NF/LR+/NF/MIXED R, 1M(1NT)2m: m&OM	
1♦(1NT)2♣/2♦/2M/2NT/3♣/3♦=MS/3+♦&♥or♠/NF/ms/NF/MIXED R	
1♦(2♣)X/2♦/2♥/2♠/3♣/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	
PSYCHICS:	
Occasionally	

