DEFENSIVE AND COMPETITIVE BIDDING			LEA	DS AND SIGN	ALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENIN	G LEA	DS STYLE				
8-17HCP, NAT			Lead		In Partner's Suit	CATEGORY: Green	
Responses: new suit = NAT, F1/ cue bid= INV+/	Suit		3 rd / low		3 rd / low	NCBO: JAPAN	
Jump cue= Fit, constructive/ Jump raise= weak/ FSJ	NT		4 th best, top of nothing		4th best, top of nothing	PLAYERS: Inamura Yuka, Hasegawa Kitora	
	Subseq		7 1			EVENT (Open/Women/Senior/Transnational)	
	Other: KQ	T9 lead	ds Q and requ	ests unblock J			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2 nd (15)16-18 HCP system on	Lead		Vs. Suit		Vs. NT		
4 th 12-14 system on	Ace		AKx(x), Ax, A		A, AKJT(x), AKQT(x)	GENERAL APPROACH AND STYLE	
Sandwich= NAT 16-18 HCP system on (Unusual by passed hand)	King		AK, KQ(x), Kx		AK(x), KQ(x)	2 over 1 game forcing	
	Queen		AKQ, QJ(x), Qx		QJ(x), Qx, KQT9(x)	5 cards Major	
	Jack		JT(x), Jx		JT(x), Jx	1NT open (14)15-17 HCP	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		T9(x), Tx		T9(x), Tx		
weak, 2NT= Ogust, new suit= NAT, F1	9		9x		9x		
Reopens= intermediate	Hi-X		Doubleton, 3 rd from even		Doubleton, top of nothing		
2NT= Unusual 2NT, unbid 2 suiter			Low from odd		4 th best, 2 nd best		
Reopen: 1x-(P)-P-2NT = 18-19 HCP, BAL	SIGNAL	S IN OI	RDER OF P	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner	's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels	1	Hi= Er	ncourage	Count (Hi= ev		2. strong	
Jump cue = NAT weak	Suit 2					2 ♦ /2 ♥ /2 ♠ weak	
	3					2NT 20-21 HCP BAL	
	1	Hi= Er	ncourage	Count (Hi= ev	ven) Lavinthal	3NT gambling (Solid minor)	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2					Michaels cue bids and Unusual 2NT	
Multi-Landy in 2 nd and 4 th seat	3					In 3 rd 4 th seat, 1M open may have good 4 cards M.	
DBL= PEN (m 1 suiter by passed hand)	Signals (ii	ncluding	g Trumps): Ti	rump suit prefer	ence, Trump echo, Smith echo		
				DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOI	TT DOI	IIRI FS (Styl	e; Responses; I	Zeonaning)		
Lebensohl vs weak two M open			CP in reopenir		copening)	1	
Leaping / non Leaping Michaels vs weak open	18+ pts, s		л штеоренн	ig position		1	
Cue bids= stopper ask, non-jump NT= 16-18 HCP, BAL	Response		= INV				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24			or both M II	NV		SPECIAL FORCING PASS SEQUENCES	
1.4- DBL/2.♦/2.♥/2.♦= Both M/ M 1suiter/ ♥ and minor/♠and minor					E DBLS/RDLS	2C-(any)-P: Game Forcing, Forcing Pass	
1 &- 2NT minor 2 suiters	Negative					1NT-(DBL)-P: Escape system, pup to Re DBL	
vs other; suction	Responsi					222) 7. 2000pt 0,000m, pap to 100 DDD	
OVER OPPONENTS' TAKEOUT DOUBLE	Maximal					IMPORTANT NOTES	
1M-(DBL); 2NT = 4+ supp INV, 3M = weak, Re DBL=10 + pts						No List D Conventions	
