

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBF CONVENTION CARD	
OVERCALLS - General Style 7 ⁺ -17HCP, 5 ⁺ Suit, often good 4 Suit at 1 level.		OPENING LEADS	SUIT	3rd/5th	Class C  GREEN
Responses New: F1 Simple Cue: F1. Simple Cue at 3: shows support, INV ⁺ Jump Cue = mixed raise. fit jump, SPL, PRE jump raises.			N.T.	4th best	
responsive DBL ~ 4♦		SUBSEQUENT LEADS		JAPAN NCBO  Yuki Fukuyoshi Akiko Yanagisawa NAME OF PLAYER NAME OF PLAYER	
TAKE-OUT DOUBLE - General Style		CIRCLE OPENING LEADS vs. NO-TRUMPS			
Responses responsive DBL ~ 4♦. (1m)-X-(1NT)-X/2m: Penalty/Ms		Underline leads against suit contracts if different		SAME LEADS IF OUR SIDE SHOWED SUIT YES NO	
See space for "Speical" DBL elsewhere in this card		AK (AKx) KQ (KQx) QJ (QJx) J10 (J10x) 10x (109)			
1NT OVERCALL		AKJ10x (AKJ10x) KQJx (KQJx) KQ10x (KQ10x) K109 (K109)			
2nd POS 15-18 ⁺ , system on.		AJx (AJx) Kx (Kx) Qx (Qx) Jx (Jx) 10x (10x) 9x (9x)			
4th POS 12-15 ⁺ , system on.		KJx (KJx) Kxx (Kxx) Qxx (Qxx) Jxx (Jxx) 10xx (10xx) 9xx (9xx)			
JUMP OVERCALL PRE except BAL position.		Kxx (Kxx) Kxx (Kxx) Q109x (Q109x) Jxx (Jxx) 10xx (10xx) 9xx (9xx)			
BAL position 2NT: 18-19HCP.		SIGNALS WHEN FOLLOWING OR DISCARDING			
Responses 2NT: Ogust.		USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE BRACKET THE SIGNALING SYMBOL WHEN RARELY USED			
UNUSUAL NT Unusual 2NT for 5-5 ⁺ in 2 lower unbid suits.		CARDS		HIGH	LOW
DIRECT CUE-BID Michaels		SUIT	On partner's lead	DS2	ES1
STYLE (1m)-2m-(P)-2NT/3♠/3♦/3M: NAT/♥INV/♠INV/to play. (1♥)-2♥-(P/2♠)-2♠/DBL: ♠ sup.. -2NT: ASK, opening value. → 3♣/♦: bad hand♣/♦ 3♥/♠: good hand♣/♦ -3♣: ms, P/C -3♦: ♠ sup, INV ⁺ -3♥: stopper ASK			On declarer's lead	S2	S1
Jump CUE Western Cue; Ask for Stop		N.T.	Discarding		
VS. Strong NT OPEN DBL: any one suiter		SIGNALS IN TRUMP SUIT			
2♣: ♣+another; 2♦: ♦+M; 2♥: Ms.		Trump suit preference.			
VS. Weak-mini NT OPEN DBL: penalty.		SIGNALS IN NT			
2♣=any one-suiter; 2♦=Ms; 2M: M and unknown minor.		Smith Echo by both defender (reversed signal).			
VS. PREEMPTS		SPECIAL, ARTIFICIAL AND COMPETITIVE DBL			
Lebensohl applies after DBL of 2♦/♥/♠ open.		T/O DBL			
Leaping Michaels.		(1x)-DBL-(any)-1y; (bid)-2b: 4 ⁺ Sup, no extra strength.			
3/4♦ over Weak 2♦: stopper ASK/Micheals.		(1x)-DBL-(any)-1y; (P)-2b: 4 ⁺ Sup, extra strength.			
VS. ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS		Negative DBL ~ 4♦			
DBL: Majors; 1NT: minors.		Responsive DBL ~ 4♦			
OVER OPPONENTS' TAKE-OUT DOUBLE		Support DBL/RDBL ~ 2♥ always 3Sup.			
New suit at 1/2: F1/NF. fit jump.		(applies any non-jump suit response up to 2♦)			
2M/2M-1 after 1M open: 3 ⁺ Sup., 0-6/7-9.		Maximal Overcall DBL			
2NT: limit raise / PRE raise to 1M/m open (Flip Flop)		Honor Doubleton support:			
RDBL: denies strong fit.		(1any)-Overcall-(bid)-DBL/RDBL: Hx support			
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed		SPECIAL FORCING PASS SEQUENCES			
		PSYCHICS : rare			
		2013/3/29 :update			
		IMPORTANT: All text must be typewritten or block letters			
		IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE			

