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 FG if non-jump NS is 2M

If CUE is below 2NT,CUE/2NT=LR+/MR: If CUE is above 2NT,2NT/CUE=LR+/MR

(1X)1M(DBL)3NT=NAT

after DBL of our 1-level OC, same as after DBL of our openings

INT OVERCALLS (Styles, Responses, Unsual NT)

15~18 HCP

After 1NTovercall, system on

(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 unbids), (1♠)2♦=5+5+MS

Leaping Michaels

Reopen=Intermediate 1x-P-P-2NT=18-19HCP

DIRECT & JUMP CUE BIDS (Style, Responses, Reopen)

Michaels CUE, but (1♠)2♣ shows 44/45/54/46/64 MS: if 1♠ is ART or 2+, 2♣ is NAT

(1M)3M=asks for stopper in the suit: (1m)3m or (1m)P(1♦/1NT)3m=NAT, not PRE

Vs. NT (Strong / Weak: Reopening, PH)

Vs.STR(contain 16+HCP)NT: X/2♣/2♦=1m, 4M&5+m or STR/MS/1M

2M/2N-3♠/3NT/4♣/4♦= 5(+)M&4+m/=>3♠-3NT/1m/♥/♠

(1NT)2♣(P)2♦=ask longer: (1NT)2♦(P)2NT-3♣/3♦/3♥/3♠=♥bad/♠bad/♠good/♥good

Vs.WK(below 16HCP)NT: X=(good 13)14+HCP, Others are same as above

(1NT)P(2 level ART bid)X=15+HCP

Reopen: X/2♣/2♦/2M=1m, 4+M&5+m 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=T/O of ♣: Exclusion bids at 1 level: 1NT=serious OC

2♣/2♦/2♥/2N-3♠/3NT/4♣=♣&any/♦&M/Ms/=>3♣-3NT/ms/Ms

vs. 1♦ ART or 2+ X=T/O: 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. Mullti 2♦ X/2♥/2♠/2NT=T/O of ♠/TO of ♥/NAT/NAT,15-18

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: 1M(X)3NT=raise to 4M w/ 1(2) defensive trick(s)

1m(X)1♥/2♣/2♠/2NT/3♥=♠/FR/PRE/NAT,FG/PRE

1♣(X)XX/1♦/1♠/2♦/2♥/3♣/3♦/3♠/4♣/4♦=♦/♥/=>NT/LR/ms/MR/PRE/=>3NT/♥/♠

1♦(X)XX/1♠/2♥/3♣/3♠=♥/♣/LR/MR/PRE

1♥(X)XX/1♠/1NT/2♣/2♦/2♠/2NT/3m=2SUPP/♣/3SUPP,LR+/♦/♠/LR+/MR/PRE

1♠(X)XX/1NT/2♣/2♦/2♥/2NT/3m/3♥=2SUPP/3SUPP,LR+/♦/♥/♣/LR+/PRE/MR

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd or Lowest	3rd or Lowest
NT	3rd/5th, occasionally 4th	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, Sxx after raise
Lo-x	HxS(x), HxxxS, xxxxS, xxS	HxxxS(+), HxS, xxS, xxxxS

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	**1**	Hi/Lo=EVEN	Hi/Lo=EVEN	Hi/Lo=EVEN
	2	S/P	S/P	S/P
	3			
NT	**1**	Lo=ENC at trick1	Hi/Lo=EVEN	Hi/Lo=EVEN
	2	Hi/Lo=EVEN	S/P	S/P
	3	S/P		

Signals (including Trumps):

