	OVERCALLS (Style; Responses; 1/2 level; Reopening)			OPE	NING LEADS	STYLE		1		
8-17HCP, (4)			Lead		In Partner's suit		JAPAN	Artificial Red		
RESP:	New suit=F1. Cue=INV+ w/SUPP. Jump cue=Mixed raise.	Sui	t	3rd or lowest		3rd or lowe	est	NCBO A		
	Jump raise=PRE. Jump shift=FSJ.2♣=Reverse Drury fit		NT 4th.Top,2nd from 4(or more)sma		r more)small.	4th		All		
Reopenina:	8-17HCP, Cue=Michaels.	Subs	ea	Same as above	·	Same as a	oove	EVENT	•	
RESP:	New suit=NF but constructive.	Other:				1		Takumi SESHIMO 🔌	Takahiro HUNDA	
	1NT OVERCALLS (2nd/4th Live; Responses; Reopening)	vs.NT:A	A as	ks Un blocking/CT, K as	ks ATT. Top, 2	2nd or 4th fro	m 4(or more)small.	Yuki HARADA		
15-18HCP, B	AL/semi-BAL. May be off-shape. (Unusual by PH.)	vs. Suit	: A a	asks ATT, K asks CT.					·	
RESP:	System on.	If CT is	n't n	eeded, we lead for show	ving ATT, S/P,	or for decept	ion.	NAME OF PLAYER	NAME OF PLAYER	
Reopneing:	1NT=15-17HCP, BAL/semi-BAL.			LEADS				SYSTEM SUMMARY : GEN	IERAL APPROACH AND STYLE	
	May not have stoppers in OPPT's suit.	Lead	d	VS. Sui	t		VS. NT	1♠=①♠1+,(11)12+HCP②18-19	HCP,BAL(may have ♦5)	
	2NT=18-19HCP, BAL/semi-BAL.	Ace)	Ax(+); AKx(+)		AKHH(+);	λx	Various ART raises after 1m/1N	1 Openings.Light opening.	
RESP:	System on.	King	g	AK; AKx(+); KQx(+); K	K	AKx(+); KQ	(J/10)x(+)	1NT Opening:(14+)15-17		
	JUMP OVERCALLS (Style; Responses; Unusual NT)	Quee	en	QJx(+); Qx		QJ(10/9)(+); AQJ(+); KQ109(+)			
1-Suit:	Weak.	Jacl	k	J10x(+); KJ10x(+); Jx		J10(9/8)(+); HJ10(+)	RESPONSE 1NT = semi F	2 OVER 1 = Always FG.	
RESP:	New suit=F1. Cue=Limit+. 2NT=Ogust.	10		109x(+); H109x(+); 10	lx	109(8/7)(+); H109(+); AQ109(+)	SPECIAL OPENINGS AND RESPO	NSES THAT MAY REQUIRE DEFENCE	
2-Suit:	Ghestem like	9		9x		9xx; 9x		2+=Artificial Strong,Almost FG		
Reopening:	Intermediate.	Hi-x	(Sx; HxSx(xx); xxSx(xx))	SSx(+); Sx		2M=Weak 2M		
Jump cue vs	. 1M = Asks for stopper.	Lo-x	ĸ	Hx(xx)S;xx(xx)S		HxxS(+);HF	xS(+);HxS;xSxx(+),xxxS(+	<list conventions="" d=""></list>		
[DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			SIGNAL	S IN ORDER OI	F PRIORITY		1 - 1-1.0111111111111111111111111111111111	ay have ♦5)	
Direct:	Michaels.			Partner's Lead	Declare	r's Lead	Discarding	2♦=0-10HCP,♥4+&•4+(♥≥• in 1st/2nd,♥≤•	in 3rd/4th seat)	
RESP:	2NT=INQ. Cue=M fit FG.		1	Hi=DISCRG	Hi/Lo=ODD		Hi=DISCRG	3NT=Good 4M preempt	·	
