

DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND SIGNALS							WBF CONVENTION CARD	
OVERCALLS General Style 5+CARDS 8-18HCP			Opening Leads	SUIT	4th Best					MATSUBARA, Ayako MATSUBARA, Ryo <132112> <134545>	
Responses 2/1 = F1,Jump Raise = PRE				NT	Attitude						
transfer raise after X, CUE = F1 (usually Limit raise or better)											
Rosencranz DBL/ Redbl(1)											
IN BAL POS 8-16HCP Maybe 4cards			SUBSEQUENT LEADS ; Natural								
Responses CUE = F1											
TAKE-OUT DOUBLE- General Style Sound or Shape			RED: Opening leads vs no-trumps							SYSTEM SUMMARY: General Approach and Style	
Responses CUE = F1 thru suit agreement			Blue: Leads against suit contract if different							5-CARDS MAJOR 2 OVER 1 = GAME FORCING(almost)	
IN BAL POS 8-10 HCP or 15+HCP			AK KQ QJ J10 10x Same Leads if								
Responses CUE=F1			AKx KQx QJx J10x 109 Our Side Showed								
			AKJx KQxx QJ109 J1098 109x the Suite? YES								
1NT OVERCALL Responses			AKJ10x KQJx KQ10x KJ109 98x xx								
2ndPOS 16-19pts System on			AQJx KJ10x KQ109x K1098 xxx								
4thPOS 11-14pts			AJxx Kxx Qxx Jxx 10xx xxxx								
JUMP OVERCALL WEAK			KJxxx Kxxx Qxxx Jxxx 10xxx xxxxx								
Responses			Kxxxx Kxxx Q109x Jxxx 10xxx xxxxxx								
UNUSUAL NT 2 LOWER UNBID(Weak or Strong)			SIGNAL WHEN FOLLOWING SUIT OR DISCARDING							SPECIAL OPENINGS & RESPONSES THAT MAY REQUIRE DEFENSE	
Responses CUE=Game try or better			Use 1 = Odd Number of cards, 2= Even Number of cards, D= Discouraging, E= Encouraging, S= Suit Preference.							OPENINGS DESCRIPTION	
DIRECT CUEBID Michael's(Weak or Strong)			CARDS HIGH LOW ODD EVEN							OP1.2C Artificial Strong	
Responses CUE=Game try or better										SUIT	
2NT=ASK for MIN			On declarer's lead		2ES 1DS		OP3.4NT at least 6-5 in MIN, not more than 10HCP				
vs.Strong NT Transfer overcall in 2nd POS.(2)			Discarding		E2S D1S		OP4. 2D Artiificial Strong				
vs.Weak NT Natural overcall in 4th POS.			NT		On partner's lead						
after X; as if doubler opened 1NT(3)					On declarer's lead						
			Discarding		E2S D1S						
vs.WEAK 2 LEBENSOHL, 4 of MIN=2 Suiter			SIGNALS IN TRUMP SUIT				OTHER SIGNALS				
vs.Opponent's Michael's/unusual NT Jump Cue=1st Control			Echo suggests ability to ruff								
Cue in Anchor/Upper suit = FG when MAJ, stopper when MIN			SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES								
Cue in Lower suit=limit raise when MAJ, stopper when MIN			NEG X thru 4D								
vs.ARTIFICIAL STRONG 1C ;Super CRASH			MAX X thru 3H								
1D=Same color 2-suiter, 1H=Same rank 2-suiter			SUPPORT X thru 2S								
1S=other 2-suiter, 1NT=transfer to 2C, Other suit=transfer			RESP X thru 4D								
vs.PRECISION 1D			COMP X thru 2S								
DBL=1NT Open hand with D stopper											
1NT=takeout to other suit, Other suit = transfer			SPECIAL FORCING PASS SEQUENCES								
OVER OPPONENTS TAKE-OUT DOUBLE											
Reversed TRUSCOTT 2NT for Minors											
			PSYCHICS: OPENINGS Rare OTHER								

