

OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			JAPAN		
8-17HCP, (4)5+card suit.		Lead			Artificial Red		
RESP: New suit=F1. Cue=INV+ w/Clubs. Jump cue=Mixed raise.		Suit	3rd or lowest	3rd or lowest	NCBO		
Jump raise=PRE. Jump shift=FSJ.2♣=Reverse Drury fit		NT	4th.Top,2nd from 4(or more)small.	4th	All		
Reopening: 8-17HCP, Cue=Michaels.		Subseq	Same as above	Same as above	EVENT		
RESP: New suit=NF but constructive.		Other:				Iakumi SESHIMO	
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)		vs.NT:A asks Un blocking/CT, K asks ATT. Top, 2nd or 4th from 4(or more)small.			Yuki HARADA		
15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH.)		vs. Suit: A asks ATT, K asks CT.			NAME OF PLAYER		
RESP: System on.		If CT isn't needed, we lead for showing ATT, S/P, or for deception.			NAME OF PLAYER		
Reopneing: 1NT=15-17HCP, BAL/semi-BAL.		LEADS			SYSTEM SUMMARY : GENERAL APPROACH AND STYLE		
May not have stoppers in OPPT's suit.		Lead	VS. Suit	VS. NT	1♣=①♣1+,(11)12+HCP②18-19HCP,BAL(may have ♦5)		
2NT=18-19HCP, BAL/semi-BAL.		Ace	Ax(+); AKx(+)	AKHH(+); Ax	Various ART raises after 1m/1M Openings.Light opening.		
RESP: System on.		King	AK; AKx(+); KQx(+); Kx	AKx(+); KQ(J/10)x(+)	1NT Opening:(14+)15-17		
JUMP OVERCALLS (Style; Responses; Unusual NT)		Queen	QJx(+); Qx	QJ(10/9)(+); AQJ(+); KQ109(+)	RESPONSE 1NT =semi F		
1-Suit: Weak.		Jack	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)	2 OVER 1 =Always FG.		
RESP: New suit=F1. Cue=Limit+. 2NT=Ogust.		10	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)	SPECIAL OPENINGS AND RESPONSES 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	Hx(xx)S;xx(xx)S	HxxS(+);HHxS(+);HxS;xSxx(+);xxxS(+)	<List D conventions>		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		SIGNALS IN ORDER OF PRIORITY			1♣=①♣1+,(11)12+HCP②18-19HCP,BAL(may have ♦5)		
Direct: See special competitive bids.			Partner's Lead	Declarer's Lead	Discarding	2♦=0-10HCP,♥4+&♣4+(♥≥♣ in 1st/2nd,♥≤♣ in 3rd/4th seat)	
RESP: 2NT=INQ. Cue=M fit FG.		Suit	1 Hi=DISCRG	Hi/Lo=ODD	Hi=DISCRG	3NT=Good 4M preempt	
(1m)-3m=NAT, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.			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 suitable bids/FSJ/PRE	
Direct : Dbl/2m/2M/2NT=♥&♠/♥&m/NAT/♣&♦		NT	1 Hi=DISCRG	Hi/Lo=ODD	Hi=DISCRG	1♣(1♥)Dbl/1♠/2♣/3♦/3♣=♣4+/No suitable bids/FSJ/PRE	
Reopening : Same as above.			2 Hi/Lo=ODD	S/P	Hi/Lo=ODD	Switching after competitive bids	
vs. WK NT: 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 (including Trumps): Trumps: Echo w/ odd NUM.			(1♠)-2♦/2NT/3♣/3♦=♥5+&♣5+/♠5+&♥5+/♠5+&♣5+/♠5+&♣5+,F1		
T/O DBL thru 4♥(vs. 4♣ open: X=OPT, 4NT=T/O).		Other:			(1M)-2M/2NT/3♣=♣5+&OM5+/♠5+&♣5+/♦5+&OM5+		
DBL vs. WK 2=T/O->Lebensohl 2NT.					(1X)P(2X)2NT=comp w/minor		
4♣/3♦ vs. WK 2♦=5+♣&5+M/5+♥&5+♠.					SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
4♣/4♦ vs. WK 2M=5+♣/♦&5+OM.					<List D conventions>		
VS. ARTIFICIAL STRONG OPENINGS		DOUBLES			1♣=①♣1+②18-19HCP,BAL(may have ♦5). TRF after 1♣Opening. 1♣-2♣/2 = ♥, INV+/♣		
vs. 1♣: 1NT,2NT/Dbl=♣&♦/♥&♠		TAKEOUT DOUBLES (Style; Responses; Reopening)			2♦=0-10HCP,4+Ms(♥≥♣ in 1st/2nd,♥≤♣ in 3rd/4th seat). Switching after comp. Rubensohl		
3NT=To play. 4X=NAT PRE.		Normal,may be light with shape			3NT=Good 4M preempt. (1X)P(2X)2NT=comp w/minor		
		RESP: Cue=F1. Jump cue=Asks for stopper.			SPECIAL FORCING PASS SEQUENCES		
		Reopening: 8+HCP.			2♣(Dbl or OC)Pass/Dbl,Rdbl=5+HCP/0-4HCP		
vs. 2♣: Same as above.		RESP: Cue=F1.					
					IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE		
OVER OPPONENTS' TAKEOUT DOUBLE		NEG DBL thru 4♥.			1X-(1NT)-2♣=Ms.		
REDBL=10+HCP. Fit showing jump. SPL.		RESP DBL thru 4♥(Also applied after partner's O/C or T/O DBL).			Sandwich 1NT		
1♣(Dbl)1X/2♣/2♦/2M/2NT/3♣=system on/NF/♣,FG/FSJ/♣,PRE/♠,INV		MAX DBL thru 3♥.			P(P)1X(1Y/Dbl);2♦=SUPP,INV		
1♦(Dbl)2♣/2♦/2M/2NT/3♣/3♦=INV/NF/FSJ/♦,PRE/♠,FG/♠,INV		SUPP DBL/REDBL thru 2♥.					
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 cue,fake G/T.		
IMPORTANT : Use symbols ss, hh, dd, cc when needed		Update: 12-Sep-2024			printed: T.Seshimo		
					IMPORTANT:All text must be typewritten or block letters		

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣	✓	1	4♥	①(11)12-22HCP,may have longer 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♣-1R:2NT=♠5♦4,FG. 1♣-1R;2♦ =①NAT,Reverse②18-19HCP,BAL③(4441), FG④(41)44, INV 1♣-1R;3♦/4♣=18-19, w SUPP/♠SPL,FG 1♣-1♠;1NT-2♣/2♦ =pup to 2♦ /NAT,INV	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. Good Bad 2NT. Switching
1♦		5 (4)	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=①D6H3, INV+②D6, FG	
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+②BAL/♥4+/♠4+/①M6+,FG②M5&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. P-1 ♣;2♦ /2♥/2♠ =♥6,CONST/SUPP/SUPP, bare min Switching
1NT		-	4♥	(14+)15-17HCP, BAL/semi-BAL.	2♣=pup to 2♦ 2♦/2♥=Jacoby TRF. 2♣=①♠6+,FG②♠6+,WK③INV 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/♠4&m5/♠4&♥5 1NT-2♦;2♥-2♣/2NT/3♣/3♦ =♥4,INV+/♠/♦/♥5&♠5,INV 1NT-2♥;2♣-2NT/3♣/3♦ =♣/♠/♥5&♠5,FG 1NT-2♣;2NT/3♣=min/max 1NT-3♣/3♦ -3M=SPL 1NT-3♦;3♥/3♠/3NT=♥4/♠4/No M4	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 sea	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 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	<b>SLAM APPROACH AND CONVENTIONS ( including all slam-interest bids )</b>	
						RKCB-1430. EXCLUSION RKCB-0314.	
						ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump).	
						SPLINTER BIDS. SELF SPLINTER.	
3NT	✓	-	-	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	✓	-	-	ACOL Ace ASK.	5♣/5♦/5♥/5♠/5NT/6♣=0/♦/♥/♠/♠/2 Ace.	NON SERIOUS 3NT. LIGHTNER SLAM DOUBLE. FORCING PASS.	
OTHERS							