

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS	
Usually 5+cards, 10+pts. Resp.; New suits=NF, Raises=PRE CUE=Limit Raise or better, 1NT=8-11, 2NT=12-13. 4+cards, 8+pts. in balancing position. Resp.; New suits=NF, Raises=INV, CUE=F1	
1NT OVERCALL	
15-18pts. BAL Responses; system on 12-15pts. BAL in 4th seat. Responses; system on	
JUMP OVERCALL	
they vul; intermediate. others; PRE	
DIRECT AND JUMP CUE BIDS	
Direct CUE=Michaels' (weak or strong) Jump CUE=stopper ASK for 3NT.	
VS NT	
D.O.N.T. against strong NT X=1suited hand, 2C=C&?, 2D=D&M, 2H=H&S 2S=NAT & PRE Cappelletti against weak NT 2C=1 suited hand, 2D=H&S, 2H=H&m, 2S=S&m	
VS PREEMPTIVE	
T/O X thru 4H, Lebensohl vs weak 2	
VS ARTIFICIAL STRONG OPENINGS	
vs1C; X=T/O, 1x=T/O, 1NT=1suiter, 2x=D.O.N.T.	
OVER OPPONENT'S TAKEOUT DOUBLES	
Truscott 2NT.	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	Attitude	4th best	
Subseq.	3rd/5th vs suit, 4th vs NT		
LEADS			
Lead	vs Suit	vs NT	
Ace	Ax, AKx	Ax, AKJ10, AKQ10	
King	Kx, KQx	AKx, KQx, Kx	
Queen	Qx, QJx	QJx, KQ109, Qx	
Jack	Jx, J10x	J10x, Jx	
10	10x, 109x	HJ10, H109, 10x	
9	9x	109x, 9x	
Hi-x	xx	Bad suit	
Low-x	3rd/5th highest	Good suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's	Declarer's	Discarding
Suit	1 Attitude	Suit Pref.	Attitude
	2 Suit Pref.	Count	Suit Pref.
	3 Count		Count
NT	1 Attitude	Suit Pref.	Attitude
	2 Suit Pref.	Count	Suit Pref.
	3 Count		Count
SPECIAL CARDING			
Obvious shift; Suit preference in trump suit			

DOUBLES	
TAKEOUT DOUBLES	
3 suited or strong 1 suited hand Resp; Jump shift=INV, CUE=FG	
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES	
NEG thru 3S, RESP thru 3S, COMP thru 2S Maximal overcall X, SUPPORT XX	

WBF Convention Card	
Category; Big Club NCBO; JAPAN PLAYERS; HOMMA/Yukinao & ONODERA/Takao Ver. 2.0.2003.11.16	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Big Club w/ control step responses. Catch-all 1D opening. 5 card major openings & 2/1 game forcing. Strong 1NT opening (15-17).	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1C opening; 17+pts., artificial. 1D opening; 11-16pts., artificial 2C opening; 6+C, or 5C w/ 4M, 11-16pts. 2D openings; Flannery	
SPECAIL FORCING PASS SEQUENCES	
None	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Unusual vs Unusual Good Bad 2NT Scrambling 2NT Michaels' CUE Sandwich 1NT 1M-(any)-any-(CUE)- <i>PASS; lead showing!</i>	

Opening	ART	#	NEG X	Description	Responses	Sub Sequent Auction	Passed Hnad
1C	X	0	7H	17+pts., any	1D=0-7pts. w/ 0-2CTRL 1H=8+pts. w/ 0-2CTRL 1S/NT/2C=3/4/5 CTRL 2D/H=good 6+H/S w/o side values 2S/2NT=6/7+CTRL	1C-1D-2H or higher=Strong & F → 3CDH=2nd NEG NT/jump NT=18-20/23+ HCP Others are NAT.	
1D	X	0	3S	One of the following; i) 12-14HCP BAL ii) 11-16HCP, 3suited hand w/ short D. iii) 11-16HCP, Natural	1x=NAT, 2C=NAT & F1, 2NT=INV 3C=6+C & FG 2D=5+D INV or better 3D=6+D PRE. Strong Jumpshift	Opener's splinter even if 4D. Check back Stayman 2C. Short suit game try by opener. Long suit game try by responder.	
1H 1S		5	3S	(11) 12-16pts. maybe 4 cards at 3rd or 4th position.	1NT=semi-forcing denying support. 2/1=FG Bergen Raise, Jacoby 2NT, Splinter 3NT=F Raise w/ shortness.	After Jacoby 2NT; 3x=shortness, 4x=strong suit. Others are same as 1D sequences.	2NT is NAT
1NT				(14) 15-17 HCP	Stayman. Jacoby & Texas. Gerber. 2S/NT=6+C/D slam try. 3m=INV. 3H/S=Both m FG/slam try.	Smolen TRF at 3 level. 1NT-2C-2x-3C=minor ASK 1NT-2C-2x-3D=another M & either m (5+cards). 1NT-2S(NT)-2NT(3C)=super acceptance. 1NT-2C-2H(S)-2S(3H)=slam try w/ support.	
2C		5	3S	(11) 12-16pts. 5+C w/ 4M, or 6+C.	2D=ASK, 2M=NAT & NF, 2NT=INV 3C=PRE	After 2D; 2M=NAT, 2NT=14-16 w/ 2 side stoppers 3C=min., 3DHS=stopper showing w/ solid C.	
2D	X	0		Flannery 4S & 5H, (11) 12-16pts.	2NT=ASK, 3M=PRE South African Texas 4NT=6 key card RKCB	After 2NT; 3C=min., 3D=4522, 3H=4531, 3S=4513 3NT=4522 w/ stoppers. 3D over 3C=ASK→3H=4531, 3S=4513, 3NT=4522	
2H 2S		6		Weak 2; 5-9pts.	2NT=Ogust New suit=F1	Ogust; 3C/D=min. BAD/GOOD trump, 3H/S=max. BAD/GOOD trump.	
2NT				21-22 HCP, BAL.	Stayman. Jacoby. Texas. Gerber. Minor Stayman.	Smolen TRF	
3x		7		Normal PRE.			
3NT	X			Solid minor w/o side values w/ some values in 3rd or 4th.	4C=rescue. 4D=ASK for number of cards	4D→4H/S/NT=7/8/9 cards.	
4x		8		Normal PRE.			

Slam Approach; Multi Style CUE. RKCB w/ 1430. DOPI. ROPI.