

DEFENSIVE AND COMETITIVE BIDDING
OVERCALLS(Style; Responses; 1/2level; Reopening)
Aggressive , 8-17 HCP , may be good 4 cards at 1-level
RESP : New suit = F1(1-level) , NF(2-level) , Jump Shift = Fit Jump Cue = Limit Raise or good hand , Jump Cue = Mixed Raise Jump Raise = PRE , Responsive DBL Thru 4♦
Reopening : 8-17HCP , Jump = Intermediate
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd : 15-18 HCP BAL RESP : 2♣=STAY , 2♦♥=TRF , 2♠=mss , 2NT=PUP 3♣ , 4♦♥=TRF
4th : 12-15HCP : RESP = same Reopening : 1NT = 11-15 HCP , RESP : same , 2NT : 19-20HCP
JUMP OVERCALLS(Style; Responses; Unusual NT)
1-Suit : NAT PRE , Raise = PRE , New suit =F1 , 2NT = Ogust 2-Suit : Unusual 2NT = unbid Lower 2-suiter
Reopening : Intermediate
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)
Direct : Micheals RESP : Cue = Game try , After major : 2NT = minor ask ,
Jump Cue : Asks stopper
VS. NT(vs. Strong/Weak; Reopening;PH)
Vs 1NT : ♠ = ♦ or ♥&♠ , ♦ = ♥ or ♠&♦ , ♥ = ♠ or ♠&♦ ♣ = ♠ or ♦&♥ , NT = ♠&♥ or ♦&♠
1NT(STR) - DBL = 5+m & 4M , 1NT(Weak) - DBL = PEN (16+HCP)
Vs 2NT : DBL or ♠ = ♠ or ♦&♥ , ♠ = ♦ or ♥&♠ , ♦ = ♥ or ♠&♠ ♥ = ♠ or ♠&♦ , NT = ♠&♥ or ♦&♠
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)
T/O DBL through 4♥ , CUE = Ask Stopper LEBENSOLE after Weak 2 - DBL
(WK 2M) -4m = STR 2-suiter w/ OM & m
VS. ARTIFICIAL STRONG OPENINGS
Vs 1♣/2♣ : DBL or ♠ = ♦ or ♥&♠ , ♦ = ♥ or ♠&♠ , ♥ = ♠ or ♠&♦ ♣ = ♠ or ♦&♥ , NT = ♠&♥ or ♦&♠
OVER OPPONENTS' TAKE OUT DOUBLE
New suit at 1-level = Natural F1 , New suit at 2-laval = Natural NF RDBL = 10+ 1M - (DBL) - 2NT = Limit Raise or more

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit 2nd / 4th	Lead	In Partner's Suit	
NT 2nd / 4th			
Subseq 2nd / 4th			
Other :			
LEADS			
Lead	Vs.Suit	Vs. NT	
Ace	Ax(+) AKx(+)	Ax AKx(+)	
King	Kx KQx(+) AK	Kx KQx(+) AK AKJT(x)	
Queen	Qx QJx(+)	Qx QJx(+) AQJ(+) KQT9(x)	
Jack	Jx JTx(+) HJT(+)	Jx JTx(+) HJT(+)	
10	Tx HTx HT9(+)	Tx HTx HT9(+)	
9	H9x T9x(+) J987	H9x T9x(+) J987	
Hi-x	HXx xXx xXx(+)	HXx xXx xXx(+)	
Lo-x	xX HxxX(+)	xX HxxX(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit:1st	Hi = ENCRG	Hi = EVEN	ODDEVDEN
2nd	Hi = EVEN	S/P	Hi = EVEN
3rd	S/P		
NT: 1st	Hi = ENCRG	Smith Echo	ODDEVDEN
2nd	Hi = EVEN	Hi = EVEN	Hi = EVEN
3rd	S/P	S/P	
Signals (including Trumps)			
Smith Echo.			
ODD/EVEN			
DOUBLES			
TAKEOUT DOUBLES(Style;Responses;Reopening)			
GENERAL STYLE : Natural may be light with shape			
RESP : Cue = F1 , Jump cue = Asks for stopper.			
REOPENING : May be light , RESP : Cue = F1			
SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Negative Free Bid though 4♥			
Responsive DBL through 4♥			
Maximal overcall DBL through 3♥			
Support DBL / RDBL trough 2♥			
Lead directing DBL , Lightner DBL , Roman-DOPI , ROPI , DEPO			
SnapDragon DBL			

