

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

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / low	3 rd / low	
NT	4 th best, top of nothing	4 th 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, 3 rd from even	Doubleton, top of nothing	
Lo-X	Low from odd	4 th best, 2 nd 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			
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♥			
Lightner DBL			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: JAPAN
PLAYERS: Yuka Inamura Atsuhisa Hashimoto
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 3 rd 4 th 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♥
1♥		5 (4)	4♥	12-21, NAT may have good 4♥ in 3 rd /4 th	1NT=F1, denied 3+supp 2♠=Jacoby 2NT, 16+pts, 4+supp 2NT=three card raise, 3supp, INV+ 3♣=limit raise, 11-12pts, 4+supp 3♦=constructive raise 7-10pts, 4+supp 3♥=weak raise 0-5pts,4+supp	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♠	Fit showing Jump Cue = INV+ Lo-Hi Cue vs Unusual2NT/Michaels
1♠		5 (4)	4♥	12-21, NAT May have good 4♠ in 3 rd /4 th	1NT=F1, denied 3+supp 2NT= Jacoby 2NT, 16+pts, 4+supp 3♣= three card raise, 3supp, INV+ 3♦= limit raise, 11-12pts, 4+supp 3♥= constructive raise 7-10pts, 4+supp 3♠= weak raise 0-5pts,4+supp	Short suit game try after single raise Three card raise	
1NT				(14) 15-17, BAL Denied 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		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	3♣= Puppet Stayman 3♦= Transfer w/ 3♥= Transfer 3♠ = minor suit Stayman /4♣= Gerber 4♦/4♥ = Texas Transfer		
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 Grand slam force	

				5NT = have 2 A/ 6♣ = A in ♣	

(Note 1) Gazzilli

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

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♦;g

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

(Note 2) non-Leaping Michaels vs weak 3 open

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

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

(Note 3) 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.