Trump=S/P or ODD

*Tend to suggest unusual

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

[LIST D] **Vs. Jump OC**

1♣(2♥)2♠/2NT/3♣/3♦/3♥/3♠=NF/♣/♦/ms or ask stopper/6+♠FG/=>3NT

1♦(2♥)2♠/2NT/3♣/3♦/3♥/3♠=NF/♣/♦/ask stopper/6+♠FG/SPL of ♥

1♣(2♠)2NT/3♣/3♦/3♥/3♠= ♣/♦/♥/ms or ask stopper/=>3NT

1♦(2♠)2NT/3♣/3♦/3♥/3♠= ♣/♦/♥/ask stopper/SPL

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/♣/♦/3SUPP,LR+/LR/FR

1M(2NT)X/3♣/3♦/3NT/4OM=CARDS/♥/♠/SPL in OM/EXRKCB

After 1m(2m/2NT), ♥=♣; ♠=♦; X=CARDS

WBF Convention Card

Ver. Sep. 2026

CATEGORY: GREEN

NCBO: JAPAN

Kazuo K. FURUTA & Ruri O. K. FURUTA

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 Card Majors, 2/1 FG (except 1♠-2♥), open light w/shape

TRF response after 1♣ opening

1NT Opening=10-13(1stNV&2ndFAV)/16-18(3rdNV&4thFAV)/(14+)15-17(Others)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♣=2+♣, could have longer ♦ if BAL

3NT=16-20 HCP, 6+ good minor

1♠-2♥=NAT, NF

Good-Bad 2NT in competition

[LIST D]

TRF response after 1♣ opening

2♦=weak ♥ or ♠: 2♥=weak ♥ and ♠: 2♠=weak ♠ and a minor

1♥-1♠/1NT=0-4♠ or 5+♠&3+♥/5+♠

Vs. OVERCALL

1♦(1♠)2♥/2♠/3♣/3♦/3♥=NF/LR+/MIXED R/PRE R/6+♥FG: 1M(1NT)2m=4+m&5+OM

1♣(1NT)2♣/2♦/2♥/2♠/2NT/3♣/3♦/3♥/3♠=Ms/♥/♠/♣ or ms(♣<♦)/ms(♣≧♦)/♦/♥/♠/=>3NT

1♦(1NT)2♣/2♦/2M/2NT/3♣/3♦=Ms/3+♦&5+M/NF/ms/NF/MIXED R

[LIST D]

1♣(1X)3♠=ask to bid 3NT

1♣(1♦)X/1♥/1♠/2♣=♥/♠/no 4+M/Ms up to INV

1♣(1♦)2♦/2♥/2♠/3♣/3♦/3♥/4♦/4♥=6+♥,INV+/6+♠,INV+/LR+/MIXED R/♥/♠/♥/♠

1m(1♥)X/1♠=4-5♠/3 or less ♠

1♣(1♥)2♣/2♦/2♥/2♠/3♣=♦/6+♠,INV/6+♠,COMPorFG/LR+/MIXED R

1♦(1♥)2♦/2♥/2♠/3♣/3♦/3♠=6+♠,INV/6+♠,COMPorFG/LR+/MIXED R/PRE R/=>3NT

1♣(1♠)2♣/2♦/2♥/2♠/3♣=3 or less ♥,at least 3-card in ms/♥/♦/LR+/MIXED R

1♣(2♣=NAT)X/2♦/2♥/2♠/3♣/3♦/3M=Ms/5+♥/5+♠/4M,INV+/♦INV+/PLAY/4OM&5+♦FG

1♦(2♣)X/2♦/2♥/2♠/3♣/3♦/3M=Ms/5+♥/5+♠/4M,INV+/LR+/MIXED R/4OM&♦,FG

SPECIAL FORCING PASS SEQUENCES

1NT(15+)(PEN DBL)P/XX/others=forcing/=>2♣/system on

1NT(10-13)(PEN DBL)P/XX=forcing/Untouching 2-suiter

1NT(10-13)(PEN DBL)P(P)XX(P)2X=Touching 2-suiter

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

After (1m)P(1♦/1NT), 2♣/2♦/2M=MS/1M, good hand/NAT, bad hand

PSYCHICS:

