DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS	General Style	5+CARDS 8-16HCP
Responses	2/1 = F1, Jump Raise = PRE	
transfer raise after X, CUE = F1 (usually Limit raise o		

IN BAL POS	8-16HCP Maybe 4cards
Responses	CUE = F1

TAKE-OUT DOUBLE-	General Style Sound or Shape
Responses	CUE = F1 thru suit agreement

IN BAL POS	8-10 HCP or 15+HCP
Responses	CUE=F1

1NT OVERCALL	Responses
2ndPOS 16-19pts	System on
4thPOS 11-14pts	System on

JUMP OVERCALL	WEAK
Responses	

UNUSUAL NT	2 LOWER UNBID(Weak or Strong)
Responses	CUE=Game try or better
Reopen	NAT 18-20HCP (System on)

DIRECT CUEBID	Michael's(Weak or Strong)
Responses	CUE=Game try or better
	2NT=ASK for MIN

vs.Strong NT	Transfer overcall in 2nd POS. (2)
	Natural overcall in 4th POS.
	after X; as if doubler opened 1NT (3)
vs.Weak NT	Transfer overcall in 2nd POS. (2)
	Natural overcall in 4th POS.
	after X; as if doubler opened 1NT (3)

vs.WEAK 2	LEBENSOHL, 4 of MIN=2 Suiter

vs.Opponent's Michael's/unusual NT Jump Cue= 1 St Control
Cue in Anchor/Upper suit = FG when MAJ, stopper when MIN
Cue in Lower suit=limit raise when MAJ, stopper when MIN

vs.ARTIFICIAL STRONG 1 C

vs.PRECISION 1 D

OVER OPPONENTS TAKE-OUT DOUBLE

LEADS AND SIGNALS

Opening Leads	SUIT	4th
	NT	Attitude

SUBSEQUENT LEADS ;   Natural

RED: Opening leads vs no-trumps
Blue: Leads against suit contract if different

					Same Leads if Our Side Showed the Suite? YES
AK	KQ	QJ	J10	10x	
AKx	KQx	QJx	J10x	109	
AKJx	KQxx	QJ109	J1098	109x	
AKJ10x	KQJx	KQ10x	KJ109	98x	xx
AQJx	KJ10x	KQ109x	K1098		xxx
AJxx	Kxx	Qxx	Jxx	10xx	xxxx
KJxxx	Kxxx	Qxxx	Jxxx	10xxx	xxxxx
Kxxxxx	Kxxxx	Q109x	Jxxxx	10xxxx	xxxxxx

SIGNAL WHEN FOLLOWING SUIT OR DISCARDING
Use 1 = Odd Number of cards, 2= Even Number of cards,
D= Discouraging, E= Encouraging, S= Suit Preferennce.

	CARDS	HIGH	LOW	ODD	EVEN
SUIT	On partner's lead	D 1 S	E2S		
	On declarer's lead	1 DS	2ES		
	Discarding	1 S	2S		
NT	On partner's lead	D 1 S	E2S		
	On declarer's lead	1 DS	2ES		
	Discarding	1 S	2S		

SIGNALS IN TRUMP SUIT	OTHER SIGNALS
Echo suggests ability to ruff	

SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES
NEG X thru 4 D
MAX X thru 3 H
 SUPPORT X thru 2 S
RESP X thru 4 D
COMP X thru 2 S

SPECIAL FORCING PASS SEQUENCES

WBF CONVENTION CARD

Japan

MATSUBARA, Ayako   HAYASHI, Makiko
<134545>   <39246>

SYSTEM SUMMARY: General Approach and Style
5-CARDS MAJOR
2 OVER 1 = F G (Except 1 S-2 H)

RESPONSES 1NT	MAJ open=F1
2 OVER 1	almost Forcing to Game

SPECIAL OPENINGS & RESPONSES THAT MAY REQUIRE DEFENSE

OPENINGS	DESCRIPTION
OP1. 2 C	Artificial Strong
OP2. 2 D	Artificial Strong
OP3. 3NT	Solid Minor without side A/K
OP3. 4NT	ASK positionof A

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE

CB.1	LEBENSOHL
CB.2	
CB.3	
CB.4	
CB.5	
CB.6	

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

PSYCHICS: OPENINGS   Rare   OTHER

Open	Min NUM	NEGX THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS						

1 C
1 D
	3
	3
		4 D
		4 D
			11-22 HCP
			1 D=3 Card D only
			4-4-3-2
				1 C-1 D=denies 4+card MAJ unless FG
				1 C-1MAJ=may have 5+D unless FG
				1 C-2 D=FG, 5+cards D & 3+cards C or 6+
				INVERTED MINOR RAISE
				2 H/S=6+cards & 2-5HCP
				1NT/2NT/3NT=6-10/11-12/13-15HCP
				1 D-3 C = 6+cards & 9-12 HCP
					1 C-1 D-1NT=may have 4 card MAJ
					2 C/D over opener's 1NT rebid=2Way-CheckBack (4)
					  2 C=ART, ASK support, usually INV with 5-cards
					  2 D=ART, FG, asking MAJ support
					4TH SUIT FORCE(FG)
					2NT over opener's reverse
					 = 5-9HCP (or 13+HCP & BAL),transfer to 3 C (5)
					Splinter raise, Good Bad 2NT
						vs X:jump raise=PRE, single raise=NF
						  XX=10HCP & do not deny support
						  jump response=natural & NF
						    2NT=pre 3 C D=inv
						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