Opening	TICK IF ARTIFICIAL MIN. NO. OF NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION
1m	3	4♦ 3 ⁺ m.	Major first. 1NT after 1♣/1♦: 8-10/6-9. Inverted raise. PRE jump raises. 1♦-3♣: NAT, INV. SPL raise. weak jump shift at 2 (NPH). fit jump (PH).	Short suit game try after M fit. Help suit game try after M fit. Two way checkback after 1X-1Y-1NT. 2♣: ART, TRF to 2♦, INV or to play 2♦. 2♦: ART, FG. Fourth suit forcing After structured reverse opener's suit: support, FG. 2NT (if lower/higher than 4th suit): ART, weak/BAL, FG. 4th suit (if lower/higher than 2NT): ART, weak/ART, FG. Bad 2NT by opener after 1-level response or negative X.	<vs overcall (OC hereafter)> Limit Raise ⁺ Cue PRE Jump Raise Jump Shift = Fit Jump. Dbl Jump / Jump Cue = SPL. Good-bad 2NT by opener. <vs jump OC below «1 under our 3M»> CUE: FG raise, 0-1 their suit. Lowest "fit jump": FG raise, 2 ⁺ in their suit. ("fit jump"=jump in a new suit) Other "fit jump" below 4M: SPL. <vs 1NT OC> Hamilton. <vs Unusual NT OC> Hi/Lo CUE (Hi=support). <vs Micheals to our 1M open> DBL: single raise hand Cue their M OR 3♦: INV ⁺ raise. 2NT/3♣: TRF to 3♣/♦
1M	5 (4)	4♦ 5 ⁺ M. [3rd/4th seat] 4 ⁺ M.	(A) 1NT: F1. (B) 2N: 4 ⁺ sup, GF (either 16+ BH or 13+ UB) (C) 3C: 4 ⁺ sup, Bergen raise. (D) 3D: 4 ⁺ sup, INV. (E) 3N: 4 ⁺ sup, BH 13-15 (F) SPL raise. (H) Reversed Drury (PH). (I) Fit jump (PH).	(B) 3 level: short suit 4 level: 2nd (good) suit	
1NT	3♣	14 ⁺ 17, BAL, may have 5M.	Stayman. Jacoby TRF with Walsh ♦. minor suit Stayman. 2NT: TRF to 3♣. 3m: NAT, INV. 3M: 5440 or 4441, short M, 4oM, GF. Gerber1430. Texas TRF.	Smolen TRF. 1NT-2♦; 2♥-2♠: ♦suit, strong. 1NT-2♦; 2♠-2NT/Others: ♦suit, strong/♥ suit, any strength.	<vs. 2♣ OC> DBL: Stayman; Others: system on. <vs. NAT OC> DBL of OC at 2 and 3: negative. New at 3: 5 ⁺ card. Lebensohl (slow shows stopper). Texas TRF applies through 3♣. <vs. penalty DBL>: DONT escape. <vs. conventional DBL>: system on. <vs. DBL of Stayman 2♣> 2♦: 5 ⁺ ♦. RDBL: suggest to play there. <vs. DBL of Jacoby TRF> Pass: 1-2Sup. → RDBL: re-TRF.
2♣	0	ART, strong.	(A) 2♦: ART waiting, guarantees an A, a K or 3Q. (B) 2♥: ART weak. (C) 2NT: ♥ suit.	(A) 2♥: ♥ suit or NT, TRF to 2♠. → 2♠ → 2NT/3NT/Others: 24-25 BAL/ 26-27 BAL/ ♥ suit.	<vs. lead showing DBL of 2♣ open> RDBL: suggest to play 2♣ RDBL. Pass: super negative.
2♦/ ♥/♠	6 (5)	Weak, 6-10HCP	(A) 2NT after 2♦ open: asks Feature. (B) 2NT after 2M open: Ogust.	(B) 3♣/♦: minimum, bad/good trump. 3♥/♠: maximum, bad/good trump.	2♦: waiting.
2NT		20-21. may have 5M.	(A) 3♣: Stayman. (B) 3♦: Jacoby TRF with GF Walsh for m relay. (C) 3♥: Jacoby TRF. (D) 3♠: mss. (E) 4♣: RKC Gerber. (F) 4♦/♥: Texas TRF.	(B) 3♥-3♠: Walsh realy, slam interest with long minor.	<vs. other DBLs> RDBL: super Neg. <vs. OC> DBL: super negative.
Suit at 3	7 (6)	PRE.			
3NT		Solid minor. 4♣=P/C. 4♦=ASK S/S. 4M=NAT. 4NT=length ASK	HIGH LEVEL BIDDING		
			◆ RKC Blackwood 4NT (1430)	◆ 4minor RKCB (1430): step response.	◆ 5NT: grand slam force.
			Trump Q ASK after RKC: 1step denies the Q.	◆ non-serious 3NT.	◆ DOPI/ROPI below 5♠.
			Outside K ASK after RKC: positional ASK. (lmh)	◆ RKC Gerber 4♣ (1430)	◆ DEPO/REPO from 5♠ or above.
			2nd inquiry after K ASK: bid 7 with K in the suit.	◆ 5♣ Super Gerber after 2NT open.	◆ Exclusion RKCB (0314).

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALL (Style; Responses; 1/2 level; Reopening)
1 level: Good 4-cards possible; 2-level: Sound
RESP: Jump raise=PRE
New suit after 1-level O/C=NF
2-level O/C=F1
CUE=3-SUPP, INV+
Jump CUE=4+SUPP, INV+ 7-9
1NT OVERCALLS (2nd/4th Live; Responses; Reopen)
2nd/4th: 14-17HCP; As over 1NT open
Reopen=12-17(18-)HCP; 2♣=asking 2♦♥♠(min)2NT=max
Reopen 2NT=19-21HCP
JUMP OVERCALL (Style; Responses; Unusual NT)
1-Suit: Weak except unfavorable
RESP: 2NT=OGUST
2-Suit: 2NT=Unbid Lower 2--Suiter
REOPEN:
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
MICHAELS CUE
(1m)-2m=Ms
(1M)-2M=OM+m
(1x)-3x=STOPPER ASK
VS. NT (vs. Strong / Weak; Reopening; PH)
MutliLandy
2♣=Both M: RESP: 2♦=Ask better M
2♦=M 2NT=F1; 3m=NF
2♥=♥+m: 2NT=ASK m; 2♠/3m=NF
2♠=♠+m: 2NT=ASK m; 3m/3♥=NF
VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)
LEB after (WK2)-DBL-(P)-
LEAPING MICHAELS
VS. ARTIFICIAL STRONG OPENINGS
Vs.1♣:DBL=♦&♥or♣&♠,1♦=♣&♦or♥&♠, 1NT=♣&♥or♦&♠
Vs.2♣:DBL=♦&♥or♣&♠,2♦=♣&♦or♥&♠, 2NT=♣&♥or♦&♠
OVER OPPONENTS' TAKEOUT DOUBLES
New suit=F1 at 1-level
1m/M-(DBL)-2NT=PRE raise / L/R

