

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		WBF System Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
New Suit forcing (by UPH)		Lead	in Partner's Suit		
Cue Bid=INVIT+ (with support)	Suit	3rd/low	3rd/low; (also top of nothing if supported)		
Jump Cue =Mixed Raise (7-9, 4+ trumps; maybe aggressive)	NT	4th	3rd/low	Category: Green Sticker:	
Jump Raise Weak	Subseq	suit: 3rd/low; NT: original 4th	suit: present 3rd/low	Country: Japan	
Fit jump response	Other:	Subseq: may be top of nothing vs NT: second best from four or longer suit with no honor		Event: Senior	
				Players: Masayuki INO - Robert GELLER	
				Last Updated: June 3, 2026	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY	
2nd: 15-17(18)	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE: 2/1 FG	
4th: (11)12-14(15)	Ace	AK	Look at dummy and decide	5 card majors (may be 4 card in 3rd/4th hand)	
4th: 2NT=18-19	King(*)	KQ (or AK doubleton)	power lead		
System on	Queen	QJ	KQJx(x), QJTxx, KQTx, etc.		
	Jack	JT, KJT	AJT, JT		
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	T9, KT9, QT9	AT9, KT9, QT9, T9	
1-Suit: Weak	9	3rd/low		1NT Openings: 15-17	
2-Suit: 2NT lower 2 unbid (over 1-level opening)	From AK(x) in partner's suit lead K vs suit contract			2 OVER 1 Responses: FG	
Reopening: NAT, INVIT by UPH	Lead K from AK(x) vs suit at 5 level or higher (asks count)			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
	SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	
Michaels	Suit:1st	attitude (reverse)	count (reverse)	attitude (reverse)	
(1C)-3C or (1D)-3D = natural	2nd	count (reverse)	S/P (standard)	count (reverse)	
(1H)-3H or (1S)-3S = stopper asking	3rd	S/P (standard)		S/P (standard)	
(1x)-P-(1y)- 2x or 2y = natural	NT: 1st	attitude (reverse)	count (reverse)	attitude (reverse)	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	count (reverse)	S/P (standard)	count (reverse)
2C=majors; 2NT=minors; 2D, 2H, 2S, 3C=natural;	3rd	S/P (standard)		S/P (standard)	
(1NT)-2D/2H/2S-(P)-3C = ART, Limit Raise	Signals (including Trumps): hi/lo = 3 cards/ruff ability				
3D and higher = natural, preempt	Trump play may be S/P; signals may be falsecards				
(1NT)-2C-(P)-2D=pick major; 3C/3D=INVIT in H/S; 3H/3S=4+ cards, 7-9	vs NT: K power lead asks unblock/count				
DBL = PEN (by UPH)	DOUBLES				
1M-(1NT)-(Any)-2NT = 3+ support, INVIT+	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		mildly aggressive; jump response 9-11; cue bid; 12+ (or both MAJ 8+)			
Lebensohl; Leaping/Non-leaping Michaels	new suit after cue bid response=1F				
vs 3NT open: 4C/4D = both majors better H/S				SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
vs strong 1C or artificial 1D response: DBL=Majors; NT=minors	Responsive DBL; Cue Bid DBL; Most below-game DBL=Value/Takeout			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Cooperative T/O DBL above NEG DBL level			All point count totals subject to adjustment for hand evaluation	
	After OPPT's DBL of 1/2 level overcall REDBL shows Ax or Kx			After Kokish: 2NT=24-25; 3NT=26-27; 4NT=28-29; 5NT=30-31 BAL	
				Jump Raise=weak by UPH (except when otherwise stated)	
				Jump Raise=mixed raise by PH (except when otherwise stated)	
