

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS						WBF CONVENTION CARD	
OVERCALLS	General Style 5+CARDS 8-17HCP 4+card	SUIT	4th				Japan womens		
Responses	New Suits = F1, Jump Raise = PRE	Opening Leads	NT	4th			MATSUBARA, Ayako SUGIMOTO, Natsuko <134545>		
IN BAL POS	8-16HCP Maybe 4cards	SUBSEQUENT LEADS ; Natural							
Responses	CUE = F1	RED: Opening leads vs no-trumps							
TAKE-OUT DOUBLE-	General Style Sound or Shape	Blue: Leads against suit contract if different							
Responses	CUE = F1 thru suit agreement	AK	KQ	QJ	J10	10x	Same Leads if		
IN BAL POS	8-10 HCP or 15+HCP	AKx	KQx	QJx	J10x	109	Our Side Showed		
Responses	CUE=F1	AKJx	KQxx	QJ109	J1098	109x	the Suite? YES		
1NT OVERCALL	Responses	AKJ10x	KQJx	KQ10x	KJ109	98x	xx		
2ndPOS 15-19pts	System on	AQJx	KJ10x	KQ109x	K1098		xxx		
4thPOS 11-16pts	System on	AJxx	Kxx	Qxx	Jxx	10xx	xxxx		
JUMP OVERCALL	WEAK	KJxxx	Kxxx	Qxxx	Jxxx	10xxx	xxxxx		
Responses		Kxxxx	Kxxx	Q109x	Jxxx	10xxx	xxxxx		
UNUSUAL NT	2 LOWER UNBID (Weak or Strong)	SIGNAL WHEN FOLLOWING SUIT OR DISCARDING							
Responses	CUE=Game try or better	Use 1 = Odd Number of cards, 2= Even Number of cards, D= Discouraging, E= Encouraging, S= Suit Preference.							
Reopen	NAT 19-21HCP (System on)	CARDS		HIGH	LOW	ODD	EVEN		
DIRECT CUEBID	Michael's (Weak or Strong)	SUIT	On partner's lead	E2S	D1S				
Responses	CUE=Game try or better		On declarer's lead	2ES	1DS				
	2NT=ASK for MIN		Discarding	2S	1S				
vs. Strong NT	2C=any 1suiter, 2D=2MAJ, 2H/S=MAJ+min, x=PEN	NT	On partner's lead	E2S	D1S				
			On declarer's lead	2ES	1DS				
vs. Weak NT	same		Discarding	2S	1S				
vs. WEAK 2		SIGNALS IN TRUMP SUIT			OTHER SIGNALS				
vs. Opponent's Michael's/unusual NT		Echo suggests ability to ruff							
vs. ARTIFICIAL STRONG 1 ♣		SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES							
		NEG X thru 3S							
		MAX X thru 3H							
		SUPPORT X thru 2S							
		RESP X thru 3S							
		COMP X thru 2S							
		Honor xx							
vs. PRECISION 1 ♠		SPECIAL FORCING PASS SEQUENCES							
OVER OPPONENTS TAKE-OUT DOUBLE									
2NT=Limit+/Weak, 1m-x-3m=Limit, 1level=F1									
		SYSTEM SUMMARY: General Approach and Style							
		5-CARDS MAJOR 2 OVER 1 = FG (Always)							
		RESPONSES 1NT		MAJ open=F1					
		2 OVER 1		always Forcing to Game					
		SPECIAL OPENINGS & RESPONSES THAT MAY REQUIRE DEFENSE							
		OPENINGS		DESCRIPTION					
		OP1. 2C		Artificial Strong					
		SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE							
		CB. 1		min-MAJ=Weak Jump Shifts					
		CB. 2							
		CB. 3							
		CB. 4							
		CB. 5							
		CB. 6							
		IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE							
		1C-1D-1H-1S/2S=NAT F1/ART FG							
