

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Up to 18HCP, Sound at 2-level
4-cards possible at 1-level
<b>Response:</b> New suit=F1, 2 level=Const NF; CUE=10+HCP
Jump raise=PRE; Jump Cue=Mixed Raise
Jump New Suit=FSJ
(1X)-1M-(any)-2NT=L/R+, System ON
<b>Reopen:</b> LIGHT
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18HCP (Response same as 1NT Open)
2NT=18-20HCP
<b>Reopen:</b> 11-17HCP
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>1 suit:</b> Weak; Res: 2NT=OGUST
<b>2 suit:</b> 2NT=2 lowest suits, Unusual 1NT by PH
Leaping Michaels over 2M Open & (1M)-P-(2M)-4m
<b>Reopen:</b>
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>MICHAELS CUE</b>
(1m)-2m=Majors: 3♣/♦=NAT, NF
(1M)-2M=OM&m: 2NT=m Ask, 3♣=m P/C, 3♦=M INV
(1X)-3X=Stopper Ask
<b>VS. NT (vs. Strong/Weak; Reopening: PH)</b>
DBL=PEN (PH: m 1 suiter)
2♣=♥&♠: 2♦=M ask
2♦=♥ or ♠
2♥/♠=♥&m / ♠&m
Vs. STR: 2NT=♣&♦ Vs. Weak: 2NT=4♥&6m; 3♣=P/C
3m=6m&4♠
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
LEB after (WK2X)-DBL
(2X)-3X= Stopper ask
(2X/3X)-4m=Leaping & non-Leaping Michaels
vs Gambling 3NT: 4♣/♦=Both Ms ♥>♠/♥<♠
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
(1♣)-DBL=♣ suit, 1NT/2NT=55M/55m w/ strength
-2x=NAT good 6+card, 9-12 HCP
-3♣/3♦=♣/♦+M, 3♥=♥+♠ (55+ preemptive)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit=F1 at 1-level
1m-(DBL)-2♠/3m=m SUP INV/PRE
1M-(DBL)-2M-1/2M=CONST/BAD Raise
1M-(DBL)-2NT=L/R+, System ON

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> & lowest	same	
NT	4 <sup>th</sup> , 2 <sup>nd</sup> from weakness	same	
Subseq			
<b>Other:</b>			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x+)=ATT, AK, A(x+)	AKx(x+)=ATT	
King	AK(x+)=CT, KQ, K(x)	AKJT(x+).....=CT/UB	
Queen	KQ(x+), QJ, Q(x)	KQ(x+)	
Jack	QJ(x+), J(x)	QJ(x+), AQJ(x+)	
10	J10(x+), KJ10(x+), 10(x)	J10(x+), AJ10(x+), KJ10(x+)	
9	109(x+), H109(x+), 9(x)	109(x+), H109(x+)	
Hi-X	Sx; HxSx; HxSxxx	Sx; Sxx; SSxSx	
Lo-X	HxS; HxxxS; xxS; xxxS	HxxS(x+); xxxS(x)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT: Hi=DISCG	CT: Hi/Lo=ODD	
Suit 2	CT: Hi/Lo=ODD	S/P	
3	S/P		
1	as above	as above	
NT 2			
3			
<b>Signals (including Trumps):</b>			
Up-Side Down Signal CT&ATT			
Trumps: Hi/lo=Odd or S/P			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>Opening Values:</b> may be light with shape			
<b>Responses:</b> Jump=INV; DBL Jump=shape			
CUE=F1			
(1m)-DBL-(1M)-DBL/2M=4 <sup>+</sup> M / NAT			
<b>Reopening DBL:</b> Maybe weaker			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEG: 4♦			
RESP: 4♦			
SUPP: 2 level rebid			
MAX			
LIGHTNER			
DBL of 3NT requests ♠ lead in an uncontested auction			