Occasionally

OPENING	TICK IF ART.	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND, vs OC
1♣		2	4♥	a) BAL 2+♣ w/o 5M	1♦/1♥/1♠/1NT=♥/♠/no MAJ or ♦FG/NAT,11-12	1♣-1X-1NT=14-16(1stNV&2ndFAV)/(11)12-15(3rdNV4thFAV)/11-14(Others)	P-1♣-1NT=NAT,10-11
				may have longer ♦	2♣/2♦/2♥=FG, BAL or ♣/LR/INV,5+4+ms	after 1♣-1R-accept(3SUPP)/1♠ or 1♣-1R/1♠-1NT, 2♣=>2♦, 2♦=FG, 2NT=>3♣	P-1♣-2♣=5+♣&4+♦,INV
					2♠/2NT=WK or STR, 5+5+ms/13-15 or 19+, 33(34)	1♣-1R-2NT=(15)16+, 6+♣ w/ 3SUPP: 1♣-1♠-2♦=①(15)16+NAT②1444, min	P-1♣-2♦=4♥&5+♣,INV
				b) 10+pts., 4+♣, UNBAL	3♣/3♦/3♥/3♠=5-9/6+♥PRE or FG/♠6+PRE or FG/TRF to 3NT	1♣-1R-2♦=①(15)16+NAT②BAL17-19(1stNV&2ndFAV)/19-20(3rdNV&4thFAV)/(17+)18-19(Others)	P-1♣-2♥=4♠&5+♣,INV
					3NT=16-18, 33(34) or PRE of ♣	③(15)16+,6+♣ w/o 3SUPP	P-1♣-2♠=6+♣,INV
					4♣/4♦=TRF to 4♥/4♠	1♣-1♦-2♠/3♣/3♦/3♠/4♣=15+ raise/11-14♦SPL/11-14♠SPL/♦SPL/♠SPL	Good-Bad 2NT
						1♣-1♥-3♣/3♦/3♥/4♣/4♦=15+ raise/11-14♥SPL/11-14♦SPL/♦SPL/♥SPL	
						1♣-1♦/♥-3♥/♠=BAL raise17-19(1stNV&2ndFAV)/19-20(3rdNV&4thFAV)/(17+)18-19(Others)	
1♦		4	4♥	a) 10+pts., 4+♦ w/ SS	1M/1NT/2♣/2♦=NAT, 4+card/5-11/5+♣,FG/FR	1♦-1M-1NT/2♣=♦&♣/6+♦: 1♦-1♠-2♦=4♥&5♦, min: 1♦-1♥-2♦=3♥&6+♦, min	P-1♦-2♦=LR
				could be 4♦&5♣, min	2♥/2♠/2NT/3♣/3♦=LR/MIXED R/INV/INV/PRE R	1♦-1M-2NT=(15)16+, 6+♦ w/ 3SUPP: 1♦-1♠-1NT-2♥-3♥/3♣/3NT=1-4-4-4, min/Strongest/STR	P-1♦-3♣=MR
				b) 11+pts., 5♦4X22	3M/3NT=SPL/13-15	1♦-1♥-2♠/3♣/3♦/3♠/4♣=15+ raise/11-14♠SPL/11-14♣SPL/♣SPL/♠SPL	Fit showing jump by passed hand
				c) 10+pts., 6+♦		1♦-1♠-3♣/3♦/3♥/4♣/4♦=15+ raise/11-14♥SPL/11-14♣SPL/♥SPL/♣SPL	Good-Bad 2NT
						1♦-1M-3M=5♦4M22, 17-19(1stNV&2ndFAV)/19-20(3rdNV&4thFAV)/(17+)18-19(Others)	
1♥/1♠		5(4)	4♦	10+pts., 5+ cards	1♥-1♠/1NT=0-4♠ or 5+♠&3+♥/5+♠: 1♠-2♥=NF, 5+♥	1♥-1♠-2♥-2NT/3♣/3♦/3♥=♣/♦/2(+)♥, INV/INV to 4♥	2♣=Reverse Drury Fit, 2NT/3♣=♣ FJ/NAT
