DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8-17HCP, Sound at 2-level
4-cards suit possible at 1-level
1 00.00 00.1 2000.0.0 01 1 10.00
Response: New suit=Const NF, CUE=10+ with SUPP
Jump raise=PRE;
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
16-18HCP (Response as after 1NT Open)
Pagnaning, 1NT_12 15: 2NT_10 20
Reopening: 1NT=12-15; 2NT=19-20
JUMP OVERCALLS (Style; Responses; Unusual NT) 1 suit: Weak
2 suit: 2NT=2 lowest suits, Unusual 1NT by PH
2 suit: 2111=2 lowest suits, Ollusual 1111 by F11
DIRECT & JUMP CUE BIDS (Style; Response; Reopening)
MICHAELS CUE
(1m)-2m=Ms
(1M)-2M=OM&m 2NT=m Ask
(1X)-3X=Stopper Ask
VS. NT (vs. Strong/Weak; Reopening;PH)
2•= ♥&•; 2•=M ask
2 → = M 1 suiter; 2 ♥/♠=pass or correct
2♥/•=♥/•&m 2NT=m ask
2NT=•&•
ZINI -∓α√
WC Wool-NT, DDI - DEN
VS WeakNT: DBL= PEN VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. PREEMITS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS
DBL/NT=♥&•/•&•
OVER OPPONENTS' TAKEOUT DOUBLE
New suit=F1 at 1-level
1X-(DBL)-2NT= L/R+
IN (DDL) ZITT - DITT

			DS AND SIGNA	ALS				
OPENI	NG LEA	DS STYLE		_				
~ .			ead	In Partner's Suit				
Suit 3rd/Low				same				
NT 4 th			h a	same	9			
Subseq		same as a		• aced (mat aand)			
Other: 2nd from 4 small (may keep good spot card)								
LEADS								
Lea	d	Vs	. Suit	Vs. NT				
Ace		AK(x+); KQ(x+)		AKJ10(+); UB or CT				
King		AK; Ax	(/	AK(x+); KQ(x+); ATT				
Queen		QJ(x+)		QJ(x	+); KQ109(+); UB			
Jack		JT(x+); Jx		J10(2	(+); KJ10(x+)			
10			1109(x+); 10x		x+); H109(x+)			
9		KJ9(xx); 9		9xx;				
Hi-X		Sx; xxS(x)			Sxx; SSxx(x)			
Lo-X		HxS; HxS	•	HxxS	S(x+); xxxS(x)			
SIGNAI		RDER OF P	ı		1			
			Declarer's I		Discarding			
1		ISCRG	CT: Hi/lo=O	DD				
Suit 2		li/lo=ODD	S/P					
3	S/P							
1	as above		as above					
NT 2			3					
3	<i>.</i>	m ,						
3 Signals		ng Trumps):						
3 Signals			owing ability to	ruff				
3 Signals				ruff				
3 Signals			owing ability to	ruff				
3 Signals				ruff				
3 Signals (Trumps	s: Hi/lo=	ODD or sho	bwing ability to		ing			
3 Signals (Trumps	:: Hi/lo=	ODD or sho	DOUBLES ele; Responses;		ing)			
3 Signals (Trumps TAKEO Opening	OUT DO	ODD or sho UBLES (Sty	DOUBLES le; Responses; ht with shape	Reopen				
3 Signals (Trumps TAKEO Opening	OUT DO	ODD or sho UBLES (Sty	DOUBLES ele; Responses;	Reopen				
3 Signals (Trumps TAKEO Opening	OUT DO	ODD or sho UBLES (Sty	DOUBLES le; Responses; ht with shape	Reopen				
3 Signals (Trumps TAKEO Opening	OUT DO	ODD or sho UBLES (Sty	DOUBLES le; Responses; ht with shape	Reopen				
3 Signals (Trumps TAKEO Opening Respons	OUT DO g Values ses: Jum	UBLES (Sty :: may be lig	DOUBLES le; Responses; ht with shape Jump=shape;	Reopen	F1			
3 Signals (Trumps TAKEO Opening Respons	OUT DO g Values ses: Jum	UBLES (Sty :: may be lig p=INV; DBL	DOUBLES le; Responses; ht with shape	Reopen	F1			
3 Signals (Trumps TAKEO Opening Respons SPECIA NEG, I	OUT DO g Values ses: Jum	UBLES (Sty :: may be lig p=INV; DBL	DOUBLES le; Responses; ht with shape Jump=shape;	Reopen	F1			

