DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					WBFC
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE						
Up to 18HCP, Sound at 2-level			Lead		In Partner's Suit		CATEGORY: <b>RED</b>
4-cards possible at 1-level	Suit		3 <sup>rd</sup> & lowest		same		NCBO: JAPAN
·			4 <sup>th</sup> ; 2 <sup>nd</sup> from weakness		same		PLAYERS:
Response: New suit=F1, 2 level=Const NF; CUE=10+HCP	Subseq			<u> </u>			JINLONG ZI
Jump raise=PRE; Jump Cue=Mixed Raise	Other:		•				MASAKI <b>YOS</b>
Jump New Suit=FSJ							
(1X)-1M-(any)-2NT=L/R+	LEAD	S					SYS
Reopen: LIGHT	Lead		Vs. Suit Vs. NT				
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	Ace		AK(x+), A(x+)		AKJT(x+)=Unblock/Count		GENERAL APPROAC
15-18HCP (Response same as 1NT Open)	King		KQ(x+), AK, K(x)		KQ(x+)		Modified Two-Over-O
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Queen		QJ(x+), KQ, Q(x)		QJ(x+), AQJ(x+)		5-cards Majors
2NT=18-20HCP	Jack		J10(x+), J(x)		J10(x+), AJ10(x+), KJ10(x+)		1M-1NT Semi-forcing
	10		109(x+), 10(x		109(x+)	, H109(x+)	1NT Opening: 15-17F
Reopen: 11-17HCP	9		9(x)		98xx, 9(x) Sx; Sxx; SSxSx		STR 2♣
JUMP OVERCALLS (Style; Responses; Unusual NT)	Hi-X		Sx; HxSx; Hx	Sx; HxSx; HxSxxx		; SSxSx	Weak 2M
1 suit: Weak; Res: 2NT=OGUST	Lo-X		HxS; HxxxS;	xxS; xxxxS		+); xxxS(x)	
2 suit: 2NT=2 lowest suits, Unusual 1NT by PH	SIGNA	LS IN	ORDER OF P	RIORITY			
Leaping Michaels over 2M Open & (1M)-P-(2M)-4m		I	Partner's Lead	Declarer <sup>2</sup>	s Lead	Discarding	SPECIAL BIDS THAT
Reopen:		1 AT	T: Hi=DISCG	CT: Hi/Lo=	:ODD	_	Gambling 3NT
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Sui	t 2 CT	: Hi/Lo=ODD	S/P			FSJ
MICHAELS CUE	1	3 S/F	)				
(1m)-2m=Majors: 3♣/◆=NAT, NF		1 as	above	as above			
(1M)-2M=OM&m: 2NT=m Ask, 3♣=m P/C, 3♦=M INV	NT	2					
(1X)-3X=Stopper Ask		3					
VS. NT (vs. Strong/Weak; Reopening: PH)	Signals	(inclu	ding Trumps):				vs 2 suiter O/C: Low-L
DBL=PEN (PH: m 1 suiter)	Up-Si	de Dov	own Signal CT&ATT				vs Weak 2 & Multi 2 +
2♣=♥&♠: 2♦=M ask	Trump	s: Hi/l	o=Odd or S/P				vs Flannery 2 ♦ : DBL
2 <b>♦ = ♥</b> or <b>♠</b>							
2♥/♠=♥&m/♠&m				DOUBLES	5		
2NT= ♣ & ◆							
	TAKE	TAKEOUT DOUBLES (Style; Responses; Reopening)					
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	Openir	ıg Valı	ues: may be ligh	nt with shape			
LEB after (WK2X)-DBL	Respon		ump=INV; DBL	Jump=shap	e		<vs cue="" michaels="" o<="" td="" to=""></vs>
(2X)-3X= Stopper ask			UE=F1				1M-(2M)-DBL=Power
(2X/3X)-4m=Leaping & non-Leaping Michaels	$\downarrow \downarrow $	(1	1m)-DBL-(1M)-l	DBL/2M=4 <sup>+</sup> N	1/NAT		-2NT/3♣=♣/
vs Gambling 3NT: 4♣/♦=Both Ms ♥>♠/♥<♠	<b>↓                                    </b>						- 2♠/3♦=3SU
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 a or 2 a	Reopei		- 3M/3NT=CO				
(1♣)-DBL=♣ suit, 1NT/2NT=55M/55m		SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					- 4X=SPL
-2x=NAT good 6+card	NEG:						
	RESE						
OVER OPPONENTS' TAKEOUT DOUBLE	SUPF	P: 2 le	vel rebid				SPECIAL FORCING P
New suit=F1 at 1-level	MAX						
		TNER					IMPORTANT NOTES
1M-(DBL)-2M-1/2M=CONST/BAD Raise	DBL	of 3NT	requests 🌲 lea	ad in an unc	ontested a	auction	
1M-(DBL)-2NT=L/R+, System ON	J L						PSYCHICS: rare

