



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Generally sound.
Single Raise: Min/ W Raise: Pre
Jump Cue: 6~10, 4-card SUPP w/short suit, W Jump Shift : SPL
Cue ~Raise (-1): TRF to upper suit = holding in the indicated suit
INT OVERCALLS (Styles, Responses, Unusual NT)
15~17(18) HCP BAL/ sandwich position unbid 2 suiter (no limit)
After 1NTovercall (BAL) system on (XX→2♣, 2NT→pick a MIN)
After sandwich 1NT : Jump Response PRE
Reopen 1NT OC: (8)9~15HCP, Responses: NAT
JUMP OVERCALLS (Style, Responses, Unusual NT)
1-Suit: Weak, 2NT: Ogust, 3♣: Feature, Raises:PRE, New suit: F1R
2-Suit: Unusual 2NT (Lower two unids)
Leaping Michael's for 2 Suiter. Namyats OC: 4♣/4♦
Reopen: Intermediate 1x-P-P-2NT:19~20 HCP
DIRECT & JUMP CUE BIDS (Style, Responses, Reopen)
Michael's CUE for MAJs or MAJ & MIN
Jump CUE: asks for stopper in the suit w/running suit
1x-1xOC-Jump Cue: TRF to 3NT, has stopper in the OC suit
Vs. NT (Strong / Weak: Reopening, PH)
X:TRF to 2♣* (♣, ♦ or equal Ms)/ 2♣:♥>♠/2♦: ♠>♥/ 2M : suit/
2N~3♠:=>3♣~3NT/3NT:=>4♣, MIN PRE/4♣-♦:NAM OC/4♥-♠:PRE
*X-2♣: P : ♣suit/ 2♦: suit/ 2♥: Both MAJ (♥=♠)/2♠: ♠+m/2NT: MINs/
3♣: ♥+♣/ 3♦: ♥+♦/3♥: Both M (♥=♠), good hand/ 3♠: ♠>♥, good hand/
3NT : MINs/ 4♣: ♥+♣/ 4♦: ♥+♦
Vs. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X : T/O, CUE : Stopper Ask, NT: To play
vs Weak 2M: 2NT: NAT/ CUE: STOP Ask/ 4m : MIN+MAJ/ 4M CUE : MINs
vs Weak 2♦: 4♣: ♣+MAJ/ 4♦: MAJs/ 3♦: Stopper Ask
Vs. ARTIFICIAL STRONG OPENINGS
vs 1♣ Strong: X : TO vs ♣/ Exclusion bids at 1 level/ 1NT : serious O/C
2♣: ♣+any/ 2♦: ♦+M/ 2♥: Both M / 2♠: ♠/ 2NT~3♥:=>3♣~3♠
vs 1♦ ART: X : TO, 2♦: Michael's
vs Strong 2♣: X: ♣+any/ 2♦: ♦+M/ 2♥: Both M/ 2♠: ♠
vs Multit 2♦: X: TO vs ♠/ 2♥: TO vs ♥/ 2♠: Suit/ 2NT: NAT 16~18 HCP
3♣-♦: NAT / 3♥-♠= NAT, good hand/ 4♣: ♣+M/ 4♦: ♦+M
2♦ Flannary: X/ 2♥/ 2NT/2♠/ 3MIN/ 3MAJ:
BAL 13-15/ MINs/ To Play/ Suit/ STOP ASK
OVER OPPONENT'S TAKEOUT DOUBLE
STOLEN (may have support w/value in TRF suit)
2NT/MAJ : LR+/ raise : PRE /3NT : PRE raise w/1 defensive trick
2NT/MIN : PRE/ JUMP in other MIN : FG/ W raise = Limit
1♠/2♠/2♥ shows 1-444, 6~9/10~12/13+ after DBL / MIN
2M/ X, Suit:TRF to upper suit; 2NT: ASK(Ogust)

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead		In Partner's Suit	
Suit	3rd/5th		3rd/5th	
NT	3rd/5th		3rd/5th	
Subseq	same as above		same as above	
Other	Top of sequence		Top of sequence	
LEADS	Vs. Suit		Vs. NT	
Ace	AKx(+), 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, 87x, 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
	2	suit preference	suit preference	suit preference
	3			
NT	1	count	count	count
	2	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♠); Max1 (3♥); Maxim. OC,				
Negative slam, Corporate, Intelligent, Snap Dragon, Action, Impossible,				
Lead directing, Higher Ranking, Higher Ranking Suit, Cue Bid; MAJ (4♥)				