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd=even;low=odd		
NT	4th	low from xxx if not raised	
subseq			
Other:			
LEADS			
LEAD	Vs. Suit	Vs. NT	
Ace	AKx(+); AK; ASK ATT	STR HOLDING UB/CT	
King	AKx(+); KQx(+); ASK Count	AK(+); KQx(+); Kx	
Queen	QJx(+); QJ; Qx	QJ(10/9)(+); AQJ(+); KQ109(+)	
Jack	J10x(+); KJ10x(+); J10; Jx	J10(9/8)(+); HJ10(+)	
10	H109x(+); 109x(+); 109; 10x	109(8/7)(+); H109(+)	
9	9x	9x;	
Hi-x	Sx; HxSx; HxSxxx; xxSx	Sx; Sxx; SXXS;	
Lo-x	HxS; HxxxS; xxS	HxxS; HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=DISCRG	Hi/Lo=Odd	Hi=DISCRG
Suit 2	Hi/Lo=Odd	S/P	S/P
3	S/P		
1	Hi=DISCRG	Hi/Lo=Odd	Hi=DISCRG
NT 2	Hi/Lo=Odd	S/P	S/P
3	S/P		
Signals (including Trumps):			
Reverced SMITH against NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
can be light if good shape			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG DBL thru 4♥			
RESP DBL thru 4♥			
SUPP DBL thru 2♥ SUPP REDBL			
HONOR RDBL			
SNAP DRAGON COMP DBL			
MAXIMAL O/C DBL			
LIGHTNER DBL			
POSITIVE SLAM DBL			

WBF Convention Card

CATEGORY: Natural-GREEN 28-Mar-13

NCBO: JAPAN EVENT: Women

PLAYERS: Kyoko Shimamura Makiko Sato

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-cards M 1NT=F1
2/1=FG
1NT Opening: 14+-17HCP BAL
2 OVER 1 Response: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦=WK♥&♠
3NT=PRE in m
4♣/♦=NAMYATS 8(.5) playing tricks in ♥/♠
1m-(1NT)-2♣/♦/♥/♠=Ms/♥/♠/ms
1M-(1NT)-2♣/♦=♣/♦+OM
1M-(2NT)-3♣/♦=OM / L/R+
1♦-(2NT)-3♣/♥=L/R+ / ♠
1♠-(2NT)-3♦/♥=L/R+ / ♠
1m-(2m=Ms)-2♥/♠=om / L/R+
SPECIAL FORCING PASS SEQUENCES
When we DBL(=PEN) OPPT's 1NT opening, we are in a force thru 2♥
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Lebensohl
(1A)-P-(1B)-2A/B=NAT
1m-(1♥)-X/1♠=4+♠/3-♠
PSYCHICS: Rare

				JAPAN			
OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION
1♣		3	4♥	11-21pts	1♦=may be Short; 1M=Bypass 1♦ 1NT=8-10HCP, BAL; 2♣=INVERTED; SPL 2♦/♥/♠=Good 6+suit or good 5+suit w/ ♣ SUPP 2NT=13-15HCP or 18+, BAL; 3NT=16-17HCP, 3334 or 3343 TRF after rebid 2NT	1♣-1M-1NT-2♣/♦=PUP 2♦, INV / Checkback, FG Bad 2NT by opener 1♣-1♥-1♠-2♣/♦=PUP 2♦, INV / Checkback, FG 1♣-1♠♥-4♣/♠♥=BAL 18+ ♠♥4 / ♣6+♠♥4 UNBAL Structured Rereced rebid2M=5+F1/3M=Good6+FG/4thSuit=ART.F1	Fit Jump
1♦		3	4♥	11-21pts	1NT=6-10HCP; NT=13-15HCP or 18+, BAL; 3NT=16-17HCP 2♦=INVERTED; 2♣=FG; 2♥/♠=Good 5+suit 3♣=6+suit, INV; SPL TRF after rebid 2NT	1♦-1M-1NT-2♣/2♦=PUP 2♦, INV / Checkback, FG Bad 2NT by opener 1♦-1♥-1♠-2♣/♦=PUP 2♦, INV / Checkback, FG 1♦-1♠♥-4♦/♠♥=BAL 18+ ♠♥4/♦5+♠♥4 UNBAL	Fit Jump
1♥		5	4♦	11-21pts, 5+cards	1NT=F1; 2/1=FG; Jacoby 2NT 1♠=4+	Help suit G/T	Drury Fit
1♠		(4)	4♥	4+cards in 3rd/4th seat	3♣/♦= 3+ I NV+/4+INV 3♥=♥6+INV 3NT=4+SUPP; SPL TRF after rebid 2NT	1M-2NT-3x/3NT/4x=S/S / 6+suit / Good 5+suit 1♦-1♠-1NT-♣/♦=pupp 2♦, INV / Checkback, FG 1m-1M-1NT-2NT=pup3♣	3♣=NAT, INV 2NT/3♦/3♥= ♣/♦/♥=Fit Jump
1NT			3♠	14+-17HCP, BAL may have 5M or 6m	2♣=STAY may not have 4-card M 2♦/♥=♥5+ or m S/T / ♠5+ 2♠=♣S/O,STR, ♣5+ & M4+ 2NT=♦S/O,STR, ♣5+ & M4+ /m'S 4♦/♥=Texas TRF 3♣=pup, 3♦=♦short 3♥/♠=♥short/♠short with ♥ 4♣=Gerber	1NT-2♣-2♦-2♥/♠=4-4M WK/♠5 & ♥4INV 1NT-2♣-2♥-2♠=4-card ♠ & min WK 1NT-2♣-2M-3OM/4♣♦=4+SUPP, FG, UNBAL / BAL / RKC 1NT-2♣-2♦-3♥/♠=5-4/4-5 FG 1NT=2♥-2♠-3♥=M5-5 INV 1NT-2♣-2♦-3♣/♦=M4&♣S/O,M4&♦INV 1NT-2♦-2♥-2♠=♥5&♠4INV	
2♣	✓	0		ART/STR or 22+BAL	2♦=Waiting; 2NT=m's 2♥/♠/3♦/3♣/=NAT,8+HCP, Good ♥/♠/♦/♣	2♣-2♦-2NT/3NT=24-25/running min To play, may not BAL Kokish Rela 2♣-2♦-2♥-2NT/3♣/3♦=m's weak ~3pt/♥5&m 2♣-2NT=GF m's 2♣-2♦-3♣-3♦=M ask 2♣-2♦-2♥-2♠-2NT/4NT=22-23/28-29 2♣-2♦-3♥/3♠=♦&♥4+/♦&♠4+	
2♦	✓	0		WK♥&♠	2NT=ASK	2NT-3♣/♦/♥/♠/3NT=MIN/♥≥♠(med)/♠>♥(medn)/♥≥♠(Max)/♠>♥(Max) 2♦-2N-3♣-3♦/♥/♠=ask/so/so 2♦-2N-3♣-3♦-3♥/♠/NT=♥=♠/♥>♠/♠<♥	
2♥/2♠		5		WK5+♥/♠	2NT=Feature; New Suit=F1		
2NT				20-21HCP BAL may have 5M	3♣= STAYMAN 3♦/♥=♥5+ or m S/T / ♠5+ 3♠=m STAY 4♦/♥=TEXAS TRF Walsh Relay	2NT-3♥-3♠-4♥=M's 2NT-3♣-3♦-4♥/♠=M's S/T/Slam 2NT-3♣-3♥/♠-3♠/4♥=♥ST/♠S/T	
3x		6		PRE			
3NT	✓			PRE in m	4♣=P/C; 4♦=M ASK; 4♥/♠=To Play 4NT=slam ask	HIGH LEVEL BIDDING	
						RKCB (1430)	
4♣	✓			Namyats ♥ 8or8.5Trick	4♦=TRF4♥	Voidwood(0314)	
4♦	✓			Namyats ♠ 8or8.5Trick	4♥-TRF4♠	Grand Slam Force	
4x		7		PRE		DOPI; ROPI; DEPO (5♠ or Higher)	
4NT	✓			66+ms Pre.			

