

SPECIAL DOUBLES
 Negative thru 4♦ Maximal
 Responsiv thru 4♦ Redbl
 Support Dbl thru 2 of partner's suit
Comptetive Dbl thru 3♣ **※絵札ダブル**
Action Dbl thru 2♠(Reopen by responder)

SIMPLE OVERCALL
 1 level 6(8) to 15 HCP(usually)
 often 4 cards very light style

Responses
 New Suit F1 NF Const NF
 Jump Raise INV Weak
 Cuebid 9+ up Jump Shift **open hand**
 3 level w/ SUPP NF 6+cards
 2 level does not promise SUPP.

JUMP OVERCALL
 Weak Intermediate 2NT **Ogust**

PREEMPTS STYLE
 Sound light very light

We VUL
 NV vs NV
 NV vs VUL

Rule of 2, 3 & 4

DIRECT CUEBID
 Michaels Major Minor
Mini-max Michaels
 Bid the better suit w/ 11~15 HCP

SLAM CONVENTIONS
 4NT Blackwood Gerber
 Jump to 4(5) ♠ **Roman Gerber (1430)** ⑫
 4♣ after **JTB** has been completed is **RKCG**(1430) ⑬ **0123 to K ask.**
 RKCB for minors **0314** 1430 for majors Anser **specific K to Q ask;**
 Vs interference **DOPI** **Exclusion BW(Voidwood), Minorwood, Grand slam force**

LEADS (circle card led, if not in bold)
○ = mud for advanced partnership

versus Suits versus Notrump

x x (x) x x **x** **x** x (x) x x **x**
x (x) x (x) x x **x** **x** (x) x (x) x x **x**
A **K** x **T** 9 x **A** **K** J x **A** **Q** J x
K **Q** x **K** **J** **T** x **A** **J** **T** 9 **A** **T** 9 x
Q **J** x **K** **T** 9 x **K** **Q** **J** x **K** **Q** **T** 9
J **T** 9 **Q** **T** 9 x **Q** **J** **T** x **Q** **T** 9 x
K **Q** **T** 9 **J** **T** 9 x **T** 9 x x

LENGTH LEADS
 4th best vs SUITS vs NT
 3rd/low vs SUITS vs NT
 Attitude vs NT

Primary signal to partner's leads
 Attitude Count Suit Preference

● Lead to from xxx(x...), unless **mud** is used, in the suit partner has bid but you
 ● suit preference if O.L. Ace hits a singleton in the dummy. have not raised. ⑮

NOTRUMP OVERCALLS
 Direct 15 to 17 System on
 Jump to 2NT 2 lowest Minors
 Balancing 10 to 14 Sys. on
 2NT Natural 18 to 20
Sandwich 1NT weaker than Doble

DEFENSE VS NOTRUMP
 Vs all ⑨ Weak **Meckwell D.O.N.T.**
Multi Landy ⑩ Vs Strong NT

2♣ both majors ♣ & a major
 2♦ 1 suit ♦ & a major
 2♥ ♥ & a minor NAT
 2♠ ♠ & a minor NAT → 2♣ relay
 Dbl penalty a minor or both maj.
Other Dbl by a passed hand forces 2♣. ⑪

OVER OPP'S T/O DOUBLE
 New Suit Forcing 1 level 2 level
 Jump Shift Weak other _____
 Redouble 9+ up INV w/o SUPP
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other **Jordan-Truscott**

Vs Opening Preempts
 Takeout Dbl thru 4♣ 4NT vs 4♠ any
 Conv. Takeout CUE invites 3NT. 2 suits
Lebensohl 2NT Response
 Other **Leaping Michaels** 4♣, 4♦
 vs 2M(major), 1M-2M or 3M

DEFENSIVE CARDING
 vs SUITS vs NT

Standard
 except
 Upside-Down **UDCA**
 for advanced partnership
 Attitude
 Count

FIRST DISCARD **UDCA** でも普通に
 Lavinthal ⑭
 Odd/Even

OTHER CARDING
 Smith Echo in N Rev.
 Trump Suit Pref.

NAMES
GENERAL APPROACH 2/1 Always GameForcing (in the style of Hardy)
 Auction can end only after responder's 2♣-3♣-4♣ or 2♦-3♦-4♦.