				maybe 4-cards in 3rd/4th	1♠-1NT=F1, including FG hand w/5+♥	1♠-1NT-2♠-2NT/3♣/3♦/3♥/3♠=♣/♦/♥/2(+)♠, INV/5♥&0-1♠, FG	Fit showing jump by passed hand
					3M/3M(-1)/(-2)/(-3)/(-4)=4-8/LR/3SUPP,LR/FR/FR w/ss	after (-1),3M(+1)=shortness ask: after (-2),+1=waiting	2M=NF vs. OC
					SPL=8-12HCP: 1M-3NT=RKCB	1♥-1NT-2NT(ask)-3♣/3♦/3♥/3♠/3NT/4m&4♥/4♠=5♠,-7 or 5+♠,FG/6+♠,-7/5♠,8-9/6+♠,8-9/5♠,10-12/SPL w/6+♠,10-12/6+♠,10-12	
					1M-2♣/2♦=ART FG/5+♦, FG	1♥-1NT-2NT-3♣-3♦(ask)-3♥/3♠/3NT/4m&4♥/4♠=5♠,-7/5♠,FG/6+♠,FG/SPL w/6+♠,12-14/7♠222,12-14	
					1♠-2♥-2NT(ask)-3♣/3♦/3♥/3♠/3NT/4m/4♥=5♥,-7 or 5♥&5+m,10-12/6+♥,-7/5♥,8-9/6+♥,8-9/5♥,10-12/SPL w/6+♥,10-11/6+♥,10-11: 1♠-2♥-2NT-3♣-3♦(ask)-3♥/3♠/3NT=5♥,-7/5♥&5+♣/5♥&5+♦	
					1♥-1♠-2♠=16+①4♠②6+♥ -2NT/3♣/3♦/3♥/3♠/3NT=NF/4♠/ART,FG/5+5+ms/6+♣/6+♦: 1♥-1♠-2♠-2NT-3♣/3♦/3♥/3♠/=PUPP3♦/4540FG/6+♥NF/5♠6+♥FG: 1♥-1♠-2♠-2NT-3♣-3♦-3♥/3NT=6+♥FG/4504	
					1♠-1NT-3♠=①NAT,FG②16+,6+♠ -3♦/3♥/3♠=relay,FG/5+♥,FG/s/o if ②min: 1♠-1NT-3♠-3♦-3♥/3♠/3NT/4♣/4♦/4♥=①/②/②/①/5-0-4-4/②S/T	
					1♥-1♠-1NT=4(+)♠&5(+)♥ -2♣/2NT/3♠=INV+ relay/6+♣/6+♦: 1♥-1♠-1NT-2♣-2♦/2♥/2♠/2NT/3♣/3♦/3♥/3♠=MAX/4-5-2-2/4-5-1-3/4-5-3-1/4-5-0-4/4-5-4-0/6♥/5♠&6♥: after 2♦, 2♥ is re-ask about shape	
					1♥-2♣-2♦/2♥/2♠/3♣/3♦/3♥/3♠/3NT=6+♥/4(+)♠/4m/5+♦/SPL♠w/5+♣/SPL♦w/5+♣/0-5-4-4/very good 6+♥: 1♠-2♣-2♦/2♥/2♠/3♣/3♦/3♥/3♠/3NT=4+♥/6+♠/4m/5+♦/SPL♥w/5+♣/SPL♦w/5+♣/5-0-4-4/very good 6+♠	
					after (-3),+1/+2/+3/+4/+5=TCA/SPL♣/SPL♦/SPL OM/RKCB: after (-4),+1/+2/+3/+4=shortness ask/SPL♣/SPL♦/SPL OM		
1NT			3♠	[1stNV&2ndFAV]	2♣=STAYMAN, including any shape	1NT-2NT-3♣-P/3♦/3♥/3♠/3NT=s/o/4-4-1-4/4-1-4-4/1-4-4-4/4-4-4-1	vs OC: 2NT=Lebensohl; TRFs at 3-level
				10-13HCP	2♦/♥=TRF: 2♠=mss: 2NT=PUPP 3♣	1NT-2♣-2♦-2♥=Crawling: 1NT-3♣-3♦-3M=shows Jx or less w/3OM	vs PEN DBL: P=Forcing; XX=Untouching 2
