

DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND SIGNALS						WBF CONVENTION CARD	
<b>OVERCALLS</b> General Style      5+CARDS 8-18HCP			Opening Leads	SUIT	3rd/5th; 4th;      Attitude      Rusinow;		<b>MATSUBARA, Ayako</b> <b>MATSUBARA, Ryo</b> <132112> <134545>			
Responses      2/1 = F1,Jump Raise = PRE					OTHERS					
transfer response, CUE = F1 (usually Limit raise or better)				NT	3rd/5th; 4th;      Attitude      Rusinow;					
Rosencranz DBL/ Redbl①			OTHERS							
<b>IN BAL POS</b> 8-16HCP Maybe 4cards			<b>SUBSEQUENT LEADS ;</b> Natural							
Responses      CUE = F1										
<b>TAKE-OUT DOUBLE-</b> General Style      Sound or Shape			<b>Circle opening leads vs no-trumps</b>						<b>SYSTEM SUMMARY: General Approach and Style</b>	
Responses      CUE = F1 thru suit agreement			<b>Underline leads against suit contract if different</b>						<b>5-CARDS MAJOR</b>	
			<div><div>AK      BQ      DJ      D10      10x</div><div>AKx      BQx      DJx      D10x      D9</div><div>AKJx      KQxx      DJ109      D1098      D9x</div><div>AKJ10x      BQJx      K10x      K109      98x      8x</div><div>AQJx      K10x      BQ109x      K1098      10xx</div><div>AJxx      Kxx      Qxx      Jxx      10xx      xxx</div><div>KJxx      Kxx      Qxx      Jxx      10xx      xxx</div><div>Kxxx      Kxxx      Q109x      Jxxx      10xxx      xxx</div></div> <div>SAME LEADS IF OUR SIDE SHOWED SUIT YES      NO</div>						<b>2 OVER 1 = GAME FORCING(almost)</b>	
<b>IN BAL POS</b> Maybe Weaker									RESPONSES 1NT      MAJ open=F1	
Responses      CUE=F1									2 OVER 1      almost Forcing to Game	
<b>1NT OVERCALL</b>	Responses									
2ndPOS 16-19pts      System on										
4thPOS 11-15pts										
<b>JUMP OVERCALL</b>	WEAK									
Responses										
<b>UNUSUAL NT</b>	2 LOWER UNBID(Weak or Strong)								<b>SPECIAL OPENINGS &amp; RESPONSES THAT MAY REQUIRE DEFENSE</b>	
Responses      CUE=Game try or better			<b>SIGNAL WHEN FOLLOWING SUIT OR DISCARDING</b>						<b>OPENINGS</b> <b>DESCRIPTION</b>	
<b>DIRECT CUEBID</b> Michael's (Weak or Strong)			Use 1 = Odd Number of cards, 2= Even Number of cards, D= Discouraging, E= Encouraging, S= Suit Preference.						OP1. 2C      Artificial Strong	
Responses      CUE=Game try or better									OP2. 2D      Flannery	
2NT=ASK for MIN									OP3. 3NT      Solid Minor without side A/K	
<b>vs. Strong NT</b>	Transfer overcall in 2nd POS.②									
<b>vs. Weak NT</b>	Natural overcall in 4th POS. after X; as if doubler opened 1NT③									
<b>vs.WEAK 2</b> LEBENSOHL, 4 of MIN=2 Suiter										
<b>vs.Opponent's Michael's/unusual NT</b> Jump Cue=1st Control										
Cue in Anchor/Upper suit = FG when MAJ, stopper when MIN										
Cue in Lower suit=limit raise when MAJ, stopper when MIN										
<b>vs.ARTIFICIAL STRONG 1C</b> ;Super CRASH									CB. 1      Super CRASH vs.Strong 1C/Precision 1D	
1D=Same color 2-suiter, 1H=Same rank 2-suiter									CB. 2      LEBENSOHL VS WEAK 2 OPEN	
1S=other 2-suiter, 1NT=transfer to 2C, Other suit=transfer									CB. 3      Transfer overcall(2nd POS.) vs.Strong 1NT	
<b>vs.PRECISION 1D</b>									CB. 4	
DBL=1NT Open hand with D stopper									CB. 5	
1NT=takeout to other suit, Other suit = transfer									CB. 6	
<b>OVER OPPONENTS TAKE-OUT DOUBLE</b>									<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>	
Reversed TRUSCOTT 2NT for Minors										

