

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALL (Style; Responses; 1/2 level; Reopening)</b>
Sound. CUE and higher (upto partner suit) are TRF to upper suit in M or FG w/ m). M against O/C is F, m is NF.
Jump CUE is 8-9 w/ 4 SUPP
ALL TRF for one level over takeout double higher of partner's suit
<b>1NT OVERCALLS (2nd/4th Live; Responses; Reopening)</b>
Direct position=(14)15-17(18) HCP
System on (ReDBl=PUP 2♠, 2NT=PUP 3♠)
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>
<b>1-Suit:</b> Weak, 2NT=S/S ASK, Raises=PRE, New suit=F1
<b>2-Suit:</b> Unusual 2NT (NV: 3+, VUL: 8+)
<b>REOPEN:</b> Intermediate (1x)-P-(P)-2NT=19-20 HCP
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)</b>
Michael's CUE for Ms or M & m (2NT asks m)
Jump CUE=asks for stopper in the suit w/ running suit
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
ALL position: DBL=TRF to 2♣ (♣, ♦ or even Ms M&m,ms),
Advanser may Pass / DBL
2♣=♥ better than ♠,
2♦=♠ better than ♥,
2♥;2♠=♥; ♠,
<b>VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)</b>
DBL=T/O, CUE=L/R or better, Unusual over unusual
Raise=COMP, NT=to play
VS weak2-bids=Lebensol
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
vs 1♣ strong: Exclusion bids, 1NT=serious O/C, 2x=DONT,
3x=TRF to higher suit [10]
<b>OVER OPPONENTS' (TAKEOUT) DOUBLES</b>
STOLEN (may have support w/ value TRF suit)
2NT/M=L/R or better, Raise=PRE
2NT/m=PRE, Jump in other m=FG, Raise=Limit
Support RDBL applies

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's suit</b>	
<b>Suit</b>	3rd=even; low=odd	same	
<b>NT</b>	3rd=even; low=odd	same	
<b>subseq</b>	same as above	same	
<b>Other:</b>			
<b>LEADS</b>			
<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	AKx(+), Ax	AKQJxx, AQJ10x	
<b>King</b>	KQxx, KJ10xx(x), Kx	KQxx, KJ10xx(x)	
<b>Queen</b>	QJxx, Qx	KQ109, QJ9x, Qx	
<b>Jack</b>	J10xx, AJ10(x), KJ10(x)	J10xx, AJ10(x), KJ10(x)	
<b>10</b>	109x, 10x, H109(x)	109x, 10x, H109(x)	
<b>9</b>	KJ9x, 9x, H98x	H98x(x), 98x, 9x	
<b>8</b>	Hx8x, 8x	H87x(x), 87x, 8x	
<b>Hi-x</b>	Sx	Sx	
<b>Lo-x</b>	HxS(x), xxS	HxS, xxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>Suit</b>	<b>1</b> Hi/lo=E	Hi/lo=E	Hi/lo=E
	<b>2</b> S/P		
	<b>3</b> Hi=ENCRG		
<b>NT</b>	<b>1</b> Hi/lo=E	Hi/lo=E	Hi/lo=E
	<b>2</b> S/P		
	<b>3</b> Hi=ENCRG		
<b>Signals (including Trumps):</b> Trumps remaining			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Light shape oriented (4441), Dbl then bid=FG			
Aggressive RESP & COMP bids			
1NT RESP to DBL for 1M: can be WEAK, CUE: Promise rebid			
When both OPPT bid, Opening suit=NAT			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
Negative, Support, Responsive, Maximum overcall,			
Maximal, Stolen TRF (over NT), action, Impossible,			
Lead directiong Other Major or unexpected			

**PLAYERS: Yukiko TOKUNAGA Kenji MIYAKUNI**

<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card Majors (Semi-F 1NT), 2/1 FG , open light 1-bids,
respond light if has 1 King, NAT weak 2-bids
terrible NV PRE, sound overcalls (strongish at 2-level),
weak COMP raises
Mini splinters by PH / DBL, Transfers/DBL
Transfer / 2NT & after OC
Jumps / M shows support
<b>1NT Opening:</b> (14)15-17(18) could have 6+M 7+m
<b>2 OVER 1 Response:</b> FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFFENCE</b>
2♣=FG, Control asking
2♦=(9)10-15HCP, +5 spades +4 hearts
2♥/♠=3-10 HCP, Weak
3NT=16-20, good 6-card suit (hand likely to produce 9 tricks)
3NT=maybe preemptive / M,m when NV
1M / 1m could have 3+cards
2m / 1M could have 2+cards
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Over OPPT bidding sequence: 1m-P-1m-P-1NT/1m-1NT=DBG=TRF
to 2♣ (♣, ♦, or even M's), 2♣=♥ better than ♠, 2♦=♠ better than ♥,
♥=♥, ♠=♠ *same after 1NT-P-P
ZOOM slam try: not necessarily CUE, Lebensohl/Rubensohl in comp.
<b>PSYCHICS:</b> Often