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALL (Style; Responses; 1/2 level; Reopening)
1 level: Good 4-cards possible; 2-level: Sound
RESP: Jump raise=PRE
New suit after 1-level O/C=NF
2-level O/C=F1
CUE=3-SUPP, INV+
Jump CUE=4+SUPP w/ Shape, INV+
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)
2nd/4th LIVE: 15-17HCP; As over 1NT open
Reopen=12-14(15)HCP; As over 1NT open
Reopen 2NT=19-21HCP
JUMP OVERCALL (Style; Responses; Unusual NT)
1-Suit: Weak except unfavorable
RESP: 2NT=OGUST ASK, 3♣=S/S ASK
2-Suit: 2NT=Unbid Lower 2--Suiter
REOPEN:
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)
MICHAELS CUE
(1m)-2m=Ms
(1M)-2M=OM+m
(1x)-3x=STOPPER ASK
VS. NT (vs. Strong / Weak; Reopening; PH)
DBL=PEN (m 1 suiter when DBL by Passed hand)
2♣=Majors; 2♦=ASK
2♦=Major 1 suiter; 2♥=P/C
2♥=♥+m: 2NT=ASK m; 2♠/3m=NF
2♠=♠+m: 2NT=ASK m; 3m/3♥=NF
VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)
LEB after (WK2)-DBL-(P)-
LEAPING MICHAELS
VS. ARTIFICIAL STRONG OPENINGS
DBL=♦ or Ms, NT=♣ & ♥ or ♦ & ♠ (3NT=to play)
1/2/3/4♦=♥ or ♠+♣
1/2/3/4♥=♠ or ms
1/2/3/4♠=♣ or ♦+♥
OVER OPPONENTS' TAKEOUT DOUBLES
New suit=F1 at 1-level
1m/M-(DBL)-2NT=PRE / Limit raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd=even;low=odd		
NT	4th	low from xxx if not raised	
subseq			
Other:			
LEADS			
LEAD	Vs. Suit	Vs. NT	
Ace	AKx(+); AK; ASK ATT	STR HOLDING UB/CT	
King	AKx(+); KQx(+); ASK Count	AK(+); KQx(+); Kx	
Queen	QJx(+); QJ; Qx	QJ(10/9)(+); AQJ(+); KQ109(+)	
Jack	J10x(+); KJ10x(+); J10; Jx	J10(9/8)(+); HJ10(+)	
10	H109x(+); 109x(+); 109; 10x	109(8/7)(+); H109(+)	
9	9x	9x;	
Hi-x	Sx; HxSx; HxSxxx; xxSx	Sx; Sxx; xSx; xSxS; 98xx	
Lo-x	HxS; HxxxS; xxS	HxxS; HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi=DISCRG	Hi/Lo=Odd	Hi=DISCRG
	2 Hi/Lo=Odd	S/P	
	3 S/P		
NT	1 Hi=DISCRG	Hi/Lo=Odd	Hi=DISCRG
	2 Hi/Lo=Odd	S/P	
	3 S/P		
Signals (including Trumps):			
Reverse SMITH against NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Scrambling 2NT			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG DBL thru 4♥; 1m-(1♥)-Dbl=4+♠, 1m-(1♥)-1♠=0-3♠			
RESP DBL thru 4♥			
SUPP DBL thru 2♥			
HONOR RDBL			
SNAP DRAGON COMP DBL			
MAXIMAL O/C DBL			
LIGHTNER DBL			
POSITIVE SLAM DBL			