**SYSTEM SUMMARY: General Approach and Style**

**5-CARDS MAJOR**  
**2 OVER 1 = GAME FORCING(almost)**

RESPONSES 1NT

MAJ open=F1

2 OVER 1

almost Forcing to Game

**SPECIAL OPENINGS & RESPONSES THAT MAY REQUIRE DEFENSE**

OPENINGS	DESCRIPTION
OP1. 2C	Artificial Strong
OP2. 2D	Flannery
OP3. 3NT	Solid Minor without side A/K

**SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE**

CB. 1	Super CRASH vs.Strong 1C/Precision 1D
CB. 2	LEBENSÖHL VS WEAK 2 OPEN
CB. 3	Transfer overcall(2nd POS.) vs.Strong 1NT
CB. 4	
CB. 5	
CB. 6	

Open		Min NUM	NEG THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS							
1C 1D		3 3	4D 4D	11-22HCP 1D=3cardD only when 4-4-3-2	1C-1D=denies 4+card MAJ unless FG 1C-1MAJ=may have 5+D unless FG 1C-2D=5+cards D & 3+cards C INVERTED MINOR RAISE 2H/S=6+cards & 2-5HCP 1C-1NT/2NT/3NT=8-10/13-15/16-18HCP 1D-1NT/2NT/3NT=6-10/11-12/13-15HCP 1D-3C = 6+cards & 9-12HCP	1C-1D-1NT=may have 4 card MAJ 2C/D over opener's 1NT rebid=2Way-CheckBack④ 2C=transfer to 2D,usually 5-cards MAJ & INV 2D=FG, asking MAJ support 4TH SUIT FORCE(FG) 2NT over opener's reverse = 5-9HCP (or 13+HCP & BAL),transfer to 3C⑥ Splinter raise	vs X:jump raise=PRE, single raise=NF, XX=10HCP(*) jump response=natural & NF vs.O.C.: single raise=NF,jump raise=PRE Cue bid=limit raise or more jump response=natural & NF
1H 1S		5(4) 5(4)	4D 4D	11-22HCP may open 4 card in 3rd,4th hand	1NT=F1,5-12HCP, 2/1=FG(except 1S-2H) 2NT=4+supprot & 16-HCP, 3NT=12-15pts& BAL 1H/S-3S/H=Artificial Splinter⑦ 3C(D)=4+support & 10-12HCP(7-9HCP) jump raise = 4+support & 0-6HCP 4C(D)=Good(Bad)4+support,BAL,12-15HCP 1S-2H=5+cardsH,9-11HCP,0-2cardsS	1S-1NT; 2C/D-2H = 5+cardsH,FG,0-3cardsS⑧ after 1MAJ-2NT 3 of new suit=short suit,4 of new suit = good 5+card suit,3 of agreed suit=interest in slam 4 of agreed suit = sign off after 1M-2M → 2-Way game try⑨ 4TH SUIT FORCE(FG)	vs X:Truscotte 2NT, single raise = -6hcp XX = 10HCP- & maybe no support transfer response vs O.C:1NT=NF Cue bid=limit raise or more Passed Hand:1NT=NF Reversed Drury Fit(ON after X)
1NT				15+~18HCP,BAL	2C=Crawling Stayman(MAJ not promised) 2D/H/4D/H=Jacoby & Texas 2S/2NT=transfer to 3C/D 3C=4-4 or 5-4MIN,FG, 3D=5-5MIN,FG 3H(S)=weak in the suit,FG,maybe 4-4MIN	1NT-2C-2D; 2H = 4+S&4+H,weak; 2S = 5S&4+H, ,INV ; 3H = 5+S&4H,FG; 3S = 4S&5+H,FG 2NT/3C=good trump support(Qxx or better) 1NT-2C-2H/2S; 3S/H=Artificial Splinter⑩	vs X:System ON vs.ART 2C O.C.; DBL=Stayman
2C	↙			Artificial Strong	2D=3HCP with K or better, 2H=-3HCP 2S/3C/3D=5+ with KJ or better 2NT=5+H with KJ or better	2NT=23-24HCP → same with after 2NT open 3NT=25-27HCP → Stayman,MSS,Texas	
2D	↙			4S&5H, 11-15HCP	2H/S = -9HCP, 2NT=ASK, 3C = MIN stopper ASK 3D = transfer to 3H; Slam try	2NT→3C/D=3card,3H/S=4522&min(max),4C/D=4card 3C→ 3D=neither,3H/S=stopper in C/D,3NT=both 3D-3H→3S=try in S,3NT=try in H,4x=try in H & 2nd suit	
2H 2S		6(5) 6(5)		6-10HCP,Weak Two	2NT=ASK(OGUST) New suit = F1	after 2NT; 3C/D/H/S=min & poor/min & good/ /max & poor/max & good trump	(*) After 1any - X - XX -1/2any X; 2 or 3 Cards in the opp. Suit Pass; 1 or 4 Cards in the opp. Suit
2NT				21~22HCP,BAL	3C=Puppet Stayman 3D/H/4D/H=Jacoby & Texas 3S/3NT=transfer to 4C/4D		
3C 3D 3H 3S		7(6) 7(6) 7(6) 7(6)		NAT,PRE rule of 2&3	New suit = F1	SLAM APPROACH AND CONVENTIONS(including all slam-interest bids)	
						RKCB with 4 level , one higher step over trump suit(Kick-Back) Gerber(4C) over 1NT/2NT open & MAJ response after Stayman Grand Slam Force, Fast Arrival Principle	
3NT	↙			solid 7+ MIN	4C(D)=to play 4C or D(4D or 5C)	1C/D-2C/D; 4C/D = RKCB-Kick-Back	
4C~S		7		NAT,PRE rule of 2&3		Jump into 5 level = exclusion Blackwood 3NT after 2C-2D-2H/2S-3H/3S; RKCB, 4NT; K asking, and 5NT; Q asking	