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU	Yukiko TOKUNAGA      Kenji MIYAKUNI      JAPAN      14-Apr-2013			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣/1♦		3	4♦	(9)10+HCP	1/2/3NT=(5)6-9(10)/(10)11-(12)13/13-15(16)HCP; Single raise=FG LSCA (Relay) [1]; Crisscross L/R w/o Intervention; 2♥=1444 or long ♥, FG; Over DBL: crisscross=FG, 1♠/2♠=1444 6-9/10-12	4th suit=F1; 2-way checkback (2♣=PUP 2♦, 2♦=FG); TRF and Walsh warning after 2NT rebid; CUE=L/R+; Jump CUE=TRF to 3NT; Flip-flop T/O DBL; 4♠=asks partner to RKCB 4♦=RKCB; Good/Bad 2NT, 4NT	4th suit>2nd suit =FG; Closest 2NT or 4th suit after reverse shows weakest hand; Opener's re-raise after PRE shows PRE
1♥/1♠		5	4♦	(9)10+HCP may be 4-cards in 3rd/4th seat	Single/Double/Triple Raise=6-9/PRE/PRE (-1)/(-2)/(-3)/(-4)=Limit/3-card/BAL/Shape Raise [2] SPL=8-12,	1M-1NT-2m=could be 3-cards; various relay after raises; Help suit G/T & S/S G/T [9]; After T/O DBL: TRF up to 2M (suit or SUPP w/ value in bid suit), RESP clarify next Rd; Good/Bad 2NT, 4NT	RRV Drury [7]; Mini SPL /DBL; Fit showing jump
1NT				(14)15-17(18)HCP may have 6+m, 5+M	2♣=STAY; 2♦/♥=Jacoby TRF; 2♠=m suit STAY (m's or ♦ S/O); 2NT=TRF to 3♣ (M42 or 43 FG); 3♣/♦=INV w/ 2/3H; 3♥/♠=5 or 7 ♣/♦, S/T; 4♠=Gerber; 4♦/♥=TRF to 4♥/♠; 4♠=pick better m; 4NT=QUANT w/ (4)333	Walsh Relay; Crawling Stayman See Supplementary sheet [3-5] 1NT-2♣-2♦-2♥=pick M (44+ in Ms, WK hand) Over OPPT interference [6]	
2♣	✓			FG (may have few HCP w/ shape)	CTRL RESP: 2♦/2♥/2♠/2NT/3♣=0-1/2/3 (1A+1K)/ 3 (3K)/4+CTRL	Over interference: Pass=1st step, DBL=2nd step	
2♦		5		10-15HCP 5+♠&4+♥	2♥/♠=to play 2NT= Relay 3NT=to play	2♦-2NT-3C/3D/3H/3S/3NT=5413/5431/5422/5404/5440	
2♥/2♠		5		3-10(11)HCP, 6(5)+♥/♠	2NT=S/S ASK; 3♠=Feature ASK; New suit=F1; RONF	reraise=PRE	
2NT				(19)20-21HCP, BAL may have 6+m, 5+M	3♣=Mod. PUP STAY [8]; 3♦/♥=Jacoby TRF; 3♠=m suit STAY; 3NT/4♣/4♦/4♥=TRF to 4♣ (♣ & M or ♣)/4♦ (♦ & M or ♦)/4♥ (♥)/4♠ (♠)	2NT-3NT-4♣-4♠/4NT=RKC for ♣ / INV w/ ♣; 2NT-4♣-4♦-4NT/5♣=INV w/ ♦ / RKC for ♦	
3♣/3♦		6		PRE	New Suit=F1, may be lead directing; Raise=PRE; 4NT=RKC Jumps=TRF		
3♥/3♠		7		PRE	New Suit=F1, may be lead directing or CUE; Raise=PRE; 4NT=RKC		
3NT	✓			16-20 Semi-running 6card usually / stoppers or psychics	4♣=strong; 4♦/♥=TRF to 4♥/♠; 4♠=S/T w/ SUPP; 4NT=QUANT S/T; 5♣/♦=P/C	<b>HIGH LEVEL BIDDING</b> RKCB (14/30/2/2) Exclusion Blackwood at 4/5 level (03/14/2/2)	
4x		7		PRE		3NT rebid after S/S G/T is RKCB (14/03/2/2) Negative Slam Double After minor fit, 4♣=asks partner to RKCB, 4♦=RKCB GOOD/BAD 2NT/4NT	