

| LEADS AND SIGNALS |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| OPENING LEADS STYLE |  |  |  |  |
|  | Lead |  | In Partner's Suit |  |
| Suit | 3rd/5th |  | 3rd/5th |  |
| NT | 3rd/5th |  | $3 \mathrm{rd} / 5 \mathrm{th}$ |  |
| Subseq | same as above |  | same as above |  |
| Other | Top of sequence |  | Top of sequence |  |
| LEADS | Vs. Suit |  | Vs. NT |  |
| Ace | $\mathrm{Ax}(+), \mathrm{Ax}$ |  | STR, CT/UB or Ax( + ) |  |
| King | KQ(+), KJTxx(x), Kx, [AK(+)*] |  | KQ(+), KJTxx(x), AK(+) |  |
| Queen | QJ(+), Qx |  | QJ(+), KQT9, Qx |  |
| Jack | JT(+), HJT(+), Jx |  | JT(+), HJT(+), Jx |  |
| 10 | T9(+), HT9(+), Tx |  | T9(+), HT9(+), Tx |  |
| 9 | KJ9(x)(xx), 9x, 98x, H98x |  | 98x, H98x, 9x |  |
| Hi-x | Sx, HxSx(xx), Sxx after raise |  | Sx, $\underline{8} 7 \mathrm{x}$, Sxx after raise |  |
| Lo-x | HxS(x), HxxxS, xxxxS, xxS |  | HxxxS(+), HxS, xxS, xxxxS |  |
| SIGNALS IN ORDER OF PRIORITY |  |  |  |  |
|  | Partner's Lead | Declarer's Lead |  | Discarding |
| Suit 1 | count | count |  | count |
| 3 | suit preference | suit preference |  | suit preference |
|  |  |  |  |  |
|  | count | count |  | count |
|  | suit preference | suit preference |  | suit preference |
| 3 |  |  |  |  |
| Signals (including Trumps): |  |  |  |  |
| Trump=S/P or Extra |  |  |  |  |
| *Tend to suggest extra hand shape |  |  |  |  |
| DOUBLES |  |  |  |  |
| TAKEOUT DOUBLES (Style, Responses, Reopening) |  |  |  |  |
| Light shape oriented (4441), X then bid = FG |  |  |  |  |
| Advancer's cue/(+1)/(+2): TRF to upper suit, INV+, if no intervention |  |  |  |  |
| X over 1m: W Cue : Both MAJ, INV |  |  |  |  |
| SPECIAL, ARTIFICIAL \& COMPETITIVE (RE)DOUBLES |  |  |  |  |
| Negative (4 ) ; SUPP X/XX; Responsive (3^); Max'1 (3 ) ; Maxim. OC, |  |  |  |  |
| Negative slam, Corporate, Intelligent, Snap Dragon, Action, Impossible, |  |  |  |  |
| Lead directing, Higher Ranking, Higher Ranking Suit, Cue Bid; MAJ (4v |  |  |  |  |
| 2^ DBL: $1 \uparrow-2 \boldsymbol{*}-2 \boldsymbol{\wedge}-\mathrm{X} / 2 \mathrm{NT} / 3 \mathrm{~m} / 3 / 3 \wedge / 4 \mathrm{~m}$ : VINVI/MINs/Suit/Raise/ $/$ FG/SPL |  |  |  |  |
| OTHER COMPETITIVE BIDS |  |  |  |  |
| Vs. Jump OC \& 2 level OC |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
| Vs. 2 Suiter OC |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
| 1M-2NT-3NT/4OMAJ : w/SUPP, shortness in OMAJ/ EXRKCB in OMAJ |  |  |  |  |



CATEGORY: GREEN $\square$
NCBO: JAPAN
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## SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
5 Card Majors, $2 / 1$ FG (exc. $1-2 \boldsymbol{*}, 1 \boldsymbol{A}-2$ ), open light 1 -bids, w/shape 3rd seat openings may be very light
Weak COMP raises
Mini splinters, transfers, 1444 showing DBL
1NT Opening: (14)15-17; 2 OVER 1 Response: FG except 1D-2C/1S-2H
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
$1 \boldsymbol{- 1 \wedge}$ : showing $0-4$ cards in $\uparrow 6+$ HCP
$1-1 \mathrm{NT}$ : showing $5+$ cards in $\uparrow 6+\mathrm{HCP}$
2 : 5S $+4 \mathrm{H}(10) 11-14$
2V: Weak 2
24: Weak 2
3NT: $16 \sim 20$ HCP 6 -card semi running MIN, min 1 card in MAJ suits 1NT overcall may be unusual, unbid two suits, $4-5+$
1ヶ-1M : may bypass
$1 \mathrm{~m}-1 \mathrm{M}$ : may be 3 -cards if there is no convenient response
Good-Bad 2NT/4NT in competition

Puppet to upper suit over OPPs 2 level OC

## Vs. OVERCALL

(1x) -1xOC - (X) : STOLEN (may have support w/value in TRF suit) Unusual-unusual vs 2 suiter OC
TRF Bids after MAJ Michael's Cue Bid/ 2 Level OC
After SUPP D, 1 round TRF from cheapest NT
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1x-(1NTOC)-Majors/ (1x)-1xOC-(1NT)-Majors (See Vs.NT)

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| PSYCHICS: |
| Rare |