# Supplementary Sheet(MATSUBARA–MATSUBARA for Pair Game)

<p><b>①Rosencranz DBL/REDBL</b>  a)After the partner overcalled and RHO raised opener suit, DBL; 3+ support with honor raise; 3+ support without honor  b)After the partner overcalled and RHO doubled(negative) REDBL; 3+ support with honor raise; 3+ support without honor</p>		<p><b>⑧after 1S–1NT(bids other than described below are natural)</b>  a)1S–1NT; 2C/2D–2H = FG, 5+cards H, 0–3S  b)1S–1NT; 2H–?  3H = 4cards H, INV, 0–3S  4H = 4+cards H, upto 13HCP, 0–3S  3NT = 5+cards H, 0–3S, slam interest  4C/4D = Splinter with 4+cards H &amp; game going value  c)1S–1NT; 2S–3H = 5+cards H, FG, 0–2S</p>
<p><b>②Transfer Overcall vs. strong 1NT</b>  over RHO's 1NT opening  2C/2D/2H/2S = transfer to 2D/2H/2S/3C</p>	<p><b>⑥Structured Reverse</b>  a)1C–1H; 2D–?  2H = 5+ cards H &amp; min.  2NT = ART, 6–9HCP (or 13+HCP &amp; BAL), transfer to 3C  ·bid other than 3C shows extra value  3NT = BAL, 10–12HCP, no support  other bid shows 10+HCP &amp; FG</p>	<p><b>⑨2-Way game try</b>  a)1S–2S; 2NT = ART, relay to 3C, long suit game try  3C = may accept long suit game try  ·3D/3H/3S = long suit game try in D/H/C  3S = don't accept any long suit game try  b)1S–2S; 3C/3D/3H = short suit game try in C/D/H  3S = I don't accept your game try  4S = I accept your game try  c)1H–2H; 2S = ART, relay to 2NT, long suit game try  2NT = may accept long suit game try  ·3C/3D/3H = long suit game try in C/D/S  3H = don't accept any long suit game try  d)1H–2H; 2NT/3C/3D = short suit game try in S/C/D  3H = I don't accept your game try  4H = I accept your game try</p>
<p><b>③after DBL over 1NT opening</b>  LHO opened 1NT, partner doubled and then RHO passed subsequent auction goes as if partner opened 1NT.  all system, such as Stayman, Transfer, is ON.</p>	<p>b)1C–1S; 2D/H–?  2S = 5+ cards S &amp; min.  2NT = ART, 6–9HCP (or 13+HCP &amp; BAL), transfer to 3C  ·bid other than 3C shows extra value  3NT = BAL, 10–12HCP, no support  other bid shows 10+HCP &amp; FG</p>	
<p><b>④2-Way Check-Back</b>  a)1C/D–1H; 1NT(deny 4 cards S)–?  2C = invitation value, usually 5 cards H  ·2D = 2 cards H  ··2H = 5 cards H, INV  ···3C/D(opener's Minor) = INV with minor support  ···3C/D(New Minor) = 5–5, INV  ···3H = broken 6+ cards H, INV  ·2H = 3 cards H  ···3C/D(opener's Minor) = INV with minor support  ···3H = 5+ cards H, INV  2D = FG, searching H support or showing minor support  ·2H = 3 cards H, 2NT = 2 cards H  ···3C/D(opener's Minor) = 4+ cards H &amp; good support  3C/D = 5–5, FG  b)1C/D–1S; 1NT–?  