WBFC Convention Card	
Category :	RED (BROWN)
Country :	JAPAN
Event :	2024 Japan League 2nd Fright
Players :	Jun Yokoyama Yukiko Okano
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣ = a)11-14 minor UnBAL , b)15-17 any , c)21-22 BAL , d)18+ (4441)	
1♦ = 18+HCP any	
5-card M very right	
1NT = NV (10)11-14HCP BAL , VUL 12-14HCP BAL	
1M-2/1 = NAT NF	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
3NT : minor PRE	
4♣ / 4♦ = good ♥ / ♠	
Good Bad 2NT after 1♣ Open	
1♠ -1NT = F1	
1♣-1♦ = a) 0-7HCP , b) 10-12HCP 5+ minor w/o 4+card M	
1♣-1♦=-2♥/2♠/2NT = 21+(4441) / 18-20(4441) / 21-22 BAL	
1♣-2♥/2♠ = 5+♠&4♥ ; 6-9 / 10-12	
1♦ -1♥/1♠ = 0-6HCP / 7+HCP	
(1♥-1♠)/(1♠-1NT) - x -new suit = NAT FG	
< List D >	
1♥-1♠ / 1NT = 0-4♠ / 5+♠	
2NT = 5-9HCP 5+♦ & 5+♥	
< Brown Sticker Opening Bit >	
2♣ = 0-8HCP ; (5)6+♦ or 4+♥ & 5+♠	
2♦ = 0-8HCP ; (5)6+♥ or 5+♠ & 4+♣	
2♥ = 0-8HCP ; (5)6+♠ or 5+♣ & 5+♦	
2♠ = 0-8HCP ; 5+♣ & 5+♥ or 5+♦ & 5+♠	
SPECIAL FORCING PASS SEQUENCES	
1NT - (DBL) - Pass = Force to RDBL	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1♣ - (1NT) - same 1NT OVERCALL	
Psychics : Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER
							COMPETITION AND
							WITH PASSED PARTNER
1♣	✓	0	4♥	a) (10)11-14 HCP 4+minor unBAL	1♦=0-7HCP or 10-12HCP unBAL w/o 4+M 1♥/1♠ = 8+HCP 4+cards (N1)	1♦-1M = 11-14 4cards or 15-17 3+cards (N2) 1♦-1NT= 11-14HCP 5+m (N3)	(OC) -DBL = NEG or FG - other = NAT NF
				b) 15-17HCP any	1NT = 8-10 HCP , 2♠/2♦ = 13+HCP 5+cards	1♦-2m = 15-17HCP 5+cards	(DBL) - RDBL =10+HCP or FG
				c) 21-22HCP BAL	2♥/2♠ = 5+♣&4+♥ ; 6-10HCP/11-13 HCP	1♦-2♥/2♠=22+(4441)(N4)/18-21(4441)(N5)	- other = NAT NF
				d) 18+HCP (4441)	2NT/3NT = 11-12/13-15 ; HCP BAL , 3m/3M = INV/PRE	1♦-2NT=21-22BAL(N6) , 2♥/2♠-2NT=ASK(N7)	
1♦	✓	0	4♥	18+HCP any	1♥/1♠ = 0-6HCP / 7+HCP 2♣/2♦/2♥/2♠ = 7+HCP 5+cards	(1♥-1♠)/(1♠-1NT) = TCAB 1♥-1NT/2NT = 18-20 BAL(N8)/23-24 BAL(N6)	(OC) -DBL = NEG or FG - other = NAT NF
					1NT/2NT/3NT = 10-12/13-15/16-18 ; HCP BAL	1♠-2NT = 18-20HCP BAL(N6)	(DBL) - RDBL = FG
					3x = good 6+ cards	(1♥-1♠-x)/(1♠-1NT-x) - 2NT = FG BAL(N6)	- other = NAT NF
1♥/1♠		5	4♥	(8,9) 10-14HCP 5+ cards	1♥-1♠/1NT=0-4♣/5+♣ , 1♠-1NT = F1 2/1=10-14HCP 5+cards , 3NT= RKC , SPL=13-15HCP	(1♥-1♠-x)/(1♠-1NT-x) -new suit = NAT FG (1♥-1♠) -1NT = 4♣	(OC) - DBL = NEG or FG (DBL) - RDBL = 10+HCP or FG
					2M/3M = 10-12HCP 3+SUPP / 0-9HCP 4+SUPP	(1♥-1NT-2m) - other m = FG any	(OC , DBL) - New suit = NAT NF
					2M:(+1)/(+2)/(+3)/(+4)=3+SUPP INV+ w/ 5+side suit (N9)	2M(+3) - 3NT = S/O	(OC,DBL)-Jump New suit = w/ fit
					/ 4+SUPP FG w/ S/S (N10) / 4+SUPP INV+ / 3 SUPP FG	2M(+4) - 3NT = RKC	(DBL) – 2NT = 3+SUPP INV+
1NT			4♥	NV (9,10)11-14HCP BAL	2♣ = PUP 2♦ , 2♦ = STAYMAN (N11) , 2♥/2♠ = S/O	(2♣-2♦) - 2♥/2♠/2NT/3♣/3♦ = NAT INV	(OC) - DBL = NEG or FG
				VUL (11)12-14 HCP BAL	2NT = 5+♣ S/O or FG , 3♣ = ♣&♦ S/O	(2♣-2♦) - 3♥/3♠/3NT = ♥♣ INV / mss / S/T	(DBL) (N12)
					3♦/3♥/3♠ = ♥♦ / ♥♠ / ♠♦ ; FG	(2NT-3♣) - 3♦/3♥/3♠ = ♣♠ / ♥♠ / ♠♠ ; FG	(OC) - New Suit = NAT NF
2♣	✓	0	-	0-8HCP (5)6+♦ or 4+♥&5+♠ (9-12HCP good 6+♣ in 4th)	2♦/2♥/2♠/3♦/3♥/3♠/4♦/4♥/4♠ = P/C 2NT = ASK	2NT- 3♣/3♦ = ♦MIN / ♦MAX 2NT- 3♥/3♠ = ♥&♠MIN / ♥&♠MAX	(OC) - DBL = PEN (DBL) - RDBL = ASK
2♦	✓	0	-	0-8HCP (5)6+♥ or 5+♠&4+♣ (9-12HCP good 6+♦ in 4th)	2♥/2♠/3♣/3♥/3♠/4♣/4♥/4♠ = P/C 2NT = ASK	2NT- 3♣/3♦ = ♣&♠MIN / ♥MIN 2NT- 3♥/3♠ = ♥MAX / ♣&♠MAX	(OC) - DBL = PEN (DBL) - RDBL = ASK
2♥	✓	0	-	0-8HCP (5)6+♠ or 5+♣&5+♦ (9-12HCP good 6+♥ in 4th)	2♠/3♣/3♦/3♠/4♣/4♥/4♠ = P/C 2NT = ASK	2NT- 3♣/3♦ = ♣&♦MIN / ♣&♦MAX 2NT- 3♥/3♠ = ♠MIN / ♠MAX	(OC) - DBL = PEN (DBL) - RDBL = ASK
2♠	✓	0	-	0-8HCP 5=♣&5+♥or5+♦&5+♠ (9-12HCP good 6+♠ in 4th)	3♣/3♦/3♥/3♠/4♣/4♥/4♠ = P/C 2NT = ASK	2NT- 3♣/3♦ = ♣&♥MIN / ♦&♠MIN 2NT- 3♥/3♠ = ♣&♥MAX / ♦&♠MAX	(OC) - DBL = PEN (DBL) - RDBL = ASK
2NT	✓		-	0-8HCP 5+♦&5+♥	3♣ = ASK , other = S/O	3♣-3♦/3♥/3♠ = MIN/♣short MAX/♠short MAX	(OC) - DBL = PEN
3x		6	-	PRE	3♣ - 4♦ = S/T , 3♦/3♥/3♠ -4♠ = S/T	SLAM APPROACH AND CONVENTION (including all slam-interest bids)	
3NT	✓			PRE 7+ minor	4♣/4♦/5♣/6♠/7♣ = P/C 4NT = RKCB	GERBER(1430) , RKCB(1430) , DOPI/DEPO , Exclusion RKCB(0314) : 4m raise or rebid = RKCB(1430)	
4♣/4♦	✓	0	-	good ♥/♠	(4♣-4♦)/(4♦/4♥) = S/T	Spilal Scan after RKCB (♣<♦<♥<♠)	
4♥/4♠		6	-	PRE		TCAB = Ask Con(Stp res) - 0-1con/2con/3con/4con ; A=2con ; K=1con	
4NT	✓		-	Acol 4NT	5♣/5♦/5♥/5♠/5NT/6♣ = noA/♦A/♥A/♠A/♣A/2A		
others							

