DEFENSIVE AND COMETITIVE BIDDING	LEADS A	ND SIGNALS						
OVERCALLS(Style; Responses; 1/2level; Reopening)		G LEADS STYLE				WBF Convention Card		
may be light; new suit NF but CONST;	Lead in Partner's Suit							
jump in new suit = NAT, INV;	Suit	3rd from even/lowes	t from odd		even/lowest from odd	Category: Green		
new suit F at 3 level or higher or 4C, 4D	NT			4th best		Country: Japan		
new suit F at 3 level of higher of 4C, 4D				present 3rd/low vs. suit		Event: Mixed		
		bseq present 3rd/low vs. suit her: may lead top of nothing in partner				Players: Noriko AKIRA Robert GELLER		
		ds vs. NT: original 4th		5 Sult II Su	pported			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
Direct: 15-17(18); Reopening: 12-14	Lead	Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE		
Reopening 2NT = 18-19	Ace	AK (with three or more)		Demands count/unblock when obvious		2/1 = FG; 5 card MAJ (may be 4 in 3rd/4th position)		
system on whenever NT bidder has not bid a suit naturally	King	KQ (or AK doubleton)		ко		1NT response to 1M =1F		
	Queen QJ		QJ or KQT		Opening 1NT = 15-17; may have 5 card major or 6 card minor			
	Jack			АЈТ, КЈТ, ЈТХХХ		2C open = ART, STRONG; 2D RESP= ART, waiting; 2H RESP=ART, NEG		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	109 or interior seque	nce		terior sequence			
1-Suit: weak, NAT; 2NT response = Ogust	9					1NT Openings: 15-17		
2-Suit: unusual 2NT (2 lower unbid); Leaping Michaels	Hi-x					2 OVER 1 Responses: FG by unpassed hand when no competition		
	Lo-x					SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Reopening: NAT, intermediate	SIGNALS IN ORDER OF PRIORITY					••••••••••••••••••••••••••••••••••••••		
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's	Lead	Discarding			
Michaels; NT response asks minor	Suit:1st	High ENC	High EVEN		High ENC			
(1m)-3m natural; (1M)-3M asks stopper	2nd	High EVEN			High EVEN			
(1X)-P-(1Y)-2X or (1X)-P-(1Y)-2X =natural	3rd	S/P			S/P			
(1X)-P-(1NT)-2X =Michaels	NT: 1st	High ENC						
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	High EVEN						
DBL=PEN (DBL by PH = clubs)	3rd	S/P						
2C= m one-suiter or M+m two suiter (RESP=P/C)	Signals (including Trumps):							
2D= both majors	trump hi	-lo shows three trump	s/ability to ru	ff; occasior	nally S/P			
2H/2S=NAT, one suiter		·			•			
	DOUBLE	S						
	TAKEOU	T DOUBLES(Style;R	esponses;Re	eopening)				
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	sometimes light							
DBL=T/O; (2M)-3M=stopper ask; (2D)-3D=Michaels								
2NT RESP to T/O DBL = Lebensohl (direct/balancing)						SPECIAL FORCING PASS SEQUENCES		
						Pass and Pull = slam try		
VS. ARTIFICIAL STRONG OPENINGS	SPECIA	,ARTIFICIAL AND C			S/REDOUBLES			
Vs. strong ART 1C and ART 1D response:	Support	DBL/RDBL; Responsiv	e DBL: MAX D	BL; most l	ow level doubles for takeout;			