2♠ DBL: 1♠-2♥-2♠-X/2NT/3m/3♥/3♠/4m: ♥INVI/MINs/Suit/Raise/♥FG/SPL				
OTHER COMPETITIVE BIDS				
Vs. Jump OC & 2 level OC				
1m-2♥-2♠/2NT/3♣/3♦/3♥/3♠: NAT/→3♣/→3♦/STAY 4♣+4m/NAT, good suit				
1m-2♠-2NT/3♣/3♦/3♥/3♠: →3♣/→3♦/→3♥/STAY 4♥+4m/FG w/SUPP				
Vs. 2 Suiter OC				
1♥-2♥-DBL/2♠/2NT-3♣/3♦/3♥/3♠: NEG/INV/→3♣-♦/Raise/INV/SPL				
1♠-2♠-DBL/2NT-3♣/3♦/3♥/3♠: NEG/→3♣-♦/INV/INV/Raise				
1M-2NT-3NT/4OMAJ : w/SUPP, shortness in OMAJ/ EXRKCB in OMAJ				

	WBFC Convention Card	
Oct. 2013		
CATEGORY: GREEN	<div></div>	
NCBO: JAPAN	<div><div></div></div>	
Kenji & Ayako Miyakuni		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 Card Majors, 2/1 FG (exc.1♦-2♣, 1♠-2♥), open light 1-bids, w/shape		
3rd seat open may be very light		
Weak COMP raises		
Mini splinters, transfers, 1444 showing DBL		
1NT Opening: (14)15-17; 2 OVER 1 Response: always FG except 1D-2C		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
1♥-1♠ : showing 0-4 cards in ♠ 6+ HCP		
1♥-1NT: showing 5+ cards in ♠ 6+ HCP		
2♦: 5S+4H (10)11-14		
2♥: Weak 2		
2♠: Weak 2		
3NT: 16~20 HCP 6-card semi running MIN, min 1 card in MAJ suits		
1NT overcall may be unusual, unbid two suits, 4-5+		
1♣-1M : may bypass ♦		
1m-1M : may be 3-cards if there is no convenient response		
Good-Bad 2NT/4NT in competition		
1♠- 2♥: NAT, NF; 1♦- 2♣: NAT, F1, could be weak		
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		
Vs. 1NT: X:TRF to 2♣ (♦ or equal Ms)/ 2♣: ♥>♠/2♦: ♠>♥/ 2M : suit/		
1x-(1NTOC)-Majors/ (1x)-1xOC-(1NT)-Majors		
Fake Cue		
PSYCHICS:		
Rare		

OPENING	TICK IF ARTIF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND, vs OC
1♣/1♦		3	4♥	(9)10+ HCP, 3+ cards	1/2/3NT 6~10/ 11~13/ 13~15 HCP;	4th Suit: FIR but if reversed by Responder, FG	CUE: LR+/ JUMP CUE: TRF to 3NT
					Single raise FG; next step length asking	1NT: 2 way checkback (2♣→2♦, 2♦:FG, 2♣→M Raise: Min)	Opener's re-raise after PRE shows PRE
					Crisscross: LR	2NT: TRF to upper suit	After T/O DBL: single / W raise: weak/ LR
					1♦-2♥: 1-444 FG or long ♥FG/ 2♠: Weak/ W raise : PRE	Closer of 2NT/ 4th suit after Reverse shows Min/STR	2NT: PRE/ Criss Cross: FG/others:TRF up to 2m
					2m rebid, 1♦-1M-2♣: 12~18 HCP	1m-1M-4M/4m: w/ shape /STR BAL hand	
1♥/1♠		5(4)	4♦	(9)10HCP+, 5+ cards	1♥-1♠/1NT: FIR 4-♠/5+♠, 1♠-2♥: NF, 5+ cards	1♠-1NT/1♥-1♠-2m could be 3 cards/2NT FG	After T/O X: TRF upto 2M/ 2NT LR/
				4+ cards at 3rd/ 4th seat	1♠-1NT: 1RF, includes FG hand in ♥	Various relay after constructive raise	Jump: SPL 8~10HCP, W Jump: SPL 10~12
					Single/Double/Triple Raise : 3~9/ PRE/ PRE	1♠-2♥-2NT: length, strength asking in ♥	2♣: Reverse Drury/ 2NT: ♣ Suit
					(-1)(-2)(-3)(-4) : LR/3 SUPP LR+/BAL/Shape FG	1♥-1NT-2NT: length, strength asking in ♠	Fit showing jump by passed hand
