

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALL (Style; Responses; 1/2 level; Reopening)</b>
General Style 7-15pts
Responses: New suit=NF; JUNP RAISE=PRE
CUE=Limit Raise or better
<b>1NT OVERCALLS (2nd/4th Live; Responses; Reopening)</b>
2nd POS/4th LIVE: 15-18HCP
Responses: As over 1NT OPEN
Reopen: 10-14HCP
Responses: As over 1NT OPEN
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>
<b>1-Suit:</b> WEAK
<b>2-Suit:</b> UNUSUAL NT: 2 LOWER UNBID SUITS
<b>REOPEN:</b> INTERMEDIATE
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)</b>
MICHAELS CUE
2NT asks m
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
LANDY
<b>VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLES</b>
New Suit=F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd/LOW		
NT	4th		
subseq	4th		
Other:			
LEADS			
LEAD	Vs. Suit	Vs. NT	
Ace	Ax(+); AK	AKJ10(+)	
King	AKx(+); KQx(+)	KQJx(+); KQx	
Queen	QJx(+); QJ; Qx	QJ(10/9)(+); AQJ(+); KQ10(+)	
Jack	J10x(+); KJ10x(+); J10	J10x(+); (A/K)J10x(+)	
10	109x(+); H109x(+); 109	109x(+); H109x(+)	
9	9x	98x(+);9x	
Hi-x	Sx;	Sxx; Sx	
Lo-x	HxxxS; HxSx; HxS; xxS	HxxS; HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi/lo=E	Hi/lo=E	Hi=ENCRGE
	2 Hi=ENCRGE		
	3		
NT	1 Hi=ENCRGE	Hi/lo=E	Hi=ENCRGE
	2		
	3		
Signals (includng Trumps): Trumps:Hi-lo shows interest in ruff;			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening Values; May be light with classic shape			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG DBL thru 4♦			
RESP DBL thru 4♦			
COMP DBL thru 3♥			
MAX DBL thru 3♥			
SUPP DBL thru 2♠			

WBFC Convention Card
<b>CATEGORY:</b> <u>Natural-GREEN</u> 18-Dec-01
<b>NCBO:</b> <u>JAPAN</u> <b>EVENT:</b> <u>PABF OPEN</u>
<b>PLAYERS:</b> <u>Tadashi TERAMOTO</u> <u>Hiroya ABE</u>
SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
Natural 5-card M; 1NT resp:F1/1M
<b>1NT Opening:</b> 15-17HCP
<b>2 OVER 1 Response:</b> FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFFENCE</b>
2♦=MULTI (3-10, Either Weak 2M)
2♥=3-10, M & m two suiter
2♠=3-10, Ms or ms two suiter
3NT=15-19, Any Semi-solid suit
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Same m STAY vs 1NT O/C
<b>PSYCHICS:</b> Rare

[illegible]