





DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, 1/2 Level, Reopening)</b>
Generally sound.
Single Raise: Min/ W Raise: Pre
Jump Cue: 6~10, 4-card SUPP w/short suit, W Jump Shift : SPL
Cue ~Raise (-1): TRF to upper suit = holding in the indicated suit
<b>INT OVERCALLS (Styles, Responses, Unusual NT)</b>
15~17(18) HCP BAL/ sandwich position unbid 2 suiter (no limit)
After 1NTovercall (BAL) system on (XX→2♣, 2NT→pick a MIN)
After sandwich 1NT : Jump Response PRE
Reopen 1NT OC: (8)9~15HCP, Responses: NAT
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
1-Suit: Weak, 2NT: Ogust, 3♣: Feature, Raises:PRE, New suit: FIR
2-Suit: Unusual 2NT (Lower two unbid)
Leaping Michael's for 2 Suiter. Namyats OC: 4♣/4♦
Reopen: Intermediate 1x-P-P-2NT:19~20 HCP
<b>DIRECT &amp; JUMP CUE BIDS (Style, Responses, Reopen)</b>
Michael's CUE for MAJs or MAJ & MIN
Jump CUE: asks for stopper in the suit w/running suit
1x-1xOC-Jump Cue: TRF to 3NT, has stopper in the OC suit
<b>Vs. NT (Strong / Weak: Reopening, PH)</b>
X:TRF to 2♣* (♣, ♦ or equal Ms)/ 2♣♥>♠/2♦: ♠>♥/ 2M : suit/ 2N~3♠:=>3♣~3NT/3NT:=>4♣, MIN PRE/4♣♦:NAM OC/4♥♠:PRE
*X-2♣: P : ♣suit/ 2♦: suit/ 2♥: Both MAJ (♥=♠)/2♠: ♠+m/2NT: MINS/ 3♣: ♥+♣/ 3♦: ♥+♦/3♥: Both M (♥=♠), good hand/ 3♠: ♠>♥, good hand/ 3NT : MINS/ 4♣: ♥+♣/ 4♦: ♥+♦
<b>Vs. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
X : T/O, CUE : Stopper Ask, NT: To play
vs Weak 2M: 2NT: NAT/ CUE: STOP Ask/ 4m : MIN+MAJ/ 4M CUE : MINS
vs Weak 2♦: 4♣: ♣+MAJ/ 4♦: MAJs/ 3♦: Stopper Ask
<b>Vs. ARTIFICIAL STRONG OPENINGS</b>
vs 1♣ Strong: X : TO vs ♣/ Exclusion bids at 1 level/ 1NT : serious O/C
2♣: ♣+any/ 2♦: ♦+M/ 2♥: Both M / 2♠: ♠/ 2NT~3♥:=>3♣~3♠
vs 1♦ ART: X : TO, 2♦: Michael's
vs Strong 2♣: X: ♣+any/ 2♦: ♦+M/ 2♥: Both M/ 2♠: ♠
vs Mullti 2♦: X: TO vs ♠/ 2♥: TO vs ♥/ 2♠: Suit/ 2NT: NAT 16~18 HCP
3♣♦: NAT / 3♥♠= NAT, good hand/ 4♣: ♣+M/ 4♦: ♦+M
2♦ Flannary: X/ 2♥/ 2NT/2♠/ 3MIN/ 3MAJ:
BAL 13-15/ MINS/ To Play/ Suit/ STOP ASK
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>
STOLEN (may have support w/value in TRF suit)
2NT/MAJ : LR+/ raise : PRE /3NT : PRE raise w/1 defensive trick
2NT/MIN : PRE/ JUMP in other MIN : FG/ W raise = Limit
1♠/2♠/2♥ shows 1-444, 6~9/10~12/13+ after DBL / MIN
2M/ X, Suit:TRF to upper suit; 2NT: ASK(Ogust)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
<b>Suit</b>	3rd/5th	3rd/5th	
<b>NT</b>	3rd/5th	3rd/5th	
<b>Subseq</b>	same as above	same as above	
<b>Other</b>	Top of sequence	Top of sequence	
<b>LEADS</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	AKx(+), Ax	STR, CT/UB or Ax(+)	
<b>King</b>	KQ(+), KJTxx(x), Kx, [AK(+)*]	KQ(+), KJTxx(x), AK(+)	