WBF Convention Card

CATEGORY: Natural-GREEN

26-Mar-13

NCBO: JAPAN EVENT: Women

PLAYERS: Kyoko SHIMAMURA Natsuko NISHIDA

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-cards M
1NT/1M=F1
2/1=FG
1NT Opening: (11)12-14HCP BAL
2 OVER 1 Response: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦=WK55(4) Ms
3NT=PRE in m
4♣/♦=NAMYATS 8(.5) playing tricks in ♥/♠
1m-(1NT)-2♣/♦/♥/♠=Ms/♥/♠/ms
1M-(1NT)-2♣/♦=♣/♦+OM
vs Specified two suiter O/C: Lower CUE=Lower suit, Higher CUE=Higher suit
1M-(2NT=ms)-3♣/♦=♥/♠ (L/R+ when opener's suit)
1♦-(2NT=♣&♥)-3♣/♥=♦ L/R+♠
1m-(2m=Ms)-2♥/♠=♣/♦ (L/R+ when opener's suit)
SPECIAL FORCING PASS SEQUENCES
When we DBL(=PEN) OPPT's 1NT opening, we are in a force thru 2♥
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Lebensohl
Rubensohl after 1NT-(?)-, 1M-(Dbl)-, 1♥-(2♣)-, 1♠-(2♥)-
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU	Kyoko SHIMAMURA		Natsuko NISHIDA	JAPAN	26 Mar 2013
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING	
1♣		3	4♥	11-21pts	1♦=may be 3-cards; 1M=May bypass 1♦ 1NT=8-10HCP, BAL; 2♣=INVERTED; SPL 2♦/♥/♠=Good 6+suit or good 5+suit w/ ♣ SUPP 2NT=13-15 or 18+HCP, BAL; 3NT=16-17HCP, 3334 or 3343	1♣-1M-1NT-2♣/♦=PUP 2♦, INV / Checkback, FG Bad 2NT by opener 1x-1y-2NT-?=TRF		
1♦		3	4♥	11-21pts	1NT=6-10HCP; 2NT/3NT=11-12/13-15HCP, BAL 2♦=INVERTED; 2♣=FG; 2♥/♠=Good 5+suit 3♣=6+suit, INV; SPL	1♦-1M-1NT-2♣/2♦=PUP 2♦, INV / Checkback, FG Bad 2NT by opener		
1♥		5	4♦	11-21pts, 5+cards	1NT=F1; 2/1=FG; Jacoby 2NT	Help suit G/T	Drury Fit	
1♠		(4)	4♥	4+cards in 3rd/4th seat	3♣/♦=4+SUPP 6-9 / I NV; 1♠-3♥=6+♥ NF 3NT=4+SUPP; SPL	1M-2NT-3x/3NT/4x=S/S / 6+suit / Good 5+suit 1M-1NT-2NT-?=TRF; 1♥-1♠-3NT=4522, 19-20HCP	3♣=NAT, INV Fit jump (2NT=♣)	
1NT				(11)12-14HCP, BAL 5♥ possible	2♣=STAY may not have 4-card M 2♦=Jacoby TRF or WALSH; 2♥=Jacoby TRF or 55 m's; 2♠/2NT=5+♣/♦, WK or STR; 3♣=PUPPET STAY 3♦/♥/♠=SPL 4♣=Roman Gerber; 4♦/♥=Texas TRF	1NT-2♦/♥-2♥/♠-4♥/♠=Mild slam interest; Auto SPL after STAY and TRF 1NT-(Dbl)-Pass=PUP RDBL (to play or escape w/ touching suits); -Rdbl=PUP 2♣ then Pass=♣; 2♦=♦+♠; 2♥=♥+♠; 2♠/2NT=FG (3/2 suiter) -2♣=♣+♥/♠; 2♦♥♠=NAT, S/O; 2NT=♣, INV+; 3m/♥=TRF, INV+; 4♦/♥=Texas TRF		
2♣	✓	0		ART/STR or 22+BAL	2♦/2♥/2♠/2NT/3♣...=0-1/2/3/3(3K)/4/5...CTRLs	2♣-2♦♥-2NT=24+HCP Semi-BAL (As for 2NT open) Kokish Relay		
2♦	✓	0		0-12HCP 55Majors (May open 4♠5♥ w/ 5+HCP in Ms)	2♥/♠=S/O; 2NT=ASK; 3♣=S/O; 3♦=NAT INV; 3♥/♠=INV; 3NT=To play	2♦-2NT-3♣=MIN → 3♦=ASK → 3♥=♠>=♥, 3♠=♥>=♠ -3♦=♥>=♠ MED; -3♥=♠>♥ MED -3♠=♥>=♠ MAX; 3NT=♠>♥ MAX		
2♥/2♠		5		Weak 5+suit	2NT=OGUST ASK			
2NT				20-21HCP BAL may have 5M	3♣=STAY; 3♦=Jacoby or Walsh; 3♥=Jacoby TRF; 3♠=m STAY; 4♦/♥=Texas TRF	Smolen TRF 2NT-3♦-3♥-3♠=Walsh (S/T in m)		
3x		6		PRE				
3NT	✓			PRE in m	4♣=P/C; 4♦=M ASK; 4♥/♠=To Play New suit=CTRL ASK			
HIGH LEVEL BIDDING								
4♣/4♦	✓			NAMYATS; 8(.5) playing tricks in ♥/♠	4♦/4♥=PUP 4♥/4♠ → New suit=CUE New suit=CTRL ASK	RKCB (1430) Voidwood (03/14)		
4♥/4♠		7		PRE		6 Key card Blackwood (1430)		
4NT	✓			66+ms		Super Roman Gerber / Roman Gerber (14/03/2MIN/2MAX) Grand Slam Force DOPI; ROPI; DEPO 4♣/4♦ after minor fit=Slam Try / RKCB		