				6m/5M/Singleton honor OK	3♣=5M ask: 3♦/3M/4M=TO PLAY	1NT-2♣-2♦-2♠, 1NT-2♣-2♥-2♠, 1NT-2♣-2♠-2NT=ASK shape	vs 2♣: X=STAYMAN, OTHERS=System ON
					4♣/4♦=TRF to 4♥/4♠	1NT-2♣-2X-3m=4M-5+m, mild INV/1NT-TRF-3m=5M-5m, mild INV	Gerber ON upto 3♣ OC
						1NT-2♦-2♥-2♠-2NT-3♣/3♦/3♥/3♠/3NT=6+♦/6+♣/6+♥/6+♠/5-card solid m	
1NT			3♠	[3rdNV&4thFAV]	2♣=STAYMAN, including any shape	1NT-2NT-3♣-P/3♦/3♥/3♠/3NT=s/o/4♣&3♥/4♠&0-2♥/0-2♠&4♥/3♠&4♥	vs OC: 2NT=Lebensohl; TRFs at 3-level
				16-18HCP	2♦/♥=TRF: 2♠=mss: 2NT=PUPP 3♣	1NT-2♣-2♦-2♥=Crawling: 1NT-3♣-3♦-3M=shows Jx or less w/3OM	vs DBL: P=Forcing; RDBL==>2♣
				6m/5M/Singleton honor OK	3♣=5M ask: 3♦=SPL(34/43/44Ms): 3♥=SPL(♠=3-4)	1NT-2♣-2♦-2♠, 1NT-2♣-2♥-2♠, 1NT-2♣-2♠-2NT=ASK shape	vs 2♣: X=STAYMAN, OTHERS=System ON
				[Others]	3♠=SPL(♥=4): 4♣=Roman Gerber: 4♦/4♥=TRF	1NT-2♣-2X-3m=4M-5+m, mild INV/1NT-TRF-3m=5M-5m, mild INV	Gerber ON upto 3♣ OC
				(14+)15-17HCP		1NT-2♦-2♥-2♠-2NT-3♣/3♦/3♥/3♠/3NT=6+♦/6+♣/6+♥/6+♠/5-card solid m	
				6m/5M/Singleton honor OK			
2♣	✔	0		FG except 2NT rebid	2♦/2♥/2♠=0-1 or 4 CTRL(s)/2 or 5 CTRLs/3 or 6+ CTRLs	2NT rebid by opener may be any shape	basically Pass is better hand than DBL
				May have fewer HCP	2NT/3♣/3♦/3♥/3♠=Ms(10+cards)0-1CTRL/6+♦/♥/♠/♣	Opener's Junmp Bid below game level=(Semi)Solid suit, ask about postion of K(s)	
				if w/tricks	3NT=any solid suit	2♣-2♦-2♥-2♠(forced)-2NT/3♣/3♦/3♥/3♠=FG/♥/♥&♦/♥&♣/♥&♠	
						2♣-3NT-4♠/4♦/4♥/4♠=ask void/length/side K/suit	
2♦	✔	0		Weak ♥ or ♠	2M/3♥/4♥=P/C: 2NT=ask: 3♠=>3♦: 3♦=ask about minor	2♦-2NT-3♣/3♦/3♥/3♠/3NT=5-card weak/♥bad/♠bad/♥good/♠good	3m by PH=NAT or for lead
				(4th: 6+♦, 9-12)	3♠=INV: 4♣=Ask for TRF	2♦-3♣-3♦-3♥/3♠/3NT/4♣/4♦/4♥/4♠=FG w/♣/♦/♥or♠,NF/♥/♠/TO PLAY/mild S/T	
