

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

8-19HCP, (4)5⁺ card suit, Sound.

RESP: New suit=F1. Cue=INV⁺ w/ SUPP. Jump cue=Mixed raise.

Jump raise=PRE. Jump shift=Fit showing.

Reopening: 8-18HCP. Cue=Michaels.

RESP: New suit=NF, but constructive. SUPP 2NT

1NT OVERCALLS (2nd/4th Live; Responses; Reopening)

15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH).

RESP: System on.

Reopening: 1NT=11-15HCP, BAL/semi-BAL.

May not have stoppers in OPPT's suit.

2NT=19-20HCP, BAL/semi-BAL.

RESP: System on.

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Weak.

RESP: New suit=F1. Cue=Limit⁺. 2NT=Ogust.

2-Suit: Unusual 2NT=Unbid lower rank 2-suiter.

Reopening: Intermediate.

DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)

Direct: Michaels.

RESP: 2NT=INQ. 3♦ after (1M)-2M=INV⁺ w/ SUPP.

(1m)-3m=NAT PRE (NV)/Sound (V). (1M)-3M=Asks for stopper.

VS. NT (vs. Strong / Weak; Reopening; PH)

vs. STR NT: 2♣=♥&♠, 2♦=♥ or ♠, 2M=M&m, 2NT=♣&♦.

RESP: (1NT)-2♣-2♦=Ask better M. (1NT)-2♦/2M-2NT=INQ.

Reopening: X=TRF to 2♣ (♣, ♦, ♣&M, or ♣&♦ good hand).

2♣=♥&♠, 2♦=♦&M, 2M=NAT.

vs. WK NT: same as above

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

T/O DBL thru 4♥ (vs. 4♠ open: X=OPT, 4NT=STR T/O or STR 2-suiter).

DBL vs. WK 2=T/O->LEB 2NT.

4♣/4♦ vs. WK 2♦=5⁺♣&5⁺M/5⁺♥&5⁺♠. 4♣/4♦ vs. WK 2M=5⁺♣/♦&5⁺OM.

VS. ARTIFICIAL STRONG OPENINGS

vs. 1♣: X or ♣/♦/♥/♠=♦ or ♥&♠/♥ or ♠&♣/♠ or ♣&♦/♣ or ♦&♥.

NT=♣&♥ or ♦&♠, 3NT or upper=NAT.

vs. 2♣: X or ♣/♦/♥/♠=♦ or ♥&♠/♥ or ♠&♣/♠ or ♣&♦/♣ or ♦&♥.

NT=♣&♥ or ♦&♠, 4♣ or upper=NAT.

OVER OPPONENTS' TAKEOUT DOUBLE

TRF (NAT or values in TRF suit w/ SUPP). Fit jump. SPL.

1♣-(X)-2♦/2NT/3♣/3♦=FG raise/PRE/Limit raise.

1♦-(X)-2NT/3♣/3♦=PRE/FG raise/Limit raise.

1♥-(X)-1NT/2♣/2♦=♣/♦/good single raise.

1♠-(X)-1NT/2♣/2♦/2♥=♣/♦/♥/good single raise.

1M-(X)-2NT/3M/3NT=Limit⁺/PRE/good PRE.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd or lowest	3rd or lowest
NT	4th	3rd or lowest
Subseq	same as above	same as above

Other:

vs. NT: K asks CT/UB, A asks ATT. Top, 2nd or 4th from 4 (or more) small.

vs. suit: A asks ATT, K asks CT.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax(+); AK	AKx(+); Ax(+)
King	AKx(+); KQx(+); Kx	AK(Q/J)10(+); KQ(J/10)9(+)
Queen	QJx(+); Qx	QJ(10/9)(+); AQJ(+); KQx(+)
Jack	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)
10	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)
9	9x	98x; 9x
Hi-x	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx
Lo-x	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); HxS; xxxS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Lo=ENCRG	Hi/Lo=ODD	O/E first discard
	2	Hi/Lo=ODD	S/P	Lo=ENCRG
	3	S/P		Hi/Lo=ODD
NT	1	Lo=ENCRG	Hi/Lo=ODD	O/E first discard
	2	Hi/Lo=ODD	S/P	Lo=ENCRG
	3	S/P		Hi/Lo=ODD

Signals (including Trumps):

Trumps: S/P. Other: Remainder CT (Present CT).

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

11⁺HCP, Shape oriented, may be light if classical shape.