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 OR 6+ cards D INVERTED MINOR RAISE 2H/S=6+cards & 2-5HCP 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-CheckBack(4) 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 3C(6) Splinter raise	vs X:jump raise=PRE, single raise=NF XX=10HCP & do not deny support jump response=natural & NF vs.O.C.: single raise=NF,jump raise=PRE Cue bid=limit raise or more jump response=natural & NF v.s. 2suiter OC: Cue bid = stopper
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=5-5 in MIN & 6-9 HCP, 3NT=12-15pts& BAL 1H/S-3S/H=Artificial Splinter(7) 3C(D)=4+support & 16+HCP(10-12HCP) 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,0-3cardsS(8) after 1MAJ-3C; 3NT = short in C, raise in game = sign off 3 of new suit=short suit,4 of new suit = good 5+card suit,3 of agreed suit=interest in slam 1M-2M-2NT = ASK in pts and trump length 3C=3 cards & min, 3D=3 & max, 3H=4+ & min, 3S=4+ & max 1MAJ-2MIN-3NT=15-17 BAL, 4TH SUIT FORCE(FG)	vs X:Truscotte 2NT, single raise = -6hcp XX = 10HCP- & maybe no support transfer raise vs O.C:1NT=NF Cue bid=limit raise or more Passed Hand:1NT=NF Reversed Drury Fit(ON after X)
1NT				15+~18-HCP,BAL may have 5 card MAJ	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 Splinter (10) 1NT-3C-3D=ASK; 3H=5cards C, 3S=5cards D, 3NT=4-4 MIN	vs.ART 2C O.C.; DBL=Stayman vs X: 2C=C&D, 2D=D&H, 2H=H&S 2S=S&C NF Pass = request for XX: 2C=C&H, 2D=D&S, 2H/S=5 card & 4-3 in MIN XX=Puppet to 2C; pass or show own suit
2C	x			Artificial Strong not BAL ASK control	2D = 0 or 1 con, 2H = 2 con 2S = 3 con(A&K), 2NT = 3 con (3K) 3C = 4 con, 3D = 5 con, etc.	2NT= 3suiter, 23+HCP → 3C=ASK 3D = Cshort, 3H=Dshort, 3S=Hshort, 3NT = Sshort Jump in 4 of suit = 3 suiter, 23+HCP, short in the suit	
2D	x			Artificial Strong BAL & 23+HCP or 3 suiter 20-22 HCP	2H = ASK -> 2S = 3suiter -----> 2NT=23-24HCP & BAL, 3C=25-26HCP & BAL and so on	2NT = ASK; 3C=4+C, 3D=Cshort 3C = ASK (See Below) & FG 3D = Cshort, 3H=Dshort, 3S=Hshort, 3NT = Sshort	
2H 2S		6 6		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 (jump in 5NT), Exclusion Blackwood (Jump in 5 level), Fast Arrival Pricinpal	
3NT	x			solid 7+ MIN	4C(D)=to play 4CorD(4Dor5C)	After 2C - 2any - 2MAJ - raise to 3; 3NT = RKCB, 4NT = ASK K, 5NT = ASK Q	
4C~S		7		NAT,PRE		1C/D-2C/D;4C/D = RKC-Kick-Back	
4NT	x			at least 6-5 in MIN, not more than 10HCP		Voluntary raise in 5 level MAJ = ASK Con. of Opponent suit or Unbid Suit or Agreed Suit	

Supplementary Sheet(MATSUBARA-MATSUBARA for Pair Game)

<p>(1)Rosencranz DBL/REDBL 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>(8)after 1S-1NT(bids other than described below are natural) 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 & game going value c)1S-1NT; 2S-3H = 5+cards H, FG, 0-2S</p>
<p>(2)Transfer Overcall vs. strong 1NT over RHO's 1NT opening 2C/2D/2H/2S = transfer to 2D/2H/2S/3C</p>	<p>(6)Structured Reverse a)1C-1H; 2D-? 2H = 5+ cards H & min. 2NT = ART, 6-9HCP (or 13+HCP & BAL), transfer to 3C ==bid other than 3C shows extra value 3NT = BAL, 10-12HCP, no support other bid shows 10+HCP & FG</p>	<p>(10)Artificial Splinter after 1NT opening 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>(3)after DBL over 1NT opening 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 & min. 2NT = ART, 6-9HCP (or 13+HCP & BAL), transfer to 3C ==bid other than 3C shows extra value 3NT = BAL, 10-12HCP, no support other bid shows 10+HCP & FG</p>	
<p>(4)2-Way Check-Back 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 & good support 3C/D = 5-5, FG</p>	<p>c)1D-1S; 2H-? 2S = 5+ cards S & min. 2NT = ART, 6-9HCP (or 13+HCP & BAL), transfer to 3C ==3C = 2+ cards C, minnum reverse ==3D = 0-1 cards C, maybe minnum reverse ==others = NAT, shows extra value 3NT = BAL, 10-12HCP, no support other bid shows 10+HCP & 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 & FG(almost)</p>	
<p>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 & 2 or 3 cards S ==2S = -3 cards H & 3 cards S ==2NT = -3 cards H & 2 cards S ====2any-3C/D(opener's Minor) = 4+ cards S & good support 3C/D/H = 5-5, FG</p>	<p>e)1D-1NT; 2H/2S-? 2NT = ART, 6-9HCP, transfer to 3C ==3C = 2+ cards C, minnum reverse ==3D = 0-1 cards C, maybe minnum reverse ==others = NAT, shows extra value other bid shows 10+pts & 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 & FG</p>	<p>★After Negative DBL 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>(7)Artificial Splinter(After MAJ open) 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>★vs.Opponent's Michael's/ Unusula NT after Major Open DBL = Advanced Penalty QUE in upper suit = Limit raise QUE in Lower suit = Forcing raise QUE in anchor suit = Limit raise or better ★vs.Opponent's Michael's/ Unusula NT after Minor Open CUE = Stopper Showing DBL = Advanced Penalty</p>