						2♦-3♦-3♥/3♠/3NT/4m=3(+)♣/3(+)♦/no 3+m/4+m	
					2♦-2♠-P/2NT/3♣/3♦=usually WK♠/good w/ ss/good w/o ss/bad:	2♦-2♥-2♠-2NT(ask)-3♣/3♦/3♥/3♠/3NT=5♠/SPL♣/SPL♦/w/o ss/SPL♥: 2♦-2♥-2♠-3♣(ask)-3♦/3♥/3♠/3NT=value in m/very good ♠/bad/value in ♥	
2♥	✔	4		Weak ♥ and ♠	2NT=ask; 3♦=ask about minor	2♥-2NT-3♣/3♦/3♥/3♠/3NT=5(+)♠&4♥/4♠&5(+)♥,min/5+5+,min/4♠&5(+)♥,max/5+5+,max	
				(4th: 6+♥, 9-12)	3♠=>3♦, then 3♥/3♠/3NT/4♣=FG w/♣/♦/♥fit/♠fit	2♥-2NT-3♠-3♦-3♥/3♠=min/max: 2♥-3♦-3♥/3♠/3NT/4m=3(+)♣/3(+)♦/no 3+m/4+m	
2♠	✔	5(4)		Weak 5+♠ and 4+ minor	2NT=ask: 3♣/4m/5m/6m/7♠=P/C	2♠-2NT-3♣/3♦/3♥/3♠=♠&♣,min/♠&♦,min/♠&♣,max/♠&♦,max	
				4♠ & 5+m is poss. at 3rd	3♦=♠fit, INV+		
				(4th: 6+♠, 9-12)			
2NT				BAL (19) 20-21HCP	3♣/3♦/3♥/3♠=Modified Puppet STAY/♥/♠/mss	2N-3♣-3♦/♥/♠/NT=either or both 4M/no 4+M/5♠/5♥: Reverse minor showing by responder	
				6m and 5M is OK	3NT/4♣/4♦/4♥/4♠/5♣/5♦: ♣/♦/♥/♠/♣/♦/Roman Gerber	3NT-4♣-P/4♦/4♥=S/O/♥&♣/♠&♦: 4♣-4♦-P/4♥/4♠=S/O/♥&♦/♠&♦	
3X		6(5)		PRE	New suit below game level=F1	3M-4♣=ART S/T w/fit	
						3♦-4♣=RKCB(0,1,1+Q,2,2+Q): 3♣-4♦=RKCB(0,1,1+Q,2,2+Q)	
3NT				16-20 HCP	4♣=S/T, then 4♦/4♥/4♠ is ask to RKCB/♣RKCB/♦RKCB	**SLAM BIDDING, HIGH LEVEL BIDDING**	
				6+ card semi-running suit	4♦/4♥=TRF to 4♥/4♠; then 4NT RKCB, Others are warp RESP	RKCB (1430), Exclusion RKCB (0314): TCA(Total CTRL ASK), ASKING about postion of K(s)	Roman DOPI (X=03, P=14), DEPO
				no voids, no singleton in M	4♠=S/T w/SUPP: 4NT: S/T w/HCP: 5m=P/C	4m or 4♦ RKCB for m, WARP RKCB RESP	Honor asking after splint / 1NT opening
4m		6		PRE	4m-4M/4NT=NAT: 5♣over4♦=S/T: 4♦over4♣=RKCB(0,1,1+Q,2,2+Q)		Various relay after strong M/m raise
4M		6		TO PLAY	New suit=ask for CTRL in upper suit		Vs. intervention: P/(R)DBL=1st/2nd step
4NT	✔			ACOL 4NT	5♣=0A, 5♦/5♥/5♠/5NT=♦A/♥A/♠A/♣A, 6♣=2As		