N1 1♣-1♥ (8+HCP 4+cards)
 1♠ = 4+cards may have 5+m
 1NT = 8-11HCP
 2♣/2♦ = PUP 2♦ / FG
 1NT = 15+HCP
 2♣ = FG
 2♦ = 8-9 HCPwait
 2♥ = 8-9HCP 5+♥
 2♠ = 8-9HCP 4♠
 2NT = 8-9HCP BAL
 3♣/3♦ = 55 FG
 3♥ = 6+♥ INV
 2♣/2♦ = 11-14HCP 5+cards
 2♥ = 11-14HCP 4♥
 2NT = 4+SUPP S/T
 2♠/3♣/3♦ = 4+♥ Help Suit Game Try
 3♥ = 4+♥ INV
 3NT = RKC
 1♣-1♠ (8+HCP 4+cards)
 1NT = 15+HCP
 2♣ = FG any
 2♦ = 8-9 wait
 2♥ = M54 FG
 2♠ = 8-9HCP 5+♠
 2NT = 8-9HCP BAL
 3♣/3♦/3♥ = 55 FG
 3♠ = 6+♠ INV
 2♣/2♦ = 11-14HCP ; 4+♣ / 5+♦
 2♥ = 15-17HCP 5+cards
 2♠ = 11-14HCP 4♠
 2NT = 4+SUPP S/T
 3♣/3♦/3♥ = 4+♠ Help Suit Game Try
 3♠ = 4+♠ INV
 3NT = RKC