1m-(DBL); 2N1 = 4+ supp INV, 3M = weak, Re DBL=10 + pts 1m-(DBL); 2NT = weak, 3m = 5+ supp INV, Re DBL=10 + pts	Rosenkra		DBL thru 2	7		NO FISED COUNCINOUS	
1M-(DBL); $2N-1 = Weak$, $3M = 5+ supp 1N-V$, $Re DBL = 10 + pts1\text{M-(DBL)}; 2\clubsuit = \text{Reversed Drury}, 2\blacklozenge = \text{good raise}, 2\text{M} = \text{bad raise}$	Lightner		AKE DDL			PSYCHICS: Rare	
TWI-(DDL), 2, — Reversed Drury, 2, ▼ = good raise, 2 vi= bad raise	Lighther	DDL				1 51 CINCS. Raic	

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

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(Note 1) After 2NT open, Sakiyama Stayman
2NT-3♣= Sakiyama Stayman
2NT-3♣:
3 \diamond -3 \lor = asking /3 \diamond = 5 \lor and 4 \diamond /3 NT = 5 \diamond and 4 \lor /4 \diamond = 5 - 5 in Major and short in \diamond /
4 ♦ = 5-5 in Major and short in 4 ≠ 5 ♣ and 4 ♥ Slam try
2NT-3♣:
3 \checkmark -3 \spadesuit = \text{pup to } 3NT/3NT = 4 \spadesuit / 4 \clubsuit = \checkmark \text{ set BAL Slam try} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \spadesuit = \checkmark \text{ set RKCB} / 4 \checkmark = \text{to play} / 4 \triangleq 4 \clubsuit + 4 \Phi + 4 \Phi + 4 \Phi + 4 \Phi + 4 
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 v-1NT;2*= Gazzilli, 2 v= 4+ v, 12-15pts/ 2 v= 12-14pts, 6+ v/ 2 v= 4+ v, FG/ 2NT= 18-19HCP, BAL/
3 = 5 + 4, 13 - 15pts/3 = 5 + 4, 13 - 15pts/3 = 15 - 17pts, 6 + 4 = 15 + 17pts, 6 + 4 = 15 + 17pts/3 = 17 + 17pts/3 = 17 + 
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 \lor = 12-15 pts, NF/ 2 \land = 4+ \land, FG/ 2 \lor T = BAL, FG / 3 \spadesuit = VAT, FG/ 3 \lor = VAT
1 ♦-1NT;2♣= Gazzilli/ 2 ♦ = 4+ ♦, 12-15pts/ 2 ♥= 4+ ♥, 12-15pts/ 2 ♦= 6+ ♠, 12-15pts/ 2NT= 18-19 BAL/
3 = 5 + 4, 13-15pts/3 = 5 + 4. 13-15pts/3 = 5 + 4. 13-15pts/3 = 6 + 4, 13-17pts/3 = 6 + 4
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 \lor = 4 \lor, FG/2 \land = 12-14pts, NF/2NT=BAL, FG/3 ، = NAT, FG/3 \lor = 5 + \lor, FG/3 \land = \land 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 = GOM 5+ and raise/2OM= both m/2M= bad raise/2NT=LEB/3x = FSJ/3
3M= Limit raise/ 3NT= FG raise
 1m-(1NT); 2 \triangleq =both M, 5+-4+/2 \triangleq TRF to 2 \checkmark/2 \checkmark = TRF to 2 \land/2 \triangleq FSJ (m and 4 \land) 2NT=LEB/
3 = \text{constructive } / 3 = \text{constructive } / 3M = \text{SPL}
1m-(1NT)-2-(P);
2 \blacklozenge = \text{no Major, NF}/2\text{M} = 4\text{M, NF}/2\text{NT} = 18-18\text{HCP, BAL}/3 \clubsuit = \text{NAT, FG}/3 \spadesuit = \text{NAT, FG}/3 \Rightarrow \text{NAT, FG
3M = NAT, INV/4 = have short/4 = 18-19HCP, have 4M/4M = to play
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(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.