<b>Queen</b>	QJ(+), Qx	QJ(+), KQT9, Qx	
<b>Jack</b>	JT(+), HJT(+), Jx	JT(+), HJT(+), Jx	
<b>10</b>	T9(+), HT9(+), Tx	T9(+), HT9(+), Tx	
<b>9</b>	KJ9(x)(xx), 9x, 98x	98x, H98x, 9x	
<b>Hi-x</b>	Sx, HxSx(xx), Sxx after raise	Sx, 87x, Sxx after raise	
<b>Lo-x</b>	HxS(x), HxxxS, xxxS, xxS	HxxxS(+), HxS, xxS, xxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
<b>Suit 1</b>	count	count	count
<b>2</b>	suit preference	suit preference	suit preference
<b>3</b>			
<b>NT 1</b>	count	count	count
<b>2</b>	suit preference	suit preference	suit preference
<b>3</b>			
<b>Signals (including Trumps):</b>			
Trump=S/P or Extra			
*Tend to suggest extra hand shape			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>			
Light shape oriented (4441), X then bid = FG			
Advancer's cue/(+1)/(+2): TRF to upper suit, INV+, if no intervention			
X over 1m: W Cue : Both MAJ, INV			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE (RE)DOUBLES</b>			
Negative (4♥); SUPP X/XX (2♥); Responsive (3♠); Max1 (3♥); Maxim. OC,			
Negative slam, Corporate, Intelligent, Snap Dragon, Action, Impossible,			
Lead directing, Higher Ranking, Higher Ranking Suit, Cue Bid; MAJ (4♥)			
2♠ DBL: 1♠-2♥-2♠-X/2NT/3m/3♥/3♠/4m; ♥INVI/MINS/Suit/Raise/♥FG/SPL			
<b>OTHER COMPETITIVE BIDS</b>			
<b>Vs. Jump OC</b>			
1m-2♥-2♠/2NT/3♣/3♦/3♥/3♠: NAT/→3♣/→3♦/STAY 4♠+4m/NAT, good suit			
1m-2♠-2NT/3♣/3♦/3♥/3♠: →3♣/→3♦/→3♥/STAY 4♥+4m/FG w/SUPP			
<b>Vs. 2 Suiter OC</b>			
1♥-2♥-DBL/2♠/2NT•3♣/3♦/3♥/3♠: NEG/INV/→3♣♦/Raise/INV/SPL			
1♠-2♠-DBL/2NT•3♣/3♦/3♥/3♠: NEG/→3♣♦/INV/INV/Raise			
1M-2NT-3NT/4OMAJ : w/SUPP, shortness in OMAJ/ EXRKCB in OMAJ			

WBFC Convention Card	
	
April 2013	
CATEGORY: GREEN	
NCBO: JAPAN	
Kenji & Ayako Miyakuni	
SYSTEM SUMMARY	
<b>GENERAL APPROACH AND STYLE</b>	
5 Card Majors, 2/1 FG (exc. 1♦-2♣, 1♠-2♥), open light 1-bids, w/shape	
Respond light, terrible PRE at favorable vulnerability	
Weak COMP raises	
Mini splinters, transfers, 1444 showing DBL	
1NT Opening: (14)15-17; 2 OVER 1 Response: always FG except 1D-2C	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
1♥-1♠ : showing 0-4 cards in ♠ 6+ HCP	
1♥-1NT: showing 5+ cards in ♠ 6+ HCP	
2♦: weak 2 in MAJ except 4th seat (5S+4H 10-14)	
2♥: 4+ 4+ in both MAJ, 0~10 HCP, usually 9+ cards	
2♠: S & m	
3NT: 16~20 HCP 6-card semi running MIN, min 1 card in MAJ suits	
4♣/4♦: NAMYATS, good hand for ♥/♠	
1NT overcall may be unusual, unbid two suits, 4-5+	
1♣-1M : may bypass ♦	
1m-1M : may be 3-cards if there is no convenient response	
Good-Bad 2NT/4NT in competition	
1♠- 2♥: NAT, NF; 1♦- 2♠: NAT, F1, could be weak	
1♣-2♦/2♥/2♠: 0-5 or 16+♥/♠/LR ♣	