(1m)-3m=NA	T, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.	Suit	2	Hi/Lo=ODD	S/P		Hi/Lo=ODD	SPECIAL COMPETITIVE BIDS	THAT MAY REQUIRE DEFENCE	
`	VS. NT (vs. Strong/Weak; Reopening; PH)		3	S/P			S/P	1⊕(1♦)Dbl/1♥/1⊕/2M/3⊕=♥4+/⊕4+/No sui	table bids/FSJ/PRE	
Direct :	Dbl/2m/2M/2NT=♥&♠/♥&m/NAT/♠&♦		1	Hi=DISCRG	Hi/Lo=ODD		Hi=DISCRG	1♠(1♥)Dbl/1♠/2♠,3♦/3♣=♠4+/No suitable l		
Reopening:	Same as above.	NT	2	Hi/Lo=ODD	S/P		Hi/Lo=ODD	Switching after competitive bids		
	Dbl/2♣/2♦/2M/2NT=PEN/♥&♠/♥or♠/M&m/♣&♦		3	S/P			S/P	(1♠)-2♠/2NT/3♠=5+♥&5+♠/♦5+&5+♥/♦5+	&5+♠	
	VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Signals	(ine	cluing Trumps): Trump	s: Echo w/ odd	NUM.		(1♦)-2♦/2NT/3♣/3♦=♥5+&♠5+/♣5+&♥5+/4	5+& ♦ 5+/ ♦ 5+& ♦ 5+,F1	
T/O DBL thru	14♥(vs. 4♠ open: X=OPT, 4NT=T/O).			first Discard in NT				(1M)-2M/2NT/3♠=♠5+&0M5+/♠5+&♦5+/♦	5+&OM5+	
	2=T/O->Lebensohl 2NT.							(1X)P(2X)2NT=comp w/minor		
4 ∳ /3♦ vs. W	K 2♦=5+♣&5+M/5+♥&5+♠.				DOUBLES			SPECIAL BIDS THAT	MAY REQUIRE DEFENCE	
4 ♣ /4♦ vs. W	K 2M=5+ ♣ /♦&5+0M.				DOUBLES	•		<list conventions="" d=""></list>		
	VS. ARTIFICIAL STRONG OPENINGS		TAKEOUT DOUBLES (Style; Responses; Reopening)					1 • = 1 • 1 + 2 18-19 HCP, BAL (may have • 5). TRF after 1 • Opening. 1 • - 2 • /2 = ♥, INV+		
vs. 1 ∳ :	1NT,2NT/Dbl=♠&♦/♥&♠	Normal,may be light with shape RESP: Cue=F1. Jump cue=Asks for stopper.						2♦=0-10HCP,4+Ms(♥≥♠ in 1st/2nd,♥≤♠ in 3rd/4th seat). Switching after comp. Rube		
	3NT=To play. 4X=NAT PRE.							3NT=Good 4M preempt. (1X)P(2X)2NT=comp w/minor		
		Reopening: 8+HCP.						SPECIAL FORCING PASS SEQUENCES		
vs. 2 ∳ :	Same as above.	RESP:		Cue=F1.				2♠(Dbl or OC)Pass/Dbl,Rdbl=5+HCP/0-4HC	P	
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					S/REDOUBLES	IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE		
	OVER OPPONENTS' TAKEOUT DOUBLE	NEG DE		thru 4♥.				1X-(1NT)-2 ♦ =Ms.		
	ICP. Fit showing jump. SPL.	RESP DBL thru 4♥(Also applied after partner's O/C or T/O DBL).				D/C or T/O DE	BL).			
1 ♠ (Dbl)1X/2•	P/2◆/2M/2NT/3♣=system on/NF/♣,FG/FSJ/♣,PRE/♣,INV	MAX DBL thru 3♥.						Sandwich 1NT		
(Dbl)2♠/2♦/2M/2NT/3♠/3♦=INV/NF/FSJ/♠,PRE/♦,FG/♠,INV SUPP DBL/REDBL thru 2♥.					P(P)1X(1Y/Dbl);2♣=SUPP,INV					
1M(Dbl)2♣/2	.♦/2M-1/2M=INV/INV/M3+,7-10HCP/M3+,0-6HCP	Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.								
		SnapDragon					PSYCHICS			
								Openings: Rare.		
