DEFENSIVE AND COMETITIVE BIDDING	E AND COMETITIVE BIDDING LEADS AND SIGNALS							
OVERCALLS(Style; Responses; 1/2level; Reopening)		G LEADS STYLE				WBF Convention Card		
8-17 HCP usually / 4-cards possible 1 level		Lead			er's Suit			
Sound 2-level	Suit 3rd = even, low = odd		3rd = eve	en, low = odd	Category Green 5 Card Major ((2024/12/21)		
RESP: New suit = Const NF	NT	4th		4th		Country: Japan		
Jump Shift = Fit Jump / Jump Raise = Preempt	Subseq			same as above		Event: Open		
CUE = Limit Raise+ or GF Any	Other: 0 or 2 higher always					o(220167) Toshihiro Ogata(137452)		
3Level Jump CUE = Mixed Raise		<u> </u>						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
2nd: (15)16-18HCP BAL	Lead	Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE		
System on, same as 1NT Opening.	Ace	Ax(+), AKx(+)		Ax(+), Strong lead		5 Card Major 2/1 FG		
4th: (11)12-14HCP BAL	King	KQx(+), Kx		AKx(+), KQx(+), Kx		Strong 2C		
System on, same as 1NT Opening.	Queen	ueen QJx(+), Qx		KQ109(+), QJx(+), Qx		2D/2H/2S: Weak 2		
	Jack	J10x(+), Jx		J10x(+),	AQJ(+), Jx	Strong 1NT: 15-17		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	109x(+), KJ10(+),10	Эx	109x(+),	(AK)J10(+),10x	Strong 2NT: (19)20-21		
1-Suit: jump overcall	9	9x, K or Q and 109(-	+)	9x(+), A	or K or Q and 109(+)			
2-Suit: 2NT(lower 2 suiter), Michael's cue	Hi-x	Sx,xxSx,xxSxxx		Sx,SSxS,	,Sxx			
Jump cue Stopper ask	Lo-x	xxS,xxxxS		HxxS		SPECIAL BIDS THAT MAY REQ	UIRE DEFENCE	
Reopening: jump Intermediate, 2NT balanced 18-20HCP	SIGNAL	SIGNALS IN ORDER OF PRIORITY				2C = Artificial Strong (Strong or 20+HCP BAL)		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's	Lead	Discarding	2D/2H/2S: Weak 2		
Michaels = 55+; Unusual 2NT/4NT	Suit:1st	Lo/=ENCRG	Hi/Lo=ODD		Lo/=ENCRG	3NT=Solid Minor		
(1M)-2M = OM & m 55+ ; 2NT=m ASK INV+ ; 3C=P/C	2nd	Hi/Lo=ODD	S/P		Hi/Lo=ODD	Multi Landy VS 1NT opening		
(1X)-3X = Stopper ASK	3rd	S/P			S/P	Saction VS strong opening		
vs Weak2 = Cue:Stopper ASK	NT: 1st	Lo/=ENCRG	Hi/Lo=ODD		Lo/=ENCRG	Lebensohl vs overcall on 1NT		
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Hi/Lo=ODD	=ODD S/P		Hi/Lo=ODD	Lebensohl vs weak 2; Leaping Michael vs weak 2		
DBL=4M&5+m	3rd				S/P	Rubensohl vs michaels cue.		
2D = Major 1suiter; 2H= H5+m4+ ; 2S=S5+m4+; 2NT = Both m	Signals (including Trumps):					Micheals CUE; Unusual NT(Lower 2 suiter); Good-Bad 2NT by Opener		
VS. 1NT overcall to our 1m open: 2C=Both M; 2D=H; 2H=S	Suit preference					Fit Showing Jumps; 2way G/T (STEP) after single raise in major		
2S=S&m, 2NT= Both m						Low High cue vs Known 2 suiter OC (Low=SUP INV+; High=OM4+ FG; X=NEG X);		
VS. 1NT overcall to our 1M open: 2m=NAT; 2Major: NAT;2NT=inv		S				Scramble 2NT		
	TAKEOU	T DOUBLES(Style;R	esponses;Re	opening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Sound or Shape							
X=T/O; Cue Strong hand;	RESP: Cu	RESP: Cue=F1. Jump cue=Asks for stopper						
VS Weak2 CUE=Stopper Ask, Leaping Michaels cue VS Weak2 only	Reopenir	ıg: 8+.				SPECIAL FORCING PASS SEQU	ENCES	
4NT 2 suiter, 4 level cue Strong more than 4NT.								