RESP: Cue=F1. Jump cue=Asks for stopper.

Reopening: 8⁺HCP.

RESP: Cue=F1.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG DBL thru 4♥.

RESP DBL thru 4♥ (Also applied after partner's O/C or T/O DBL).

MAX DBL thru 3♥.

SUPP DBL/REDBL thru 2(3)♥.

4th suit DBL (Snapdragon DBL), Strong O/C DBL, Rosenkranz DBL, CUE T/O DBL.

L/D DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.

WBF Convention Card

CATEGORY: Natural GREEN

ver: 04 Sept. 2024

NCBO: JAPAN

EVENT: Mixed Teams

PLAYERS: All Players Japan Mixed Teams

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card M, 2 over 1 always FG.

Various ART raises after 1m/1M openings.

1NT opening: (14⁺)15-17.

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENSE

2♣=ART STR (9⁺tricks or 24⁺HCP BAL).

3NT=PRE in a 7⁺ card minor.

4♣/4♦=Namrats (very good 7⁺♥/♠, 8-9.5 playing tricks).

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE

1m-(1NT)-2♣/2♦/2♥/2♠=♥&♠/♥/♠/♣&♦.

1M-(1NT)-2m=m&OM.

Defensive bids vs. 2-suiter O/C.

Good-Bad 2NT.

M's overcall is applied to this OPPT's bidding sequence: 1m-1NT/1♣-1♦;1NT.

SPECIAL FORGING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

1NT-(X)-XX=PUP to 2♣, then Pass/2♦=S/O in ♣/♦.

1NT-(X)-2♣/2♦/2♥=♣&supper suit/♦&M/♥&♠.