W B F CONVENTION CARD CATEGORY: RED NCBO: JAPAN **PLAYERS:** Tsutomu Hanada Yumi Komuro 28 October 2022 SYSTEM SUMMARY GENERAL APPROACH AND STYLE Polish Club 1♣=[A]12-14 BAL [B]15-17 ♣5+ [C] 18+ any 5-cards Major, 2/1 GF 1NT Opening 15-17 SPECIAL BIDS THAT MAY REQUIRE DEFENSE < LIST D Conventions > 2 = mini MULTI (weak 2M) 2**∀**/♠=**∀**/♠&m 2NT=BOTH MINORS SPECIAL FORCING PASS SEQUENCES IMPORTANT NOTES **PSYCHICS:** rare

	TIC	MIN.	NE						
OPEN ING	K IF AR TIF ICI AL	NO. OF CAR DS	G.D BL TH RU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.	V	0	4.	[A] 12-14HCP BAL [B] 15-17HCP \$5+ [C] 18+HCP any	1 ◆ = 0-7HCP or 8-11 HCP 5+ m 1NT=8-10HCP; 2 ◆ / ◆ = FG 5 + ◆ / ◆ 2NT=11-12 HCP BAL 3 ◆ / ◆ = NAT INV 3 ◆ / ◆ = PRE	1 ♣-1 ♦-1NT/2NT =18-20/21-23 HCP BAL 1 ♣-1 •-2 •= ART STR(FG) -2 ♥= Relay 1 ♣-1 ♥/ ♣-2 •= 18+(FG) 3+SUPP Ask number of trumps -2 ♥ 2 ♠/2NT/3 ♣= 4Min/4Max/5Min/5Max -3 •/3 ♥= 6Min/6Max (Mini=7-10; Max=11+)			
1.		4	4.	11-17HCP	1NT=7-10HCP 2♣=5+♠ FG; 2♦=INVERTED 2NT/3NT=11-12/13-15 HCP BAL 3♦=PRE 3♥/♠/4♣=SPL	1	CUE = Limit raise or better Jump Raise = PRE		
1♥ 1♠		5(4)	4.	11-17HCP	1NT=5-12HCP F1 2X=FG 3♣/◆=4+SUPP INV/CONST 2NT/3NT=Jacoby	Help Suit G/T 1M-2X-2M=6+M	Reverse Drury CUE = Limit raise or better Jump Raise = PRE		
INT				15-17HCP BAL	2*/*/*/*=STAY JTB mSS 2NT=INV 3*/*=6+ INV 3*/*= */* S/T 4*/*/*= Gerber Texas		Texas thru on 3♣ OC System On vs DBL / 2♣		
2•		5	4.	11-14HCP •5&M4 or •6+	2♦=M ASK 2♥/♠=NAT NF	2 ♣ -2 ♦ -2 ♥ /2 ♠ /2NT/3 ♣=♥ 4/ ♠ 4/Max/Min			
2•	~	0		4-10HCP ♥or♠	2♥/ • =P/C; 2NT=ASK	2 - -2NT-3 - - / - / - / - / - - - - M in/ - M in/ - M ax/ - M ax			
2 v 2•		5		4-10HCP ♥/♠&m	2♠=NAT NF; 2NT=m ASK 3♠=P/C; 3♦=INV w M SUPP	2♥/•-2NT-3•/•/♥/•=•Min/•Min/•Max/•Max			
2NT	~			4-10HCP ♣ & ♦	3 • /•=S/O	HIGH LEVEL BIDDING			
3X	1			PRE		RKCB(1430) Roman Gerber(1430) DOPI/DEPO Roman(5•&up)			
3X 3NT	\ <u>\</u>		+	GAMBLING	4/5♣=P/C; 4NT=Length ASK	DOFI/DEPO Rolliali(5•&up)			
	•			Solid minor	4/5T-P/C, 4NT-Length ASK 4♦=S/S ASK Res: 5m=om short				
4X	1			PRE	4 -0/0 AON Nes. JIII-JIII SHOIL	-			
4NT	V			ACOL Ace ask	5♣=No Ace; 5NT=2 Aces	1			
	-		1		5 \ /5 \ /5 \ /6 \ = Ace in the suit	<u>-</u>			