1♦-2♦/2♥/2♠: 0-5 or 16+♥/♠/LR ♣or♦	
<b>Vs. OVERCALL</b>	
(1x) -1xOC - (X) : STOLEN (may have support w/value in TRF suit)	
Unusual-unusual vs 2 suiter OC	
TRF Bids after MAJ Michael's Cue Bid/ 2 Level Jump OC	
After SUPP D, 1 round TRF from cheapest NT	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
<b>Vs. 1NT:</b> X:TRF to 2♣ (♦ or equal Ms)/ 2♣: ♥>♠/2♦: ♠>♥/ 2M : suit/ 2N~3♠:=>3♣~3NT/3NT:=>4♣, MIN PRE/4♣, 4♦: Namyats OC/ 4♥, 4♠: PRE (c.f. Com Bid vs 1NT)	
<b>Vs. 2NT:</b> X : TRF to 3♣ (♦ or equal Ms)/ 3♣: ♥>♠/3♦: ♠>♥/ 3M : suit 1x-(1NTOC)-Majors/ (1x)-1xOC-(1NT)-Majors	
Fake Cue	
<b>PSYCHICS:</b>	
Rare	

OPENING	TICK IF ARTIF	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND, vs OC
1♣/1♦		3	4♥	11+ HCP, 3+ cards	1/2/3NT 6~10/ 11~13/ 13~15 HCP;	4th Suit: FIR but if reversed by Responder, FG	CUE: LR+/ JUMP CUE: TRF to 3NT
					Single raise FG; next step length asking	1NT: 2 way checkback (2♣→2♦, 2♦:FG, 2♣→M Raise: Min)	Opener's re-raise after PRE shows PRE
					Crisscross: LR 1♣-2♦/2♥/2♠: 0-5or16+♥/♠/♣LR	2NT: TRF to upper suit	After T/O DBL: single / W raise: weak/ LR
					1♦-2♥: 1-444 FG or long ♥FG/ 2♠: Weak/ W raise : PRE	Closer of 2NT/ 4th suit after Reverse shows Min/STR	2NT: PRE/ Criss Cross: FG/others:TRF up to 2m
			2m rebid, 1♦-1M-2♣: 12~18 HCP		1m-1M-4M/4m: w/ shape /STR BAL hand		
1♥/1♠		5(4)	4♦	11HCP+, 5+ cards	1♥-1♠/1NT: FIR 4-♠/5+♠, 1♠-2♥: NF, 5+ cards	1♠-1NT/1♥-1♠-2m could be 3 cards/2NT FG	After T/O X: TRF upto 2M/ 2NT LR/
				4+ cards at 3rd/ 4th seat	1♠-1NT: 1RF, includes FG hand in ♥	Various relay after constructive raise	Jump: SPL 8~10HCP, W Jump: SPL 10~12
					Single/Double/Triple Raise : 3~9/ PRE/ PRE	1♠-2♥-2NT: length, strength asking in ♥	2♣: Reverse Drury/ 2NT: ♣ Suit
					(-1)(-2)(-3)(-4) : LR/3 SUPP LR+/BAL/Shape FG	1♥-1NT-2NT: length, strength asking in ♠	Fit showing jump by passed hand
			Splinter: 8-12HCP. 1M-3NT: RKCB		3NT after (-1) raise: RKCB; 1♥-1♠-2N/1♠-1N-2N=FG		
1NT			at 3 level	(14)15~17HCP	2♣:STAY, 2♦/♥:JTB TRF, 2♠:mSS, 2N:PUP 3♣; then	1NT-2♣-2♦-2♥: MAJ SO, choose ♠ if ♥= ♠	vs OC: X & Bids:TRFs, 2NT: Pick m or STOP
				May have 6 card m	P:♣SO/3♦: 4♠3♥/ 3♥: 4♠2-♥/ 3♠: 2-♠4♥/ 3NT: 3♠4♥	1NT-2♣-2♦-2♠: ASK-2NT: Min/3♣: 5♠+ Max/3♦: 5♦+Max	vs DBL: RDBL TRF to 2♣; m SO
				May have 5 card M	3m: INV/ 3M: m FG+ST (5/7 cards)/ 4♣: Roman Gerber	3♥: 2344 Max/ 3♠: 3244 Max/ 3NT: 33(43) Max	vs 2♣: X:STAY, System ON
					4♦•4♥: TRF to 4♥•4♠/4NT: QUANT	1NT-2♣-2♥-2♠: ASK-2NT: ♠-2-3 Min/ 3♣: ♠4 Min/ 3♦: ♠4 Ma	TEXAS, Gerber ON upto 3♣ OC
					2♣-2♦-2♥ Crawling (drop off ) STAY	3♥:♠-2-3 Max, 1NT-2♣-2♠-3♥: ♠ST, TCA, Reverse m if unpass	We often bid RDBL by opener to play
