

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
8-17HCP, NAT
Responses: new suit = NAT, F1/ cue bid= INV+/ Jump cue= Fit, constructive/ Jump raise= weak/ FSJ
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> (15)16-18 HCP system on
4 <sup>th</sup> 12-14 system on
Sandwich= NAT 16-18 HCP system on (Unusual by passed hand)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak, 2NT= Ogust, new suit= NAT, F1
Reopens= intermediate
2NT= Unusual 2NT, unbid 2 suiter
Reopen: 1x-(P)-P-2NT = 18-19 HCP, BAL
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
Jump cue = NAT weak
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy in 2 <sup>nd</sup> and 4 <sup>th</sup> seat
DBL= PEN (m 1 suiter by passed hand)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Lebensohl vs weak two M open
Leaping / non Leaping Michaels vs weak open
Cue bids= stopper ask, non-jump NT= 16-18 HCP, BAL
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1♣- DBL/2♦/2♥/2♠= Both M/ M 1suiter/ ♥ and minor/♠and minor
1♣- 2NT minor 2 suiters
vs other; suction
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> / low	3 <sup>rd</sup> / low	
NT	4 <sup>th</sup> best, top of nothing	4 <sup>th</sup> best, top of nothing	
Subseq			
Other: KQT9 leads Q and requests unblock J			
<b>LEADS</b>			
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 <sup>rd</sup> from even	Doubleton, top of nothing	
Lo-X	Low from odd	4 <sup>th</sup> best, 2 <sup>nd</sup> best	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11+ HCP, 8+ HCP in reopening position			
18+ pts, strong			
Response: jump = INV			
Cue bid = F1, FG or both M INV			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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
<b>CATEGORY: Green</b>
<b>NCBO: JAPAN</b>
<b>PLAYERS: Inamura Yuka, Hasegawa Kitora</b>
EVENT (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 over 1 game forcing
5 cards Major
1NT open (14)15-17 HCP
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ strong
2♦/2♥/2♠ weak
2NT 20-21 HCP BAL
3NT gambling (Solid minor)
Michaels cue bids and Unusual 2NT
In 3 <sup>rd</sup> 4 <sup>th</sup> seat, 1M open may have good 4 cards M.
<b>SPECIAL FORCING PASS SEQUENCES</b>
2C-(any)-P: Game Forcing, Forcing Pass
1NT-(DBL)-P: Escape system, pup to Re DBL
<b>IMPORTANT NOTES</b>
No List D Conventions
<b>PSYCHICS: Rare</b>



(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.