		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	3 S 3 S	11-22HCP	1C-1D=denies 4+card MAJ unless FG 1C-1MAJ=may have 5+D unless FG 1C-2D=inv in D, 1D-3C=inv in C INVERTED MINOR RAISE 2H/S=6+cards & 2-5HCP 1NT/2NT/3NT=6-10/11-12/13-15HCP(1C-1NT=8-10)	1C-1D-1NT=may have 4 card MAJ New min F, 4th suit FG(except 1S) SPL	vs X: jump raise=inv, single raise=NF XX=10HCP & do not deny support 2NT=PRE Sup X 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)	3S 3S	11-22HCP may open 4 card in 3rd, 4th hand	1NT=F1, 5-1 2 HCP, 2/1=FG 3NT= to play 12-15 2NT=forcing raise Double jump shift=SPL Jump Raises=Limit 2NT=Jacoby F Raise, 3NT=F Raise	SPL 4TH SUIT FORCE (FG)	vs X: 2NT=limit raise+ XX = 10HCP- & maybe no support SUP X 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	2C= Stayman (MAJ not promised) 2D/H/ 4D/H=Jacoby & Texas 2S=min Stayman, 2NT=POP to 3C 3C/D=NAT, inv 3H/S=4144/1444 FG		vs. ART 2C O. C. DBL=Stayman
2C	x			Artificial Strong	2D = Waiting, 2H = NEG, 2NT=H	2NT= 22-24, system on	
2D	x			Weak 5-10	2NT=ASK (OGUST)	after 2NT: 3C/D/H/S=min & poor/min & good/ /max & poor/max & good trump	
2H 2S		6 6		5-10HCP, Weak Two	2NT=ASK (OGUST) New suit = F1	after 2NT: 3C/D/H/S=min & poor/min & good/ /max & poor/max & good trump	
2NT				20-22HCP, BAL	3C=Stayman, 3D/H/ 4D/H=Jacoby & Texas 3S = MIN Stayman		
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)	
3NT	x			solid 7+ MIN	any MIN = pass or correct	RKCB(1430) 4C=Gerber(1430) over 1NT/2NT open & MAJ response after Stayman Grand Slam Force (jump in 5NT)	
4C~S		7		NAT, PRE			

(2) Transfer Overcall vs. strong/weak 1NT over RHO's 1NT opening 2♣/2♦/2♥/2♠ = transfer to 2♦/2♥/2♠/3♣
(3) after partner's 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.
(4) 2-Way Check-Back a) 1♣/♦-1♥: 1NT (deny 4 cards ♠)-? 2♣ = puppet to 2♦, inv. Or ♦S0 2♦ = FG, searching ♥ support or showing minor support ==2♥ = 3 cards ♥, 2NT = 1, 2 cards ♥ ===3♣/♦ (opener's Minor) = 4+ cards ♥ & good support 2NT = puppet to 3♣, S0 3♣/♦ = 5-5, FG 3♥ = FG 2♠ = FG
b) 1♣/♦-1♠: 1NT-? 2♣ = puppet to 2♦, inv. Or ♦S0 2♦ = FG, asking major or showing minor support ==2♥ = 4 cards ♥ & 2 or 3 cards ♠ ==2♠ = -3 cards ♥ & 3 cards ♠ ==2NT = -3 cards ♥ & 1, 2 cards ♠ ===3♣/♦ (opener's Minor) = 4+ cards ♠ & good support 2NT = puppet to 3♣, S0 3♣/♦/♥ = 5-5, FG 3♠ = FG
(5) Structured Reverse
a) 1♣-1♥: 2♦-? 2♥ = 5+ cards ♥ & min. 2NT = ART, 6-9HCP (or 13+HCP & BAL), transfer to 3♣ ==bid other than 3♣ shows extra value 3NT = BAL, 10-12HCP, no support other bid shows 10+HCP & FG
b) 1♣-1♠: 2♦/♥-? 2♠ = 5+ cards ♠ & min. 2NT = ART, 6-9HCP (or 13+HCP & BAL), transfer to 3♣ ==bid other than 3♣ shows extra value 3NT = BAL, 10-12HCP, no support other bid shows 10+HCP & FG
c) 1♦-1♠: 2♥-? 2♠ = 5+ cards ♠ & min. 2NT = ART, 6-9HCP (or 13+HCP & BAL), transfer to 3♣ ==3♣ = 2+ cards ♣, minnum reverse ==3♦ = 0-1 cards ♣, maybe minnum reverse ==others = NAT, shows extra value 3NT = BAL, 10-12HCP, no support other bid shows 10+HCP & FG
d) 1♣-1NT: 2♦/2♥/2♠-? 2NT = ART, 6-9HCP, transfer to 3♣ ==bid other than 3♣ shows extra value other bid shows 10+pts & FG (almost)