			2♦-2♥-2♠-2NT-3♣♦/3♥♦/3NT:6♦♠/6+♥♠/5 card solid r	1N-2♦/♥-4♠5♠5♦/5♠5♦5♥= Exclusion RKCB LMH			
2♣	√	0		FG	2♦:-1/ 2♥: 2/ 2♠:A+K/ 2NT: 3Ks/ 3♣: 4+CTRLs	2NT rebid by opener may have any shape & strength	
				May have fewer HCP	3♦/3♥/3♠/3NT/4♣:6+♥/♠/♦-2CTRLs/♦3+CTRLs	Acceptance by opener of resp's suit is asking CTRL (0~1/2/3/)	
				but w/shape	4♦: solid suit w/o side entry	Opener's Junmp Bid: (Semi)Solid suit, ask CTRL	
2♦	√	0		Weak 2♥/2♠ except	2NT/4♣•4♦: ASK/ASK M via TRF/ ASK to bid M	2NT: 3♣: Max, 3♣-3♦-3♥/♠, ♠♥/ 3♦/3♥: Min ♥/♠	
				4th seat 10~14 5S+4H	2♥/2♠/3♥/3♠: P/C, 4♥/4♠: To Play		
					3♠/3♦: Pupp to 3♦ & Bid, STR 1 Suit hand /mSS		
2♥	√	4		0~10 HCP (1st~3rd)	2NT: Pattern ASK	2NT: 3♣: 4♠5♥/ 3♦/3♥: 5♠4♥ Min/Max, 3♠/3N: 55 Min/Max	vs OC: 2♠/DBL: SO/ Penalty
				4+ cards in both MAJ	3♠/3♦: Puppet to 3♦ STR 1 Suit hand /mSS	4♣: 56 Min/ 4♦: 65 Min/ 4♥: 56 Max/ 4♠: 65 Max	vs DBL:Pass/2♠/2NT/RDBL:SO/SO/Play/Compete
2♠	√	0		0~10 HCP (1st~3rd)	2NT: ASK, 3m: P/C, 3♥: →3♠, ♥/♥+m, FG	2NT: 3♠/3♦: Min, 3♥/3♠: Max ♣/♦	
				♠ & a MIN	3♠/3NT: SO, 4m: P/C, 4♥: To Play, 4♠: SO	2NT-3m-4♣/4♦/4♥: INV/MIN RKCB/MAJ RKCB	
						3♥ →3♠: 3NT/4♣/4♦/4♥: ♥:FG/ ♣+♥/ ♦+♥/ ♥RKCB	
2NT				BAL (19) 20~21HCP	3♠/3♦/3♥/3♠: PUPP STAY, JTB, m STAY	After 3♥: 3♠→3NT/ 3NT: 5♠/4♣: STAY/4♦, ♥:TRF/ 4♠ ASK	vs OC: 3X: TRF, 4X: NAT, CUE : ①444
					3N/4♣/4♦/4♥: TRF, 5♣: Roman Gerber	3NT-4♣-P/4♦/4♥:SO/♥+♠/♠+♠, 4♣-4♦-P/4♥/4♠: SO/♥+♦/♠+	vs DBL: System ON, Stayman: 4 Card MAJ ASK
					2N-3♣-3♦/♥/♠/NT=either or both M/no 4M/5♠/5♥	2NT-3♦→♥/ 3♥→3♠:4♠5♠5♦/5♠5♦5♥: EXRKCB LMH	
3♣/3♦/ 3♥/3♠		6		PRE	New suit : FIR: Rebid: 0/ 3NT: 1/ Raise: 2 / Cue: 3 SUPP	4♣over3♦/♥/♠: RKC(0,1,1+Q,2,2+Q)	
					Jump in new suit asking for CTRL of upper suit (MQ)		
					3♣-4♦/3♦-4♥: ♣ / ♦RKCB	<b>SLAM BIDDING, HIGH LEVEL BIDDING</b>	
3NT				16~20 HCP,	4♣:RKCB, 4♠-4♦/4♥/4♠: Rqst RKCB/♣ RKCB/♦RKCB	RKCB (1430), Exclusion RKCB (0314)	Good Bad 4NT in competition
				6+ card semi-running min	4♦/4♥=TRF to 4♥/4♠; 4NT RKCB. Others Warp RKCB	4♦: MIN RKCB.WARP RKCB, RKCB via 3NT	Roman DOPI (X:03, P:14), DEPO
				2+cards in MAJ	4♠: ST w/SUPP, 4NT: QUANT ST, 5♠/5♦: P/C	LSC-MDA, SSR / MIN opening & single raise	Honour asking after splint / 1NT opening
4♣/4♦	√	0		Namyats (♥/♠)(1st/2nd)	1st Step = Slam Try (Ask for an uncontrolled suit/s)	CTRL location bids after TCA (Astronauts)	Various relay after strong M/m raise
4♥/4♠		6		PRE	New suit: ask for CTRL in upper suit (Mike Q)	TCA: Total CTRL ASK	Vs opp't intervation: P/DBL: 1st/2nd step
4NT				ACOL 4NT	5♣=0A, 5♦/5♥/5♠/6♣=A in the bid suit, 5NT=2As	Cue bid, interested in CTRL in upper suit (Mike Q)	