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Responses:Cue=F1:New suit=almost F1:
Jump cue=Mixed raise:New suit Jump=fit showing
Jump raise=Preempt:Honor Rdbl
inBAL pos:same direct position
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd pos:15~18HCP all system on
4th pos:12~17HCP system on
4th pos: 2NT=20~21HCP :
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: weak
Response 2NT=feature: New suit=F1:cue=F1
Unusual 2NT=minor/2lower T/O
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Michael'S cue for Major or M+m(2NT asks m)
Jump cue =asks for stopper in the suit w/running minor
VS. NT (vs. Strong/ Weak; Reopening; PH)
vs Strong=DONT/ vs Weak=Helm's2:*
2♣=♣+higher suit:2♦=any 2suiter:2♥=Majors
2♠=weak♠:2NT=minors:3NT=Majors:DBL=any 1suiter
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Lebensohl vs weak2
Leaping michael's 4♣/♦=other Majhor+♣/♦
4NT=T/O in high level competition
vs weak2 -4♥/♠=strong minor T/O
vs weak2 -4NT=weak minor T/O
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣=exclusion T/O
OVER OPPONENTS' TAKEOUT DOUBLE
1M-Dbl-2NT=Limit raise or better
1m-DBL-2NT=Preempt: Jump raise=10+value J/S in other minor=FG:
New suit=Natural F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd/Lowest	3rd/Lowest	
NT	4th	4th	
Subseq	same as above	same as above	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+):Axxx(+):AKx(+):Ask Attitude	AKQJxx:AKJTxx:AJJT	
King	Kx:AK:KQx(+):Ask count	AKx:AKT(+):KQx(+)	
Queen	QJx:QJT:AJJT:Qx	KQT9(+):QJTxx(+):Qx	
Jack	Jx:KJTxx(+):	KJTxx(+):AJT(+):JT9x:	
10	HT9x:T9:	HT9x(+):T98x(+):	
9	9x:987(+):	xSx:Sx:	
Hi-x	Sx:	xSx:Sx:	
Lo-x	xxxS:xxx:	HxxSx:xxxSx:	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 High=E:Low=D	High=E:Low=D	High=E:Low=D
	2		
	3		
NT	1 High=E:Low=D	High=E:Low=D	High=E:Low=D
	2		
	3		
signal in trump suit:ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Shape oriented:Cue bid=F1			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Negative thru 4♦:Maximal thru 3♠:Competitive thru 3♥:			
Responsive thru 3♣:Support Dbl/Rdbl thru 2♥			
Lightner Dbl:Honor Rdbl			
4th suit Dbl(Snapp dragon) thru 3♥ with 10pts value			

WBF Convention Card
♠ ♥ ♦ ♣
Category: <u>Green</u>
NCBO: <u>87429/JAPAN</u> EVENT: <u>WOMEN</u>
PLAYERS: <u>Michiko Ohno</u>
<u>Natsuko Nishida</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5cards Major:1NT response to Major opening F1
Open light if UNBAL:PRE=Light:4SF=FG
1NTOpening=14+~17 BAL
2over1 Response:FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣:Artificial strong
2♦:mini Multi 3~0points(weak2 Major) 3~9points
2♥:5Major+5(4)minor 3~9points
2♠:5Major+5(4)minor 3~9points
3NT:Broken minor (4♣=P/C: 4♦=Major ask)
Fit showing Jump resp to partner's O/C & 1M by PH
Weak Jump raise in competition & partner's O/C
Competitive cue =Limit raise or more
Competitive 2NT=Limit+Major/Preemptive minor
Lebensohl after 1NT opeing/vs Weak2 opeing/Partner's DBL
Escaping from 1NT Dbl=as DONT
After opener rebid 1NT:2way checkback
Structured Reverse
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Vs Unusual 2NT:Low Low cue bid
Vs Michael's cue :Low Low cue bid
after pass sandwich NT:1♣-P-1♦-2♠-♥>♠2♦-♥<♠
PSYCHICS: rare



OPENING	TICKET	ARTIFICIAL	OF MINOR CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣			3	4♥	10-20HCP:3cards	1NT=5~9:2NT=INVI:3NT=12~15HCP: 1m-2m=FG(LSSC*(1)criss cross limit raise:	4th suit F1 at 1level: 4th suit FG at 2level 2way checkback : ov O.C.invertedminor off	after pass inverted minor (off cirsscros limit)
1♦			3	4♥	same as above	same as above	cue bid=Limit raise+ sameas above	sameas above
1♥			5(4)	4♦	10~20HCP:5+cards in 1st/2nd 4+cards in 3rd/4th pos.	1NT=F1:Dbl raise=Weak:3♣/♦=3/4cards Limit 2NT=4+cards/16+pts:3NT=4cards 12~15pts.	Major rebid 6+cards by opener:Help suit gme try Ogust game try*(4) Truscott 2NT after competition Bad4NT	reverse drury Fit showing JUMPS 1M-2N/3♣=fit jump/♣INVI
1♠			5(4)	4♦	same as above	same as above	same as above	same as above
1 NT				3♣	Balanced 14+~17HCP	Jacoby:Texas:2♣=MSS*(2):Smolen:Delayed Texas 2♣=stayman promise4cards in the Major 2♦=Jacoby or Walsh relay*(3):2♥=Jacoby	1N-2♣-2♦-2M=4M&5OMINVI+ 1N-2♣-2♦-3♥/3♣=55Ms,INVI/FG 1N-3♥/3♣=4144/1444	
2♣	✓				artificial strong	2♦=waiting Kokish relay****	2♣-2♦2N=24~25HCPsystem on:after kokish relay 2NT=22~23HCP:3NT=26~27HCP	
2♦					mini MULTI (weak2 Major) 3~9HCP	2♥/2♠=P/C 3♣/3♦=constructive Non forcing 2NT=asks	2♦-2♠ 2NT=mini 3♣=Midium 3♦=Maximum 2♦-2NT 3♣=mini 3♦=♥midium ♥ 3♥=♣midium 3♠=♥Max 3N=♠Max	
2♥					5Major+5(4)minor 3~9HCP	2NT ask 3♣/4♣=P/C 3Major raise=Bar Not invi	2M-2N 3♣=♣mini3♦=♦mini 3♥=♣Max3♠=♦Max	
2♠					same as abive	same as above	same as above	
2 NT				3♣	20(19)~21HCP balanced	Jacoby:Texas:Smolen:Walsh relay		
3 bids			6+		Preempt	New suit=F1		
3NT					Broken minor	4♣=P/C:4♦=Major ask		
4♣			7+		Natural:Pre			
4♦			7+		Natural :Pre			
4NT					ACOL Ace ask	5♣=No Ace:5♦/♥/♠=Ace i n the suit :5NT=2aces	HIGH LEVEL BIDDING	
							RKC=1403:DEPO:DOPI:ROPI Exclusion void wood 0314 6Key cards RKCB	

