DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8-17HCP, NAT

Responses: new suit = NAT, F1/ cue bid= INV+/

Jump cue= Fit, constructive/ Jump raise= weak/ FSJ

1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd (15)16-18 HCP system on

4th 12-14 system on

Sandwich= NAT 16-18 HCP system on (Unusual by passed hand)

JUMP OVERCALLS (Style; Responses; Unusual NT)
weak, 2NT= Ogust, new suit= NAT, F1

Reopens= intermediate

2NT= Unusual 2NT, unbid 2 suiter

Reopen: 1x-(P)-P-2NT = 18-19 HCP, BAL

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

Jump cue = NAT weak

VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy in 2nd and 4th seat

DBL= PEN (m 1 suiter by passed hand)

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Lebensohl vs weak two M open

Leaping / non Leaping Michaels vs weak open

Cue bids= stopper ask, non-jump NT= 16-18 HCP, BAL

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣- DBL/2♦/2♥/2♠= Both M/ M 1suiter/ ♥ and minor/♠and minor

1♣- 2NT minor 2 suiters

vs other; suction

OVER OPPONENTS' TAKEOUT DOUBLE
1M-(DBL); 2NT = 4+ supp INV, 3M = weak, Re DBL=10 + pts

1m-(DBL); 2NT = weak, 3m = 5+ supp INV , Re DBL=10 + pts

1M-(DBL); 2♣= Reversed Drury, 2♦ = good raise, 2M= bad raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd / low	3rd / low
NT	4th best, top of nothing	4th best, top of nothing
Subseq		
Other: KQT9 leads Q and requests unblock J		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x), Ax, A	A, AKJT(x), AKQT(x)
King	AK, KQ(x), Kx	AK(x), KQ(x)
Queen	AKQ, QJ(x), Qx	QJ(x), Qx, KQT9(x)
Jack	JT(x), Jx	JT(x), Jx
10	T9(x), Tx	T9(x), Tx
9	9x	9x
Hi-X	Doubleton, 3rd from even	Doubleton, top of nothing
Lo-X	Low from odd	4th best, 2nd best

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Hi= Encourage	Count (Hi= even)	Hi = Encourage
Suit	2			
	3			
	1	Hi= Encourage	Count (Hi= even)	Lavinthal
NT	2			
	3			

Signals (including Trumps): Trump suit preference, Trump echo, Smith echo

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DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
11+ HCP, 8+ HCP in reopening position

18+ pts, strong

Response: jump = INV

Cue bid = F1, FG or both M INV

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Negative DBL thru 4♥

Responsive DBL thru 4♦

Maximal DBL thru 3♥

Support DBL/Re DBL thru 2♥

Rosenkranz DBL/Re DBL

Lightner DBL

W B F CONVENTION CARD

CATEGORY: Green

NCBO: JAPAN

PLAYERS: Inamura Yuka, Miura Yugo

EVENT (Open/Women/Senior/Transnational)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
2 over 1 game forcing

5 cards Major

1NT open (14)15-17 HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ strong

2♦/2♥/2♠ weak

2NT 20-21 HCP BAL

3NT gambling (Solid minor)

Michaels cue bids and Unusual 2NT

In 3rd 4th seat, 1M open may have good 4 cards M.