					Splinter: 8-12HCP. 1M-3NT: RKCB	3NT after (-1) raise: RKCB; 1♥-1♠-2N/1♠-1N-2N=FG	
1NT			at 3 level	(14)15~17HCP	2♣:STAY, 2♦/♥:JTB TRF, 2♠:mSS, 2N:PUP 3♣; then	1NT-2♣-2♦-2♥: MAJ SO, choose ♠ if ♥= ♠	vs OC: X & Bids:TRFs, 2NT: Pick m or STOP
				May have 6 card m	P:♣SO/3♦: 4♠3♥/ 3♥: 4♠2-♥/ 3♠: 2-♠4♥/ 3NT: 3♠4♥	1NT-2♣-2♦-2♠: ASK m; 2NT/3♣: 4+C/D	vs DBL: RDBL TRF to 2♣; m SO
				May have 5 card M	3m: INV/ 3M: m FG+ST (5/7 cards)/ 4♣: Roman Gerber	3♦: 2344or3244 3♥ 2245 3♠2254 3NT: 3343 Max	vs 2♣: X:STAY, System ON
					4♦•4♥: TRF to 4♥•4♠/4NT:QUANT	1NT-2♣-2♥-2♠: ASK-2NT: 4♠ 3♣: ♦4+ 3♦: ♣4 +	TEXAS, Gerber ON upto 3♣ OC
					2♣-2♦-2♥ Crawling (drop off) STAY	3♥:5♥ 3♠ 3433min 3♠ 3433 MAX	We often bid RDBL by opener to play
						1NT-2♣-2♠-2NT: ASK-3♣/3♦/3♥/3♠/3NT=4+♦/4+♠/5♦/4333MIN/MAX	
					2♦-2♥-2♠-2NT-3♣♦/3♥♠/3NT:6♦♣/6+♥♠/5 card solid n	1N-2♦/♥-4♠5♠5♦/5♠5♦5♥= Exclusion RKCB LMH	1NT-any-2any-3m; NF inv
2♣	√	0		FG	2♦:-1/ 2♥: 2/ 2♠:A+K/ 2NT: 3Ks/ 3♠: 4+CTRLs	2NT rebid by opener may have any shape & strength	CTRL by STEP
				May have fewer HCP	3♦/3♥/3♠/3NT/4♣:6+♥/♠/♦-2CTRLs/♦3+CTRLs	Acceptance by opener of resp's suit is asking CTRL (0~1/2/3/)	
				but w/shape	4♦: solid suit w/o side entry	Opener's Junmp Bid: (Semi)Solid suit, ask CTRL	
2♦	√	0		5s+4h (10)11~14	2NT; Pattern ASK; 3♣/3♦/3♥/3♠; 13/31/22/04/40		
					4♣/4♦;RKC♥/♠		
2♥	√	4		2-10 HCP 5+H	2NT: SSA 3C;Feature ASK		
2♠	√	0		2-10 HCP 5+S	2NT: SSA 3C;Feature ASK		
2NT				BAL (19) 20~21HCP	3♣/3♦/3♥/3♠: PUPP STAY, JTB, m STAY	After 3♥: 3♠→3NT/ 3NT: 5♠/4♣: STAY/4♦, ♥:TRF / 4♠ ASK	vs OC: 3X: TRF, 4X: NAT, CUE : ①444
					3N/4♠/4♦/4♥: TRF, 5♠: Roman Gerber	3NT-4♣-P/4♦/4♥:SO/♥+♠/♠+♣, 4♣-4♦-P/4♥/4♠: SO/♥+♦/♠+♥	vs DBL: System ON, Stayman: 4 Card MAJ ASK
					2N-3♣-3♦/♥/♠/NT=either or both M/no 4M/5♠/5♥	2NT-3♦→♥/ 3♥→3♠:4♠5♠5♦/5♠5♦5♥: EXRKCB LMH	
3♣/3♦/ 3♥/3♠		6		PRE	New suit : FIR: Rebid: 0/ 3NT: 1/ Raise: 2 / Cue: 3 SUPP	4♣over3♦/♥/♠: RKC(0,1,1+Q,2,2+Q)	
					Jump in new suit asking for CTRL of upper suit (MQ)	4♦over3♠; RKC(0,1,1+Q,2,2+Q)	
					3♣-4♦/3♦-4♥: ♣ / ♦RKCB	SLAM BIDDING, HIGH LEVEL BIDDING	
3NT				16~20 HCP,	4♣:RKCB, 4♠-4♦/4♥/4♠: Rqst RKCB/♣ RKCB/♦RKCB	RKCB (1430), Exclusion RKCB (0314)	Good Bad 4NT in competition
				6+ card semi-running suit	4♦/4♥=TRF to 4♥/4♠; 4NT RKCB. Others Warp RKCB	4♦: MIN RKCB,WARP RKCB, RKCB via 3NT	Roman DOPI (X:03, P:14), DEPO
				no voids	4♠: ST w/SUPP, 4NT: QUANT ST, 5♣/5♦: P/C	LSC-MDA, SSR / MIN opening & single raise	Honour asking after splint / 1NT opening
4♣/4♦	√	0		PRE	4♥/4♠: to play	CTRL location bids after TCA (Astronauts)	Various relay after strong M/m raise
4♥/4♠		6		PRE	New suit: ask for CTRL in upper suit (Mike Q)	TCA: Total CTRL ASK	Vs opp't intervation: P/DBL: 1st/2nd step
4NT				ACOL 4NT	5♣=0A, 5♦/5♥/5♠/6♠=A in the bid suit, 5NT=2As	Cue bid, interested in CTRL in upper suit (Mike Q)	