## CBO: JAPAN LAYERS: JINLONG ZHAO MASAKI **YOSHIDA** 12/Oct/2025 SYSTEM SUMMARY ENERAL APPROACH AND STYLE Modified Two-Over-One GF (Excepion: 1M-(2M-1)) -cards Majors 1M-1NT Semi-forcing INT Opening: 15-17HCP STR 2 Neak 2M PECIAL BIDS THAT MAY REQUIRE DEFENSE Gambling 3NT -SJ s 2 suiter O/C: Low-Low Cue s Weak 2 & Multi 2 ♦: LEB, Leaping Michaels s Flannery 2 ♦ : DBL=Power, 2 ♥ = ♥ T/O <vs Michaels Cue to our 1M Open> M-(2M)-DBL=Power -2NT/3 ♣ = ♣ / ♦, COMP or GF - 2 ♠ /3 ♦ =3SUP INV, 3 ♦ /3 ♥ =4+SUP INV - 3M/3NT=COMP / to Play - 4X=SPL PECIAL FORCING PASS SEQUENCES MPORTANT NOTES SYCHICS: rare

W B F CONVENTION CARD

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU							
				DESCRIPTIO N	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1 🚓		3	4 •	11-21HCP	1 ♥ /1 ♠ =4+ ♥ /4+ ♠ 1NT=8-10 hcp	XYZ, 4thSGF, SPL 1m-1X-2NT =may conceal 4-card M	1m-(1NT)-Multi Landy Good-Bad 2NT by Opener			
					2♣=GF Raise 2♥/2♠=Limit / Mixed Raise 3/4/5♣=PRE					
1 ♦		3	4 •	11-21HCP	Same as 1♣ Open	Rodwell GT after 1 ♦-1M-2M				
1♥		5(4)	4 ♦	11-21HCP	1NT=0-2 ♥, Semi-F 2 ♣ = Artificial GF 2 ◆ = 3 + ♥ 8-14 hcp 2NT=4+ SUP L/R+ 2 ♠ = PRE; 3 ♣/3 ◆ = NAT INV 3 ♥ = 4 + ♥ (3-7 NV; 6-9 VUL)  3NT=3-card SUP 4333 NT oriented, 12-15 3 ♠/4 ♣/4 ◆ = 4 + ♥ & Good 5 + ♠/♣/◆, 9-12	HSGT, Oepner's SPL  1M-2M/2M-1-2NT=ASK valuable side suit  1M-2♠-2♦=min no 4OM  -2♥=both Ms  -2♠/2NT/3♠=M&♣/6+M with short/M&♦  -3♦/3♥3♠=5332/6322 / Extra length STR  1M-2NT-3♣=any min; 3♦=ASK  -3♦/3OM/3NT=♣/♦/OM short	FSJ, SPL Reverse Drury 1M-(DBL/OC)-2NT=4+SUP INV+ 1M-(1NT)-2x=NAT			
1 🏚		5(4)	4 •	11-21HCP	Almost same as 1 ♥ open  3 ♥ = Good 6+card ♥ INV  2 ♦ = 6+ ♥ 3-7, or 5+ ♥ GF	• • • • • • • • • • • • • • • • • • •				
1NT				15-17 <sup>-</sup> HCP May have 5M	STAY, JCB, TEXAS, SMOLEN  2♠=mSS  2NT/3♣=to 3♣/3♣  3♥/♠=31(45) / 13(45) GF	1NT-2♣-2M-3♣=Check Back -3OM=M fit w/ short; 3NT=ASK	RUBENSOHL  TEXAS thru on 4♣ OC  System ON over DBL&2♣/♦  (except 2♣/♦=Ms/M)  DONT Escape			
2♣	Y			STR	2 ◆ =Positive; 2 ♥ =Negative 2S/2NT=6+ ♠ / ♥ w/ 2 top honors	2 ♣ -2 ♦ -3 ♣ -3 ♦ =ASK 4-card Major 2 ♣ -2 ♦ -3 ♥ /3 ♠ =5+ ♦ & 4-card ♥ / ♠	Vs. DBL/OC=System ON 2♣/◆-(OC)-Pass/DBL=POS/NEG			
2♦	Υ			5-10HCP	2NT=ASK Feature					
2♥/♠		6(5)		5-10HCP	2NT=OGUST; new suit=F1					
2NT				20-21HCP BAL	STAY, JCB, mSS, TEXAS					
3♣		6+		NAT PRE	Jump NS=Control Ask					
3 <b>♦</b> /3M		6+		NAT PRE						
3NT	Υ			Solid minor Little outside	4♣=P/C; 4♦=Ask shortness	After 4 ♦: 4M=short; 4NT=no short; 5m=short om				
4X				PRE, NAT		HIGH LEVEL BII	DDING			
4NT				Ace ask	5♣/5♦/5♥/5♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace	RKCB(1403); K ASK(Position)				
5♣/♦				NAT PRE		Exclusion RKCB (0314) Roman DOPI (to 5♠) : DBL/P=14/03; DEPO (5♠up) : DBL/P=02/13				
5♥/♠				N/A		· · · · · · · · · · · · · · · · · · ·				