SPECIAL FORCING PASS SEQUENCES
2C-(any)-P: Game Forcing, Forcing Pass

1NT-(DBL)-P: Escape system, pup to Re DBL

IMPORTANT NOTES
No List D Conventions

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		3	4♥	12-21, NAT 1♦ = 4+ ♦ unless 4432	1♦/1♥/1♠ 4+ suits, F1,6+ pts may bypass 5+ ♦ unless FG 1m-2m/3m = FG/ weak Raise 1m-2♥/2♠ = 4+ supp 11-12 pts / 5+ supp 8-9 pts 1♦-3♣ = NAT INV 1♣-2♦ NAT INV 1NT/2NT/3NT = 6-10/11-12/13-14 BAL Dbl Jump = SPL	Opener's 1NT/2NT Rebids may conceal 4M Opener's swiss 2-way C/B to 1NT Rebids Structured reverse 1m-1M;2M-2M+1 short suit game try	Fit showing Jump Good Bad 2NT Cue = INV+ Lo-Hi Cue vs Unusual2NT/Michaels Conventional responses vs 1NT over call
1♥ 1♠		5 (4)	4♥	12-21, NAT may have good 4♥/♠ in 3rd/4th	1NT = 6-12pts forcing, denies 4 supp 2NT = Jacoby raise, 16+pts, 4+ supp 3♣/3♦ = 10-12pts, 4 supp / 8-9 pts, 4 supp 3NT = 12-15 pts, 4+ supp, BAL Dbl Jump = SPL 9-12 HCP, Dbl raise = weak 1♥-2♠/1♠-3♥ NAT INV P-1M;2♣ reversed Drury 3+ supp INV	1M-2M;2M+1 = puppet to 2M+2, SSGT 1M-1NT;2♣ = Gazzilli ♣NAT or 16+pts 1M-1NT;2♣-2♦ = 8+ pts P-1M;2♣-2♦ = normal opening hands P-1M;2♣-2M = Light open Impossible 2♠ Short suit game try after single raise	Fit showing Jump Good Bad 2NT Cue = INV+ Lo-Hi Cue vs Unusual2NT/Michaels Conventional responses vs 1NT over call
1NT				(14) 15-17, BAL may have 5M	2♣= Stayman, 2♦/2♥ = Transfer 2♠= minor suit Stayman 2NT = pup to 3♣ 3♣/3♦=Nat INV 3♥/3♠= ♣/♦ S/T 4♣ = Gerber, 4♦/4♥ = Texas Transfer	1NT-2♣;2♦-2♥/2♠ = Smolen Transfer 1NT-2♣;2♥-2♠/2NT = NAT INV/ INV no ♠	Lebensohl Texas thru 4♣ DONT escape vs PEN DBL
2♣	X			22+ BAL or 17+ UNB, 9+tricks	2♦ = waiting FG/ 2♥= denies 1K,4 pts 2♠/3♣/3♦ = 5+ suits,8+HCP 2NT= 5+♥,8+HCP	2♣-2♦;2♥= puppet to 2♠, 24+ BAL or 5+ ♥	Pass = FG DBL = Neg
2♦ 2♥ 2♠		5		6-10 HCP, Pre-empt	New suit = NAT, F1 Jump Shift = Lack wood 2NT = Ogust		
2NT				20-21 HCP, BAL may have 5M	3♣= Sakiyama Stayman 3♦ = Transfer w/ Walsh relay / 3♥= Transfer 3♠ = minor suit Stayman /4♣= Gerber 4♦/4♥ = Texas Transfer	2NT-3♦;3♥-3♠=puppet to 3NT, ♣/♦ S/T	
3♣		5		6-10 HCP, Pre-empt	new suit = NAT F1 4♦ = ART S/T 4M= to play		
3♦ 3♥ 3♠		6		6-10 HCP, Pre-empt	new suit = NAT F1 4♣ = ART S/T 4M= to play		
3NT	X			Solid minor			
4♣ 4♦ 4♥ 4♠		6		NAT	new suit = Lack wood	**HIGH LEVEL BIDDING** RKCB (1430) EKCB (0314) DOPI DEPO ROPI	
4NT	X			A asking	5♣ = no A, 5♦/5♥/5♠= A in ♦/♥/♠ 5NT = have 2 A/ 6♣= A in ♣	5NT Grand slam force	

(Note 1) After 2NT open, Sakiyama Stayman

2NT-3♣= Sakiyama Stayman

;3♦= no Major or 5♠/ 3♥= 4♥/ 3♠= 4♠/ 3NT= 5♥

2NT-3♣;

