


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Occasionally 4-cards at 1-level; (1m)P(1M)2m/2M=NAT; Jump Raise: PRE; SPL
NS: F1, but NF if 2M; J/S: NAT, PRE, but F1 if non-jump NS is 2M
2NT or CUE below 2NT: LR+; 2NT or CUE above 2NT=MIXED
after DBL of our 1-level OC, same as after DBL of our openings
INT OVERCALLS (Styles, Responses, Unusual NT)
15~18 HCP
After 1NTovercall, system on (XX→2♣, 2NT→pick a minor)
(1m)P(P)1NT: (8)9~15HCP; Responses: system on
(1M)P(P)1NT: (8)9~17HCP; Responses: system on but 2♣ is modified
JUMP OVERCALLS (Style, Responses, Unusual NT)
1-Suit: Weak, 2NT: Ogust, 3♣: Feature, NS: F1
2-Suit: Unusual 2NT (Lower two unbid), (1♠)2♦: 5+5+MS
Leaping Michaels; Namyats 4♣ OC
Reopen: Intermediate 1x-P-P-2NT: 19~20 HCP
DIRECT & JUMP CUE BIDS (Style, Responses, Reopen)
Michaels CUE, but (1♣)2♣ shows 44/45/54/46/64 Ms
Jump CUE: asks for stopper in the suit, 1 or 2 suiter(s)
1x(1y)3y: TRF to 3NT, has stopper in the OC suit
Vs. NT (Strong / Weak: Reopening, PH)
X/2♣/2♦/2M/2N~3♠: PEN/MS/1M/4+M&5+m/→3♣~3NT
3NT/4♣/4♦: 1m♥/♠
Reopen:
X/2♣/2♦/2M: 1m, M+m, ms or STR/MS/1M, good hand/NAT, bad hand
Vs. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X: T/O up to 4♥, optional(other); 4NT over 4M: T/O; 4NT over 4m: NAT
Vs.WK2, CUE: Stopper Ask; Leaping Michaels
Vs. ARTIFICIAL STRONG OPENINGS
vs. 1♣ Strong, X: TO vs ♣; Exclusion bids at 1 level; INT: serious OC
2♣/2♦/2♥/2N~3♠/3NT/4♣: ♣&any♦&M/MS/→3♣~3NT/ms/MS
vs. 1♦ ART, X: TO; 2♦: NAT; 2♥: NF MS; 3♦: Good MS
vs. Strong 2♣, X/2♦/2♥/2N~3♠/3NT/4♣: ♣&any♦&M/MS/→3♣~3NT/ms/MS
vs. Multiti 2♦, X/2♥/2♠/2NT: TO vs ♠/TO vs ♥/NAT/NAT 15~18HCP
3m/3M/4m: NAT/NAT, good hand/m&M
vs. Flannery 2♦, X/2♥/3M: BAL13-15 or STR/ms/STOPPER ASK
OVER OPPONENT'S TAKEOUT DOUBLE
basically TRF (NAT or have SUPP with value in TRF suit)
1m(X)1♥/2♣/2♠/2NT/3M=♠/FR/PRE/NAT,FG/PRE
1♣(X)XX/1♦/1♠/2♥/2♥/3♣/3♦=♦♥/→NT/LR/ms/MIXED R/PRE
1♦(X)XX/1♠/2♥/3♣/3♦=♥♣/LR/MIXED R/PRE R
1♥(X)XX/1♠/INT/2♣/2♦/2♠/2NT=2SUPP/♣/3SUPP,LR+/♦/♠/LR+/MIXED
1♠(X)XX/INT/2♣/2♦/2♥/2NT/3♥=2SUPP/3SUPP,LR+/♦/♥♣/LR+/MIXED