N2 1♣-1♦-1♥ (11-17HCP 3+cards)
 1♠ = 0-7HCP 4+♠
 1NT = 0-7HCP
 2♣/2♦ = 10-12HCP 5+cards
 2♥ = 5-7HCP 4+♥
 1♣-1♦-1♠ (11-17HCP 3+cards)
 1NT = 0-7HCP
 2♣/2♦ = 10-12HCP 5+cards
 2♥ = 5-7HCP 5+♥
 2♠ = 5-7HCP 4+♠

N3 1♣-1♦-1NT(11-14HCP)
 2♣ = P/C
 2♦ = 10-12HCP 5+♦
 2M = 5-7HCP 5+cards
 2NT = 10-12HCP 5+♣
 3♣ = 10-12HCP 6+♣

N4 1♣-1♦-2♥ (22+HCP (4441))
 2♠ = ASK
 2NT/3♣/3♦ = 4441/4414/4144
 (+1) = ASK
 (+1)/(+2)/(+3) = 22-23/24-25/26+
 3♥/3♠/3NT = 1444 ; 22-23/24-25/26+

N5 1♣-1♦-2♠ (18-21HCP (4441))
 2NT = ASK
 3♣/3♦/3♥ = 4414/4144/1444
 (+1) = ASK
 (+1)/(+2) = 18-19 / 20-21
 3♠/3NT = 4441 ; 18-19/20-21
 3x = P/C

N6 (1♣-1♦)/(1♦-1M)/(1♦-1♥-1♠-x)/(1♦-1♠-x) - 2NT
 3♣/3♦/3♥/3♠ = STAY / TRF / TRF / mss
 4♣/4♦/4♥ = Garber / TRF / TRF
 2NT-3♣-3♦-3♥/3♠ = smolen M4&OM5+

N7 1♣-2♥/2♠-2NT = ASK
 3♣/3♦/3♥/3♠ = 5413 / 5431 / 5422 MIN / 5422 MAX

N8 1♦-1♥-1NT (18-20HCP BAL)
 2♣/2♦/2♥/2♠ = STAY / TRF / TRF / mss
 3♣/3♦/3♥/3♠ = 6+♣ INV / 6+♦ INV / 6+♣ S/T / 6+♦ S/T
 4♣/4♦/4♥ = Garber / TRF / TRF
 2NT = PUP 3♣ (♣S/O or ♦S/O)
 3♣ = AUTO
 P/3♦ = S/O
 1NT-2♣-2♦-2♥/2♠ = smolen 4cards & OM5+

N9 1M-2M(+1) (3+SUPP 13+HCP w/ 5+Side Suit)
 (+1) = reraise
 (+1)/(+2)/(+3) = 5+(L) / 5+(M) / 5+(H)
 (+2)/(+3)/(+4) = MAX good5+card w/ ; (L) / (M) / (H)
 (+1)/(+2)/(+3) = 5+(L) / 5+(M) / 5+(H)

N10 1M-2M(+2) (4+SUPP 15+HCP w/ S/S)
 (+1) = reraise
 (+1) = void
 (+1) = reraise
 (+1)/(+2)/(+3) = void w/ ; (L) / (M) / (H)
 (+2)/(+3)/(+4) = S/S w/ ; (L) / (M) / (H)

N11 1NT-2♦ (STAYMAN)
 2♥/2♠ = 4♥/4♠
 2NT = w/o 4+M MIN
 3♣/3♦ = MAX 5+cards
 3♥/3♠/3NT = MAX ; 2344 / 3244 / 33(43)

N12 1NT-(DBL)
 P = PUP RDBL (♣&♥ or ♦&♠ or STR)
 2♠/3♠ or RDBL = 5+♣ or 4+♦&4+♥
 2♣/3♣ = 5+♦ or 4+♥ &4+♠
 2♦/3♦ = 5+♥ or 4+♠ &4+♣
 2♥/3♥ = 5+♠ or 4+♣ &4+♦
 2NT = ♣&♥ or ♦&♠
 3NT = S/O
 4x / 5x = S/O

1NT-(DBL)-P
 RDBL = AUTO
 2♣/2♦ = ♣&♥ / ♦&♠ ; may be (43)
 other = NAT good 5+cards