VS. ARTIFICIAL STRONG OPENINGS	SPECIA	,ARTIFICIAL AND			S/REDOUBLES			
Suction	NEG DBL	thru 4H, RESP DBL t	nru 4H, SUPP I	DBL/REDBI	L thru 2H			
(1C/2C) Dbl/2C/3C= D or Majors, 1D/2D/3D= H or S+C	MAX DBL thru 3H					IMPORTANT NOTES THAT DON	'T FIT ELSEWHERE	
1H/2H/3H= S or C+D, 1S/2S/3S= C or D+H	Good Bad 2NT							
1NT/2NT= C+H or D+S	Lebensohl vs overcall on 1NT							
OVER OPPONENTS' TAKE OUT DOUBLE	Rubenso	hl vs michaels cue.						
Preempt 2NT RAISE after 1m(X)		nl after Double vs 1M-	2M			Psychics :: occasionally		
Truscott 2NT	Scramble 2NT after reopen X							
Fit Showing Jump		·						

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		3	4H	(10,11)12-21HCP NAT	2C=C4+ GF; 2D=D6+ INV; 2H=C5+ Mixed; 2S=C4+ INV; 3C=PRE	4th suit GF, Transfer after 2NT rebid; Structured Reverse	Good Bad 2NT; Low High Cue
					1NT=6-10; 2NT=11-12; 3NT=13-15	2 way Checkback(Only Major Resp); PH New Minor Forcing	Fit Showing Jump; Jump cue=Stopper ASK
							1C(X)2D, 1D(X)3C=SUP4+FG
1D	1D 3 4H (10,11)12-2		(10,11)12-21HCP NAT	2C=C4+ GF; 2D=D4+ INV; 2H=D5+ Mixed; 2S=D4+ INV; 3C=C6+ INV; 3D=PRE	same as 1C		
					1NT=6-10; 2NT=11-12; 3NT=13-15		
1H	1H 5 4D (10,11)12-21HC		(10,11)12-21HCP; H5+	1NT=1RF; 2S=13+ 4+SUP; 2NT=INV+ 3SUP; 3C=INV 4+SUP; 3D=Mixed 4+SUP	1H-1NT-2C; could be 2 cards; 1H-1NT-2D; could be 3 cards;	FSJ; 1M-(DBL,OC)-3M=PRE; Rev Drury	
				3H=PRE; SPL 10-12; 4S/5C/5D=Void wood; 4NT=RKCB; 3NT=Good PRE	Serius 3NT; 1H-2H-2S=SS G/T+; 1H-2H-2S-2N/3H=SS ASK/SO	1H-(2S)-2NT=3+SUP INV+;Truscott 2NT	
						1H-2H-2S/3C/3D=Help suit	1H/S(X)-2D/2H=Const(7-9 pts.)
						4th suit GF, Transfer after 2NT rebid; Structured Reverse	1H/S(X)-2H/2S=Weak(0-7 pts.)