PSYCHIGS

Openings: rare

Others: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣ 1♦		3	4♥	(10 ⁺)11-22HCP, NAT. May have better minor. 1♦=4 ⁺ unless 4432.	1m-2m/2♥/2♠/3m=FG/Limit/Mixed/PRE raise. 1NT/2NT/3NT=6-10/11-12/13-15 (1♣-1NT=8-10). 1♣-1♦/1M=May 3 cards/May bypass 5 ⁺ ♦. 1♣-2♦/1♦-3♣=6 ⁺ ♦/♣ INV. 1♦-2♣=NAT FG. SPL.	Opener's 1NT rebid may conceal 4-card M after 1♣-1♦ RESP. 1♣-1♦;1♥-1♠/2♠=3 ⁺ ♠ FG/4 ⁺ ♠ FG. 4th suit=ART FG. 1m-1M;1NT-2♣=1-way CB. 1m-1M;4m=STR BAL w/ SUPP. 1m-2m/2♥;4m=RKCB of m. Structured Reverse. SPL.	Cue=Limit raise ⁺ . Jump raise=PRE. 1m-2m by PH=Limit raise. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT. Fit jump by PH.
1♥ 1♠		(4)5	4♦	(10 ⁺)11-22HCP, 5 ⁺ ♥/♠ NAT. May be good 4-card M in 3rd/4th seat.	1M-1NT=F1. 2/1=NAT FG. 1M-2M/3M/3NT/4M=5-9/PRE/PRE. SPL (8-12). 3♣/3♦=Limit raise/7-9 4 ⁺ SUPP. 1♥-2♠=3 ⁺ ♥&5 ⁺ ♠ FG. 1♠-3♥=6 ⁺ ♥ INV.	1M-2M;3M=PRE. 1M-3♣;3NT=RKCB. 1-way CB. 4th suit=ART FG. Structured Reverse. SPL. Various relays including 2-way G/T (help/short suit) after single raise.	Cue=Limit raise ⁺ . Jump raise=PRE. Good-Bad 2NT. Rev Drury. Fit jump by PH. SUPP 2NT 1M-2NT by PH=♣ Fit jump.
1NT		-	3♠	(14 ⁺)15-17HCP, BAL/semi-BAL. May be off-shape.	2♣=STAY (May not have 4M). 2♦/2♥=TRF to ♥/♠. 2♠=mSS. 2NT=PUP to 3♣(S/O or S/T in ♣). 3♣=PUP STAY. 3♦=NAT 6 ⁺ card INV. 3M=SPL 4♣=Roman Gerber. 4♦/4♥=TRF to ♥/♠. 4♠/4NT=3334/3343.	1NT-2♣;2♦-3♥/3♠=5 ⁺ ♥&5 ⁺ ♠ INV/FG. 1NT-2♣;2M-3OM/4♣/4♦=STR raise w/ shortness/STR BAL raise/RKCB. 1NT-2♦;2♥-2♠=PUP to 2NT(Cancel ♥suit, S/T in ♣/♦). 1NT-2♥;2♠-3♥=5 ⁺ ♥&5 ⁺ ♠ S/T.	vs. PEN DBL: XX=PUP 2♣. Texas TRF Thru 3♣. Lebensohl. DBL by opener=T/O.
2♣	✓	0	-	ART STR. (1) 9 ⁺ tricks. (2) 24 ⁺ HCP, BAL/semi-BAL.	2♦/2♥=Waiting (w/ A or 5 ⁺ HCP)/NEG (0-4HCP w/o A). 2♠/2NT/3♣/3♦=Good 5 ⁺ ♥/♠/♣/♦. 3NT=6 ⁺ card any SOL suit.	After 2NT rebid, same as 2NT open. 2♣-2♦;2♥=PUP to 2♠ (5+♥ FG or 24 ⁺ HCP BAL).	vs. DBL: Pass/XX=Positive/NEG. vs. O/C: Pass/DBL=Positive/NEG.
2♦ 2♥ 2♠		5	-	NAT, PRE.	2NT=Ogust. Raise=PRE. New suit=F1. JS=CTRL ASK. 2♦/2M-4♣=S/T w/ fit.		vs. DBL: XX=PUP to cheapest step. 4x=L/D w/ SUPP.
2NT		-	3♠	(19 ⁺)20-21HCP, BAL/semi-BAL. May be off-shape.	3♣=STAY. 3♦/3♥=TRF to ♥/♠. 3♠=mSS. 4♣=Roman Gerber. 4♦/4♥=TRF to ♥/♠.	2NT-3♣;3♦-4♥/4♠=5 ⁺ ♥&5 ⁺ ♠ S/T NF/F to 5♥. Smolen TRF. 2NT-3♣;3♥/3♠-3♠/4♥=STR raise. 2NT-3♦;3♥-3♠=PUP to 3NT, then 4m/4♥/4♠=6 ⁺ card m/5♣/5♦ S/T.	
3♣ 3♦ 3♥ 3♠		6	-	NAT, PRE.	3♣-4♦=S/T w/ fit. 3M-4♣=S/T w/ fit.		
3NT	✓	-	-	PRE in a 7 ⁺ card minor.	4m/5♣/6♣/7♣=P/C. 4M/5♦/6♦=To play. 4NT=S/T in opener's suit.	3NT-4NT;5m/5♥/5♠=No slam interest/RKCB of ♣/♠/♣ of ♦. 3NT-4NT;5♣-5♦=RKCB of ♣. 3NT-4NT;5♦-5♥=RKCB of ♦.	
4♣	✓	0	-	Namyats (very good 7 ⁺ ♥).	4♦=S/T. 4♥=To play. 4NT=RKCB. 4♠/5♣/5♦=CTRL ASK. 5♥=PRE.	4♣-4♦;4♥/4NT=No slam interest/RKCB. 4♣-4♦;4♠/5♣/5♦=Good hand w/ 1st Rd CTRL in ♠/♣/♦.	
4♦	✓	0	-	Namyats (very good 7 ⁺ ♠).	4♥=S/T. 4♠=To play. 4NT=RKCB. 5♣/5♦/5♥=CTRL ASK. 5♠=PRE.	4♦-4♥;4♠/4NT=No slam interest/RKCB. 4♦-4♥;5♣/5♦/5♥=Good hand w/ 1st Rd CTRL in ♣/♦/♥.	
4♥ 4♠		7	-	NAT, PRE.		HIGH LEVEL BIDDING	
4NT	✓	-	-	ACOL Ace ASK.	5♣/5♦/5♥/5♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace.	Roman Gerber. Super Gerber (5♣). Grand Slam Force (->1step=A/K, 2step=Q/Extra, 6 of trump=No). RKCB (1430). Exclusion RKCB (0314). Roman-DOPI (below 5 of the agreed suit). ROPI. DEPO (above).	
5♣ 5♦		8	-	NAT, PRE.		Splinter. Autosplinter. CTRL showing cue at 3/4 level shows 1st/2nd Rd CTRL. CTRL ASK after PRE open. In forcing situation, pass and pull shows STR offensive hand.	
Others							