1 H
1 S
	5(4)
	5(4)
		4 D
		4 D
			11-22HCP
			may open 4 card in
			3rd,4th hand
				1NT=F1,5-12HCP, 2/1=FG(except 1 S-2 H)
				3NT= to play 12-15 2NT=forcing raise
				Double jump shift=SPL 4 S/4NT=Kickback
				2 S/3 H=fit jump(6) 3 C=limt raise
				Jump Raise = pre 3 D=7-9 4card sup
				1 S-2 H=5+cards H, INV or better
					Serious 3NT
					4TH SUIT FORCE(FG)
						vs X:2NT=limit raise+
						  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 - 17HCP, BAL	2 C=Crawling Stayman (MAJ not promised)
				2 D/H/4 D/H=Jacoby & Texas
				2 S/2NT=transfer to 3 C/D
				3 C=5-5MIN & INV, 3D=5-4+MIN & FG (7)
				3 H(S)=short & another MAJ=3 Cards & 5-4M
				4 S=4432 inv 4NT=4333 inv
					1NT-2 C-2 D; 2 H = 4+S&4+H,weak; 2 S = 5S&4
					, INV ; 3 H = 5+S&4 H,FG; 3 S = 4S&5+H,FG
					→ 2NT/3 C=good trump support(Qxx or better)
					1NT-2 C-2 H/2S; 3S/H=Artificial Splinter (10)
					1NT-2 D-2 H-2 S = 5-5MAJ, INV
					1NT-2 H-2S-3H = 5-5MAJ, FG
						vs.ART 2 C O.C. DBL=Stayman (8)
						vs 2 level :X = cards, 3level X = Neg.
						vs X: system on
						Pass = request for XX: 2 C=C & ?,
						  2 D=D&MAJ, 2 H=H & S
						  XX=Puppet to 2 C

2 C	x		Artificial Strong not BAL ASK control	2 D = 0 or 1 con, 2 H = 2 con 2 S = 3 con(A&K), 2NT = 3 con (3K) 3 C = 4 con, 3 D = 5 con, etc.	2NT= 3suiter, 25+HCP → 3 C=ASK 3 D = C short, 3 H/S=D/H short, 3NT = S short Jump in 4 = 3 suiter, 23+HCP, shortness	

2 D	x		Artificial Strong
			BAL & 23+HCP or
			3 suiter 20-24 HCP
				2 H = relay → 2 S = 3suiter
				  2NT=23-24 HCP & BAL, 3 C=25-26HCP & B
				  and so on
					→ 3 C = ASK (See Above) & FG
					  2NT = ASK; 3C=4+C 20-22, 3D=C short 20-22,
					  3H=4+C 23-24, 3S=C short 23-24	

2 H
2 S
	6
	6
			6-10HCP,Weak Two	2NT=ASK(OGUST)
				New suit = F1
					after 2NT; 3 C/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			21~22 HCP, BAL	3 C=Baron 3D/H/4 D/H=Jacoby & Texas 3 S = MIN Stayman	2NT-3 C-any-4 C = C slam try 2NT-3 C-3D-3NT = C C slam try (NF)	
3 C 3 D 3 H 3 S	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) (9) Gerber(4 C) 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	any MIN = pass or correct	After 2 C - 2any - 2MAJ - raise to 3; 3NT = RKCB, 4NT = ASK K, 5NT = ASK Q	
4 C～S	7		NAT, PRE 4 C-4 D, 4 D-4 H, 4 H-4S = Kick-Back		Voluntary raise in 5 level MAJ = ASK Con. of Opponent suit or Unbid Suit or Agreed Suit	
4NT	x		ACOL	5 C = no A, 5D-S = A, 5NT = 2A, 6 C = A	After finding no fit in MAJ after 2NT or 2 D open; 4 H(S)=slam interest in C(D)	