aggressive overcalls and jump overcalls	NEG DBL through 4H; Value showing doubles of 4S and higher					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
L=Majors; NT (any level)=minors Cue bid DBL if cue bid impossible below game level				All point count totals subject to adjustment for hand evaluation				
OVER OPPONENTS' TAKE OUT DOUBLE								
2NT=Limit Raise (majors); weak raise (minors)						Psychics: Rare		
new suit F at 1-level; NF at 2 level								
RDBL=10+						Last revised: 22 December 2023		

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING	
1C/1D		3	4H	Open 1C with 3-3 in minors	1C-2D=NAT,FG; 1D-3C=NAT,INV; 2M=WJS;	2C=CB over 1NT rebid	CUE=Limit Raise+	
					2NT=11-12; 3NT=13-15; 1D-2C=NAT, FG;	4SF=FG; jump in 4th suit, NAT, INV	WJS; Jump raise to 3m=weak	
					Major First unless FG; SPL;	1m-2m-3NT = 18-19	1m-(1NT)-2om = both majors	
					1m-2m (INV+; denies 4+ card MAJ)	REV promises further rebid		
						All 3-level bids FG after CB		
1H/1S	1H/1S 5(4) 4D	4D	May be 4 card in 3rd/4th position	1NT=1F; 2NT=FG with 4 card SUPP, unlimited; SPL	1H-1NT-2C may be 2 card when 4522	2C by PH=Drury (off in COMP)		
				3NT=FG, BAL, 4+SUPP,12-14	1H-1S-1NT-2C = CB	CUE = Limit Raise+		
					3C=4+SUPP,10-11; 3D=4+SUPP,7-9; 3M=4+SUPP,0-6	1M-2x-2M may be 5 card	Jump raise to 3M=weak	
					1H-2S=NAT,FG	1M-2x-2NT may be MIN	WJS in COMP:	
						after 1M-2NT: opener shows shortness	P-1M-3C=NAT,INV	
						1M-2NT-4M=WK MIN; 3NT=good MIN		
						1M-2NT-3M=15+, no short suit		
						opener's new suit rebid at 3 level=non-MIN		
						1H-2m-2S=non-MIN		
1NT			3S	15-17 BAL (may have 5 card major or 6 card minor)	2C=Stayman; 2H,2D=TRF to S,H; 2S=minor STAY	Smolen; 1NT-2D-2H-2S=5-5 INV	4H,4D=TRF through 4C by OPPTs	
					2NT=PUP to 3C (signoff in C or D); 3C asks 5 card major	1NT-2C-2M-4D=ART power S/T	DONT after OPPT PEN DBL	
					3D=NAT,INV; 3S,3H=S/T in D,C; 4H,4S=TRF to S,H	1NT-2C-2S-3H = PUP to 3S with shortness S/T	1NT-(PEN X)-XX=PUP to 2C	
					4S=asks choice of 5 minor; 4NT=QUANT;	1NT-2C-2H-3S = PUP to 3NT with shortness S/T	LEB	
2C 🖌		7H	ART, STRONG	2H=ART,NEG 2D=ART,WAITING; 2NT=H (2of top 3, 5+)	2C-2D-3C-3D=asks 4 card MAJ			
					2S,3C,3D=NAT, 5+, 2 of top 3	2C-2D-3H/3S= 4H-5D or 4S-5D	X=Strength showing	
2D,2H,2S		6(5)		PRE,NAT may be 5-card with good suit	NEW SUIT=F1; 2NT=OGUST		New suit over DBL=NAT,NF	
2 NT			3S	20-22(-)	3C=STAY; 3H,3D=TRF to S,H; 3S=minor STAY	Smolen		
					4H,4S=TRF to S,H; 4NT=QUANT; 4S=choice of minor	2NT-3C-3S-4H=ART S/T		
						2NT-3C-3H-4S=ART S/T		
3C~3S		6		PRE,NAT	new suit=F			
3NT	1			PRE, SOLID 7 card minor	4C,4D,5C=P/C	High Level	Bidding	
						RBCB (1430); DOPI, DEPO;		
4C~4S		6		PRE,NAT	new suit=F (below game)	4C=Gerber Ace Ask (4D=0/4, 4H=1, 4S	Gerber Ace Ask (4D=0/4, 4H=1, 4S=2, 4NT=3)	
						Minorwood (1430); Voidwood (0314)		
4NT	1			ACE ASK	5C=no ace, 5D,5H,5S,6C=ace in bid suit, 5NT=two aces	5NT GSF when suit is agreed		
						5NT=Choice of slam (when no suit agree	ed)	
5C,5D		6		PRE,NAT				