SUPPLEMENTAL NOTES: OHNO 6 NISHIDA

SUPPLEMENTAL NOTES*NISHIDA&OHNO

NCBO:JAPAN

Player Natsuko Nishida & Michiko Ohno

<Note **1> Inverted minor raise (1m-2m=Forcing game) (1♣-2♦/1♦-3♣=INVI)
L.S.S.C. ask Length: Strength: Shortness: Control

1m-2m 1st step= Length ask
2nd step=Strength ask
3rd step=Shortness ask(case by case)
4th step=Control ask(only 18+hcp in responder's hand)

<Note **2> Over 1NT

1NT-2♠=minor suit ask (1) minor 1suiter (2) good hand 5/5in the minor

1NT-2♠ 2NT=♣<♦

3♠=♠>♦

1NT-2♠

2NT/3♠-3♥/3♠=short in ♥/♠

1NT=2NT=INVITATION

1NT-3♥=4144

1NT-3♠=1444

1NT-2♦

2♥-2♠=sing off

<Note **3> Walsh relay

1NT-2♦

2♥-2♠

2NT-3♠/♦=6♣/6♦ w/1top honor

-3♥/3♠=6♣/6♦ w/2top honor

<Note **4>Major raise

1M-2M

2NT =Ogust game try

-3♣=3cards minimum

-3♦=3cards maximum

-3♥=4cards minimum

-3♠=4cards maximum

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Responses:Cue=F1:New suit =almost F1:
Jump cue=Mixed raise:New suit Jump=fit showing
Jump raise=Preempt:Honor Rdbl
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd pos:15-18HCP all system on:
4th pos vs 1m-P-P-1N=12~14HCP system on
vs 1M-P-P-1NT=12~17HCP
P-2♣=check the strength 2♦/♥/♠=12~14 2NT=15~17
4th pos 2NT=18~20HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style:Weak
Response; 2NT=feature:New suit=F1:cue=F1
Unusual 2NT;minor/2lower T/O
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Michael's cue for Major or M+m(2NT asks m)
Jump cue=asks for stopper in the suit w/running minor
VS. NT (vs. Strong/ Weak; Reopening; PH)
vs Strong NT=DONT vs weak NT=Helm's2
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Lebensohl vs weak2
Leaping Michael's 4♣♦=other Major+♣♦
4NT=T/O in high level cometition
vs weak2 4♥♠=strong minor T/O
vs weak2 4NT=weak minor T/O
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣=exclusion T/O
OVER OPPONENTS' TAKEOUT DOUBLE
1M-Dbl-2NT=Limit raise or better
1m-DBL-2NT=Preempt:3m=10pts w/support
New suit=Natrual F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd/Lowest	3rd/Lowest	
NT	4th	4th	
Subseq	same as above	same as above	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+):Axxx(+):AKx(+)	AKQJxx:AKJTx:AQJT	
King	Kx:AK:KQx	AKx:AKTx:KQx(+)	
Queen	QJx:QJT:AQJx(+):Qx	KQT9(+):QJTx(+):Qx	
Jack	Jx:KJTx(+):	KJTx(+):AJT(+):JT9x	
10	HT9x:T9:	HT9x(+):T98x(+)	
9	9x:987(+)	xSx:Sx:	
Hi-x	Sx	xSx:Sx:	
Lo-x	xxxS:xxx:	HxxSx:xxxSx:	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 High=E:Low=D	High=E:Low=D	High=E:Low=D
	2		
	3		
NT	1 High=E:Low=D	High=E:Low=D	High=E:Low=D
	2		
	3		
signal in trump suit:ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Negative thru 4♥:Maximal thru 3♠: Competitive thru 3♥:			
Responsive thru 3♥:Support DbI/Rdbl/ thru 2♥:			
Lightner Dbl:Honor Rdbl:			
4th suit Dbl(Snapp dragon) thru 3♥ with 10pts value			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Negative thru 4♦:Maximal thru 3♠:Competitive thru 3♥:			
Responsive thru 3♠:Support DbI/Rdbl thru 2♥:			
Lighter Dbl:Honor Rdbl:			
4th suit Dbl(Snapp dragon) thru 3♥ with 10pts value			

WBF Convention Card
♠ ♥ ♦ ♣
Category: <u>Green</u>
NCBO: <u>87429</u> EVENT: <u>NEC</u>
PLAYERS: <u>Michiko Ohno</u>
<u>Yuki Fukuyoshi</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5cards Major:1NT response to Major opening F1
Open ligh if UNBAL:PRE=Light :4SF=FG
1NT opening =14+~17BAL(may have 1444)
2over 1 Response =FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣=artificial strong
2♦=♦suit strong/♦suit+Major4+strong/Balanced 25+HCP
2♥=weak2 ♥suit 6-10HCP
2♠=weak2 ♠suit 6-10HCP
3NT=Gambring Solid minor .No AK in side suit.4♦=Major ask
Weak jump raise in competition&partner's O/C
Competitive cue=Limit raise or more
Competitive 2NT=Limit+Major/Preemptive Minor
Lebensohl after 1NT opening /vs Weak2 opening/Partner's DBL
Escaping from 1NT Dbl=looks like DONT style
after opener rebid 1NT=2way checkback
Bad 4NT in competition
Michael's cued bid
DONT vs NT
Leaping Michael's ove rWeak 2M/Multi 2♦
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
vs Unusual 2NT/Michael's cue:Low Low cue
1♦-1♥-1♠=4+cards
after pass 1NTSandwich 1NT
PSYCHICS: Rare