(2)Transfer Overcall vs. strong/weak 1NT	e)1◇-1NT; 2♡/2S-?	Additional Sammary
over RHO's 1NT opening	2NT = ART、6-9HCP、transfer to 3♣	Ayako Matsubara-Makiko Hayashi
2♣/2◇/2♡/2S = transfer to 2◇/2♡/2S/3♣	==3♣ = 2+ cards ♣、minmum reverse	Japan womens
(3)after partner's DBL over 1NT opening	==3◇ = 0-1 cards ♣、maybe minmum reverse	2006/12/6
LHO opened 1NT , partner doubled and then RHO passed	==others = NAT、shows extra value	
subseqent auction goes as if partner opened 1NT.	other bid shows 10+pts & FG(almost)	
all system, such as Stayman, Transfer, is ON.	f)1♡-1NT; 2S-?	
(4)2-Way Check-Back	2NT = ART、6-9HCP、transfer to 3♣	
a)1♣/◇-1♡; 1NT(deny 4 cards S)-?	==bid other than 3♣ shows extra value	
2♣ = puppet to 2◇, inv. Or ◇SO	other bid shows 10+HCP & FG	
2◇ = FG, searching ♡ support or showing minor sup	(6)1♡—2S,1S—3♡ 3card sup+5card inv.	
==2♡ = 3 cards ♡, 2NT = 1,2 cards ♡	1♣—3◇/♡/S 4card+5card sup FG	
====3♣/◇(opener's Minor) = 4+ cards ♡ & good sup	1♣—2♣,1♡—3♣ 6card inv.	
2NT=puppet to 3♣,SO	(7) After 1NT-3♣	
3♣/◇ = 5-5, FG 3♡=FG 2S=FG	3♡/3S = stopper ==> 4♣ = sign off	
b)1♣/◇-1S; 1NT-?	(7) After 1NT-3◇	
2♣ = puppet to 2◇, inv. Or ◇SO	4♣/4◇ = to set the suit	
2◇ = FG, asking major or showing minor support	3NT = sign off	
==2♡ = 4 cards ♡ & 2 or 3 cards S	== 4♡/4♠ = short ==> 4NT = sign off	
==2♠ = -3 cards ♡ & 3 cards ♠	3♡/♠ = slam interest if you have 5 cards ♣/◇	
==2NT = -3 cards ♡ &1, 2 cards ♠	(8)interferences for Stayman	
====3♣/◇(opener's Minor) = 4+ cards ♠ & good sup	x : xx=to play 2◇=suit	
2NT=puppet to 3♣,SO	2◇ : x=both Majors	
3♣/◇／♡ = 5-5, FG 3♠=FG	2♡ : x=♡	
(5)Structured Reverse	2♠ : x=♡	
a)1♣-1♡; 2◇-?	2NT or higher : x=pen	
2♡ = 5+ cards ♡ & min.	(9)Kick-Back	
2NT = ART、6-9HCP (or 13+HCP & BAL)、transfer to 3♣	1-3lebele→jump to 4 of higher-ranking suit to trumps	
==bid other than 3♣ shows extra value	(10)Artificial Splinter after 1NT opening	
3NT = BAL、10-12HCP、no support	a)1NT-2♣; 2♡-3♠ = 4+ ♡、any short suit、FG	
other bid shows 10+HCP & FG	3NT = short suit asking	
b)1♣-1♠; 2◇/♡-?	==4♣/4◇/4♡ = short in ♣/◇/♠	
2♠ = 5+ cards ♠ & min.	4♡ = sign off	
2NT = ART、6-9HCP (or 13+HCP & BAL)、transfer to 3♣	b)1NT-2♣; 2♠-3♡ = 4+ ♠、any short suit、FG	
==bid other than 3♣ shows extra value	3NT = short suit asking	
3NT = BAL、10-12HCP、no support	==4♣/4◇/4♡ = short in ♣/◇/♡	
other bid shows 10+HCP & FG	4♠ = sign off	
c)1◇-1♠; 2♡-?	☆After Negative DBL	
2♠ = 5+ cards ♠ & min.	a)1♣-1(2)◇-DBL-pass;1(2)♡-pass-1(2)♠ or	
2NT = ART、6-9HCP (or 13+HCP & BAL)、transfer to 3♣	1◇-2♣-DBL-pass;2♡-pass-2♠	
==3♣ = 2+ cards ♣、minmum reverse	= 4 cards ♠、2-3 cards ♡、good minor support、INV+	
==3◇ = 0-1 cards ♣、maybe minmum reverse	b)1♣(◇)-1♠-DBL-pass;1NT(2♣/2◇)-pass-2♡ = sign off	
==others = NAT、shows extra value	☆vs.Opponent's Michael's/ Unusula NT after Major Open	
3NT = BAL、10-12HCP、no support	DBL = Advanced Penalty	
other bid shows 10+HCP & FG	CUE in upper suit = Limit raise	
d)1♣-1NT; 2◇/2♡/2♠-?	CUE in Lower suit = Forcing raise	
2NT = ART、6-9HCP、transfer to 3♣	CUE in anchor suit = Limit raise or better	
==bid other than 3♣ shows extra value		
other bid shows 10+pts & FG(almost)		