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	3rd/5th	3rd/5th	
Subseq	2nd/4th, 2nd from bad suit	2nd/4th, 2nd from bad suit	
Other	Top of sequence	Top of sequence	
LEADS	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	AK(+), Ax(+)	
King	KQ(+), Kx, AK, [AK(+)*]	STR, CT/UB	
Queen	QJ(+), Qx	KQ(+), QJ(+), Qx	
Jack	JT(+), HJT(+), Jx	JT(+), HJT(+), Jx	
10	T9(+), HT9(+), Tx	T9(+), HT9(+), Tx	
9	KJ9(x)(xx), 9x, 98x	HH98(xx), 98x, 9x	
Hi-x	Sx, HxSx(xx), Sxx after raise	Sx, 87x, Sxx after raise	
Lo-x	HxS(x), HxxxS, xxxS, xxS	HxxxS(+), HxS, xxS, xxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi/Lo=EVEN	Hi/Lo=EVEN	ODD/EVEN
	2 S/P	S/P	Hi/Lo=EVEN
	3		S/P
NT	1 Lo=ENC at trick1	Hi/Lo=EVEN	ODD/EVEN
	2 Hi/Lo=EVEN	S/P	Hi/Lo=EVEN
	3 S/P		S/P
Signals (including Trumps):			
Trump=S/P or ODD			
*Tend to suggest extra hand shape			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Light shape oriented (4441)			
(1m)X(any)2m: Ms, INV+ or any FG			
We use Lebensohl or Scrambling 2NT			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
Negative (4♦/4♥); SUPP X/XX; Responsive (3♠); Maximal (3♥)			
Action (especially after OPP found fit)			
OTHER COMPETITIVE BIDS			
Vs. Jump OC			
1♣(2♥)2♠/2NT/3♣/3♦/3♥/3♠: NF/→3♣/→3♦/→3♥/→3♠/ms/FR/6+FG			
1♦(2♥)2♠/2NT/3♣/3♦/3♥/3♠: NF/→3♣/→3♦/→3♥/→3♠/ms/FR			
1♣(2♠)2NT/3♣/3♦/3♥/3♠: →3♣/→3♦/→3♥/→3♠/ms/FR			
1♦(2♠)2NT/3♣/3♦/3♥/3♠: →3♣/→3♦/→3♥/→3♠/FR/4♥&♦			
Vs. 2 Suiter OC			
1♥(2♥)X/2♠/2NT/3♣/3♦/3NT: CARDS/3SUPP,LR+/♣/♦/LR/FR			
1♠(2♠)X/2NT/3♣/3♦/3♥/3NT: CARDS/3♣/♦/3SUPP,LR+/LR/FR			
1M(2NT)X/3♣/3♦/3NT/4OM: CARDS/♥/♠/SPL in OM/EXRKCB			
After 1m(2m/2NT), ♥=♣; ♠=♦; X=CARDS			

WBFC Convention Card	
	Ver. Aug 2021
CATEGORY: RED	
NCBO: JAPAN	
Kazuo K. FURUTA & Ruri OTE	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 Card Majors, 2/1 FG (except 1♠-2♥), open light 1-bids w/shape	
TRF response after 1♣ opening	
1NT Opening: (14+)15-17	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♣: 2+♣, could have longer (up to 5-cards) ♦ if BAL	
1♥-1♠/1NT: 4 or less ♠/5+♠	
2♦: weak ♥ or ♠	
2♥: weak ♥ and ♠	
2♠: weak ♠ and a minor	
3NT: 16~20 HCP, 6+ semi-running minor	
4♣: Good 4♥ opening	
Good-Bad 2NT in competition	
1♠-2♥: NAT, NF	
Vs. OVERCALL	
1♣(1♦)X/1♥/1♠/2♣: ♥/♠/no 4+M/5+♥&4+♠ up to INV	
1♣(1♦)2♥/2♥/2♠/3♣: 6+♥,INV+/6+♠,INV+/LR+/MIXED R	
1m(1♥)X/1♠: 4+♠/3 or less ♠, 1♣-(1X)-3X: ask to bid 3NT	
1♣(1♥)2♣/2♦/2♥/2♠/3♣: ♦/6+♠,INV+/6+♠,COMPorFG/LR+/MIXED R	
1♦(1♥)2♥/2♥/3♣/3♦: LR+/6+♠,COMP/6+,COMP/MIXED R	
1♣(1♠)2♣/2♦/2♥/2♠/3♣: ♦♥/ms/LR+/MIXED R	
1♦(1♠)2♥/2♠/3♣/3♦: NF/LR+/NF/MIXED R	
1♣(1NT)2♣/2♦/2♥/2♠/2NT/3♣: MS/♥♠/ms(♣<♦)/ms(♣≥♦)/MIXED R	
1♦(1NT)2♣/2♦/2M/2NT/3♣/3♦: MS/3+♦&♥or♠/NF/ms/NF/MIXED R	
1♦(2♣)X/2♦/2♥/2♠/3♣/3♦/3M: Ms/5+♥/5+♠/4M,INV+/LR+/MIXED R/4M&♦,FG	
1M(1NT)2m: m&OM	
SPECIAL FORCING PASS SEQUENCES	
1NT(PEN DBL)P/XX/others: forcing/→2♣/system on	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
After 1m(P)1NT, 2♣/2♦/2M=MS/1M, good hand/NAT, bad hand	
PSYCHICS:	
Occasionally	