								Others: Rare.comic O/C,fake cu	ie,fake G/T.	
	IMPORTANT: Use symbols ss, hh, dd, cc when needed			Update: 26-Aug-2023			T.Seshimo	IMPORTANT: All text must		

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	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG DBL. THR U	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER	
pass 1♣	√	1		②18-19HCP,BAL(may have ♦ 5)	1♦/1♥/1♠=♥4+/♠4+/① ♦ 4+ ②balanced, 6 - 10HCP 2♣/2♦/2♥/2♠/3♣=NF/♠,FG/♠5+,INV/5-5ms,WK/PRE. 1NT/2NT/3NT=11-12/13-15/16-18HCP.SPL.	4th Suit=ART FG. XYZ. Structured reverse. SPL. 1\(\daggered{1}\)-1R:2NT=\(\daggered{1}\)5\\(\daggered{4}\),FG. 1\(\daggered{1}\)-1R;2\(\daggered{1}\)=1\(\daggered{1}\)NAT,Reverse(2)18-19HCP,BAL 1\(\daggered{1}\)-1R;3\(\daggered{4}\)+=\(\daggered{1}\)SPL,FG 1\(\daggered{1}\)-1\(\daggered{1}\);1NT-2\(\daggered{1}\)2\(\daggered{1}\)+=\(\daggered{1}\)+1\(\daggered{1}\);1NT-2\(\daggered{1}\)2\(\daggered{1}\)+=\(\daggered{1}\)+1\(\daggered{1}\)+1\(\daggered{1}\);1NT-2\(\daggered{1}\)2\(\daggered{1}\)+1\(Cue=Limit raise+. Jump raise=PRE. 1♣-1NT,1♦ -2♣ by PH=Limit raise. Fit jump by PH. Defensive bids vs. 2-suiter O/C.	
1\$		5 (4)		(11)12-22HCP, ♦ 5+ May be good 4 ♦ in 3rd/4th seat.	1M/1NT/2NT/3∲/3♦ =M4+/6-10HCP/INV/∲6+,INV/PRE 2♦/2♥/2♠=♦ 3+,8-11HCP/♦ ,FG/♦ 4+,INV	4th Suit=ART FG. XYZ. Structured reverse. SPL. 1 ♦ -1M;2NT=power ask	Good Bad 2NT. Switching	
1♥ 1♠		5 (4)	4♥	(11)12-22HCP, 5+♥/♠. May be good 4♥/♠in 3rd/4th seat.	1NT=semi-F. 2/1=NAT, FG.SPL 1M-2M+1/2M+2/2M+3/2M+4/3M =M4+,FG/M4+,FG/M3,INV+/Limit/PRE 1♥-3♠,1♠-3NT=Void SPL. 1♥-3NT=SPL of ♠ 1M-2M=M3+,8-10(11)HCP 1♠-2♠/2♥=①♥6+,INV②♥5+,FG/♠4+,FG	4th suit=ART FG. XYZ. Structured Reverse. SPL. 1M-2M;(+1)/(+2)/(+3)/(+4) =PUP to (+2)/♠/♦/OM Help suit GT 1M-2M;(+1)-(+2);(+3)/(+4)/(+5)/3NT/4X =♠/♦/OM ShortGT/RKCB/ERKCB of X 1M-1NT;2♠/2♦/2M-1/2NT =(1)♠4+(2)BAL/♥4+/♠4+/(1)M6+,FG(2)M5&any 5,FG	2♠=Drury. Jump raise=PRE. Fit jump by P/H. 1M-2NT/3♠ by P/H=♠ Fit jump/INV. Defensive bids vs. 2-suiter O/C. Good Bad 2NT. Drury. Switching	
1NT		-	4♥	(14+)15-17HCP, BAL/semi-BAL.	2♠=pup to 2♠ 2♠/2♥=Jacoby TRF. 2♠=(1)♠6+,FG(2)♠6+,WK(3)INV w/o M4 2NT=♠4,INV 3♣=♦5+,FG.3♦=ask M4. 3M=ms,SPL. 4♠/4♦=♥/♠. 4♥/4♠=2245/2254,Slam interest	1NT-2+;2+-2M/2NT/3m/3M=INV/M4-4,INV/\\dagge44&\P5 1NT-2+;2\Phi-2\Phi/2NT/3\Phi/3\Phi=\Phi/4\Phi/\Phi/\dagge45\\dagge44\Phi/5\Phi/\dagge45\\dagge44\Phi/4\Phi/\dagge45\\dagge44\Phi/4\Phi/\dagge45\\dagge46\Phi/3\P	vs PEN: Pass/Rdbl/2X=play/→2♠/D.O.N.T Rubensohl System On vs PEN DBL / 2♠. Defense vs 2m DBLed.	