OPENING	TICKET	ARTIFICIAL	OF MINOR CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣			3	4♦	10~20HCP:3+cards	1NT=6~10HCP:2NT=INVI:3NT=12~15HCP: 1m-2m=INVI+	4th suit F1 at 1 level:4th suit FG at 2level 2way checkback:ov O.C. inverted minor off:cue bid=Limit raise:	after pass inversed minor off
1♦			3	4s♦	same as above	same as above	same as above	same as above
1♥			(4)5	4♦	10~20HCP:5+cards in 1st/2nd 4+cards in 3rd/4th	1NT=F1:Dbl raise=Weak:3♣=3cards Limit+/3♦=4cardsLimit 2NT=4+cards16+pts=3NT=4cards 12~15pts	Major rebid 5+cards by opener:Help suit game try Truscott 2NT after competition Bad 4NT	1way reverses drury Fit showing JUMPS
1♠			(4)5	4♦		same as above	same as above	same as above
1 NT				3♣	Balanced 14+~17HCP	Jacoby:Texas:2♣=M.S.S.:Smolen:Crowling stayman: 3♥=♣ slamish:3♠=♦slamish: 3♠/♦=INVI to 3NT w/2top in the minor	1N-2N=transfer to ♣ and then P=sigh off 3♦=♦=sign off/ 3♥/♠=♣/♦5cards slm try :1N-2♣ 2N-3♠/♦=m5+5 weak/m5+5 strong	
2♣		✓		3♣	Artificial strong or Bal 22~24HCP	Ctrl showing by 2♦=0~1ctrl 2♥=2ctrl 2♠=3ctr 2N=4ctrl	2N=22~24HCP Bal system on: after ctrl response opener's bid shows Naturl or 2x-3♦=♣+♦	
2♦		✓		3♣	STR ♦1suit or ♦+OtherorBAL25+	Ctrl showing by 2♥=01 Ctrl 2♠=2Ctrl 2NT=3Ctrl	opener shows ♦ 1suit or ♦+2nd suit or Bal 25+HCP	
2♥				5+	Weak2	New=F1 2NT=Ogust ask		
2♠				5+	same as above	same as above		
2 NT					(19)~21HCP BAL	Jacoby :Texas: Smolen:M.S.S.		
3 bids				6+	PRE.	New suit F1:		
3NT					Gambling: Solid minor side no AK	4,5,6,7,♣5,6♦=P/C 4♦=Major ask		
4♣				7+	PRE	New suit F1:		
4♦				7+	same as above	same as above		
							HIGH LEVEL BIDDING	
							RKC Blackwood(1430) :	
							Exclusion Blackwood (0314)	
							DOPI ROPI	
							DEPO(5♠ or higher)	

OPENING	TICKET	ARTIFICIAL	OF MINOR CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣			3	4♦	10~20HCP:3+cards	1NT=6~10HCP:2NT=INVI:3NT=12~15HCP: 1m-2m=INVI+	4th suit F1 at 1 level:4th suit FG at 2level 2way checkback:ov O.C. inverted minor off:cue bid=Limit raise:	after pass inversed minor off
1♦			3	4s♦	same as above	same as above	same as above	same as above
1♥			(4)5	4♦	10~20HCP:5+cards in 1st/2nd 4+cards in 3rd/4th	1NT=F1:Dbl raise=Weak:3♣=3cards Limit+/3♦=4cardsLimit 2NT=4+cards16+pts=3NT=4cards 12~15pts	Major rebid 5+cards by opener:Help suit game try Truscott 2NT after competition Bad 4NT	1way reverses drury Fit showing JUMPS
1♠			(4)5	4♦		same as above	same as above	same as above
1 NT				3♣	Balanced 14+~17HCP	Jacoby:Texas:2♣=M.S.S.:Smolen:Crowling stayman: 3♥=♣ slamish:3♠=♦slamish: 3♠/♦=INVI to 3NT w/2top in the minor	1N-2N=transfer to ♣ and then P=sigh off 3♦=♦=sign off/ 3♥/♠=♣/♦5cards slm try :1N-2♣ 2N-3♠/♦=m5+5 weak/m5+5 strong	
2♣		✓		3♣	Artificial strong or Bal 22~24HCP	Ctrl showing by 2♦=0~1ctrl 2♥=2ctrl 2♠=3ctr 2N=4ctrl	2N=22~24HCP Bal system on: after ctrl response opener's bid shows Naturl or 2x-3♦=♣+♦	
2♦		✓		3♣	STR ♦1suit or ♦+OtherorBAL25+	Ctrl showing by 2♥=01 Ctrl 2♠=2Ctrl 2NT=3Ctrl	opener shows ♦ 1suit or ♦+2nd suit or Bal 25+HCP	
2♥				5+	Weak2	New=F1 2NT=Ogust ask		
2♠				5+	same as above	same as above		
2 NT					(19)~21HCP BAL	Jacoby :Texas: Smolen:M.S.S.		
3 bids				6+	PRE.	New suit F1:		
3NT					Gambling: Solid minor side no AK	4,5,6,7,♣5,6♦=P/C 4♦=Major ask		
4♣				7+	PRE	New suit F1:		
4♦				7+	same as above	same as above		
							HIGH LEVEL BIDDING	
							RKC Blackwood(1430) :	
							Exclusion Blackwood (0314)	
							DOPI ROPI	
							DEPO(5♠ or higher)	