NOTRUMP OPENING BIDS 3♣ aft. STAY inv Slam 2NT 20 to 21

1NT (14)15 to 17 3♣ } AQxxxx or KQxxxx
 3♦ } (Not AK...) INV to 3NT
 3♥ } bloken 6+ cards
 3♠ } INV to slam
 4♦, 4♥ Texas Transfer

5-card Major common
 2♣ Stayman
 2♦ Transfer to ♥
 2♥ Transfer to ♠
 2♣ TRF to 3♣ (→2NTw/ max & Kxx) **Lebensohl**
 2NT TRF to 3♦ (→3♣ w/ max & Kxx) Neg Dbl 2level 3level

2♥ Transfer to ♠ **Delayed Texas** after STAY ①
 2♣ TRF to 3♣ (→2NTw/ max & Kxx) **Smolen** FG 8+ up HCP
 2NT TRF to 3♦ (→3♣ w/ max & Kxx) **Lebensohl** Neg Dbl 2level 3level

4 suits TRF Super acceptance after JTB: Jump w/ max & 4 cards. Bid a new suit w/ max & 3 cards. See () after TRF to ♣ or ♦.
 System on over Dbl & 2♣ Dbl over **convent. 2♣ & Multi-Landy 2♦ = STAY**

MAJOR OPENING

	4+	5+
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/>	<input type="checkbox"/>

RESPONSES
 Double Raise FG INV Weak
 After Overcall INV Weak
 Conv. Raise 2NT 12+ 3NT
Splinter 9+ to 12- HCP
 Other _____

MINOR OPENING

	4+	3+	2+	Other
1♣	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES **Inverted Minor Raises**
 Double Raise FG INV Weak
 After Overcall INV Weak
 Single Raise INV+ FG NF
 May bypass 5+♦ Up the line
 1♣→2♦ 15+ **SJS** 1♦→3♣ INV
 2♥ 15+ **SJS** 2♠ 15+ **SJS Soloway JS**
 1♣→1NT 8 to 10 HCP
 Drury fit 2-way 1♥→1♠ 5+
 2NT 9+ to 12- 3NT 12+ to 15-
 Other **Help suit G.T.** for Ax, Kx or Qx ② Other **SPL:** w/ 5cards 12+, w/ 6+cards 9+

③ **DESCRIBE**
 2♣ 22 HCP up or 4 losers 17 or Strong Natural 14 & 5 CTRL
 2♦ 11 to 16- HCP Weak Flannery Other
 2♥ } 5+ to 11 HCP Weak Other
 2♠ } At 4th seat 10~13HCP

RESPONSES / REBIDS
 2♦ POS 2♥ NEG 2NT ♥ POS
 Opener's jump asks Ace. → **Walsh** ④
 2NT Relay → 3NT = Ax or Kx in both M
 3♠/3♦ inv 3NT w/ 6 cards & 9+ HCP up
 2NT Ogust Feature
 strong = 9HCP up or a shortness
 New Suit NF **RONF (Raise only NF)**

OTHER CONVENTIONAL CALLS

New Minor Forcing 2♣ Checkback 2-way New Minor Forcing
 4th Suit Forcing 1 Round Game Weak Jump Shifts
 ● 1♣-1♦; 1♥-1♠ is **FSF** (4th suit forcing). only after intervention ⑤
 ● CTRL bids: First bid Ace or void.
 Then both sides bid 1st or 2nd round CTRL up-the-line.
 ● Vs **Precision: Mathe** (1C-X both majors, 1C-1NT both minors)
 ● Vs **Flannery:** Dbl equiv. to strong NT; 2♥(cuebid) 3 suits T/O; 2NT **UNT.** ⑥
 At 4th seat, Dbl at least an opening bid; 2♥ 3 suits T/O; 2NT equiv. to strong NT.
 ● **Two way Drury** after intervention: **SYS ON** after Dbl or Overcalls below 2♣. ⑦
 Aft. 2♦ Dbl with 3+card SUPP (same for 3 & 4 cards in this case.)
 ● **Walsh, XYZ and Meckwell D.O.N.T.** for advanced partnership ⑧

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