2♠	√	0	-	ART STR.Almost FG (1) 9+tricks. (2) 22+HCP, BAL/semi-BAL.	2 ♦ /2 ♥ /2 ♠ = 5 + HCP/0-4HCP/any Solid,less than 1 loser 2NT/3 $• /3 • /3 ♥ = • /• /• /•$	2♠-2♠;2♥/2NT=PUP to 2♠(♥ or 24+ BAL)/22-23HCP,BAL. 2♠-2♠;2♥-2♠;2NT/3X/3NT=24-25HCP,BAL/♥5+&X4+/♥5,BAL 2♠-2♥;2♠=PUP to 2NT,then 3X/3NT=NAT,NF/26-27HCP,BAL	vs. DBL: Pass/REDBL=Positive/NEG. vs. O/C: Same as above.	
2♦	√	0	-	0-10HCP,♥4+&•4+ •≥•in 1st/2nd,•≤•in 3rd/4th seat	2NT/3♠/3♦=ask/FG/FG 2M,3M,4M,5M,6M,7M=play	2♦-2NT;3♣/3♦/3♥/3♦=min/♥5&♦4,max/♥5&♦5,max/♥6&♦5,max 2♦-2NT;3♣-3♦/3M=re-ask/play		
2♥ 2♠		5		Weak 2M	2NT=Ogust R.O.N.F	-2NT;3♠/3♦/3♥/3♠/3NT=too bad/min,bad/min,good/max,bad/max,good -2NT;3♠-3♦=re-ask then 3♥/3♠/3NT=min/6-cards,max/5-cards,max		
2NT			4♥	(19)20-21HCP,BAL	3♠=STAY 3R=TRF w/walsh relay 3♠=mss 4♠/4♠=♥/♠ 4♥/4♠=♠5(332),Slam interest/♦5(332),Slam interest	2NT-3♠;3♠-4M=play 2NT-3♠;3♠-4♥=♥5&♠5,Choice of 4M -3♠;3♠-3♠;3NT-4m/4♠/4♠=m6+,ST/♥5&♠5,mild ST/♥5&♠5,F1		
3♠ 3♦ 3♥ 3♠		6	-	NAT, PRE.	3♣-4♦=♣S/T 3♦/3♥/3♣-4♣=♦/♥/♠S/T	SLAM APPROACH AND CONVENTIONS (includi RKCB-1430. EXCLUSION RKCB-0314. ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump). SPLINTER BIDS. SELF SPLINTER.	ng all slam-interest bids)	
3NT	1	-	-	Good 4M Preempt	4•/4•=Very Good hand / Good hand. 4NT=loser ask	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL. PASS AND PULL shows STR offensive hand.		
4 ♠ 4 ♦ 4 ♥ 4 ♠		7	-	NAT,PRE.	4M-5X=CTRL ask	5NT-GRAND SLAM FORCE(1step=A/K,2step=Q/Extra,trump=No). Over Queen ASK:If bid side suit,Having Q w/ King in position. Over King ASK: King in position. XX shows 1st Rd CTRL against OPPT's DBL at CTRL showing cue at 4/5 level.		
4NT OTHERS	✓	-	-	ACOL Ace ASK.	5♠/5♦/5♥/5♥/5NT/6♠=0/♦/♥/♠/♠/2 Ace.	NON SERIOUS 3NT. LIGHTNER SLAM DOUBLE. FORCING PASS.		