				1C - 1D - Any non-jump - 3D =FG; 1H - 1S - Any non-jump - 3S =FG	
				1m - 1M - 1NT - 3C =NAT, signoff	
OVER OPPONENTS' TAKE OUT DOUBLE					
New Suit: 1F 1-level; NF 2-level; REDBL=10+; fit jump					
1C-(X)-2D or 1D-(X)-3C = FG raise					
2NT=INVIT+ (4 card+) in majors; weak raise in minors					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C/1D		3	4H	open 1C with 3-3 in minors	inverted minors (FG); jump raise weak	2C/2D=Two-way Checkback (CB)	1m- (X)- 2NT=weak; 3m=INVIT
					1C-2D or 1D-3C = NAT, INVIT	Structured reverse; 4SF=FG	1m-(1NT)-2C = Both Majors
					2H=4+ support, INVIT; 2S=5(4)+ support, 7-9	1m-Any-1NT-2NT=NAT, INVIT	1m-(1NT)-2D/2H = H/S
					Major first	1C-1D-1NT- 3C/3D = Nat, FG	P-1m-2m=INVIT; 3m=7-9
					1NT=6-10; 2NT=(10)11-12; 3NT=(12)13-15	1C-1D-1NT-2C/2D = signoff	P-1m-jump in new suit=fit jump
					splinter	1m-1M-4M =gamble; mini-SPL	fit jump vs. oppt O/C or T/O DBL
						1m-1M-4m = 18-19; 4 card support	
						1m-1M-2M-3M=bar bid	
						1m-1M-2NT-3C = Wolff	
1S/1H		5(4)	4D	May be 4 card suit in 3rd/4th hand	3NT=12-14; 2NT=15+ with 4+card support; splinter (9-12)	1H-1S-1NT-2C/2D=Two-way CB	Over DBL, 2NT=4+card, INVIT+
					with 4+ support: 3C=INVIT; 3D=7-9; jump raise=weak (0-6)	1H-1S-1NT-2NT=Puppet to 3C	1S-(X)-2H, 1H-(X)-2D=6-9 Raise
					1NT=1F; 1H-2S=NAT,INVIT; 1S-3H=NAT,INVIT	4SF=FG (rebid of opener's 1st suit = waiting)	1H/1S-(X)-2H/2S = 0-6
						1M-2M-3M=bar bid	1M-(1NT)-2m =5OM,4m
						serious 3S/3NT	P-1M-3M = 4+ supp, 7-9
						Last train	P-1M -> fit jump (2NT=Clubs)
							P-1M- 3C=NAT
1 NT			2/3 level	15-17, may have 5 card major	Stayman; 2S=mss	1NT-2C-2D-2H/2S=Smolen	Lebensohl
					Jacoby; Texas (through 4C)	1NT-2C-2D-3H/3S=5-5 MAJ(INVIT/FG)	System on over 2C (≠both majors)
					2NT=Puppet to 3C(S/O or FG)	Walsh relay (for D only)	DONT after PEN DBL of our
					3C=Modified Puppet	show short suit over 3C	1NT open or overcall
					3D=NAT,INVIT; 3H/3S= 4144/1444 FG		
2C	✓			Strong ART	2H=Negative; 2D=waiting; 2NT=Hearts	Kokish (2H=relay to 2S)	DBL=weak
						2C-2D-3H/3S = 4+H /S & 5+D	
						2C-2D-3C-3D=asks major	
2D-2S		6(5)		weak (4-10)	New Suit=NAT,1F		
					2NT=asks strength	3NT=Solid suit; 3H=best, ..., 3C=worst	
2 NT			3 level	20-21	Jacoby; Texas (through 4C); Stayman	Smolen, Walsh	
					3S=mss		
3C-3S		7(6)		Preempt	New suit forcing below game	High Level Bidding	
3 NT	✓	7		Solid Minor; no side A/K/void	4D=short suit ask; 4C/5C/5D=Pass or correct	RKC (5C=1/4; 5D=0/3, DOPI/DEPO)	
						RKC Q ask: lowest step= no queen, 2nd step=have Q but no side K;	
4C-4S		7(6)		Preempt	New suit forcing below game	higher steps=have Q and K shown (denies bypassed kings)	
						Length Ask if no Q: 1st step, no extra length; 2nd step one extra card, etc.	
						5NT=GSF: clubs (6C=0/1; 7C=2); diamonds (6C=0; 6D=1; 7D=2)	
4NT	✓			Ace asking	5C=no ace; 5NT=club ace; 6C=two aces	hearts (6C=0; 6D=Q; 6H=A or K; 7H=2);	
						spades (6C=0; 6D=Q; 6H=A or K; 6S=A or K + extra length)	
5C-5D		7		Preempt		Voidwood (0/3, 1/4); Minorwood (lowest=1/4; next=0/3, DOPI)	
						Gerber (4D=1/4; 4H=0/3, 4S=2 bad hand. 4NT=2 good hand)	
						1NT-2C-2M-4C=RKCB; 1NT-2C-2M-4D=BAL HAND (M fit), slam try	
						1NT-2C-2M-3OM = fit slam try (UNBAL); 2NT-3C-3H/3S-3S/4H= fit S/T	