2C = transfer to 2D, usually 5 cards S and invitation value  ·2D = 2 cards S  ··2H = 5 cards S and 4 cards H, INV  ···2S = 5 cards S, INV  ···3C/D(opener's Minor) = INV with minor support  ···3C/D(New Minor)/3H = 5–5, INV  ···3S = broken 6+ cards S, INV  ·2S = 3 cards S  ···3C/D(opener's Minor) = INV with minor support  ···3H = 5 cards S and 4+ cards H, INV  ···3S = 5+ cards S, INV  2D = FG, asking major or showing minor support  ·2H = 4 cards H &amp; 2 or 3 cards S  ·2S = –3 cards H &amp; 3 cards S  ·2NT = –3 cards H &amp; 2 cards S  ···2any–3C/D(opener's Minor) = 4+ cards S &amp; good support  3C/D/H = 5–5, FG</p>	<p>c)1D–1S; 2H–?  2S = 5+ cards S &amp; min.  2NT = ART, 6–9HCP (or 13+HCP &amp; BAL), transfer to 3C  ·3C = 2+ cards C, minmum reverse  ·3D = 0–1 cards C, maybe minmum reverse  ·others = NAT, shows extra value  3NT = BAL, 10–12HCP, no support  other bid shows 10+HCP &amp; FG  d)1C–1NT; 2D/2H/2S–?  2NT = ART, 6–9HCP, transfer to 3C  ·bid other than 3C shows extra value  other bid shows 10+pts &amp; FG(almost)  e)1D–1NT; 2H/2S–?  2NT = ART, 6–9HCP, transfer to 3C  ·3C = 2+ cards C, minmum reverse  ·3D = 0–1 cards C, maybe minmum reverse  ·others = NAT, shows extra value  other bid shows 10+pts &amp; FG(almost)  f)1H–1NT; 2S–?  2NT = ART, 6–9HCP, transfer to 3C  ·bid other than 3C shows extra value  other bid shows 10+HCP &amp; FG  <b>⑦Artificial Splinter(After MAJ open)</b>  a)1H–3S = 10–12HCP, 4+ H, any short suit  3NT = Short suit asking  ·4C/4D/4H = short in C/D/S  4H = sign off  a)1S–3H = 10–12HCP, 4+ S, any short suit  3S = reluctant to play 4S  3NT = Short suit asking  ·4C/4D/4H = short in C/D/H  4S = sign off</p>	<p><b>⑩Artificial Splinter after 1NT opening</b>  a)1NT–2C; 2H–3S = 4+ H, any short suit, FG  3NT = short suit asking  ·4C/4D/4H = short in C/D/S  4H = sign off  b)1NT–2C; 2S–3H = 4+ S, any short suit, FG  3NT = short suit asking  ·4C/4D/4H = short in C/D/H  4S = sign off</p>
		<p><b>☆After Negative DBL</b>  a)1C–1(2)D–DBL–pass;1(2)H–pass–1(2)S or  1D–2C–DBL–pass;2H–pass–2S  = 4 cards S, 2–3 cards H, good minor support, INV or better  b)1C(D)–1S–DBL–pass;1NT(2C/2D)–pass–2H = sign off</p>
		<p><b>☆vs.Opponent's Michael's/ Unusula NT after Minor Open</b>  CUE = Stopper Showing  DBL = Advanced Penalty</p>