DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGN	NALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	EADS STYLE				
8-17HCP, NAT	Lead			In Partner's Suit	CATEGORY: Green	
Responses: new suit = NAT, F1/ cue bid= INV+/	Suit			3 rd / low	NCBO: JAPAN	
Jump cue= Fit, constructive/ Jump raise= weak/ FSJ	NT	4 th best, top	of nothing	4 th best, top of nothing	PLAYERS: Hasegawa Kitora, Miura Yugo	
•	Subseq	, ·			EVENT (Open/Women/Senior/Transnational)	
	Other: KQT9	leads 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	11	
4 th 12-14 system on	Ace			A, AKJT(x), AKQT(x)	GENERAL APPROACH AND STYLE	
Sandwich= NAT 16-18 HCP system on (Unusual by passed hand)	King			AK(x), KQ(x)	2 over 1 game forcing	
, , , , , , , , , , , , , , , , , , , ,	Queen	AKQ, QJ(x		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,	3rd from even	Doubleton, top of nothing		
2NT= Unusual 2NT, unbid 2 suiter	Lo-X	Low from o		4 th best, 2 nd best		
Reopen: 1x-(P)-P-2NT = 18-19 HCP, BAL	SIGNALS IN	ORDER OF P	RIORITY	•		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pai	tner's Lead	Declarer's Le	ad Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels		= Encourage	Count (Hi= e		2. strong	
Jump cue = NAT weak	Suit 2		,	,	2 ♦ /2 ♥ /2 ♠ weak	
•	3				2NT 20-21 HCP BAL	
	1 Hi	= Encourage	Count (Hi= e	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 (inclu	ding Trumps): Ti	rump suit prefe	rence, Trump echo, Smith echo		
	DOUBLES					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		DOUBLES (Styl		Reopening)		
Lebensohl vs weak two M open		- HCP in reopenii	ng position			
Leaping / non Leaping Michaels vs weak open	18+ pts, stro					
Cue bids= stopper ask, non-jump NT= 16-18 HCP, BAL	Response: ju					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24		, FG or both M I			SPECIAL FORCING PASS SEQUENCES	
1♣- DBL/2♦/2♥/2♠= Both M/ M 1suiter/ ♥ and minor/♠and minor	SPECIAL, A	RTIFICIAL &	COMPETITIV	/E DBLS/RDLS	2C-(any)-P: Game Forcing, Forcing Pass	
1♣- 2NT minor 2 suiters	Negative DB	L thru 4♥			1NT-(DBL)-P: Escape system, pup to Re DBL	
vs other; suction	Responsive I	OBL thru 4♦				
OVER OPPONENTS' TAKEOUT DOUBLE	Maximal DB				IMPORTANT NOTES	
1M-(DBL); 2NT = 4+ supp INV, 3M = weak, Re DBL=10 + pts		/Re DBL thru 2	y		No List D Conventions	
1m-(DBL); 2NT = weak, 3m = 5+ supp INV, Re DBL=10 + pts	Rosenkranz					
, ,,	Lightner DB				PSYCHICS: Rare	

75	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
OPENING				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 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 swiss 2-way C/B to 1NT Rebids Structured reverse 1m-1M;2M-2M+1 spiral	Good Bad 2NT Cue = INV+ 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)	177	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	
144		(.)		may have good + \$7 \$\$ in 3 74	3 .4 /3 .4 = 10-12 pts, 4 supp / 8-9 pts, 4 supp	1M-1NT; 2 - 9 = 8 + pts	Cue = INV+	
					3NT = 12-15 pts, 4+ supp, BAL	P-1M;2 \clubsuit -2 \spadesuit = 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 4.4 DONT escape vs PEN DBL	
2*	X			22+ BAL or 17+ UNB, 9+tricks	2♦ = waiting FG/ 2♥= denies 1K,4 pts	$2 - 2 \Rightarrow $	Pass = FG	
					2 / 3 / 3 = 5+ suits,8+HCP 2NT= 5+ ,8+HCP		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		
					3 ♦= Transfer w/ Walsh relay / 3 ♥= Transfer 3 ♠ = minor suit Stayman /4 ♣= Gerber 4 ♦ /4 ♥ = Texas Transfer			
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♥				-				
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 \checkmark = asking /3 \diamond = 5 \checkmark and 4 \diamond / 3NT = 5 \diamond and 4 \checkmark / 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 \land = pup to 3NT/3NT= 4 \land /4 \land = \checkmark set BAL Slam try/4 \land = \checkmark set RKCB/4 \checkmark = 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) spiral
1m-1M;2M-2M+1= spiral, INV+, asking
1♣-1♥;2♥-2♠;
2NT=3 \checkmark, max /3 \clubsuit=3 \checkmark, min /3 \spadesuit=4 \checkmark, max /3 \checkmark=4 \checkmark, min /3 \spadesuit=4 \checkmark, have short
1♣-1♠;2♠-2NT;
3 = 3 , min/3 = 3 , max/3 = 4 , max/3 = 4 , min/3 = 4 , have short
1 \blacklozenge -1 \lor ; 2 \lor -2 \blacktriangle = short suit game try, pup to 2NT, \lor INV+, may have strong hand
1 ♦ -1 ♥ ; 2 ♥ -2 ♠ ;
2NT: 3 \clubsuit = \clubsuit short, INV to 4 \checkmark / 3 \spadesuit = \spadesuit short, INV to 4 \checkmark / 3 \checkmark = \spadesuit short, INV to 4 \checkmark / 3 \spadesuit = 5 + \spadesuit, FG/
3NT = RKCB/4 = 5 + 4, FG/4 = 5 + 4, FG
1 \leftarrow -1 \Rightarrow :2 \Rightarrow -2NT;
3 = 3 , max/3 = 3 , min/3 = 4 , max/3 = 4 , min/3 , min/3 
(Note 3) 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 + 4/3 = 15PL/3NT= solid 4 = 15PL/3NT= solid 4 = 15PL/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 \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, 15 - 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.;g
2 \checkmark = 4 \checkmark, FG/2 \land = 12-14pts, NF/2NT=BAL, FG/3 ، = NAT, FG/3 , = NAT, FG/3 \checkmark = 5 + \checkmark, FG/3 \land = \land slam try
(Note 4) 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 5) Conventional response after 1NT overcall
1M-(1NT): 2 = OM 5+, F1/2 = GOM 5+ good raise/ 2OM= both m/ 2M= bad raise/ 2NT=LEB/ 3x = FSJ/
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 /2 \triangleq ) 2NT=LEB/
3 = \text{constructive } / 3 = \text{constructive } / 3M = \text{SPL}
1m-(1NT)-2 - (P):
2 ♦ = no Major, NF/ 2M= 4M, NF/ 2NT=18-18HCP, BAL/3 ♣ = NAT, FG/ 3 ♦ = NAT, FG/
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3M=NAT,INV/4 have short/4 = 18-19HCP,have 4M/4M= to play

(Note 6) 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.