3♦-3♥= asking /3♠= 5♥ and 4♠/ 3NT= 5♠ and 4♥/ 4♣= 5-5 in Major and short in ♣/

4♦=5-5 in Major and short in ♦/ 4♥= 5♠ and 4♥ Slam try

2NT-3♣;

3♥-3♠= pup to 3NT/ 3NT= 4♠/ 4♣=♥ set BAL Slam try/ 4♦=♥ set RKCB/ 4♥= to play/

4NT= INV to 6NT with 4♠

2NT-3♣;

3♥-3♠;

3NT- Pass= to play/ 4♣=♥ set short suit Slam try/ 4NT= INV to 6NT without 4♠

(Note 2) Gazzilli

1M-1NT;2♣= Gazzilli, 16+pts or 12-15 pts 1+♣

1♥-1NT;2♣= Gazzilli, 2♦= 4+♦, 12-15pts/ 2♥= 12-14pts, 6+♥/ 2♠= 4+♠, FG/ 2NT= 18-19HCP, BAL/

3♣=5+♣, 13-15pts/ 3♦=5+♦, 13-15pts/ 3♥=15-17pts, 6+♥/ 3♠= SPL/ 3NT= solid ♥

1♥-1NT;2♣

:2♦= 8+ pts/ 2♥= prefer/ 2♠= 4+♠, INV/ 2NT= both m, 8- pts/ 3♣= NAT, 8-pts/ 3♦=NAT, 8-pts/ 3♥= NAT INV

1♥-1NT;2♣-2♦;

2♥= 12-15 pts, NF/ 2♠= 4+♠, FG/ 2NT= BAL,FG / 3♣=NAT, FG/3♦= NAT, FG/ 3♥= ♥ slam try

1♠-1NT;2♣= Gazzilli/ 2♦= 4+♦, 12-15pts/ 2♥= 4+♥, 12-15pts/ 2♠= 6+♠, 12-15pts/ 2NT= 18-19 BAL/

3♣=5+♣, 13-15pts/ 3♦= 5+♦. 13-15pts/ 3♥= 5+♥, 13-15pts/ 3♠= 6+♠, 15-17pts/ 3NT= solid ♠

1♠-1NT;2♣

:2♦= 8+ pts/ 2♥= NAT, 8-pts/2♠=prefer/ 2NT= both m, 8- pts/ 3♣= NAT, 8-pts/ 3♦=NAT, 8-pts/3♠=NAT INV

1♠-1NT;2♣-2♦;

2♥= 4♥, FG/ 2♠= 12-14pts, NF/ 2NT= BAL, FG/3♣= NAT, FG/3♦= NAT, FG/3♥= 5+♥, FG/ 3♠= ♠ slam try

(Note 3) non-Leaping Michaels vs weak 3 open

3M-(4m) = OM and m 2 suiter strong, F1, apply forcing pass

3M-(4M) = both minor, strong, apply forcing pass

3M-(4NT) = both minor, do not apply forcing pass

(Note 4) Conventional response after 1NT overcall

1M-(1NT): 2♣=OM 5+, F1/ 2♦= good raise/ 2OM= both m/ 2M= bad raise/ 2NT=LEB/ 3x= FSJ/

3M= Limit raise/ 3NT= FG raise

1m-(1NT); 2♣=both M, 5+-4+/ 2♦= TRF to 2♥/ 2♥= TRF to 2♠/ 2♠= FSJ (m and ♠)/ 2NT=LEB/

3♣= constructive ♣/ 3♦= constructive ♦/ 3M= SPL

1m-(1NT)-2♣-(P);

2♦= no Major, NF/ 2M= 4M, NF/ 2NT=18-18HCP, BAL/3♣= NAT, FG/ 3♦= NAT, FG/

3M= NAT,INV/ 4♣= have short/ 4♦= 18-19HCP,have 4M/ 4M= to play

(Note 5) strong Ace lead in NT

In NT contracts, Ace opening lead is strong lead. Ace leads from 4 or more with honors missing one piece, such as AKJT(x), AKQT(x). If you have honor, you drop honor and if you do not, you give count signal.