W B F CONVENTION CARD
<b>CATEGORY: NATURAL-GREEN</b>
<b>NCBO: JAPAN</b>
<b>PLAYERS:</b>
<b>JINLONG ZHAO</b>
<b>AYAKO SHIMAZAKI</b>
05/JAN2025
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Two-Over-One Game Forcing (Exception: 1M-2♣)
5-cards Majors
1M-1NT Semi-forcing
1NT Opening: 15-17HCP
STR 2♣ / 2♦
Weak 2M
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Gambling 3NT
FSJ
Serious 3NT
Good-Bad 2NT by Opener
Scrambling 2NT
vs 2 suiter O/C: Low-Low Cue
vs Weak 2 & Multi 2♦: LEB, Leaping Michaels
vs Flannery 2♦: DBL=Power, 2♥=♥ T/O
<vs Michaels Cue to our 1M Open>
1M-(2M)-DBL=Power
-2NT/3♣=♣/♦, COMP or GF
-2♠/3♦=3SUP INV, 3♦/3♥=4+SUP INV
-3M/3NT=COMP / to Play
-4X=SPL
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	RESPONSES				SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				DESCRIPTION					
1♣		3	4♦	11-21HCP	1♦/1♥=4+♥/4+♠ 1♠=1)min BAL 2)C SUP min 3)ms INV+ 1NT/2♣=5+♦ GF / ♣ SUP GF 2♦/♥=6+♥/♠ PRE or STR 2♠/2NT=L/R / NAT 3/4/5♣=PRE		XYZ, 4thSGF, SPL, Structured REV 1m-1X-2NT =may conceal 4-card M 1♣-1R-2NT-3♣/3♦=to 3♦ / Major Ask (same after 1♦-1M-2NT) 1♣-1♠-1NT-2♦/2M/2NT=2254INV/ms SPL/2254GF -3♣/♦/♥/♠=3244/2344/3154/1354 GF 1♣-1NT-2♦-2M/2NT=5+♦ &4M/5332GF -3♣/3♦=6+♦ INV/GF	1m-(1NT)-Multi Landy Good-Bad 2NT by Opener  TRF Bid, FSJ, Switching 1m-(X)-2♣/♠=m SUP min / L/R+ -2♦/♥=m SUP&5+♥/♠  1♣-(1♦)-1NT=(54)M, F1 1m-(1M)-2NT/3om=5m5OM/5om5OM	
1♦		3	4♦	11-21HCP	1M/1NT/2NT=4+M/6-10HCP/INV 2♣=5+♣ or ♦ SUP GF 2♦/♥=6+♥/♠ PRE or STR 2♠/2NT=L/R / NAT; 3♠=NAT INV 3/4/5♦=PRE		Rodwell GT after 1♦-1M-2M		
1♥		5(4)	4♦	11-21HCP	1NT=0-2♥, Semi-F 2♣=1)5+♣ GF 2)3+♥ CONST+ 3)Various GF hand 2♦=5+♦ GF; 2♥=3+♥ 6-9HCP; 2♠=PRE 2NT=4+ SUP L/R+; 3♣/3♦=NAT INV 3♥=PRE(non Vul) / CONST(Vul) 3NT=3-card SUP 4333 NT oriented, 12-15HCP 4♥=PRE		Serious 3NT, HSGT, SPL 1M-2M-3M=Bar Bid  1M-2♣-2♦=min no 4OM -2♥=both Ms -2♠/2NT/3♣=M&♣/6+M/M&♦ 1M-2NT-3♣=min; 3♦=ASK -3♦/3OM/3NT=not min ♣/♦/OM short	FSJ, SPL, DOPI 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				
1NT				15-17-HCP May have 5M	STAY, JCB, TEXAS, SMOLEN 2♠=mSS 2NT/3♣=to 3♣/3♦ 3♥/♠=31(45) / 13(45) GF 4♣=55M, choice of game		1NT-2♣-2♦-3M=short 4441 GF  1NT-2♣-2M-3♣=Check Back -3OM=M fit w/ short; 3NT=ASK -4♣/♦=M fit Waiting / RKCB	RUBENSOHL TEXAS thru on 4♣ OC System ON over DBL&2♣/♦ (except 2♣/♦=Ms/M) DONT Escape	
2♣	Y			1)2suits STR 2)22-24 BAL 3)28-30 BAL	2♦=Waiting; 2NT=6+♣ or ♦ w/ 2top honors 3X=short suit, 4441 slamish		2♦-2M-2NT=ASK -3♣=♣&another; 3♦=ASK -3♦/3♥/3♠=♦&♣/♦&♥/♦&♠	2♣-(OC)-Pass/DBL=POS/NEG 2♣-(DBL/OC)-TRF Bid vs. ART OC: NAT	
2♦	Y			1)1suiter STR 2)25-27 BAL 3)3suits STR	2♥=Waiting 2♠/2NT=6+♣/♦ semi-solid 3♣/♦=6+♥/♠ semi-solid		2NT=3suits; 3♣=ASK -3♦/♥/♠/3NT=♦/♥/♠/♣ short		
2♥/♠		6(5)		5-10HCP	2NT=OGUST; new suit=F1 Jump NS=Control ASK				
2NT				20-21HCP BAL	MUPPET STAY, JCB, mSS, TEXAS 4♣/♦/♥/♠/=6+♥/♠/♣/♦ S/T		2NT-3♥-3♠-4♥=5-5M, P/C		
3♣		6+		NAT PRE	Jump NS=Control Ask				
3♦/3M		6+		NAT PRE	4♣=mild S/T; Jump NS=Control ASK				
3NT	Y			Solid minor Little outside	4♣=P/C; 4♦=Ask shortness		After 4♦: 4M=short; 4NT=no short; 5m=short om		
4X				PRE, NAT			<b>HIGH LEVEL BIDDING</b>		
4NT				Ace ask	5♣/5♦/5♥/5♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace		RKCB(1403); Then 2 steps up = K ASK (Position) m RKCB=Kick Back; Exclusion RKCB (0314) DOPI/DEPO (5trump&up) Roman: DBL/P=14/03		
5♣/♦				NAT PRE					
5♥/♠				N/A					