							Rubensohl vs michaels; Low High Cue
							P-1M-2N/3C=C FSJ / C6+INV
1S	1S 5		4H	(10,11)12-21HCP, S5+	1NT=1RF; 2NT=4+SUP 13+; 3C=INV+ 3SUP; 3D=INV 4+SUP; 3H=Mixed 4+SUP	1S-1NT-2m; could be 3 cards	same as 1H
					3S=PRE; SPL 10-12; 5C/5D/5H=Void wood; 4NT=RKCB; 3NT=Good PRE	Serius 3NT; 1S-2S-2NT=SS G/T+; 1S-2S-2NT-3C/3S=SS ASK/SO	
						1S-2S-3C/3D/3H=Help suit;Transfer after 2NT rebid	
1NT		-	4H	15-17;balanced	2NT=INV; 2C=Stayman; 2D/H=TRF; 2S=Pick Minor; 3C=5 Card Major ASK;	2C-2D-2H=M55 S/O; 2C-2D-2S=S5+C5 G/T; TRF-2M-2NT-3C/3D/3M/3OM=	1NT(X=PEN)=DONT ESCAPE
				may have A or K or Q singleton	3D=D6+ INV; 3H/S=H/S 6+ S/T; 3NT=to play; 4C=44minor S/T; 4D/H Texus TRF	MAX 4333/MIN 3+SUP/SO/No honer 3SUP Max; 2C-2x-3m=m S/T	1NT(X or 2C)=System ON
					4S=3334 QUANT; 4NT=3343 QUANT;	TRF-2M-Jump Other Suit=M7+ SPL;TRF-2M-4M=M7+ Mild S/T	1NT(NAT)X=T/O INV+
						2S-2N/3C=D better/C better:2S-2N/3C-3D=S/O; 2S-2N/3C-3M=M short	1NT(ART)X=POWER
						2H-2S-3H=55S/T; 2C-2D-3M=Smolen; 2D-2S super accept	Lebensohl
						2C-2H/S-3S/3H=Fit S/T; 2C-2M-4C/4D=Fit BAL S/T; RKCB	NEG X
2C 🗹	N	-		STR; 22+ BAL	2D=Wait; 2H=Super NEG; 2S=H5+ 8+HCP; 2NT=S5+ 8+HCP; 3C/D=C/D5+ 8+HCP	2D-2H=TRF to 2S(kokish); 2D-3M=D5+4M; 2D-3C-3D=ASK M4;	2C-(OC)-x=4-HCP; 2C-(OC)-P=5+HCP
					3M=M7+ 5-7HCP	2D-2H-2S-3C/3D/3H=H 1suter/H+D/H+C; 2D-2H-2S-2N=24-25 BAL;	new suit 5+ FG
2D/H/S		(5)6		Weak2; 4-10HCP	2NT OGUST ASK; 4C:Trump Ask; Jump Shift:CTRL	2NT(ASK)-3C/3D/3H/3S/3N=MinHCP BAD Trump / MinHCP,Good Trump	X=PEN
				They VUL 5+ Cards	New suit=F1, may be Lead Directing; Raise=PRE; 4NT=RKCB;	Max HCP,BAD Trump / Max HCP,Good Trump / AKQ Trump	
2NT		-	4H	20-21HCP BAL	3C=Stayman; 3D/H=TRF; 3S=MSS	Walsh;3D-3H-3S-3NT-4C/4D=C/D S/T;3H-3S-4H=55M NF	NEGX
					4C=44minor S/T; 4D/H Texus TRF; 4S=3334 QUANT; 4NT=3343 QUANT;	3C-3D-4H=55M S/T; 3C-3D-4H-4N/5C/5D=4N=RKCB(6Key)/H/S	
						3C-3D-4H-4N/5C/5D-5D/5H=RKCB	
						3C-3H-3S=Fit S/T; 3C-3S-4H=Fit S/T	
						TRF-3M-4m-OM/Om=MFit S/T: mFit S/T	
3C/D/H/S		6		preempt	New suit=F1, may be Lead Directing;Raise=PRE; 4NT=RKCB;		
3NT	N	-		Solid minor	4C=P/C, 4D=Short Ask		
4C/D/H/S		7		preempt		High Level Bidding	
4NT	N	-		ACOL ACE ASK	5C=0A; 5D/H/S/6C=Ace in the bid suit; 5NT=2 Aces	RKCB (14/30/2/2),	
5C/D/H/S		8		preempt		=>Over Queen ASK: No Q=Cheapest Trump	
				u		=>Over King ASK: Position	
						DOPI(up to 5H), DEPO(more than 5H), Void Wood 03/14	
						5NT:GSF: 6C=No Top H, 6D=1Top H, 6H=A or K	