





DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, 1/2 Level, Reopening)</b>
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
<b>INT OVERCALLS (Styles, Responses, Unusual NT)</b>
15~17 (18) HCP BAL/ sandwich position unbid 2 suiter (no limit)
After 1NTovercall (BAL) system on (XX→2♣, 2NT→pick a MIN)
After sandwich 1NT : Jump Response PRE
Reopen 1NT OC: (8)9~15HCP, Responses: NAT
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
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
<b>DIRECT &amp; JUMP CUE BIDS (Style, Responses, Reopen)</b>
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
<b>Vs. NT (Strong / Weak: Reopening, PH)</b>
X:PEN orTRF to 2♣* (♣, ♦ or equal Ms or M+m or both 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/
<b>Vs. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
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
<b>Vs. ARTIFICIAL STRONG OPENINGS</b>
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:BAL13-15/mins/T.P/ Suit/ STOP ASK
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>
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			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	3rd/5th	3rd/5th	
<b>NT</b>	3rd/5th/7th	3rd/5th/7th	
<b>Subseq</b>	same as above	same as above	
<b>Other</b>	Top of sequence	Top of sequence	
<b>LEADS</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	Ax(+), A	STR, CT/UB or Ax(+)	
<b>King</b>	KQ(+), KJTxx(x), Kx, [AK(+)*]	KQ(+), KJTxx(x), AK(+)	
<b>Queen</b>	QJ(+), Qx	QJ(+), KQT9, Qx	
<b>Jack</b>	JT(+), HJT(+), Jx	JT(+), HJT(+), Jx, Jxx	
<b>10</b>	T9(+), HT9(+), Tx	T9(+), HT9(+), Tx, Txx	
<b>9</b>	KJ9(x)(xx), 9x, 98x, H98x	98x, H98x, 9x	
<b>Hi-x</b>	Sx, HxSx(xx)	Sx, 87x	
<b>Lo-x</b>	HxS(x), HxxxS, xxxS, xxS	HxxxS(+), HxS, xxS, xxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>Suit 1</b>	count	count	count
<b>2</b>	suit preference	suit preference	suit preference
<b>NT 1</b>	count	count	count
<b>2</b>	suit preference	suit preference	suit preference
<b>Signals (including Trumps):</b>			
Trump=S/P or Extra			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>			
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			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE (RE)DOUBLES</b>			
Negative (4♥) ; SUPP X/XX; Responsive (3♣); Max1 (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: ♥INVI/MINS/Suit/Raise/♥FG/SPL			
<b>OTHER COMPETITIVE BIDS</b>			
<b>Vs. Jump OC &amp; 2 level OC</b>			
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			
<b>Vs. 2 Suiter OC</b>			
1♥-2♥-DBL/2♠/2NT/3♣/3♦/3♥/3♠: ♥/INV+→3♣→3♦→3♥/raise/cue			
1♠-2♠-DBL/2NT/3♣/3♦/3♥/3♠: ♠→♣→3♦→3♥/raise/raise			
1M-2NT-3♣/3♦/3M:show OM/LR/6-9sup			
3NT/4OMAJ : w/SUPP, shortness in OMAJ/ EXRKCB in OMAJ			

Convention Card	
	
Aug. 2020	
CATEGORY: GREEN 	
NCBO: JAPAN 	
Kenji Miyakuni & Ayako Miyakuni	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
5 Card Majors, 2/1 FG (exc.1♦-2♣, 1♠-2♥), open light 1-bids w/shape	
Weak COMP raises	
Mini splinters, transfer s, (1444) showing DBL	
1NT Opening: (14)15-18	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
2♦: 54(xx) (10)11-14HCP	
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	
4♦ is often end signal in FG relays.	
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 overcall is SMALL singletons possible	
<b>Vs. OVERCALL</b>	
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	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
1x- (INTOC)-Majors/ (1x)-1xOC- (1NT)-Majors (See Vs.NT)	
<b>PSYCHICS:</b>	
occasional for LEADS, or other intentions 1NT open/OC maybe comic	
rare fake CUE, chaff HELP SUIT/SHORT SUIT game tries	

OPENING	TICK IF ARTIF	MIN. NO. OF CARDS	NEG.D BL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND, vs OC
1♣/1♦		3		(8)10+ HCP, 3+ cards	1♦/♥/♠ : 3+cards 1/2/3NT : 6~10*12/ 11~13/ 13~15 HCP; 1♣-2♣, 1♦-2♦: FG; then next step length asking *1 1♣-2♦/♥:-8hcp,6+♥/♠; 2♣/NT:♣LR shape/HCP 1♦-2♣/:6+HCP;2♦/♥:-8hcp,6+♥/♠; 2♣/NT:♦LR shape/HCP 1♦-2♥: 1444 FG or long ♥FG/ 2♣: Weak/ W raise : PRE	4th Suit: F1 but if reversed by Responder, FG after 1NT: 2 way checkback (2♣→2♦, 2♦FG, 2♣→M Raise: min) 2m rebid: 12~18 HCP; MAJ raise*2 Closer of 2NT/ 4th suit after Reverse shows min/STR 1m-1M-4M/4m/4Om: w/ shape /void in Om/OM	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) 2NT: PRE/ Criss Cross: FG/others:TRF up to 2m 2-Level NF Vs OC
1♥/1♠		5(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♦: 2344or3244 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♦:RKC♥/♠		
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♠: ModifiedPuppetStayman, 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:have4cardsM/no 4cardsM/5cards♠/5cards♥ 3NT-4♣-P/4♦/4♥:SO/♥+♠/♠+♣, 4♣-4♦-P/4♥/4♠: SO/♥+♦/♠+♦ 2NT-3♦→♥/ 3♥→3♣:4♠5♠♦/5♠5♦5♥: EXRKCB LMH	vs OC: 3X: NAT, 4♦/♥:TRF vs DBL: System ON, STAY: 4 Card MAJ ASK
3♣/3♦ 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♣over3♦/♥/♠ : RKC(0,1,1+Q,2,2+Q) 4♦over3♣, RKC(0,1,1+Q,2,2+Q)	
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 DOPI (X:03, P:14), DEPO Honour asking after splint*9 / INT 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 intervation of 2C: P/DBL...: 0or1/2/3ctrols...
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