DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Style: 8-18HCP sound, often 4cards at 1 level.

RESP: CUE=INV+ with 3+SUP, Jump CUE= constructive 4+SUP, Fit Showing Jump.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15+-18HCP system on

Reopening: 11-15 HCP

JUMP OVERCALLS (Style; Responses; Unusual NT)

Style: Sometimes light at NV

RESP: F1, 2NT=ogust

Reopen: Intermedeate

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1m)2♦, 1M(2M)=Michaels. Usually sound.

VS. NT (vs. Strong/Weak; Reopening;PH)

DBL=Power(Direct)/1 minor(Reopen)

2♣=Majors

2♦=1 Major

2M= Major and a minor

2NT～3♥＝TRF

Dbl=Takeout thru 4♥

Leaping Michaels

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

(1♣/2♣) Dbl/2♦/3♣= ♦ or Majors, 1♦/2♦/3♦=♥ or ♠+♣

1♥/2♥/3♥=♠ or ♣+♦, 1♠/2♠/3♠=♣ or ♦+♥

1NT/2NT= ♣+♥ or ♦+♠

OVER OPPONENTS' TAKEOUT DOUBLE

Preempt 2NT RAISE after 1m(X)

Truscott 2NT

Fit Showing Jump

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/low	3rd/low
NT	4th	4th
Subseq	Same as above	Same as above
Other: Sometimes deferent lead from XXX In Partner's Suit		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax(+)	AKx(+),Ax(+),Strong suit
King	AKx(+), KQx(+)	KQJ(+),KQ10(+),KQx(+)
Queen	QJ(+)	QJ(+), KQ109(+)
Jack	J10(+)	J10(+)
10	109(+)	109(+)
9	9x, 9, KJ9(+), (AJ9(+))	9xx, 9x
Hi-X		
Lo-X		

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Lo=ENCRG	Lo=EVEN	Odd=ENCRG
	2	Lo=EVEN	S/P	Even=DISCRG
	3	S/P		S/P
NT	1	Lo=ENCRG	Lo=EVEN	Odd=ENCRG
	2	Lo=EVEN	S/P	Even=DISCRG
	3	S/P		S/P

Signals (including Trumps):

UDCA

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

General Style: 11+HCP Shape is classical

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Neg Dbl thru 4♥

Resp Dbl thru 4♦

Support Dbl thru 2♥

Maximal overcall Dbl thru 4♦

Competetive Dbl at various situation

W B F CONVENTION CARD

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card Major 2 over 1 always Game Forcing

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ = artificial strong (♠♥♣ strong or 24+HCP BAL)

2♦ = artificial strong (♦ strong or 22-23HCP BAL)

2M = Weak

3NT= 16-20 HCP good minor 1suiter

Multi Landy VS 1NT opening

Saction VS strong ♣ opening

1m(1NT)2♣/♦/♥/♠=Ms/♥/♠/ms   2NT～3♥＝TRF

1♥(2♥)X/2♠/2NT/3♣/3♦＝raise/3sup INV+/♣/♦/4+suppINV+

1♠(2♠)X/2NT/3♣/3♦/3♥＝Raise/♣/♦/4+supINV+/3supINV+

1M(x)1NT～2M-1＝TRF

Good-bad 2NT

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: occasionally

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21HCP NAT	2♣=4+SUP GF, 2♦=5+♣ INV, 2♥/2♠=Fit Showing Jump	4th suit GF, 2 way checkback stayman, Transfer after 2NT rebid, 1M-2NT-3any=short suit showing Good Bad 2NT	Fit Showing Jump
1♦		3	4♥	11-21HCP NAT	2♣=NAT GF, 2♦=4+SUP GF, 2♥=FSJ 2♠=5+♦ linitR, 3♣=6+♣ INV		
1♥		5(4)	4♦	11-21HCP NAT	1NT=F1, 1♥-2♠/1♠-3♥=6+cards INV, 2NT= 4+SUP Slam try, 3♣/3♦= 4+SUP const/limit, 3NT=4+SUP 12-15HCP BAL		Fit Showing Jump Reverse Drury
1♠		5(4)	4♥	11-21HCP NAT			P-1M-2NT=5+♣and 4+sup INV+
INT		-	4♥	(14)15-17HCP BAL	2♦/2♥=TRF, 2♠=MSS, 2NT=♣,3♣=5Maj ask	2♦-2♥-2♠-2NT- 3♣/♥/♠=SPL6+♦ 3♦=5♦15pts+ 3NT=6+♦bal14~15pts 4♣=5♣15+ 4♦=6♦bal 16pts.+ 4♥=RKC♦	Rubensohl
					3♦= 6+ INV, 3♥/3♠=4♠/4♥ GF, 4♦/4♥=TRF	2♣-2♦-3♥/♠=55M NF/GF 2♥-2♠-3♥=55MS/T	
2♣	v	-	-	24+HCP BAL or any strong(except ♦)	2♦/2♥,2♠/2NT=waiting/NAT GF/ms		(OC) X=neg P=positive
2♦	v	-	-	22-23HCP BAL or ♦ strong	2♥=waiting		
2♥		5	-	3-10 HCP Weak	2NT=ogust	2NT-3♣/3♦/3♥/3♠/3NT=5cards/min-bad/min-good/max-bad/max-good	
2♠		5	-	3-10 HCP Weak	2NT=ogust		
2NT		-	-	(19+)20-21HCP BAL	3♣/3♦=TRF, 4♦/4♥=TRF	3♣-3♦-4♥/♠=55M S/T NF/F1 3♥-3♠-4♥=55M NF 3♦-3♥-3♠-3NT;4♣/♦/♥/♠=6♣/6♦/5♣/5♦	
3♣		6	-	Preempt			
3♦		6	-	Preempt			
3♥		6	-	Preempt			
3♠		6	-	Preempt			
3NT		6	-	16-20HCP minor 1suit			
4♣/4♦	v	0	-	♥/♠8and half trick +	Next step=F		
4♥/4♠		7	-	Preempt			
4NT	v	-	-	Acol Ace Ask	5♣=No Ace , 5♦/5♥/5♠/6♣=Ace in the suit		
5♣/5♦		8	-	Preempt		**HIGH LEVEL BIDDING**	
5♥		-	-				
5♠		-	-				
5NT		-	-				